



CODEX: GREY KNIGHTS

Indomitus Version 1.2

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

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.

STORM SHIELDS

The rules for storm shields were updated in the 2020 edition of Codex: Space Marines. As a result, wherever the rules for a storm shield appear in this book, they should be replaced with the following:

'Storm Shield: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.'

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 destroyed.'

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.’

Page 101 – Sanctic Discipline, Sanctuary, rules text

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.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Flamestorm cannon	12"	Heavy D6	6	-2	2	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Each time an attack is made with this weapon against an AIRCRAFT unit, make 2 hit rolls instead of 1 and add 1 to both those hit rolls.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma cutter	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll.
Twin heavy bolter	36"	Heavy 6	6	-1	2	-
Twin heavy plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy 2D3	7	-3	2	Blast
- Supercharge	36"	Heavy 2D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin multi-melta	24"	Heavy 4	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Crozius arcanum	Melee	Melee	+2	-1	2	-
Power axe	Melee	Melee	+2	-2	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each time the bearer fights, no more than one attack can be made with each servo-arm.