

# UNCLE ALBERT'S™ AUTO STOP & GUNNERY SHOP

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Items!

**2035 CATALOG**

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*New!*  
Rocket Magazine

pg. 12



*New!*  
Light  
Intensifier Goggles

pg. 36

*Making  
a better  
world*



*for  
Auto-  
duelling*



*New!*  
Laser Rifle

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*Uncle Al  
The Duellist's Pal*



*New!*  
Napalm Mine

pg. 9

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to Coast!

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# UNCLE ALBERT'S™

## AUTO STOP & GUNNERY SHOP



### 2035 CATALOG



Since 2027, Uncle Albert's™ Auto Stop and Gunnery Shop has given autoduellists everywhere the state-of-the-art weaponry, defenses, and accessories they've come to depend on for success in the arena and survival on the road. Now Uncle Albert proudly presents his newest, largest, most up-to-date catalog of items for the discriminating duellist! Here, grouped into four easy-to-find categories — *Offense* (p. 2), *Defense* (p. 13), *Accessories* (p. 20), and *Personal Items* (p. 32) — are the ram plates, radios, radar, flamethrowers, fireproof armor, targeting scopes, tank guns, and other old favorites that have achieved international popularity. And wait till you see our *new* research breakthroughs, scattered throughout the catalog! They're all fully tested — and *guaranteed!*

**Important Note:** Uncle Albert wishes every civic-minded duellist to observe local weapon and duelling laws when purchasing and using any of this equipment. Uncle Albert cannot take responsibility for unlawful use of this merchandise.

### UNCLE AL — THE DUELLIST'S PAL!™

The weapons and gadgets in this catalog come from the first nine issues of *Autoduel Quarterly* magazine and from other *Car Wars* game products. Vehicle designs in these issues of *ADQ* are not given here; many of these can be found in *The AADA Vehicle Guide*. (This promotional announcement provided as a courtesy to the American Autoduel Association. Though Uncle Albert carries his membership card with pride, his Auto Stops and Gunnery Shops are not affiliated with the AADA.)

Due to the specialized nature of the mail-order market, this catalog does not include advertisements for Puncture Resistant Radials (*ADQ* Vol. 1, No. 3), the Thundercat Power Plant, or the Dump Trailer (both from Vol. 3, No. 1). The Continuous Smokescreen (Vol. 3, No. 1) is omitted because it is now a standard mode of operation on all commercially-available smokescreens and paint sprays. Information on all these products is available in *Car Wars — Deluxe Edition*. The External Weapon Pods (Vol. 3, No. 1) and the Grenade Launcher (Vol. 1, No. 2) have been rewritten slightly from their original appearances; the rules herein are official and replace previous rules.

### CREDITS

By Steve Jackson, Scott Haring, Martha Ladyman, Jim Gould, and Allen Varney.

Illustrated by Kyle Miller, Denis Loubet, Jeff George, Kim Strombo, Jeff Hayes, Susan van Camp, Graham Chaffee, C. Mara Lee, Dan Willems, and Pat Zircher.

Designs by Jim Berry (ice dropper), Clark Breslin (napalm mine), Scot Cook (multiple fire rocket pod, autocannon, HD flaming oil jet, high-density ammo, cluster bomb, smoke discharger, machine pistol, rocket magazines), Reed Decker (external weapon pods), Mike Emrick (reflective armor, bumper triggers), Jeffrey Field (wire-guided missile system, jet-tison joinings, tinted windows), John M. Ford (ejection seat), Jim Gould (tear gas, gas mask, cycle turret sidecar, backpack, improved fire extinguisher), Tom Greer (Cargo Safe, anti-theft system, fireproof armor), Paul Harralson (sun roof), Kenneth Heilfron (rockets, no-paint windshield), Benjamin Hollister (Spear 1000 Mine), Garrett L. Ide (laser battery), Steve Jackson (long distance radio, corner-mounted weapons), Stefan Jones (ram plate, Artful Dodger), Richard Kipp (supercharger capacitor), Tom Krymkowski (light laser, micro missile launcher), David Ladyman (cycle wheelguards), Lee Lytle (roll cage), Chip Martin (spoilers, airdams, light intensifier goggles), Andrew Metzger (laser rifle), Robert A. Mican (portable flamethrower), J. Nunes (radar-guided missile system), Mike O'Shea (oil gun), David Plunkett (car top carrier), Tim Ray (anti-theft system), Norman Rule (laser guidance link), Craig Sheeley (grenade launcher), Neal Singletary (camper shell, active suspension system), Kevin Stein and Dirck DeLint (improved body armor), and David A. Wilson (heavy duty flamethrower).

Production by Kyle Miller and Marie Mahoney.

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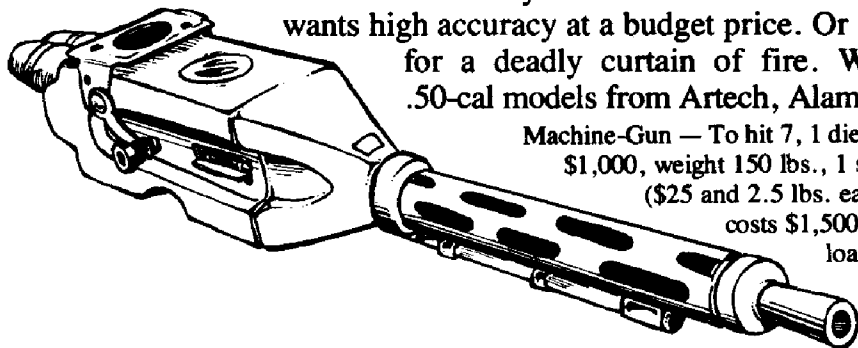
# OFFENSE

When you want to make your presence known, Uncle Albert™ gives you the perfect “calling card”! Whether a dependable “warhorse” like our .50 caliber machine-gun or a high-tech “surprise package” like our *exclusive* autocannon (patent pending), your auto weaponry from Uncle Albert will let every opponent know *you* have that *extra* “something” that marks the discriminating duellist!

And don't forget — Uncle Albert carries the widest selection of ammunition and maintenance equipment available to the general public. When your ammo runs out, so does your luck — don't let *either* happen!

**Note:** Uncle Albert encourages all duellists to respect local anti-duelling ordinances. Uncle Albert can accept no responsibility for illegal use of this equipment. Availability of these items may vary in regions with weapon control laws or no governmental jurisdiction.

## Machine-Gun

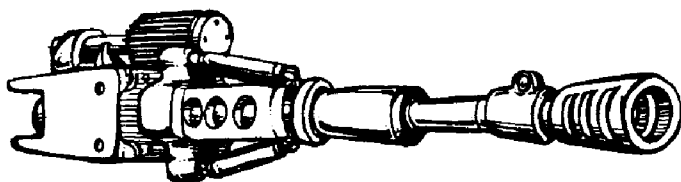


The old standby — and still a winner for the duellist who wants high accuracy at a budget price. Or link two or more for a deadly curtain of fire. We offer reliable .50-cal models from Artech, Alamo, and Ladyman.

Machine-Gun — To hit 7, 1 die damage, 3 DP. Cost \$1,000, weight 150 lbs., 1 space. Holds 20 shots (\$25 and 2.5 lbs. each). Loaded weapon costs \$1,500 and weighs 200 lbs.; loaded magazine costs \$550 and weighs 65 lbs. Area effect.

## Vulcan MG

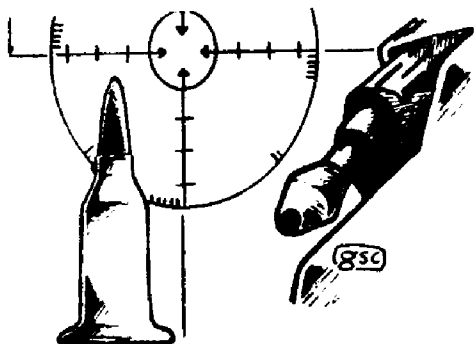
The “second generation” machine-gun — here now at Uncle Albert's. For the discriminating duellist who can afford the best. Why install two MGs when, for only a little more weight, you can have a Vulcan with as much power and *more* accuracy?



Vulcan Machine-Gun — To hit 6, 2 dice damage, 3 DP. Cost \$2,000, weight 350 lbs., 2 spaces. Holds 20 shots (\$35 and 5 lbs. each). Loaded weapon costs \$2,700 and weighs 450 lbs.; loaded magazine costs \$750 and weighs 115 lbs. Area effect.

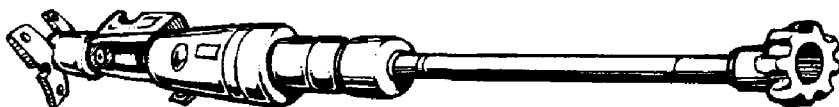
## Autocannon

The latest in high-powered machine-gun technology from Uncle Albert! The Autocannon combines the punch of an anti-tank gun with the accuracy of a Vulcan! Sure, it's expensive — but it's worth every penny. Get one today, because the guy you meet tomorrow may already have one!



Autocannon — To hit 6, 3 dice damage, 4 DP. Costs \$6,500, weighs 500 lbs., takes 3 spaces. 10 shots, CPS 75, WPS 10. Loaded cost \$7,250, loaded weight 600 lbs. Burst effect.

## Recoilless Rifle

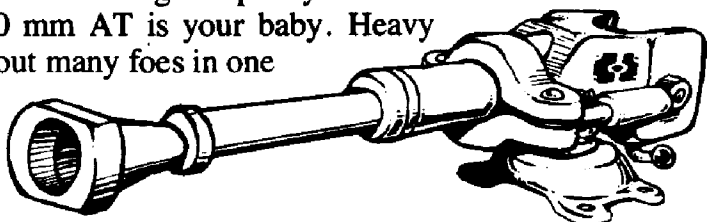


If you prefer the explosive drama of burst-effect rounds, check out this sleek, high-tech killer. The RR is a favorite for turret installation; try it and watch them back off. We carry 20 mm Artech and Mitchell; specify choice on order form.

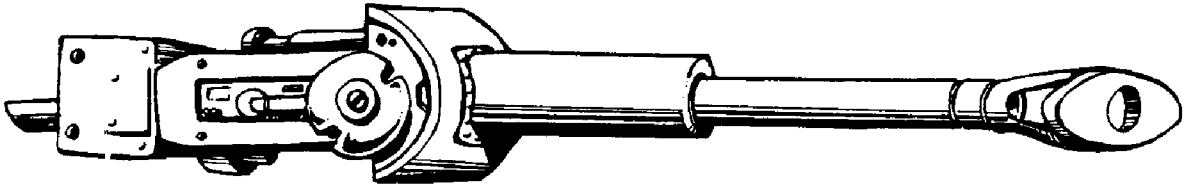
Recoilless Rifle — To hit 7, 2 dice damage, 4 DP. Cost \$1,500, weight 300 lbs., 2 spaces. Holds 10 shots (\$35 and 5 lbs. each). Loaded weapon costs \$1,850 and weighs 350 lbs.; loaded magazine costs \$400 and weighs 65 lbs. Burst effect.

## Anti-Tank Gun

If you've got the room — and the weight capacity — for a really *serious* weapon, the 50 mm AT is your baby. Heavy burst-effect damage will take out many foes in one shot! Uncle Albert carries the Alamo line of heavy combat cannon exclusively. *Warning: Due to its powerful recoil, the AT is not suitable for side-mounting on any vehicle with fewer than ten wheels.*



Anti-Tank Gun — To hit 8, 3 dice damage, 5 DP. Cost \$2,000, weight 600 lbs., 3 spaces. Holds 10 shots (\$50 and 10 lbs. each). Loaded weapon costs \$2,500 and weighs 700 lbs.; loaded magazine costs \$550 and weighs 115 lbs. Burst effect.



## Tank Gun

Truckers take note! Once again, Uncle Albert has this prized military-surplus item in stock. Genuine US military surplus 105mm weaponry — some dating from the 2000s, but all reconditioned to nearly-new condition. The Tank Gun gives you more punch than *any* standard vehicular weapon. *Not suitable for installation in vehicles with fewer than ten wheels.*

Tank Gun — To hit 7, 6 dice damage, 10 DP. Cost \$10,000, weight 1,200 lbs., 10 spaces. Holds 10 shots (\$100 and 20 lbs. each). Loaded weapon costs \$11,000 and weighs 1,400 lbs.; loaded magazine costs \$1,050 and weighs 215 lbs. Burst effect.



## Cluster Bomb

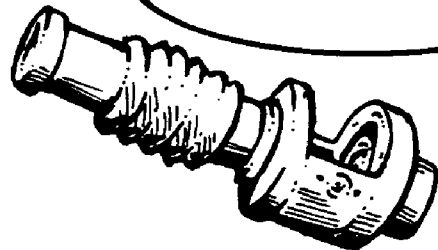
The latest in anti-personnel ordnance! This new bomb from Aerodrome Industries has an improved burst radius, and that means more effective dispersal of infantry, rioters, or other pedestrians. Clear the rabble from beneath your skids with the new Cluster Bomb!

Cluster Bomb — \$200, 150 lbs., one shot, 1 space, to hit 9, 2 DP. Does 2 dice damage to target, 2 dice burst damage to everything (including vehicles) within a 3" radius, and 1 die burst damage (vehicles are *not* affected) within an additional 2" radius.

## Grenade Launcher

A safe driver is one whose attention is on the wheel at all times. Don't distract yourself, even for a moment, by lobbing grenades out the window. Instead, use Uncle Albert's grenade launcher to hit those targets *dead center!*

Grenade Launcher — To hit 7, damage by grenade type, cost \$1,000, weight 200 lbs., 2 DP, 2 spaces. Holds 10 shots (cost by grenade type, 4 lbs. each). Loaded weapon costs \$1,000 plus cost of grenades, weighs 240 lbs. Loaded magazine costs \$50 plus cost of grenades, weighs 55 lbs. Different grenade types and delays may be mixed in the magazine, but player or referee must keep strict track of the order in which they are loaded.



**IMPROVED!**

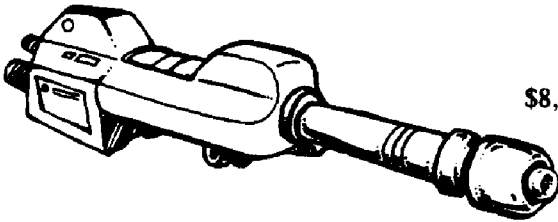
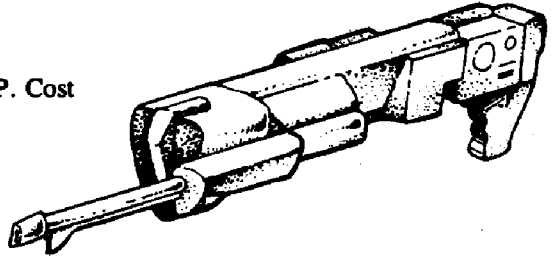


## Lasers

For the high-tech combatant. Four out of every five professional Unlimited duelists choose laser weapons to get maximum punch *and* accuracy with minimum weight and space. Best of all, a laser gives you *unlimited* shots!\* Why should you accept anything less? We offer Light, Regular, and Heavy lasers from Hibeam and Resnick Labs.

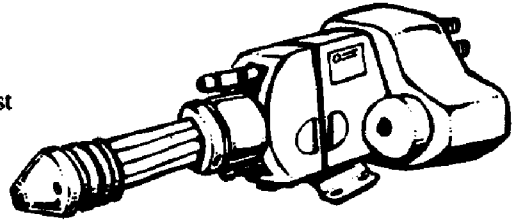
*\*Because laser weapons draw their power directly from the vehicle's power plant, use of a second power plant and/or Laser Battery may be advisable if extended combats are likely. A laser cannot fire if the vehicle's power plant has been drained or destroyed.*

Light Laser — To hit 6, 1 die damage, 2 DP. Cost \$3,000, weight 200 lbs., 1 space. Area effect.

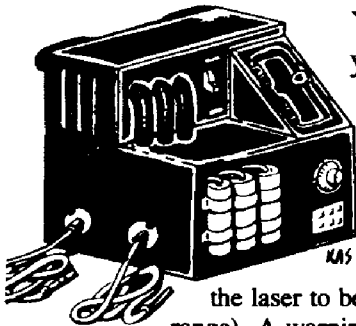


Laser — To hit 6, 3 dice damage, 2 DP. Cost \$8,000, weight 500 lbs., 2 spaces. Area effect.

Heavy Laser — To hit 6, 4 dice damage, 2 DP. Cost \$12,000, weight 1,000 lbs., 3 spaces. Area effect.



