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: 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 28 – Warlord Traits, Courage of the Lion**
Change rule to “The Warlord, and all friendly units chosen from Codex: Dark Angels within 12” of him, roll an additional dice when taking Leadership tests (except Psychic tests), discarding the highest”.

**Page 32, 94 – Techmarines/Techmarine.**
Add Boltgun to wargear.

**Page 53/93 – Azrael Warlord Trait.**
Change this entry to “If Azrael is in your primary detachment, he must be your Warlord. He can choose any of the Dark Angels Warlord Traits on page 28 (there is no need to roll)”.

**Page 60 – Plasma Talon.**
Add “Rapid Fire” to the weapon’s Type.

**Page 61 – Stasis Bomb weapon special rules.**
Add “Bomb”: The rules for Bombing Runs are found in the Warhammer 40,000 rulebook.

**Page 61 – Stasis Anomaly**
Change to read “Every model in a unit hit by one or more weapons with this special rule suffers a -1 penalty to their Weapon Skill and Initiative, to a minimum of 1, until the end of the turn.”

**Page 61 – Vast Stasis Anomaly**
Change to read “Every model in a unit hit by one or more weapons with this special rule suffers a -3 penalty to its Weapon Skill and Initiative, to a minimum of 1, until the end of the turn. This replaces any penalty inflicted on a target by a Stasis Anomaly (see left).”

**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”. 

---

WARHAMMER 40,000 CODEX: DARK ANGELS

Official Update Version 1.1 A
Page 64 – Power Field Generator
Add “If the bearer is embarked upon a Transport vehicle, the
power field’s effects only apply to models embarked upon that
vehicle”.

Page 55 / 92 – Asmodai, Wargear
Add “Bolt Pistol” to Asmodai’s wargear.

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 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

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, the may take a banner from the Sacred Standards
section of the wargear list.”

Page 98 – Company Veteran Squad, wargear.
Replace the first four options with:
“• May include up to five additional Veterans ....18 pts/ model
• Any model may replace his bolggun or
bolt pistol with a chainsword ..................................free
• Any model may replace his bolggun 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
• Any model may take:
- Combat shield .................................................. 5 pts/model
- Melta bombs ........................................................ 5 pts/model
- Storm shield .........................................................10 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:
- a pair of lightning claws ..........................................free
- a thunder hammer and storm shield ..................5 pts

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 (p100)”.

Page 102 – Nephilim Jetfighter, special rules.
Delete “Missile Lock” from this list

Page 104 – Land Raiders (all), options.
They do not have to be taken as a Dedicated Transport
to have this upgrade, so change the last option for each Land
Raiders to:
“• May be upgraded to a Deathwing Vehicle (p40)........30
pts”.

FAQs
Q: What type of weapon is a combat knife? (p97)
A: A combat knife is a close combat weapon. See page 51 in
the Warhammer 40,000 rulebook.

Q: Do units deploying via the Deathwing Assault special rule count
toward the limit of units you are allowed to keep in Reserves at
the start of a battle? (p44)
A: Yes.

Q: The Standard of Devastation states that ‘all friendly Codex:
Dark Angels units within 6” of the standard treat their bolgguns as
Salvo 2/4 weapons’. Which bolgguns does this apply to? (p66)
A: This applies to the standard bolggun (24” range, S4, AP5,
Rapid Fire), twin-linked bolgguns on bikes, the bolg component of combi-weapons, and hurricane bolgguns.
Q: How many points is Interrogator-Chaplain Seraphicus, from the special edition *Dark Vengeance* boxed game?

A: 125 points. Seraphicus is an HQ choice in a Dark Angels army, and a special character. He is an Interrogator-Chaplain armed with a plasma pistol, as listed in *Codex: Dark Angels*. He replaces the Interrogator-Chaplain’s Zealot special rule with his own Litanies of the Dark Angels special rule.

Last Updated April 2013