ERRATA AND ADDENDA FOR MAXIMUM METAL

PAGE 10, Sample Awareness/Notice Modifiers:
The listing "Spotter doing something besides spotting: has a modifier of minus 10 (-10), not plus 10. The plus is a typo; trying to spot while doing something else is harder, not easier.

Page 11, Crashes, first column, last paragraph:
Change the sentence :...to determine collision Penetration (3.5 points per d10..." to "15.5 points per d10..."

Page 12, Constructing Vehicles:
Each crewmember takes one space. Each passenger takes one space.

Page 29, Arasaka Combat 10:
The armament was ommitted. It is: Turreted 7.62 mm Minigun with 2 magazines and 40mm cannon with 30 rounds. Reduce cargo to 0 spaces and raise the cost to 100,000 eb. The 40mm is a special gun made for the vehicle - HVY 0 N R 8D6(40mm) 10 1 ST 10,000 euro.

Page 31, Arasaka Riot 8:
This carries 8 passengers.

Page 41, AV-9 and UAAV:
These vehicles mass 3,400 kg, not 3,400 tons!

Page 48: The M-75 LBT
is built on an APC chassis, not an MBT chassis.

Page 49, U.S. M-50 Tank Hunter:
The armament was ommitted. It is: Turreted 25mm autocannon, painting laser and 5 Hellfire missles, HATGM with 19 teleguided/thermal semi-active missiles.

Page 76, Rockets and Missiles, first paragraph:
Change the sentence "All of the weapons require the targeting capabilities of at least a HUD-using Reality Interface" to "The following weapons require the targeting capabilities of at least a HUD-using Reality Interface: Light ATGM, Spectre ATGM, Scorpion SAM, Red Knight SAM."

What is the Acc/Dec for Heavy Helicopters?
Mega-oops! It was left out of the book by mistake!! Acc 10 mph, Dec 15 mph.

How much armor can an airship's gondola carry?
According to the rules, up to 1500 SP! Uh, this is screwy. Let's say up to 1/5 (20%) of the airship's SDP.

Can airplanes and Ospreys be fitted with amphibious modifications?

Sure. So can Helicopters and AV's (!). They're called Pontoons. Installing pontoons on an aircraft costs 250 eb. per vehicle ton (or part thereof) and reduces vehicle top speed by 5% per 5 tons (or part thereof) of vehicle mass. These allow vehicles to float and even move on water surfaces. For instance, installing pontoons on a Bell 152 would cost 500 euro and reduce its topspeed to 185 mph. On a Falcon-B Osprey, it would cost 4,750 eb. and reduce top speed to 360 mph.

Can AI Robotic control be placed inside a bomb or missile?
Yes, but the price would be considerably less steep!! Call it 250,000 euro and no spaces. This modification can only be made to Active missiles and bombs (the AI has to have sensors, don't you know). Obviously, this "genius bomb" would be able to function quite comfortably on it own, seeking out targets without human direction.

How do Drop Tanks work?
Like an externally-carried bomb. A gallon of fuel weighs 7 lbs. in a tank (including tank mass). Simply strap them on like external bombs (same weight and spaces) and use their fuel first - when hit (NEW RULE - Externally-carried weapons are hit when Cargo or Equipment hits are rolled, and there are external pods/bombs in the area) they have SP 5, SDP 10, and are damaged like fuel tanks!

So how far can you go on a drop tank?
Well, each vehicle type uses fuel at a different rate:

Cycle	50 mpg
Car	30 mpg
Pickup	25 mpg
Truck	15 mpg
Wheeled Hover	4 mpg
APC	3 mpg
IFV	2 mpg
APC	. 75 mpg
IFV	.5 mpg
MBT	.25 mpg
Light Helicopter	5 mpg
Med. Helicopter	2 mpg
Heavy Helicopter	1mpg
AV	1 mpg
Osprey	1 mpg
Lt. Plane	20 mpg
Med. Plane	10 mpg
Heavy Plane	5 mpg
Small Jet	1 mpg
Large Jet	.5 mpg

Cars and other ground vehicles can carry 1/5 of their spaces in external tanks per side used (front, left, right, back), for a maximum of 80% of internal spaces carried in external fuel. This is dangerous, dangerous, dangerous.!!

Are there larger hovercraft than those allowed?
Yes. Here are the stats for the constructing massive cargo hovers, like the English Channel types and the truly huge KvP-121:

Cargo Hover	
SDP Range	200-1000
SDP limits	2 SDP per space
SDP Cost (per SDP)	3000 eb
Spaces	100-500
Top Speed	60 mph
Range	1000 miles
Mass	1 ton/10 SDP
Mass Rating*	3 x cargo hover mass

That's right, these have a mass rating like trucks. And they can haul immense cargo masses (the KvP-121 weighs 86 tons, and can haul 225 tons of cargo!!). However, because of this, cargo capacity can't be improved, and cargo hovers suffer speed reduction due to armor like helicopters and Ospreys (-20% top speed for each 10% of SDP in SP). In addition, mass rating suffers equally (-20% mass rating for each 10% of SDP in SP).

