

WARHAMMER 40,000

CODEX: DARK ANGELS

Official Update Version 1.3

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

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.'

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 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 Armourium 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 Armourium 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.*