

WARHAMMER 40,000

CODEX: GREY KNIGHTS

Official Update Version 1.2

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 82 – Interceptor Squad, Personal Teleporters

Change the first sentence to read:

'During the Movement phase, this unit can move across models and terrain as if they were not there.'

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 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.'