

THE BLACKSPOT.



Vehicle Options



CONSUMABLES

CHOOH2: Synthetic meta-alcohol fuel. About 1d6/3+1 EB per gallon.

FASTCHARGE: Rapid (5 minute) battery-recharge for electric vehicles. Available at most service stations for 20 EB per charge.

AVGAS: Expensive petroleum derivative. Available at airports and other aerodyne/helicopter ports. Costs (2d6x10)+50 EB per gallon.

SECURITY SYSTEMS

CELLBURNER: Availability rare, costs 3000 EB, 1 space. Useable only on cyber-vehicles with security chipping (CB 2 pg.50). This alarm system not only functions as the simple security system, it also has a more illegal, lethal purpose. If someone without the right 'password' jacks into the vehicle, they receive an electric surge designed to scramble their brain. They receive 1d6 points of damage to INT per combat round. The battery that comes with this option is depleted after 6 turns/charges. It is a very difficult (25) electronic security check to disarm this system.

FULL URBAN LOCKDOWN MODE (F.U.L.M.): Availability everywhere, costs 500 EB, no space. This security device disables the engine and transmission, the ignition, lights, chip player, locks on the brakes, locks the doors, hood, boot, sun roof, gas cap/recharge port, etc. This doesn't include the simple security system. This

makes it harder to steal your car, but they can still air-lift it away or dismantle it.... It is a difficult (20) electronic security check to disarm this system.

AEROSOL SECURITY DETERRENT: Availability common, costs 500 EB plus the cost of the chemical (30 EB per shot), no space. This defensive system uses a series of fine nozzles over the surface of the vehicle to deliver a chemical cloud around the car. The chemical used is up to the owner, the most common being nausea, tear gas or sleep drugs. The spray needs to be hooked up to a shooter security system. It holds 5 doses, and for another 400 euro it can hold another type of chemical. Use the rules for gas grenades in CP 2020, pg 100. It is a difficult (20) Electronic Security check to disarm this system.

VOLTMASER SCANMAN: Availability Common, costs 300 EB per door, no space. The VoltMaster ScanMan consists of a scanplate on the underside of the door handles. The scan plate registers fingerprints and body temperatures, thus eliminating the ploy of using severed members to trick security systems. To by-pass this system requires a Diff 25 Electronic Security skill check. Often linked to the Shocker Security System (MM-27).

ENVIRONMENT

CRASH FOAM: Availability poor, cost 600 EB per person, ¼ space per person. Crash Foam is the next step up from standard crash control systems. Instead of crash bags and restraints

combined with specially re-enforced passenger capsul, the Crash Foam takes the place of the crash bags. Using the same system to detect impact as the crash bags, when the sensors detect a high speed impact, the system releases the foam. The composition of the foam has been tailored so that, at the moment of impact, the foam will thicken up almost instantly, allowing it to fill the cabin. After the accident is over, the foam becomes brittle, allowing those inside to escape. The actual compound is non-allergenic, porous, and can't stick to skin or hair, thus saving us from dying from the fast setting foam. It provides the equivalent of SP 60 vs collision or crash damage.

TYRES

STANDARD TIRES: Availability common, cost is equal to .5 SDP of the vehicle in question/tire, no spaces. Automatically come with vehicle when first bought, unless different tires are specified. Listed here for reference when purchasing replacement tires. They have 1/3 the vehicle's SDP, no SP.

OFF-ROAD TIRES: Availability common, cost is equal to 1 SDP of the vehicle in question/tire, no spaces. Gives +1 manoeuvre when on rugged terrain.

SOLID TIRES: Availability poor, cost is equal to 5 SDP of the vehicle in question/tire, no space. They have 3/4 the vehicle's SDP/SP instead of 1/3, they also impose a -1 penalty to manoeuvrability. Cannot be resealing.

MOUNTAINEER™: Availability rare, cost is equal to 8 SDP of the vehicle in question/tire, no space. These are the same as the solid tires above, with the ability to pop out lugs 1 inch in height and diameter. When extended they add +2 to manoeuvre in rugged areas.

