

WARHAMMER 40,000

CODEX: IMPERIAL KNIGHTS

Official Update 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

Page 89 – High King Tybalt's Crusading Host

Change the last paragraph to read:

'This army fulfills the requirements of two Super-heavy Detachments (High King Tybalt's Detachment and Baron Capulan's Detachment) and one Super-heavy Auxiliary Detachment (Sir Hekhtur). As it is also Battle-forged, its player receives twelve Command Points – the army receives 3 for being Battle-forged, High King Tybalt's Detachment contains three **TITANIC** units, so contributes 6 additional Command Points, whilst Baron Capulan's Detachment contains a single **TITANIC** unit, so contributes another 3. Sir Hekhtur is in a Super-heavy Auxiliary Detachment, so contributes no Command Points.'

Page 101 – Sacristan Forgeshrine, Autosacristan ability

Change the second sentence of the Ritual of Reloading paragraph to read:

'If it is not, or if it has its full complement of shieldbreaker missiles, choose one ranged weapon the vehicle is equipped with (not an Heirloom of the Noble Houses).'

Page 106 – Knight Lances ability

Change the last sentence to read:

'The Command Benefit of each Imperial Knights Super-heavy Detachment is changed to 'None' if it does not contain at least one **IMPERIAL KNIGHTS TITANIC** unit, and is changed to '+6 Command Points' if it contains at least three **IMPERIAL KNIGHTS TITANIC** units.'

Page 109 – Oathbreaker Guidance System

Change the Command Point cost of this Stratagem to 3CP.

Page 111 – Order of Companions

Change the Command Point cost of this Stratagem to 3CP.

Page 111 – Our Darkest Hour

Change the Command Point cost of this Stratagem to 3CP.

FAQs

Q: Can Freeblades in Super-heavy Auxiliary Detachments have Qualities and Burdens?

A: Yes.

Q: Imagine a House Vulker model with the Firestorm Protocols Household Tradition with two ranged weapons, which targets two different enemy units, one of which is the closest enemy unit. I resolve the attacks against the closest enemy unit first, re-rolling hit rolls of 1 when doing so. If, as a result of those attacks, that enemy unit is destroyed, and the target of the next weapon is now the closest enemy unit, do I also get to re-roll hit rolls of 1 against that unit?

A: No. The ability to re-roll hit rolls of 1 only applies to the enemy unit that is the closest to the firing model at the 'Choose Target' step of the Shooting sequence.

Q: Do models with House Raven's Relentless Advance tradition suffer penalties to their hit rolls for Advancing and firing heavy weapons?

A: No. These weapons are treated as Assault weapons when such models Advance, and these models ignore penalties to their hit rolls for Advancing and firing Assault weapons.

*Q: Can a **FREEBLADE** model in a Super-heavy Auxiliary Detachment have Qualities and Burdens?*

A: Yes.

Q: If an Imperial Knight charges in its turn, destroys the unit it declared a charge against and then consolidates into a new unit that it did not declare a charge against, can it use the Death Grip Stratagem against that unit?

A: No. The Stratagem allows you to make an extra attack with that weapon, but because you charged this turn you can still only make that attack against a unit you declared a charge against.

*Q: If an Imperial Knight with a thunderstrike gauntlet (or the Paragon Gauntlet or Freedom's Hand) destroys an enemy **VEHICLE** or **MONSTER** and I roll a 4+ to inflict mortal wounds on a nearby unit, are those inflicted immediately, or after I have resolved my Knight's remaining attacks (if any)?*

A: Pick the enemy unit as soon as you destroy the enemy **VEHICLE** or **MONSTER** unit and roll a 4+, but inflict the mortal wounds after you have resolved all your remaining attacks.

Q: If a model is equipped with four shieldbreaker missiles, how many can it fire each turn?

A: One.