## Laser Battery



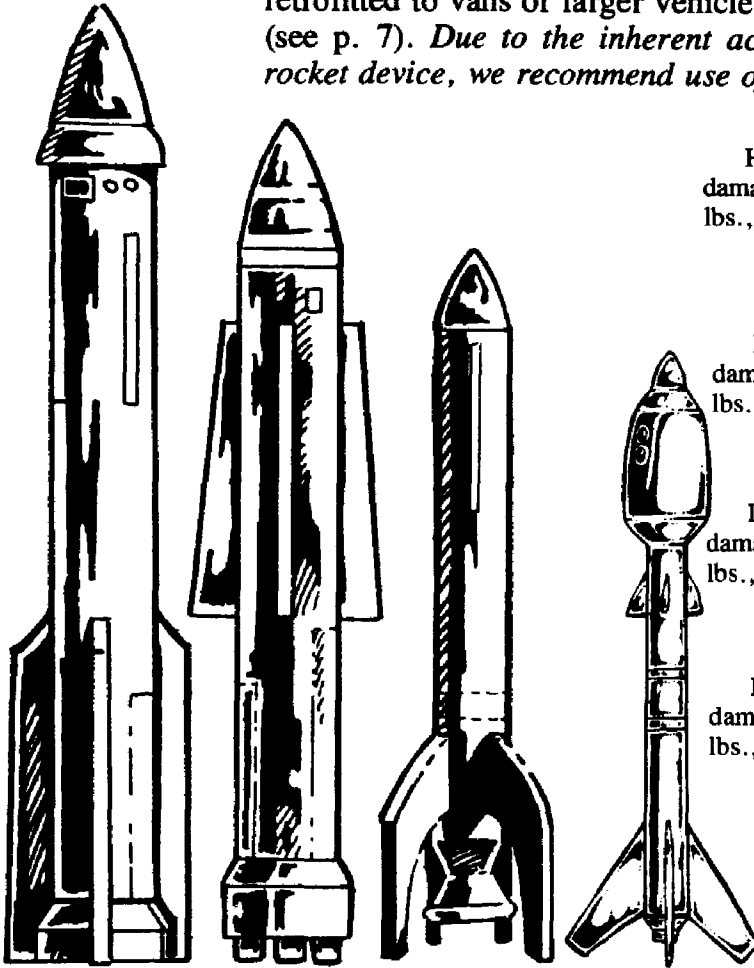
You're in a showdown at High Noon, yet you hesitate to use your laser for fear of power drainage. Well, hurry on down to Uncle Albert's and buy a Laser Battery. Guaranteed for 50 shots per charge (25 for a Heavy Laser, or 100 for a Light Laser) or Full Refund!

Laser Battery — Located adjacent to the power plant, has 2 DP and takes one additional space. Is destroyed just after the power plant is destroyed. If the battery is run down, a relay switch will cut in, allowing the laser to be powered by the vehicle's power plant (at the standard penalties to vehicle range). A warning light flashes on the dashboard when this happens, telling the driver the battery is dead. Weighs 100 lbs. and costs \$500. A recharge costs \$10 and takes two minutes.



## Rockets

When a single shot is all you need — or when space is limited but you want one last Sunday Punch — our low-priced rockets from Herlitz & Sons will do the deed. Ideal for close work. Available in four sizes to fit any area and budget. Easily retrofitted to vans or larger vehicles via our Rocket Platform (see p. 7). *Due to the inherent accuracy limitations of any rocket device, we recommend use of a targeting computer.*



**Heavy Rocket** — To hit 9, 3 dice damage, 2 DP. Cost \$200, weight 100 lbs., 1 space. Burst effect.

**Medium Rocket** — To hit 9, 2 dice damage, 2 DP. Cost \$140, weight 50 lbs., 1 space. Burst effect.

**Light Rocket** — To hit 9, 1 die damage, 1 DP. Cost \$75, weight 25 lbs., ½ space. Burst effect.

**Mini Rocket** — To hit 9, 1d-1 damage, 1 DP. Cost \$50, weight 20 lbs., ½ space. Burst effect.

## Rocket Launcher

Need a little more punch than a flame-thrower — on a limited budget? Or maybe you've got a weight problem. The Rocket Launcher is your answer. For the same price as a machine-gun, you do twice the damage. The burst effect will mow 'em down! *Due to the inherent accuracy limitations of any rocket device, we recommend use of a targeting computer.*

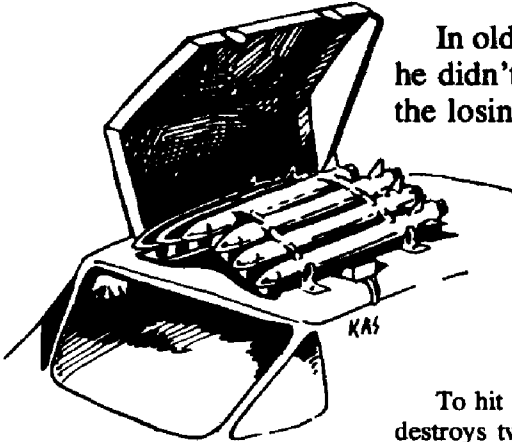
**Rocket Launcher** — To hit 8, 2 dice damage, 2 DP. Cost \$1,000, weight 200 lbs., 2 spaces. Holds 10 shots (\$35 and 5 lbs. each). Loaded weapon costs \$1,350 and weighs 250 lbs.; loaded magazine costs \$4,000 and weighs 65 lbs. Burst effect.



*Illustration of latest model  
not available at press time.*



## Six Shooter



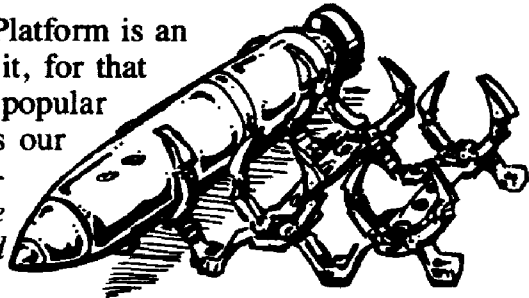
In olden days, a man had to be quick on the draw or he didn't last long. So it is today. Don't be caught on the losing side of a shoot-out! Invest in a modern-day Six Shooter — our Multiple Fire Rocket Pod — and sit tall in the saddle.

Multiple Fire Rocket Pod — Firing the MFR releases 6 rockets simultaneously. Roll separately to hit with each rocket. Treat each shot as a separate attack for building breach and debris purposes, but treat it as one big attack for making the target vehicle's control roll.

To hit 9, 1 die damage per rocket, 3 DP (each point of damage destroys two rockets), \$450, 150 lbs., 2 spaces. Must be replaced after firing, just like a heavy rocket.

## Rocket Platform

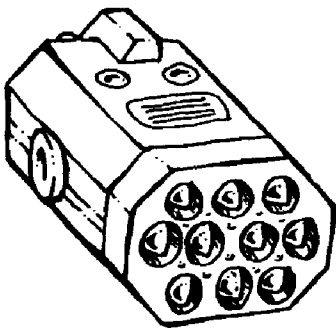
Need extra firepower? The handy Rocket Platform is an easy retrofit . . . adds space where you need it, for that extra punch you get only from rockets! By popular demand — now available in Small as well as our popular Regular. *Note: A Rocket Platform cannot be armored. Duellists expecting fire directed at their rocket platforms, or sustained combat, should consider a turret instead.*



Rocket Platform — Cost \$150, weight 200 lbs., no space. Cost and weight of rockets are extra. Carries up to 3 spaces' worth of rockets on top of a van or oversized vehicle only.

Small Rocket Platform — Cost \$100, weight 100 lbs., no space. Cost and weight of rockets are extra. Carries up to 2 spaces' worth of rockets on any vehicle that can mount a turret.

## Micro Missile Launcher



Not enough room for a rocket launcher, but want that explosive punch? Then Uncle Albert's Micro Missile Launcher is the weapon for you.

Micro Missile Launcher — 1 space, 100 lbs., \$750, to hit 8, 1 die damage, burst effect, 2 DP. 10 shots, CPS 20, WPS 2.5. Loaded cost: \$950. Loaded weight: 125 lbs. Can be linked in groups of 3 or 4 in larger turrets.





## Radar-Guided Missile System

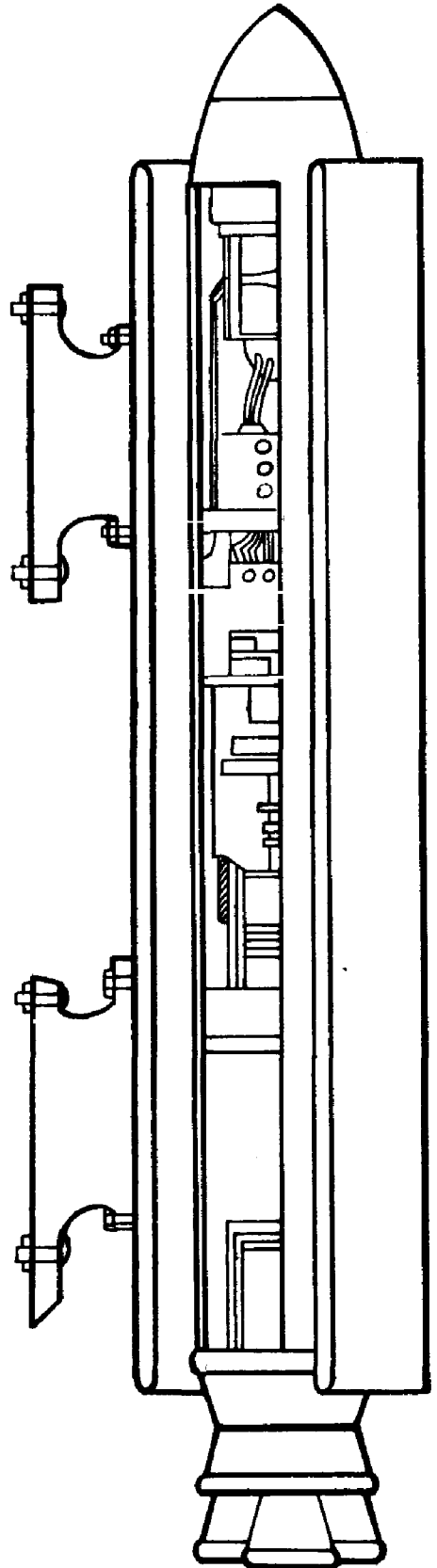
Sit back, relax, and let your radar find the target. Put your warning shot *into* their bow with Herlitz and Sons' Radar-Guided Missile System!

Radar-Guided Missile System — To hit 7, 3 dice damage, 1 DP, costs \$5,000, weighs 200 lbs., 2 spaces, 2 shots, WPS 100, CPS 1000 (loaded cost: \$7,000; loaded weight: 400 lbs.). The system gets no "point blank" bonus, and the normal range penalties do not apply. Instead, there is a -1 penalty for every full 4" the target is *closer* to the firer than 24". There are no range penalties or bonuses beyond 24". The missile's maximum range is 72". The missile suffers no penalties for night, fog, rain, paint, or smoke. The firer must have a line-of-sight on the target at the time of firing; the missile will track the target thereafter as long as the *missile* (not necessarily the firer) continues to have line-of-sight to the target. The missile moves at 2" per phase and should be represented on the map by a pedestrian-sized counter. If the missile loses line-of-sight due to a solid obstruction (building, mountain, wall, tunnel) at any time, control is lost and the missile will move in a straight line thereafter until it hits something, leaves the map, or reaches its 72" range, at which point it hits the ground and explodes.

## Wire-Guided Missile System

Just the ticket for long-range combat. Just pull up, fix your sights, and let her rip! Herlitz and Sons' Wire-Guided Missile System will do the rest!

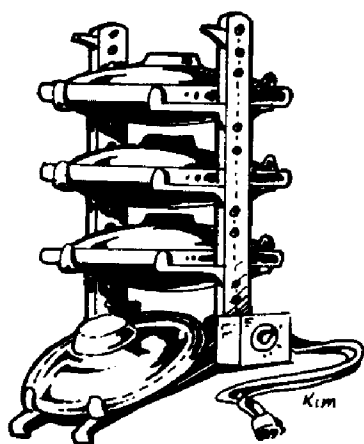
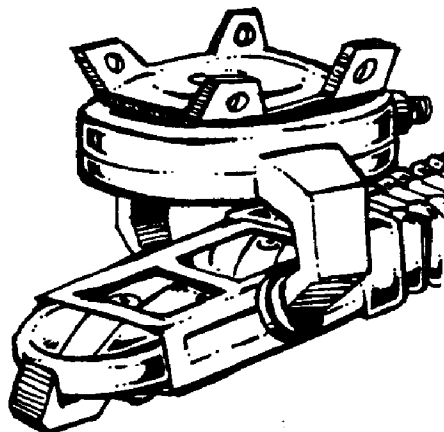
Wire-Guided Missile System — To hit 6, 3 dice damage, 2 DP, costs \$2,500, weight 200 lbs., 2 spaces. WPS 15, CPS 400 (loaded cost: \$3,300; loaded weight: 230 lbs.). The wire-guided missile system *must* be fired from a *stationary* vehicle, and the vehicle must *remain stationary* while the missile flies toward its target at 2" per phase. The missile must travel at least 12" (six phases) to arm itself, and the firer can do nothing during the time the missile is in flight but guide the missile at its target. If the firer is killed, wounded, abandons the missile, has line-of-sight to the missile broken, or moves (or is moved!) the missile will stop tracking its target and revert to straight-line movement, continuing until it hits something, leaves the map, or travels its full range of 72" and hits the ground and explodes. Control, once lost, can never be regained. The WGM has no other range penalties or bonuses whatsoever. Either type of missile can be targeted while in flight, at a -6 for the target vehicle and a -10 for everybody else.



## Minedropper

Leave a little something for them to remember you by . . . with our super-reliable Minedropper. A defensive weapon with real punch . . . for the driver who likes to leave his mark on the road.

Minedropper — 2 DP, cost \$500, weight 150 lbs., 2 spaces. Holds 10 shots (\$50 and 5 lbs. each). Loaded weapon costs \$1,000 and weighs 200 lbs.; loaded magazine costs \$550 and weighs 65 lbs. Burst effect. Does 2 dice damage to the underbody, and 1 die damage to tires.



## Spear 1000 Mine

No more Mr. Nice Guy! When you mean *serious* business, use the Spear 1000 Mine, and watch your worries blow away!

Spear 1000 Mine — This shaped-charge mine must be dropped from a custom minedropper (\$250 more than a standard MD, and it only carries five shots). When detonated, the Spear 1000 does 2d+3 damage to the underbody armor, but only 1d-3 to the tires of the triggering vehicle. WPS 10, CPS 100.

## Napalm Mines

Another ordnance breakthrough for Uncle Albert! The Napalm Mine looks like a regular mine, but explodes with a fiery difference! Especially effective against tires, and oh, so economical. **Warning:** This is a volatile item. Uncle Albert strongly recommends the addition of a fire extinguisher system to any vehicle carrying this weapon.

Napalm Mines — Regular: Fired from a normal minedropper, CPS 60, WPS 5, 1 die of damage to underbody and tires. Spear 1000: Fired from a Spear 1000 minedropper, CPS 150, WPS 10, 1 die of damage to tires, 2 dice of damage to underbody. For either type of mine, roll one die for every tire on a

vehicle that sets the mines off; on a 6, that particular tire is on fire. A burning tire takes one point of damage at the end of each turn; vehicular fire extinguishers work normally on this type of fire. If any tire is still burning at the end of a turn after the first, there is a 1 in 6 chance the entire vehicle will catch on fire. If a tire is destroyed completely by fire, the fire goes out and there is no further chance to ignite the rest of the vehicle. If a vehicle carrying Napalm Mines is on fire, there is the same chance for explosion as for rockets, flamethrowers, and other volatile weapons.





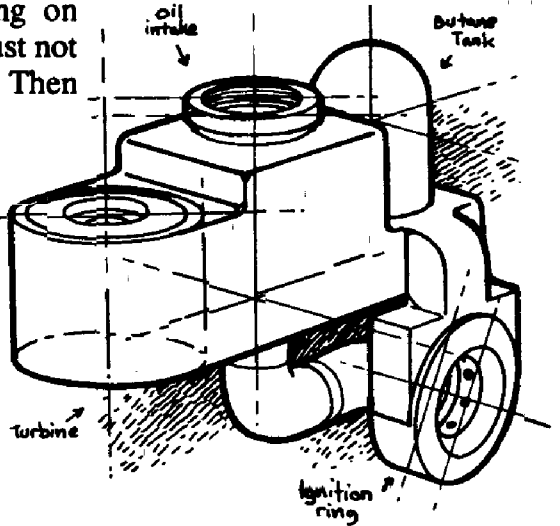
## Artful Dodger

Do tacky tagtails get you down, picking on your weak back armor? Are your oil slicks just not slick enough to shake a persistent pursuer? Then why not torch that oil while you're at it?

