



## CODEx: DARK ANGELS FAQ

### Errata

Page 23. Combat Squads, third paragraph.

The paragraph's last sentence should be deleted, and the penultimate sentence should be changed to:

'If you decide to break the unit down, then each Combat squad is treated as a separate unit for all game purposes from that point.'

Page 37 – Sacred Standards.

The third sentence should be changed to:

All **friendly** units within 12" of the Sacred Standard are Fearless.

Page 41 – Book of Salvation.

The second sentence should be changed to:

All **friendly** units within 12" of Ezekiel are Fearless.

Page 45 – Ravenwing Company Standard

The first sentence should be changed to:

If Sammael is present at a battle then **one** member of **one** Ravenwing Attack squadron riding a bike in the army may carry one of the Ravenwing company standards.

Page 55 – Search-lights, second paragraph.

The second sentence should be changed to:

If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, **having fired at that unit**, will illuminate it with the searchlight.

Page 81 – Command Squad options.

The fourth bullet point should be changed to:

Up to two Veterans **may replace** their bolter or chainsword with a flamer for +5 points per model, a meltagun for +10 points per model, or a plasma gun for +15 points.

Page 83. Veteran Squad, Options.

The second, third and fourth bullet point should be changed to:

'Any **model** may [...].'

Page 83. Scout Squad, Options.

The second bullet point should be changed to:

'Any **model** may [...].'

### FAQs

*Q. There are a number of cases where things with the same name have different rules or characteristics in Codex Space Marines and Codex: Dark Angels, such as the different transport capacity for the Land Raider. There are also a number of new items of equipment in the Space Marines Codex that are not this one. Which version of the rules should I use, the latest version, or the one in Codex: Dark Angels?*

**A.** Strictly, you should always use the rules from your own Codex, and this is the default solution you must use if you and your opponent can't come up with a better one (you'll find that this might be the case in tournaments, for example!).

However, always keep in mind the foreword we have written to all of the Errata and FAQ documents, as well as 'The Most Important Rule' described on page 2 of the Warhammer 40,000 rulebook, which states '... it is important to remember that the rules are just a framework to create an enjoyable game.'

Winning at any cost is less important than making sure both players – not just the victor – have a good time.' On this basis if an opponent asks you if it's okay for them to use the latest version of the rules for a piece of equipment, or if they can use a new item from Codex: Space Marines in their own army, then you should say 'Yes, of course you can!' Please note that 'The Most Important Rule' cuts both ways, and because of this, if you feel that a piece of new equipment might spoil the game for your opponent by giving your own army an unfair advantage, then you are honour-bound not to use it.

As you can see, the nature of the Most Important Rule means that it's impossible to give a black and white answer to any question that may arise; instead you and your opponent need to discuss things and come up with the answer that makes



both of you the happiest, keeping in mind that having a good time is more important than gaining a small in-game advantage. If for any reason you can't do this, then simply revert to the default of using the rules from your own Codex.

**Q.** *If I split a Tactical Squad into two Combat squads, can both embark at the same time into a dedicated transport vehicle that was purchased for the unit?*

**A.** They cannot both be embarked at the same time because they are no longer a single unit, and transports can only carry a single infantry unit.

**Q.** *Tactical Squads can take a Razorback as a transport, but since you can have 5 or 10-man squads, can you take a Razorback regardless of the squad size? For example, can you take a Razorback with a 10 man squad and then put a Combat squad in it or just use it as a rolling weapon platform for the squad?*

**A.** Yes to all questions.

**Q.** *Expandable squads. As per the Codex, Scout Squads, Tactical Squads, Assault Squads and Devastator Squads may include five additional [models] for +[x] points – does this mean that more than one additional five may be added to these squads at any one time as there is no maximum squad size specified within the Army List?*

**A.** No, these options cannot be repeated (nice try though!).

**Q.** *Can you take a Drop Pod with a 10-man squad and then put a Combat squad in it, deploying the other Combat squad on the table, or leave it in reserve but not in the Drop Pod?*

**A.** No, because squads that are placed in reserve may not break down into Combat squads.

**Q.** *Can you use a Drop Pod on its own, with no squad inside?*

**A.** Yes you can.

**Q.** *Is there a limit on the amount of wargear a model can carry? For instance, can a Company Master really take lightning claws, a combi-weapon, a bolt pistol and grenades? If yes, does this mean a Master can shoot his bolt pistol and then charge in and use his pair of lightning claws?*

**A.** There is no limit. Yes, the Grand Master can absolutely do that. Remember that lightning claws can be retracted into their casing!

