

WARHAMMER 40,000 CODEX: IMPERIAL KNIGHTS

Official Update for 7th Edition, 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.

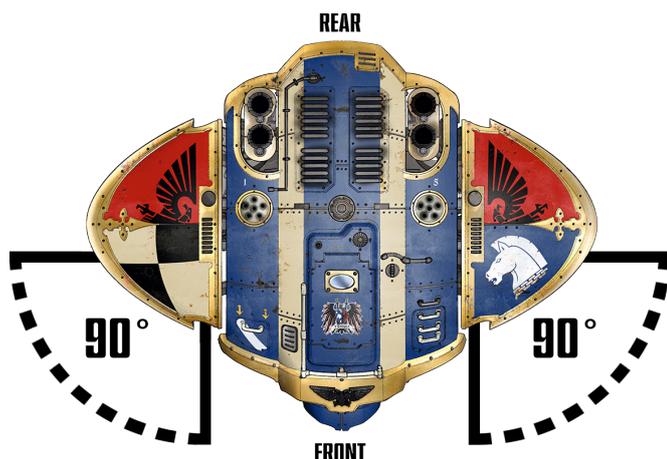
FAQs

Q: Can you take invulnerable saves against Graviton weapons as a vehicle (e.g. through an Imperial Knight's ion shield)?

A: Yes.

Q: Weapons on Walkers are listed as being fixed forward, and the rules for Super-heavy Walkers say that they follow the shooting rules for Walkers. Does this mean that all weapons on an Imperial Knight are limited to the 45° front arc, even including their arms which can physically move much more than 45°, and their carapace weapon which can physically rotate 360°?

A: Treat the Imperial Knight's arm-mounted ranged weapons as sponson-mounted weapons with a 90° arc (see *Warhammer 40,000: The Rules*) for the purposes of establishing their line of sight. All Imperial Knight carapace weapons have a 360° line of sight.



Q: Is Gerantius still a valid character for Imperial Knights, despite not being added to the codex after the update last year?

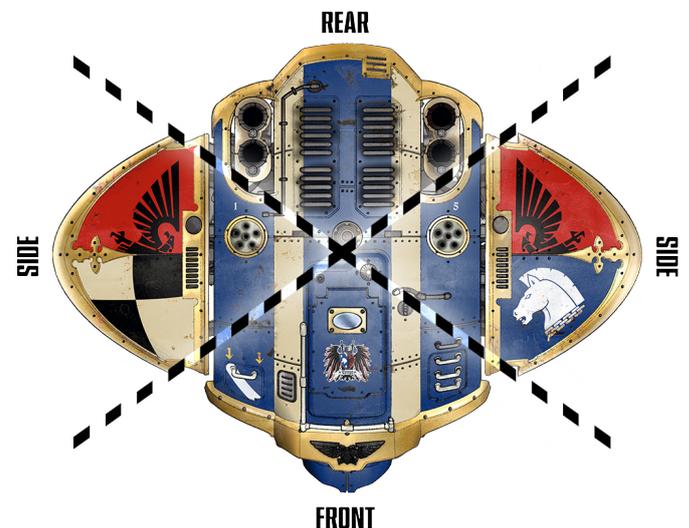
A: Yes, the datasheet printed in White Dwarf 24 can still be used to represent Gerantius.

Q: Do you effectively have a second ion shield when you equip an Imperial Knight with Sanctuary?

A: No. Sanctuary replaces the model's normal ion shield.

Q: What are the armour facing arcs on Imperial Knights?

A: When looking down from above the Knight, draw one imaginary line from the front corner of the left-hand shoulder pauldron to the rear corner of the right-hand shoulder pauldron. Now, draw a second imaginary line from the front corner of the right-hand shoulder pauldron to the rear corner of the left-hand shoulder pauldron. These crossed lines divide the Knight into its front, side and rear armour facings.



Q: How do you determine which side of an Imperial Knight is hit by a Barrage weapon (which are always resolved against a vehicle's side armour) for the purposes of determining if the Knight gets an ion shield save?

A: Use the direction of the firing model to determine the facing of the attack for the purposes of the Knight's ion shield, but resolve the attack against its side armour as normal.

Q: How does the Wall of Mirrors special rule of the Tau's Optimised Stealth Cadre Formation interact with an Imperial Knight's ion shield?

A: Use the direction of the firing model to determine the facing of the attack for the purposes of the Knight's ion shield, but resolve the attack against its rear armour as normal.