How are Punknaughts constructed? +3 hovers smashed together?

Yup. Treat a Punknaught scratch-built vehicle as having the mass of the appropriate number of vehicles, with 75% of the totaled SDP, range, Top Speed, and spaces of those vehicles, and capable of being armored to 33% of its SDP.

Can rockets use warhead fillers used in artillery rounds?
Yes, but only the following: Chemical, HEAT, White Phosphorus.

How much space do ACPA suits take up in cargo/passenger space?
2 spaces per 1,000 kg, rounded off.

Can AT Walkers "duck walk" by squatting, thereby lowering their signature? Do they use the ACPA rules for cornering?
Yes, but they only shuffle along at 5 mph while "duck-walking", and yes, they corner like ACPA suits. Clumsy ACPA suits....

Why does the 30mm Gatling do only 6D10 damage when the normal 30mm does 9D10 damage?

For the same reason the Barret-Arasaka 20mm only does 4D10AP damage while the normal 20mm does 8D10. That's the high density AP...NEW RULE: High-density AP rounds (the Barret-Arasaka 20mm and the 30mm Gatling) do full damage through armor, like HEAT rounds. I meant to put this into the book, and forgot...

OPTIONAL MORALE RULE
Most vehicles lost in combat, particularly armored vehicles, are not destroyed outright. In fact, most of them are still operable with marginal repairs; some of them sustain only minimal damage, and the vehicle is still combat-capable! It takes an insanely brave vehicle crew to man a damaged vehicle - the vase majority of them bail out once the vehicle's armor has been penetrated.

If a combat vehicle sustains a penetrating his (Minor Damage or greater), have the crew make a morale check. The vehicle commander amkes a Leadership Diffculty +15 roll, modified for the damage (+5 for Major Damage, +15 for Catastrophic Damage). If the roll fails, the crew deserts the vehicle, bugging out through escape hatches on the side of the vehicle away from the combat. If the crew is under fire from small arms from all sides, or knows that they are covered and likely to die if they bail out, the difficulty of the test is +10, not +15.

This rule makes for a bit less heroism on the part of most NPC's (and some PC's), but Game Masters interested in more realistic tank battles might like to use this rule.

NEW VEHICLE - Bell UH-10 PAPC
With the recent advent of powered armor as a viable battlefield weapon, a problem has appeared: no AV or helicopter is really powerful enough to haul a full squad of PA suits! Even the monster DM Dragon only carries 4 tons, barely enough for 5 Arasasa Standard-B suits (or 3 Boris suits), and the AV-9 can fit in 2 Militech Commandos. Since the normal U.S. Army PA squad is four 800kg suits and a 1,500kg "Pigman," the Army commissioned Bell to make the new UH-10 Powered Armor Personnal Carrier. Mitsubishi/Arasaka is also selling this carrier under the commercial license.

In tight spots where the helicopter cannot land to deploy the suits, the PAs either jump, using their jets or parafoils to slow them, or are lowered by a winch.

Top Speed: 135 mph
Acc/Dec: 15/15
Range: 1000 miles
Crew: 2
Passengers: 0
Cargo: 5 tons, 12 spaces
Maneuver: -2
SDP: 250 (Body 12)
SP: 40 (AV 2)
Type: Heavy Helicopter
Mass: 10 tons
Cost: 1.85 million euro

Special Equipment: Auto-pilot and Navigation system, chaff dispenser, ejection seats, flare dispenser, image enhancement, IR baffling, laser detector, light amplification, military radar, military radio, radar detector, telescopic optics, thermograph.

The following are some rules clarifications and additions prompted by some very intelligent questions from Tim Villadmoros of Jacksonville, FL. Thanks, Tim!

How do vehicle spaces relate to cargo capacity, and vice versa?

As stated on page 14, most vehicles (except AFV's) have a weight capacity of 1/3 their mass. If the vehicle doesn't have any spaces left inside of it, then it can't carry internal cargo, period. A vehicle may strap cargo to the outside of the hull. but this is limited to a percentage of the vehicle's internal spaces, as noted on the chart below. In addition, any externally-mounted devices (like jury-rigged or open weaon mounts) or weapons that have to traverse across the vehicle's top (like tank turret weapons) subtract their spaces from this available space.

Vehicle Type	External Cargo %
Cycle	100*
Car, Pickup, Truck	25
APC, IFV, MBT	5**
Hover	10
Helicopter, AV, Osprey	0***
Airship	0***
Plane, Jet	0****

*Cycles can carry up to 1 space of cargo on the rear of the seat. This includes another person! (People take one space apiece.)

** These vehicles do have some "cargo capacity"of weight, equal to 10% of their mass. This is usually used for crew cargo, extra fuel/ammunition, etc.

***Helicopters, AVs, Ospreys and Airships can lift and carry items of any amount of spaces, so long as they do not exceed the vehicle's maximum cargo weight (remember to add in the weight of any internal cargo). These are items loaded onto a pallet and hung beneath the flying vehicle.