SLICK TIRES: Availability poor, cost is equal to 3 SDP of the vehicle in question/tire, no space. Any car or cycle with slicks on all its wheels has

a +2 manoeuvrability, if only on two corners (front or back) only a +1 bonus is applied. While on well paved roads only, even then only for 30 minutes unless on a real raceway. Then the bonus will last for 1D2+1 hours. Bonus automatically lost when one tire takes damage. Hitting snow, ice, water, etc is at an additional +5 difficulty due to lack of grip. Can not be radial.

RADIAL TIRES: Availability common, cost is equal to 1.5 SDP of the vehicle in question/tire, no space. A vehicle with these babies on all wheels has a +1 manoeuvrability.

RESEALING TIRES: Availability rare, cost is equal to 2 SDP of the vehicle in question/tire, no space. These foam-filled types also have a special liquid-gel substance, which helps to block leaks. After four punctures, the tyres run out of sealant, but can be 'refilled' for half the cost of new tyres, and can still be used until refilled.

FIREPROOF TIRES: Availability common, cost is equal to 1 SDP of the vehicle in question/tire, no spaces. Has a SP of 20 verses fire damage only.

LUXURY ACCOMODATIONS

SUNROOF: Availability everywhere, cost 500 EB, no space. A door in the roof of a vehicle to let in sun and stand up and shoot out of, 'nuff said.

TINTED WINDOWS: Availability everywhere, cost 500 EB/window, no space. These special windows contain a fast-acting polarising agent that tints the glass against glare. It can be set on automatic or can be set manually. Think of it as anti-dazzle for your car...

ARMOR

FIREPROOF ARMOR: Availability common, costs 100% of the total ARMOR cost for the given vehicle, no space. A vehicle which has fire-proof

armor will be able to withstand up to the armor rating in fire damage, from the outside only. If the vehicle is involved in an explosion outside the vehicle (exploding gas main, explosive warhead), the armor will only 'absorb' up to 10% of the SP of the vehicle, or 10% of the explosive damage, whichever is smaller. If there is a fire within the vehicle, the armor will NOT help at all. Then you will need an internal fire extinguisher. A vehicle with either fire-proof armor, and or a fire extinguisher will receive a discount on any insurance company of good repute. A must if you live in a combat zone or area which sees regular riots and 'Molotov Cocktails'. Party anyone?

Also check out the FireProof Tires above for complete coverage.

MOTORCYCLE OPTIONS

QUAD BIKE: Availability everywhere, cost 130EB per SDP, weight 6kg/SDP, no spaces. This turns your bike into a small 4-wheel vehicle. All Quad Bikes are considered to automatically off-road capable. Quad bikes aren't as manoeuvrable as standard bikes, and have a control modifier of -0. This option can't be retrofitted; it can only be installed when first constructed.

Quad bikes can't have sidecars.

ENCLOSED BIKE: Availability everywhere, cost 110EB per SDP, weight 5kg/SDP, no spaces. This option encloses the cycle, protecting the rider from the weather. If the cycle is armored, the rider is also protected from firearms. Somewhat. No more bugs in your teeth, and you can now have air conditioning as well. Three well-known examples of enclosed cycles are the Kundalini Shiva and Dart (including the Police Torpedo), and the Bell Sandpiper.

And yes, Quad bikes can be Enclosed as well.

MOTORCYCLE SIDECARS: Availability everywhere, Cost 20EB per SDP, no space.

Sidecars are used for extra passenger, cargo, or weapon capability. When attached to a motorcycle, the manoeuvrability is lowered by -1, but when making manoeuvrability rolls for stability, receive a +2 bonus. A sidecar will slow down the cycle. For every 5kg, the sidecar lowers the top speed by 5%. Most motorcycle/sidecar combinations are connected via simple coupling device. There are a couple of options though: Explosive and Quick Release couplings.

