

a **CAR WARS**® supplement

2036
Catalog
Update

AUTO STOP &

2036
Catalog
Update

UNCLE ALBERT'S™

GUNNERY SHOP



More than
70 products
too new to include
in our last catalog!

Dozens of new weapons and
accessories *never before seen*
anywhere!

If you've got the first catalog,
you'll want this
one too!



STEVE JACKSON GAMES

2036
Catalog
Update



2036
Catalog
Update

UNCLE ALBERT'S™



CREDITS

By Scott D. Haring, Warren Spector, and Allen Varney

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INTRODUCTION

Some said there were no new horizons for autoduelling — but you knew better. Now Uncle Albert's™ Auto Stop and Gunnery Shop has proven you right! This supplement and update for Uncle Albert's comprehensive *Catalog* gives you more weaponry, greater defensive security, and finer accessories than the skeptics thought possible. It's just Uncle Albert's way of saying "Thank you!" to his loyal customers.

Note: Uncle Albert congratulates his prized clientele — the conscientious, responsible duellists — for obeying the weapon and duelling laws in their localities. Remember, Uncle Albert cannot be responsible for unlawful use of this merchandise.

UNCLE AL — THE DUELLIST'S PAL!™

FREE GIFTS! *

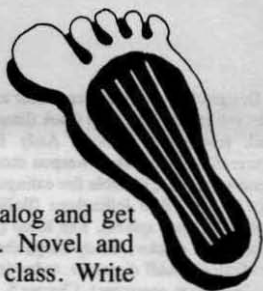
Uncle Al has cornered the market on these colorful high-quality foam rubber dice. Hang these novel and amusing items from your roof console and let every passenger know you have taste.

SPECIAL OFFER: Order \$1500 or more in merchandise from this catalog and Uncle Albert will be happy to send you a pair of these colorful dice FREE! For each additional \$500 of merchandise you order, you'll get another pair of dice! No upper limit!

Colors: red with blue dots, blue with yellow dots, yellow with red dots. Specify when ordering.

Order \$10,000 worth of merchandise from this catalog and get this uniquely attractive "barefoot" accelerator pedal. Novel and attention getting, and chrome-plated for that touch of class. Write "FOOT" on your order form.

*Your gifts will be sent on payment of your order or to preapproved credit customers only.



Most of the *Car Wars* weapons and gadgets in this catalog are new. The rest have appeared in *Autoduel Quarterly* magazine (Vol. 3/2 through 4/2), *Deluxe Car Wars*, and the *Dueltrack* supplement. Items marked "improved" have been revised and corrected from their original appearances in *DCW* and elsewhere; the rules herein are official and replace previous rules.

OFFENSE

Punch, brothers, punch with care! — And make sure your punch is stronger than the other driver's. With Uncle Albert's™ latest research breakthroughs, and the choicest of the new releases from other fine manufacturers, you can punch with the best . . . whether you're fighting for the championship, or to reach the fortress walls in one piece.

A friendly reminder: Are you short on ammo or maintenance supplies? Uncle Albert carries the largest selection you can find. Don't be caught short — your life could end up shorter!

Note: National, state, and local regulations sometimes place controls on the use of this merchandise. Uncle Albert takes no responsibility for its unauthorized or illegal use, and asks that all his customers respect the laws in their areas. Substitutions may be made when a requested item is unavailable, so please provide alternates when ordering.

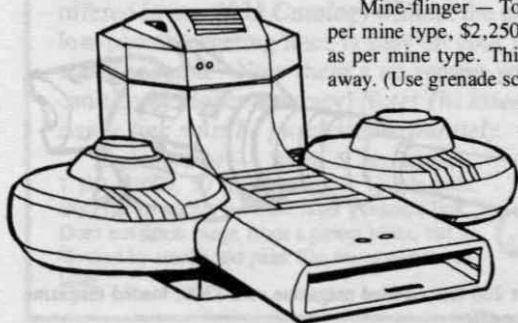


**As Seen in the Hit Motion Picture
*Guys, Guts, Girls, & Gears***



Mine-Flinger

He knows you've got mines — but he doesn't know you have *range*! Imagine the look of surprise on his face when you put those mines right in front of him!



Mine-flinger — To hit 5 (no bonus for point-blank range), damage as per mine type, \$2,250, 275 lbs., 3 spaces, 3 DP, 5 shots, CPS and WPS as per mine type. This device throws mines like flying discs, up to 2'' away. (Use grenade scatter rules to determine where the mines land. The firing player may place any section of mine counter on target square.) A missed to-hit roll means the mines are scattered too thinly to do damage, as per helicopter rules.

Mines flung at a vehicle have a to-hit roll of 9 (point-blank range bonus does apply in this case). The mines detonate on a die roll of 1 or 2; otherwise, treat the shot as a missed roll. The mine-flinger cannot carry Spear 1000 mines or use proximity fuses.

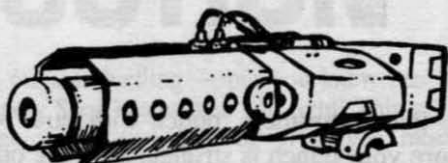


The Armament Hit From This Spring — Still Available!

Gauss Gun

Uncle Albert harnessed the latest in electromagnetic technology to develop this weapon — and it hit the duelling community as hard as one of its high-speed ten-pound projectiles! Lighter than a laser, more powerful than a Vulcan. And for the stealthy type, its silent operation is a real bonus.

Gauss gun — To hit 6, 3 dice damage, \$10,000, 300 lbs., 3 DP, 2 spaces, 10 shots, CPS 50, WPS 10. Loaded cost \$10,500, loaded weight 400 lbs. Loaded magazine cost \$550, weight 115 lbs. Area effect. The gauss gun fires small projectiles at high velocity by sending them through an electromagnetic field. Operates silently — firing it will not give away the firer's location.



Flechette Gun

Uncle Albert's flechette gun has the explosive anti-personnel kick of an AP grenade — but it can be used over and over in battle. Eliminate those pedestrian hangers-on — and those tires! — with the flechette gun.

Note: Not effective against vehicular armor.

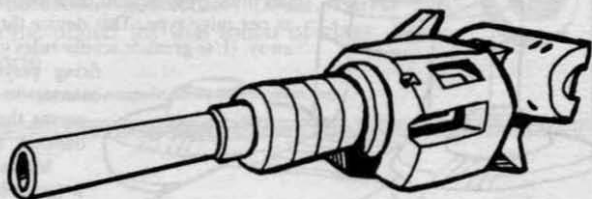
Flechette gun — To hit 6, 1d6+1 damage (see below), \$700, 100 lbs., 1 space, 2 DP, 20 shots, CPS 10, WPS 2.5. Loaded cost \$900, loaded weight 150 lbs. Loaded magazine cost \$250, weight 65 lbs. Area effect. Has normal effect on pedestrians (even those in body armor) and tires, but no effect on vehicular armor or other components. If fired at a motorcycle, and the location result is "driver" or "tire," full damage is done.



The Hit of New York City's 2036 Consumer Combat Show Vehicular Shotgun

Why fumble around hanging your shotgun out the window? Put it on your car instead! An idea so simple, only Uncle Albert thought of it!

Vehicular shotgun — To hit 6, 2 hits damage, \$1000, 190 lbs., 2 DP, one space, 10 shots, CPS 25, WPS 1 lb. Loaded cost \$1250, loaded weight 200 lbs. Loaded magazine cost \$300, loaded magazine weight 25 lbs. Does full damage to vehicles. Area effect.



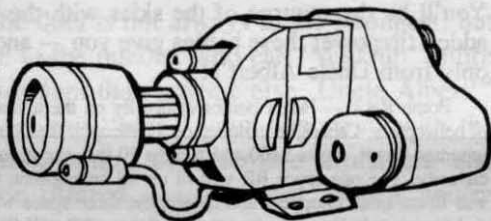
NEW!

NEW!

Infrared Laser

You're proud of your \$8000 laser — until some punk thwarts it with a twenty-buck smoke bomb. Teach that punk a lesson with Uncle Albert's new research breakthrough: the *Heatray* infrared laser!

Infrared laser — Twice normal cost, half normal damage (roll the usual number of dice, then halve the result, rounding up). The infrared laser is not blocked by smoke or paint, though the -2 penalty for sighting through smoke or paint still applies. All types of lasers may be made infrared.

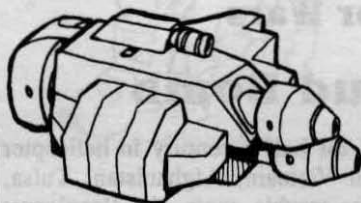


NEW!

Twin Laser

Uncle Albert is the *exclusive* distributor for this Resnick Labs powerhouse.

Two durable lasers, tuned for double firepower and mounted in one housing — for one affordable price! Our Boston showroom got its first shipment on a Friday — by Sunday morning every one was *gone*. Don't wait too long to get yours!

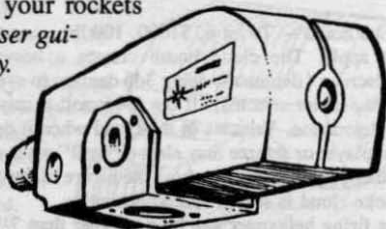


Twin laser — To hit 7, 2d6+6 damage, 3 DP. \$10,000, 750 lbs., 2 spaces. Area effect. When reduced to 1 DP, one laser has been destroyed; damage drops to 1d6+2.

Targeting Laser

Give your rockets the benefit of Resnick Labs' Laser Guidance Link (as offered in our *2035 Catalog*) without the expense and space of a laser. Resnick's low-power targeting laser is easy on your power plant, easy on your wallet, and *super* accurate. Now there's no reason your rockets can't enjoy higher accuracy! *Note: The laser guidance link must be purchased separately.*

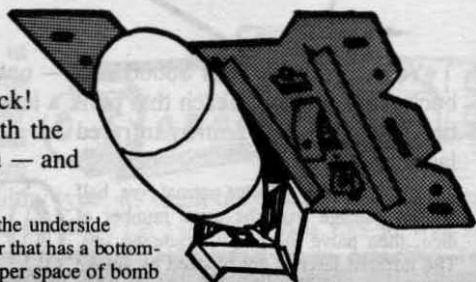
Targeting laser — To hit 5, no damage, 1 DP, \$1000, 50 lbs., no space. Usable with any type of rocket with the laser guidance link. Does not drain range from a power plant, but is blocked by smoke and paint like any non-infrared laser.





Bomb Rack

Uncle Albert asks why you should waste valuable space in your helicopter when you can mount your bombs on the outside with his new Bomb Rack! You'll be the scourge of the skies with the added firepower these babies give you — and only from Uncle Albert's!



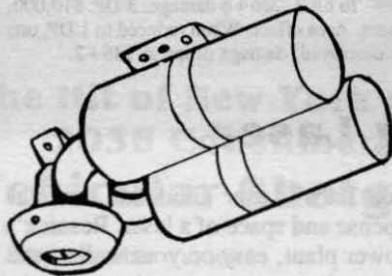
Bomb Rack — Holds bombs externally on the underside of helicopters. Cannot be mounted on a helicopter that has a bottom-mounted turret. Costs \$100 and weighs 50 lbs. per space of bomb capacity. The one-space BR will fit on all helicopters; the two-space will fit on small choppers and larger; the three-space will fit on standard and transport helicopters; and the four-space BR will fit on the transport helicopter only. Grasshoppers cannot use Bomb Racks.



**As Used in Many
Major Wars**

Cloud Bomb

Used for half a century in helicopter action in Vietnam, Afghanistan, Tulsa, and other trouble spots, the "explosive smoke cloud" is only now available to consumers. Cannisters mounted beneath your chopper release gasses that mix to form an ordinary-looking smoke cloud — ordinary, that is, until it blows up in your opponent's face! Bad guys have never seen anything like it — and won't be around to warn others!



