

WARHAMMER 40,000 CODEX: IMPERIAL KNIGHTS

Official Update for 7th Edition, Version 1.1

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Amendments, Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

AMENDMENTS

Page 58 – Super-heavy Walker, Movement
Replace the first sentence with the following:
'Super-heavy Walkers can move 12" in the Movement phase. If moving into or within difficult terrain, double the result of the highest dice roll when making a Difficult Terrain test - this is the maximum distance in inches that the model can move.'

Page 58 – Catastrophic Damage Table
Do not use the rules for Catastrophic Damage or the Catastrophic Damage table as presented here. Instead, use the rules for Catastrophic Damage and Apocalyptic Mega-blasts as described in the Super Heavy Vehicles and Special Rules sections in *Warhammer 40,000: The Rules*.

Page 59 – Destroyer Weapons
Do not use the rules for Destroyer Weapons or the Destroyer Weapons table as presented here. Instead, use the rules for Destroyer Weapons as described in the Special Rules section in *Warhammer 40,000: The Rules*.

Page 60 – Including Knights in your Army
Replace these three paragraphs with the following:
'When choosing a Battle-forged army, you can include any number of Imperial Knight Detachments. Each Imperial Knight Detachment must consist of between one and three Imperial Knights (of any type) and can include no other units. Imperial Knight Detachments do not have any Command Benefits, but otherwise work as any other Detachment, as described in *Warhammer 40,000: The Rules*.'

Page 60 – Imperial Knights Force Organisation Chart
Ignore all aspects of this Force Organisation Chart except for the bottom right hand box.

Page 61 – Imperial Knights Allies Matrix
Ignore this Allies Matrix. Imperial Knights are an Army of the Imperium and ally as such as described in the Allies section of *Warhammer 40,000: The Rules*.

Page 64 – Imperial Knight Armies
Ignore the introductory sentence at the top of this page and the paragraph titled 'Knight Armies' below it.

Page 64 – Knight Warlords
Replace this paragraph with the following:
'If you are fielding an army that contains at least three Imperial Knights (of any type) you can nominate one of them to be your Warlord, even if your army also includes a character. Alternatively, if your army contains at least one Imperial Knight (of any type) and includes no characters, you can nominate an Imperial Knight to be your Warlord.'

If your Warlord is an Imperial Knight, that Knight is a character. A Knight Warlord receives a Knight Warlord Trait from the table below. A Knight Warlord cannot roll on any other Warlord Traits table. In addition, if your army contains at least two other Imperial Knights (of any type), the Knight Warlord automatically has the rank of Seneschal, as described in the Knightly Rank table above.'

ERRATA

None.

FAQs

None.

Last updated August 2014.