With our special, high-grade mix of inflammable oil, the Artful Dodger igniter/sprayer will shake even the closest shadow! It looks and acts like a normal slick until the second phase after you dropped it — then it ignites. It flames (+D3 hazard) and acts as a Smoke Screen until the tenth phase of the fifth complete turn after dropping, and then disappears.

You can burn out your shadow with this handy device.

Flaming Oil Jet — 3 DP, cost \$300, weight 30 lbs., 2 spaces. Holds 25 shots (\$35 and 2 lbs. each). Loaded weapon costs \$1,175 and weighs 80 lbs.; loaded magazine costs \$925 and weighs 65 lbs. Does 1d-2 damage to tires and underbody of vehicles that pass through the burning slick.



## Heavy Duty Flaming Oil Jet



It's happened to you before. You're in a fracas with the local bad guy, fire your flaming oil jet, and discover it can't go the distance! He rides laughing into the sunset, unscathed. How embarrassing! Well, look foolish no longer. Uncle Albert has a supply of Heavy Duty Flaming Oil Jets!

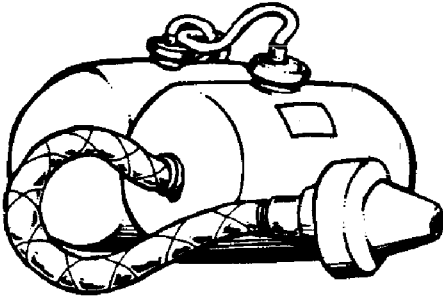
The Heavy Dutys work the same way as your old Flaming Oil Jet, but our improved slick is four (yes, four!) times as big!

Heavy Duty Flaming Oil Jet — Works as the "Artful Dodger" Flaming Oil Jet, but produces a slick 2" x 1". 4 DP, \$550, 60 lbs., 3 spaces, 10 shots, CPS \$140, WPS 8.

Loaded weapon costs \$1,950 and weighs 140 lbs.; loaded magazine costs \$1,450 and weighs 95 lbs.

# WE GIFT WRAP

## Flamethrower

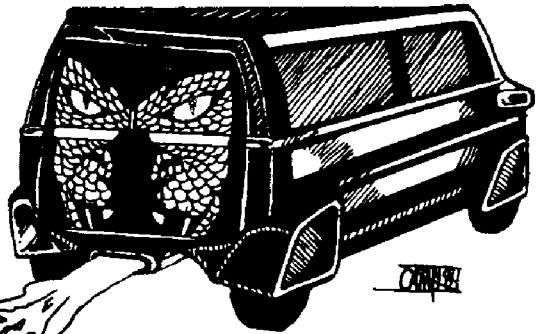


Light up someone's life with this classic double-duty device. Offensively, the flamethrower gives you more "bang for the buck" than most "advanced" weapons — and it's deadly accurate within its range. Defensively, it leaves a smoke-screen every time it's fired. Give those laser-jockeys a taste of napalm — and save money in the bargain. Uncle Albert's "house brand" has reliable connections to eliminate dangerous leaks.

Flamethrower — To hit 6, 1 die damage, 2 DP. Cost \$500, weight 450 lbs., 2 spaces. Holds 10 shots (\$25 and 5 lbs. each). Loaded weapon costs \$750 and weighs 500 lbs.; loaded magazine costs \$300 and weighs 65 lbs. Area effect. Maximum range 10".

## Heavy Duty Flamethrower

Hot Stuff — a heavy duty flamethrower from Pioneer Products. Has ten heavy duty shots, perfect for a hot time in the old town tonight.

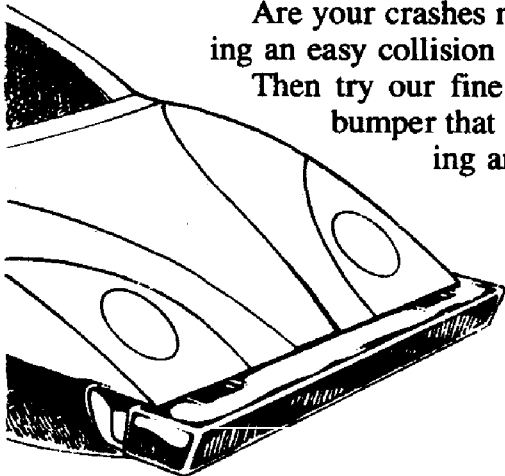


Heavy Duty Flamethrower — 2 dice damage, to hit 6, 3 DP, costs \$1,250, weighs 650 lbs. Takes 3 spaces and has 10 shots. CPS 50, WPS 10. Loaded cost \$1,750, weight 750 lbs. ~~Uses same magazine as regular FT, but only gets 5 shots from a full magazine.~~ Follows all normal FT rules and restrictions, except that it has a maximum range of 15".

## Ram Plates

Are your crashes not effective enough? Do you find yourself avoiding an easy collision because it's too dangerous?

Then try our fine, hot-off-the-line Ram Plate, a custom-designed bumper that doubles any damage you might create while halving any collision damage you sustain.



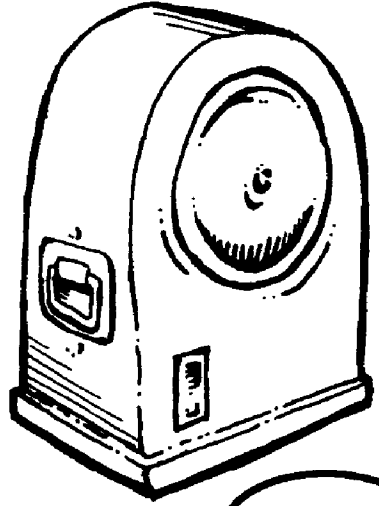
Ram Plates — Cost and weight are in addition to the front armor of a car or truck. Cost is 1.5 times cost of front armor, and weight is .5 times weight of front armor. A Ram Plate can only be mounted on the front of a vehicle. When in a collision involving the Ram Plate, determine damage in the normal way. The other vehicle takes twice that amount, and the vehicle with the Ram Plate takes half damage.



## Magazines

Don't get caught short! In a long battle, if you're out of ammo, you're out of luck. A spare magazine from Uncle Albert's will insure continued fire when you need it most. Guaranteed fully compatible (specify weapon and make when ordering). Any number of magazines can be attached to one weapon.

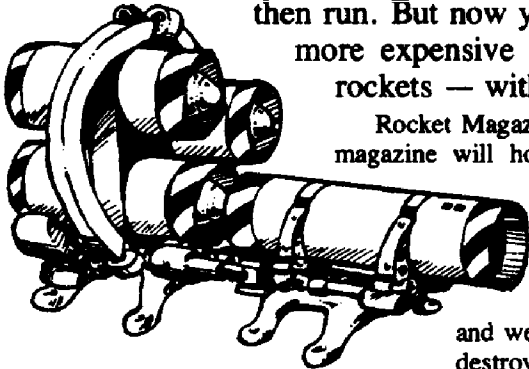
Extra Magazines — Cost \$50, weight 15 lbs., 1 space, plus cost and weight of ammunition. An extra magazine for a weapon can hold the same number of shots the weapon itself can. More than one extra magazine can be attached to a weapon. Each extra magazine adds 1 DP to the weapon. Extra magazines do not count against the space limitations of a weapon in a turret or cupola, but do count against a vehicle's space and weight limit.



**NEW!**

## Rocket Magazine

The rocket is a favorite weapon of duellists on a budget, but up until now, they've been one-shot affairs — you know, "wham, bam, thank you, ma'am" — then run. But now you can get the repeat shot capability of a more expensive weapon, but still enjoy the economy of rockets — with Uncle Albert's new Rocket Magazines!



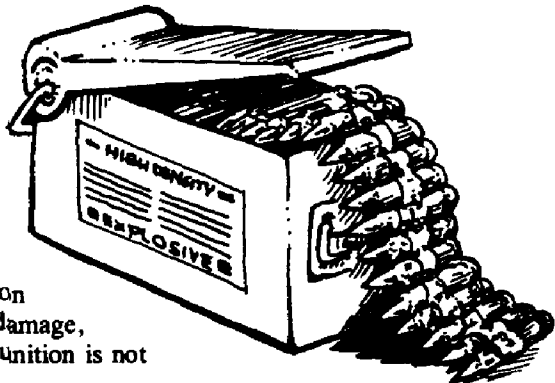
Rocket Magazines — Available in 1-, 2-, or 3-space sizes. Each magazine will hold its capacity of any one rocket type (Heavy, Medium, Light, or Mini), chosen at installation. The magazine costs \$50 and weighs 15 lbs. per space of capacity. Example: a 3-space magazine costs \$150 (empty) and weighs 45 lbs. (empty). Filled with Heavy Rockets, it would cost \$750 and weigh 345 lbs. A Rocket Magazine has 0 DP, and is destroyed when one rocket inside it is destroyed (or, if empty, it is destroyed when the armor protecting it is breached).

empty, it is destroyed when the armor protecting it is breached).

## High-Density Ammo

Special alloys are the key to the High-Density ammunition for machine-guns and Vulcans. Put a little extra zip in your firepower today!

High-Density Ammo — This ammo is available only for MGs and VMGs. HD ammo costs and weighs twice as much as regular ammo, and damage is increased by one point for each die of damage the weapon would ordinarily do (MGs would do 1d+1 damage, VMGs would do 2d+2). High-Density ammunition is not available for hand weapons.



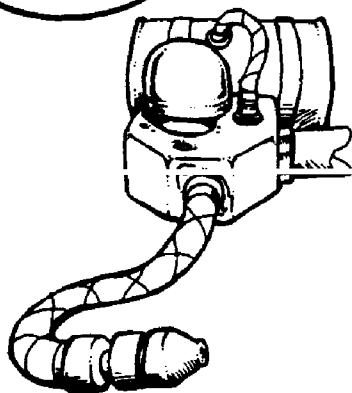
# DEFENSE

Sure you can dish it out — but *can you take it?* Every experienced duellist knows that “taking” an opponent’s punishment long enough to “dish out” your own is the only way to reach the winner’s circle — or the fortress walls. Don’t let a sneaky attacker “get the drop” on you — drop in to Uncle Albert’s™, and get the defenses that make a *difference!*

Check out the new Ice Dropper (below) and our innovative Smoke Discharger (p. 18 — now smoke gets in their eyes *wherever* they are!).

Note: Some municipalities discourage the use of mines, paint sprays, and other defensive weaponry. Uncle Albert urges every responsible driver to observe local regulations. We cannot take responsibility for violations of the law.

**NEW!**



## Ice Dropper

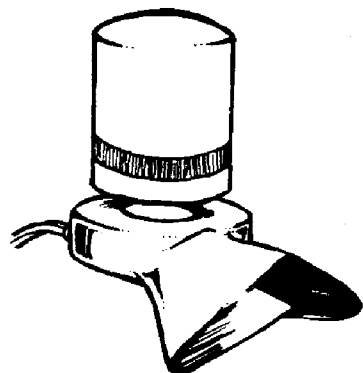
The latest in chemical technology from Uncle Albert, the Ice Dropper actually drops water and endothermic chemicals — the water freezes instantly to produce an ice patch that only a hack hockey player would love! Give your enemies the slip and leave them out in the cold at the same time — with Uncle Albert’s new Ice Dropper!

Ice Dropper — \$750, 50 lbs., 2 spaces, 3 DP, 25 shots, CPS 20, WPS 2. Loaded cost \$1,250, loaded weight, 100 lbs. Magazine costs \$550, magazine weighs 65 lbs. Any vehicle hitting an ice patch takes a D2 hazard; any maneuver performed on ice adds D4 to the maneuver’s difficulty. If an ice patch is hit by a flamethrower, flaming oil, or exploding napalm mines, it will melt, turning to water.

## Spikedropper

Inexpensive, lightweight, reliable — and effective. With a flick of a button, you drop a dozen shining steel spikes to perforate a tailgater’s tires. No fuss, no muss, no bang . . . no pursuit. Ideal for use in jurisdictions where duellists are charged for road damage.

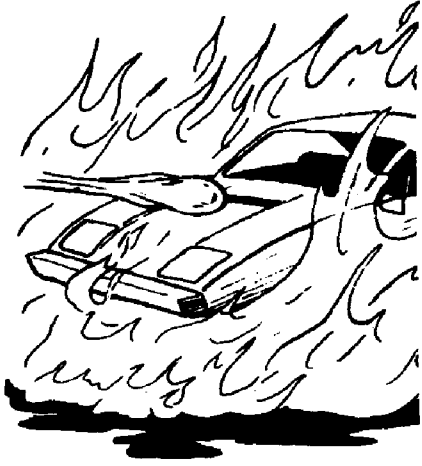
Spikedropper — 4 DP, cost \$100, weight 25 lbs., 1 space. Holds 10 shots (\$20 and 5 lbs. each). Loaded weapon costs \$300 and weighs 75 lbs.; loaded magazine costs \$250 and weighs 65 lbs.







## Safteepro™ Fireproof Armor

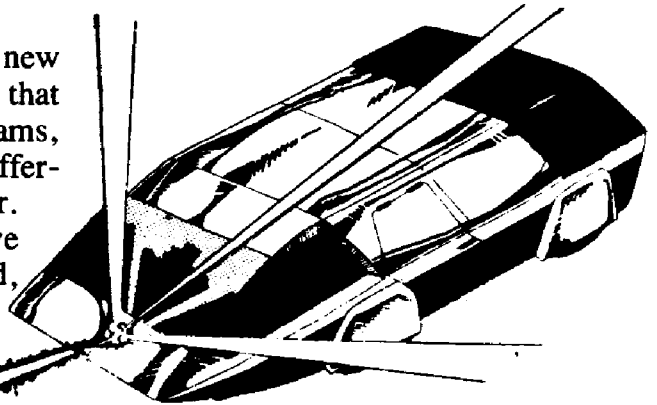


A steal at twice the price! Don't let your valuable vehicle go up in flames — buy Safteepro™ Fireproof Armor, and let your driving days be worry-free. Guaranteed not to burn!!! (although melting may occur with some weaponry). Comes in three tasteful colors: blood red, paralyzing pink, and black-as-midnight. Quantities limited, so order yours today.

Fireproof armor — Double the cost of normal armor, same weight, triple the cost to repair. All weapons have normal effect on FP armor, but it cannot be set on fire. Cannot be mixed with normal armor.

## Reflective Armor

Flash into their lives with our new Reflective Armor. Sexy, sizzling armor that can disperse and diffuse their laser beams, yet looks sleek and elegant — such a difference from conventional, clunky armor. Look and be your best with Reflective Armor. Available in Glittering Gold, Sizzling Silver, Captivating Copper, and The Platinum Look.



Reflective Armor — This armor has reflective metal flakes embedded in it to disperse and diffuse laser beams. It takes two points of damage from a laser to destroy one point of Reflective Armor (round down). In addition, lasers will never set Reflective Armor afire. Lasers penetrating to internal components do normal damage and set fires normally. All other weapons affect RA normally. Reflective Armor costs and weighs 10 percent more than normal armor (add the 10 percent to the total cost and weight, rounding up to the nearest whole number), and costs twice as much to repair as regular armor. Reflective Fireproof Armor costs 2½ times normal armor, weighs 10 percent more, and costs four times as much to repair.

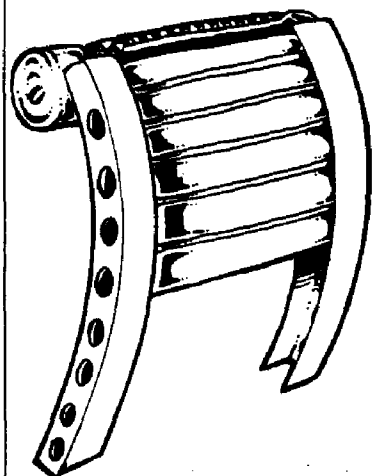
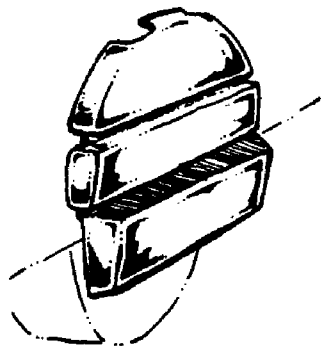
## Tell A Friend!

Are your fellow duellists receiving our catalog? Clue them in! We'll thank you — and so will they!