Cloud bomb — To hit 6, \$1000, 100 lbs., one space, 1 DP. One-shot weapon. Point-blank bonuses do not apply. The cloud bomb creates a heavy-duty smokescreen counter; after 1d6 turns the "smokescreen" detonates, doing 3d6 damage to everything in or touching it and 1d6 in a 2" burst radius (vehicles are not affected). If the to-hit roll is missed, the chemical fog is assumed to have dispersed before detonation. Vehicles in the cloud when it detonates take a D4 hazard.

The player or referee may elect to "roll" when ordinary HD smokescreens are produced, in order to keep other players guessing about the nature of the cloud — but if a real smokescreen's "roll" is missed, the smoke cloud is still produced normally.

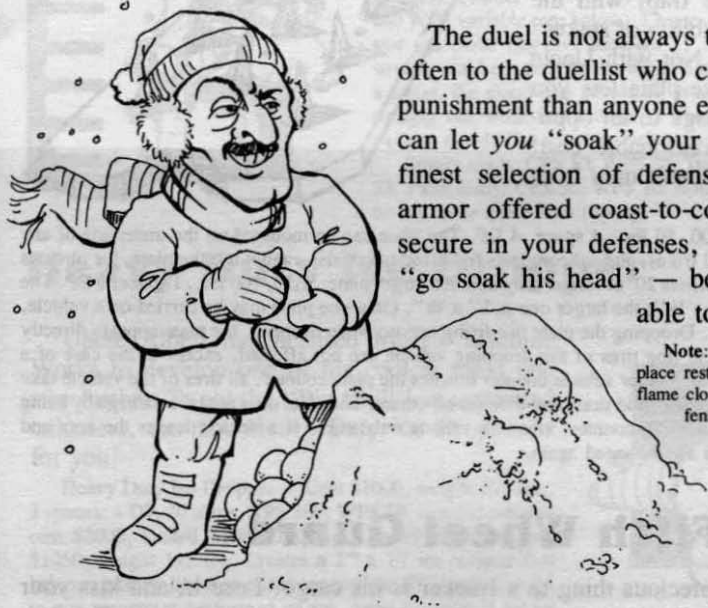
The firing helicopter can be no higher than 7" (game scale) from the ground when using a cloud bomb. Only helicopters may use this weapon.

DEFENSE

The duel is not always to the strongest, but often to the duellist who can "soak up" more punishment than anyone else. Uncle Albert™ can let you "soak" your opponent, with the finest selection of defensive armament and armor offered coast-to-coast. When you're secure in your defenses, your opponent can "go soak his head" — because he won't be able to touch you!

Note: Some states and townships place restrictions on the use of mines, flame clouds, explosives, and other defensive measures. The responsible duellist obeys local regulations.

Uncle Albert takes no responsibility for violations of the law.

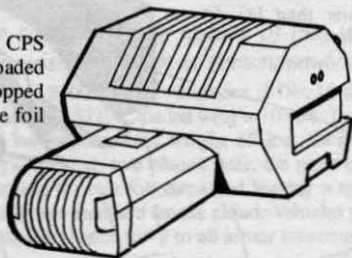


NEW!

Chaff Dispenser

How often have you wished for a magic "screen" from radar-guided weaponry? Probably not often — because if you didn't have that screen, you probably didn't get through the fight! Uncle Albert says "One time is too many times" — so before your time is up, get that magic radar screen today!

Chaff dispenser — 25 lbs., 1 space, 2DP, \$300, 10 shots, CPS 10, WPS 2. Loaded cost \$400, loaded weight 45 lbs. Loaded magazine cost \$150, loaded magazine weight 35 lbs. Dropped weapon. Each shot creates a 1" x ½" cloud of radar-reflective foil strips next to the firing vehicle. All radar-directed fire passing through the cloud is at -2 to hit. The cloud lasts one second. Use an inverted smoke or paint counter to represent chaff. A vehicle driving through a chaff cloud takes a D1 hazard.





Drop-Spike Plate

Tire spikes are cheap and portable, but they only go so far. What if you could get the tire-shredding power of a gate-defense-style tire trap, with the portability and affordability of spikes? Impossible, you say? Not with Uncle Albert! The drop-spike plate lets you do some *serious* damage to an opponent's tires — at a reasonable cost! Quality like this is available only from Uncle Albert.

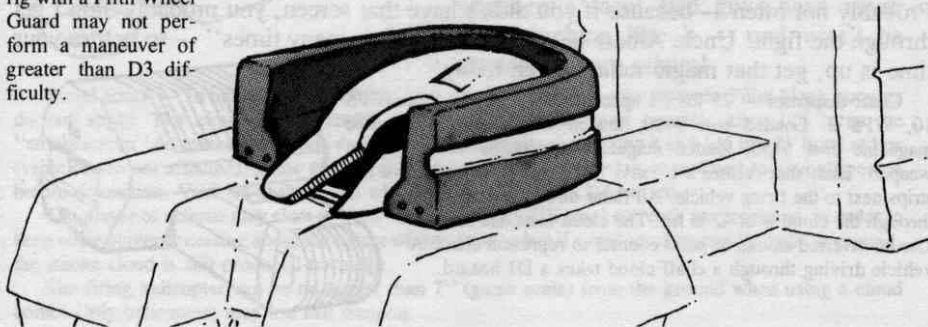
Drop-spike plate — \$200, 50 lbs., 1 space, 4 DP. The plate can be mounted on the underside of any vehicle except cycles, small trikes, and subcompacts (reversed trikes also cannot use the plate, for obvious reasons). Buses and semi-trailers 20' or longer may mount a larger plate: \$350, 100 lbs., 1 space, 6 DP. The regular plate measures $\frac{1}{2}$ " x $\frac{1}{2}$ "; the larger one is 1" x $\frac{1}{2}$ ". Only one plate may be carried on a vehicle, and it is a one-shot weapon. Dropping the plate is a firing action; when dropped, the plate appears directly beneath the dropping vehicle (the tires of the dropping vehicle are not affected, except in the case of a reversed trike). If any part of another vehicle counter touches the plate counter, all tires of the vehicle take damage — one die of damage for solid tires, two dice for all others. The plate does not take damage by being run over. Each plate, like a spike counter, affects a vehicle only once. If a vehicle leaves the area and returns, of course, the tires are damaged again.



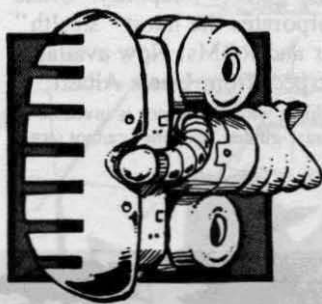
Fifth Wheel Guard

The second most precious thing to a trucker is his cargo. Lose it, and kiss your payoff goodbye. And what keeps a trucker connected to his precious cargo? The fifth wheel, of course. And it only makes sense that a trucker make that connection as solid and secure as possible. That's why Uncle Albert now has a Fifth Wheel Guard, guaranteed to help protect that vulnerable fifth wheel from hijackers trying to separate you from your payday. And only from Uncle Albert's!

Fifth Wheel Guard — Costs \$15 and weighs 10 lbs. per point of armor. 20 points of armor is the limit. Completely protects the fifth wheel, and does not interfere with special kingpin functions. A tractor-trailer rig with a Fifth Wheel Guard may not perform a maneuver of greater than D3 difficulty.



Gas Streamer



Morris Machine Works ("Go with the best!") used the finest gas screen technology available to produce the Gas Streamer. It creates walls of smoke or paint in an instant — in any direction!

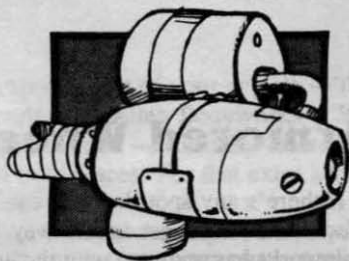
Gas Streamer — \$100, 50 lbs., 1 space, 1 DP, two shots, CPS and WPS variable (see below). Creates a 5" x 1/2" smoke, paint, or tear gas cloud (lay five standard 1" x 1/2" counters end to end) straight out from the side the weapon is mounted on. If mounted in a turret, the cloud may be placed at any angle, so long as it goes straight out from the vehicle — even straight ahead. Treat the various clouds like regular smoke, paint, or tear gas.

Smoke loads: CPS 50, WPS 25. Tear gas loads: CPS 100, WPS 25. Paint loads: CPS 50, WPS 10. Both loads in the streamer must be the same type — no mixing.

Heavy Duty Ice Dropper

Uncle Albert has licensed Morris Machine Works to develop one of his coolest ideas one step further. To put the "Big Chill" on unwanted tailgaters, the new Heavy Duty Ice Dropper is for you!

Heavy Duty Ice Dropper — Cost \$1000, weight 100 lbs., 3 spaces, 4 DP, 10 shots, CPS 100, WPS 10. Loaded weapon cost \$2000, loaded weight 200 lbs. Loaded magazine cost \$1050, weight 115 lbs. Creates a 2" x 1" ice counter that behaves exactly like a standard ice counter (D2 hazard, +D4 to any maneuver performed on ice, turns to water if hit by flame).

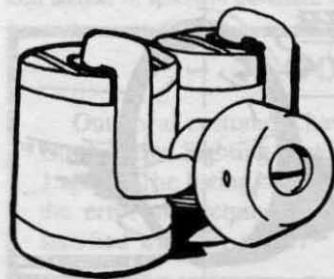


NEW! Flame Cloud Ejector

Are your opponents sailing through your smoke and paint clouds, laughing all the way? Try Little Demon's Flame Cloud Ejector. The flame cloud looks like a paint cloud (colors: gray, black, white phosphorus, specify when ordering), but wait until it bursts into a fiery spectacle! Those laughing boys and girls will laugh no more!

Warning: Due to the volatile nature of this item, use of a fire extinguisher system is recommended.

Flame cloud ejector — \$500, 50 lbs., 2 spaces, 2 DP, 10 shots, CPS 60, WPS 5. Loaded cost \$1100, loaded weight 100 lbs. Loaded magazine cost \$650, loaded magazine weight 65 lbs. Each shot produces a standard paint cloud; two phases later, the paint cloud bursts into flame, burning for two full turns and leaving a smoke counter that lasts as long as a standard smoke cloud. Vehicles passing through the flaming cloud take 1d6-1 to all armor locations and take a D4 hazard.





NEW! Radarproof Armor

Avoid the disquiet and distress associated with radar-guided weaponry. Uncle Albert's *Wavasorb* formula plastic (patent pending) incorporates the latest "stealth" technology to make you virtually invisible to police radar and RGMs. Now available in a wide range of colors, at the price you've come to expect from Uncle Albert.

Radarproof armor — twice regular armor cost, same weight. A vehicle with this armor is invisible to radar on a roll of 1-5 on 1d6; RGMs, radar-based ATADs, and other radar-guided weaponry cannot target the vehicle. On a 6+, the armor fails to shield, and the vehicle may be targeted normally. Add 1 to the roll for each facing of the car's armor (front, top, etc.) that is breached. Each vehicle trying to find the target vehicle can roll once per 10 turns. If radar contact is broken for some reason, the vehicle which made contact must roll again.

All exterior armor on a vehicle must be radarproof, or the benefits are lost. It cannot be "layered" with non-radarproof armor. Fireproof armor can be made radarproof for twice its usual cost. Laser-reflective plastic armor and metal armor cannot be made radarproof.



IMPROVED!

Armored Wheel Hubs

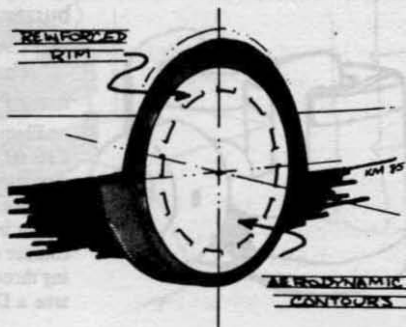
If there's any spot duellists can't protect enough, it's their tires. Wheelguards are effective, but can get in the way if you have to do too much fancy driving. Atlas Bodyworks has come up with the answer — put the armor on the *wheel itself*, and then flange it out to protect the tire! Everyone has been wanting these beauties, so don't be left behind; place your order today!

