



CODEX: IMPERIAL 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

Canis Rex, Knight Castellan, Knight Crusader, Knight Defender, Knight Errant, Knight Gallant, Knight Paladin, Knight Preceptor, Knight Valiant, Knight Warden

Change OC characteristic to '**10**'.

Knight Castellan, Knight Valiant, Damaged section

Change to:

'While this model has 1-10 wounds remaining, subtract **5** from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.'

Canis Rex, Knight Crusader, Knight Defender, Knight Errant, Knight Gallant, Knight Paladin, Knight Preceptor, Knight Warden, Damaged section

Change to:

'While this model has 1-9 wounds remaining, subtract **5** from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.'