EXPLOSIVE COUPLINGS: (100EB) are an emergency measure. If you need to outpace an opponent, and your sidecar's slowing you down, you can blow the coupling and regain your full speed. The measure of explosive is shaped and small enough not to do damage to either the motorcycle or sidecar, but the coupling is destroyed. They are therefore not reusable.

QUICK RELEASE COUPLINGS: (350EB) make it easy to engage/disengage the sidecar. Rather than messing around for a couple of minutes, you can remove/attach the sidecar in a matter of seconds. Quick Release couplings are reusable.

When a motorcycle/sidecar combination has either of these couplings fitted, smaller pair of wheels (like castors) are installed on the opposite side from the sidecar wheel, front and back. When the sidecar is jettisoned from the cycle, these small wheels pop down. If at a standstill, the sidecar can be moved around at will. But at speed, the wheels lock in place so that the sidecar will continue forward at the same pace as the motorcycle when released. It will slow down at 5 miles per round. If occupied, and the passenger decides to ride it out rather than to jump, he can try to control it. In this case, treat the sidecar as having a manoeuvrability of -6. This represents the occupant trying to change course by throwing himself from side to side.

If it is a cyberbike, the rider can use either of

these couplings just by thinking about it.

Motorcycle Sidecar

SDP RANGE : 5-20

SDP LIMITS : 5 SDP Minimum

SDP COST(PER SDP) : 20eb

SPACES : 1-2

TOP SPEED : ---

RANGE : ---

MASS : 1kg/SDP

HELICOPTER OPTIONS

COAXIAL COUNTER-ROTATING BLADE SYSTEM (CACR): Availability rare, cost 50% of base vehicle cost, 2 spaces. This rotor configuration removes the stabilising rotor at the rear of the helicopter and adds an additional main rotor to the main assembly. This additional rotor is the same size as the original rotor but instead of rotating in the same direction, it spins in the opposite direction. Thus the helicopter will have two main rotors, one spinning clockwise, the other spinning counter-clockwise. The advantages to this are manyfold. The top speed of the helicopter increases by 50%, manoeuvrability increases by +1, and the difficulty of hearing the helicopter approaching is raised one level, as the twin rotors help eliminate the others rotor wash.

FOLDING ROTORS: Availability rare, cost 20,000 EB, 1 space. This modification allows a helicopters rotors to fold and collapse in size, and be automatically be stowed in a compartment in the roof. The stabilising rotor will also collapse and will be stored in the tail section. The main advantage of this is in the stowing of the actual helicopter. This technology was first applied to military helicopters that were assigned to the navy, helicopters with folding rotors would take up less rooms in aircraft carriers etc. It takes one combat round to unfold the rotors, another round to achieve take off speed. It takes 2 rounds to stow the rotors.

PONTOONS: Availability common, cost 500 EB/pair, no spaces. Don't think for one minute that this is equal to the amphibious modification, this just allows helicopters to land on water. pontoons allow a helicopter to land on water without fear of sinking. Each pontoon is considered to have a SDC equal to 1/2 of the vehicles SDP, but are unarmoured. However, if the helicopter is armoured, the pontoons will have a SP of 1/4 of the helicopters actual SP. When the pontoons are destroyed, the helicopter will sink in approx. 30 seconds [3 turns]. After one turn, the helicopter will have sunk down too far to be able to pull itself out of trouble. Hope you can swim...

Also available for planes and hovercraft.

MISCELLANEOUS

SUBMERSIBLE MODIFICATION: Availability rare, cost 100% of base vehicle cost, 6 spaces. This expensive modification will allow the vehicle to be able to traverse the murky realm beneath the waves. The modification includes, the amphibious modification, life support system [base of 4 man-hours, additional man-hours can be bought at 500 EB and one space per 4 man-hours], sonar, a periscope [actually a video camera on a telescopic boom (10') with a vid screen in the cabin], and environment control. Thus the vehicle will be able to travel as a boat or like a sub, as well as its usual means. Small manoeuvre canards pop out of the side of the vehicle to facilitate manoeuvring. Motive power is provided by a caterpillar drive mounted in the underbody.