Armored wheel hubs — Cost \$15, weight 4 lbs. per point per wheel. Hubs must be of the same armor type (fireproof, radarproof, laser-reflective, etc.) as the rest of the vehicle, at the usual cost increases. No more than 10 points of armor can be placed on a hub. Can be mounted on any wheel facing the outside (not the inner wheel of a pair).

Protects just like a wheelguard — when the tire is hit, roll one die; on a 1-4 the armored hub takes damage first, and on a 5 or 6, the hub is bypassed and the tire takes damage directly. Armored hubs do not affect the HC of a vehicle in any way.

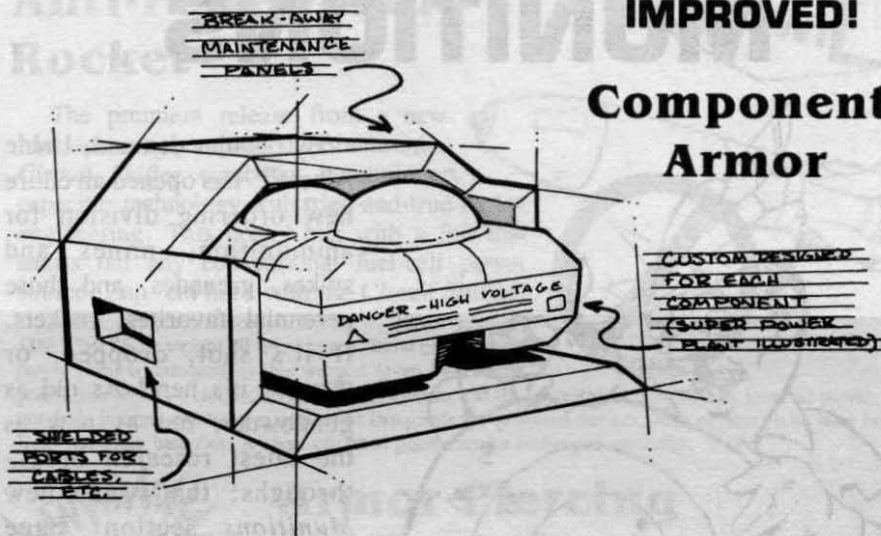
Armored hubs may be used together with wheelguards for additional protection, but the wheelguards still affect HC as usual. When hubs and wheelguards are used together on the tire, check to see if the wheelguard stops the damage first (1-4 on 1d6). If the damage bypasses the wheelguard, then roll again to see if the armored hub stops the damage (again, 1-4 on 1d6). Only if both the wheelguard and the hub fail to stop the damage is the tire hit. Unlike the wheelguard, which stops damage from all angles, the armored hub stops damage only from the side (as defined by the target vehicle's side arc of fire).

Cycles can use armored wheel hubs, but must buy two — one for each side.



IMPROVED!

Component Armor



Sometimes you want some extra protection for a special part of your vehicle — the power plant, or a favorite weapon, or even yourself. Let Atlas Bodyworks (“We specialize in protection”) do it with their Component Armor — specially crafted to provide full protection from all angles in all sorts of tight places. For that extra added measure of safety, Atlas’s Component Armor can’t be beat!

Component armor — Assigned to any one vehicular component, it costs \$5 and weighs 2 lbs. per point per space taken up by the component being protected. (Example: Protecting a super power plant — 6 spaces — costs \$30 and weighs 12 lbs. per point; armor for a laser — 2 spaces — costs \$10 and weighs 4 lbs. per point.) If the protected component takes up less than one space, or no space, the cost and weight of the armor are the same as for a one-space component. A component may have up to 10 points of armor. The armor also takes up a space itself.

The armor is universal, providing full protection from all angles. It effectively increases the DP of the component in question. Extra magazines must be armored with the associated weapon, and laser batteries and other items attached to the power plant must be armored with the plant. Cannot be used to protect weapons in External Weapon Pods, but can protect turreted weapons and anything else in a vehicle.

Only one weapon per facing of a vehicle (front, right, top, etc.), along with its extra magazine(s), may be protected. Linked sets of identical weapons may also be protected — figure the cost and weight based on the total number of spaces of the linked weapons.

OOPS! We Goofed!

Our loyal customers have pointed out an error made in our *2035 Catalog*: Our Infrared Sighting System (p. 21) costs \$4,000, weighs 100 lbs., and takes up 1 space. The listing that said it takes no space is incorrect. Uncle Albert regrets the error and reminds customers of his famous *guarantee* if not completely satisfied with any order!

MUNITIONS



By popular demand, Uncle Albert™ has opened an entire new ordering division for ammunition, mines and spikes, grenades, and those perennial favorites, rockets. If it's shot, dropped, or thrown, it's here! As old as gunpowder, but as new as the latest research breakthroughs: that's our new *Munitions* section! Page through and see if something doesn't strike your fancy. Go ahead — take a shot!

Note: Uncle Albert cautions responsible customers against unlawful use of this merchandise. He takes no responsibility for violation of local, state, or national weapon-control statutes.

NEW!

Mine Proximity Fuse

They won't get by your mines any more! Uncle Albert's *Nervous Nellie* fuse lets you beat a safe retreat, then gives followers a nasty surprise. Remember: Statistics show mines are 78% effective in discouraging pursuit.

Mine proximity fuse — \$100 per mine, no weight or space. Automatically detonates mines if anything touches the counter; detonates them on a roll of 1-4 on 1d6 when a vehicle comes within one square ($\frac{1}{4}$ "') of the counter. Proximity fuses are not detectable.

A proximity fuse will not arm itself until a certain number of phases (usually three) after being dropped, to allow the firing vehicle time to get clear. The "arming time" can be adjusted between combats; this is an Easy task for a mechanic. Different mines in a minedropper can have different arming times, but the player must keep track of the order in which mines are used.

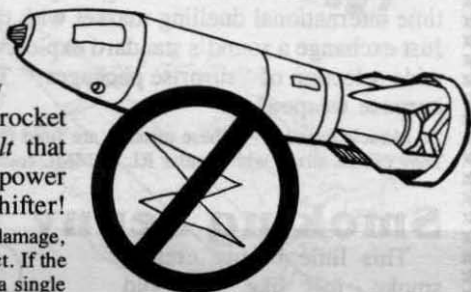


Anti-Power-Plant Rocket



The premiere release from a new Massachusetts company, the Braintronics *Circuit Shifter* combines revolutionary capacitor technology with tried-and-true rocket engineering. This honey hits with a *jolt* that shorts out any conventional fuel-cell power source. Zap 'em hard with the Circuit Shifter!

Anti-power-plant rocket — To hit 9, 1d6-1 damage, 1DP. Cost \$500, weight 40 lbs, 1 space. Burst effect. If the power plant is damaged by this weapon (even by a single point), the vehicle's electrical system short-circuits and the power plant immediately loses all power. It does not drain internal combustion engines or independently-powered devices, such as lasers with laser batteries. Does not drain batteries. A short-circuited plant may be recharged normally.



Armor-Piercing Rockets



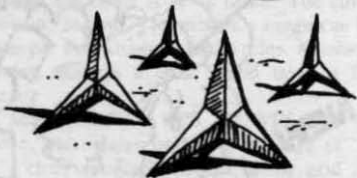
Tired of watching pretty explosions that go to waste *outside* the bad guy's armor? Pack more punch with less flash, courtesy of Herlitz & Sons — "Quality of the highest calibre!"

Armor-piercing rockets — 1½ times the cost of normal rockets, same to-hit, weight, and space. +1 point per die of damage (for instance, a heavy rocket would do 3d6+3) and no burst effect. All single-shot rockets, as well as RL, MML, and MFR ammo, can be made armor-piercing.

Explosive-Tipped Spikes



They look like ordinary spikes. They drop and bounce like ordinary spikes. The bad guy runs over them like ordinary spikes — Blammo! Another victory for Uncle Albert's *Gyptip* pressure-trigger explosive spikes!



Explosive-tipped spikes — CPS 50, WPS 5. Explosive-tipped spikes look just like regular spikes, and are loaded in a regular spikedropper. Loaded magazine cost \$550, loaded magazine weight 65 lbs. A vehicle which hits the spikes detonates them. Damage is 1d6-1 to solid tires, 1d6+1 to all other tires. No burst effect. Remove the counter after detonation.



NEW! Miracle Missiles NEW!

Armament General, no longer "just a little fireworks factory," has hit the big-time international duelling market with their ingenious line of "miracle missiles." Just exchange a round's standard explosive payload for any of Armament General's wide selection of "surprise packages." Turn your MML or RL into a versatile all-purpose weapon!

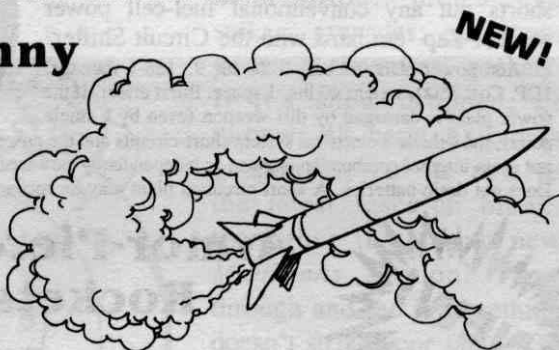
Miracle missiles — These missiles are fired from a Rocket Launcher or Micro Missile Launcher. They can be mixed with regular RL or MML rounds unless otherwise noted.

Smoking Jenny

This little beauty creates smoke, just like your old reliable smokescreen — but along its line of flight! A laser-proof opaque wall, created so fast you can hardly see . . . and that goes for the bad guys, too.

RL Smoking Jenny missile — CPS 25, WPS 5. Creates a line of four standard smoke clouds, placed straight out in a line starting from the firing vehicle's counter, in the missile's arc of fire.

MML Smoking Jenny — CPS 15, WPS 2.5. As above, but creates only two smoke counters, placed straight out next to the firing counter.



Puff Dragon

Put an extra-large cloud right where you want it! The Puff Dragon bursts into smoke at a *predetermined* distance of your choice. Be the envy of other duellists, as they fall victim to the laser-jockeys *you* laugh at!

RL Puff Dragon missile — CPS 35, WPS 5. Creates a 1" x 1" smokecloud centered on a point some predetermined number of inches from the firing vehicle. Orient the

cloud to the map grid. The range can be from 1" to 10", but must be set before combat (3", if not otherwise specified). The range can be different for each missile in a load, but the rounds are fired in set order and the firing player must keep track of which ones have been fired. The range of a missile can be changed between combats, an Easy task for a mechanic.

MML Puff Dragon — CPS 20, WPS 2.5. As above, but creates only one 1" x 1/2" smoke counter, oriented to the grid (as close to perpendicular to the firing vehicle as possible).



Fireball Special

When this one hits — WHOOSH! Flames aplenty! Yes, it's a heavy missile — but it gives heavy damage, plus that extra chance of enemy burning and explosion. *Warning: Due to the volatile nature of this item, Uncle Albert recommends use of a fire extinguisher system in any vehicle carrying it.*

RL Incendiary missile — 2d6+2 damage (2d6 to fireproof armor), CPS 60, WPS 11. Loaded magazine cost \$650, loaded weight 125 lbs. Due to slight size differences, incendiary rounds cannot be combined with regular RL rounds in the same magazine. Starts fires like a flamethrower or incendiary ammo. If the variant fire rules are being used, the incendiary missile has a burn modifier of 3 and a burn duration of 2.

MML Incendiary — 1d6+1 (one die to fireproof armor), CPS 35, WPS 6. Loaded magazine cost \$400, loaded weight 75 lbs. As above, but the burn modifier is 2 and the burn duration 1.



