

WARHAMMER 40,000

CODEX: GREY KNIGHTS

Official Update Version 1.3

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 72 – Brotherhood Champion

Change the last sentence of this model's The Perfect Warrior ability 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, Personal Teleporters

Change the first sentence to read:

'During the Movement phase, models in this unit can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, models in this unit can move across models (other than **BUILDINGS**) as if they were not there.'

Page 98 – Only in Death Does Duty End

Change the first sentence of this Stratagem to read:

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

Page 99 – Armoury of Titan

Add the following sentence:

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

Page 99 – Psychic Channelling

Change the second sentence of rules text to read:

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

Page 99 – Heed the Prognosticators

Change this Stratagem 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 – Finest Hour

Change the second sentence of the rules text 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.'

Page 101 – Sanctic Discipline, Sanctuary

Change the rules text 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.