CyCo Note: Yup, this is kinda munchkin, the idea came around when I had an idea for a campaign set further into the future, with submersed cities on the ocean floor...

COMPUTERISED DIAGNOSTICS SYSTEM: Availability Common, cost 1000EB, no space. This specialised computer takes continual

readings from sensors throughout the vehicle and matches them to the operational parameters of the vehicle in question. When something occurs that is outside of those parameters, it alerts the driver/pilot via a flashing light, tone, and if possible, a computerised voice of the malfunction. If you have modified the vehicle in such a way that it performs outside of the original parameters (ie, boosted top end speed), it will alert you upon reaching the threshold of the old parameters. Example, you have just placed a nitrous booster into your Shiva and take her out for a test run. When you activate the booster and exceed the old top speed, the CDS will alert you to this fact. To adjust this, you must make a Programming and an associated Tech skill (bike - basic, helicopter - gyro) at difficulty 20, plus a test drive that utilises the new modification so the CDS can record the new parameters. The upshot of all this? When making repairs to your vehicle, you receive a +1 skill bonus as you know already what is wrong, you just have to fix it.

P.C.P [PolyChromatic Paint]: Availability Poor, cost 1000 EB, no space. PolyChromatic Paint, or P.C.P as the name implies, is a color shifting paint. The owner of a vehicle covered in P.C.P can change its color whenever they choose. The actual 'paint' is made up of a special reactive film which forms a 'skin' over the car. The film is reactive to electric current, and is sensitive enough to 'feel' the difference in voltage. Each color is matched to a different voltage. So when it receives a command to change color, it does. The special film has a limited range of colors, up to 10 different colors are possible, please specify when ordering.

(Note: Because it is sensitive to electric current, any hit from a microwaver, taser, or other EMP weapon, the film will go an inert, dead grey. A special hardened version is available at an additional 5000EB. And this will only protect the paint, nothing else.).

While this may seem to just a rich mans toy or ladies fashion accessory, it has other, more subverse uses. A few special ops teams around the world are apparently using it on their vehicles, so when they need to hide, they can do so in public, in the same car, but a different color.

But that's not all. Utilising a similar system, a couple of the very top of the elite black ops units have a stealth version, making the vehicle into some sort of ghost car. There also seems to be various different levels of 'cloaking', but just remember all this is hearsay.

(There are actually three different covert camouflage options, each better than the previous one. Availability for each is rare, but treat each new level as harder to get.)

The first is equal to Gibson Battlegear "Sneak Suit". Cost - 12000EB. CBII Page 28.

The second is equal to Militech M73 "Mirage Gear". Cost - 12500EB. CBII Page 28.

The third is equal to Militech M96 "Ghostsuit". Cost - 17000EB. CBII page 27.

If you would like your vehicle to be IR Baffling and armored as well, then go get them, as the standard and covert options won't cover this as well, despite what the various 'suit' descriptions might say.

ENGINE MODIFICATIONS

NITRUS BOOSTERS (additions for land based vehicles) New for your land based vehicle. With this option you can temporarily boost the acceleration and speed of your vehicle. There are 3 types of Nitrus systems:

1. NOVA DYNAMICS "DRAG": Boost used primarily by modified police vehicles and street racers. The reliability is good and the tank is small enough to not be noticed by casual

inspection. Takes up 1 space and cost 500 EB + installation. Adds 10mph accel. and 30mph speed increase for one turn.

2. GENERAL MOTORS "BURST": A more serious nitro system intended for use by professional racers. Not as small as the Drag and is definitely louder, is just as reliable but takes up 2 spaces. Adds 20mph accel. and 50mph speed increase. Cost is a 1000 EB + installation.

