

# WARHAMMER 40,000 CODEX: GREY KNIGHTS

## Official Update for 6<sup>th</sup> Edition, Version 1.5

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 army books. 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 army books. 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: Errata, Amendments, 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.

### ERRATA

**Page 21** – Combat Squads.

Replace with:

“A ten-man unit with this special rule can break down into two five-man units, called combat squads.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before deployment. 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 army, and the number of units you can place in reserve. Then proceed with deployment as normal. Note that 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 on 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 or Walker units in your army chosen from Codex: Grey Knights (but not models with the Independent Character special rule, Inquisitorial Henchmen Warbands or Grand Master Mordrak’s unit of Ghost Knights).”

**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, last sentence.  
Change to: “If the result is a 1, 2 or 3, the Servitors have succumbed to mindlock – the unit (including any characters) may not move (though they may fall back), shoot or assault that turn (though they will fight normally in close combat if already engaged).”

**Page 55** – Condemnor Boltgun, profile \*.  
Change to “\* Any psyker taking an unsaved Wound from a stake crossbow shot[...].”

**Page 87** – Ordo Malleus, Hereticus and Xenos Inquisitors, Options, last bullet point.  
Change to: “[...]psychic power. He may exchange any one weapon for a force sword[...].”

**Page 96** – Weapons, Unholy Gaze.  
Change the AP value from “-” to “4”.

## AMENDMENTS

Note that this is an older Codex, written for a previous edition of the rules. You will therefore need to consult the Reference section of the *Warhammer 40,000* rulebook for an up to date list of **Unit Types** and **Vehicle 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 the *Warhammer 40,000* rulebook. Don't worry – these are functionally identical, unless noted otherwise in this document.

### 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.

### Psychic Powers

A Grey Knights Librarian may use the psychic disciplines found in the *Warhammer 40,000* rulebook, instead of those in *Codex: Grey Knights*. If he does so, generate a number of psychic powers equal to his Mastery Level from the **Divination**, **Pyromancy** or **Telekinesis** disciplines (in any combination) before armies are deployed. If he does so he may not purchase additional powers. *Hammerhand* cannot be exchanged in this manner, but is instead retained in addition to the powers purchased or generated by the Librarian.

An Inquisitor with Mastery Level 1 can exchange his psychic power for a single roll on either the **Divination**, **Pyromancy** or **Telekinesis** disciplines. Coteaz can generate two powers from either the **Divination**, **Pyromancy** or **Telekinesis** disciplines (in any combination) in place of those listed on his profile. In the case of Coteaz, unlike the Grey Knights Librarian, the *Hammerhand* power listed on his profile is replaced by one of the powers generated as normal.

**Page 21** – “And they Shall Know no Fear...”

Ignore this entry – refer instead to the ‘And they Shall Know no Fear...’ special rule in the *Warhammer 40,000* rulebook.

**Page 22** – Grey Knight Grand Masters, Unyielding Anvil.

Change the second sentence to read “The nominated units can control objectives as if they were scoring units.”

**Page 24** – Librarians, Psychic Hood.

Ignore this paragraph – refer to the *Warhammer 40,000* rulebook.

**Page 25** – Librarian Psychic Powers, Hammerhand.:

Change the second sentence to read “This power is used at the start of the Fight sub-phase”.

**Page 25** – Librarian Psychic Powers, Dark Excommunication.

Change the second sentence to read: “This power is used at the start of the Fight sub-phase”.

**Page 25** – Librarian Psychic Powers, Sanctuary.

Change the second sentence to read: “This power is used at the start of the enemy Charge sub-phase”.

**Page 26** – Brotherhood Champion, Titan's Herald.

Change the first sentence to read: “On a player turn in which he successfully charges, a Brotherhood Champion and all members of the squad he has joined chosen from *Codex: Grey Knights* can re-roll failed rolls to hit”.

