

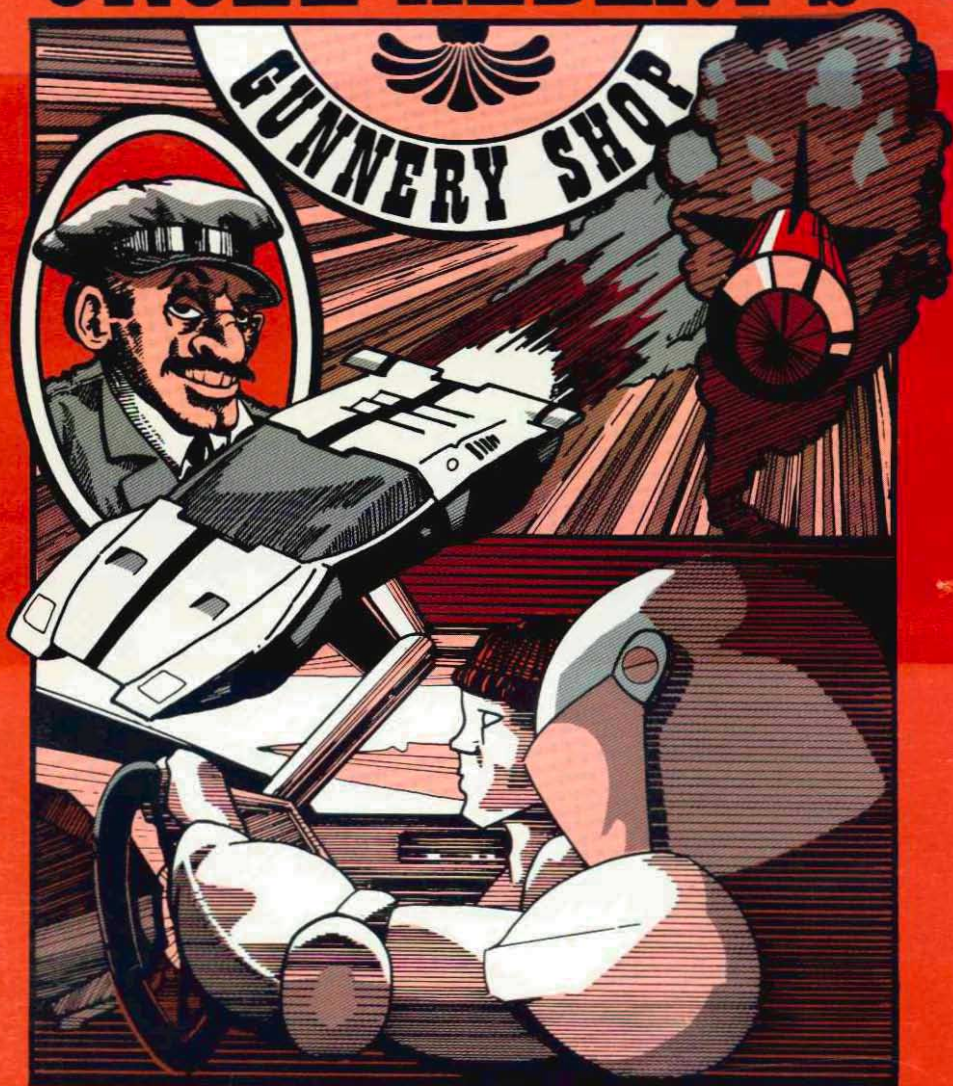
a **CAR WARS**® supplement

2039
Catalog
Update



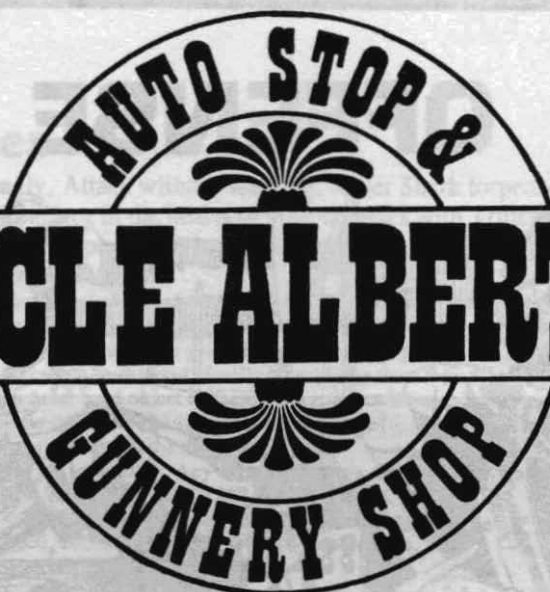
2039
Catalog
Update

UNCLE ALBERT'S®



STEVE JACKSON GAMES

2039
Catalog
Update



2039
Catalog
Update

UNCLE ALBERT'S[®]

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Most of the *Car Wars* weapons and gadgets are new or revised from their original appearances. The rest have appeared in *Autoduel Quarterly* magazine. The rules herein are official and replace previous rules.

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OFFENSE

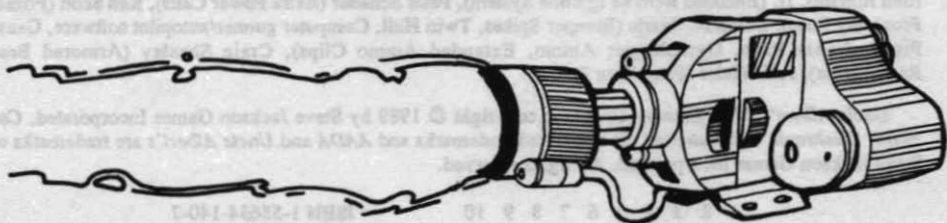


Ahoy, mateys! Been feeling all washed up lately? Let Cap'n Al fix you up with the best bargains on either side of the Seven Seas. Each one priced so low, you'll swear it's a steal! All guaranteed to make you the meanest, nastiest scoundrel on land or water! With Cap'n Al as your first mate, you'll send your foes to sleep with the fishes.

Infrared Lasers

The lights have been burning night and day in Uncle Al's laboratories to bring you, new and improved, the best in infrared-laser technology. Introducing the Heatray II! Yes, friends, the Heatray II can now do twice as much damage as the original!! And that means more fun for you. Available today, so don't delay — order right away!

IR Lasers — IR Lasers now do full (normal) damage, but suffer a -1 per die of damage for every ½" of smoke or paint between the firer and the target. IR TwLs will suffer a -1 to their damage "bonus" per ½" of smoke — thus, an IR TwL firing through 1 ½" of smoke will do 2d-3 (2d (-6) + 6 (-3)) damage. An IR targeting laser cannot penetrate more than 1" of smoke.



Torpedoes

Dangerous. Deadly. Attack without warning. Killer Shark torpedoes, new from Trident Imports. Strike terror in the hearts of your enemies with Trident Import's full line of torpedoes in every shape, color and option you want! Only from Trident Imports, importing the power of the gods!

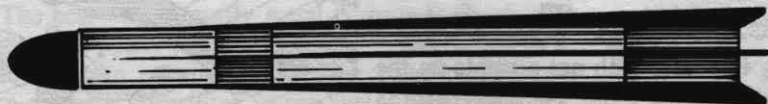
Torpedoes — very similar to heavy rockets, except that they travel at 50 mph, regardless of the speed or orientation of the firing vehicle. The torpedo travels $\frac{1}{4}$ " below the surface of the water and will pass over objects deeper than that. Use a missile or pedestrian counter to represent the torpedo, and move it in a straight line. The torpedo cannot be detected visually by anything more than 4" away from it. If the torpedo counter collides with any other solid object of reasonable size (not a beach ball, but a rock or boat . . .), it hits automatically — roll for damage. When a boat is hit by a torpedo, the underbody armor is affected. Torpedoes may be made armor-piercing at the usual cost.

A torpedo can be fired on, at -6 to hit. Any damage destroys a torpedo.

Mini Torpedo — \$200, 75 lbs., $\frac{1}{2}$ space, 2 DP, 2 dice damage.