## Wheelguards

Protect those wheels! Your tires are vital — and *vulnerable*. Keep them safe with wheelguards from Uncle Albert's. Whether you drive a four- or six-wheeler, only two guards per side will triple your tires' chance of living through a firefight. *Warning: Wheelguards reduce handling class by 1 on any four- or six-wheeled vehicle or reversed trike.*

Wheelguards — \$10 and 4 lbs. per point of armor, up to 10 points of armor per tire location. If a tire is successfully shot at, roll one die. On a 1-4, the wheelguard takes damage first. Wheelguards on the front wheels of a four- or six-wheeled vehicle or a reversed trike cause the vehicle to lose a point of handling class.



## Retractable Wheelguards

Why show all your stuff? For a "hideaway special" — a perfect match for the pop-up turret. Or for the safety-minded driver who's just concerned about good road handling. Quick, silent operation makes our Retractable the next best thing to no guards at all.

Retractable Wheelguards — Also \$10 and 4 lbs. per point of armor, up to 10 points of armor per tire location. Each wheelguard also has an additional cost of \$250, extra weight of 50 lbs., and takes up one extra space for the retracting mechanism. The wheelguards do not affect HC when retracted. Raising or lowering the wheelguards is a firing action. The wheelguards are fully lowered (or retracted) at the beginning of the turn after the lowering (or retraction) starts.

## Cycle Wheelguards

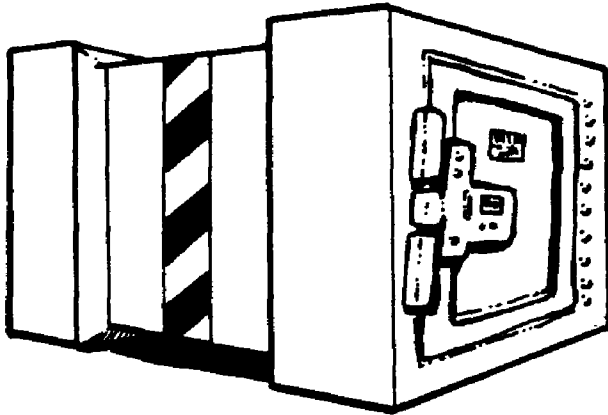
You asked for them, and now Uncle Albert's got them! Either as original equipment or as a quick, snappy retrofit, these gutsy guards will give your cycle the same protection that larger vehicles enjoy — without affecting handling! Also suitable for the single wheel on any trike. Whether you want a heavy guard for a combat vehicle, or a light guard to disappoint casual snipers, these will fill the bill. *Sorry — not available in retractable model.*

Cycle Wheelguards — Cost \$10 and weigh 2 lbs. per point of armor. Only one wheelguard is required per tire, and 10 points is the maximum amount of armor allowed. If the tire is targeted and hit, roll one die. On a 1-5, the wheelguard takes the damage. Cycle wheelguards do not lower handling class.





## Cargo Safe



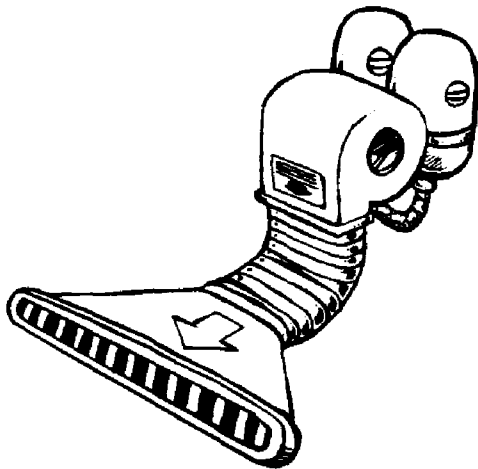
Cargo Safe — for the cargo that *must* go through! Rugged, dependable, and solid as a rock — what every trucker needs!

Cargo Safe — Takes 15 spaces, holds 10 spaces of valuable cargo, 12,000 lbs. empty, 100 points fireproof armor on each of six sides, electronic lock, \$22,000.

Extras — Refrigeration unit, \$2,000; oxygen rebreather, \$4,500; self-destruct (from cab, or when all armor on one side is gone), \$900.

## CAN YOU MAKE UNCLE AL'S TEAM?

Uncle Albert is always on the lookout for talented autoduel engineers. Apply *in person* at the Personnel Department of Uncle Albert's Corporate Headquarters in Boston, Massachusetts after June 1, 2035. Salary and benefits commensurate with experience.



## Smokescreen

Low-cost, easy-to-use defense against prying eyes — and prying laser beams! A dandy teammate for a minedropper or spikedropper . . . to hide those little surprises you leave behind. Select one-shot "cloud" operation, or automatic-fire "screen" operation, as needed. And Uncle Albert's special *Blackout*™ brand smoke formula guarantees a solid, long-lasting cloud cover every time.

Smokescreen — 4 DP, cost \$250, weight 25 lbs., 1 space. Holds 10 shots (\$10 and 5 lbs. each). Loaded weapon costs \$350 and weighs 75 lbs.; loaded magazine costs \$150 and weighs 65 lbs.

Heavy Duty Smokescreen — 4 DP, cost \$500, weight 50 lbs., 2 spaces. Holds 10 shots (\$40 and 20 lbs. each). Loaded weapon costs \$900 and weighs 250 lbs.; loaded magazine costs \$450 and weighs 215 lbs. Creates a 1" x 2" cloud when fired.

## Tinted Windows

There you are, out for a lovely evening cruise with your best girl, when it happens. Wham! The old searchlight in the face! By the time you get your sight back, the battle's over, and so are you. But it doesn't have to happen. Get those windows tinted at Uncle Albert's, and you'll be ready for action any time, day or night.

**Tinted Windows** — These special windows contain a fast-acting polarizing agent that allows the owner to ignore searchlight effects after only one turn of exposure. The effects of the searchlight are at full for that first second, though. The protective polarization lasts for five seconds after the searchlight ceases to hit the vehicle, but the penalty for firing at night is increased by one at any time that the windows are polarized. Costs \$500, no space, no weight.



## No-Paint Windshield

Tired of some smart-aleck with a paint sprayer forcing you to see the world through rose-colored glasses? Aerodrome Industries' new No-Paint Windshield makes the paint sprayer obsolete! Thanks to a permanently charged electrostatic layer, paint rolls off this windshield like water off a duck's back.

**No-Paint Windshield** — \$1,000, no space or weight. Paint clouds have no effect on vehicles equipped with this windshield. Helmets and gas masks can be modified with this material for \$100.



## Cry Baby

Pedestrians getting in your way? Then let them run crying all the way home. Here's just the thing to get them off the road and out of *your* right-of-way! Tear gas in grenade or smokescreen form — neat, easy, and oh-so-efficient in ridding yourself of unwanted two-legged pests!



**Grenades** — \$30, one grenade equivalent, 1" x 1" cloud at point of impact.

**Smokescreen** — replaces standard load (CPS 20, WPS 5), forms standard shaped cloud.

Unprotected pedestrians or cyclists must roll once per turn any turn they are in a cloud. Multiple rolls don't produce cumulative results — just apply the worst result rolled so far. Tear gas clouds have the same duration and effects on fire as smoke clouds. Roll on this table:

1 — Character unconscious for 5 minutes.

2-4 — For one minute, character is at -6 to hit, and can only crawl, at 3 squares/turn.

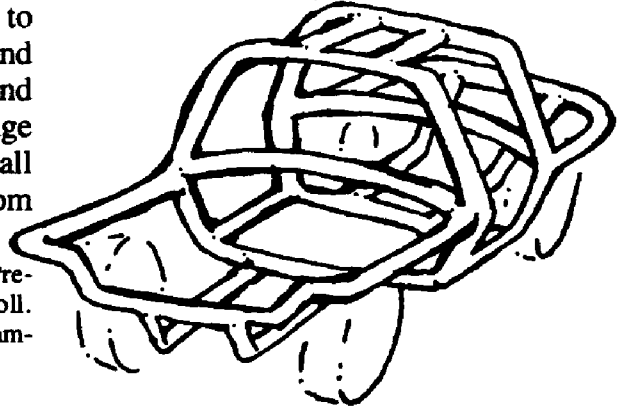
5-6 — Character is at -2 to hit during this turn and 3 more turns.



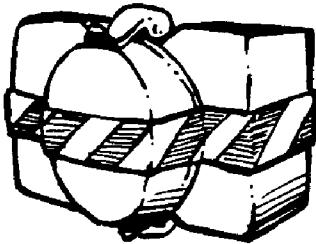
Nothing can be more annoying in the midst of battle than to have your weapons damaged because your vehicle happened to roll over. Protect your valuable cargo and passengers (not to mention yourself) and prevent this type of mishap. The Roll Cage is a mighty 300 pounds of protection for all internal components, preventing them from taking damage in a roll.

Roll Cage — 300 pounds, one space, \$1,000. Prevents internal components from taking damage in a roll. Armor, tires, and turreted weapons can still be damaged.

## Roll Cage



**NEW!**



## Smoke Discharger

More and more duellists are discovering the defensive potential of smoke — but not everybody's got the room for a smokescreen. So Uncle Albert introduces the Smoke Discharger, a handy one-puff defensive screen that could save your life! At this low price, how you can afford *not* to equip your car with Smoke Dischargers?

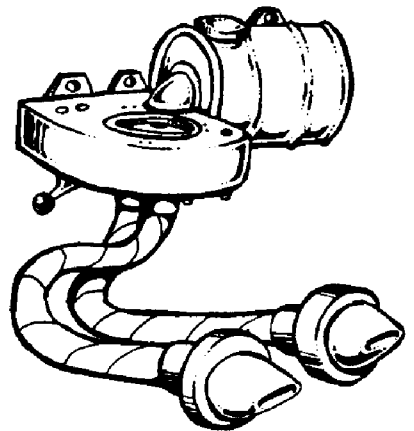
Smoke Discharger — \$50, no weight or space. A one-shot weapon similar to an AP grenade. Only one may be mounted for every 7.5 feet of vehicle facing. Creates a standard smoke cloud next to the vehicle when fired.

## Paint Spray

They can't hit what they can't see — and they can't see *anything* when you've painted their windshield with your DaVinci Paint Spray! The paint cloud also blocks vision and stops laser fire like a smokescreen. Select "cloud" mode for a quick burst, or "screen" mode to leave a trail they can't avoid. An Uncle Albert exclusive. Paint available in your choice of colors.

Paint Spray — 2 DP, cost \$400, weight 25 lbs., 1 space. Holds 25 shots (\$10 and 2 lbs. each). Loaded weapon costs \$650 and weighs 75 lbs.; loaded magazine costs \$300 and weighs 65 lbs.

Heavy Duty Paint Spray — 3 DP, cost \$800, weight 50 lbs., 2 spaces. Holds 10 shots (\$40 and 8 lbs. each). Loaded weapon costs \$1,200 and weighs 130 lbs; loaded magazine costs \$450 and weighs 95 lbs. Creates a 1' x 2' cloud when fired.

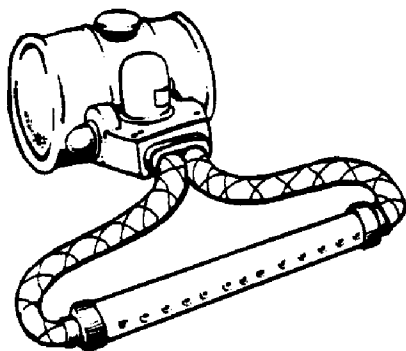


## Oil Jet

Bandits on your tail? Slip it to them with our low-cost, high-efficiency Oil Jet. Uncle Albert's *SynthoSlip™* is inexpensive, non-flammable, and has a lower coefficient of friction than any comparably-priced oil charge. Leave it on a curve — and watch the bad guys go straight!

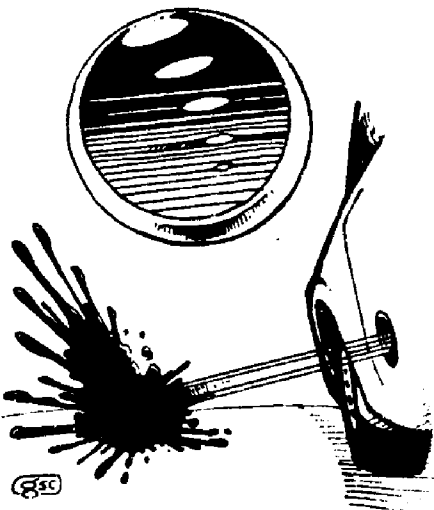
Oil Jet — 3 DP, cost \$250, weight 25 lbs., 2 spaces. Holds 25 shots (\$10 and 2 lbs. each). Loaded weapon costs \$500 and weighs 75 lbs.; loaded magazine costs \$300 and weighs 65 lbs.

Heavy Duty Oil Jet — 4 DP, cost \$500, weight 50 lbs., 3 spaces. Holds 10 shots (\$40 and 8 lbs. each). Loaded weapon costs \$900 and weighs 130 lbs.; loaded magazine costs \$450 and weighs 95 lbs. Creates a 1" x 2" slick when fired.



## Oil Gun/Paint Gun

An oil slick's a great way to give an opponent the slip — but only if he's behind you. Uncle Albert's proud to introduce the Oil Gun, a dandy item that will put a 15-foot square oil slick wherever you want it. Can also be loaded with paint bags to give your opponent a colorful surprise!

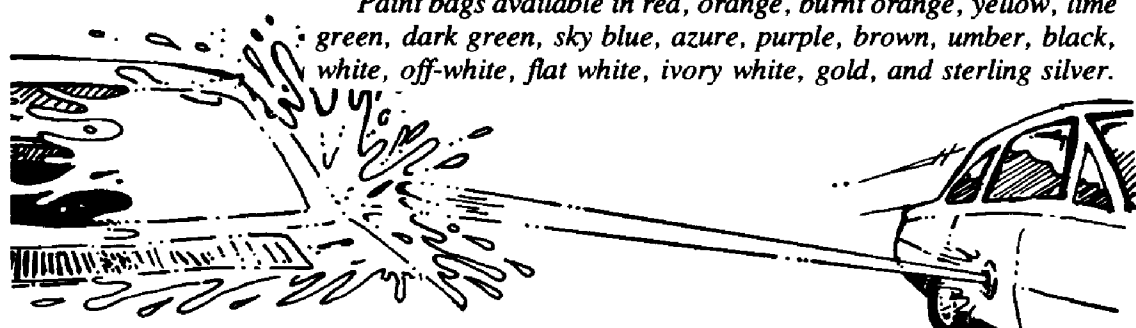


Oil Gun — shoots a plastic bag of oil that bursts on impact, creating a 1" x 1" oil slick centered on the point of impact. If the weapon misses, it is assumed that the bag shredded before impact and the oil is too dispersed to have any effect. The "to hit" number applies when shooting at a specific road square; if the weapon is fired at a vehicle, add a -4 penalty in addition to

any other bonuses/penalties that may apply. Oil on a vehicle has the same effect as paint, in addition to leaving a normal-sized (1" x ½") slick under the target. To hit 5, no damage, 3 DP. Costs \$1,000, weighs 250 lbs., takes 3 spaces. CPS 25, WPS 5, 10 shots. Loaded cost \$1,250, loaded weight 300 lbs.

Paint Gun — Same as oil gun, but shoots bag of paint. If a bag of paint strikes the front of a car, that car will suffer the penalties of driving through a paint cloud — but the penalty is *doubled* and it takes 10 seconds for a car's automatic systems to get this heavier dose of paint off the windshield. Costs of ammo and weapon are the same as for the Oil Gun.

*Paint bags available in red, orange, burnt orange, yellow, lime green, dark green, sky blue, azure, purple, brown, umber, black, white, off-white, flat white, ivory white, gold, and sterling silver.*







# ACCESSORIES

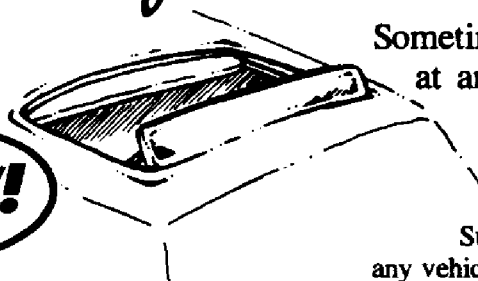
What makes the difference between the Hotshot that's off-the-lot and the Hotshot that's hot-to-trot? It's the *accessories*, of course — the "gadgets" that make every arena duel or highway encounter an exciting, unpredictable adventure! Check out Uncle Albert's™ unparalleled selection — many available *exclusively* from Uncle Al, the Duellist's Pal!™ Everything you could ever want in your vehicle — and more!

