

WARHAMMER 40,000 CODEX:

GREY KNIGHTS

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Amendments, Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary - just keep a copy of the update with your codex.

AMENDMENTS

Note that this is an older codex, written for a previous edition of the rules. You will therefore need to consult the following table for an up-to-date list of vehicle types and Hull Points. You'll also find that some of the weapons in this codex are written out longhand, rather than using the weapon profile format in *Warhammer 40,000: The Rules*. Don't worry – these are functionally identical.

Unit	Type	Hull Points
Dreadnought	Vehicle (Walker)	3
Inquisitorial Chimera	Vehicle (Tank, Transport)	3
Land Raider	Vehicle (Tank, Transport)	4
Land Raider Crusader	Vehicle (Tank, Transport)	4
Land Raider Redeemer	Vehicle (Tank, Transport)	4
Predator	Vehicle (Tank)	3
Razorback	Vehicle (Tank, Transport)	3
Rhino	Vehicle (Tank, Transport)	3
Stormraven Gunship	Vehicle (Flyer, Hover, Transport)	3
Venerable Dreadnought	Vehicle (Walker)	3
Vindicator	Vehicle (Tank)	3
Whirlwind	Vehicle (Tank)	3

Two Toughness Values

Where a model has two Toughness values presented on its profile, one of which is presented in brackets, always use the bracketed value. Ignore the other value entirely.

Page 21 – Brotherhood of Psykers

Please ignore the text written here and use the rules for Brotherhood of Psykers as written in *Warhammer 40,000: The Rules*.

Page 21 – Psychic Pilot

Please ignore the text written here and use the rules for Psychic Pilot as written in *Warhammer 40,000: The Rules*.

Page 21 – And They Shall Know No Fear

Ignore this entry – refer instead to the 'And They Shall Know No Fear' special rule in *Warhammer 40,000: The Rules*.

Page 21 – The Aegis

Replace this rule with the following:

'The Aegis: A unit that contains at least one model with this special rule re-rolls results of 1 when making Deny the Witch tests.'

Page 22, 23, 24, 38, 45, 51– Psychic Powers, Grey Knight Grand Masters
Grey Knight Brother-Captains
Librarians
Lord Kaldor Draigo
Inquisitor Coteaz
Psykers

Replace the Psychic Powers section for each of these units with: **'PSYCHIC POWERS:**
This model generates its powers from the **Daemonology (Sanctic), Divination, Pyromancy, Telekinesis** and **Telepathy** disciplines.'

Page 24 – Librarians, Psychic hood

Ignore this paragraph – refer to *Warhammer 40,000: The Rules*.

Page 25 – Librarian Psychic Powers

Please ignore these psychic powers. Grey Knight Librarians generate psychic powers from the **Daemonology (Sanctic), Divination, Pyromancy, Telekinesis** and **Telepathy** disciplines instead.

Page 26 – Brotherhood Champion, The Perfect Warrior
Change the first sentence to read: ‘At the start of the Fight sub-phase, choose one of the following battle stances for the Brotherhood Champion to adopt:’.

Page 26, 27, 28, 29, 30, 32, 34, 40, 41, 43 – Psychic Powers, Brotherhood Champion
Grey Knight Terminators
Strike Squads & Interceptor Squads
Purgation Squads
Paladins
Techmarines
Nemesis Dreadknights
Grand Master Mordrak
Brother-Captain Stern
Justicar Thawn

Replace the Psychic Powers section for each of these units with: **‘PSYCHIC POWERS:**
This unit knows the *Banishment* and *Hammerhand* powers from the **Daemonology (Sanctic)** discipline.’

Page 31, 42 – Psychic Powers, Purifiers
Castellan Crowe

Replace the Psychic Powers section for each of these units with: **‘PSYCHIC POWERS:**
This unit knows the *Banishment*, *Hammerhand* and *Cleansing Flame* powers from the **Daemonology (Sanctic)** discipline.’

Page 32 – Techmarines, Blessing of the Omnissiah
Replace this entry with the following:
‘Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a Techmarine may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add the following modifiers where applicable:

- The Techmarine has a servo-harness +1

If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.’

Page 32 – Techmarines, Bolster Defences
Replace this entry with the following:
‘Bolster Defences: After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this may not be one you have purchased as part of your army). The terrain piece’s cover save is increased by one for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.’

Page 32 – Techmarines, Servo-arm
Replace this entry with the following:

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

Page 33, 35, 36, 37 – Psychic Powers, Rhinos & Razorbacks
Dreadnoughts & Venerable Dreadnoughts
Land Raiders
Stormraven Gunships

Replace the Psychic Powers section for each of these units with: **‘PSYCHIC POWERS:**
This unit knows the *Banishment* and *Sanctuary* powers from the **Daemonology (Sanctic)** discipline.’

Page 35 – Reinforced Aegis
Replace this special rule with:
‘Reinforced Aegis: This unit can re-roll any failed Deny the Witch roll.’

Page 36 – Land Raiders, Power of the Machine Spirit
Ignore this paragraph – refer to *Warhammer 40,000: The Rules*.

Page 37, 93 – Stormraven Gunships, Special Rules
Remove the Deep Strike special rule.

Page 37, 93 – Stormraven Gunships, Shadow Skies
Replace this rule with the following:
‘Skies of Fury: If the Stormraven has moved more than 6", passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were deep striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.’

