AETHERIUM

FAQ

GENERAL FAQ:

Q. When a model uses the *materialize* universal code does it count as moving?

A. No - pg. 52 of the rule book states that a model that uses the *materialize* universal code is "removed from its current square and placed in an unoccupied square within range." The model does not move; it is removed and then placed.

Q. When a model materializes or shifts can it change its facing?

A. No - pg. 30 of the rulebook states, "A model may only ever change its facing (90' or 180') when it spends CS to move." Since *materialize* and *shift* do not require you to spend CS, a model cannot change its facing during either of these universal codes. This also includes if the model is granted either of these universal codes from a .EXE that requires expenditure of CS.

NANOMEI FAQ:

Q. If a model is under the effects of the Goliath's 'Headlock' .EXE can it use the universal code materialize to escape?

A. Yes - the 'Headlock' .EXE states, "Target an enemy model within 2 squares. Until the start of this model's next activation, the target model cannot be moved in anyway" (pg. 94). As stated to the left, *materialize* does NOT count as moving, so a model could use *materialize* to escape from the Goliath.

Q. What happens if a model is under the effects of the Goliath's 'Headlock' .EXE, and then is subsequently attacked by the Goliath and the Goliath's Disruption effect 'Thunderfist' is triggered?

A. 'Thunderfist' states, "If you cannot *shift* the target model the full numbered of squares, then the target model and any intervening model suffers damage equal to how many squares the target model would have been shifted." In this case, 'Headlock' prevents the model from being moved, which in turn, prevents the model from being shifted. Since the model cannot be shifted, it suffers the extra damage.

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