

MAXIMUM METAL



A SUPPLEMENT FOR *CYBERPUNK*®

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INTRODUCTION

A chopper pursues a lone motorcyclist through the rain dark streets of the city; the rider twisting frantically to avoid the searching fingers of the aircraft's spotlight...

In the African countryside an artillery barrage rumbles in the background as groups of tanks and APCs roll across the savanna. On the armored flanks of the approaching column flash not the colors of a local dictator but a familiar commercial logo...

With a deafening crash, the board meeting of a minor corporation is interrupted as huge humanoid forms push through the rubble that was an outside wall. All sit in shocked silence as the table is shattered by the single chop of a single plaststeel gauntlet. As a visored head swivels, impersonally scanning the room, a metallic voice delivers a message, "Gentlemen, these proceedings are over."

This supplement is the capstone of several developmental lines in the *Cyberpunk 2020* world and system. Inside you'll find a new vehicle combat and maneuver system that is a revision and an extension of the original in *Solo of Fortune*. Along with it is an organized vehicle creation system, so that all future vehicles will have proportional stats. And because you can't have combat vehicles without battlefield-size guns to put in them, we've introduced a whole new level of heavy weapons, all the way up to artillery cannon and aircraft bombs! This combination of vehicle and weapons rules create a power level previously untouched in a *Cyberpunk* game.

And that doesn't even touch the subject of Powered Armor. Is it the biggest personal armor possible? Or the smallest vehicle capable of carrying heavy weapons? What about the cybernetics aspects? PA is in a rather unique limbo unexplored by any other weapons system. You can smash through a building wall, lift a truck over your head, and outwrestle a full borg; but if someone fires an anti-vehicle weapon at you, you're at risk. And if they fire an anti-tank device at you—you're in trouble.

How should Powered Armor be deployed/used? The "two-legged IFV" school says right out there with the tanks, mixing it up, depending on their size and maneuverability to avoid the heavy guns, while shrugging off small arms fire from "soft" infantry. The "pinnacle of body armor/linear frame tech" school puts them in the streets where tanks can't go; doing the strength/firepower jobs combat borgs do, but better, relying on their superior protection to handle the close-range punishment that would pulverize anyone else. No matter how you use it, Powered Armor has the potential to mess you up.

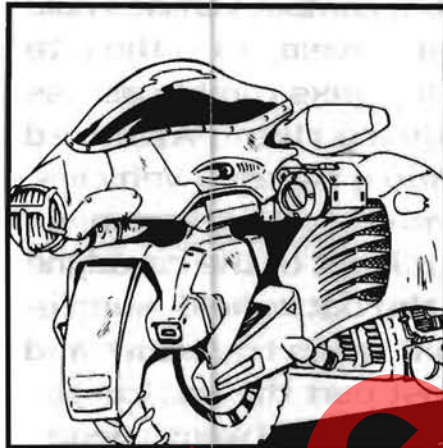
And not just your characters, but your *game* as well. This is a device that is as fast and agile as a human, 3-5 times as strong, with triple the protection. It's also carrying, *by itself*, as many heavy guns as 10 "normal" people. This will unbalance an unprepared campaign instantly; so much so, that sometimes its better to relegate PA to its own campaign or series of adventures.

What it boils down to is, this supplement is like all the other fancy software, super cybertech, mindbending drugs, and deadly weapons we've introduced over the life of this game system: it's there to be used *if you want to*. For those who complain that, "X has taken over my Game!" I can only say, "You have control. Don't moan to us; you did it to yourselves."

Now you know.
Walk carefully.
Guard your game.
You have been warned.

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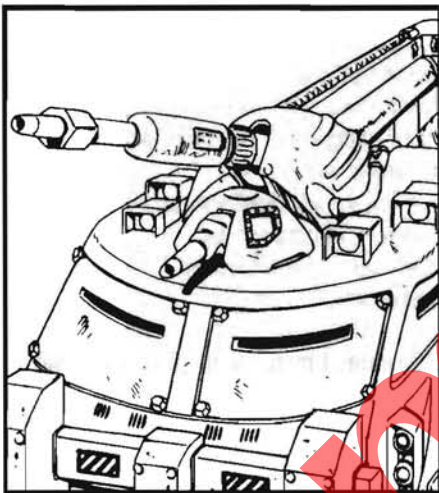
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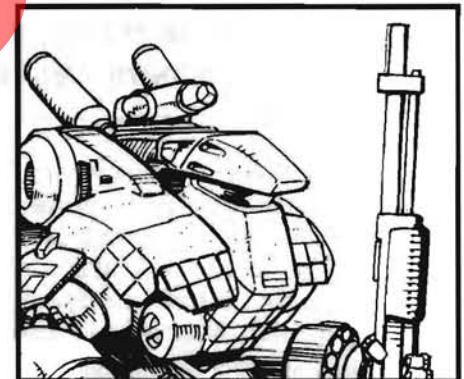
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MILITARY VEHICLES

