

WARHAMMER 40,000 CODEX: DARK ANGELS

Official Update Version 1.1

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, that require amendments to be made in older versions of our army books. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

ERRATA

Page 23 – Combat Squads

The **third** paragraph's last sentence should be ignored, and the penultimate sentence should be changed to "If you decide to break the unit down, then each Combat Squad is treated as a separate unit for all game purposes from that point."

Page 37 – Sacred Standards

The third sentence should be changed to "All friendly units within 12" of the Sacred Standard are Fearless."

Page 41 – Book of Salvation

The second sentence should be changed to "All friendly units within 12" of Ezekiel are Fearless."

Page 45 – Ravenwing Company Standard

The first sentence should be changed to "If Sammael is present at a battle, then one member of one Ravenwing attack squadron riding a bike in the army may carry one of the Ravenwing company standards."

Page 55 – Searchlights, second paragraph

The second sentence should be changed to "If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight."

Page 81 – Command Squad options

The fourth bullet point should be changed to "Up to two Veterans may replace their bolter or chainsword with a flamer for +5 points per model, a meltagun for +10 points per model, or a plasma gun for +15 points."

Page 83 – Veteran Squad, Options:

The second, third and fourth bullet point should be changed to "Any model may [...]."

Page 83 – Scout Squad, Options

The second bullet point should be changed to "Any model may [...]."

AMENDMENTS

Page 25 – Narthecium/Reductor

Change to "As long as the Apothecary is alive, all models in his squad have the Feel No Pain special rule."

Page 27, 88 – Typhoon missile launcher

Change the weapon profile to:

"Frag: Range 48"; S 4; AP 6; Heavy 2, Blast
Krak: Range 48"; S 8; AP 3; Heavy 2"

Page 28 – Cyclone missile launcher

Change "counts as a missile launcher" to "counts as a Heavy 2 missile launcher"

Page 29, 88 – Sniper Rifle

Ignore "Pinning" under the Type heading.

Page 33 – Whirlwinds, Whirlwind multiple missile launcher
Change the last sentence of the first paragraph to “Declare which type of missile you wish to use before the Whirlwind fires.”

Page 33, 88 – Whirlwinds

Add “Barrage” to both the ‘Vengeance Missiles’ and ‘Incendiary Castellan Missiles’ type

Page 34 – Power of the Machine Spirit

Change to “The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. Therefore, a vehicle that has moved at combat speed can fire two weapons, and a vehicle that has either moved at cruising speed, or has suffered a ‘Crew Stunned’ or ‘Crew Shaken’ result can fire a single weapon.”

Page 35, 87, 88 – Drop Pod, profile

Change the BS to “4”.

Page 54 – Storm shield

Change to “A storm shield is a solid shield that has an energy field generator built into it. The energy field is capable of deflecting almost any attack, even blows from lascannons and power weapons.

A model with a storm shield has a 3+ invulnerable save. A model equipped with a storm shield can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.”

Page 54 – Combat Shield

Change the last sentence to “The combat shield confers a 6+ invulnerable save.”

Page 55 – Smoke Launchers

Change to “SMOKE LAUNCHERS Smoke Launchers are used to temporarily obscure the vehicle behind concealing clouds of smoke, allowing it to cross open areas in greater safety. See the Vehicles section of the Warhammer 40,000 rulebook for details.”

Page 83 – Company Veterans Squad, Options

Change the third bullet point to “Any model may take a combat shield for +5 points per model, or a storm shield for +15 points per model.”

FAQs

Q. When a unit with the And They Shall Know no Fear special rule regroups do they get to immediately move up to 3" as well as moving as normal that turn? (p23)

A. Yes.

Q: If I split a Space Marine squad into two combat squads, can both embark into or be deployed in the same dedicated transport? (p23)

A: No. They are no longer the same unit and a transport vehicle can only carry a single infantry squad.

Q: Some Space Marine squads can take a Razorback as a dedicated transport. A Razorback has a transport capacity of six models. Can you still choose this as a dedicated transport for a squad with more than six models? (p23)

A: Yes.

Q: Can a Ravenwing attack squadron with a Landspeeder in it, which has been held in reserve, use the Outflank special rule? (p27)

A: No.

Q: Can a Techmarine that is in base contact with multiple damaged vehicles attempt to repair them all? (p31)

A: No. A Techmarine can only ever make one repair attempt per turn.

Q: Can a Techmarine attempt to use his Blessing of the Omnissiah special rule to repair a vehicle he is currently embarked upon? (p36)

A: Yes.