Standard Torpedo — \$300, 100 lbs., 1 space, 3 DP, 4 dice damage.

Heavy Torpedo — \$600, 200 lbs., 2 spaces, 4 DP, 6 dice damage.



Homing Torpedoes — Adds \$350 to cost, +20% weight. Treat as a regular torpedo, but the torpedo travels in a straight line until a boat-sized object is detected in the torpedo's front arc, within a 24" range. If more than one object comes in range simultaneously, the torpedo picks the closer one; if equal distances, it picks the larger one; if sizes are also equal, it chooses randomly.

Once a target has been selected, the torpedo will home in on the target, turning up to 15° every phase it moves (i.e., a D1 boat bend), with no possible loss in control. If the locked-on target manages to escape the torpedo's front arc, or gets further than 24" away, the lock-on is lost, and the torpedo resumes its straight-line motion until it finds another target. When the torpedo counter reaches the target, it hits automatically — roll for damage. A homing torpedo will not lock on to the beach, or a rock, or even a large fish, but only a boat-like object.

High-Velocity Torpedoes — twice the base cost (before homing, wire guidance, or proximity fuses are added). Allows torpedo to travel at 80 mph.

Proximity Fuses — \$50 per torpedo. A torpedo with a proximity fuse hits when it comes within $\frac{1}{4}$ " of the target — thus, it can damage hovercraft. Any damage a hover takes from a proximity-fused torpedo is taken on its facing skirt, or, if it had no skirt on that side, underbody armor. Proximity-fused torpedoes do half damage.

Wire-Guided Torpedoes — +\$200 to base cost. A WGT is directed by the firing vehicle toward its target, turning up to 15° per phase. The guiding wire is considered to be $\frac{1}{4}$ " below the surface of the water; if a boat with a deeper draft crosses a line directly between the firing boat and its WGT, the line is cut, and the WGT continues in a straight line. If a boat crosses the wire while on hydrofoils, the wire will have a 3 in 6 chance of being cut. A WGT may also have the Homing Torpedo option; when the wire is disconnected, the torpedo immediately reverts to Homing mode. WGTs cannot be fired by a ship moving faster than 60 mph.

Waterproof Weapons



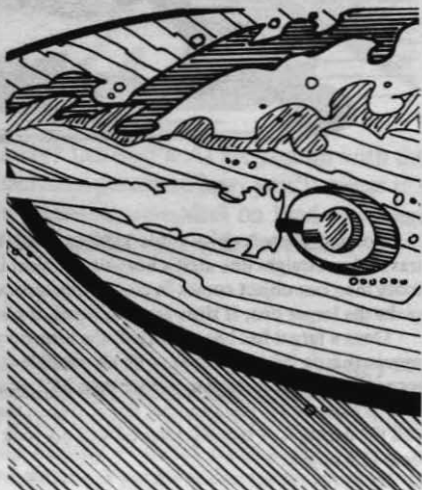
It happens all the time! You'll be frolicking in the surf, wreaking havoc to your heart's content, and suddenly a big wave comes along, and BOOM! Your weapons are drenched, and you're out of action. Don't let this happen to you again! Invest in Sharkskin, the unique new way to waterproof weapons, and kiss those rainy day blues goodbye! By Trident Imports, of course.

Waterproofed Weapons — +25% (round up) to cost. Any non-waterproofed weapon is ruined when immersed, and has to be dried out (1 to 6 hours) before it will function. Only dropped weapons, torpedoes (which are *already* waterproofed) and lasers can be fired while underwater. A laser or dropped weapon must be waterproofed if it is submerged before it is fired.

Underwater Turrets

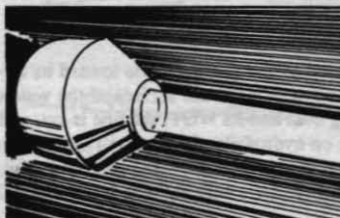
Slowly it glides, with not a ripple on the water to disturb the calm. Yet underneath is hidden danger and death! So fights the Crocodile, Master of the Nile. And so will it be when you outfit your boat with Crocodile Underwater Turrets. Hide your firepower — until it's too late! From Leviathan Enterprises, Monsters of the Deep.

Underwater Turrets — When deployed (if pop-down, or all the time if not), an underwater turret slows the boat's top speed by 10 mph. Underwater turrets need to be waterproofed, adding 25% to the cost of the turret.



Blue-Green Lasers

Frustrated with trying to fire conventional lasers underwater? Good news! Now you can convert your ordinary lasers to blue-green lasers! For a mere 25% extra, you can eliminate that murky underwater drag forever! Sorry, IR and X-ray lasers cannot be converted, but Uncle Al's crack research team is at this moment working on this knotty problem.



Blue-Green Laser — Lasers tuned to the proper frequencies can fire more effectively underwater. Any normal laser can be tuned to a blue-green wavelength, and be fired underwater for +25% to the laser's cost. Firing a normal laser underwater is treated like firing an IR laser through smoke unless the water is unusually clear or murky. Blue-green lasers have no such penalty. *IR and X-Ray lasers cannot be blue-green.*

Bumper Spikes

It's a rough-and-tumble world out there, and no joker's gonna collide with YOUR car and get away with it! Protect yourself with Porcupine Bumper Spikes, new from Saftee-Pro. Ram a hole that he'll never forget! When you hit those peds, make sure they stay down! Defend yourself, the SafteePro way!

Bumper Spikes — Cost and weight equal to 5 points of armor (1 point of metal) for that vehicle, and must match the vehicle's armor. Mounted F or B only. Adds 1d to all damage given in a collision, modified by the vehicle's DM (double damage to pedestrians). Cannot be mounted in conjunction with ram plates or brushcutters. Destroyed when all armor on that side is gone.



Single-Shot Incendiary Rockets

The best way to purify metal is through flame; the best way to purify your opponent is to flame him! Put a little extra zip into that rocket fire; make that sucker burn, with the Hiroshima Single-Shot Incendiary Rocket, from Herlitz and Sons. "Quality of the highest calibre."

Single-Shot Incendiary Rockets — $\times 2$ cost, $\times 1.5$ weight. Inflicts an extra point of damage per die (i.e., a heavy rocket does $3d+3$, a mini rocket does 1d) against non-fireproof armor, adds a burn modifier based on the rocket itself: 1/0 for a MNR, LR gets 2/1, MRs get 3/2, and HRs, WGMs, RGMs, and Stingers get 4/3. Cost to make MFRs incendiary is the same, but each rocket in the MFR has a BM of $\frac{1}{2}$, and a BD of 1. Incendiary rockets may not be made Armor-Piercing.

Armor-Piercing Rockets

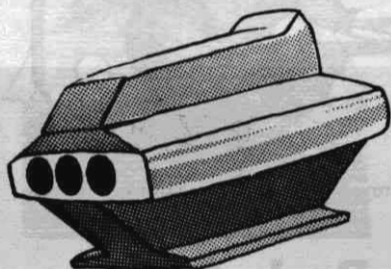
An old favorite is now improved! Yes, Herlitz and Sons, the company famous for never resting on their laurels, has forged new ground in rocketware, allowing you to upgrade your old reliable rockets into something more dangerous, more deadly, more downright fun than ever before! Armor Piercing is now available for all single-shot rockets, torpedoes, and missiles, as well as RL, MML, VFRP, MFR, and RR ammo. What more could you ask for?

AP Rockets (Improved!) — $1.5 \times$ cost, normal wgt. +1 per die of damage. No burst effect. Available for all single-shot rockets, torpedoes, and missiles, as well as RL, MML, VFRP, MFR, and RR ammo.



