

WARHAMMER 40,000

CODEX: DARK ANGELS

Official Update Version 1.4

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; 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.

ERRATA

All datasheets (excluding SERVITORS)

Add the following ability:

'Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

Page 87 – Master in Gravis Armour

Change Wounds characteristic to 7.

Page 87, 89 and 129 – Primaris Master, Primaris Lieutenants and Armoury of the Rock, master-crafted auto bolt rifle
Change Type characteristic to Assault 3.

Page 87, 89 and 129 – Primaris Master, Primaris Lieutenants and Armoury of the Rock, master-crafted stalker bolt rifle
Change Damage characteristic to 2.

Page 90 and 127 – Intercessor Squad and Armoury of the Rock, auto bolt rifle
Change Type characteristic to Assault 3.

Page 90 and 130 – Intercessor Squad and Armoury of the Rock, stalker bolt rifle
Change Damage characteristic to 2.

Page 90 – Intercessor Squad, Wargear Options
Change the third bullet point to read:
• The Intercessor Sergeant may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'

Designer's Note: This errata reflects the updated datasheet changes found in Chapter Approved 2018.

Page 94 – Company Champion

Change the unit description to read:

'A Company Champion is a single model armed with a bolt pistol, Blade of Caliban, frag grenades, krak grenades and combat shield.'

Page 102, 123 and 128 – Redemptor Dreadnought, Repulsor and Armoury of the Rock, Icarus rocket pod
Change Damage characteristic to 2.

Page 105 – Aggressor Squad, Aggressor and Aggressor Sergeant

Change Wounds characteristic to 3.

Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

Page 105 – Aggressor Squad, Fire Storm

Change this ability to read:

'When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.'

Page 106 – Reiver Squad, Terror Troops

Change this ability to read:

'Whilst any REIVER units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each REIVER unit from your army that is within 3" of that enemy unit (to a maximum of -3).'

Pages 106 and 130 – Reiver Squad and Armoury of the Rock, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 109 – Inceptor Squad, Inceptor and Inceptor Sergeant
Change Wounds characteristic to 3.

Page 119 and 128 – Vindictor and Armoury of the Rock, demolisher cannon

Change Type characteristic to Assault 3.

Page 120 and 128 – Land Raider Redeemer and Armoury of the Rock, flamestorm cannon
Change Range characteristic to 12".

Page 122 – Drop Pod, Drop Pod Assault

Add the following to this ability:

'Matched Play: This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.'

Page 136 – Hunt the Fallen

Change the first sentence of the rules text of this Stratagem to read:

'Use this Stratagem at the start of the first battle round, before the first turn begins.'

Page 137 – Speed of the Raven

Change this Stratagem to read:

'Use this Stratagem when one of your RAVENWING units Advances. That unit can still shoot and charge this turn as if it had not Advanced.'

Page 142 – Points Values, Elites

Remove the entry for the Chapter Champion

FAQs

Q: If I use the Intractable Stratagem to allow a unit that has Fallen Back to shoot, would they still suffer the penalty to their hit rolls for moving when firing Heavy weapons?

A: Yes.

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

Q: Can I use a Signum to increase the Ballistic Skill characteristic of a model when it shoots with a ranged weapon before being removed as a casualty as part of the Astartes Banner ability?

A: No.

Q: Can an enemy model be affected by the Mind Wipe psychic power more than once per battle?

A: Yes.

Q: If an Armorium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

Q: Can the Killshot Stratagem be used to affect Deimos Pattern Relic Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Predator datasheet.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

Q: How do the Flakk Missile and Hellfire Shells Stratagems interact with an Armorium Cherub? Are you able to 'reload' the weapon and fire again with the benefit of the Stratagem?

A: No. You can, however, use the Stratagem a second time to affect the second shot (subject to the usual restrictions).

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer's Note: Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.