CODEX: IMPERIAL KNIGHTS

Indomitus Version 1.1

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 NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. *As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.*

Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have also decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.

UPDATES & 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 91 and 102 – Armiger autocannon, Abilities
Change to read:
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*Page 92-100 – Knight Preceptor, Knight Paladin, Knight Errant, Knight Gallant, Knight Warden, Knight Crusader, Canis Rex, Knight Castellan and Knight Valiant, Super Heavy Walker
Change to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **Monster** and **Vehicle** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

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 101 – Sacristan Forgeshrine, Sector Mechanicus Structure
Change to read:
'After this model is set up, it becomes an Area Terrain feature with the following terrain traits: Scaleable, Breachable, Dense Cover, Defensible (see Warhammer 40,000 Core Book).'

*Page 106 – Knight Lances ability
Change the last sentence to read:
'If your **Warlord** has the **Imperial Knights** keyword, **Imperial Knights** Super-heavy Detachments in your army gain the following Command Benefits: 'Select one of the following: +3 Command Points if your **Warlord** is part of this Detachment; +6 Command Points if your **Warlord** is part of this Detachment and has the **Titanic** keyword.'

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.

Change the second sentence to read:
'When you select a target for that shieldbreaker missile, you can ignore the Look Out, Sir rule.'

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 116** – Heirlooms of the Noble Houses, Cawl's Wrath
Change the second sentence of this Relic's abilities to read:
'When firing the supercharge profile, for each unmodified hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.'

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 'Select Target' step of the Shooting sequence.

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.

Q: The Cognis Heavy Stubbers Stratagem grants an ability that modifies hit rolls by more than -1 or +1. Given that hit rolls cannot be modified by more than this, what effect does this rule have?
A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a weapon applies a -2 modifier to that attack's hit roll, and is used to attack an enemy model that was selected for the Duty of the Forsworn Warlord Trait (which confers a +1 modifier to the hit roll), then applying both of these modifiers to the hit roll results in a final modifier of -1.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma decimator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	48"	Heavy 2D6	7	-3	1	Blast
- Supercharge	48"	Heavy 2D6	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin meltagun	12"	Assault 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.