Variable-Fire Rocket Pod

What's more fun than your old friend, the VFRP? Well, how about the new and improved VFRP? More glamour, more thrills, but still at the same old low, low prices! Get one today; your opponents already have one. *Trust your Uncle Al.*



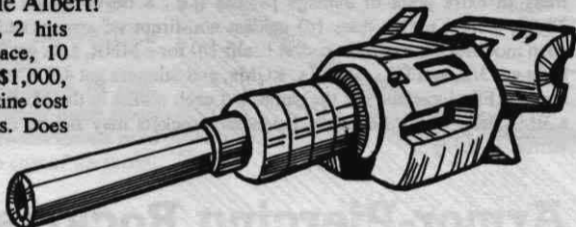
Variable Fire Rocket Pod — To hit 9, 1 die damage per rocket, \$2,000, 200 lbs., 3 spaces, 5 DP, 30 shots, CPS 35, WPS 7.5. Loaded cost \$3,050, loaded weight 425 lbs. Loaded magazine costs \$1,100 and weighs 240 lbs. The VFRP can fire up to six rockets in one firing action. Roll separately to hit with each rocket, declaring the number fired before rolling for any.

A VFRP can fire a "ripple salvo," spreading its attack over several targets within its arc of fire (a turreted VFRP must choose a single arc). Each rocket fired after the first will suffer a consecutive -1 to hit, so that the first rocket hits normally, the second suffers a -1 to hit, the third -2, and so on. If fired at the ground, use the grenade scatter rules to find out where the shell actually hit. A laser being used to guide rockets in this fashion will do no damage to any of the targets.

Vehicular Shotgun

"Hey, Al! Why should I buy a vehicular shotgun when your own flechette gun or machine gun is a much better deal?" We thought about it, and set our R&D department hard at work to shave the cost and weight for you! Cheaper, lighter, and just as deadly as before! And only from Uncle Albert!

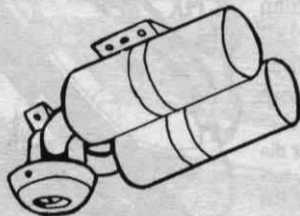
Vehicular Shotgun — To hit 6, 2 hits damage, \$950, 90 lbs., 2 DP, 1 space, 10 shots, CPS 5, WPS 1. Loaded cost \$1,000, loaded weight 100 lbs. Loaded magazine cost \$100, loaded magazine weight 25 lbs. Does full damage to vehicles.



Cloud Bomb

Light up the skies at night with a Cloud Bomb. But not just any old cloud bomb — use the improved Flashfire Cloud Bomb, just out of Uncle Al's research labs, and available for all vehicles! Effective and economical — ask for it by name.

Cloud Bomb — To hit 6, \$1,000, 100 lbs., 1 space, 1 DP. One-shot weapon. Point blank bonuses do not apply. The cloud bomb creates a heavy-duty smokescreen counter; after two phases, the "smokescreen" detonates, doing 2d damage to everything in or touching it (like a flame cloud) and 1d in a 2" burst radius (vehicular components are not affected). If the to-hit roll is missed, the chemicals are assumed to have dispersed, and the cloud is treated as a standard smoke cloud.



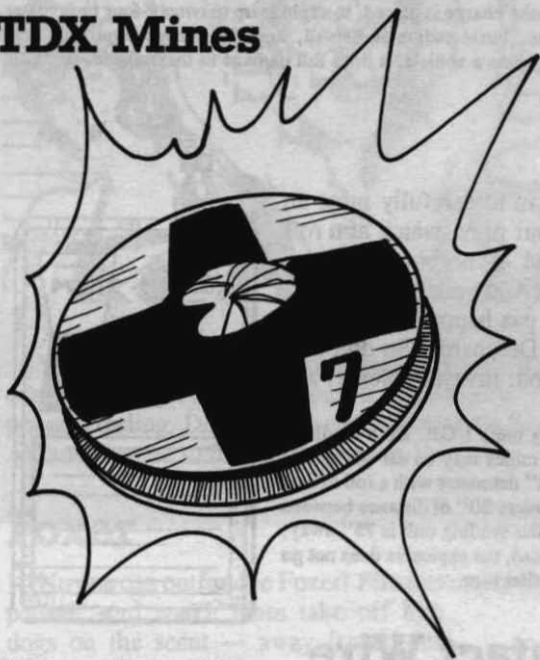
The player or referee may elect to "roll" when ordinary HD smokescreens are produced, in order to keep other players guessing about the nature of the cloud — but if a real smokescreen's "roll" is missed, the smoke cloud is still produced normally.

APFSDS Ammo

They said it couldn't be done, that APFSDS ammo was the best it could ever be, that Uncle Al was crazy when he insisted he could do more. Well, they were wrong! Introducing the new and improved APFSDS ammo! Now it can be loaded in your TG's! AND, can be mixed with normal ammo for a more interesting fight! What new frontiers of gunnery will the never-weary staff of Uncle Al's Research and Development Labs push back next?

APFSDS (Sabot) Ammo — Loaded in ATGs and TGs. CPS $2 \times$, WPS $1.5 \times$ normal. Does +2 damage per die — thus, $3d+6$ for the ATG, or $6d+12$ for the TG. No burst effect. May be mixed with normal ammo.

TDX Mines



Spear 1000 Minedropper owners, rejoice! Uncle Al, the Duellist's Pal, has come up with something new to relieve the tedium of one more just-like-the-last-one mine too many. Re-introducing an old favorite, TDX Mines, gua-ran-teeed to do maximum damage to your opponent's tires with a minimum of fuss and expense. Special this month only — buy five, get one free! Wow! What a deal! And only from Uncle Al.

TDX Mines — May only be used in a Spear 1000 Minedropper. When detonated, the TDX Mine does $1d+3$ damage to the tires, but only $1d-2$ damage to the underbody of the triggering vehicle. CPS 100, WPS 10.

Kamibombs

Want to make your point, but just don't have the time to visit? Say it your own, unique way — with Kamibombs, from Rising Sun.

Kamibombs — \$100, 100 lbs., 2 DP per space. A kamibomb's Blast Points are found by taking the square root of the number of spaces the explosive charge occupies. Thus, a 1 space kamibomb has 1 Blast Point, a 4 space kamibomb (or 4 1-space kamibombs) has 2 Blast Points, and a 10 space kamibomb has 3.2 Blast Points. When a kamibomb is detonated, it has a blast radius equal to twice it's Blast Points in inches, rounded to the nearest $\frac{1}{4}$ ". At $\frac{1}{4}$ " range, the bomb does $4 \times$ BP (round up) dice, $2 \times$ BP dice at $\frac{1}{2}$ " range, $1 \times$ BP dice at 1" range, $\frac{1}{2}$ damage at 2", $\frac{1}{4}$ damage at 4", and so on. For example, a 1-space kamibomb will inflict 4 dice damage to anything within $\frac{1}{4}$ ", 2 dice out to $\frac{1}{2}$ ", and 1 die to anything from $\frac{1}{2}$ " to 2" away from it. When used against a building, check for damage for each $\frac{1}{4}$ " of wall within range for purposes of breaching.

Plastique

Say goodbye forever to the old-fashioned, messy way of blowing things up, and say hello to Boutique Plastique, the no-fuss method of blasting. And it's so SAFE, too; you can store it in your garage with no fear of Junior knocking off a finger or arm. Run over it, step on it, burn it, even shoot it — no problem! The only way to set it off is with a detonator. And when you do set it off, you'll be pleasantly surprised at the resulting damage. Do it the elegant, economical, safe way, with Boutique Plastique.

Plastique — \$3,000 per brick, 1 GE. If carried as cargo, each brick weighs 5 lbs. and 10 bricks take up one space. Detonators are \$50 apiece, no weight or space. Plastique will not explode unless electrically triggered by a detonator. Can be run over, dropped, stepped on, burned, or shot, and it will not explode. Each brick may be cut into halves or quarters, though it cannot be bought this way. A full brick has 4 Blast Points (see Kamibombs), ½ brick has 2 Blast Points, and a ¼ brick has 1 Blast Point. A plastique explosive does full damage to pedestrians, half damage to tires and vehicular components. A separate detonator is required for each charge; detonators may be set, when the charge is placed, to explode up to twenty-four hours later.

Shaped Plastique — Costs 1.5× above, burst radius is halved, and the shaped explosive does 1.5× damage within that burst effect; if placed on a vehicle, it does full damage to that vehicle, using the limpet mine rules.

