



WTC FAQ - ARMY & CODEX

IMPERIAL KNIGHTS

VERSION 1.1 - LAST UPDATE: 23 MARCH 2023

1. When using the Herald Exalted Court Ability, you can only give out 2 bondsman abilities a turn unless you are under the effects of a rule that would allow you to give additional ones such as the Virtuous buff of Protect the Weak.
2. Imperial Knights do not score a point for not falling back via the Secondary Yield no Ground if no IK models are alive on the battlefield.
3. When the Helm of the Nameless Warrior interacts with Noble Combatants, attacks that inflict mortal wounds are considered to have reached the inflict damage step.
4. When an additional CP is gained through the Imperial Knight Code Chivalric Oath: Defend The Realm, the honoured ability still allows for an additional CP to be gained that battleround through either Master of the Vox or Cunning Commander.
5. When mustering a Freeblade Lance AOR, your units may only have 2 martial traditions each, namely the Indomitable Heroes tradition and the tradition that each unit has chosen. If you take the Echoes Of The Past WLT, then you choose either Glorified History, or Fealty To The Cog in addition to Indomitable Heroes tradition. Do not pick a third tradition. The only way to get an additional third tradition is via the Mechanicus Exalted Court ability 'Master Tactician'.
6. When the Paragons of Honour martial tradition is in play consider the following:
For Defend The Realm in order to gain honour you need to have more objectives than your opponent and the models with this code must at least be holding one of them. In order not to loose honour models with this tradition must be holding at least as many objectives at the end of the turn as they started with. For Lay Low The Tyrants in order to gain honour it must be a knight with this code, in order not to loose honour the killing blow must be from a knight benefiting from this tradition. In order to benefit from the virtuous ability it must be from a knight with this tradition. For Protect Those In Need in order to gain honour it must be a knight with this tradition/a unit with this code, must declare a charge at an enemy unit engaged with a friendly unit, or Perform an Heroic Intervention. In order not to loose honour it must declare a charge at an enemy unit that is engaged with the friendly unit or if given the opportunity to Heroic Intervene and chooses not to. For Refuse No Challenge in order to gain honour the killing blow must be done with a knight benefiting from this tradition. As soon as a knight with this tradition falls back loose one honour.
7. For the benefits of the High Monarch Ability, it is enough that models start within 6". The benefits still apply even though affected models would move out of range for the ability.
8. If you have a model in your army with Hunters of Beasts that only destroys a qualifying enemy unit with a ranged attack, and another unit from your army also destroys a qualifying enemy unit with a melee attack you only gain 1 honour point for the pledge on Lay low the Tyrants.