NEW!

The Baffler

Aren't radar-guided weapons a drag? You've always had to hide behind buildings to avoid them, and buildings are hard to come by on the open road. But Armament General has the solution: The Baffler chaff missile creates a cloud of aluminum foil strips at a *predetermined* distance from your vehicle. Safety at long range! And check out Uncle Albert's new Chaff Dispenser in the "Defense" section, for close-up anti-radar protection!



RL Chaff missile — CPS 30, WPS 5. Creates a 1" x 1" chaff cloud centered on a point at a predetermined distance from the firing vehicle, oriented to the map grid. Use inverted smoke or paint counters to represent chaff. All radar-guided weaponry passing through the cloud is at -2 to hit. The cloud lasts one second. The missile's range can be set as per Puff Dragon missile rules. A vehicle driving through a chaff cloud takes a D1 hazard.

MML Chaff — CPS 20, WPS 2.5. As above, but creates only one standard (1" x ½") chaff counter, oriented to the grid (as close to perpendicular to the firing vehicle as possible).



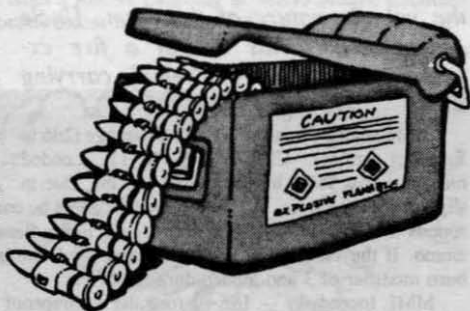
AMMUNITION

Uncle Albert has all kinds, all makes, for all models — and you're his next target for a sale price you won't believe!

Incendiary Ammo

This latest beauty from Uncle Albert's Weapon Research Division is based on a simple principle — why give your opponent one thing to worry about when you can give him two? Not only do these slugs chew up armor with the best of them, but they can also start a vehicular fire that will bring your duel to a quick and satisfactory end. Add another dimension to your fighting with Uncle Albert's Incendiary Ammo!

Incendiary Ammo — Costs 1.5 times as much as regular ammo, weighs the same. Available for MGs, VMGs, and tripod-mounted MGs only. Does normal damage to regular or reflective armor, one point less to fireproof armor. Does normal damage to pedestrians and internal vehicular components. Starts fires like a flamethrower, that is, if 10-24 points of damage are given in one turn, target has 2 in 6 chance of catching fire; 3 in 6 if 25 or more hits are given; and if the power plant, flamethrower, or flaming oil jet is hit (by any amount of damage), 4 in 6 chance. If a vehicle with a weapon using Incendiary Ammo is on fire, there is a chance the vehicle will explode just as if the vehicle had other volatile weapons (rockets, flamethrowers, etc.). If the variant fire rules are being used, the Incendiary Ammo has a burn modifier of 2 and a burn duration of 1.



Anti-Personnel Ammo

When merely suppressing a riot isn't enough, and the hordes are breathing down your neck, you need something that will do the job quickly without obliterating too much of the surrounding landscape. Sharper Corporation's Anti-Personnel Ammunition could be the difference for you between doing the job and getting done in yourself.

Anti-Personnel Ammo — Available for machine pistol, SMG, MG, VMG, heavy pistol, light pistol, and rifle. Double damage to pedestrians. When used in an area effect weapon (like the MG), AP Ammo does full damage to all targets in the area of effect. Anti-Personnel Ammo costs five times as much as regular ammo, but weighs the same.

Anti-Vehicular Ammo

Pedestrians have always faced an uphill battle against armored vehicles, but now Uncle Albert gives them a fighting chance! VIKING Brand AV ammo allows even the lightest hand weapon to deliver a punch that will penetrate armor, thanks to a Solid Density™ core and a TefSlick™ jacket! No MONDO should be without it!

Anti-Vehicular Ammo — Available only for heavy pistol, light pistol, machine pistol, rifle, and SMG. Weapons equipped with this ammo do full damage to vehicular armor and components. AV Ammo costs 15 times as much as regular ammo.



Tracer Ammo

Uncle Albert knows that when it's all on the line, you can never have weapons that are *too* accurate. Lightning Industries' new Tracer Ammo makes your machine guns even more accurate, no matter what kind of ammo you're packing. And at night, it'll feel like your bullets are *drawn* towards your target! You just can't miss with Uncle Albert!

Tracer Ammo — This ammo is mixed with whatever type of ammo is already in the gun, and has the same cost and weight as the ammo it's mixed with. Tracer Ammo can be used in MGs and VMGs only. When Tracer Ammo is used, a third-turn sustained fire bonus of +3 is possible (normally, sustained fire bonuses peak at +2 after two turns). On the down side, subtract one from every die of damage rolled. Regular MG ammo, for example, does 1d-1 instead of 1 full die when Tracer Ammo is mixed in. High Density Vulcan ammo does 2 dice instead of 2d+2.



And have you seen our High-Density Ammo, listed on page 12 of our 2035 Catalog? Always keep a supply on hand.



Paint and Smoke in 22 Colors

GRENADES

You want grenades!

Everybody wants grenades!

UNCLE ALBERT HAS GRENADES!



Explosive

To hit 9, 1 die damage, \$25. Does full damage in a 2'' burst effect radius to pedestrians, and half damage to all vehicular components, including tires and armor.

Smoke

To hit 9, \$20. Creates a 1'' x 1'' standard smoke cloud.

IMPROVED! Concussion

To hit 9, \$40. Does 1 point of damage to pedestrians or exposed cyclists in a 1'' burst effect radius, but has an additional effect on all exposed people within a 2'' radius. Roll one die for each person:

- 1-2 — Character unconscious for 10 minutes.
- 3 — Unconscious for one minute and stunned (-3 to hit with any weapon, movement reduced by 2 squares per turn, reflexes dropped to 0 if a driver) for two more minutes.
- 4 — Unconscious for 10 seconds and stunned for two more minutes.
- 5 — Stunned for 30 seconds.
- 6 — Stunned for 10 seconds.
- 7+ — No effect.

Characters inside a vehicle with intact armor between them and the blast add 5 to their roll. Characters in a vehicle with breached armor between them and the blast, or in a doorway or window, add 3 to their roll. Characters in buildings or behind walls or other solid cover are unaffected.

Paint

To hit 9, \$20. Creates a 1'' x 1'' standard paint cloud.

NEW! Foam Grenade

If you can't afford a fire extinguisher, but want that extra protection against a fiery end to your duelling career, the foam grenade is for you. Drop this little number in your own car, or throw it from a safe distance to help a friend in need. Oh, what a relief it is!

Foam grenade — \$30, one grenade-equivalent, no damage, one shot. If this grenade is thrown within ½'' of a fire, it puts out the fire on a roll of 1 on 1d6.

The foam can also be used offensively, because it blocks visibility on a target vehicle. It has the same effect as paint on targeting; the effect lasts one second when the grenade is thrown from outside a car, and three seconds if used inside a vehicle.

ACCESSORIES

You'll never walk alone — or drive or fly alone — when you use Uncle Albert's™ bestselling autoduelling accessories. Each product we sell is a partner in your success — a gunner or co-pilot committed to keeping you alive. A dependable friend, in fair weather or foul — yours, at a bargain price, from Uncle Al, the Duellist's Pal!™

Note: From area to area, residents' attitudes vary toward this merchandise. Uncle Albert reminds conscientious duellists to respect those attitudes, because he is unable to take responsibility for improper use of this equipment.

NEW! Computer Gunner

For the duellist who puts safety and skill above mere financial considerations, Uncle Albert has the ideal partner: the ultimate in artificial-intelligence software. This self-contained hw/sw system features Masaki-engineered dovetailed coprocessors, 2G RAM, 48G POGROM, twelve cubes of memory storage to meet every need, and expert systems incorporating the latest declassified military targeting algorithms.

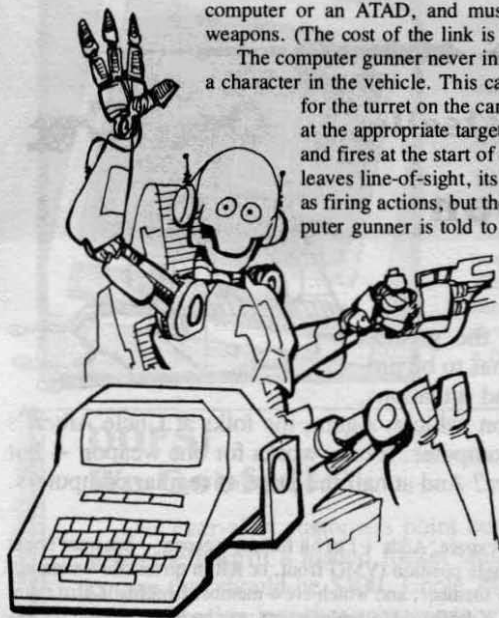
Stop in at one of our catalog showrooms for a demonstration, or write to Uncle Albert's Software Division for technical specifications and literature. Serious inquiries only, please.

Computer gunner — \$6000, 10 lbs., no space. Destroyed when power plant is destroyed. The computer works as a Gunner with skill 0; it cannot use any targeting computer or an ATAD, and must be linked to a single weapon or set of linked weapons. (The cost of the link is not included.)

The computer gunner never initiates combat; it must have its target designated by a character in the vehicle. This can be done verbally ("Shoot the blue car" or "Try for the turret on the car on the right") or by firing the computer's weapon at the appropriate target. The computer starts firing when ordered verbally, and fires at the start of each subsequent turn until told to stop, or its target leaves line-of-sight, its arc of fire, or the map. Verbal orders do not count as firing actions, but the player must tell the referee exactly what the computer gunner is told to do.

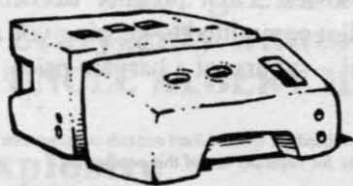
If a verbal order is obviously confused ("Shoot!" "Fire at that tire," "Fire at the blue car" when there is more than one blue car around) or mistaken ("Shoot the nearest one" when the nearest one is a friend), roll two dice. On a roll of 8 or higher, the computer asks for clarification, which counts as that turn's firing action; on a 6 or less, the computer acts as the player desires; on 7 exactly, it performs the most logically twisted wrong action that the opponents, referee, and spectators can figure out (the referee's decision is final).

The computer's weapon cannot be fired twice or more in the same turn, so a character can't fire it if the computer has already used it, and vice versa.





Automatic Target Acquisition Device (ATAD)



The array of electronics in the 2035 catalog is truly impressive, and now Uncle Albert's got a new gadget that'll blow your mind as it helps you blast your opponents! The ATAD picks up possible enemies by radar or sighting laser (your choice), and when they get within a predetermined range, blammo! You can

keep your mind on driving and other weapon systems, and let the tracer do your fighting for you! Perfect for those without the room for a gunner.

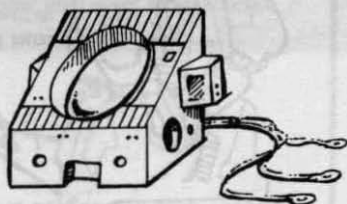
ATAD — No space or weight, \$4,000 for the central logic unit and \$1,000 for the sensor package for each weapon or linked set of weapons connected to the logic unit. User may choose between laser- or radar-based units. Laser-based ATADs will not work through smoke and paint, while radar-based ATADs will not pick up targets shielded from radar. Prior to combat, or as a firing action, a character may designate a "critical range" (from 0 to 10 inches) for each controlled weapon. If any solid object larger than a basketball enters the critical range of the weapon and is in the weapon's arc of fire, the weapon will immediately target and fire on the object — treat it as automatic fire, even though the firing weapon may *not* be aimed straight out. A weapon hooked up to an ATAD may be fired normally by a crew member, but if it is fired and the ATAD then sets the same weapon off in the same turn, the weapon will not fire again. Conversely, a weapon fired by an ATAD cannot fire again in that same turn, voluntarily or not.