**Note:** Legal strictures regarding autoduelling accessories vary from locality to locality. Uncle Albert requests that all customers obey the laws of their areas when installing and using these items. We take no responsibility for unlawful use of this equipment. Supplies of some items are limited; please include alternates when ordering.

Use of "Hotshot" trade name by permission of the Ford Motor Company. Uncle Albert does not endorse any particular manufacturer or vehicle model.

## Sun Roof

**NEW!**



Sometimes, the only thing you've got left to throw at an enemy is your hand weapons. To make sure you can hit anyone anywhere, get the new Atlas Bodyworks Sun Roof, offered *exclusively* through Uncle Albert's!

Sun Roof — \$500, no space, 25 lbs. May be installed in any vehicle that can mount a turret — but must be *in place* of a

turret. Allows a passenger or gunner (*not* the driver) a full 360-degree arc of fire with hand weapons when open. Takes one phase to open or close. When the sun roof is open, one half of all damage from area effect weapons (round up) taken to the top of the vehicle bypasses the top armor and is applied as internal hits. For other types of weapons, there is a 3 in 6 chance the damage will bypass top armor and be applied internally. Otherwise, the damage is applied to top armor. A person firing a hand weapon from a sun roof may be targeted at a -2 (don't forget to include the -3 for targeting a pedestrian, and any other targeting modifiers that may apply).

## Laser Guidance Link

Use of this handy conversion kit lets you modify your Heavy Rockets so they can home in on reflected laser light. It also works for other sizes of rockets! Deliver the explosive punch of a Heavy Rocket with the accuracy of a laser — it's possible with Resnick Labs' Laser Guidance Link!

Laser Guidance Link — The conversion kit links any number of rockets (Heavy, Medium, Light, or Mini) to one laser (Heavy, Regular, or Light). The cost is \$500 to tune the laser frequency, plus \$200 per rocket. Replaced rockets also require the \$200 modification. Also works with Rocket Launchers and Micromissile Launchers, but the \$200 cost must be paid for *each* individual rocket. When a tuned laser and a modified rocket are linked and fired at the same target, the rocket gains the laser's "to hit" roll of 6. Any number of rockets can be linked to one laser, but only one rocket may be guided at a time, and the laser must be able to hit the rocket's target. If the modified rocket is fired without laser guidance, it has a "to hit" of 11. There is no penalty on the laser. The system takes no weight and no space.

## E-Z Ejection Seat

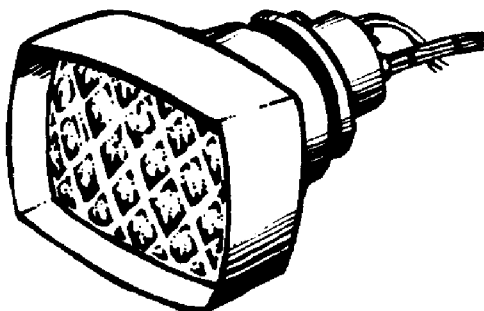
Is your gunner getting on your nerves? Does he miss more than he hits? Is it time to end the partnership gracefully? Uncle Albert has just what you need: The E-Z Ejection Seat will let him depart on a high note. *Or*, attach it to your passenger seat, and invite your mother-in-law along on a Sunday drive. *Extra Special Option:* For only \$100 more you can outfit the seat with a hang glider or parachute. Handy if you run into a tight spot and have to leave in a hurry!

Ejection seat — Costs \$500, weighs 100 lbs., takes no spaces. Installation involves putting in a special seat and cutting breakaway roof panels. Must be designated for one particular seat (driver, gunner, passenger) at installation. Firing the seat is a firing action, but the seat does not eject until five phases after the action is declared. Once declared, the ejection cannot be aborted, even if the ejectee is knocked unconscious or killed in the intervening five phases. After use, it costs \$300 to replace the seat rocket and the roof panel (if the car survives to be so refitted). After ejection, the car is considered to have no top armor if it rolls or is attacked from above. However, if the vehicle has a turret, it will still be protected against attack from the side.

Once fired, the seat climbs at  $\frac{1}{2}$ " per phase for 20 phases. It is -6 to hit at this time. After the 20 phases have passed, the seat becomes a hang glider moving at 20 mph in the direction the ejecting car was moving. Option: save \$100 by leaving off the hang glider wing. Option Two: replace hang glider wing with parachute. The parachutist descends 1" per turn and is -2 to hit (in addition to any other penalties). Upon landing, the chutist takes 1d-4 pts. damage, -1 for each successful previous landing. Needless to say, few will survive a ride in an ejection seat *without* a chute or glider; falling this far will do 3d+3 damage. Remember that body armor does *not* protect against falls, and that a body that takes more than 10 hits of "extra" damage cannot be read by Gold Cross.



## Infrared Sighting System



You'll have eyes like a cat with an I-R sight from Uncle Albert. This easy-to-use system includes infrared floodlights, image converting system, and display interface. You'll maneuver in darkness as though it was broad daylight. An added bonus: other vehicles using active IR systems will show up clearly on your scopes.

Infrared Sighting System — Cost \$4,000, weight 100 lbs., 1 space. When using infrared, a vehicle does not need to rely on its own or other vehicles' lights to perform combat or navigation; it operates as though it were in daylight, taking no nighttime modifiers for targeting and not revealing its position (unless it fires a weapon). Infrared takes no space and only ceases to function when the vehicle's power plant is destroyed.

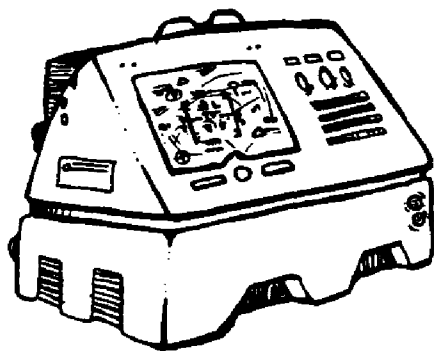
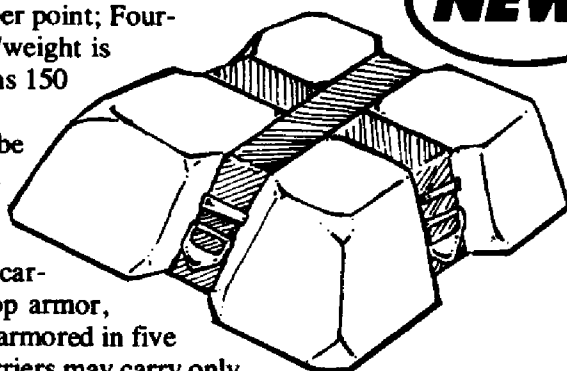


## Car-Top Carrier

You can never carry enough spare parts and ammo in some situations, but space can be a problem, especially on smaller vehicles. The new Car-Top Carrier can solve this little dilemma — three convenient sizes to match your needs! Also perfect for carrying cargo or salvaged items — get one today!

Car-Top Carrier — Comes in three sizes: Two-space costs \$100, weighs 50 lbs., armor cost/weight is \$5/2 lbs. per point; Four-space costs \$200, weighs 100 lbs., armor cost/weight is \$7/3 lbs. per point; Six-space costs \$400; weighs 150 lbs., armor cost/weight is \$11/6 lbs. per point.

The size of the car-top carrier may not be more than  $\frac{1}{3}$  the spaces of the carrying vehicle. The carrier reduces the maximum speed of the vehicle by 10 mph due to wind resistance, and may not be mounted on turreted vehicles. The carrier and its contents take damage before the top armor, and may be targeted like a turret. The carrier is armored in five positions — front, back, right, left, and top. Carriers may carry only cargo. Fake carriers may be bought to hide turrets, at half the normal cost and  $\frac{1}{2}$  the normal weight. Armor is optional, of course, on a fake carrier. The fake carrier may be blown off by explosive bolts (\$50) to reveal the turret underneath.



## Targeting Computers

The duellist's best friend. A vehicular computer works with your car's targeting display to give you that little "edge" you need. Don't say "I can't afford it." You can't afford *not* to have it. Available in regular and Hi-Res — for that extra bit of accuracy that gets you out of the tough spots. Order today.

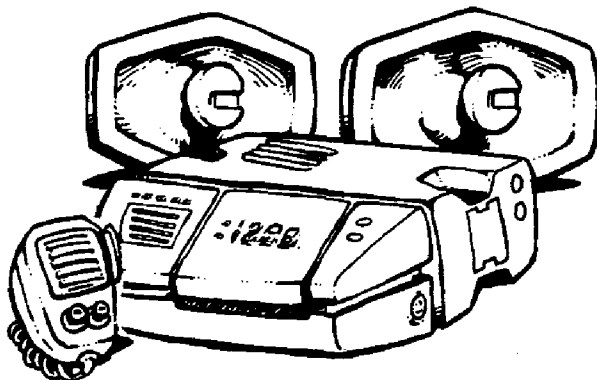
Regular Targeting Computer — Cost \$1,000, no weight or space. Adds 1 to all "to hit" rolls from that position (either driver or gunner, but not both).

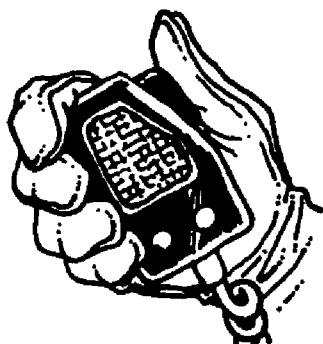
Hi-Res Targeting Computer — Cost \$4,000, no weight or space. Adds 2 to all "to hit" rolls from that position (again, either driver or gunner, but not both).

## Sound System

High-quality hi-fi to let you say "hi" to the folks you pass . . . and say it **LOUD!** A great public-address system for militia or law-enforcement vehicles. Or liven up a battle with your favorite cubes. System includes external speakers, internal microphone, and hi-fi cube player.

Sound System — 2 DP, cost \$1,000, weight 100 lbs., 1 space.





## Long Distance Radio

Get yourself a Long Distance Radio — for those long distance trips. Now available: 40-Channel CB with minimum 25-mile range!

Long Distance Radio — Costs \$600, no space, no weight.

## Cyberlink

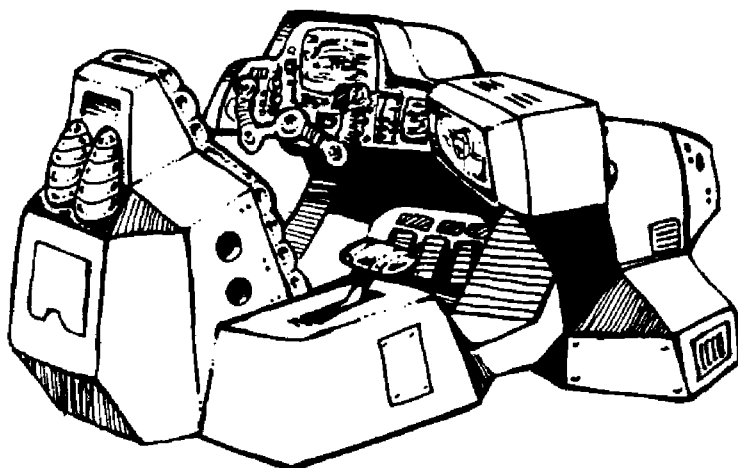
Now — the last word in high-tech targeting. When you wear the Cyberlink helmet, your weapon becomes part of you! Points where you tell it — fires *exactly* when you want. Pinpoint accuracy — with the Cyberlink. *Remember that the Cyberlink only works with one weapon or set of linked weapons.*

Cyberlink — 1 DP, cost \$16,000, weight 100 lbs., 1 space. A cyberlink can be hooked up between any one crew member and any one weapon (or linked set of identical weapons). It gives a +3 to hit. The cyberlink cannot be combined with other targeting computers.



## Remote Control Guidance System

How can you be in two places at once? It's easy — with Uncle Albert's Schizo-System™. The receiving board is a two-ounce circuit cube compatible with most vehicular control systems; the sender is a duplicate of the "slave" vehicle's control panel. Hundreds of applications for local militia, law enforcement, practical jokers, etc.



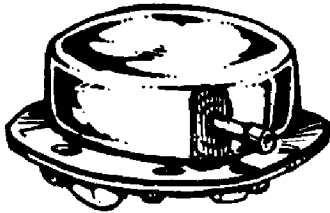
Remote Control Guidance System — Comes in two parts. The receiving set costs \$2,000, and has no weight or space; the sending set costs \$2,000, weighs 200 lbs., and takes up 3 spaces. A remotely-controlled vehicle can do anything a manned one can do, but its handling class is 3 less than usual and all "to hit" rolls are at -3 as well. A single sending set will control all functions of a vehicle — steering, acceleration, all weapons, etc. Sending sets can be modified to accommodate more than one crew member, but the controlled vehicle is under normal restrictions as to weapons fire — only one firing action per character per turn. Remote-control equipment is destroyed when the power plant is destroyed.



## Turrets

When does one weapon do the work of four? When it's mounted in a turret from Uncle Albert's! Sleek, smooth-turning designs perfectly complement the lines of your car — and shed fire like a duck sheds water. Take your pick: regular turrets for low-cost versatility, pop-ups for surprise, or *cupolas* for the multi-gun trucker!

### Standard Turret



One-space Turret — Cost \$1,000, weight 150 lbs.; requires 1 space.

Two-space Turret — Cost \$1,500, weight 200 lbs., requires 2 spaces.

Three-space Turret — Cost \$2,500, weight 300 lbs., requires 2 spaces.

Four-space Turret — Cost \$3,500, weight 400 lbs., requires 2 spaces.

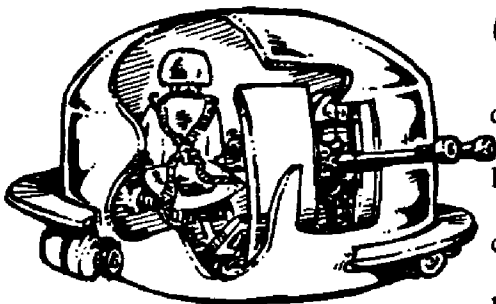
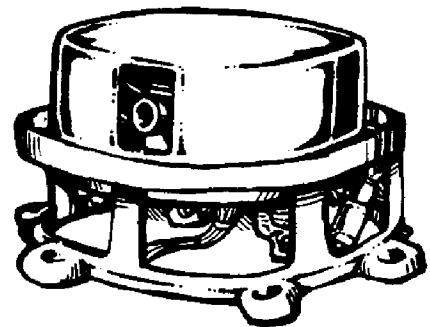
### Pop-up Turret

One-space Pop-up Turret — Cost \$2,000, weight 300 lbs., requires 3 spaces.

Two-space Pop-up Turret — Cost \$2,500, weight 350 lbs., requires 4 spaces.

Three-space Pop-up Turret — Cost \$3,500, weight 450 lbs., requires 5 spaces.

Four-space Pop-up Turret — Cost \$4,500, weight 600 lbs., requires 6 spaces.



### Cupola Turret

Three-space Cupola — Cost \$3,500, weight 400 lbs., requires 2 spaces.

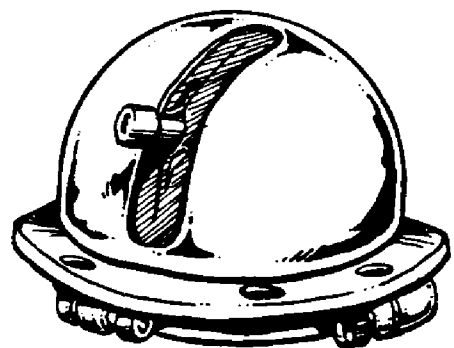
Three-space Pop-up Cupola — Cost \$4,500, weight 600 lbs., requires 5 spaces.

Four-space Cupola — Cost \$5,500, weight 500 lbs., requires 2 spaces.

Four-space Pop-up Cupola — Cost \$6,500, weight 750 lbs., requires 6 spaces.

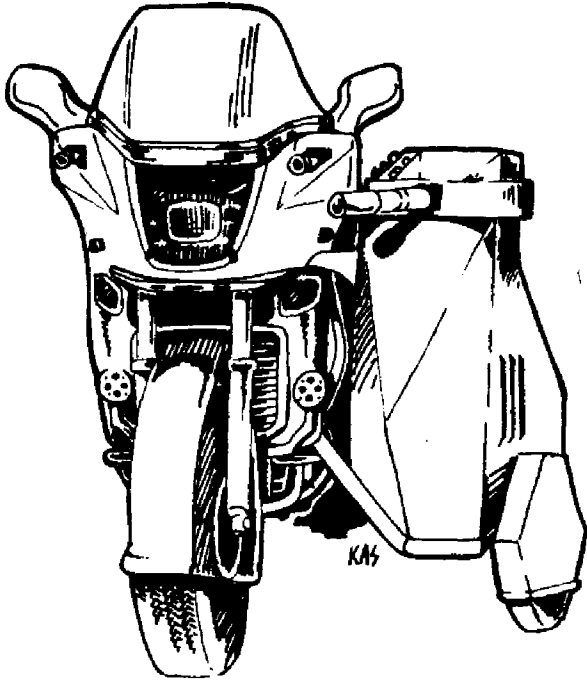
## Universal Mountings

Helicopters got you down? Or maybe you'd like a better field of fire to deal with those pesky upper-story snipers or overpass pests. Uncle Albert's Universal Mounting gives you full elevation (all the way to 90 degrees — straight up) on any turret or rocket platform. Regular turrets and platforms only go to 45 degrees — is that enough for you? Only \$1,000 extra on any new turret or platform — \$1,500 to retrofit any existing turret or platform for universal fire.



