

WARHAMMER 40,000 CODEX:

GREY KNIGHTS

Official Update for 7th Edition, Version 1.1

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

Various – Dreadnoughts

Increase the Attacks (A) characteristic of all Dreadnoughts (of any type) by 2 on the appropriate datasheet and summary profiles.

FAQs

Q: Can a Grey Knights player use The Aegis special rule to re-roll 1s made in a Deny the Witch test against psychic powers that did not target any of their units (blessings, for example)?

A: No.

Q: Does a Grey Knight unit from a Nemesis Strike Force riding in a Drop Pod from another Detachment get to use the Rites of Teleportation Command Benefit to roll for Reserves on turn one?

A: You can't start the game embarked in allied Transport vehicles.

Q: Do Grey Knights have access to Space Marine relics?

A: No.

Q: Can a Grey Knights unit equipped with personal teleporters use its 30" teleport shunt move to leave combat?

A: No.