A Bestseller



Single Weapon Computer



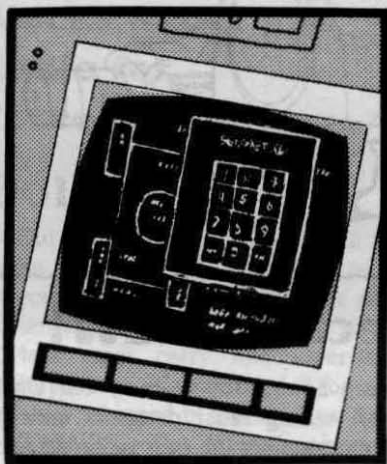
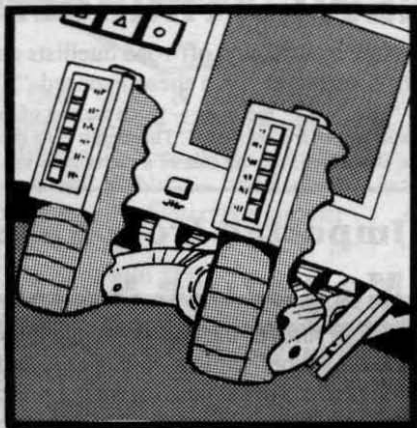
The vehicular computer is one of the greatest inventions of the 21st Century — but it has to be programmed for all types of weapons and situations, which is very inefficient in a one-weapon vehicle. Again, the folks at Uncle Albert's have a solution — the Single Weapon Computer. It only works for one weapon — but if that's all you've got, why pay for more? And at half the price of regular computers, it's a bargain.

Single Weapon Computer — \$500, no weight or space. Adds +1 to hit for any weapon — but must be set on installation to aid a single weapon type in a single position (VMG front, or RR in turret, for example). Like a regular computer, it can only aid one crew member, and which crew member benefits is also set at installation. If the weapon the SWC is attached to is destroyed, a replacement may be installed with no loss of efficiency.

Extra Driver Controls

If you've ever been lucky enough to survive a duel in the gunner's seat after your driver has been knocked out, you've probably wished for just this item ever since. Well, thanks to Dashboard Designs ("Don't overlook us"), your wish has come true! This auxiliary control panel can be used to drive any vehicle if the main controls are ever left unattended. Don't be caught in an "unguided missile" again — take control with Uncle Albert and Dashboard Designs! *Handle grips available in black, blue, red, or lime green. Specify when ordering.*

Extra Driver Controls — \$1,000, 50 lbs., no space. Any one gunner (not passenger) station is converted to a backup driver's position. Switching from one driver to another is a firing action. The original driver's position has precedence for controlling the vehicle; even if the switchover button has been hit (at the gunner's position), the original driver's controls will override the new controls. Of course, if the driver is incapacitated, his controls won't be doing much . . .



Weapon Timer

Dashboard Designs, Ltd., of New Tulsa in the great Republic of Oklahoma, lets you plan for trouble ahead! When the timer goes off, the weapon starts firing a preselected number of shots, leaving you free to take care of other things. Double your firepower and efficiency with the weapon timer!

Weapon Timer — \$350, no weight or space. Can be set to fire a weapon at a predetermined time, or after a specified delay. The weapon fires on automatic. It may be set to fire a specific number of shots, or to fire until it runs out of ammo. Counts as a firing action.

OOPS! We Goofed!

Our ever-alert customers point out that *Uncle Albert's 2035 Catalog* gives the cost of a loaded rocket launcher magazine as \$4000 (p. 6). Of course that should be \$400. Uncle Albert regrets the error. (Now maybe sales of rocket launcher magazines will pick up!)



Available for All Makes of Cycles and Trikes

NEW! "Thunderkit" Fuel Cells

Now cyclists and off-road duellists can enjoy the high-speed benefits of a Thundercat power plant, with these licensed "Thunderkit" high-density fuel cells. Meow!

"Thunderkit" fuel cells — twice the cost of the cycle or trike plant, adds 25 lbs. and 1 DP, spaces and power factors are unaffected. Thunderkit cells increase a cycle or trike's top speed by 50 mph. Recharging time is doubled, but the cost of a recharge is unaffected. Not available for other vehicles.

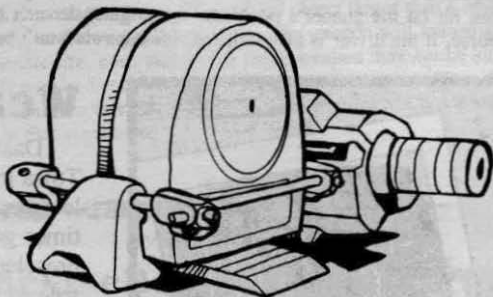
Imported from Korea Magazine Switch

NEW!

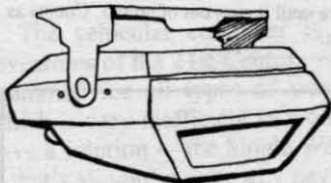
End forever the hassle of mixed-round magazines. Never again will you have to remember which shot came before what or from where. The Masaki Magazine Switch makes picking your ammo as easy as pushing a button. You'll wonder how you got through a battle without it!

Magazine switch — \$250, no space or weight. This device can be installed on any weapon with more than one magazine, including dropped weapons. The firer can select the source magazine for the shot being fired; this takes no time and does not count as a firing action. Shots in the magazine selected are still used top to bottom, so if a magazine has a mixed load, you must still keep track of the order of shots fired. Destroyed when the weapon is destroyed.

Weapons set on automatic will fire all shots from one magazine until it's empty, then switch to another of the player's choice (assumed to be programmed before combat).



NEW! Radar Detector NEW!



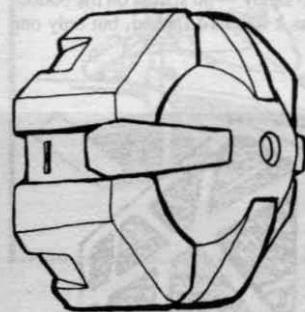
They've been around for years — but Uncle Albert held off selling radar detectors until he could offer his customers the *best* radar detector available. Now it's here: Dashboard Designs' *Warden*. Unparalleled range, sensitivity, and ease of operation, in an attractive leather case that adheres to your console or roof. Best of all, it's legal!

Radar detector — \$300, no space or weight. This item detects incoming radar signals and sounds an alarm when enemy radar locks onto the vehicle. The detector gives range and bearing to the enemy unit, and can distinguish between normal tracking radar and missile homing radar. It can be linked to a chaff dispenser or other weapon for instant screening, for the usual linkage cost. Stops working when power plant is destroyed.

NEW!

Radar Jammer

Ever since last summer's release of *Guys, Guts, Girls, & Gears*, duellists and movie aficionados have been asking Uncle Albert, "Where can I get one of those 'black boxes' like Ali Sheedy used on Rod Milburn?" Such devices haven't been available to the general public — until now! Uncle Albert proudly introduces the *Flatscreen* jammer . . . so named because the bad guy's radar screen goes flat white when his radar points at you!



Radar jammer — \$3000, no space or weight. The jammer blocks radar aimed at the vehicle with a roll of 1-4 on 1d6; roll for each attempt to pick up the vehicle's location on radar, and each attempt to target it with radar-guided weaponry. RGMs and radar-based ATADs cannot target the vehicle if the roll is made.

The jammer drains one power factor per minute while in use, and the vehicle cannot use any radar-guided weaponry or devices while it is on. Turning the jammer on or off counts as a firing action. Destroyed when power plant is destroyed.

Blocks Radar and Radio for Three Miles!

Bollix

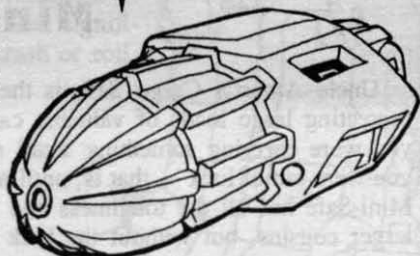
Out on the lonesome prairie, a duellist needs every bit of protection possible — especially from pests with RGMs and similar nuisances. That's why many travellers in lawless areas carry this super-heterodyne ECM package. Recommended for emergency use only; shipped in a plain brown wrapper.

WARNING: *This device has been outlawed in areas under United States, Texas, Louisiana, Oklahoma, or Canadian jurisdiction. Use of a Bollix in these areas may result in felony endangerment conviction and penalties as determined by area statutes. Uncle Albert takes no responsibility for unlawful use of this device, and sells it purely as a defensive accessory useful in lawless areas.*

Bollix — \$5000, 200 lbs., 2 spaces, 1 DP. This device blocks all radio reception, limpet beacons, radar-based ATADs and radar sets within three miles; all radar-guided weaponry and remote-control vehicles within one mile go out of control. Ranges may be increased at the referee's discretion; these are minimums.

The Bollix requires two power factors per minute of operation from the power plant. Turning it on or off is a firing action. Does not affect any laser weapons or other vehicular or personal functions.

NEW!





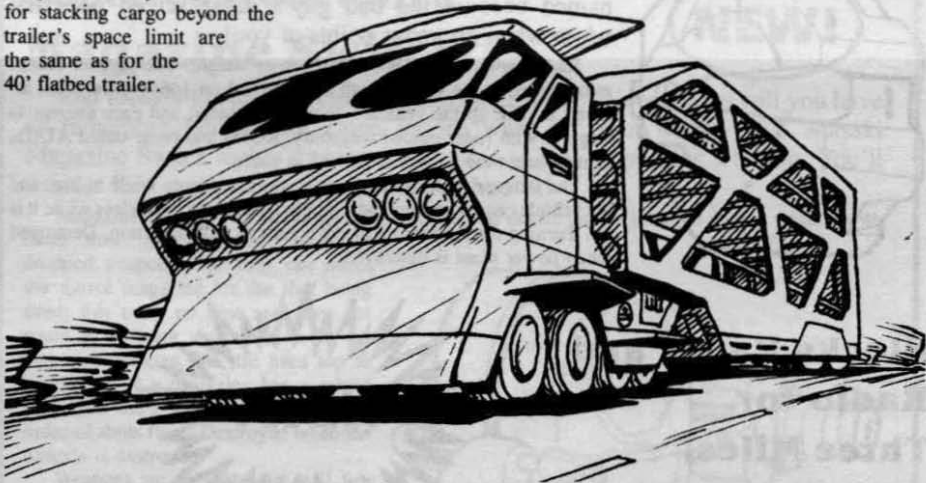
Made Popular on *McDade*

Dual-Level Flatbed

Uncle Albert does the flatbed trailer one better with his new dual level flatbed, manufactured by one of Canada's most exclusive trucking companies and distributed exclusively in the United and Free Oil States by Uncle Albert. The perfect vehicle for the crate hauler whose profits depend directly on how much he can stack on his trailer.

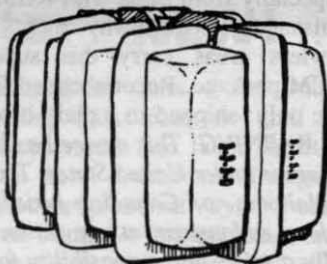
Dual Level Flatbed — \$4,500, 3,000 lbs. Can carry 70 spaces of cargo safely — 50 spaces on the bottom level and 20 spaces on top. Both bottom and top levels can be armored as a standard flatbed, but only one weapons box may be mounted.

Rules for stacking cargo beyond the trailer's space limit are the same as for the 40' flatbed trailer.