## Cycle Turret Sidecar

Sometimes a man just has to ride alone. That's when your cycle needs a Cycle Turret Sidecar (the CTS!). And Uncle Albert has two models for you to choose from:



The *Lone Ranger* — for quick trips down the block.

The *Maverick* — for longer journeys (you can never carry too many weapons!).

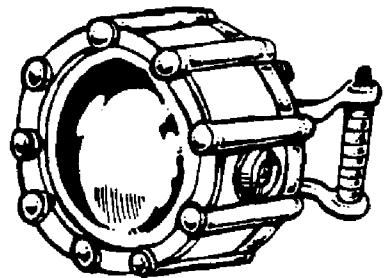
All sidecar turrets may fire in a 180-degree arc from straight forward to straight back on the side that they are mounted on. Universal versions that fire upwards as well are available for an additional \$1,200. Turret weapons are protected by the top armor of the sidecar, but you must put at least one point of armor in the other five areas. The turret may be targeted (at -3) if the firer is in the turret's arc of fire.

*Lone Ranger* CTS — One-space turret sidecar. Chassis weight 250 lbs., maximum load 550 lbs. Costs \$1,500, armor cost/weight is 5/5. Holds one space of weaponry in turret, and one space (non-passenger) in the body.

*Maverick* CTS — Two-space turret sidecar. Chassis weight 450 lbs., maximum load 800 lbs. Costs \$2,500, armor cost/weight is 5/6. Holds two spaces of weaponry in the turret, and one non-passenger space in the body.

## Searchlight

You can see them, but they can't see you — because this 300,000-candlepower searchlight has them pinned like a bug! High-intensity krypton vapor gives this blue-white beam an illuminating range of a half-mile . . . and foes at close range will think they've been hit by a laser! And new for '35 — Uncle Albert's *armored* searchlight, with Spalltex® lens, to see you through to the end of the fight!



Searchlight — 1 DP, cost \$200, weight 50 lbs., 1 space. Searchlights are used to spot items on the ground (and in the air) during nighttime maneuvers. A searchlight used on a moving object may track that object with a "to hit" roll of 3 or more (plus all normal modifiers for range, target size and speed, etc., but not counting darkness modifiers); a crewman is required to operate the light. A searchlight may also be used to blind the driver and crew of another vehicle. With a "to hit" roll of 6 or better (counting modifiers as above), the "gunner" may blind his target, and the target's player must turn away from the board and describe subsequent actions based on what he remembers while he is "blind." He is blinded only as long as the searchlight "hits" him. A blinded character may still fire, but with a -10 modifier; all maneuvers are +D3. Searchlights may be targeted at -3.

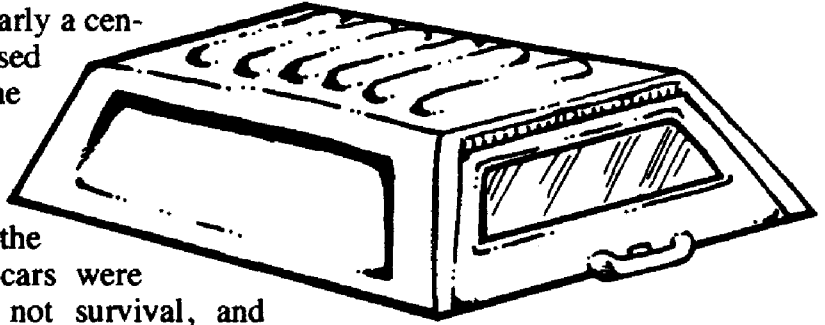
Armored Searchlight — As above, but has 5 DP, and weighs 75 lbs.





## Camper Shell

The pickup truck has been an automotive favorite for nearly a century, but the exposed cargo area has made the carrying of vulnerable goods a risky proposition. Atlas Bodyworks goes back to the 20th century, when cars were used for recreation, not survival, and



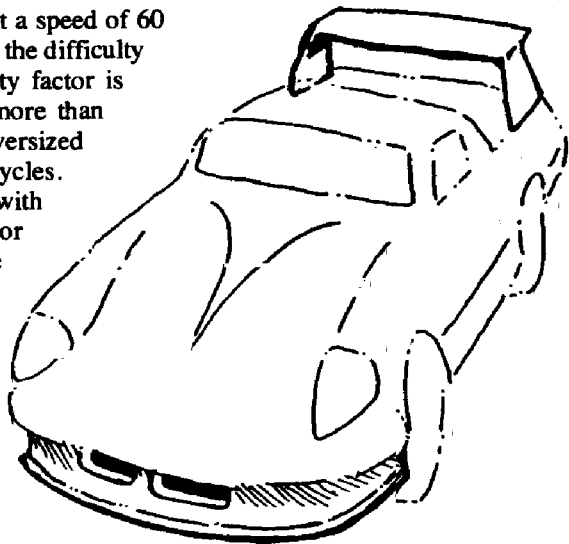
resurrects an old idea — the camper shell. This shell, however, is crafted of the same tough armor all automotive bodies use, and offers the same protection. Make that pickup an even more fearsome vehicle by adding an Atlas Camper Shell.

Camper Shell — Costs \$500, weighs 200 lbs. When a pickup is outfitted with a camper shell, the cost of armor in all locations increases to \$30 per point and 14 lbs. per point. A pickup with a shell has 17 regular spaces and 7 cargo spaces, and the cargo spaces are fully protected by the vehicular armor. Camper shells can be made fireproof, laser reflective, or both, at the standard weight and cost penalties.

## Spoilers & Airdams

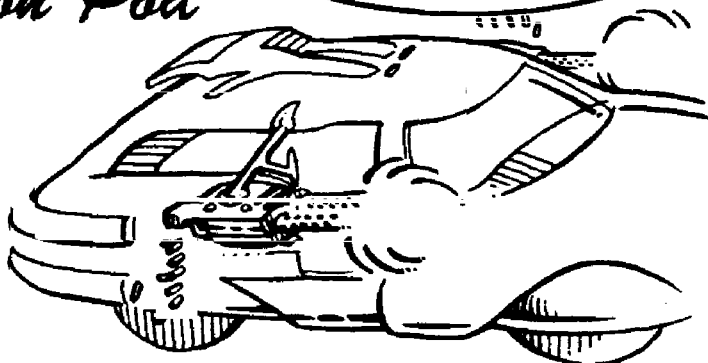
Borrowing a good idea from the racetracks, the aerodynamic experts at Atlas Bodyworks have crafted these beautiful body additions that not only make your car look sleeker, but make it a demon on the road. No matter how well your car handled before, it'll handle better with Atlas spoilers and airdams.

Spoilers and airdams — These items reduce the difficulty factor of any maneuver performed at a speed of 60 mph or more. A spoiler or airdam reduces the difficulty by one; if both are mounted, the difficulty factor is reduced by two. No vehicle may have more than one of each, and they have no effect on oversized vehicles or cycles. They *will* work on tricycles. Airdams may not be mounted on vehicles with Off-Road Suspensions. Maneuvers of D0 or less do not force control rolls. Spoilers are destroyed when the rear armor is destroyed, and airdams are destroyed when the front armor is destroyed. Spoilers and airdams cost \$500 each and weigh 100 lbs. each. They take no space. If a car's armor is fireproof, laser reflective, or both, the spoilers and airdams must match, at the appropriate penalties in cost and weight.



## External Weapon Pod

Everyone's looking for a way to mount more firepower on their vehicles — and Uncle Albert's got just the item to do the job! You can increase the punch of your vehicle in any situation with our External Weapon Pods. Get the armament edge today!



**External Weapon Pods** — These pods come in four sizes, holding from one to four spaces of weaponry. A single pod may be mounted in place of a turret on top of a vehicle (or on bottom of a helicopter). When mounted on the side of a vehicle, a second pod of the same size must be mounted on the opposite side to match. Pods may fire either to the front or rear, but the direction must be specified upon installation. Matched pairs must fire in the same direction. Front-firing pods have the same arc of fire as front-mounted weapons; back-firing pods have the same arc of fire as back-mounted weapons.

Pod armor cost \$10 and weighs 4 lbs. per point, but the maximum is 10 points per pod due to the structural limitations of the mounting brackets. Pod armor is universal — that is, there is only one armor location. Pod armor may be made fireproof, laser reflective, or both, at the usual penalties to cost and weight. The type of armor on an EWP does *not* have to match the type of armor used on the rest of the vehicle.

If the side of a vehicle with an EWP is hit by enemy fire, roll one die. If the number is equal to or less than the number of spaces the pod has (i.e., 2 or less for a two-space pod), then the pod armor takes damage first, then the pod weapons (if there are more than one, one is considered "outside" the other and takes damage first — car owner designates which one), then the vehicular armor on that side (as usual). If the number rolled is greater, the pod is missed, and the vehicle takes damage normally.

A top-mounted EWP is targeted just like a turret. A side-mounted EWP, when targeted from the front or back, is also targeted like a turret. But when firing at a side-mounted EWP from the side, the EWP is at a -2 to hit. If you miss your roll by 1 or 2, however, you still hit the side of the vehicle. A miss by more than 2 misses everything.

If a vehicle rolls, any pods (and weapons in them) that are mounted to a side that hits the ground are automatically destroyed (torn off). If the side of a vehicle with an EWP is involved in a collision, the pod armor takes damage first, then the pod weapons, then the side of the vehicle (as usual).

A vehicle with one or more EWPs has its maximum speed cut by 10 mph, due to the terrible aerodynamics an EWP-equipped vehicle has.

A one-space EWP will fit on any vehicle, costs \$500 and weighs 150 lbs. The two-space pod will fit on a mid-sized car or larger, costs \$1,000, and weighs 250 lbs. The three-space pod will fit only on a van, oversized vehicle, or helicopter larger than "one-man," costs \$2,000, and weighs 400 lbs. The four-space pod will fit only on a standard or transport helicopter, bus, or full-sized trailer, costs \$3,000 and weighs 600 lbs.

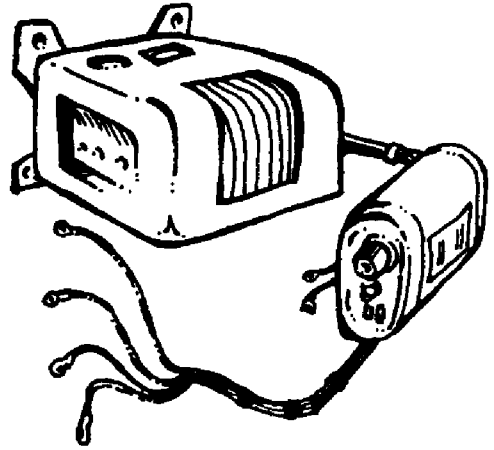
## Uncle Albert Delivery — Fast & Dependable

Our "Weapons by Wire"<sup>™</sup> ELMAY service delivers "the goods" throughout the United States, Canada, Quebec, and the Free Oil States — with a 92% success rate! (Customers in Mexico please inquire regarding availability of delivery service. *Se habla español.*)



## Saftee<sup>TM</sup> Anti-Theft System

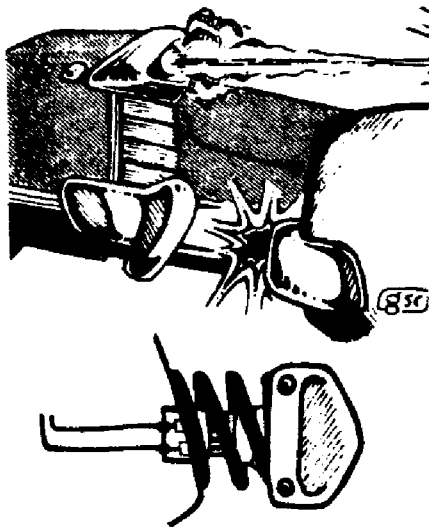
Saftee<sup>TM</sup> does it again! Uncle Albert is proud to carry the line of Saftee<sup>TM</sup> Anti-Theft Systems. Cleverly designed to detonate anti-personnel grenades — a sure bet to discourage vandals and thieves from disturbing your vehicle. It's very hard even for a mechanic to remove it, once activated. As an added feature, warning messages can be played before the attack or (if you prefer) an epitaph afterward. Quick, clean, and oh-so-economical. And, of course, if it's Saftee<sup>TM</sup>, it's fully guaranteed!



Anti-Theft System — No weight, no space, costs \$1,000 plus the cost of the AP grenades . . . but can be hooked up to existing AP grenades. AP rules still apply (no more than one every 7.5 feet). Grenades go off if anyone tries to enter the vehicle (or pry open a door, or dismantle a piece of attached equipment) without first turning off the system by key/combination. Disarming is classified as a "very hard" task for a Mechanic. The system will not operate while the motor is running.

## Bumper Triggers

If your duels look more like demolition derbies than elegant shooting matches, Uncle Albert has just the item to discourage those ram-happy drivers from scratching your fenders! These bumper triggers can be linked to any group of weapons firing from any side of a vehicle — when that side is in a collision, you automatically deliver a point-blank surprise that's sure to give you the upper hand! You'll always give better than you get in a smash-up if you're outfitted with Uncle Albert's Bumper Triggers!

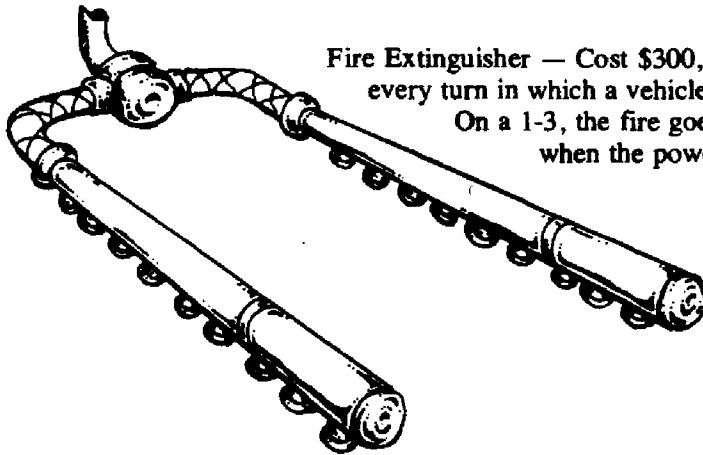


Bumper Triggers — \$50, no weight or space. The trigger may be mounted on any side of a vehicle (front or back only on cycles), and more than one trigger may be mounted per side, attached to different weapons. Whenever a side with a trigger is involved in a collision, all weapons linked to the trigger fire *immediately*. Weapons that have already fired in that turn cannot fire; all fire is resolved as if the firing weapons were on auto-

matic. Triggers may be activated or deactivated at will — doing so is a firing action for each trigger. A bumper trigger is destroyed if all the armor on the trigger-equipped side is lost.

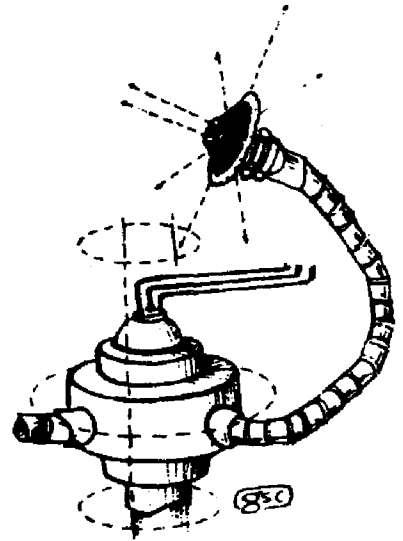
## Fire Extinguishers

Fire is the number one killer in highway battles, according to the most recent AADA statistics. Stop it *cold* with a *Suppressor*<sup>™</sup> fire-extinguisher system from Uncle Albert's. Two grades of protection, for every need. Don't risk a flaming end for you or your loved ones, when safety is only a few dollars away.

