

CARTOON ACTION HOUR

OFFICIAL CLARIFICATIONS, RULINGS, AND ERRATA

As of February 7, 2004

Credits: Under “Interior Art”, we forgot to mention the artists Soap and Erik Battle.

Page 19: Under “Multi-SA”, X is equal to the CP cost for *all components* of the additional SA, plus any modifiers.

Page 20: In regards to the “Charges” Restrictions, any use of Auto Fire or Burst Fire counts as two uses.

Page 21-24: If an animal companion takes an SA that requires SCPs (such as another animal companion), then you do not use the animal companion’s SCPs to get more SCPs as per the chart on page 22. Anything for the secondary SA must come from the animal companion’s SCP pool.

Page 27: Under “Major” for Story Hooks, the rest of the sentence is missing. It should read:

This Story Hook will affect the vehicle a lot, or will have a positively devastating effect on the vehicle.

Page 30: Under the “Fiercor Fighting Cat” SA, it should read:

Total cost: 18 CP (40 SCP)

Page 39: The additional action modifiers are cumulative, so a third action in a round is at -6, a fourth is at -9, and so on.

Page 39: You can take further actions after you Dodge, with the usual modifiers. You cannot dodge after you have taken an action, however.

Page 40: The phrase “(o)nce a character has spent his action to parry, he can no longer attack this round” is incorrect. The parrying character can make additional actions at the usual -3 per additional action.

Page 41: In the *Optional Damage* sidebar, the phrase “subtract the DN of the attack” should read as such:

Instead, subtract the DN of the attack or the opponent’s total Athletics roll from the successful attack roll (plus all modifiers) to find the amount the attack roll was made by, and then add the result to the DR of the attack.

Page 43: Under “Medical Trait”, making the Medical action check vs. 8 heals one Hurt Point. Every two full points the check is made by heals an *additional* Hurt Point.

Page 45: Under “Attacking a Vehicle: Damaging”, add these sentences:

SAs with the “Armor Piercing” Bonus do affect the *Armor* Trait. Protection SAs that are active with the “Hardened” Bonus defeat Armor Piercing before the remainder of the Armor Piercing is calculated, then it is applied in order of the *Armor* Trait first, then the Protection SA.

Page 47-49: Half Moves and Full Moves have been removed from this edition of *Cartoon Action Hour*. All references to a Half Move in the examples mean taking a Move action before another action, while a Full Move is taking 2 Move actions in a row (one at full distance, and one at half distance).

Page 48: Near the bottom of the first column, Cara should have done a total of 17 Hurt Points of damage, not 14.

Page 73: The Haunter was cursed by Deacon Death, not Duchess Lillith.

Page 76: Under “Other Guidelines”, the Ultra Breather is a *MiscSA*, not an MSA.

Page 98: Under “Cool Factor Rolls”, the first two bullet points should be change to read “2 or below” (instead of 1 or 2) and “11 or above” (instead of 11 or 12).

Page 100: Under “Retiring Characters”, the character gets a Good *Point*, not a Good Die.

Page 105: Frosta was not a villain of She-Ra’s – in fact, she was part of the Rebellion.

Page 129-31: Due to a layout error, the text above “Creating Characters” on page 129 should be at the end of page 130. So, “Abilities” at the end of page 130 should read:

... Can they fly? Jump great distances? See in the dark? You can create “stock” SAs that all members of the race have, but you’ll still have to pay the CPs for them. You can also assign modifiers for Trait ratings...

Page 164: The cost of Sure-Shot’s “Twin Laser Pistols” SA should be 30, not 26. The character is still accurate at 100 CP, however.

Page 169: The last sentence in Monstro’s sidebar was cut off, and also incorrect. It should read:

Do not forget to add in another +2 to damage against Medium sized opponents, because Monstro counts as Large! So, his average damage is 16 points.

Page 173-4: Spydar’s sidebar was accidentally placed on Volcanus’ page.

Page 174: The last two paragraphs in Volcanus’ Personality section belong at the beginning of Channel Seven, on page 176.

DARKNESS UNLEASHED

Page 8/51: All of the rules and essays relating to equipment vs. Item SAs can also be applied to vehicles as well.

Page 10: The “Armor of Mana” and “Bolt of Mana” SAs for the Mystical Specialist should be Power Level High, not Medium.

Page 41: The *Vulture* should also have machine guns. Remove “Armor Piercing 1” from the Mini-missiles, and add this:

Machine Guns (DR 2+2; Vehicle Class; Medium Range; Burst Fire; Item; Charges, Minor; Disruption, Minor [Loud])

Vehicle Ammunition: Based on this document's ruling on Charges (see the entry for page 20), some players may find the various machine guns stats on vehicles to be too limiting. Game masters can opt to give vehicles an "ammo box" which will allow characters to reload their guns after two turns. Another option is to remove the "Charges, Minor" Restriction and lower the DR of the machine guns by 1.

If you think you've found any mistakes, or have a rule you think should be clarified, please drop a line on our forum or email list, or send an email privately to eddy@spectrum-games.com.