

Cartoon Action Hour

GOOFS, Clarifications, AND RULINGS

as of JuLY 3, 2003

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

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

Page 21-24 – Ruling: 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 – Errata: 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 40 – Correction: 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 43 – Clarification: 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 – Clarification: 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 – Errata: 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 73 – Correction: The Haunter was cursed by Deacon Death, not Duchess Lillith.

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

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

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

Page 129-31 – Correction: Whoops! 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 169 – Correction: 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 – Correction: Spydar’s sidebar is accidentally placed on Volcanus’ page.

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 fate@jyhad.net.