



# CODEX: CHAOS KNIGHTS

VERSION 1.0

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. **New or revised text is presented in red**, with a **text highlight applied to revisions made previously** (excluding passages that were added or replaced in full).

## UPDATES & ERRATA

### Page 69 – Traitoris Lance, Imperious Advance, Effect

Change to:

'EFFECT: Until the end of the phase, each time a model in one of your units makes a **Normal, Advance, Fall Back or Charge** move, it can move through models and terrain features. When doing so, it can move within Engagement Range of such models but, **unless it made a Charge move**, cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed (the Super-heavy Walker ability does not apply while using this Stratagem).'