**Page 26** – Brotherhood Champion, The Perfect Warrior.

Change the first sentence to read: “At the start of the Fight sub-phase, you choose one of the following battle stances for the Brotherhood Champion to adopt:”.

**Page 29** – Purgation Squads, Astral Aim.

Change the fourth sentence to read: “If the Psychic test is passed, the unit (and any accompanying character chosen from *Codex: Grey Knights*) can shoot at any enemy unit within range, even if they do not have line of sight to it. If the Night Fighting rules are in effect at the time their targets do not benefit from the Stealth or Shrouded special rules”.

**Page 31** – Purifiers, Cleansing Flame.

Change the second sentence to read: “This power is used at the start of the Fight sub-phase”.

**Page 32** – Techmarines, Blessing of the Ommissiah.

Replace this entry with the following:

*“Blessing of the Ommissiah:* 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 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: Techmarines can increase the effectiveness of cover, reinforcing crumbling walls and re-welding badly damaged spars. After deployment, but before Scout redeployments and Infiltrate deployments, nominate a single ruin in your deployment zone. The ruin's cover save is increased by one for the duration of the game (usually to a 3+). Each ruin 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 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, as per a Terrible Accident result on the Deep Strike Mishap table. 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 "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 Explodes!, the Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead.

**Page 37 – Land Raiders, Power of the Machine Spirit.**  
Ignore this paragraph – refer to the *Warhammer 40,000* rulebook.

**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 54 – Nemesis Force Weapons, Force Weapons.**  
Change the first sentence to read "Unless otherwise stated, all Nemesis weapons are Unusual Force Weapons, as detailed in the *Warhammer 40,000* rulebook."

**Page 54 – Wargear, Nemesis Daemon Hammer.**  
Replace the first sentence of the second paragraph with the following profile:

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

**Page 61 – Dozer Blades; Hunter-killer Missile; Searchlight; Smoke Launchers.**  
Use the entries in the *Warhammer 40,000* rulebook.

## FAQs

*Q: What counts as a Daemon? (p21)*

A: Everything in the Chaos Daemons codex (except for Chaos Spawn), Daemon Princes, Possessed Chaos Space Marines, Obliterators, summoned greater Daemons, summoned lesser Daemons, any vehicle with the daemonic possession upgrade, Daemonhosts, Mandrakes, Kheradruakh the Decapitator, the Avatar.

*Q: That being the case, do all of the models listed above therefore have the Daemon special rule on page 35 of the Warhammer 40,000 rulebook? (p21)*

A: No. Only those models that specifically have the Daemon special rule in their bestiary/army list entry follow the rules for Daemons given in the rulebook.

*Q: When a unit with the And They Shall Know No Fear special rule regroups, do they get to immediately move up to 3" as well as moving as normal that turn? (p21)*

A: Yes.

*Q: When calculating the Assault value of the Culexus Assassin's Animus Speculum, how many Psykers does a unit of psykers such as a unit of Grey Knights, Psykers in an Inquisitorial Henchman Warband, or Imperial Guard Battle Psykers count as? (p21)*

A: One.

*Q: Can one unit be given two different roles by two different Grand Master's Grand Strategy special rules? (p22)*

A: No.

*Q: If a walker is the target of Unyielding Anvil, from the Grand Strategy special rule, can it claim and contest objectives even though it is a vehicle? (p22)*

A: Yes.

*Q: If a unit is the target of Unyielding Anvil, from the Grand Strategy special rule, and it splits into combat squads, can both combat squads claim objectives? (p22)*

A: Yes.

*Q: Can vehicles benefit from the effect of The Shrouding psychic power if they are in range? (p25)*

A: Yes.

*Q: Can a Librarian use The Summoning psychic power on a vehicle with a unit embarked upon it? (p25)*

A: Yes, as long as it has the Warp Stabilisation Field upgrade.

*Q: Can a Librarian use The Summoning psychic power to transport his own unit, a unit in a building or a unit in a transport vehicle? (p25)*

A: No.