Page 37 – Stormraven Gunships, Transport
Change the first two paragraphs to **‘Transport Capacity:**
The Stormraven can carry two separate units: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples. If a Zooming Stormraven is wrecked or suffers an Explodes! Result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead.’

Page 39 – Lord Kaldor Draigo, The Titansword
Change the first sentence to read ‘The Titansword is a force sword with the Master-crafted special rule and the Daemonbane rule (see page 54).’

Page 47 – Inquisitor Valeria, The Dagger of Midnight.
Change the second sentence to read ‘The Dagger of Midnight is an AP3 melee weapon.’

Page 51, 90 – Psykers

Psykers have the Brotherhood of Psykers (Mastery Level 1) special rule.

Page 54 – Nemesis Force Weapons

Replace the Force Weapons special rule with the following:

Force Weapons: All Nemesis Force Weapons have the Force special rule. Unless otherwise stated, all Nemesis weapons are Unusual Force Weapons, as detailed in *Warhammer 40,000: The Rules*.

Page 54 – Wargear, Nemesis Daemon Hammer

Replace the second paragraph with the following profile:

	Range	S	AP	Type
Nemesis Daemon hammer	-	x2	2	Melee, Concussive, Daemonbane, Force, Specialist Weapon, Unwieldy

Page 61 – Dozer Blade; Hunter-killer Missile; Searchlight; Smoke Launchers

Use the entries in *Warhammer 40,000: The Rules*.

Page 61 – Warp Stabilisation Field

Ignore this entry entirely.

Page 62 – Brotherhood Banner

Ignore the sentence ‘Additionally, the unit will automatically pass its Psychic test to ‘activate’ its force weapons.’

Page 81 – Using a Force Organisation Chart and Standard Missions

Please ignore these sections and refer to the Choosing an Army section in *Warhammer 40,000: The Rules*.

Page 82-95 – Psychic Powers

Please ignore the Psychic Powers sections in this Army List and instead refer to the notes above to determine which psychic powers units in this Army List have.

Various – Grey Knights vehicles, Warp Stabilisation Field

Ignore any option to upgrade a unit with a Warp stabilisation field.

Page 82, 83, 86 – Lord of Titan, Keeper of Anarch and Lord of Formosa

Replace the words ‘an army’ with ‘a detachment’ in all instances.

Page 87 – Ordo Malleus, Hereticus and Xenos

Inquisitors, Options, last bullet point

Replace the final option for each of these units with: ‘May upgrade to a Psyker (Mastery Level 1), generating their powers from the **Daemonology (Sanctic)**, **Divination**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines. The model may exchange any one weapon for a force sword...30 points’.

ERRATA

Page 21 – Combat Squads

Replace with:

‘A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Grey Knights Strike Squad can split into two five-man Grey Knights Strike Squads using the Combat Squads special rule.’

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the detachment and determining the number of units you can place in reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later in the battle, nor can you use a redeployment to split up a unit or join it back together.’

Page 22 – Grey Knight Grand Masters, Grand Strategy

Change the second sentence to ‘Roll a D3 and choose that many friendly Infantry, Jump Infantry, Monstrous Creature, Jump Monstrous Creature or Walker units in this Detachment with the Grey Knights Faction (but not models with the Independent Character special rule, Inquisitorial Henchmen Warbands or Grand Master Mordrak’s unit of Ghost Knights).’

Page 28 – Personal Teleporters

Replace the first sentence with: ‘Models equipped with personal teleporters gain the Jump unit type.’

Page 40 – Grand Master Mordrak, First to the Fray

Change the start of the first sentence to: ‘If he arrives via Deep Strike [...]’

Page 49 – Inquisitorial Servitor, Mindlock

Change to: ‘**Mindlock:** Unless it also contains an Inquisitor, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+, this special rule has no effect this turn. On a roll of a 1, 2 or 3, the unit is mindlocked until the start of their following turn. A mindlocked unit may not voluntarily move, shoot or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves.’

Page 60, 61 – Psychotroke Grenades,

Psyk-out Grenade and Rad Grenade

Replace the words ‘a unit equipped with’ with ‘a model equipped with’ in the rules for each of the above. Also add to the end of each of these rules: ‘A unit can only be affected by these grenades once per Assault phase. These grenades do not have any effect on vehicles.’

Page 96 – Weapons, Unholy Gaze.
Change the AP value from ‘-’ to ‘4’.

FAQs

Q: If a Callidus Assassin chooses a unit of vehicles as its target for its Polymorphine special rule what facing is hit? (pg 53)

A: You can choose which facing is hit, but the Callidus Assassin must then be placed within 3" of the unit, and in the arc of the facing that was hit.

Q: When using a Callidus Assassin's Neural Shredder, do you use the target's Toughness or Leadership for the purposes of working out if Instant Death applies? (pg 53)

A: You use the target's Leadership.

Q: If the unit targeted by a Callidus Assassin's Polymorphine special rule is wiped out by it, where is the Assassin placed? (pg 53)

A: Within 3" of where the unit used to be.

Q: Is a Nemesis force halberd treated as a force axe that grants the wielder a +2 Initiative bonus (and who therefore fights at Initiative 3)? (pg 54)

A: No. The Nemesis force halberd follows the rules for Unusual Force Weapons, meaning that the wielder strikes at their normal Initiative +2 and at AP3.

Q: What counts as a plasma weapon for the Ulumeathi Plasma Syphon? (pg 62)

A: All plasma weapons, as defined in *Warhammer 40,000: The Rules*.

Last updated May 2014.