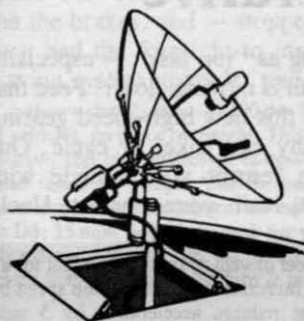
Mini-Safe

Uncle Albert's Cargo Safe is the ultimate for protecting large loads of valuable cargoes. But if you were carrying something small and precious, you were out of luck — that is, until now. The new Mini-Safe has all the toughness and quality of its larger cousins, but without the bulk — and more importantly — the cost. The best protection you can give your cargo is a Mini-Safe, only from Uncle Albert's!



Mini-Safe — Comes in two sizes. The small one costs \$150, weighs 20 pounds, and takes up one space. It can hold ½ space (or three grenade-equivalents) of reasonably square materials. Papers, computer parts, or jewelry would fit — a rifle wouldn't. The large one costs \$700, weighs 150 lbs., takes up 4 spaces, and holds 2 spaces of cargo. Both have 35 points of FP armor on each of six sides. The options normally available on the Cargo Safe are not available on the Mini-Safe.

Portable Earth Station



Don't get cut off from the outside world just because you're in the middle of nowhere! Uncle Albert's new Portable Earth Station provides a satellite uplink that can connect you with the world at the touch of a button! A radio can only do so much — let Uncle Albert put satellite technology on your side!

Portable Earth Station — \$700, 150 lbs., 2 spaces, 1 DP. Protected by top armor when not deployed, and cannot be mounted on a vehicle that has a turret, rocket platform, car top carrier, or other such item already on the roof. When deployed, automatically tracks best available satellite for world-wide voice and data communications. Takes 2 turns to deploy, and can be targeted at -2 while deployed (the PES is *not* protected by the top armor in its deployed position).

"My Favorite Model" — Champion Duellist David Kitchener

Safety Seat

For that extra measure of security while you're in your car or truck, Uncle Albert introduces the latest in safety technology for drivers and passengers alike! Utilizing the most modern shock-absorbing materials and the latest in physiological research, Uncle Albert's Safety Seat significantly increases your chance of surviving a crash or roll. Get one today!

Safety Seat — \$500, no space, 25 lbs. A safety seat may be installed in any vehicle except a motorcycle or a sidecar. It is a specially padded, contoured seat which, combined with special restraining belts and nets, cuts the damage taken in collisions and rolls in half. For example, after the front armor, weapons, and power plant have already been obliterated in a head-on collision, 12 points of damage remain to be divided between the driver and the gunner. The gunner has a regular seat; he takes his full 6 points of damage. The driver, equipped with a Safety Seat, takes half damage — only three points. (The other three points are absorbed by the seat.) The Safety Seat provides no protection from weapons fire. It takes five turns to get into a Safety Seat, and three turns to get out. If you don't engage the harnesses, it only takes one second to get in or out, but the protection is lost.





Life in the Fast Lane Overdrive

There's no such thing as "too fast" — especially when the guy on your tail is moving closer! Feed that tailgater your dust with this new high-speed gearing system, available for any car, trike, or cycle. Our talented mechanics can retrofit your vehicle with minimal inconvenience; call your nearest Uncle Albert's retail outlet for an appointment.

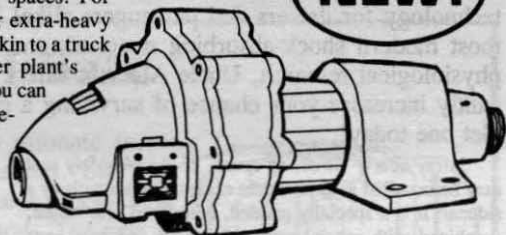
Overdrive — \$100 per wheel of vehicle (must be bought for all wheels), no space or weight. Increases the vehicle's top speed by 20 mph when activated, but reduces acceleration by 5 mph (minimum 2.5 mph). Overdrive activation and deactivation counts

as a firing action. If deactivated while above the vehicle's normal top speed, the vehicle is forced to decelerate at least 15 mph per turn until at or below its maximum speed (figured before the overdrive was activated). Not usable on oversize vehicles. Installation is a Hard job for a mechanic.

Heavy-Duty Transmission

You're powerful tired of overpowered, expensive power plants. When you're pulling a heavy load, you want the true power of the big rigs. Now it's within your power, with this amazingly powerful transmission! So many models, we can't list them all — if you've got a vehicle, we've got one for you!

Heavy-duty transmission — same cost as vehicle's body cost (including chassis modifiers), 300 lbs., 2 spaces. For cars only, and the vehicle must have a heavy or extra-heavy chassis. This is a high-powered gearing system akin to a truck transmission; it effectively doubles your power plant's power factors (for purposes of maximum load you can carry, *not* laser shots, maximum speed, or mileage). However, the vehicle accelerates like a truck (2.5 mph/turn up to 25 mph, 5 mph/turn thereafter). The maximum load is doubled, but chassis strength is not increased. Not usable with a Thundercat.

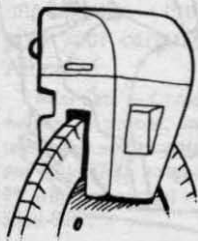


NEW!

Antilock Braking System

Resist fade and heat, laugh at ice and oil, say farewell to tire damage with this computerized braking system. Uncle Albert's breakthrough low-cost system does what the expensive ones do! Supplies are limited, so hurry!

Antilock braking system — \$1000, no space or weight. This system eliminates tire damage due to rapid deceleration, and reduces road condition hazards due to braking (rain, snow, ice, oil) by D1. Cannot be used on oversized vehicles.



Heavy-Duty Brakes

NEW!

The sign said "15 mph Curve Ahead," but you didn't believe it. You braced yourself for the inevitable, slammed on the brakes, and — stopped safe and secure. Good thing you had the foresight to install Uncle Albert's latest life-saving system upgrade: rotors, calipers, pads, the works!

Heavy-duty brakes — \$100 per wheel (must be bought for all wheels of a vehicle), no space or weight. This system increases safe deceleration by 5 mph, and each maneuver category of deceleration above safe levels is also raised by 5 mph. That is, heavy-duty brakes allow up to 20 mph deceleration without hazard. 25 mph deceleration is a D3 hazard; 30 mph is D5; 35 mph — D7, and each tire takes 1 die of damage; 40-50 mph — 2 dice damage to each tire, and go directly to Crash Table 1. Deceleration of more than 50 mph in one turn is impossible.



NEW! Weapon Concealment



As the saying goes, "You don't have to *look* tough, as long as you *are* tough." Hang tough, but be polite too, with *Cammo Panels* by Napalm Novelties of Detroit. Paint 'em to match your armor, and snoopy passersby or opponents will never be the wiser. Lets you feel secure while

keeping diplomatic options open. Specify weapon, facing, and vehicle model when ordering.

Weapon concealment — Costs 25% of weapon cost, weighs ¼ of weapon weight. No space for 1- or 2-space weapons, 1 space for larger ones. Concealment hides a weapon's presence until the driver or gunner "unconceals" it. Activating and deactivating concealment count as firing actions; concealment switches can be linked for the usual linkage cost. Safety interlocks prevent firing of concealed weapons. Installation is an Easy job for a mechanic.

NEW!

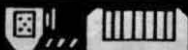
Great for Practical Jokers

False Weapons

As the saying goes, "You don't often have to *be* tough, as long as you *look* tough." Look as tough as they come with these realistic-looking plastic weapons from Napalm Novelties. Useful for Q-ships posing as another vehicle design, parades, children's parties, etc. Wide selection!

False weapon — Costs \$100 and weighs 20 lbs. It takes up no space, as it is purely an exterior model. False weapons look exactly like their real counterparts from greater than 1" (game scale).



**NEW!**

External Weapon Pod Ejection System

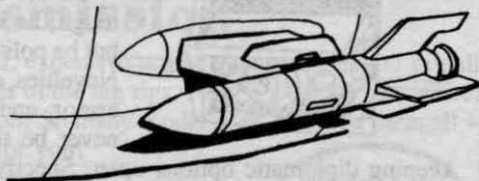
NEW!

There comes a time in every duellist's life when speed is worth more than excess weaponry. If you've fired your rockets and the bad guy's on your tail, those EWPs are a real drag. Blow off that dead weight with Uncle Albert's patented EWP Ejectors. Pick up a pair today — so you won't be outrun tomorrow!

EWP ejection system — \$200 per pod, no weight or space. Ejecting an External Weapon Pod counts as a firing action. If the vehicle carries more than one side-mounted EWP, the EWPs must be linked and ejected simultaneously. Place an obstacle counter next to the ejecting vehicle's counter (treat as a "dropped weapon" counter in placing it).

NEW! Rocket External Weapon Pod

From the war-torn past comes the precursor of the modern EWP. For those who want cheap, lightweight firepower and don't mind a little risk, the Rocket EWP is perfect! And while you're ordering, why not try Uncle Albert's new EWP Ejection System?



Rocket EWP — ½ weight and cost of a similar EWP. No armor can be carried, and the rockets are vulnerable to damage and vehicular fires. A Rocket EWP carries only single-shot rockets of any size: HR, MR, LR, and MNR.

Coaxial Counter-Rotating Blade System

**NEW!**

The latest word in high-tech helicopter advances. The CACR puts main and stabilizing rotors on the same axis, and powers them in opposite directions to cancel torque. Say "Goodbye!" to that vulnerable tail rotor, and "Hello!" to better handling and higher speed! And oh-so-quiet — from Aerodrome Industries, you expect no less!

Coaxial Counter-Rotating Blade System (CACR) — 20% of body cost, 400 lbs., 2 spaces. Both blades have the DP specified for the main rotor. The CACR increases maximum speed to 250 mph, and adds 1 to HC (the maximum is still 3).

Roll randomly to see which rotor is hit by an attack; when one is destroyed, the effect is the same as if the stabilizing rotor were destroyed. The CACR blade system works like a stealth system at up to half speed and acceleration, except the range of hearing is 6".

PERSONAL ITEMS

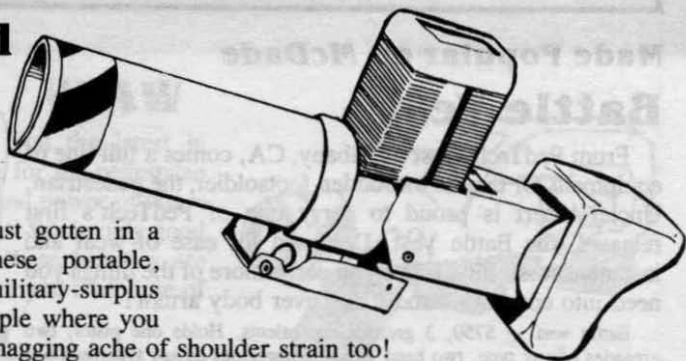
Whether 'tis nobler in the mind to suffer the slings and arrows of outrageous fortune, or to pull out your submachine gun and blow them away — that is the question. Let Uncle Albert™ help you answer that question with North America's largest selection of personal weapons, protection, and useful items. Remember that Uncle Al is The Pedestrian's Pal, too!

Note: Not all municipalities encourage personal firearms. Uncle Albert asks drivers and pedestrians alike to observe local safety regulations, because he cannot take responsibility for unlawful use of this equipment.



A Traditional Bestseller

Hand-held Grenade Launcher



Uncle Albert has just gotten in a new shipment of these portable, pedestrian-friendly, military-surplus HGLs. Put that pineapple where you want it, and avoid the nagging ache of shoulder strain too!

Hand-held grenade launcher — To hit 7, damage varies with grenade, \$300, 2 grenade-equivalents, 5 shots, cost and weight by grenade type. Maximum range is 20'. Treat misses the same as for thrown grenades. Any type of grenade set on any delay may be mixed into the five-shot clip — but the grenades are fired in order, so keep track.



Fireproof Suit

Fire is the duellist's deadliest enemy. That's why you can't afford another hazardous drive without Uncle Albert's new Fireproof Suit. Guaranteed completely effective against vehicular fires or your money back. Tests have shown that this suit will even offer partial protection from a direct flamethrower hit! (NOTE: We do not recommend you try this yourself. Uncle Albert's money-back guarantee does not extend to this type of abuse.) Stay cool in the hottest situation — with Uncle Albert!

