

Codex: Dark Angels FAQ

Updates

General Unit Updates

Options/costs/special rules for the following units should be taken from Codex: Space Marines

- Tactical Squad
- Rhino
- Razorback
- Drop Pod
- Dreadnought
- Venerable Dreadnought
- Techmarine*
- Servitors**
- Assault Squad
- Devastator Squad
- Land Raider
- Land Raider Crusader
- Predator
- Whirlwind
- Vindicator

Note that the Combat Tactics special rule does not apply to any of the above units; any reference to Combat Tactics in the C:SM unit entry should be ignored

Wargear Updates

The following changes apply to C:DA wargear

- Cyclone missile launcher is type: Heavy 2
- Typhoon missile launcher same stat line as missile launcher; type: Heavy 2
- Storm shields grant 3+ invulnerable save
- Combat shields grant 6+ invulnerable save
- Narthecium grants Feel No Pain to attached unit
- Psychic hood ranged limited to 24"

**Note that a techmarine now takes up an Elite slot and uses the C:SM Techmarine unit entry*

Specific Dark Angel Unit Updates

The following Dark Angel units are updated per Codex: Space Marines

Deathwing Terminators – cyclone missile launcher cost per C:SM

Battle Company Veterans – storm shield cost per C:SM

Ravenwing Squadron – land speeder cost/options/rules per C:SM; attack bike cost/options per C:SM

Ravenwing Support Squadron – land speeder costs (incl. options cost) replaced by C:SM Land Speeder Squadron; unit composition and options limits from C:DA – Ravenwing Support Squadron

***Note that Servitors are a new unit entry for C:DA and work with the C:SM Techmarine unit entry*