CODEX: GREY KNIGHTS

Indomitus Version 1.0

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 Note: *If you are playing a matched play game, or a game that otherwise uses points values, please use the points values for Grey Knights units presented in the* Munitorum Field Manual 2021 Mk II.

UPDATES & ERRATA

Page 59 – Empyric Declamation
Change the third sentence to:
'That model can recite one litany it knows that has not already been recited by a friendly model since the start of your last Command phase.'

Page 64 – Vortex of Doom
Change the third sentence to:
'If the model manifesting this power has been selected this phase for the Psychic Epitome Warlord Trait, only the unit you selected suffers the additional mortal wound from that trait, not those other enemy units within 3" of it.'

Page 81 – Tide of Convergence
Add the following to the end of the second bullet point:
'(a unit cannot suffer more than 6 mortal wounds per phase as a result of this ability)'

FAQS

Q: If a unit is affected by both the Words of Power litany and the Tide of Convergence, how many mortal wounds are inflicted on an unmodified wound roll of 6 each time a model in that unit makes an attack with a Nemesis weapon?
A: 2.