3. GRAND PRIX "ROAD RUNNER": Alright, I'm not gonna lie to you folks! This thing ain't safe. It was prematurely released and still has some quarks. (When used, roll percentile. On a 1-5 nothing happens, 6-96 ok, 97-00 ka-boom! Goodbye booster.) But lets face it, if you wanna go that fast, you probably don't care about safety anyway. The tank takes up 3 spaces, is obvious to anyone and has an energy output off the scales. Adds 40mph accel. And 90mph speed increase. (Hope you got a high driving skill or it's your funeral.) Cost is 3000 EB + installation.

Note on nitrus systems: Boosters in 2020 are better than todays standards. In fact only the Drag uses Nitrous Oxide. The Burst and the Road Runner are essentially heavily modified engine add-ons (installation cost is determined by GM). Nitro is a term still used out of habit (some things just don't die). Each tank has 4 charges before "fuel" runs out. While using 2 charges consecutively has no negative affect it is not recommended. If 3 or more consecutive charges have been spent there is a 30 % chance of blowing your engine. You've been warned. Drive safety and keep the body count to a minimum.

Extra charges can be added at the cost of 250 EB for 2 charges and 1 space.

Booster Refills: Each "charge" costs 200EB.

CyCo Note: These engine modifications were lifted from somewhere off the net years ago,

and I can't remember where I got them from. So if you know where they originated, [Let me know!](#) I'll then contact the original author and see if he doesn't mind me using it.... :)

Ships in Maximum Metal

Now that both Stormfront and Shockwave are out, many people are looking for more ship designs and statistics. Here are some fast-and-dirty rules for Maximum Metal. All praise and credit to Editor David Garvin, the C.A.W.S. group and the writers of the late 'Punk 21, an excellent Euro-CP2020 'zine.

Note: this won't handle subs, which are an entire other dimension in design because of their enclosed nature and negative buoyancy.

SDP Range 50-10,000 SDP Limits 10 SDP per Space SDP Cost (per SDP) 200eb Spaces 5-1000 Top Speed 50 kts (1kt = 1.15mph) Range 3000miles Mass/Displacement 1 ton per 1 SDP

Base Acceleration/Deceleration for ships is 15mph/25mph. For every 100 SDP over 50 SDP in the ship's structure, Accel. and Decel. are reduced by 1mph.

Number of Decks in the Ship Structure--we're not Naval Architects, so that is left up to common sense, research, and the GM.

Armor, Added/Weaker Structure, Increased/Reduced Top Speed, Boosted Accel/Decel, Better Handling, Cargo Spaces, Increased/Reduced Range-use Maximum Metal.

Vessel Dimensions--remember, this is an approximation; use real-life equivalents to adjust. Each SDP is the equivalent of 0.25m length. The beam (width) of the ship will be approx. 1/5 of the length.

Remember, for ship-to-ship combat, you want automatic cannon in the 25mm-90mm range, in order to do some serious damage. If you're

taking on large ocean-going vessels (i.e., fishing factory ships, tankers, freighters, warships of frigate or larger, etc.), you're gonna need missiles. Forget Jutland, big guns of 100mm+ are out of style.

Here's a design example: Jake the aqua-nomad and his buds pool their money for a new boat. They've scraped up 120,000eb. In order to have enough cargo and crew room, they decide on a base strength of 200 SDP (20 spaces); this costs 40Keb, by the table above. In order to protect against rough seas (and other dangers...), Jake wants the structure armored to SP40; that's another 40Keb.

40SP is 20% of the vessel's SDP, so by Max Metal, the Top Speed is reduced by 20% to 40kts. The ship's cargo capacity is 1/2 of its mass/displacement, for a total of 75 tons; more than enough. After consulting with the crew, the design's range is increased by a third, which reduces the number of available spaces by 10%, leaving 18.

A ship with 200SDP will have a length of 50m and a beam of 10m. A sensible number of decks for a ship of this size will be 3 (one above and two below). Dividing the number of spaces by the number of decks gives us 6 spaces/deck for adding various equipment and weapons.

CyCo Note: I sent an e-mail to R.Tal asking what was the go for all things nautical a couple of years ago, and how they fitted in with Max Metal. And this was the reply. Thanks to David Garvin and all concerned... :)