

WARHAMMER 40,000 CODEX:

DARK ANGELS

Official Update for 7th Edition, Version 1.1

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 141 – Deathwing Redemption Force, Special Rules, Deathwing Assault

Replace the first sentence of the first paragraph with the following:

'All units in this Formation that can do so must begin the game in Deep Strike Reserve (this includes any Venerable Dreadnoughts which must be in their Drop Pods). All other units must begin the game in Reserves.'

Replace the final sentence of the first paragraph with the following:

'All units in this Formation in Deep Strike Reserve automatically arrive by Deep Strike at the start of the chosen turn. All units in this Formation in Reserve automatically arrive from Reserve at the start of the chosen turn.'

Page 158 – Deathwing Strike Force, Command Benefits, Summoned to War

Replace the first sentence with the following:

'All units in this Formation that can do so must begin the game in Deep Strike Reserve (this includes any Venerable Dreadnoughts which must be in their Drop Pods). All other units must begin the game in Reserves.'

Page 159 – Ravenwing Strike Force, Restrictions

Replace this with the following:

'All units in this Detachment must have the Ravenwing special rule (pg 148) or be a Dark Angels character equipped with a Space Marine bike.'

FAQs

Q: What happens if I cast Mind Wipe on a Walker (or Super-heavy Walker)?

A: A vehicle targeted by *Mind Wipe* will have its Weapon Skill and Ballistic Skill reduced to 1 until the end of its next turn, at which point it will recover (it is treated as automatically passing the Leadership test).

Q: Can I have a Company Master on a bike?

A: No.

Q: Can I replace the Chaplain in the Lion's Blade Strike Force's Battle Demi-company with an Interrogator-Chaplain?

A: No.

Q: The Ravenwing Support Squadron – does the entire squadron gain Stealth and Shrouded (i.e. as the Formation forms a vehicle squadron, does the Darkshroud transfer Shrouded to the Land Speeders and do the Land Speeders gain Stealth from the Icon of Old Caliban special rule and confer it in turn to the Darkshroud – in sum, does the whole squadron effectively have an 4+ cover save in the open)?

A: Yes. The Darkshroud's Shrouded rule stacks with the Stealth rule that the Land Speeders gain from being within 6" of the Darkshroud – every model in the squadron has a 4+ cover save in the open.

Q: Can Cypher be fielded with a Dark Angels Detachment?

A: No – the Cypher Dataslate describes how you can field him.

Q: In the Ravenwing Strike Force, if I take a Flyer, does the whole Detachment have to start in Reserves, or can I start with all my Bikers on the board and leave the Flyers in Reserve?

A: If your Ravenwing Strike Force includes a Flyer, e.g. a Nephilim Jetfighter (which must be set up in Reserve), the whole Strike Force must be set up in Reserve, as described in the Strike as One rule.

Q: Dark Angels models with the Deathwing special rule have Hatred (Chaos Space Marines). Does this also apply to Chaos Space Marines, Berzerkers and Possessed from Codex: Khorne Daemonkin?

A: Yes. For completeness, here is a list of the Khorne Daemonkin units that the Deathwing hate: Chaos Lord, Daemon Prince, Chaos Cultists, Chaos Space Marines, Berzerkers, Possessed, Chaos Terminators, Chaos Spawn, Chaos Rhino, Chaos Bikers, Raptors, Warp Talons, Helderake, Chaos Land Raider, Forgefiend, Maulerfiend, Defiler, and Helbrute.

Q: Are Inner Circle characters without Terminator armour (Azrael, Ezekiel) able to be part of a Deathwing Strike Force, since they have the Deathwing special rule?

A: Yes. However, as they do not have the Deep Strike special rule, any of these characters can only be set up in Reserve (they could, of course, be embarked on a Land Raider taken as a Dedicated Transport by another unit that they have joined in the Detachment).

Q: With the Deathwing Strike Force, how do you avoid automatically losing on turn 1, as you can't Deep Strike until turn 2?

A: Detachments like the Deathwing and Ravenwing are meant to be used in support of other Detachments and Formations. If your entire army is a Deathwing Detachment (or a Ravenwing Detachment deployed in Reserve), then you will lose the game at the end of the first turn because you have no models on the battlefield. To avoid this, field one of these Detachments alongside other units, Formations or Detachments. Alternatively, you can have a chat with your opponent before the game and see if they're happy for you to tweak the rules to avoid this situation!

