

WARHAMMER 40,000 CODEX:

DARK ANGELS

Official Update for 7th Edition, Version 1.0

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, which require amendments to be made in older versions of our codexes. 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 codexes. 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: Amendments, Errata 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.

AMENDMENTS

Various – Psykers

Any model with the Psyker special rule may generate powers from the Daemonology discipline in addition to the others listed in their Army List Entries.

Page 28 – Warlord Traits, Courage of the Lion

Change rule to 'The Warlord, and all friendly units with the Dark Angels Faction within 12" of him, roll an additional dice when taking Leadership tests (except when taking tests for Perils of the Warp), discarding the highest.'

Page 45 – Deathwing Knights

Replace the '**You Cannot Hide**' special rule with the '**Precision Strikes**' special rule.

Page 53 – Azrael

Add 'One use only' to Lion's Wrath secondary plasma gun statline.

Page 56 – Belial

Add '**Precision Shots**' to Belial's special rules.

Page 62 – Deathwing Weapons, Bane of the Traitor
Change rule to 'When a weapon with this special rule is used to attack a unit with the Chaos Space Marines Faction, the weapon's AP is improved by 1 (to a maximum of 1).'

ERRATA

Page 32, 94 – Techmarines/Techmarine

Add Boltgun to wargear.

Page 53, 92 – Azrael, Warlord Trait

Change this entry to 'If Azrael is your Warlord, he can choose any one of the Dark Angels Warlord Traits on page 28 (there is no need to roll).'

Page 55, 92 – Asmodai, Wargear

Add 'Bolt pistol' to Asmodai's wargear.

Page 60 – Plasma Talon

Add 'Rapid Fire' to the weapon's Type.

Page 63 – Displacer field, rules

Change the last sentence of the first paragraph to: 'If the scatter causes the bearer to arrive on top, or within 1", of another model or impassable terrain, alter the scatter by the minimum amount possible (in any direction) to prevent this'.

Page 92 – Azrael, Wargear

Add 'Bolt pistol' to Azrael's wargear.

Page 92 – Belial, Wargear

Add 'Iron halo' to Belial's wargear.

Page 95 – Deathwing Command Squad, Options

Change the second bullet point to:

- One Deathwing Terminator in the army may be upgraded to the Deathwing Champion, replacing all of their weapons with the Halberd of Caliban *5 pts*

Page 95 – Deathwing Command Squad, Options

Change the fifth bullet point to:

- Any Deathwing Terminator can replace his storm bolter and power fist with:
 - a pair of lightning claws *free*
 - a thunder hammer and storm shield *5 pts/model*

Page 96 – Ravenwing Command Squad, Options

Add:

- The Ravenwing Command Squad may purchase up to two additional Ravenwing Black Knights..... *40 pts/model*

Change the first bullet point to:

- One Ravenwing Black Knight may take a banner from the following list:
 - Ravenwing Company Banner* *15 pts*
 - Revered Standard *25 pts*
 - Alternatively, they may take a banner from the **Sacred Standards** section of the wargear list.'

Page 98 – Company Veterans Squad, Wargear

Replace the second and third options with:

- Any model may replace his boltgun or bolt pistol with a chainsword..... *free*
- Any model may replace his boltgun with one of the following:
 - Storm bolter *5 pts/model*
 - Combi-flamer, -melta or -plasma *10 pts/model*
 - Power weapon, lightning claw or plasma pistol *15 pts/model*
 - Power fist *25 pts/model*
 - Pair of lightning claws *30 pts/model*

Page 99 – Deathwing Terminator Squad, Options

Change the second bullet point to:

- Any model can replace his storm bolter and power fist with:
 - Pair of lightning claws *free*
 - Thunder hammer and storm shield *5 pts/model*

Page 101 – Ravenwing Black Knights, Options

Change the third option here to:

- The Ravenwing Huntmaster may replace his corvus hammer with a power sword or power maul..... *12 pts*

Page 102 – Ravenwing Darkshroud, Special Rules.

Delete '**Stealth**' from this list.

Page 102 – Assault Squad, Options

Change the final bullet point to:

- The entire squad may remove their jump packs, changing their unit type to Infantry. They may then have a Drop Pod or Rhino as a Dedicated Transport for free (pg 100).'

Page 102 – Nephilim Jetfighter, Special Rules

Delete '**Missile Lock**' from this list

FAQs

None.

Last updated May 2014.