**Q.** *Technically, a Company Master can be equipped with a pair of lightning claws (replace the chainsword), plus a stormbolter (additional weapon), plus a plasma pistol (replace the bolt pistol). Is this allowed?*

**A.** Yes, but to do this the model will need to be heavily converted.

**Q.** *Command Squads. As per the Codex, for every Company Master in the army, one Command Squad may upgrade one model to a Company Champion. This means that Supreme Grand Master Azrael may not take a Company Champion as, by rules as written, only a Company Master can have one. Can he take a 'Chapter Champion' (or equivalent) instead or was this an oversight?*

**A.** Azrael is not a Company Master and therefore his Command Squad does not have a Company Champion.

**Q.** *When I upgrade Deathwing and Ravenwing models to Standard Bearers and/or Apothecaries, can they still use items such as lightning claws, thunder hammers and storm shields, assault cannons, meltaguns, flamers and plasma guns?*

**A.** Yes, because they are extraordinary individuals!

**Q.** *Chaplains and Librarians may take Space Marine bikes as an upgrade. According to the Dark Angels organisation chart on page 15, librarians don't belong to the Ravenwing, but it would appear that all bikes in the Chapter do. So do bikes bestow the Ravenwing rules upon characters taking them? It seems logical to be able to field a Ravenwing Chaplain with the special rules, but what of the Librarian?*

**A.** Very creative use of the background, I must say. Sadly Chaplains and Librarians on bikes don't benefit from the Ravenwing special rules. Come on, you didn't think we'd really say anything else, did you?

**Q.** *The equipment options list for the Company Veterans only mentions 'combi-weapon for +10pts.' Can I pick any combi-weapon at the same cost of +10pts?*

**A.** Yes, for +10 points they can have either a combi-flamer, -melta or -plasma.



***Q. Can troops deploying from a Dark Angels Drop Pod assault on the turn it lands? Unlike the Space Marines and Black Templars codexes, it does not state you cannot.***

**A.** No the embarked troops can't assault, as they have deployed by deep strike that turn and troops that deep strike can't assault.

***Q. Storm shields and Company Veterans. As per the Codex, models may purchase a storm shield for +[x] points per model? – so can this be taken in addition to two single-handed weapons (or any upgraded weapon) or instead of one of their two single-handed weapons?***

**A.** It can be taken in addition.

***Q. The Dark Angels thunder hammer entry says: "A model wounded and not killed may not attack..."? Does the stun effect apply even if the wound is saved by an invulnerable save?***

**A.** No, it only applies to those very tough models that suffer an unsaved wound from a thunder hammer and survive.

***Q. What is the arc of fire of:***

- *Any weapon mounted on a Drop Pod?*
- *A Rhino's storm bolter?*
- *A pintle-mounted/additional storm bolter?*

**A.** 360° in all cases. These weapons are all mounted on rotating structures, that allow them to be fired all around.

***Q. Which Dark Angels psychic powers is a psychic shooting attack?***

**A.** Hellfire and Mind Worm (though they include a few exceptions to the normal shooting rules, as specified in their description).

***Q. Can a Dark Angel choose to use their bolt pistol instead of another weapon they are carrying? For example, could a Dark Angel with a bolter or a heavy bolter choose to fire their bolt pistol instead? If they fire the bolt pistol once, can they assault?***

**A.** Yes to all questions. Models carrying more than one weapon can always choose which one to fire.

***Q. In the Codex, any Scout may replace his bolter with a sniper rifle - so can a Scout Sergeant take a Sniper Rifle?***

**A.** Yes he can.

***Q. Can the Veteran Sergeant in a Company Veterans Squad take any weapon and wargear upgrades?***

**A.** Yes, he can take any of the weapons or upgrades allowed to a Veteran.

***Q. When exactly is a Whirlwind's missile type decided upon before a game?***

**A.** As he deploys his army, the player must declare what missile type it will be using for the game.

October 2008

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the Contact Us page of the Games Workshop website for the address to which you can send your questions.

Thanks to all those who have done so already!