



# CODEX: DARK ANGELS

## Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

## UPDATES & 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, 89 and 129 – Primaris Master, Primaris Lieutenants and Ranged Weapons list, master-crafted auto bolt rifle  
Change Type characteristic to Assault 3.

\*Page 87, 89 and 129 – Primaris Master, Primaris Lieutenants and Ranged Weapons list, master-crafted stalker bolt rifle  
Change Damage characteristic to 3.

\*Page 87 – Master in Gravis Armour, profile  
Change Wounds characteristic to 7.

\*Page 90 and 127 – Intercessor Squad and Ranged Weapons list, auto bolt rifle  
Change Type characteristic to Assault 3.

\*Page 90 and 130 – Intercessor Squad and Ranged Weapons list, 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.'

\*Page 91 – Scout Squad, Abilities, Camo Cloaks

Change to read:

'Each time a ranged attack is allocated to a model in this unit with a camo cloak while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

\*Page 91 and 130 – Scout Squad, sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

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 – Redeptor Dreadnought, Repulsor and Ranged Weapons list, icarus rocket pod  
Change Damage characteristic to 2.

\*Page 105 – Aggressor Squad, Aggressor and Aggressor Sergeant, profile  
Change Wounds characteristic to 3.  
Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

\*Page 105 – Aggressor Squad, Abilities, Fire Storm  
Change 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, Abilities, Terror Troops

Change 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 Other Wargear, grapnel launcher

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, profile  
Change Wounds characteristic to 3.

**\*Page 118, 119, 120, 123 and 126** – Land Raider, Land Raider Crusader, Land Raider Redeemer, Repulsor and Stormraven Gunship, Abilities, Power of the Machine Spirit  
Delete this ability.

**\*Page 119 and 128** – Vindicator and Ranged Weapons list, demolisher cannon  
Change Type characteristic to Heavy D6 and Abilities to ‘Blast’.

**\*Page 120 and 128** – Land Raider Redeemer and Ranged Weapons list, flamestorm cannon  
Change Range characteristic to 12".

**\*Page 122** – Drop Pod, Abilities, Drop Pod Assault  
Add the following:  
‘Neither this model, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

**\*Page 122** – Land Speeder Storm, Abilities, Open-topped  
Change the third sentence to read:  
‘When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.’

Add the following:  
‘While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.’

**\*Page 134** – Grim Resolve, rules text  
Change the second sentence to read:  
‘Each time a Combat Attrition test is taken for this unit, it is automatically passed.’

**Page 136** – Stratagems, Hunt the Fallen, rules text  
Change the first sentence to read:  
‘Use this Stratagem at the start of the first battle round, before the first turn begins.’

**\*Page 137** – Stratagems, Speed of the Raven  
Change 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 made a Normal Move.’

**\*Page 138** – Warlord Traits, Huntsman, rules text  
Change the first sentence to read:  
‘Each time you select a target for a Pistol, Assault, Rapid Fire or Grenade weapon this Warlord is making an attack with, you can ignore the Look Out, Sir rule.’

**Page 142** – Points Values, Elites  
Remove the entry for the Chapter Champion

## FAQs

*Q: If I use the Intractable Stratagem to allow an **INFANTRY** 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.

*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.*