Radio Detonator

Nothing is more embarrassing than to carefully mine an area, stay up all night waiting for your prey, watch him roll into your perfectly laid pattern, and — nothing happens. Boy, do you have egg on your face! (And your prey still has his.) Don't let this little social faux pas happen to you ever again; invest in a NeverFail Radio Detonator. So don't be the laughingstock of the neighborhood; invest in NeverFail, and invest in peace of mind.

Radio Detonator — \$500 for the sending unit, 1 GE. Each modified detonator costs \$50 extra. Radio-controlled mines may be set off by this item for no extra cost. Sending unit must "hit" detonator with a roll of 3 or better on 2 dice. Subtract 1 from this roll for every 20" of distance between sending unit and detonator. For example, if the sending unit is 75" away, the roll would be made at -3. If the roll is missed, the explosive does not go off. The detonator can be tried again every other turn.

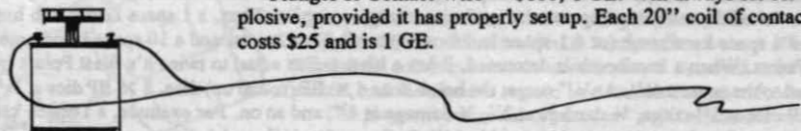


Plunger and Contact Wire

Large tree fallen on the road? Traffic backed up on the interstate? Now you can rid yourself of these annoyances with the SureFire plunger and contact wire, by NeverFail.

Portable and convenient. No car should be without one!

Plunger & Contact Wire — \$100, 1 GE. Will always set off an explosive, provided it has properly set up. Each 20" coil of contact wire costs \$25 and is 1 GE.



DEFENSE

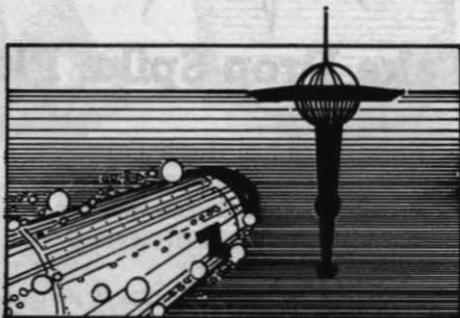


When you're out in the ring and all alone, it's good to know Uncle Al is in your corner. He's got a one-two punch of good prices and reliability that'll leave your opponents reeling. Don't let the enemy throw the first punch! Prepare yourself with Uncle Al, and prepare to hear "Da Winnah."

Foxer

No one can outfox the Foxer! Fire this crafty little devil in front of those homing torpedoes, and watch them take off like dogs on the scent — away from you! Fools even the most sophisticated weaponry! Don't be a lazy dog; invest in the Foxer and be master of the hunt, not the prey! Priced to move, so order today!

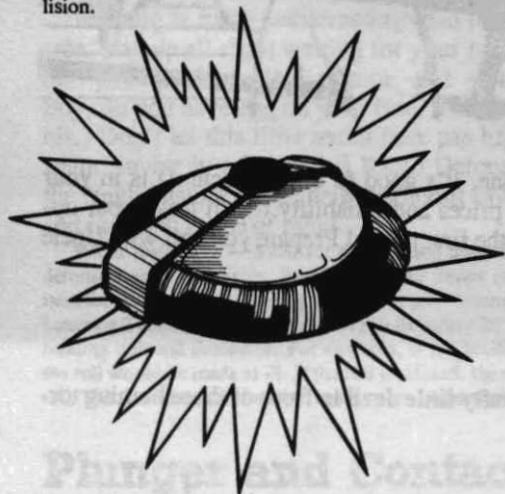
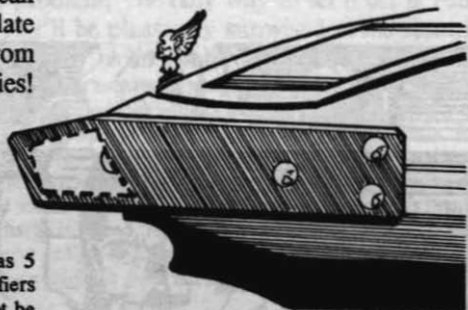
Foxer — \$500, ½ space, 50 lbs., 2 DP, dropped weapon. When fired, a ½" × ½" counter is placed behind the boat and activated. When homing torpedoes come within 20" of an active Foxer, they will take the Foxer as their new target on 1-4 on one die. If the Foxer is destroyed, any torpedoes that were homing on it will move in a straight line for 1 full second before they can acquire new targets.



Fake Ram Plate

Is it real? Is it fake? Only an expert can tell the difference between a real ram plate and the amazing Faux Ram Plate, from Houdini Enterprises. Terrify your enemies! Amaze your friends! Keep the opposition guessing until too late! Easily mounted, and comes in a wide variety of decorator colors to accessorize any trim.

Fake Ram Plate — Same cost and weight as 5 points of the vehicle's front armor, including modifiers for special armor types and sloped armor. Cannot be distinguished from a normal ram plate without close inspection. Fake ram plates are destroyed when the vehicle's front armor is destroyed; the deception is revealed whenever the fake ram plate is involved in a collision.



Fake Mines

Houdini Enterprises, the guys with a sense of humor, have come up with yet another fun way to kill an afternoon — Faux Mines! Plant them in your driveway, your schoolyard, or your neighbor's flower garden, and just stand back and enjoy the fun! Great for parties, fraternity initiations, or just fooling poor old Mom.

Fake Mines — CPS \$10, WPS 5. Look like the real thing, but are just weighted plastic imitations.

Fake Drop-Spike Plate

Or, for added fun, Houdini's new Faux Drop-Spike Plates are a real crowd-pleaser! So real, your friends won't be able to tell the difference — until they step on it. Don't delay; order today!

Fake Drop-Spike Plate — \$50 (\$75 for the large version), 10 lbs., 1 space, 1 DP. As fake mines, above.



Fake Wheelguards And Armored Hubs



Sometimes you just can't afford all the better things in life — like ram plates, mine droppers, and flaming oil jets. If you're forced to economize, do it in style! Never let your opponent know you can't go first class; fake him out with Houdini's Faux Wheelguards and Faux Armored Hubs. Painstakingly

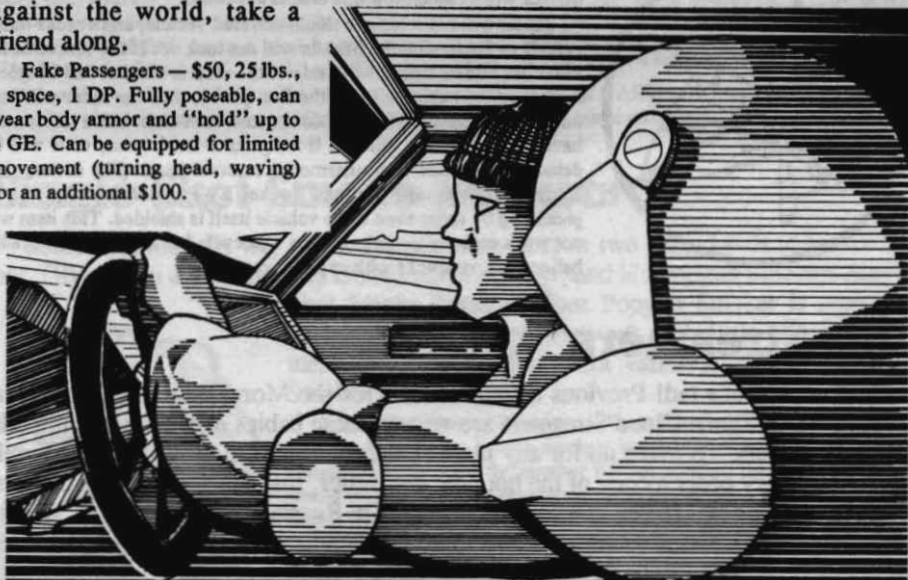
handcrafted by artisans from the highest quality materials, this equipment is so well done even experts are fooled! From Houdini Enterprises, Masters of the Illusion.