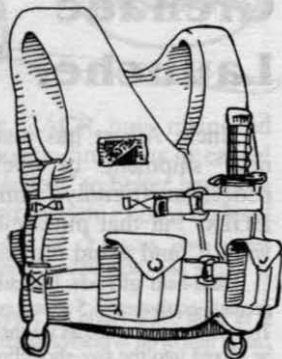
Fireproof Suit — \$500, no weight or space. Worn under body armor, the suit will protect the wearer completely from vehicular fires for 30 turns — after that, the wearer takes one point of damage for every 10 more seconds exposed. The suit protects the same way against flaming oil and building fires. If the wearer is hit by any type of flamethrower fire, damage is halved (round down). The suit offers no protection from any other type of weapon, and the cost is treated like body armor cost for determining eligibility in the various AADA competition divisions.

Made Popular on *McDade*

Battle Vest

From PedTech West of Albany, CA, comes a full line of equipment for that downtrodden footsoldier, the pedestrian. Uncle Albert is proud to carry one of PedTech's first releases, the Battle Vest. Designed for ease of wear and instant accessibility, it lets you carry more of the things you need into combat — and it fits over body armor!

Battle vest — \$750, 3 grenade-equivalents. Holds one pistol, two grenades of any type, two hand weapon magazines of any type, and one bowie knife. Fits over body armor, but must be worn to gain benefits; if carried, counts as 6 grenade-equivalents. Putting on or removing a vest counts as a firing action, but adding something to or retrieving it from the vest does not.

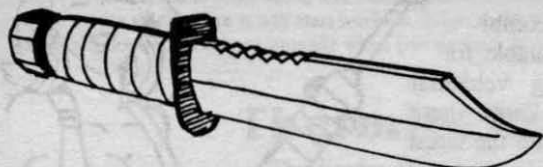


Anti-Vehicular Rifle



Another breakthrough in weapons technology — and only from Uncle Albert! In the past, pedestrians who wanted a fighting chance against vehicles had to lug around a tripod-mounted weapon — and a friend or two to carry the ammunition. Our new anti-vehicular rifle is the first truly portable weapon *proven* effective against vehicular armor. Also exceptionally effective against non-vehicular targets. Get the new AV Rifle today — and even the odds!

Anti-Vehicular Rifle — To hit 9, 1d-1 damage, \$600, 10 shots, CPS 5, loaded cost \$650. 3 grenade-equivalents. Does full damage to vehicles.



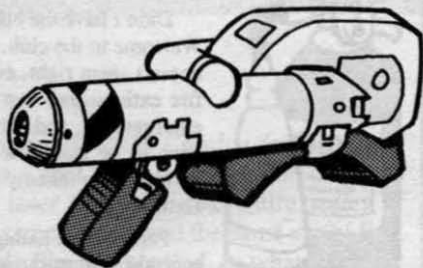
Bowie Knife

Who said Uncle Albert isn't a traditionalist at heart? Is there any more time-tested, reliable weapon than this high-quality stainless steel blade? Comes with its own leather sheath, monogrammed in simulated gold leaf at no extra charge! *Please specify two or three initials on order form.*

Bowie knife — To hit 8, 1-2 points damage (to pedestrians and tires only), \$50, 1 grenade-equivalent. Usable only in hand-to-hand combat.

Laser LAW / VLAW

Uncle Albert brings you the latest in high-tech laser weaponry for the pedestrian who wants the accuracy and power of lasers without the exorbitant cost! While only good for one shot at a time, these beauties are easily rechargeable to give you a lifetime of firepower at one low price!



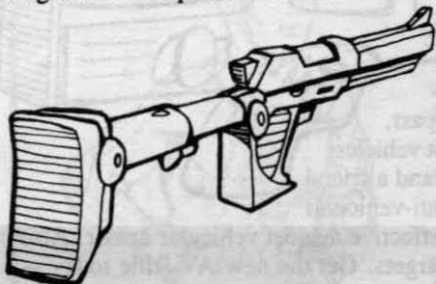
Laser LAW/VLAW: A one-shot rechargeable pedestrian weapon, it does full damage to vehicles and vehicular components. It may be recharged at any power station in negligible time for negligible cost. Laser LAW: \$2,000, 3 grenade-equivalents, to hit 6, 3 dice damage. Laser VLAW: \$1,500, 2 grenade-equivalents, to hit 6, 2 dice damage.



NEW!

Folding Stock

Whether you want better accuracy with your pistol shots, or need to make your larger hand weapons more convenient and portable, the time-tested folding stock is the answer. Available in aluminum, green or brown cammo, or walnut finish — something for every taste!



Folding stock — \$10. Adds one extra grenade-equivalent for pistols, and subtracts one grenade-equivalent for rifles, shotguns, or SMGs. Not available for other hand weapons. A folding stock gives +1 to hit with a pistol when unfolded, but -1 to larger weapons when folded. Folding or unfolding the stock counts as a firing action.

Silencer / Flash Suppressor

A must for covert actions! These combination silencer/suppressors are available for most firearms, including the big vehicular machine guns! Don't let your enemy know where you are — be silent and invisible with the latest from PedTech West!

Silencer/Flash Suppressor — Available for the MG, VMG, SMG, light pistol, heavy pistol, machine pistol, and rifle. Cost ½ the cost of the weapon, no weight or space. Weapon noise cannot be heard more than 1" away (½" for hand weapons), and muzzle flash cannot be seen more than ½" away (and cannot be seen at all for hand weapons).



Portable Fire Extinguisher



Didn't have the bucks or the weight for an inboard fire extinguisher? Welcome to the club. And now that you've started to prosper, a retrofit doesn't seem right, either. Uncle Albert has the solution! This portable fire extinguisher can be carried in your cargo area and brought out in emergencies, and can also be carried by a pedestrian — and you don't have to be told how convenient *that* could be! Fire is the duellist's number one enemy — beat it with Uncle Albert's Portable Fire Extinguisher!

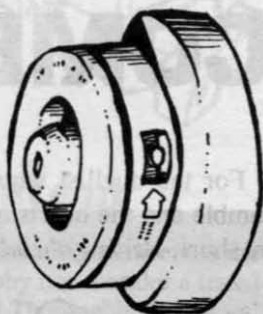
Portable Fire Extinguisher — \$150, 20 lbs., ½ space as cargo, 3 grenade-equivalents when carried. Puts out a vehicular fire on a 1-2 on a six-sided die. Can be "fired" 20 times before it must be recharged — which costs \$20 and can be done at many truck stops, armories, and hardware stores.

Limpet Beacon

Slip one of these on an opponent's vehicle and make him a sitting duck for radar- and laser-guided weaponry! The Limpet Beacon from Resnick Labs attracts those heavy-hitting weapons like a magnet! He'll never know what hit him when you set him up first with a Resnick Limpet Beacon!

Limpet Beacon — When mounted on the outside of a vehicle, the mine gives a +2 to hit for all radar- and laser-guided weapons fired at the vehicle. In addition, all laser- or radar-guided weapons that pass within 4" of an active Limpet Beacon while in flight have a 2 in 6 chance of being diverted toward the vehicle carrying the mine. If a vehicle carrying a Limpet Beacon fires such a weapon, there is no chance the weapon will return. Once a radar- or laser-guided rocket or missile is diverted to a Limpet Beacon it will not return to its original target, though it may be diverted again by another Limpet Beacon. A weapon diverted from its target by a Limpet Beacon must still roll to hit the new target, with the +2 bonus mentioned before.

The Limpet Beacon must be placed on a vehicle by hand, just like a limpet mine. Each one costs \$250, and must be activated (there's a small switch on the side) before it will start working. It has negligible weight or space, but does count as one grenade when carried by a pedestrian.



Thermite Limpet Mine

The limpet mine has long been a favorite item for pedestrians who like to leave their surprises for when they're not around. Now, Uncle Albert makes it a *really* hot item . . . Blast 'em and burn 'em with the new thermite limpet mine!

Thermite Limpet Mine — Identical in all ways to the standard limpet mine, except for cost — \$80. When it goes off, it does standard damage (1d+1). In addition, the damage is treated like flamethrower damage for the purpose of setting the vehicle on fire (since it takes at least 10 points of flamethrower damage to set a fire, it will take at least 10 points of limpet mine damage — necessitating at least two thermite limpet mines). If the variant fire rules are being used, the thermite limpet mine has a burn modifier of 3 and a burn duration of 1.



OOPS!

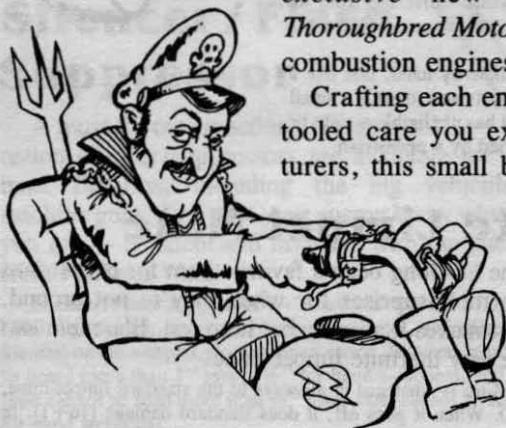
A Clarification . . .

Uncle Albert wants to clarify the listing in his *2035 Catalog* for the Laser Guidance Link (p. 20). The description says that the laser can guide only one rocket at a time. It *should* have said the laser can guide one entire *volley* of rockets at a time, if they all come from the same vehicle and the same arc of fire: linked rockets, six rockets from our Multiple Fire Rocket Pod, or whatever. Buy with confidence from Uncle Albert!



INTERNAL COMBUSTION

For the duellist who has great resources . . . who appreciates the steady rumble and the heartstopping roar of a finely-tuned gasoline engine . . . who, in short, drives *ahead of the pack* — Uncle Albert proudly announces his *exclusive* new distribution agreement with *Thoroughbred Motors*, the leading name in fine internal combustion engines.



Crafting each engine and accessory with the hand-tooled care you expect from gasoline car manufacturers, this small but talented Philadelphia company serves a select clientele. Now Uncle Albert lets *you* take advantage of 33 years' worth of combined experience by joining that clientele — today!

Note: This equipment is available only for gasoline- engine vehicles.

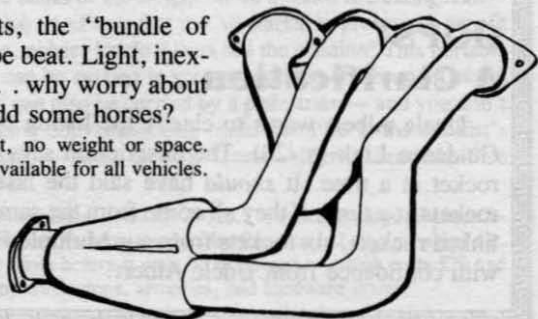
NEW!

Tubular Headers

NEW!

When every bit of power counts, the "bundle of snakes" tuned exhaust system can't be beat. Light, inexpensive, and aesthetically pleasing . . . why worry about shaving off pounds when you can add some horses?

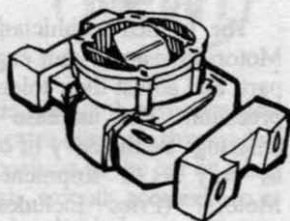
Tubular headers — 20% of engine cost, no weight or space. Increases power factors by 5% (round up). Available for all vehicles. When installed on "blueprinted" engines, the blueprint increase is figured before the header bonus is added. Installing tubular headers is an Easy job for a mechanic.



Carburetor

You know how expensive gasoline and equipment can get — so save money with this fine carburetor. Many duellists find they can get by perfectly well without fuel injection, and after all, every dollar counts!