Q: If I field a Grey Knights Brotherhood alongside a Deathwing Strike Force, and have a Grey Knights Independent Character join a Deathwing Terminator Squad and Belial join a squad of Grey Knights, does the Deathwing Terminator Squad roll for reserves on turn one (because of the attached Grey Knights Independent Character) and does the Grey Knight squad arrive on turn two without rolling (because of Belial being in the unit)?

A: No. As stated in *Warhammer 40,000: The Rules*, Independent Characters do not confer their special rules on units they are joined to (and vice versa) unless stated otherwise.

Q: The Dark Angels Interromancy psychic power Mindworm states that when suffering an unsaved Wound, a number of the target's characteristics are reduced by 3. If a successful Reanimation Protocols or Feel No Pain roll is made, what happens to the characteristic modifiers?

A: If a model passes its Reanimation Protocols or Feel No Pain roll, the Wound is treated as being saved, so the model suffers no penalty to its characteristics.

Q: Does the Ravenwing special rule in Codex: Dark Angels allow me to re-roll all cover saves while the model is Jinking, or only the cover saves given to the model by the Jink special rule?

A: When a model Jinks, it gains a 4+ cover save until the start of its next Movement phase. A model with the Ravenwing special rule can re-roll any cover saves it has to make against the attack that prompted it to Jink, and any further cover saves it has to make until the start of its next Movement phase.

Q: In Codex: Dark Angels, can the Ravenwing Support Squadron fire Overwatch for itself, or only other Ravenwing units?

A: Yes, Ravenshield allows you to fire Overwatch in support of a friendly unit with the Ravenwing special rule – it doesn't need to be part of this Formation, but it can be.

Q: Can Ravenwing Bikers Jink against normal attacks such as bolters, or do they have to use armour saves (can they use a 4+ re-rollable Jink instead of the 3+ armour save)?

A: The controlling player can use their discretion

as to which of their model's saves is 'the best', so a player could choose to use their Ravenwing Bikers' 4+ re-rollable cover save from Jink instead of their 3+ armour save.

Q: If I put the entire Ravenwing Strike Force in Reserve, can I declare that some or all of the units that have Scout are going to Outflank?

A: Yes. If you decide for the Ravenwing Strike Force to be in Reserve, any units that can normally do so can choose to Outflank.

Q: Dark Angels Overwatch as modified by Grim Resolve – does it work against invisible units? Since it is still a Snap Shot – just at a higher Ballistic Skill – I would think so.

A: A model with Grim Resolve fires Overwatch at Ballistic Skill 2. This is not affected by Invisibility.

Q: Do Venerable Dreadnoughts arriving by Drop Pods benefit from the Vengeful Strike special rule?

A: No – Vengeful Strike only benefits models wearing Terminator armour arriving by Deep Strike.

Q: A question about the Dark Angels relic, the Mace of Redemption. In the 6th edition, the Bane of the Traitor special rule 'improved' the weapon's AP but the current wording says the AP is 'increased' – is this a printing error?

A: The weapon is AP 1 when used to attack a unit with the Chaos Space Marines Faction.

Q: Can a Dark Angels Company Master, Interrogator-Chaplain or Librarian carry more than one relic by, for example, swapping a bolt pistol for Foe-smiter, and then swapping another weapon for Shroud of Heroes?

A: A model may only take one Relic of Caliban.

Q: In a Deathwing Command Squad, does a Deathwing Terminator who is upgraded to the Deathwing Apothecary lose any equipment other than his power fist? Similarly, what happens when a Ravenwing Black Knight in a Ravenwing Command Squad is upgraded to the Ravenwing Apothecary?

A: A Deathwing Terminator upgraded to the Deathwing Apothecary replaces his power fist with a narthecium. He may not take any other options. A Ravenwing Black Knight may be upgraded to the Ravenwing Apothecary, taking a narthecium. He may not take any other options.

Q: May a Dark Angels Librarian in Terminator armour take a storm shield like his counterpart in Codex: Space Marines?

A: A Dark Angels Librarian may not take a storm shield.

Q: Regarding upgrade sequences – can a Deathwing Terminator have a thunder hammer and storm shield, and a cyclone missile launcher?

A: Yes – the Terminator may first replace all of its weapons with the thunder hammer and storm shield, and then, as one of a group of five models in the squad, take the cyclone missile launcher.

Q: Is Interrogator-Chaplain Seraphicus still playable in 7th edition (he was the limited edition insert character for Dark Vengeance back in 6th edition)?

A: For Interrogator-Chaplain Seraphicus, use the Interrogator-Chaplain datasheet and choose to take a plasma pistol (15 pts) in place of his bolt pistol.