Fake Wheelguards & Armored hubs — \$2, 1 lb., no space, no DP. Destroyed by the first shot to hit it, but does not decrease the damage going through it (i.e., a 7 pt. hit that destroys a fake wheelguard will still inflict 7 points of damage on the tire behind it.) Need not match armor type. Fake wheelguards do not lower a vehicle's HC.

Fake Passengers

When is an army not an army? When it's made up of your special friends from Houdini! Presenting the Doppelgangers, fake passengers made especially for those times when you need a little extra "manpower" at your back. So, fill those gunner turrets! Flesh out that parade! Stuff that truck full of bodies! They won't know it's just you . . . until too late! For a slight extra fee your Doppelganger can be equipped for limited movement, such as turning its head, waving its hand, cocking its pistol. Doppelgangers. When it's you against the world, take a friend along.

Fake Passengers — \$50, 25 lbs., 1 space, 1 DP. Fully poseable, can wear body armor and "hold" up to 6 GE. Can be equipped for limited movement (turning head, waving) for an additional \$100.



Beacon Mines

Hauntingly beautiful, the Sirens used to sing, and thus lure men to their deaths. Today the same deadly song is sung by Siren Beacon Mines, by Herlitz and Sons. Entice any radar or laser-guided weapon within range into your trap, and blow them into pieces. When ordering, remember — we gift wrap!

Beacon Mines — CPS \$200, WPS 5. Activated when dropped, or by radio control. Any radar or laser-guided weapons that pass within 3" of an active Beacon Mine have a 2 in 6 chance of being diverted to hit the mines. Any hit (or multiple hits) of 5 or more points will disperse the counter, rendering it ineffective. May be fired from a mine flinger, and mixed with other mine loads in a magazine.

Stealthkote Shield

Every good magician has one more trick up his sleeve. The same is true for autoduelists. Never let your enemy know where you are; keep him guessing with Stealthkote, the new armor shielding from Houdini Enterprises. This amazing new substance renders ineffective all types of radar, including radar-based ATADs or missiles! They simply cannot find you! So easy to apply; can be put over any type of armor! So don't hesitate — order today, and leave them in the dark.

StealthKote Shield — Purchase this for individual armor locations on a vehicle. Cost is $10 \times$ the cost of one point of vehicular plastic armor, and weight is the same as one point of plastic armor. Adds 1 DP to every armor location it is bought for. The StealthKote Shield is the first to take damage. This can be put over any type of armor; when taking fire or laser damage, the shield is destroyed first, and then the special properties of the armor are taken into effect. Accessories, like spoilers, wheelguards, etc., are considered covered at no additional cost or DP benefit when the appropriate side is covered.



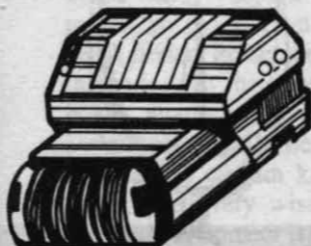
Radar will not register a shield-covered vehicle, and a radar-based ATAD or Radar-Guided Missile will not lock on. If the source of the radar has line of sight on any side of the vehicle that has had its shield destroyed (or never had it in the first place), then the radar will lock on, and the benefits of the shield are lost. A vehicle with a turret must have the top armor shielded from ground-level radar, or it will be detected. Vehicles with unarmored external items (like rocket platforms, portable earth stations, rocket EWPs, and others), will be picked up by radar even if the vehicle itself is shielded. This item will not work on a motorcycle (unless that cycle has a Cycle Windshell), helicopters, or trucks with exposed cargo.

Gas Streamers

Boy, is our face red! Previous advertisements for the Morris Machine Works Gas Streamers and Flame Cloud Streamers are wrong; these babies may be aimed just like regular weapons. To make up for any inconvenience, Uncle Al will send *absolutely free* with every order a copy of the hot new best seller, that shocking expose of Communism in all its evil forms, "Al's Gals, Taking On Russia."

Gas Streamers — Gas streamers and Flame Cloud Gas Streamers may be aimed just like regular weapons. If placed on automatic, the gas streamer fires once per turn.

HD Chaff Dispenser



Tired of being dumped on all the time? Now it's your turn to make a little flack, with Uncle Al's brand new Heavy Duty Chaff Dispenser. Only 50 lbs. (130 lbs. loaded), yet packs a big ten-shot wallop. Comes in a wide variety of decorator colors; matches any decor. Act now to avoid disappointment.

HD Chaff Dispenser — 50 lbs., 2 spaces, 2 DP, \$600, 10 shots, CPS \$40, WPS 8, loaded cost \$1,000, loaded weight 130 lbs., dropped weapon. Creates a 1" X 2" chaff counter.

Homing Anti-Radar Missiles

What the fuzz-buster did for twentieth century America, Pioneer Products new HARM (Homing Anti-Radar Missiles) does for the 21st! Eliminate forever those annoying radar jockeys; blast out those irksome radar jammers. Give yourself the edge and make your enemy drive blind — with HARM.

Homing Anti-Radar Missiles (HARMs) — adds \$100 per rocket (any rocket). Must be linked to a Radar Detector. When active, a HARM will automatically fire at any incoming radar source (vehicular radar, RGMS, radar jammers, etc.) with a +1 to hit for every 4" range past the first full 4", provided that the radar source is within the HARM's arc of fire, up to a total bonus of +4. If the HARMs are fired from a RL, MML, or VFRP, the HARM system will keep firing so long as the radar source is in its firing arc. If HARMs are fired manually, they suffer a -2 to hit against non-radar generating targets, and use normal range modifiers.



Single-Shot Smoke Rockets

Sometimes the only way to get a skunk out — four or two legged — is to smoke him out. Giving you a helping hand is your pal, Uncle Al, and his Popgun Smokers Single-Shot Smoke Rockets. Your Popgun Smoker is especially designed to flush your prey out with little expense, little mess, little effort. For extra variety, load your Popgun Smoker with tear gas!



Single-Shot Smoke Rockets — Same cost, same weight as normal rockets. Single-Shot Smoke Rockets create a line of 1" X ½" smoke clouds equal to twice the number of dice damage that a normal rocket would do (i.e., a heavy smoke rocket would create a 6" line, a medium rocket would create a 4" line, and an MFR would create 6 overlapped 2" lines).

Tear Gas Rockets — Smoke rockets (all kinds) may be loaded with tear gas for twice the cost.

ACCESSORIES



You'll think he's an angel when he gives you these devil-of-a-deals in automotive accessories and necessities. These products are hot, hot, hot, with heavenly quality and sinfully low prices. Look high, look low, but you'll never beat the deals at Uncle Al's Auto Stop and Gunnery Shop, the best place to shop in any world!

Sea Anchor

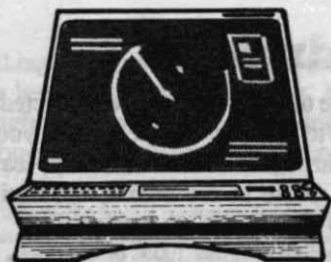
Been living life in the fast lane too long? When it's time to slow down, do it the safe, easy way, with the Oceania Sea Anchor, from Atlas. Don't accept cheap imitations; only Atlas backs its sea anchor with a 90-day, money-back guarantee! Glide quickly, conveniently to a stop, secure in the knowledge you've bought the best! (Easily retrievable, too!)

Sea Anchor. \$200, 10 lbs., 1 space, 1 DP. Deploying a sea anchor requires a firing action; once deployed, the boat decelerates by 10 mph at the beginning of the next turn and each successive turn, in addition to any other deceleration. It takes 10 seconds to retrieve an anchor, or it may be cut loose with a firing action. A sea anchor trails like a drag chute and floats when stopped. Hitting one is a D1 hazard.