In the world of 2020, military combat vehicles hold roles very similar to those developed in the late 20th century. Main Battle Tanks rumble across the field, flanked by Infantry riding Armored Personnel Carriers and Infantry Fighting Vehicles, screened by light vehicles armed with autocannon and anti-tank missiles. The advent of the aerodyne worked a minor change on the battlefield, supplementing helicopters in rapid troop transport and assault roles, but for the most part the tactical picture hasn't changed much in the last twenty years. ACPAs (Powered Armor) have only recently appeared on the scene, and their place in the order of battle has yet to be clearly defined. Time will tell...

The average U.S. citizen does see more military vehicles than his counterpart did twenty years in the past. Private and corporate security teams openly use wheeled APCs and armored cars to move their troops and patrol their turf. Even police cars have moved from simple conveyances to armed and armored assault vehicles, capable of participating in and surviving a firefight. Armed aerodynes and helicopters hover over the cities, marking the presence of private and public police.

In *Cyberpunk 2.0.2.0*, armored fighting vehicles are likely to be attached to security forces, so they are more often light vehicles with good inter-city mobility and insufficient armor to withstand full-scale military combat. Vehicles of this sort include armored cars and wheeled APCs, light helicopters and AVs—particularly AVs, the all-purpose light vehicle. Corporations and police don't have much use for the tracked battlefield AFVs—they're too heavy, too expensive, cost too much to maintain, and have poor mobility for urban environments. Only large mercenary companies (such as the Lazarus Military Group) and military manufacturers like Militech maintain units of actual battle tanks, troop carriers and assault aircraft.

The largest buyer and user of military hardware in the western hemisphere is the U.S. military, particularly the Army and the Marine Corps.

FACTORS AND CALCULATIONS

These are the formulas used for calculating game statistics for the vehicular combat section.

Penetration Factor: Average Damage/10, round off; times 2 for any type of AP; times 1/2 for small arms (anything using D6 for damage).

Armor Value: SP/20, round off.

"Body" Value: SDP/20, round off.

Rating SP: Each point of SP equals about 2.5mm of steel armor protection. Due to sloping and superior materials, this protection is probably not solid steel protection.

Rating Penetration: Each point of Penetration equals roughly 50mm of armor penetration capability.

Rating SDP: The amount of punishment a vehicle can take.

COMBAT PROCEDURE

This new vehicular combat system follows the regular *Cyberpunk 2.0.2.0* combat sequence as much as possible. Initiative, limits on actions, automatic fire and explosions, etc., are all the same. Variations are listed below.

1. Roll normally for to-hit. Remember that vehicles count as Large targets, and are +4 to hit!

COMMON VEHICLE TO-HIT MODIFIERS:

Firing at a Large Target	+4
Firing at a Small Target	-4
Firing at a Stationary Target	+4
Target Moving, per full 20 mph (per full 40 mph if moving directly towards you)	-1
Using a Turret-mounted Weapon	+2
Targeting Computer	variable
Firer Moving, Non-Stabilized Weapon	-3
Firer Turning Weapon to Face Target in same action	-2
Firer has Vehicle Link/Cybernetic Controls	+2
Darkness/Target Obscured	-3
Heat-seeking missile fired at AV	+4
Rocket Salvo*	-2

(*Deviates 1 meter on the Grenade Table for each point missed, times basic To-Hit#/10. Salvo is rocket burst size times rounds. For instance, 3-rocket salvo of 2 in. rockets would have a burst radius of 9m. If the salvo is fired Medium Range and misses by 3, it deviates 3m x 15/10 = 4.5 m on the Grenade Table. With a 9m burst area, people are still going to be hit...)

Note: ACPA have no target size modifier and take no penalty for turning to face the target in the same action. They are considered to have Vehicle Link/Cyber-controls.

2. Figure penetration. Penetration is listed for each weapon, with the following additions.
 - A. Good Shot. For each ten points that the To-Hit roll exceeds the target number, add penetration equal to 1/2 the weapon's base penetration.
 - B. Multiple Rounds. For each additional round that hits the target, add



ACPA IN THE VEHICLE COMBAT SYSTEM

Powered Armor can be treated like a small vehicle in this system. The STR of the chassis is used to determine the Body Value (STR/20). All combat is handled identically to other vehicles except hit location and damage application. Because of its unique layout, ACPA does require a new hit location table.