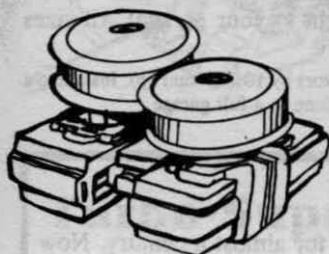
Carburetor — No weight or space, saves 20% of engine cost. Top speed drops by 10 mph, Base MPG by 2 (only 1 if it started below 10). Installing a carburetor is a Medium job for a mechanic.



Multi-Carburetor System

If you don't expect to need those big numbers at the very top of your speedometer, why not consider a tested and reliable multi-carb system? Thoroughbred Motors' proven model saves you money with only minimal loss of mileage.

Multiple-carburetor system — No weight or space, saves 10% of engine cost. Top speed drops by 5 mph, Base MPG by 1. Installing a multi-carb system is a Medium job for a Mechanic, but switching from a single carb to a multi-carb system or vice versa is an Easy job.



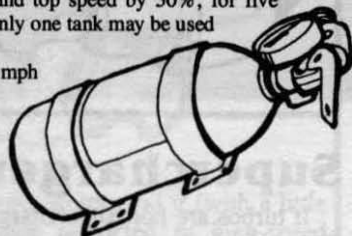
Nitrous Oxide

The bad guy is on your tail, peppering your rear end with lasers and hot lead. But you're not worried . . . you've got a bottle of nitro that will rocket you to safety. Just push that N₂O button and it's sayonara, sucker!

Nitrous oxide — Each tank is \$500, weighs 20 lbs., and takes up 1 space. Opening a tank counts as a firing action. An opened tank increases acceleration by 10 mph and top speed by 50%, for five seconds. Then the nitrous oxide (and a full gallon of gas) is gone. Only one tank may be used at a time — that is, effects of nitrous are not cumulative.

At the end of the five seconds, the vehicle decelerates by 10 mph automatically until below its regular top speed. This deceleration does not count toward the hazard of excessive braking.

Recharging a tank costs \$200, but the gas is not always widely available; this is up to the referee. Installing the nitrous oxide system is an Easy job for a mechanic.



OOPSI! We Goofed!

Our sharp-eyed customers have discovered an unfortunate misstatement in *Uncle Albert's 2035 Catalog* regarding the Active Suspension system (p. 29). The description "If a vehicle loses a wheel, its HC drops to -2 instead of -3" should read, ". . . its HC drops by 2 instead of 3." Uncle Albert regrets this error, and hopes no customer was inconvenienced by it during battle.

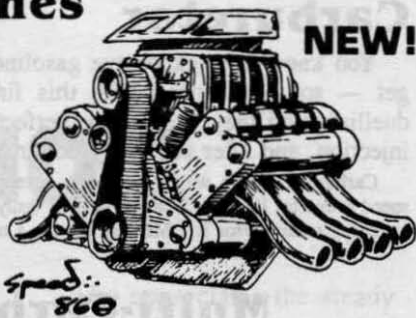


"Blueprinted" Engines

The trained technicians at Thoroughbred Motors take apart your engine, measure every part, and adjust their tolerances with uncanny precision. The increase in performance is amazing! Be the envy of other duellists — it's as easy as a shipment to Thoroughbred Motors! (Price includes shipping. Note: Customers in areas outside governmental jurisdiction may be subject to additional shipping charges. Please inquire.)

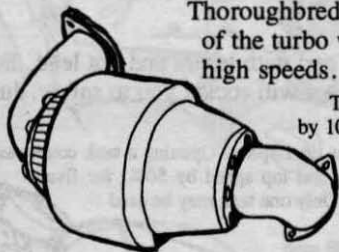
Or if you prefer, you can buy a blueprinted engine "off the rack" from Thoroughbred. No muss, no bother, and it's shipped right to your garage! All sizes available.

Blueprinted engine — Adds 50% to engine cost. Increases power factors by 10% (round up). Installing a blueprinted engine is a Medium job for a mechanic, and can only be done in a full garage.



Turbocharger

Turbos rule the open road! Truckers have known it for almost a century. Now autoduellists everywhere are rediscovering the joy of turbo-power, thanks to Thoroughbred Motors and Uncle Albert. The high-pitched whine of the turbo will thrill you like nothing else — except your new high speeds.

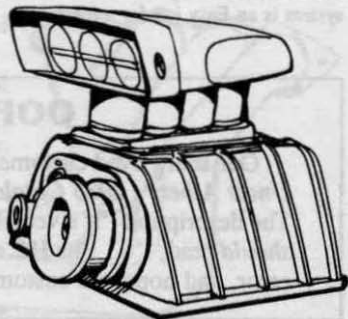


Turbocharger — \$1000, no weight or space. Increases top speed by 10 mph, and acceleration by 5 mph at 40 mph or faster (no acceleration bonus at slower speeds). It does not affect MPG, but an engine equipped with a turbocharger is more likely to be severely damaged due to a loss of oil pressure. Installing a turbocharger is a Hard job for a mechanic.

Supercharger

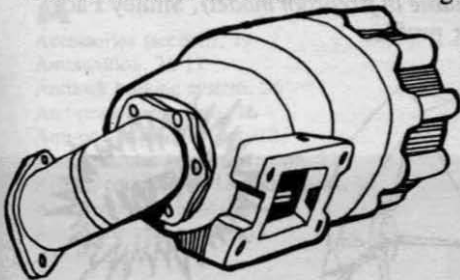
If turbos are hot, superchargers are even hotter! For use in the arena or just around town, the rocket-like acceleration of the supercharged car is beyond compare. And the unforgettable supercharger shriek sends chills down the spine of the coolest opponent. Don't miss out!

Supercharger — \$1500, weighs 20% of engine weight, 1 space. Increases top speed by 10 mph and acceleration by 5 mph (bonus good at all speeds). Reduces MPG by one. Installing a supercharger is a Medium job for a mechanic. A supercharger can't be installed on an engine smaller than 150 cubic inches.

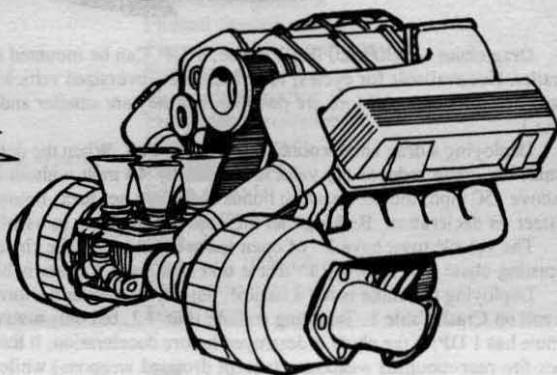


NEW!**Variable-Pitch
Turbocharger****NEW!**

Do you dread "turbo lag"? Avoid such trauma with this high-tech turbocharger. It's the vanes on the turbine wheel that give your engine that extra boost; in this model, the vanes change position as the car accelerates, providing high, smooth acceleration at all speeds. Don't lag behind — get yours today!



Variable-pitch turbocharger — \$2000, no weight or space. Works like a regular turbocharger, except that it gives its 5 mph acceleration bonus at all speeds, not just at 40 mph or faster. Installing a variable-pitch turbocharger is an Easy job for a mechanic if the engine already has a turbo, or a Hard job otherwise.

Turbo-Supercharger**NEW!**

They said it couldn't be done . . . so Thoroughbred Motors did it (with a little help from Uncle Albert's crack R&D staff)! Once restricted to high-speed dragsters, this innovative design combines turbocharger power with supercharger technology. Give your car the kick of a rail dragster!

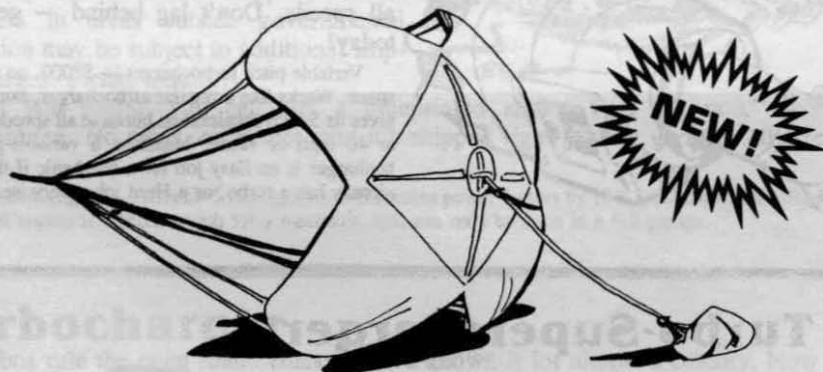
Turbo-supercharger combination — \$3500, weighs 25% of engine weight, 2 spaces. Gives a 5 mph acceleration bonus up to 40 mph, 10 mph bonus at 40 mph and above, and adds 20 mph to top speed. No effect on MPG. Cannot be combined with turbochargers, superchargers, or variable-pitch turbos. Installing a turbo-supercharger package is a Hard job for a mechanic.

Dragster model — as above, but \$2500, weighs 20% of engine weight, and takes only 1 space. For dragsters only.



Drag Chute

You've seen them on the dragstrips; now you, too, can have Uncle Albert's *Snapdragger* brand drag chute! Perfect when you need to "hit the brakes" in a hurry. And we offer a durable flame-resistant chute as well, to prevent nasty surprises. Choose pattern when ordering: red-and-white bullseye, yellow-and-black bullseye, candy-stripe, flamingoes (*not available in fireproof model*), Smiley Face, or Uncle Albert's own lovable three-quarter profile.



Drag chute — \$300, 20 lbs, 1 space, 1 DP. Can be mounted on the rear (only) of any car, trike, or trailer. Not available for cycles, reversed trikes, oversized vehicles, or helicopters. A vehicle can mount only one drag chute. (More are possible, but they are smaller and the net effect is the same as one large one.)

Deploying a drag chute counts as a firing action. When the deploying vehicle is travelling 100 to 150 mph, the chute reduces the vehicle's speed by 40 mph without hazard at the beginning of each turn. Above 150 mph, the deceleration bonus is 60 mph per turn. Below 100 mph, deploying the chute has no effect on deceleration. Braking can increase deceleration as usual, with appropriate hazards.

The vehicle must have 2" of open space behind it for the chute to work. Any object in the path of an opening chute rips it away; a vehicle that rips away a chute is blinded as though by paint.

Deploying the chute is not a hazard, but any maneuver performed while the chute is deployed forces a roll on Crash Table 1. Targeting a chute is at +2, but only area effect weapons damage it. A deployed chute has 1 DP; if the chute is destroyed before deceleration, it has no effect. The deploying vehicle may not fire rear-mounted weaponry (except dropped weapons) while the chute is deployed, or the chute is hit and destroyed.

An open chute may be detached as a firing action. A detached (not destroyed) chute is placed 2" behind the vehicle (use an inverted mine or spike counter); hitting it is a D1 hazard, and it affects targeting like a paint spray. The chute remains stationary; after five seconds it "deflates" and the counter is removed.

An undeployed chute is targeted like a turret, or may be damaged whenever the side it's attached to is damaged. Roll one die: On a 1 or 2, the chute takes damage before armor; on 3-6, the damage bypasses the chute.

After combat an unharmed chute may be retrieved and repacked for later use. This takes five minutes and is an Easy task for a mechanic.

Fireproof drag chute — As above, but costs \$450. Not damaged by flame weapons, and will not catch on fire.

Optional chute failure rule: An improperly packed chute can fail to operate. When a chute is deployed, roll three dice. On a roll of 3 or 18, the chute fails to work. This rule is strictly optional and should be agreed on by all players before play begins.

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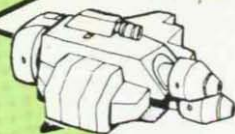
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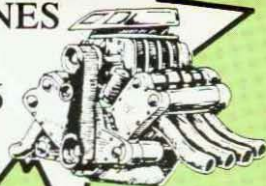
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