Sonar

Ahoy, mates! Uncle Al announces a special sale for all first-time mariners: Sonar Days! Yes, for the next month all purchasers of sonar will get half price off a depth finder! Remember, all sorts of nasty things lurk in the depths of the ocean — boats, sharks, torpedoes and kamikaze swimmers. Don't be caught unaware! Every wise captain knows the value of sonar, and every wise customer knows the only place to buy truly dependable maritime equipment is at Uncle Al's, the boater's pal!



Sonar — \$4,000, 100 lbs., 1 space. Operates like radar, except that it shows objects in and under the water, rather than above it. Sonar will detect boats, swimmers, underwater objects, and anything the size of a torpedo or larger. Sonar will also reveal the depth of the sea bottom to within 1" (roll 1 die — on a 1-2, the reading is 1" shallower than real depth; on 3-4, the reading is accurate, and on 5-6, the reading is 1" deeper than actual depth) directly under the boat. Sonar has a maximum range of 1,000" (nearly 3 miles), but only Yachts and larger can be spotted at that range. Cruisers can be spotted within 500", speedboats within 200", smaller boats within 100", and torpedoes within 20".

Depth Finder



Plumb the depths of the seas with Uncle Al's own True Blue Depth Finder. Features accurate depth reading in a 30 foot radius around the boat! Explore the ocean from the bottom up, with the True Blue Depth Finder. Only from Uncle Al.

Depth Finder — \$500, no space, no weight. Allows accurate depth readings in a 2" radius around the boat, using the sonar rules above. Cannot spot anything but the sea bed.

Jet Drive

Are you ready for the ride of a lifetime? If you can handle excitement, if you can handle speed, if you can handle life in the fast lane, then you can handle the Windsurfer Jet Drive, by Resnik Labs. Yes, increase your top speed by as much as 20 mph!! The Windsurfer, for those who want more out of life than a little peace and quiet.

Jet Drive — \$5,000, 200 lbs., 2 spaces, 4 DP. For boats only. A jet drive replaces all of a boat's propellers, and increases acceleration by 5 mph and top speed by 20 mph. It adds +1 to HC. A boat's power plant must have at least half as many power factors as the weight of the boat before a jet drive will operate at all. A jet drive cannot be combined with turbochargers or superchargers of any sort.

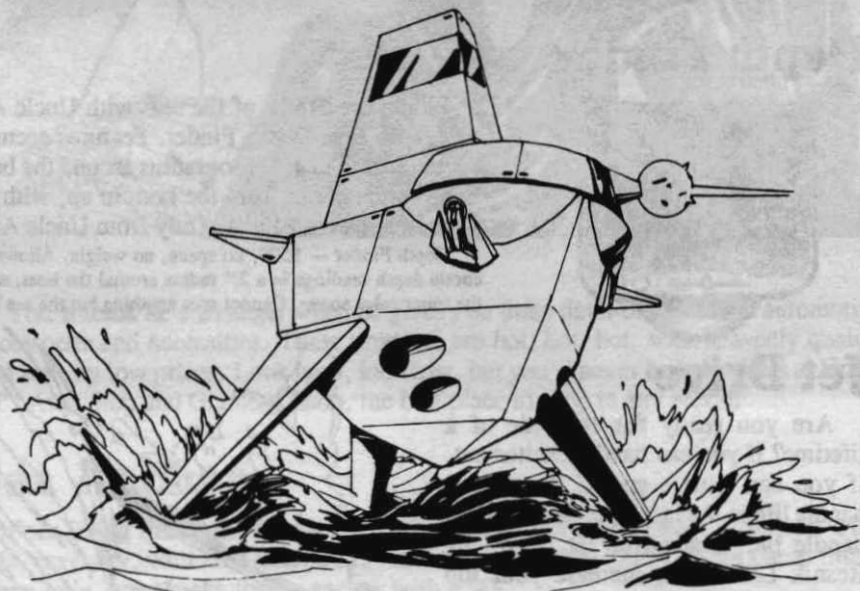


Hydrofoils

Dare to dream! Don't be restricted by clumsy, water-bound vehicles. Now is your chance to soar above the enemy in your own Seagull Hydrofoil, by Resnik Labs. Yes, glide through the air effortlessly, leaving all others behind gasping in envy and disbelief. Share in the dream, the excitement, the romance! The Seagull, by Resnik Labs. Just like you've seen on TV!

Hydrofoils — Costs 100% of body cost, weighs 50% of body weight, 1 space. When a boat with hydrofoils reaches 35 mph, the foils automatically lift the boat out of the water. This is automatic — a boat with hydrofoils *must* rise at this speed. A hydrofoil adds $\frac{1}{4}$ " to a boat's draft, but decreases the boat's draft to 0 when in use. Once out of the water, a boat has its top speed increased by 20 mph and its HC raised 1, though acceleration is unaffected. A boat's underbody may be targeted at -3 while the boat is on hydrofoils, and any underwater turrets the boat has are exposed during this time. The hydrofoils themselves can be targeted at -6 and have 15 DP; if they are destroyed, the boat falls back into the water (taking a sideswipe collision with the water) and immediately rolls on the *Boat Crash Table* with a +2 modifier, in addition to any other modifiers for the boat's speed.

Hydrofoil armor costs and weighs the same as wheelguard armor, and has the same restrictions. A metal hydrofoil costs and weighs as much as a plastic one, has 3 DP, and is damaged like metal armor.



Twin Hull

Leviathan Enterprises, the safety leader in the water, recommends the use of a Twin Hull to improve your handling. Weighted keels are nice, but a Twin Hull provides more stability, more protection, and is just more good sense. Don't delay another moment; protect your next sea-faring adventure with Leviathan Enterprises!

Twin Hull — Costs 50% of body cost, no weight, cuts internal space by 10% (round up). Adds 1 to a boat's HC. May not be used with hydrofoils.

Weighted Keel

Trident Imports believes in safety above anything. That's why they make the Samson Weighted Keel. Twin hulls are fine for the less discriminating duellist, but the Samson weighted keel will ride through the toughest storm with ease, leaving not a drop of water on board. So sit back and relax; you have the power of Samson on your side.

Weighted Keel — Costs 50% of body cost, weighs 10% of the boat's *maximum load* without the weighted keel, no space. A weighted keel subtracts one from any Crash Table roll. If a boat capsizes and has a weighted keel, it stays capsized for the rest of that turn and four more turns. On turn 6, the boat rights itself and may function normally beginning on the next turn. The weighted keel itself increases the boat's draft by $\frac{1}{2}$ ". A weighted keel may not be placed on a rowboat or dinghy.



Passenger Accommodations

Tired of the wife complaining because you never take her along in battle anymore? Well, now you can accommodate her, her mother and Bubba, Jr. in style, with Convertico Passenger Accommodations, from Artech. Comfortable, roomy bunks at night, they easily convert to a daytime couch and lounging area! Now get the whole family in on the fun! You'll be glad you did!

Passenger Accommodations — \$500, 100 lbs., 2 spaces per passenger. Comfortable bunks which convert to daytime couch/lounging areas. Passenger accommodations may be placed in cargo space. May be used in a van or larger vehicle.

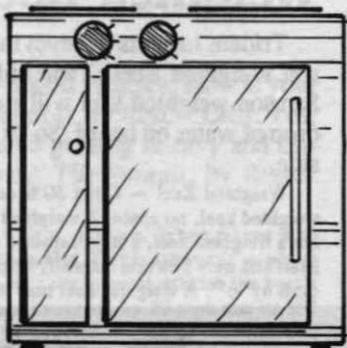




Galley

And now that you've got the little woman on board, isn't it time to put in a galley? But not just any galley; get a Chef's Delight Galley from Artech. With a cooking stove, refrigerator and plenty of counter space, she'll be whipping out those gourmet meals in no time. Save on the price of take-out food! Order today, and surprise her for Valentine's Day!

