

CORPORATION: 2009 EDITION

The new edition of Corporation features a few changes. We have listed the system changes below for you in detail and listed the other changes to sate curiosity.

CORE RULES CHANGES

1. Comoros Agents have XP costs reduced for telepathics by 1 (minimum cost of 1)
2. Comoros Agents ability to convert HP to TE has changed. - Comoros Agents can sacrifice 1 HP for 2 TE points, this is considered a full action (takes 3 seconds). If you convert more HP than your Endurance in one action you will fall unconscious for D10 minutes at the end of the scene. Spending Conviction no longer counts as an action or a free action. You can just do it.
3. Mashing damage may now have a number after it. This is how many HP you lose a round from the mashing wound
4. Cover now gives your opponent a penalty to attack you based on the quality of your cover.
5. If you have a STAT at 0 you automatically fail any rolls associated with that STAT.
6. Range on Biokinesis is now 'self'.
7. All pervious errata has been included.

PRINCIPLE ADDITIONS TO CORPORATION

1. New Training: Stone Cold
2. Civilian Watch Added (UIG)
3. Optional Trauma System
4. The costs for Military Vehicles have been revised
5. New Weltball Teams and Betting System
6. Malenbrach have been improved (just to make them even more badass)
7. Centaur ME6 Droid has been improved
8. Sentinel droid has been modified.
9. There are new alternatives on most of the NPCs
10. The Mutated Human NPC has been added.
11. List of minor Corporations is significantly expanded
12. Bounty prices have been changed.

MINOR CHANGES

1. Acknowledgment revised
2. New image on page 49
3. New image on page 58
4. New image on page 164
5. New image on page 228
6. Most droid art has been updated