*Q: Can a Librarian use The Summoning psychic power to transport a unit that is falling back? (p25)*

A: No.

*Q: If a unit being transported with The Summoning psychic power suffers a Delayed mishap what happens? (p25)*

A: They are placed in Reserve and will arrive by Deep Strike anywhere on the board once they turn up again.

*Q: Will a unit Deep Striking, due to The Summoning psychic power, roll to scatter if it Deep Strikes within 6" of a Mystic? (p25)*

A: No.

*Q: Does the Dark Excommunication psychic power have any effect on Daemonic Steeds? (p25)*

A: No.

*Q: If a Librarian embarked on a vehicle attempts to use Vortex of Doom and fails his psychic test, what happens? (p25)*

A: Place the template over the vehicle the Librarian is embarked in and resolve the hit against the vehicle's rear armor value.

*Q: How does the Rapier Strike stance of a Brotherhood Champion work when attacking a unit of monstrous creatures? (p26)*

A: Any Wounds he inflicts will be allocated as normal.

*Q: Personal teleporters make the unit with them jump infantry. How does this affect a Dreadknight with a personal teleporter? (p28)*

A: It is a Jump Monstrous Creature.

*Q: Does Astral Aim allow a Purgation Squad to fire out of, or into, a vehicle/building that has no fire points? (p29)*

A: No.

*Q: Wounds caused by a Purgation Squad after using their Astral Aim psychic power get an unmodifiable 4+ cover save. Can these be taken against Wounds caused by incinerators? (p29)*

A: No, as they ignore cover saves.

*Q: What effect does the Cleansing Flame psychic power have on vehicles? (p31)*

A: None, as vehicles can't be wounded.

*Q: Is Cleansing Flame a shooting attack or a close combat attack? (p31)*

A: A close combat attack.

*Q: Can a Techmarine that is in base contact with multiple damaged vehicles attempt to repair them all? (p32)*

A: No. A Techmarine can only ever make one repair attempt per turn.

*Q: Can a Techmarine attempt to use his Blessing of the Omnissiah special rule to repair a vehicle he is currently embarked upon? (p32)*

A: Yes.

*Q: Does a successful Rhino repair attempt restore a Hull Point? (Pg 32)*

A: No.

*Q: Does a Dreadknight armed with two Nemesis doomfists get an extra attack in close combat? (p34)*

A: Yes.

*Q: Are the effects of multiple models' Aegis or Reinforced Aegis cumulative? (p35)*

A: No.

*Q: Can a vehicle with the Power of the Machine Spirit fire a weapon on the turn the vehicle uses Smoke Launchers? (p36)*

A: No.

*Q: What happens to an embarked Dreadnought that suffers an Immobilised result from the hit when the Stormraven it is embarked in Explodes? (p37)*

A: The Immobilised Dreadnought is placed within 3" of the large blast marker, as per the Crash and Burn rules.

*Q: If Grand Master Mordrak begins the game in Reserves embarked upon a Stormraven Gunship or other flying Transport vehicle, does the Transport benefit from his 'First to the Fray' special rule? (p40)*

A: No.

*Q: Do Ghost Knights removed due to Grand Master Mordrak's death in close combat count when determining the assault result? (p40)*

A: Yes.

*Q: Can Brother-Captain Stern use his Zone of Banishment psychic power if he is not engaged in combat? (p41)*

A: No.

*Q: If Justicar Thawn is dead at the end of a game involving Kill Points, does he only give away one Kill Point regardless of how many times he was killed? (p43)*

A: Yes. It is also worth noting that if he does come back, he is treated as a separate unit from that point on and as such both he and his unit will each be worth a Kill Point.

*Q: When does Justicar Thawn count as killed for the purpose of rules like Power from Pain? (p43)*

A: The first time he is reduced to 0 Wounds after he has left his unit.