For example, take a cargo carrier mounted a top a Hummer. A Hummer has 10 spaces, so 2.5 spaces are available to stash cargo on and around the top. The Hummer has an external weapon, though, taking up 1/2 space. 2.5 minus 0.5 equals 2 spaces available for carrying external cargo.

The cargo pod of the AV-9 takes up the entire internal capacity of the vehicle?

Oops! You're right. The cargo pod is 25 spaces, not 45 spaces.

Articulated mount weapons take "no spaces." How many articulated mounts can be put on a vehicle?

A maximum of 25% of the vehicle's spaces may be used for articulated mounts; no more than 10% of a vehicle's spaces per side. For instance, a 20-space vehicle could mount up to 5 articulate mounts, up to two of which could be mounted per side.

How do you calculate the monetary and space costs for smaller turrets mounted atop larger turrets?

This is no extra monetary cost; they're turret weapons already, and you are paying for it. If the smaller weapon is a high-angle-traverse weapon, pay double again for the appropriate weapon only. Turret-top weapons on any sort of mount are limited to a number of spaces equal to 1/4 of the turret size! So, a 12-space turret could have 3 spaces of weapons and equipment mounted atop the turret.

And from a comment made at GENCON:
Cycle Sidecars: A cycle may have a sidecar mounted to it. This costs 25% of the cycle's SDP cost. The sidecar have 1/2 the cycle's SDP; it may be armored separately. The cycle's top speed is reduced by 10%. A sidecar has 1 space for cargo, passengers, or equipment.

How many spaces are required to carry another vehicle internally?

The vehicle's amount of spaces, plus 10. Vehicles with wings take up the square of the wing spaces, too, unless the wings are dismantled (in which case the wing spaces are not squared). For instance, at 15 spaces, an M-75 LBT takes up 25 spaces of cargo, so a C-200 Universe could fit 6 of them (but only carry 3, at 42 tons apiece).

Do weapons cease to have weight counted against them if they are on weapon mounts, instead of being carried at cargo? For instance, the A-01 Blitz has spaces for 8.62 tons of bombs (maxed out with 6 3000-lb and 1 1000lb bombs.), while its cargo capacity is only 6.6 tons.

Yes. Do not count weapons loads against cargo capacity. (You will note that the A-01 Blitz has no internal cargo capacity.) Vehicles with external weapons loads are made to carry the load without impeding cargo capacity (which makes some vehicles real workhorses.)

What are the monetary, weight, and space costs of converting a vehicle to a medevac/ambulance?

The medevac package includes a cryotank, portable diagnostic and emergency grear, supplies, and one stretcher. The cost is 200,000 euro, the mass is 250 kg of cargo weight capacity, and it takes up 3 spaces, +1 for each patient.

How much does the E-Harpoon cost?
It costs 10,000 eb, 2 sp for weapons and 2 sp for batteries.

Thank you, Tim, and all the people who asked not-so-silly questions at GENCON.

Did you know that, according to the U.S. military, about 1/2 the land surface of the Earth is inaccessible to wheeled, tracked, and hovercraft vehicles?

Only air vehicles and things with legs can go there.
The army's been trying to build viable legged vehicles for decades. They finally succeeded....

ARMOR DAMAGE VIA PENETRATION

Players have realized that it's very hard to knock down a powered armor suit's SP, especially with the "1SP per successful penetration" rule for small arms. So, we've written a new rule and a list of armor damages. The major change is that for rounds >20mm, the weapon doesn't have to successfully penetrate in order to damage SP. The amount of SP removed is based on the Penetration rating of the round:

HE	0.50 x Pen
DPU/AP	0.60 x Pen
HEAT	0.75 x Pen
HESH/HEP	1.00 x Pen
Railgun	0.20 x Pen

GUN	Normal/HE	Heat	HESH/HEP	DPU/AP
5mm-20mm	1	2	2	1
25mm grenade	1	-	2	-
25mm-40mm	3	-	-	2
40mm grenade	2	3	-	-
Rifle grenade	2	3	-	-
37mm	-	-	-	4
75mm Recoilless	2	6	8	-
75mm gun	2	6	-	5
90mm Recoilless	3	8	-	5
105mmRecoilless	3	8	11	-
105mm gun	3	8	-	6
120mm gun	4	9	13	8
140mm gun	4	13	-	10
4mm railgun	-	-	-	1
1cm railgun	-	-	-	2
2cm railgun	-	-	-	3
3cm railgun	-	-	-	4
15cm artillery	4	1	4	-
20cm artillery	8	15	-	-

Here is a table for most standard weapons: SP REMOVED BY ROUND

Weapon	SP removed
LAW	3
HLAW	9
Lt. ATGM	9
HATGM	13
Hellfire	15
RPG-A	5
RPG-B	8
2" rocket	2
2.75" rocket	2
3.5" rocket	3
5" rocket	4
230mm rocket	3
SAM	2
AAM	4