



OFFICIAL ERRATA & FAQ (12.04.05)

ERRATA: GUNTEX/GENTEX

All references to “Gentex” should be “Guntex”.

ERRATA: MUSCLE RATINGS FOR BATTLE ARMOR

Muscle ratings for the various suits of battle armor were missing from the statistics on page 85. The Muscle rating of a suit of battle armor replaces the pilot’s own Muscle rating while he uses the suit. The updated chart of battle armor statistics is below.

Item	M	S	P	Muscle	Slots	Price
Avengyr Armor	+1	+2	9	6	4	\$70,000
Behemoth	-2	-2	15	7	6	\$100,000
Big Bruiser	-1	-1	13	7	6	\$80,000
Clyde	-2	0	12	7	5	\$60,000
Cricket	-2	+2	8	5	4	\$50,000
Guntex MK VI	+2	+1	8	5	4	\$75,000
Standard biotech armor	0	0	10	6	4	\$50,000
Steel Dragon	0	-1	11	7	5	\$60,000
Tyger	+1	+1	9	7	4	\$65,000
Zionite battle pod	-1	-1	8*	6	5	-

ERRATA: GUNTEX MK VI ARMOR

The Guntex Mk VI battle armor has a very limited flight capacity via two optional Saab jet engines, scaled-down versions of the engine used on VTOL aircraft. The performance of these engines is limited by two factors. First, their tanks can only hold enough fuel for five minutes of thrust (approximately fifty to a hundred rounds' worth of time). Secondly, their optimum thrust capacity exceeds the survivability limitations of the armor they’re mounted on; it’s very easy for the human operator inside the MK VI to injure themselves by either ramming into objects at full speed or running out of fuel at fatal heights. Operators are taught to use the jets to truly jump rather than fly, using short bursts to leap over obstacles such as fences and buildings, longer bursts to descend from a height, and extremely short bursts for tactical maneuvering such as dodging weapons fire and taking out opponents from above. Armor jockeys are taught to use the jet option only as a last resort, but the fatality rate of jetters is high, and other companies are leery of incorporating similar jets in their own designs. They are also a very expensive add-on, putting them out of reach for most freelance jockeys.

Use of the Guntex jet engines can ignore penalties for obstacles, cover, and the like during an attack, as well as providing an available "dodge to escape" as per the rules on page 44. Trait rolls for actions involving the "jump jets" use the lower rating of the usual trait for that action or the Battle Armor trait. Failing such a trait roll gives the operator a number of Wounds equal to the amount the roll was failed by (twice that in the case of snake eyes) – Protection does not subtract from this damage.

ERRATA: CAN I KICK THE TIRES?

The third sentence in the “Can I Kick The Tires?” sidebar on page 50 should read: "If you hit a vehicle with *an unarmored* part of your body (such as your fist, foot, or bare hands) with the

intention of doing damage to the vehicle, the vehicle uses its full Protection + *your degree of success* as its DR to you at the same time." These rules are intended for people attacking vehicles with their bare hands, not hand-to-hand combat between suits of battle armor.

FAQ: CALLED SHOTS ON BATTLE ARMOR

Q: The Protection ratings for vehicles cover the whole vehicle; only the Zionite battle pods have arms and legs that are vulnerable. Isn't the "pipe through the face shield" implausible since the face-shield is no weaker than the rest of the battle armor?

A: A pipe through the face shield would be a suitable narration for a particularly powerful hit (say, with the help of a called shot to the head that increases DR, backed up with extra effort from a Seamless Point). Shots that aren't specified are assumed to hit the center mass of a suit of battle armor of vehicle. Called shots to the vulnerable parts of the Zionite battle pods work the same way -- that's why most attacks just bounce harmlessly off of Bertha in the TK comic. The same logic applies to shooting through the windshield of a more conventional vehicle.

FAQ: RANGE

Q: *Tomorrow Knights* uses the same range brackets for weapons as *Cartoon Action Hour*: Point Blank, Short, Medium, Long, and Visual. Where the chart that explains how far each range should be?

A: Under "Common Difficulty Modifiers," page 45 (second column, second full paragraph). However, the distances given are just examples, and are meant to give an idea of how far away something is. It is perfectly acceptable for the Game Master to decide choose a range based on the needs of the story, instead of the sorting out the physical distance between a firer and his target.