

WARHAMMER 40,000 CODEX: DARK ANGELS

Official Update Version 1.1 A

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”.

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 clawsfree
- a thunder hammer and storm shield5 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, they 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 Veterans18 pts/ model
- Any model may replace his boltgun or bolt pistol with a chainswordfree
- Any model may replace his boltgun with one of the following:
 - Storm bolter 5 pts/model
 - Combi-flamer, -melta or -plasma10 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 clawsfree
- a thunder hammer and storm shield5 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 Raider 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 boltguns as Salvo 2/4 weapons’. Which boltguns does this apply to? (p66)

A: This applies to the standard boltgun (24” range, S4, AP5, Rapid Fire), twin-linked boltguns on bikes, the bolter component of combi-weapons, and hurricane bolters.

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.

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