

# CORPORATION RPG - ERRATA DECEMBER 2010

Nothing has changed since the last update, we have simply included the new Fire Rules which are included in the Mind Unbound. These make fire much more fun and dangerous. If you think fire is too powerful now just consider real world fire - if you start setting people on fire bad things are going to happen. The whole building may go up, innocents and unintended targets may get killed or destroyed. This new system makes fire much more destructive and as a result the GM should make it more of a liability as well as being a more potent weapon.

## CORE RULES

### 1. Severing

When you sever a body part (except the torso), you only deal as much damage as needed to sever the part in question.

*For example, if you deal 50 damage when severing the arm, the target will only take 10 damage.*

The reattachment of a severed body part replaces the hit points lost. So in the example above, when you reattach the arm, you regain 10HP

### 2. Mooks House Rule

If you are finding mooks / cannon fodder / goons etc a little tough just drop their HP to STR+END. This should make them go down faster.

### 3. Restrain Training

#### *Resilient Characters*

Resilient is a term used to describe Characters who can ignore pain and/or serious damage in order to achieve a much needed result. Such characters may:

- Possess ICE or synaptic modulation such as an Agent
- Be on psychoactive drugs such as PCP
- Be heavily modified and inhuman, e.g. Cultists
- Lacking nervous systems (androids or replicant)
- Be insane with fury or passion such as raging BIODs etc.
- The GM may arbitrate other states which count as 'resilient'

Resilient characters, when being restrained can voluntarily take an amount of damage equal to the restrainers' Strength in order to automatically break out of the restrain, however doing this uses a full action. (Armour does not help.)

If doing this would reduce to the resilient character to 0 or less HP then they can no longer struggle and are considered finally restrained. I.e. they cannot voluntarily make themselves unconscious to escape the restrain.

### 4. Page 112 - Ion Weapons

When creating new Ion weapons the core rules says to use two dice and consider max damage to be a sever.

This is not completely correct as it results in a strong imbalance with smaller weapons and will be addressed properly in the Shi Yukiro Guide. For now please use the following rules.

When you roll a sever with a short sword or dagger sized weapons roll a D10.

Short swords severs on 8,9,10

Daggers sever on 10. Daggers cannot sever torsos so re-roll on the random sever table if you get this result.

### 5. Page 99 - Right Column.

*If you convert more HP than your Endurance in one SCENE, you will fall unconscious for D10 minutes at the end of the scene.*

The point to note here is that *action* has changed to *scene*.

### 6. Dual Wielding

You cannot aim either weapon while dual wielding.

### 7. Fire Damage

Damage from fire ignores 3AV and each round deals a cumulative D6 of damage. 1D6 on round 1, 2D6 on round 2 etc. A maximum of 10D6 can be applied at once.

If you are already on fire and you are attacked with another fire weapon it does not increase the burning damage. It will only deal its base damage.

Non ICE-enhanced humans on fire should roll below Presence on 1D10 every round they are burning if they wish to do anything except attempt to extinguish the fire.

Incendiary grenades now cost 100 credits each.

### 8. Reloading

Reloading a weapon is a Standard Action. If you purchase the Rapid Reload Training from MoW it becomes a Free Action.

## MACHINES OF WAR

1. Page 29 – Two bladed swords are wielded in 2 hands and cannot be wielded one handed. (At the moment.)
2. Page 32 – The first time you master the AMS Blackbird you master only 2 modes. You must master it twice to master all 4 firing modes.
3. Page 64 – Nanopicks should be 5000 credits, not 1000.

## EASTERN BANK

1. Page 20 – High Risk Work – You will be paid your Rank x 1000¢, not your level.
2. Page 33 - Nanoweb Launcher - Mastered Weapon does not apply to this weapon. Instead you should take the Training 'Nanoweb Slicer'.

## NANOWEB SUCER

Tactical Firearms 8

Instead the XS of your roll can be split up as desired and added to your D10 rolls to see whether you sever body parts.

*For example, if you pass the roll by 4, you could add +4 to a single D10 roll, or +1 to each roll.*

## NEW FIRE RULES

Damage from fire ignores 3AV and each round deals a cumulative D6 of damage. 1D6 on round 1, 2D6 on round 2 etc. A maximum of 10D6 can be applied at once.

If you are already on fire and you are attacked with another fire weapon it does not increase the burning damage. It will only deal its base damage.

Characters must make a successful 'Agility + Reflexes' roll to put themselves out or another person can spend an action to put you out automatically.

### The Spreading of Flames

Flammable objects are automatically set on fire if their AV is equal or less than the number of D6s of fire damage of the burning object.

*Example - Agent Draig is on fire (2D6). Any flammable items he contacts with AV 2 or less will be set on fire. Next round he will be on fire for 3D6 so any items with AV 3 or less that he touches will also catch fire.*

### Avoiding the Flames

Sometimes you may be trying to avoid a flaming target or escaping a flaming building. To avoid being set on fire roll 'Reflexes + Athletics' with a penalty equal to the number of D6s the burning object has. This takes a full action

If such a roll is failed then the normal Flame Spreading rules apply. I.e. if the number of D6s equals or exceeds the targets AV they are set on fire.

#### Example 1

*Someone throws a burning book at Agent Harris - 1D6. He must roll at -1*

*A cultist throws a burning Agent at Harris (5D6) - Harris must roll at -5.*

*Harris is trying to get out of a burning building (6D6) - Harris must roll at -6*

#### Example 2

*Agent Harris has set an enemy on fire (now on 5D6) who then runs directly at him in an attempt to have some revenge. Agent Harris attempts to get out of the way but has few places to run.*

*He rolls 'Reflexes + Athletics' at -5 but fails. Because his AV is only 3 he is set on fire. Damage starts at 1D6 per round.*

### Flame Retardants

*Flame Retardants give a defence against fire by increasing AV vs. flames. Examples can be found on page 68.*

Material	Example	AV
Paper / Cardboard / Very Thin Wood	Book, document, painting, boxes, files, weak old door,	0 (Items with AV 0 are automatically set on fire if flammable)
Fabric	Clothing, curtains	1
Thick wood	Normal old door, flimsy furniture	2
Light Construction Polymers / Dense Solid Wood	Simple door / partition walls / heavy wooden doors	3