DAMAGE EFFECTS

Surface damage is handled normally. Equipment and weapons are affected by other damage exactly as regular vehicles except ALL systems in a location are affected by the hit. ACPA has no flammable fuel, but it MAY have ammo which can gang-fire if a weapon location is hit (see Other Damage). Crew damage is applied to the torso/head location.

Note: This is a Quick Kill System suits. If you want to increase player Trooper survivability, use the regular combat rules per the Powered Armor section and CP2020.

ACPA Hit Location Table (1D10)

DIE ROLL	LOCATION HIT	NOTES
-1,0	Power cell/generator	Roll 1D6, 1-4 cell is destroyed, suit immobilised. On 5-6, the suit is unaffected.
1-3	Legs	Roll 1D6, 1-3 right leg, 4-6, left leg. Immobilises armor if destroyed.
4-6	Arms	Roll 1D6, 1-3 right arm, 4-6, left arm.
7-12	Torso/Head	Roll 1D6, hits the crew on 1-3. Immobilises armor if destroyed.

penetration equal to 1/4 the weapon's base penetration (round off for fractions). For weapons with massive rates of fire, treat each shot hitting as multiple shots. ROF 30 weapons have five rounds hit for each shot that hits; ROF 100 weapons have 10 rounds hit for each shot that hits. For example, a 20mm Gatling cannon rolling three shots hitting (2 points better than the To-Hit#) would actually hit with three blasts of ten rounds apiece, all hitting separate areas (rolled randomly). That adds up to Penetration 12, per hit! To make things worse, multiple rounds that hit the same area add their Penetration together...

C. Flank Shots. If hitting the target from the side, use only 75% (round up) of the target's Armor. If hitting the target from the bottom, top or back, use only 50% (round up) of the target's armor. Note that AVs have bottom armor equal to front armor, and ACPA suits have equal armor in all directions.

D. Range. Penetration falls off with range, unless using high-explosive penetrators. Penetration decreases by 25% at Long Range and by 50% at Extreme Range, unless otherwise noted.

3. Subtract Armor Value from Penetration. If the result is 0 or more, go to Step 4. If not, the round didn't penetrate and there is only a chance for surface damage (go to Step 5).

4. Roll 1D10 and add the positive difference between Penetration and Armor Value. Subtract the target's Body Value, and refer to the table below.

DAMAGE TABLE

Die Roll	Result
0 or less	Surface Damage
1-5	Minor Damage
6-9	Major Damage
10+	Catastrophic Damage

5. Surface Damage. Roll 1D10. On a 7-10, one random unprotected/exposed piece of equipment has been damaged. If the weapon that damaged it has a base Penetration of 3+, the item is destroyed. If the weapon's Penetration is 2 or less, the item has a 50% chance of surviving in repairable condition.

6. Other Damage. Roll on the Vehicle Location chart to determine what was hit.

Minor Damage: If a piece of equipment, weapon, or system is hit, it is damaged, and will not function again until repaired. There is a 20% chance that the equipment/ weapon/system is destroyed and must be replaced. If fuel

is hit, it has a 25% chance of catching fire (which does 3D6 damage to each crewmember and gives the vehicle a 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce chance of fire or explosion to 5%. If crew are hit, each applicable crew member sustains 4D6 damage to a random location. Body armor will reduce this damage, of course.

Major Damage: If a piece of equipment, weapon, or system is hit, it is damaged, and will not function again until repaired. There is a 90% chance that the equipment/ weapon/system is destroyed and must be replaced. If the engine/explosive ammo is hit, there is a 50% chance that it will explode, demolishing the target. If fuel is hit, it has a 50% chance of catching fire (which does 3D6 damage to each crewmember and gives the vehicle a 25% chance of exploding each turn it is on fire). Fire extinguishers and damage-control systems reduce chance of fire or explosion to 10%. If crew are hit, each applicable crew member sustains 6D6 damage to a random location. Body armor will reduce this damage.

Catastrophic Damage: If a piece of equipment, weapon, or system is hit, it is destroyed; it must be replaced. If the engine/ explosive ammo is hit, there is a 90% chance that it will explode, demolishing the target. If fuel is hit, it has a 50% chance of catching fire (which does 3D6 damage to each crewmember and gives the vehicle a