*Q: Taking Inquisitor Coteaz in your force turns Henchman Warbands into troops choices. Does this mean that they take up a force organisation slot and can no longer be taken as an elites choice? (p45)*

A: Yes to both questions.

*Q: When are the shooting attacks from Inquisitor Coteaz's I've Been Expecting You special rule fired? (p45)*

A: They are fired as soon as a unit that is a valid target is placed on the board. Once the shooting attacks have been resolved, the unit can complete its move. If the unit is arriving by Deep Strike, this will be after the scatter has been resolved.

*Q: Does a squad disembarking from a Drop Pod, or Mycetic Spore, count as arriving from reserve for Inquisitor Coteaz's I've Been Expecting You special rule? (p45)*

A: Yes, this means that Inquisitor Coteaz and his unit will be able to fire once at each unit.

*Q: Inquisitor Karamazov has the Relentless special rule, but can he use his orbital strike relay if he has moved? (p46/58)*

A: No.

*Q: Inquisitor Karamazov can target friendly models with his orbital strike relay, but does he still require line of sight to this the friendly model in question? Furthermore, in the case of the barrage bomb, do all D3 bombardments have to target the same model? (p46)*

A: Yes. Treat the friendly model as an enemy for the purposes of targeting, so you must target the same model or another model in the same squad with any additional bombardments.

*Q: Will Inquisitorial Servitors in a squad without an Inquisitor that has been joined by a Techmarine still suffer from Mindlock? (p49)*

A: Yes, Inquisitorial Servitors are linked to Inquisitors and not Techmarines.

*Q: Does a Jokaero Weaponsmith's Inconceivable Customisation special rule effect the unit's Dedicated Transport? How about any Independent Characters who join the unit? (p50)*

A: No to both questions.

*Q: For each Jokaero Weaponsmith in a henchman unit after the first, you add +1 to the Inconceivable Customisation roll. Does this mean that if you have 6 or more Jokaero in a unit, that they will receive no bonuses (as you cannot roll less than a 6 and duplicate rolls are ignored)? (p50)*

A: Yes.

*Q: Can models in Terminator armour embark onto an Inquisitorial Chimera? (p51)*

A: Yes.

*Q: If a unit with the Brotherhood of Psykers special rule, a unit of Inquisitorial Henchmen with one or more Psykers in it, or any other similar unit containing multiple Psykers is within 12" of a Culexus Assassin, does the presence of that unit add +1 to the Animus Speculum's Assault value or +1 for each Psychic model present in the unit? (p53)*

A: Such a unit contributes +1 to the Animus Speculum's assault value no matter how many Psykers it consist of, unless those Psykers have the Independent Character special rule in which case each such Psyker contributes a +1.

*Q: Does the Vindicare Assassin's Deadshot special rule supersede the Look Out, Sir special rule for the purposes of Wound allocation, meaning that the player who owns the Vindicare Assassin is still allowed to allocate the wounds from its shooting even if their opponent makes and passes a Look Out, Sir roll? (p53)*

A: Yes.

*Q: If a Callidus Assassin chooses a unit of vehicles as its target for its Polymorphine special rule what facing is hit? (p53)*

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 targets Toughness or Leadership for the purposes of working out if Instant Death applies? (p53)*

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? (p53)*

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

*Q: When firing a turbo-penetrator round at a vehicle, do you add D3 to the total for each 6 rolled on the 4 armour penetration dice? (p53)*

A: Yes.

*Q: When calculating the Assault value of the Culexus Assassin's Animus Speculum, do vehicles with the Psychic Pilot special rule count towards this? (p53)*

A: No.

*Q: If a model with a Nemesis Force halberd has had his Initiative reduced to a fixed number by an ability/special rule, do they still get the +2 Initiative from the Halberd? (p54)*

A: No. See the Multiple Modifiers section of the Warhammer 40,000 rulebook.

