

# WARHAMMER 40,000

## CODEX: IMPERIAL 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 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 101** – Sacristan Forgeshrine, Ritual of Repairing  
Change the second sentence to read:  
'If there is a **TECH-PRIEST**, **TECHMARINE** or **IRON PRIEST** from your army on the Sacristan Forgeshrine, and they have not used their ability to repair another vehicle this turn, they can aid in the ritual of repairing instead of using that ability this turn; if they do so, the vehicle regains 3 lost wounds instead.'

**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 108** – Rotate Ion Shields  
Change the last sentence of this Stratagem to read:  
'Until the end of the phase, that vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

**Page 109** – Death Grip  
Change the penultimate sentence of this Stratagem to read:  
'If your opponent rolled a 6, and/or if their result is equal to or higher than yours, the enemy model breaks free; otherwise, the enemy model suffers an additional D3 mortal wounds and both players roll off as before.'

**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.

**Page 121** – Points values, Ranged Weapons  
Change the points cost of the following weapons as shown:

IMPERIAL KNIGHTS RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Plasma decimator	40
Volcano lance	60

## FAQs

*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: The Death Grip Stratagem is used after an Imperial Knights model has fought, but at what specific point in the Fight sequence does this happen?*

A: After the Consolidate step.

*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.