

WAR ZONE OCTARIUS BOOK 1: RISING TIDE

Indomitus 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; these can be identified by the presence of an asterisk before the page reference. 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 60 – Benefits

Add the following bullet point:

- A Crusade force can start with **KILL TEAM** units upgraded with a Specialism, and each time a **KILL TEAM** unit is added to a Crusade force it can be upgraded with a Specialism. When doing so, it does not require the use of the Kill Team Specialism Requisition (see *Codex Supplement: Deathwatch*). Upgrade their Power Ratings accordingly.'

Page 117 – <HIVE FLEET> Units (Excluding SYNAPSE Units), Synaptic Instincts

Change to:

'This unit loses its Instinctive Behaviour ability.'

FAQS

Q: With Veterans of the Long Vigil, at the start of the battle round, do you select one Chapter Tactic/Successor Tactic per unit in your army with this ability, or do you select a single Chapter Tactic/Successor Tactic once for your whole army?

A: The latter; you select a single Chapter Tactic/Successor Tactic once for your whole army, not per unit.

Q: If the Honoured Veteran of the Watch Stratagem is used to grant a Sergeant model a Warlord Trait, is that Warlord Trait considered to be on just that Sergeant model, or on all of the models in its unit?

A: Just the Sergeant model. Note that this means that some Warlord Traits or some parts of Warlord Traits may not take effect while other models besides the Sergeant are still in its unit, e.g. Stealth Adept, the first bullet point of The Imperium's Sword, Speed of the Primarch and Oathkeeper.

Q: If I use the Field Promotion Stratagem and select the Old Grudges or Gifted Commander Warlord Trait, do I then select units for those Warlord Traits' effects?

A: No, this would have had to have taken place before the battle, and this trigger has passed. Note that, when using this Stratagem, you cannot select a Warlord Trait that a destroyed model in your army has. As a result, the Old Grudges and Gifted Commander Warlord Traits, when selected in this manner, will do nothing as no units have been selected for them.

Q: At the start of the battle round, when selecting a Warlord Trait for a model with the Gestalt Commander Warlord Trait, can I select the likes of Alien Cunning or Heightened Senses?

A: No, Gestalt Commander specifically refers to the traits labelled as the 'Hive Fleet Warlord Traits', i.e. Monstrous Hunger, One Step Ahead, Lethal Miasma, Insidious Threat, Endless Regeneration or Soul Hunger.