Q. Can a vehicle with the ‘Power of the Machine Spirit’ fire a weapon on the turn the vehicle uses Smoke Launchers? (p34)

A. No.

Q. Can you take a Drop Pod with a 10-man squad and then put a combat squad in it, deploying the other combat squad on the table, or leave it in reserve but not in the Drop Pod? (p35)

A. No, because squads that are placed in reserve may not break down into combat squads.

Q. Can you use a Drop Pod on its own, with no squad inside? (p35)

A. Yes you can.

Q. Do Drop Pods count as immobilised the moment they touch down? Also, are any immobilised hits on them counted for weapon destroyed etc? (p35)

A. Yes.

Q: If a Drop Pod scatters off of the board when deep striking what happens? (p35)

A: They will have to roll on the Deep Strike Mishap table.

Q. Can troops deploying from a Dark Angels Drop Pod assault on the turn it lands? (p35)

A. No the embarked troops can't assault, as they have deployed by Deep Strike that turn and troops that Deep Strike can't assault.

Q. Which Dark Angels psychic powers are psychic shooting attacks? (p39)

A. Hellfire and Mind Worm (though they include a few exceptions to the normal shooting rules, as specified in their description).

Q. Is there a limit on the amount of wargear a model can carry? For instance, can a Company Master really take lightning claws, a combi-weapon, a bolt pistol and grenades? If yes, does this mean a Master can shoot his bolt pistol and then charge in and use his pair of lightning claws? (p79-87)

A. There is no limit. Yes, the Grand Master can absolutely do that. Remember that lightning claws can be retracted into their casing!

Q. Technically, a Company Master can be equipped with a pair of lightning claws (replace the chainsword), plus a storm bolter (additional weapon), plus a plasma pistol (replace the bolt pistol). Is this allowed? (p80)

A. Yes, but to do this the model will need to be heavily converted.

Q. Chaplains and Librarians may take Space Marine Bikes as an upgrade. According to the Dark Angels organisation chart on page 15, Librarians don't belong to the Ravenwing, but it would appear that all bikes in the chapter do. So do bikes bestow the Ravenwing rules upon characters taking them? It seems logical to be able to field a Ravenwing Chaplain with the special rules, but what of the Librarian? (p80-81)

A. Very creative use of the background, I must say. Sadly Chaplains and Librarians on bikes don't benefit from the Ravenwing special rules. Come on, you didn't think we'd really say anything else, did you?

Q. Command Squads. As per the Codex, for every Company Master in the army, one Command Squad may upgrade one model to a Company Champion. This means that Supreme Grand Master Azrael may not take a Company Champion as, by rules as written, only a Company Master can have one. Can he take a 'Chapter Champion' (or equivalent) instead or was this an oversight? (p81)

A. Azrael is not a Company Master and therefore his Command Squad does not have a Company Champion.

Q. When I upgrade Deathwing and Ravenwing models to Standard Bearers and/or Apothecaries, can they still use items such as lightning claws, thunder hammers and storm shields, assault cannons, meltaguns, flamers and plasma guns? (p81)

A. Yes, because they are extraordinary individuals!

Q. The equipment options list for the Company Veterans only mentions 'combi-weapon for +10pts.' Can I pick any combi-weapon at the same cost of +10pts? (p83)

A. Yes, for +10 points they can have either a combi-flamer, -melta or -plasma.

Q. Storm shields and Company Veterans. As per the Codex, models may purchase a storm shield for +[x] points per model? – so can this be taken in addition to two single-handed weapons (or any upgraded weapon) or instead of one of their two single-handed weapons? (p83)

A. It can be taken in addition.

Q. Expandable squads. As per the Codex, Scout Squads, Tactical Squads, Assault Squads and Devastator Squads may include five additional [models] for +[x] points – does this mean that more than one additional five may be added to these squads at any one time as there is no maximum squad size specified within the Army List? (p83, 84, 86)

A. No, these options cannot be repeated (nice try though!).

Q. In the Codex, any Scout may replace his bolter with a sniper rifle, does this include the Scout Sergeant? (p83)

A. Yes.

Q. Can the Veteran Sergeant in a Company Veterans Squad take any weapon and wargear upgrades? (p83)

A. Yes, he can take any of the weapons or upgrades allowed to a Veteran.

Q. Can a Dark Angel choose to use their bolt pistol instead of another weapon they are carrying? For example, could a Dark Angel with a bolter or a heavy bolter choose to fire their bolt pistol instead? If they fire the bolt pistol once, can they assault? (var)

A. Yes to all questions. Models carrying more than one weapon can always choose which one to fire.

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