

Maximum Metal Additions

Crash Control Deluxe

Credited - [Kountzer0](#)

With the advent of Aerodynes, a realization dawned on vehicle manufacturers that the standard crash control system just might not be enough. While SP 40 certainly isn't bad, the odds of it helping you survive a crash in excess of 100 mph aren't good. Not to mention crash landings. It is with this in mind that Crash Control Deluxe came to be. Deluxe features the same options as normal crash control, with the addition of side impact airbags, a four point restraint system, reinforced seat belt material (guaranteed to not tear or your money back!), and extra seat welds to ensure your seat doesn't take you for a ride during those sudden stops. In addition, extra padding (consisting of a new model of dura-foam) is added to seats to ensure your crash is as safe as humanly possible.

In game terms, Crash Control Deluxe increases the protection to SP 60 against collision.

No spaces

Cost - 700 eb per passenger

Space Efficiency

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In an ever changing technological world, more often than not new tech comes in the form of smaller tech. This idea is especially useful when dealing with objects that have only limited amounts of space, such as vehicles. As a result, below are guidelines for decreasing space requirements for objects in vehicles. Please note that in some cases, space efficiency is more than micro sizing an object. It could be as simple as putting one object inside another.

The tech determined to micro size for game purposes isn't important. What is important is price, and the new space taken. As a general rule, some items can be space efficient down to no spaces, but the GM should have final ruling as to what can be both micro sized, and micro sized down to zero spaces.

For each space micro sized down, the cost of an object should be increased 10-15% depending on item (GM discretion). If it is micro sized down to zero spaces, the price should be 15%. For example, the shocker security system is 500 eb base price at one space. To micro size it to zero spaces is 15% more, adding another 150 eb to the cost, raising it to a total of 650 eb. Were it two spaces, and reduced to one, the cost would be only 10%, making it 600 eb and one space. Certain items cannot adequately use space efficiency. Weapons micro sized down should have effects on performance per space removed. For example, the 90mm cannon is 7 spaces at 150,000 eb. Removing one space would add 15,000 to the cost, but range or reliability should suffer by one level as a result. Again, the item in question should be subject to GM approval.

Carving out space. More often than not, even sub compacts have wasted space inside. The key is to strategically place certain items to minimize space. For example, removing part of your passenger seat (extra springs, some cushioning) you may be able to cram an extra space out of your vehicle for something like nitrus boosts (yes I am aware it was done in the Fast and the Furious, which is why it's an example). Cost for this should vary, depending on who's doing the work. Basically, the cost is mostly labor related, but it can only be done so many times before you really do squeeze every last bit of space out of it. Again, this is solely at GMs discretion.

Multipliers and Micro sizing. Want a muscle car engine without taking up enough space to hide a family of dead bodies? We don't either! So here's the short and skinny on taking that 350 big block and cutting it down to something Porsche would be proud of!

Take the cost of the engine itself. Because there are no costs for the engines in Max Metal, we keep the price of an engine at about 20% of the Base SDP cost. So an 50 SDP car is 12,500 eb stock. That's a 2,500 eb engine. This engine tops out at 100 mph. Big engine for a big car. But, say the owner wants some armor on that baby. Now, he adds 20 SP, which drops the speed of the vehicle down to 60 mph. This is supposed to be a muscle car, not a motor scooter. Now, if you like that speed, the engine takes no space as it is. But if you're like me, you don't want to see old ladies and their robo-scooters passing you by on the freeway. So you decide you need to up the speed to 120 mph. At 60% of the base speed increase, the base sdp cost goes to 31,250! An obscene figure, yes, but I'm only working with the figures I'm given people. You know what, I'm going to one up the system here and rule that the percent increase only affects the engine itself! So instead, a 60% increase to speed (setting the new speed at 120mph) puts the engine at 4,000 eb with no increase to base SDP! That's a whopping 1,500 added thus far to the vehicles base cost. However, the new engine speed comes with a downside. Of the six spaces available for your car, 2 are now taken up for this upgraded engine. This is completely unacceptable! Ok, since the engine should fit nicely into its allotted space (thus taking up no space); this is where space efficiency comes in. Cutting that engine down to no spaces is 15% of 4,000. In effect it's a mere 600 eb. So the final cost of this new mod-ed engine is 4,600 eb. Not bad, considering if you install it in a car with no armor, the speed goes up to 160mph!