*Q: Do Nemesis falchions count as 2 close combat weapons and thus give +2 Attacks in close combat (+1 for their special rule and +1 for wielding 2 close combat weapons)? (p54)*

A: No, they just give +1 Attack.

*Q: Can the save granted by a Nemesis warding stave be taken against all Wounds suffered whilst the wielder is engaged in close combat and not only against Wounds caused by close combat attacks? (p54)*

A: Yes.

*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)? (p54)*

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 AP 3.

*Q: Does a Nemesis Dreadknight armed with a Nemesis greatsword have 4 Attacks at Strength 10 that, because of the Nemesis greatsword, can re-roll To Hit, To Wound and Armour Penetration rolls? (p54)*

A: Yes.

*Q: If an Ordo Malleus Inquisitor takes 2 Daemonblades, how is this resolved? (p56)*

A: Roll separately on the table for each Daemonblade. He will gain the effects of whichever Daemonblade he uses in that round of combat.

*Q: How do you work out whether a psyker is affected by the Psi-shock special rule on a mindstrike missile or a psyk-out bomb? (57, 58)*

A: Any psyker under the template will be effected by Psi-shock.

*Q: In the rules for the orbital strike relay it states that this item 'is treated as a ranged weapon'. Does this mean I can Master-craft it? Do I require line of sight? (p58)*

A: The orbital strike relay requires line of sight to use, but it cannot be Master-crafted.

*Q: Does the entire unit need to be equipped with rad, psyk-out and/or psychotroke grenades for their effects to work or is just one model being equipped with them enough? (p60)*

A: One model in a unit is enough.

*Q: Are units with either the Stubborn or Mob Rule! special rules effected by the 'They're horrible' result of the psychotroke grenade? (p60)*

A: Yes, such units will be reduced to Leadership 2. However a unit with the Mob Rule! special rule that has 11 or more models will still be Fearless.

*Q: Is a unit that assaults, or is assaulted by, multiple units with rad or psychotroke grenades subjected to the effects multiple times? (p60-61)*

A: No.

*Q: Do psychotroke grenades have any effect on vehicles? (p60)*

A: No.

*Q: Does the effect of servo-skulls stack? For example would it reduce the scatter distance by 2D6 if you are within 12" of two? (p62)*

A: No, it would still only be 1D6.

*Q: Would an orbital strike relay targeted within 12" of one or more servo-skulls have its scatter distance reduced? (p62)*

A: No, it always scatters the full 2D6".

*Q: Does an enemy unit arriving by deep strike or deploying within 6" of a servo-skull count as moving to within 6" of it? (p62)*

A: Yes, remove the servo-skull from play.

*Q: What counts as a plasma weapon for the Ulumeathi Plasma Syphon? (p62)*

A: All Plasma weapons, as well as Eldar missile launchers firing plasma missiles, burst cannons, starcannons, all Tau pulse weapons and any weapon described as using 'plasma' as its effect or in its special rules.

*Q: Can a Grey Knight Grand Master that is Mastery Level 2 exchange Psychic Communion for a power from the psychic disciplines like a Librarian? (p84)*

A: No.

*Q: Can you only take an Inquisitorial henchmen warband if you have an Inquisitor in your army? (p90)*

A: Yes, you can take a maximum of one warband for each Inquisitor (unless you take Inquisitor Coteaz).

*Q: Some Grey Knights squads can take a Razorback as a dedicated transport. A Razorback has a transport capacity of six models. Can you still choose this as a dedicated transport for a squad with more than six models? (p92)*

A: Yes.

*Q: If a Razorback armed with a lascannon and twin-linked plasma gun suffers a weapon destroyed result, does it destroy both weapons or just one? (p92)*

A: Only one weapon – either the lascannon or the twin-linked plasma gun.

*Q: As they follow the rules for a Brotherhood of Psykers, can squads of Grey Knights that have more than one psychic power exchange their non-Hammerhand power for a power from the psychic disciplines like a Librarian?*

A: No.

Last updated September 2013