

WARHAMMER 40,000

INDEX: RENEGADE KNIGHTS

Official Update Version 1.0

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.

FAQs

*Q: Can a **RENEGADE KNIGHT CHARACTER** summon units of Daemons using the *Daemonic Ritual* ability?*

A: Yes.

*Q: If a Renegade Knight with a *thunderstrike gauntlet* 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.

