

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. 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**.

UPDATES & ERRATA

Page 64 – Knight Lances

Change to read:

- If this Detachment is an Arks of Omen Detachment, Super-heavy Detachment, or if you are playing a Combat Patrol battle and this Detachment is a Super-heavy Auxiliary Detachment, select one **ARMIGER-CLASS**, **QUESTORIS-CLASS** or **DOMINUS-CLASS** model in this Detachment. That model gains the **CHARACTER** keyword.
- If this Detachment (excluding Arks of Omen Detachments) contains between 1 and 2 **QUESTORIS-CLASS** models, or if it contains between 3-5 **ARMIGER-CLASS** models, this Detachment's Command Benefits are changed to: '+3 Command points if your **WARLORD** is part of this Detachment.'
- If this Detachment (excluding Arks of Omen Detachments) contains 3 or more **QUESTORIS-CLASS** models, or if it contains 6 or more **ARMIGER-CLASS** models and 1 or more **TITANIC** units, this Detachment's Command Benefits are changed to: '+6 Command points if your **WARLORD** is part of this Detachment.'

Page 64 – Household Traditions

Replace each instance of '**FREEBLADE**' with '**FREEBLADE** unit' and each instance of '**FREEBLADES**' with '**FREEBLADE** units'.

Page 77 – Noble Combatants

Change this tradition to read:

'Each time a model with this Martial Tradition fights, if all of its attacks target one enemy unit and none of those attacks are made using the Sweep profile of a melee weapon, after resolving all of those attacks, it can make a number of additional attacks against that enemy unit equal to the number of attacks that did not reach the Inflict Damage step of the attack sequence during that fight (these additional attacks cannot be made using the Sweep profile of a melee weapon).'

Page 84 – Exalted Court

Add the following to the second paragraph:

'A model cannot have more than one Exalted Court upgrade.'

Page 89 – Deeds of Legend Stratagem, fourth sentence

Change to read:

'If you selected the Martial Legacy ability, you can only use that ability to change the result of a roll to a 6 if that roll was made for this model.'

Page 105 – Burdens, Mark of Dishonour

Change the last sentence to read:

'This may mean that different Chivalric abilities are active for models with this Burden than are active for other **IMPERIAL KNIGHTS** models in your army.'

Page 111 – Dominus Battle Traits, Pillar of Honour

Change the last sentence to read:

'This may mean that different Chivalric abilities are active for models affected by this ability than are active for other **IMPERIAL KNIGHTS** models in your army.'

Page 126 – Knight Paladin, Reaper Chainsword

Change the Armour Penetration characteristic of the Sweep profile of this weapon to '-3'.

Page 132 – Weapon Profiles

Change the Range characteristic of the Thermal Cannon to '30"'.

FAQS

*Q: If an **ARMIGER-CLASS** model is under the effects of two Bondsman abilities because of a Master of Lore's Noble Exemplar ability, does the Damage reduction rule from Bondsman abilities stack in order to give that **ARMIGER-CLASS** model -2 Damage on every attack?*

*A: No. The **ARMIGER-CLASS** model only benefits from -1 Damage once, while under the effects of any Bondsman abilities.*

Q: If I use the Thunderstomp Stratagem on an Imperial Knight with the Noble Combatant ability, and make, for example, 4 attacks and all hit, do I then get to make 4 more Attacks?

A: No. Though the Attack sequence ends after the hit rolls have been successful, those attacks have still inflicted Mortal Wounds and so, for the purposes of this rule, are considered to have reached the Inflict Damage step.

Q: When using the Calculated Targeting Stratagem, on an unmodified wound roll of 6, can enemy units use abilities that reduce the Damage characteristic of the attack (e.g. Disgustingly Resilient, Wraithbone Form, etc.)?

A: Yes.