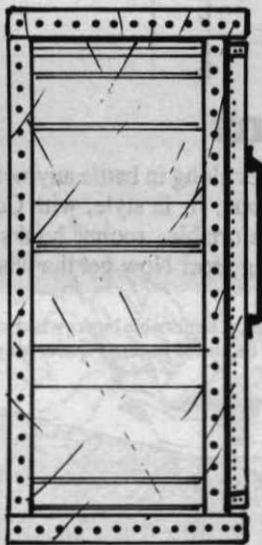
Galley — \$750, 150 lbs., 2 spaces. Small counter area, with cooking stove and mini-refrigerator — enough to cook reasonably small and simple meals. One week's rations for four can be stored here.



Armored Beer Refrigerator

Every smart duellist knows you've got to protect your valuables. That's why SafteePro, maker of fine armors and safes, has come up with yet another way to benefit mankind — the SafteePro Armadillo Armored Beer Refrigerator. Yes, with the Armadillo, you can forget those fears of a stray bullet ruining your after-battle celebration. So roomy you can store up to 60 cans; it even includes its own backup battery, to keep those brews cold even when things get hot. Waterproof, fireproof — the only thing you'll have to worry about with the Armadillo are moochers!

Armored Beer Refrigerator — \$250, 2 spaces, 50 lbs., 20 DP (fireproof). Holds up to 60 cans of any brand of beer or other beverage, also includes its own backup battery good for 12 hours and, if worse comes to worst, it can float with up to three pedestrians hanging on.



Armored Minifridge

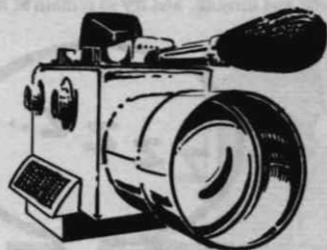
For smaller vehicles, there's the Armadillette, the tough but cute smaller edition. Holds a generous 24 cans; features the same waterproof, fireproof toughness of its bigger relative, but at less than half the cost. Comes with its own backup battery, too. Perfect for the college duellist!

Armored Minifridge — \$100, 1 space, 30 lbs., 10 DP (fireproof). Holds up to 24 cans and can only support 1 pedestrian, but is otherwise like the ABR.

Vehicular Camera

Your little girl's getting up in years; she may be in the kiddie autoraces now, but soon she'll be competing on Amateur Night in the Big Arena. Don't miss one precious moment of her life; take along the Artech Vehicular Camera, and capture the memories. Mounts easily on your auto; responds instantly to voice command. And, after the fun is over, you get professional results with the easy splicing and special effects buttons, and you can even transmit it locally to proud grandparents, friends and loved ones. Also available in a handy portable edition, perfect for skirmishes and ped-to-ped fighting!

Vehicular Camera — \$1,500, 25 lbs., ½ space, 1 DP. For recording and transmitting high-quality video. Mounted as a weapon, responds to voice directions (on/off, pan left, zoom in and track the red cycle and so on), can record up to 6 hours on one holocube (\$50, no weight or space), splice and add special effects in-camera, or transmit locally (range depends on the vehicle's radio; 2 miles for a normal CB, 25 miles for a LD Radio, even farther for a portable earth station). The camera is designed with two cube slots; a 1-space camera costs an extra \$200, and holds up to 10 cubes.



Portable Camera — \$400, 1 GE. Not intelligent, but otherwise like the vehicular model. Holds one cube. Can be hand-held, or, for an extra \$200, helmet mounted for no GE.

Identification Friend or Foe

Friend or Foe? How can you be certain? When the decision means your life, don't guess; trust in the Sentry. The Sentry will quickly identify friends by use of a secret password only you and they will know; without the password, that intruder can be blown sky high. So don't delay, phone today! The life you save may be your own!



Identification Friend or Foe (IFF) system — \$200, no space or weight. A personal model is also available — same price, 0 GE. When linked to an ATAD or computer gunner, an IFF will check a potential target before the ATAD fires the weapon. If the target also has an IFF, and has the proper password, he will not be fired on. If the target has the wrong password or no IFF, the ATAD or computer gunner will fire normally. A sonar version is available for homing torpedoes (same cost), so that the torpedo will not home in on friendly boats.

Surge Protector

You try to be careful, but sometimes, despite best intentions, accidents happen and some ninny blows away your powerplant. Before you know it, every electrical system in the place is a melted puddle of plastic. Don't let that happen another time! Invest in the Surety Surge Protector, from SaftteePro, and invest in peace of mind. Fully tested; fully guaranteed. Only from Uncle Albert.

Surge Protector — \$250, no space or weight. Disconnects fire extinguishers, computers and other fragile hardware when the powerplant is destroyed, saving them from that fate. The hardware won't work without power, but it doesn't have to be replaced.

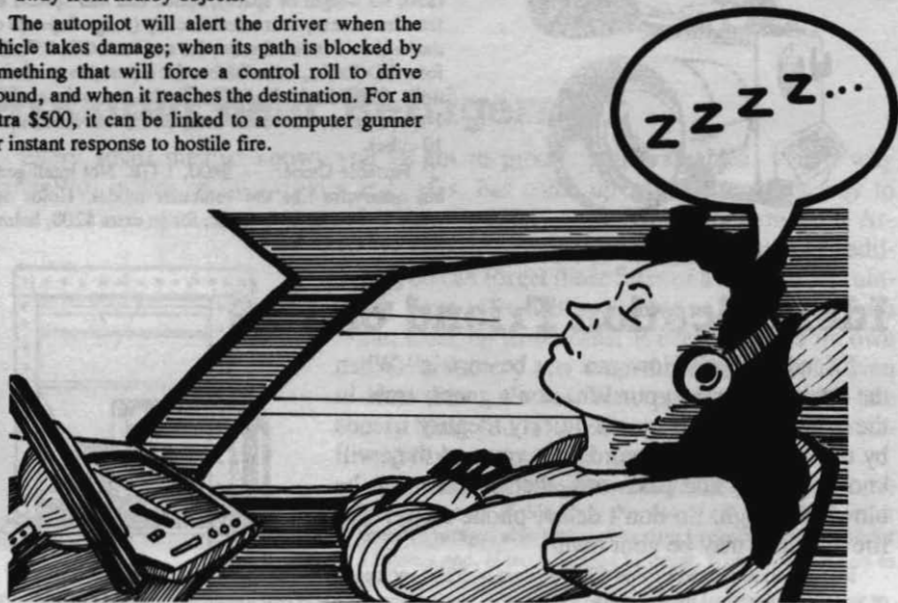


Autopilot

When the road is long and dreary, when it's time to snooze, when it's just not worth the effort to steer, then it's time for Steel Companion, the amazing new autopilot from Resnik Labs. With a Steel Companion by your side, you are free to sleep, eat, read or do just about anything else you want. Priced to move! Order today!

Autopilot — \$9,000, no space, 50 lbs., destroyed when the powerplant is destroyed. Autopilots may not be used on motorcycles, but may be used on a motorcycle/sidecar combination. Requires radar or infrared to function, and must be linked to a computer navigator, programmed with the correct software (see below). A vehicle under autopilot control loses 2 HC, but recovers HC at base level. To program the autopilot: turn on the computer navigator, insert the map cube, mark the roads and turns to take, set speeds for passing, turning and normal driving, and activate it. The autopilot is programmed to ask permission to pass others when necessary via voice synthesizer and radio, and move into the far right lane when asked the same. It will perform the least hazardous maneuvers for passing and turning, and try to remain at least ½" away from nearby objects.

The autopilot will alert the driver when the vehicle takes damage; when its path is blocked by something that will force a control roll to drive around, and when it reaches the destination. For an extra \$500, it can be linked to a computer gunner for instant response to hostile fire.



