NEW VEHICLE OPTIONS FOR *MAXIMUM METAL*

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ESTIMATED HIGHWAY/CITY MPG

In *Maximum Metal,* when range is increased, each 33% of range added decreases available spaces by 10%. This implies that extra fuel is taking up the space in the car. Therefore, when you "increase range," you're actually increasing fuel capacity by putting in a bigger gas tank.

If you look at the Toyo-Chevrolet 2017 Chevy in *Chromebook 2* (p. 92), you can see that an average CP2020 car has a fuel efficiency of 30 miles to the gallon and a 10 gallon gas tank. So, if the size of your average gas tank is 10 gallons, each 33% increase in gas tank size adds 3.3 gallons to the capacity. With a fuel efficiency of 30 miles to the gallon, your range is increased by 33%, or 99 miles.

Does the 30 mpg figure work out in *Maximum Metal* terms? You betcha. A 13.3 gallon gas tank times 30 mpg equals a 399 mile range. In *Maximum Metal,* the average car range is 300 miles, and a 33% range increase equals a 399 mile range.

So, it's pretty safe to assume that the '17 Chevy represents the stats for an average car - 10 gallon tank, 30 mpg fuel efficiency.

So, What's the Point?

Well, with this information in mind, we can add another option to the *Maximum Metal* catalog - fuel efficiency. Each 10% of increased fuel efficiency increases SDP cost by 25%.

More Miles per Gallon, or Bigger Gas Tank?

Increasing mpg increases range, but not as much as simply adding a bigger fuel tank, and extremely fuel-efficient engines cost mega-euro. Larger fuel tanks increase range by a greater amount, but take up a lot of space in the vehicle, so choosing which option to use is a question of how much money you have in your pocket versus how big your car is.

BAD BRAKES AND SLOOOOW ACCELERATION -

Maximum Metal has calculations for Boosted Accleration and Heavy-Duty Brakes. How about a car with bad brakes, or one with poor acceleration?

Now you're asking, "Why the hell would I want a car with bad brakes?" Same reason you'd want one with Lowered Speed, Weaker Structure, or Shortened Range - your SDP costs are hurting you, but you can't part with any of your options. If you're building a bucket o'bolts for your players, these come in handy.

"Guys? Guys? The car's not stopping, guys . . ."

The stats are the opposite of the positive values. For Poor Acceleration, each 10% of lowered Acceleration drops the SDP cost by 5%. For Bad Brakes, each 25% of lowered Deceleration lowers the SDP cost by 5%.

POOR HANDLING -

There's *Maximum Metal's* Better Handling option, and then there's the opposite: Poor Handling! The wheel wiggles, the alignment's bad, or the vehicle just degenerates at high speeds. Each -1 subtracted to Handling reduces SDP cost by 50%. Maximum handling reduction is -5, which renders the vehicle practically undriveable.

BETTER AUTOPILOTS -

Shadowrun gives five classes of autopilot, rated from 1 to 5. Here are the conversions, and their costs:

Class 1 autopilots consist of rudimentary collision detection/avoidance systems. The vehicle cannot pilot itself. This is the only type of autopilot possible on a motorcycle that is not configured for direct neural control. Class 1 autopilots are "dumb" and don't really control the car at all, simply providing an audiovisual warning which gives the driver a +3 to his Awareness and Driver/Piloting rolls when attempting to avoid a collision. They cost 50eb.

A Class 2 autopilot is slightly more sophisticated, and can tap into the existing traffic-control grid system and suggest alternative routes to a destination. Using a standard map, it can also follow any route mapped out along smooth terrain. Rough terrain, such as that found off-road, will rapidly overwhelm the system. The standard autopilot given in *Maximum Metal* is a Class 2 autopilot, costing 250eb, and has a total +5 skill when making Driver/Piloting rolls.

A Class 3 autopilot can traverse rough terrain without difficulty when following a pre-programmed route. It can plan its own route in smooth terrain if given destination instructions. It costs 5000eb and has a total +7 skill when making Driver/Piloting rolls.

A Class 4 autopilot can operate in urban and off-road terrain as long as it is provided with the appropriate map. It can plan its own route in any terrain if given destination instructions, and it can modify its programmed route to the next most appropriate route if local conditions require it. It costs 50,000eb and has a total +10 skill when making Driver/Piloting rolls. It cannot operate in combat conditions, however.

A Class 5 autopilot is a full-blown expert system which can not only navigate the vehicle through any terrain given a destination, but is also capable of controlling the vehicle's sensor, offensive, and defensive systems. It is equivalent to the AI Robotic Control option given in *Maximum Metal*, p. 25, costing 1,000,000eb with a +15 skill when making Driver/Piloting rolls. A Class 5 autopilot takes up 1 space.