

# ETHERIUM

## ERRATA

### GENERAL ERRATA

#### **TOKENS AND SCHEMA MOVEMENT**

Tokens on the Server that are on the Quantum Noise mat follow all the same rules as models, specifically with regard to Schema movement (p.40 Manipulating Schemas). This only applies to tokens that act as board effects, such as Firewalls, Quantum Noise, Cover etc. Tokens that are simply used to indicate that a pylon/node are under player control or that indicate a universal code, .EXE, or other status effect are ignored, as they do not truly occupy squares on the Server.

#### **OMNI PROGRAMS**

When an Omni program is deployed on the Server at the start of the game, it may not be deployed in such a way that it occupies squares on more than 1 Schema. This is to help prevent the problems of Schema movement and Omni programs straddling more than 1 Schema at a time.

Under the movement rules, exception #3 on p. 48 should read as follows:

Omni programs may never end any movement occupying squares on more than one Schema.

#### **CONSOLE DAMAGE CARD 404.031:**

The second sentence should read as follows:

Whenever it moves for the first time during its activation, place a *quantum noise* token in any square it was occupying.

### AXIOM ERRATA

#### **LADY AEMELIA MASTRONA:**

The first paragraph on p. 68 should read as follows:

*Royal Guard, Royal Executioner, and Key Master* affect every model in a segmented program.

### NANOMEI ERRATA

#### **PICKETEERS:**

Replace the entire paragraph for the 'Riot' disruption effect with the following:

If this program is still in play at the start of the target model's next activation, then it must end its activation adjacent to at least 1 model in this program. If it does not, then the target model suffers from *stun, lag, and interference* during its following activation. Linked programs must have at least 1 model end its activation adjacent to at least 1 Picketeer or suffer the effects.

