



CODEX: GREY KNIGHTS

Indomitus Version 1.1

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**.

DESIGNER'S NOTES

PSYCHIC FOCUS

*Many veteran Grey Knights players are unclear whether or not a matched play rule called **Psychic Focus**, which was published in the previous edition of the game and enabled their psykers to ignore the increasing Warp Charge cost of Smite, should continue to apply or not. For clarity, this rule is not a feature of the 9th edition of Warhammer 40,000, and Grey Knights psykers manifest Smite just like any other psyker unit. Rest assured that the psychic might of this army can be reflected using the additional updates and rules found within **Psychic Awakening: Ritual of the Damned**, and we will be building upon this even more in the 9th edition version of **Codex: Grey Knights**.*

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 72 – Brotherhood Champion, Abilities, The Perfect Warrior

Change the last sentence to read:

'If you choose the Blade Shield stance, add 1 to this model's saving throws (except saving throws using an invulnerable save) for that phase.'

***Page 82** – Interceptor Squad, Abilities, Personal Teleporters
Change the first sentence to read:

'Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).'

***Pages 85, 86, 87 and 90** – Land Raider, Land Raider Crusader, Land Raider Redeemer and Stormraven Gunship, Abilities, Power of the Machine Spirit
Delete this ability.

Page 87 and 92 – Land Raider Redeemer and Ranged Weapons list, flamestorm cannon
Change Range characteristic to 12".

Page 98 – Stratagems, Only in Death Does Duty End, rules text
Change the first sentence to read:

'Use this Stratagem when a **GREY KNIGHTS CHARACTER** (other than a **BROTHERHOOD CHAMPION**) is slain.'

Page 99 – Stratagems, Psybolt Ammunition, rules text
Change the second sentence to read:

'The Strength and Armour Penetration characteristics of any boltguns, storm bolters, heavy bolters, twin heavy bolters and hurricane bolters that unit fires are improved by 1 this phase.'

Page 99 – Stratagems, Armoury of Titan, rules text
Add the following:

'You can only use this Stratagem once per battle.'

Page 99 – Stratagems, Psychic Channelling, rules text
Change the second sentence to read:

'Roll an additional D6 and discard the lowest result.'

Page 99 – Stratagems, Heed the Prognosticators
Change to read:

'Use this Stratagem at the start of your turn. Select one **GREY KNIGHTS CHARACTER**. Until the start of your next turn, the invulnerable save of that character is improved by 1 (to a maximum of 3+).'

Page 99 – Stratagems, Finest Hour, rules text
Change the second sentence to read:

'Select one **GREY KNIGHTS CHARACTER** from your army and increase the range of its aura abilities (e.g. Rites of Battle, Bane of Evil and Unyielding Anvil) by 6" until the end of the turn.'

Change to read:

‘*Sanctuary* has a warp charge value of 6. If manifested, pick a friendly **GREY KNIGHTS** unit within 12" of the psyker. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.’

FAQs

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.