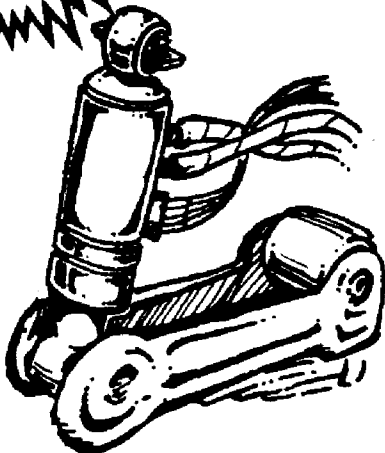


Fire Extinguisher — Cost \$300, weight 150 lbs., 1 space. At the end of every turn in which a vehicle with this system is on fire, roll one die. On a 1-3, the fire goes out. The fire extinguisher is destroyed when the power plant is lost.

Improved Fire Extinguisher — Cost \$500, weight 200 lbs., 1 space. Will put out a fire on a roll of 1-4 on one die. Otherwise identical to the regular fire extinguisher.



**NEW!**



## Active Suspension

For the smoothest ride possible, Uncle Albert's Active Suspension System is just the ticket. A powerful microcomputer controls all elements of the suspension, adjusting to changing road conditions and compensating for hazards. It'll even handle the loss of a wheel!

Active Suspension System — \$4,000, 100 lbs., no space. Adds 1 to the handling class of any car or trike. Cannot be used on cycles or oversized vehicles. The maximum HC of a vehicle is still 3. The bonus doesn't apply off-road. If a vehicle loses a wheel, its HC drops to -2 instead of -3 with this item.



## Radar System

Night . . . fog . . . rain . . . it's all the same to you! That is, if you have a radar system from Uncle Albert! Your radar waves penetrate the foulest weather to turn every vehicle on (or above) the road into a blip on your screen. No surprises! Built to rigid Republic of Texas specifications, this set incorporates new "sine scanning" technology so you won't show up as a radar source on hostile screens! As a bonus, this system also detects speed traps at up to 3 miles.

Radar System — Cost \$2,500, no weight or space. A vehicle with radar can spot other vehicles within 3 miles under any visibility condition (night, fog, rain, etc.). It also reduces visibility penalties to hit by 1. Radar does not identify objects on the screen; they appear only as blips. Radar operates as long as the power plant works.

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## GIFT CERTIFICATES AVAILABLE in all denominations

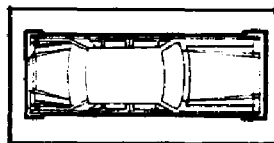
### Corner-Mounted Weapons

Uncle Albert strikes again with this new weapon mount. The Corner Mount (patent pending) gives you the convenience of a turret without the cost! Just when your opponent thinks he's out of range of your toughest weapon, Blammo! Hit him again! You can do it with our new Corner Mount!

Corner-Mounted Weapons — Any weapon may be corner-mounted at no additional cost, weight, or space. A corner-mounted weapon has a 90-degree arc of fire (see diagram) based on lines extending from the edge of the counter. Weapons may be corner-mounted only on the rear corners of a trike; they cannot be used at all on cycles or sidecars. Only two spaces' worth of weapons can be mounted on any corner of a car, and up to four spaces' worth may be mounted on any corner of an oversized vehicle.

When a vehicle takes damage, a corner-mounted weapon is considered to be on *both* applicable sides. Example: if a weapon is mounted on the front right corner, and the vehicle takes damage from the front, the corner-mounted weapon is treated as front-mounted weapon, and takes damage like any other front-mounted weapon. If the same vehicle takes damage to the right side (even in the same phase), the corner-mounted weapon is *also* treated as a right-side-mounted weapon, and takes damage like any other side-mounted weapon. This applies to damage from weapons *and* damage from collisions.

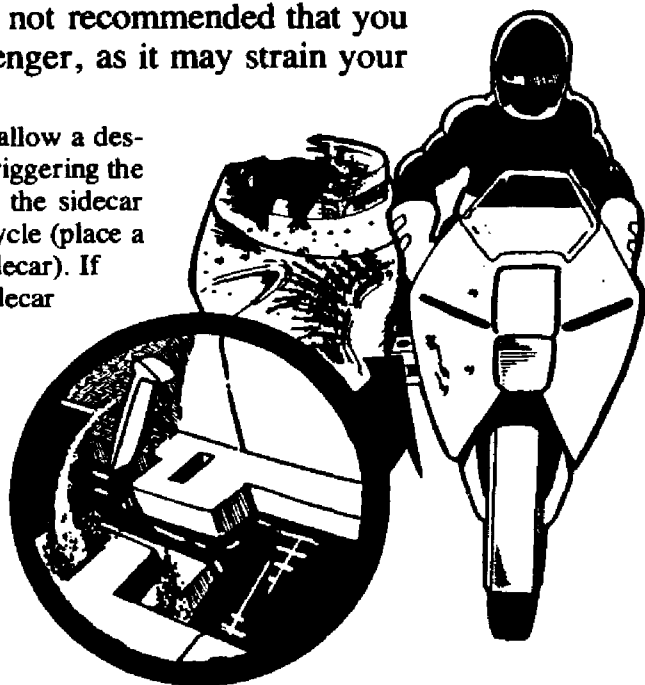
Similar weapons mounted on the same corner may be linked. Similar weapons on adjacent corners may be linked and fired together, but they can only hit a target lying in *both* arcs of fire at the same time.



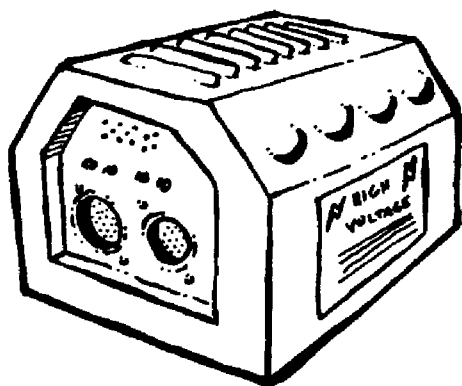
## Jettison Joinings

Desperate men in desperate times do desperate things. When your sidecar takes damage and you're on the run, ditch that drag with our brand new Jettison Joinings. Give it a blow and go, Joe. (Warning: It is not recommended that you do this when the sidecar is carrying a passenger, as it may strain your friendship).

Jettison Joinings — The joining's explosive bolts allow a desperate cyclist to ditch a damaged sidecar on the run. Triggering the joinings is a combat action, but once they are fired, the sidecar becomes a separate vehicle travelling parallel to the cycle (place a  $\frac{1}{2}$ " x  $\frac{1}{2}$ " counter next to the cycle to represent the sidecar). If struck, treat the loose sidecar as an obstacle. The sidecar will decelerate 5 mph per turn, but must roll once per turn on Crash Table 1 with the appropriate speed modifiers. Vehicular weapons on a detached sidecar may not be fired, but hand weapons fire is still permitted. Firing the joinings is a D2 hazard for the cycle, and the cycle's HC may be permanently reduced in addition, but the cycle's acceleration may improve. Jettison Joinings cost \$300, take no space and no weight.



## Supercharger Capacitors



Sometimes the difference between life and death can be the time it takes you to get your vehicle out of trouble. Uncle Albert's technicians have been working long and hard to bring you the latest in fuel cell technology — the Supercharger Capacitor. These little babies will give your acceleration that

needed kick when things are on the line. Note: Some power plant damage will result from the use of this item.

Supercharger Capacitor — Each Supercharger Capacitor will raise a vehicle's acceleration by 5 mph for one turn. Triggering the SC is a firing action and is done in the Acceleration/Deceleration Phase. Once triggered, it cannot be used again until it is recharged (which takes 2 minutes and costs \$10 at any recharge station). Triggering a SC causes considerable damage to the power plant; divide the number of DP the plant originally had by 3, rounding down, and give the plant that amount of damage. This damage will not cause a fire. Each SC costs \$300, weighs 50 lbs., takes 1 space, and adds 1 DP to the power plant. Supercharger Capacitors may be linked, and are destroyed when the power plant is destroyed.





# PERSONAL ITEMS

Much as we all love our vehicles, even the best of us needs to get out of the car sometime — and that's when Uncle Albert's™ personal weaponry, armor, and accessories provide proper protection for professional or promising protagonists from coast to coast! The responsible duellist seldom starts a fight — but if *you* find yourself involved in a “difference of opinion,” this reliable gear will help you *finish* it!

If you desire safety and comfort, Body Armor (p. 36) is available in a wide range of colors (including green camouflage, as worn by TV star Carson Ventura on the popular series *McDade*).

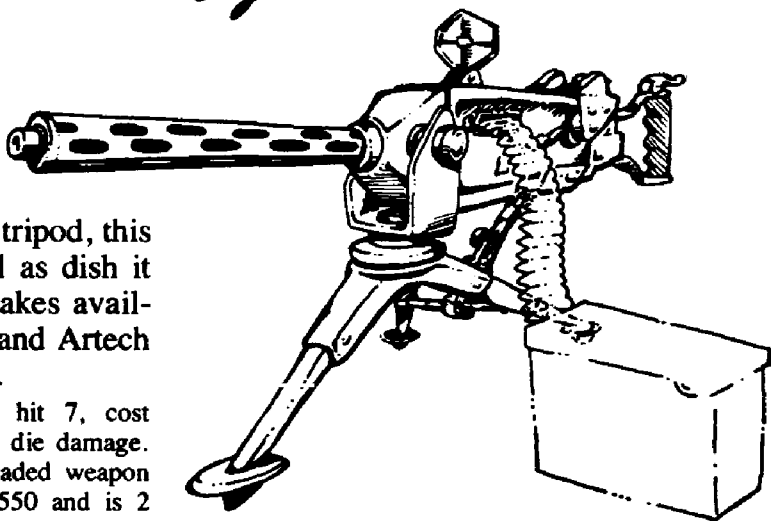
*Choice of merchandise is sometimes limited by circumstances beyond our control. Please specify alternates when ordering by mail. Remember, all items backed by our conditional 10-day guarantee!*

Note: Community regulations sometimes place controls upon personal firearms and other accessories. Uncle Albert is unable to accept responsibility for use of this equipment in violation of these local regulations and asks all duellists and pedestrians to observe them.

## *Tripod-Mounted MG*

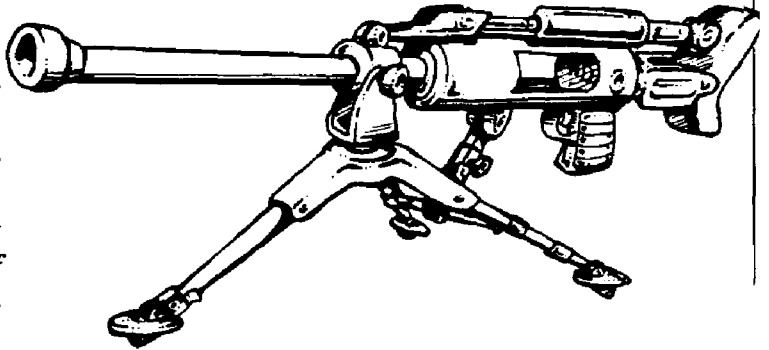
The same faithful .50-cal that started many a duellist's career is now available for local defense. Mounted on a sturdy tripod, this weapon can take it as well as dish it out! We have three fine makes available — Alamo, Ladyman, and Artech — specify when you order.

Tripod-mounted MG — To hit 7, cost \$1,000, 5 grenade-equivalents, 1 die damage. Holds 20 shots at \$25 each. Loaded weapon costs \$1,500; extra clip costs \$550 and is 2 grenade-equivalents.



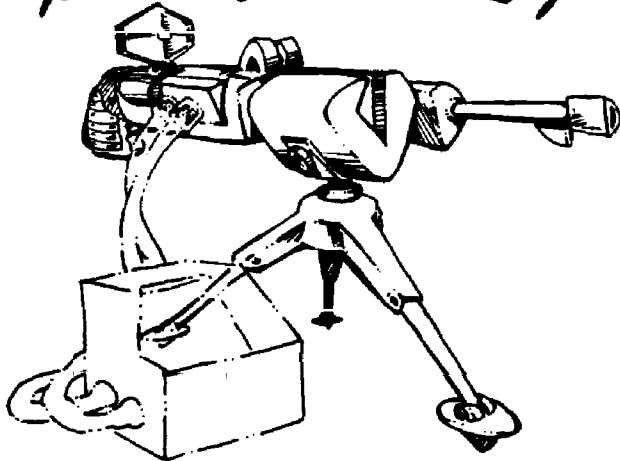
## Tripod-Mounted RR

For point defense with punch, try this beauty. It deals with pedestrian menaces and marauding vehicles equally well. Weapon and tripod are fully man-portable! *We recommend the use of at least one spare magazine if sustained fire is contemplated.*



Tripod-mounted RR — To hit 7, costs \$1,500, 5 grenade-equivalents, 2 dice damage. Holds 3 shots at \$35 each. Loaded weapon costs \$1,605; extra clip costs \$155 and is 2 grenade-equivalents.

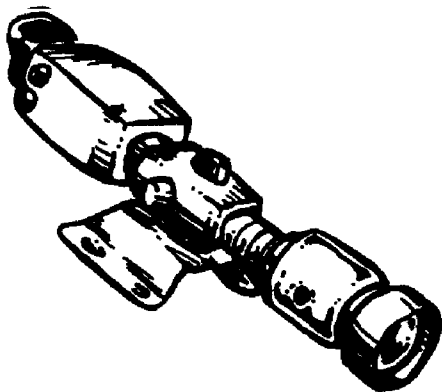
## Tripod-Mounted Light Laser



New from Uncle Albert's — the power and versatility of a laser, with the convenience of tripod mounting. This modification is an Uncle Albert exclusive, done in our own shops with the full approval and supervision of the manufacturer (Resnick Labs). *Laser requires a separate power supply to function. We recommend our Pedestrian Laser Battery.*

Tripod-mounted Light Laser — To hit 6, costs \$3,000, 5 grenade-equivalents, 1 die damage, area effect.

Pedestrian Laser Battery — Cost \$1,000, 3 grenade-equivalents. Provides 12 shots to the tripod-mounted laser. Recharging the pack takes 5 minutes and costs \$10. If someone wearing the battery as a backpack is hit by enemy fire, there is a 2 in 6 chance the battery is hit instead; it has 2 DP, and will catch fire on a 1 in 6, doing one point of damage to the wearer each turn he has it on.



## Laser Targeting Scope

The ultimate in weapon accuracy at a very reasonable price. The Laserscope can be easily fitted to any hand or tripod-mounted weapon (except indirect-fire weapons like grenade launchers). Don't go out without it.

Laser Targeting Scope — Cost \$500, no weight or space. Gives +1 to hit for the hand or tripod-mounted weapon to which it is attached.

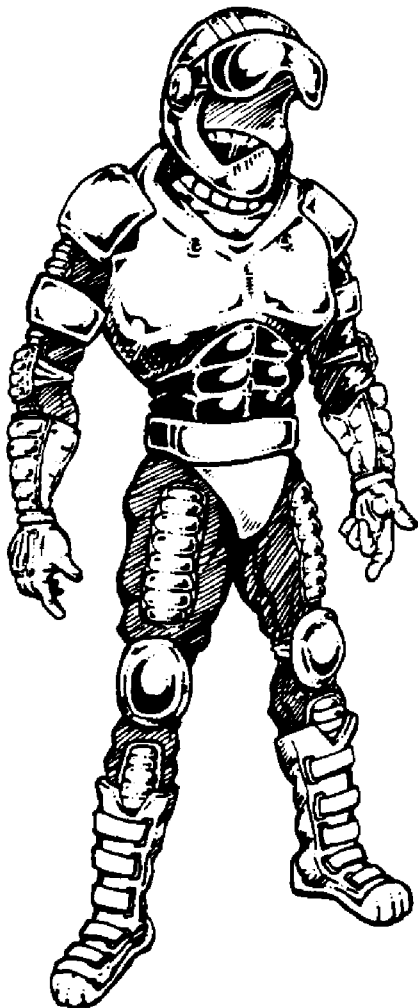
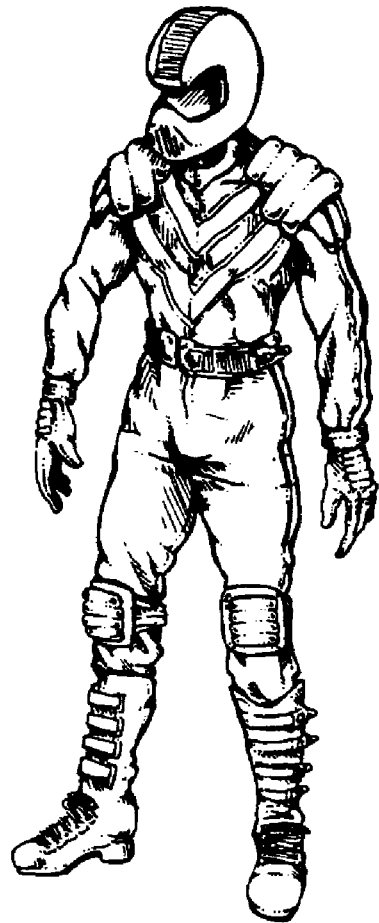


## Body Armor

The spirit may be willing, but the flesh is sometimes all too weak — and a little protection can make all the difference between a winner and a road statistic. Our *KevTex* body armor, in your choice of colors, will stop anything short of a SMG round, and offers significant protection against larger weapons. AADA statistics show that an armored combatant has *twice* the chance of living through a firefight . . . and *better* than twice the chance of surviving without immediate medical help.