Varying Degrees of Damage Control

Credited - [Kountzer0](#)

For those who want some protection, but don't want to pay the price. We offer new variants on to your standard Damage Control package.

40% - costs 80% of vehicles base SDP cost. Protects on a roll of 7-10. 1/10 of spaces, rounded down.*

30% - costs 60% of vehicles base SDP cost. Protects on a roll of 8-10. 1/15 of spaces, rounded down.*

20% - costs 40% of vehicles base SDP cost. Protects on a roll of 9-10. 2 spaces.

10% - costs 20% of vehicles base SDP cost. Protects on a roll of 10. 1 space.

*Note - 2 spaces minimum

Damage Control Deluxe

60% - costs 120% of vehicles base SDP cost. This is the safest way to move, period! Insulated copper wiring, improved fire extinguishers, improved circuit breakers, and fireproof interior are just some of the features included. Spaces required are 1/8, round up. Protects on a roll of 5-10.

Improved Flight System

Credited - [Kountzer0](#)

New for option for Powered Armor this season is the Upgraded frame from the U.S. "Sure Dead" class Cruise Missile. The weight has been reduced to 150 kilos, the number of external spaces required is 6 and as nice as this system is, there is a drawback. The sleek, lightweight design is not armored as well (20 SP, 50 SDP). But, if you dispense with the armor altogether, you can add an additional 5% more speed out of it (up to MA 315, Vector Thrust roll to maintain). Maybe not the smartest idea, but good if you have to go in a hurry. Max range is 600 KM.

Cost 80,000 eb (78,000 eb without Armor)

Spiked Ram Plate

Credited - [Kountzer0](#)

Ever so much more than a snowplow on crack. This nasty toy came about when a couple of techies stumbled across the Rules for Car Wars™. They were intrigued by the ram rules so came up with one of these for fun. By using scrap steel and 2 hydrolic shock absorption pumps, they created a streetwork of art. The end result was strapped to a punknought and killed 36 civilians and caused countless property damage worse than Carmaggedon style. The ram plate causes double damage to all objects rammed and thanks to the absorption pumps the damage to the vehicle is reduced by half. Due to the plates nasty nature of wrecking stuff (and the ability to impale humans) it is illegal in most cities (although the open road is another matter entirely). The ram also stops bullets at SP20

*Note - The ram takes up 1 space and the installation difficulty is 17 +2/4 hours basic tech roll.

Cost Varies from 800 to 1200 or 400 and self labor.

Silent Running and Flying

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Silent running option allows your vehicle silent movement. The price is 1% base SDP cost per -1 to awareness checks (maximum silence is -10 awareness).

Silent flying is -5 awareness maximum for jets and AVs.

Cost GMs discretion

Nitrus Boosters (land based vehicles)

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New for your land based vehicle, this option will 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. It takes up 1 space (adds 10 mph acceleration and 30 mph speed increase for 1 turn)

Cost 300 eb + installation.

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, it is just as reliable but takes up 2 spaces (adds 20 mph acceleration and 50 mph speed increase for 1 turn)

Cost 800 eb + installation.

3. Grand Prix "Road Runner" - Alright, i'm not gonna lie to you guys out there, 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 is 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, its obvious to anyone and has an energy output off the scales! (adds 40 mph acceleration and 90 mph speed increase for 1 turn) I hope you have a high driving skill or it's your funeral.

Cost 2,000 eb + installation.

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

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

Full auto ET enhancement

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New from the genius of Antonio Luccessi comes this option for your gun. Normal ET enhancement is great but with semi-auto fire only, the target of your aggression may survive long enough to shoot back. So for a mere 3x the cost of your gun (provided it's full auto already) you can increase your guns damage and range immensely. The process is simple. by adding a heat resistant barrel and 3 micro collent systems to your gun, this enables your gun to be fully automatic EAE.

ET enhancement is included in the price. Difficulty 25 weaponsmith roll to install.

Lowered Acceleration

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In everyday terms a shitty engine, each 10% taken away from acceleration lowers the SDP cost by 5%. (Maximum acceleration lowering 50%)

Lowered Deceleration

Credited - [Kountzer0](#)

Brakes?!? We don't need no stinkin' brakes, besides real men don't use them anyway. Each 25% deceleration taken away lowers the DSP cost by 5%. (Maximum lowered deceleration is 50%)