Colors available: Black, brown, tan, red, light blue, navy blue, dark green, bright green, pink, international orange, yellow, violet, white, green cammo, brown cammo. Insignias and combination patterns available by special order — please inquire.

Body Armor — Cost \$250, no space or weight. Gives the wearer 3 additional DP.



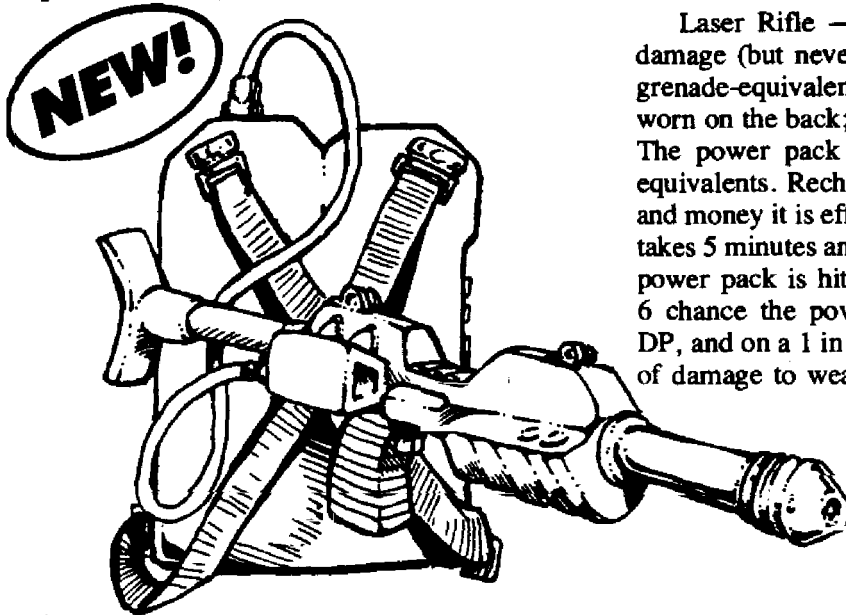
## Improved Body Armor

For those extra-dangerous situations, Uncle Albert now has Improved Body Armor, for that extra measure of security! Made in Europe and only available in North America through Uncle Albert, IBA is twice as strong as regular body armor, includes a gas mask, and even offers protection from vehicular fires that other brands can't! Sure, it's expensive — but it'll be the best investment you'll ever make. Available in the same colors as regular body armor.

Improved Body Armor — \$1,500, no space or weight. Includes a built-in gas mask and reduces the amount a person can carry to five grenade equivalents. Works like regular body armor, except it has 6 DP instead of 3. If the wearer is in a vehicle that is on fire, roll one die each turn. On a 1-3, the wearer takes no damage. On a 4-6, the wearer takes one point of damage. Anyone wearing IBA moves two  $\frac{1}{4}$ " squares less per turn than they normally could.

## Laser Rifle

Through exclusive contract with Resnick Labs, North America's leading laser technology experts, Uncle Albert is pleased to announce the availability of Resnick's new Laser Rifle, the ultimate in personal weaponry! No longer will you be at the mercy of vehicles, unable to fight back effectively. Give those high-tech space cowboys a taste of their own medicine with the new Laser Rifle!

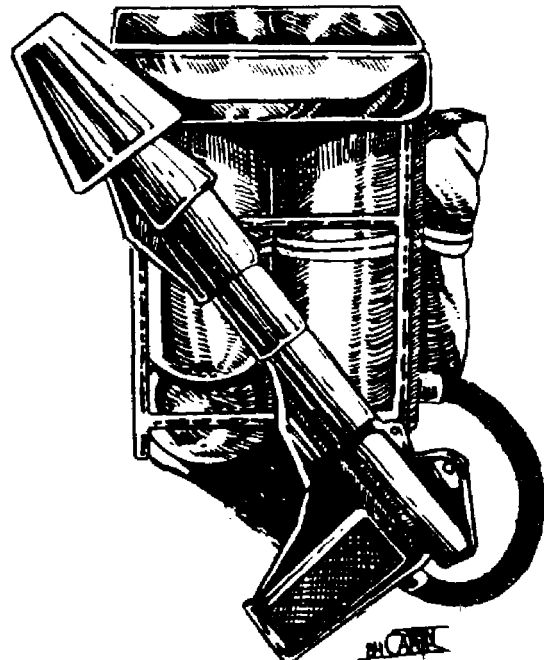


Laser Rifle — Hand weapon. To hit 6, 1d-2 damage (but never less than one point), \$4,500, 2 grenade-equivalents, 2 shots. A power pack may be worn on the back; this adds 20 shots to the weapon. The power pack costs \$1,000 and is 3 grenade-equivalents. Recharging the rifle takes so little time and money it is effectively free; recharging the pack takes 5 minutes and costs \$10. If someone wearing a power pack is hit by weapons fire, there is a 2 in 6 chance the power pack is hit instead; it has 2 DP, and on a 1 in 6, will catch fire, doing one point of damage to wearer each turn it remains on. The laser rifle is an area effect weapon, and does full damage to vehicles.

## Personal Flamethrower

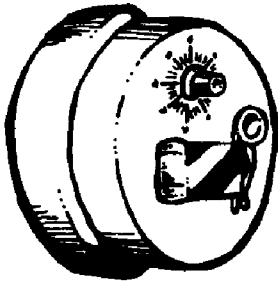
Try Pioneer Products' Flash in the Pan, a new personal flamethrower pack. So handy and convenient, yet contains five powerful shots. Perfect in that sticky situation when your mounted flamethrower is just a little too far away.

Personal Flamethrower — 1 die damage, to hit 6, 2 DP, costs \$750, 5 grenade-equivalents to carry, 5 shots, CPS 25, loaded cost \$875. When carried as cargo, weighs 75 lbs. loaded, 50 lbs. empty, takes up one space. The PFT will create a standard smoke cloud adjacent to the firing pedestrian pointed toward the target. A pedestrian carrying a PFT can move only during even-numbered phases. Should the wearer be hit, roll one die. On a 1 or 2, the PFT is hit instead, and will explode if the wearer rolls a 1 on a second die roll. Explosions are instantly fatal to the wearer and create one standard smoke cloud, aligned randomly. A PFT has a range of 5' and takes no time to set up or dismantle, since the user is wearing it like a backpack. A PFT will not fit in a backpack.





## Limpet Mine



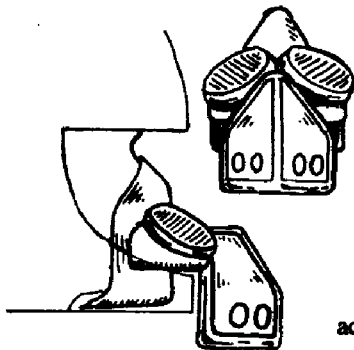
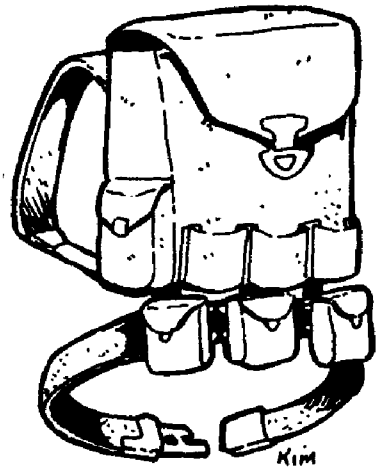
An old favorite for covert operations. Uncle Albert offers two brands of Limpet Mines — Corning and CenKan. Please specify when ordering.

Limpet Mine — \$60, one grenade-equivalent. A limpet mine can be used like a standard grenade, doing regular grenade damage. However, it can be armed with a delay of up to 15 minutes and attached to any fairly smooth surface. It does not stick magnetically, but by a sort of superglue in plastic beads that break and adhere. When an emplaced limpet mine goes off, it does grenade-type damage to everything within its 2'' burst radius, plus 1d+1 damage to the armor below. If it is put on or over a weapon port, the damage goes directly to the weapon! A limpet mine will not stick if thrown; it has to be placed by hand.

## Back Pack

When you're on foot, *don't* go out without your Trustee™ Back Pack. Holds five grenades' worth of weapons without weighing you down. Ideal for quick runs down the block or long cross-country hauls. Available in a wide variety of colors.

Back Pack — The pack carries five grenades' worth of hand weapons that do not count toward the six-grenade limit. It takes a combat action to remove or put on a backpack, and items may be added to or removed from only a laid-down pack. It takes one second to add or remove something to or from the pack. The pack may be carried rather than worn, but in that case it counts as five grenade-equivalents. Costs \$40.



## Protecto Gas Mask

Have you ever had a nice, pleasant drive disrupted by some idiot and his tear gas? That's why Uncle Albert *always* carries along his Protecto Gas Mask — *guaranteed* protection against tear gas and other irritants. So economical — and lightweight, too!

Gas Mask — \$30, one grenade-equivalent. Putting it on counts as a firing action. If exposed to paint, wearer is at -2 to hit until the mask is removed.

## Light Intensifier Goggles

On night maneuvers, it's often tough to tell friend from foe. Fix that potentially deadly problem with Uncle Albert's Light Intensifier Goggles — and never be in the dark again!

Light Intensifier Goggles — Reduces the penalty "to hit" for night combat from -3 to -1. \$300, one grenade-equivalent. A LIG/Gas Mask combination costs \$400, but is still only one grenade-equivalent. Not available in a no-paint version — and paint not only adds a -2 penalty, it negates the goggles' bonus at night.





## Machine Pistol

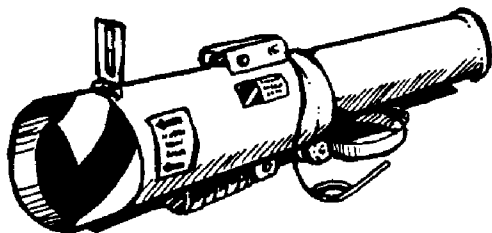
More easily concealed and lighter than a submachine gun, the Alamo Machine Pistol still packs enough punch to get through vehicular armor! You can also use it to sweep an area — a perfect anti-personnel weapon! Currently only the Alamo version is available — but please inquire, as new models are due out soon from Ladyman and Artech.

Machine Pistol — Hand weapon. To hit 7, 1d-2 damage, \$250, 6 shots, CPS 12, loaded cost \$322. One grenade-equivalent. Area effect, does ½ damage to vehicles.

## Light Anti-Tank Weapon

The ultimate in portable pedestrian firepower! The LAW can beat some lightly-armored vehicles in a single shot . . . and few vehicles can stand up to repeated hits. Also effective against armored emplacements and buildings. Everyone else will listen when you lay down this LAW! And only from Uncle Albert's!

Light Anti-Tank Weapon — Hand weapon. \$500, 2 grenade-equivalents, to hit 8, does 2 dice damage. One-shot weapon. Does full damage to vehicles. The VLAW (Very Light Anti-Tank Weapon) does 1 die damage, costs \$200, and is 1 grenade-equivalent. It is otherwise similar to the LAW.



## Pistol



The sidearm of choice for nearly 200 years. Uncle Albert offers a wide range of powerful, yet easily-concealed pistols — 9mm, .38, .45, and .357 calibers. Perfect where a display of greater force would be uncouth, but still dangerous! Uncle Albert offers a number of makes, including Wesson Arms, Colson, AccuBlast, and Knowles. Please specify when ordering.

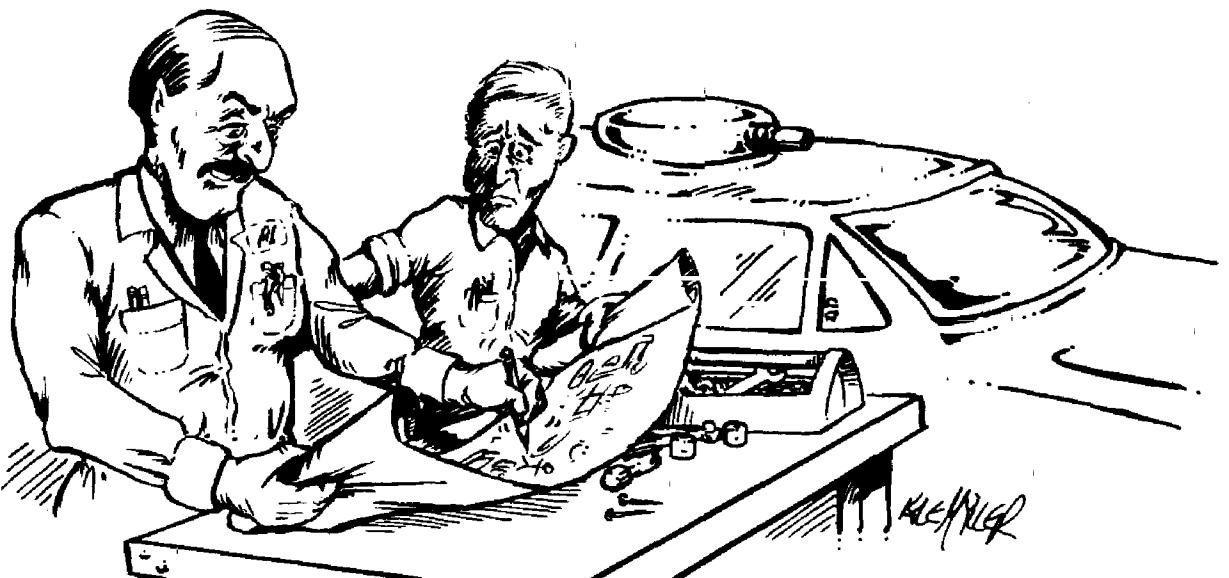
Heavy Pistol — To hit 7, \$100, 1 grenade-equivalent, 8 shots, CPS 1. 2 hits damage, loaded cost \$108.

## The "Uncle Albert" Story

Albert Stoliczynski and his brother, Edgar, own and operate the most successful accessory, customizing, and repair business in the 140-year history of automobiles. The original Uncle Albert's Auto Stop, located in Boston, MA, opened its doors in 2005. In the days before autoduelling, the Auto Stop catered to drivers of all sorts, boasting the North American continent's largest selection of automotive accessories from the world's finest manufacturers. Back in 2005, Albert ran the business on his own — brother Edgar worked in a machine shop and, in his spare time, indulged one of his passions, automotive tinkering. Edgar didn't join the business full-time until 2009, by which time Albert had expanded to 27 retail outlets across the Northeast and had a booming distribution business besides.

But it was with the advent of autoduelling in the '20s that Albert was to realize his destiny. With a team of dedicated automotive and weapons engineers under Edgar's direction, Albert used his marketing flair to start an autoduelling accessory business — the *Auto Stop and Gunnery Shop*. The first one opened in Boston in 2027, and was an immediate success. By 2031, Albert and Edgar had converted 14 of their Auto Stop locations into Gunnery Shops. That same year, Albert and Edgar dropped their auto parts line to devote themselves full-time to autoduelling accessories.

Today, Uncle Albert products are available from over 3,000 independent dealers in the United States, Canada, Quebec, Texas, Oklahoma, and Louisiana. There are 37 showrooms coast-to-coast where duellists can see the latest in technological advances. And, last but not least, there is now the Uncle Albert Corporate Headquarters and Proving Grounds, located outside Boston. Corporate HQ is the hub of a multi-million dollar mail-order business (Elmay address "UNCALBERT"), the home of Uncle Albert's corporate offices, and the center of Research, Development, and Testing for all new products. Guided tours of this new facility (completed in early 2034) are offered Monday-Friday, 9:30 a.m. to 5:00 p.m. Closed on all banking holidays.



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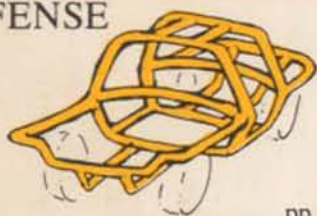
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