Computer Gunner/Autopilot Software



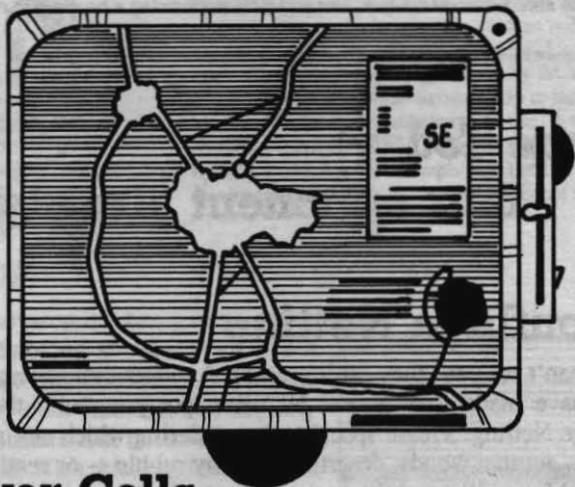
And now that you've bought your Steel Companion, be sure to get the special software bundle for it from Resnik Labs — Braniac. Guaranteed to improve your hit points! Great for Christmas! Order now!

Computer Gunner/Autopilot Software — \$2,500 for a package that gives +1 to HC or +1 to hit, no weight or space. If the power plant is hit (and the vehicle doesn't have a surge protector), there is a 1 in 6 chance of the software being scrambled, and changing the +1 bonus to -2. May be purchased with any number of personality types.

Computer Navigator

Tired of getting lost around those dinky little towns, countrysides or states? Find your way effortlessly, easily, with the Magellan Computer Navigator, from Resnik Labs. This amazing machine will display a regional or local map with your position highlighted; all you need is a map card, easily available at any local truck stop or AADA office. Stop those nagging back-seat-drivers; invest in the Magellan and never be lost again!

Computer Navigator — \$500, no weight or space. Displays a regional or local map, with your position highlighted. Requires a local (city) or regional (state) map card (\$20, no weight or space), available at any truck stop. Ties into the satellite network and local transponders to determine exact positions — if access to these is cut off (say, by the satellite transmissions being jammed, or the city's transponders being sabotaged), or a town doesn't have transponders, the Navigator will not function.



Extra Power Cells

Uncle Al is constantly receiving letters asking, "Uncle Al, how can I increase my plant's range?" Well, Uncle Al, ever tuned to the needs of a changing society, is proud to introduce his Extra Punch Power Cells! These beauties are especially made to fit any type of power plant and will increase your power units to a BIG 300!! (Uncle Al recommends that all modification be done by a qualified mechanic; Safety First, is the Stoliczynski motto!) More proof that Uncle Al is interested in your problems, and will find a solution!

Extra Power Cells — Increases the cost and weight of any electric power plant by 25% (rounded up), and increases the plant's DP and spaces by 10% (rounded up). A power plant with extra power cells has 300 power units rather than 200. Such a plant takes twice as long and costs twice as much to recharge. Extra power cells do not affect the plant's power factors, maximum load or top speed in any way. A single power plant may have only one set of extra power cells. Retrofitting extra power cells to an existing plant is a Very Hard task for a mechanic.





Stealth

What they don't know — can most definitely hurt them! Especially when you're stealth-coated for maximum silence — maximum effectiveness! You can muffle your helicopter, hovercraft, trike, cycle or car for a fraction of the cost you might expect. Sneak up behind them and give them what they deserve! Use Stealth, and keep your health.

Stealth — Available for helicopters and hovercraft (\$16,000, 200 lbs., 2 spaces), cars (\$6,000, 150 lbs., 1 space), trikes and cycles (\$3,000, 75 lbs., 1 space). When active, stealth reduces a vehicle's maximum speed and acceleration by half, but muffles the vehicle's drive systems so that it cannot be heard more than 2" away, or through a wall, closed vehicle door, etc.

For land vehicles, Stealth is less effective; it can't do anything about the squeal of tires on pavement. A car, trike or cycle in stealth mode is audible a number of inches away equal to the total D hazard or maneuver taken. Thus, a D3 bend can be heard 3" away, 25 mph deceleration can be heard 5" (or 3" if the vehicle has antilock brakes) away, and a vehicle performing a bootlegger reverse can be heard up to 7" away.

Stealth cannot be used by boats or oversize vehicles.

Get one Today!

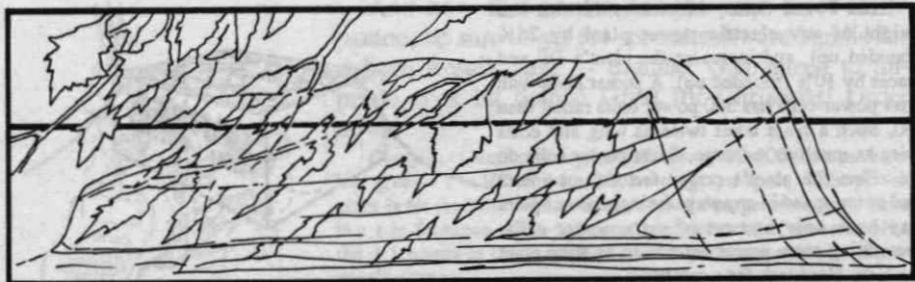
Your opponent already has one!

Camouflage Netting

If they can't see you, they can't get you! And Houdini Enterprises, Masters of the Illusion, have made sure they'll NEVER spot you, with their new Salamander Camouflage Netting. Please specify when ordering which netting you wish — summer woods, autumn woods, desert, snow, city rubble — or send us a photograph and for a modest fee we'll match it! Anti-radar netting also available. Supplies are limited, so order today to avoid disappointment.

Camouflage Netting — \$35, 20 lbs., ½ space (if carried as cargo) per 1" square. Camo netting is an open-weave cloth that makes things harder to find, especially from the air. It is available to match most terrain types (woods, desert, snow, etc.), and completely ineffective if it does not match the surroundings. Camo net may be simply draped over an object or strung up on poles like a tent. Weights are sown into the edges to anchor the net against blowing away.

Anti-radar netting is available for 3 × cost and 3 × weight of normal netting. It does not make the target invisible to radar, but confuses the echo, so that the target is not clearly identifiable.



Improved Supercharger Capacitors

Yes, folks, a good thing just got a lot better! You'll be amazed at the difference between your old supercharger and Uncle Albert's improved Zippy Supercharger Capacitor! Now, more powerful than ever! Increases your top speed by a breathtaking 20 mph! Leave your opponents choking in your dust; upgrade your supercharger NOW! You'll be glad you did.

Improved Supercharger Capacitors (ISC) — \$500, 1 space, 75 lbs., adds 1 DP to power plant. Each ISC will raise an electric vehicle's acceleration by 5 mph and add 20 mph to its top speed for 3 turns. Triggering the ISC is a firing action taken during the Acceleration phase. It cannot be used again until recharged (which takes two minutes, and costs \$10). Triggering an ISC 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 much damage when the ISC is triggered. This damage will not cause a fire or hazard, and component armor does not protect against it. However, damage caused by ISCs costs half as much to repair as normal damage. Up to three ISCs may be linked together for cumulative results. A vehicle that is above its maximum speed when the ISC's charge is used up will decelerate by 10 mph/turn until at or below its maximum speed. Gasoline engines may not use this item.



Turbofans

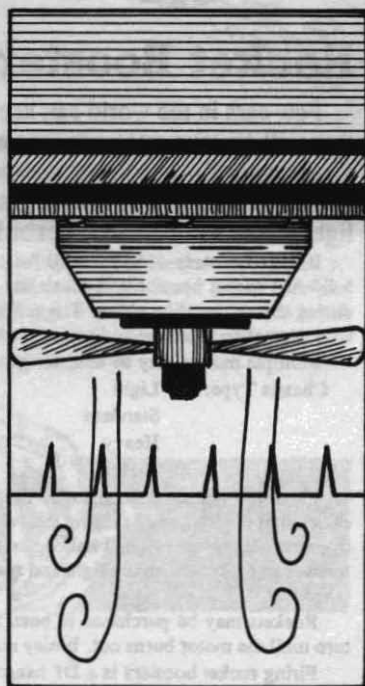
If you've got a hovercraft, then you've got to have a turbofan. And not just any old turbofan, but the Sharkfin, by Leviathan. Yes, ladies and gentlemen, your very own Sharkfin will not only add 5 mph to your acceleration, but an amazing 20 mph to your top speed! With this low, low cost and easy installation, can you really afford to be without one? From Leviathan Enterprises — Monsters of the Deep.

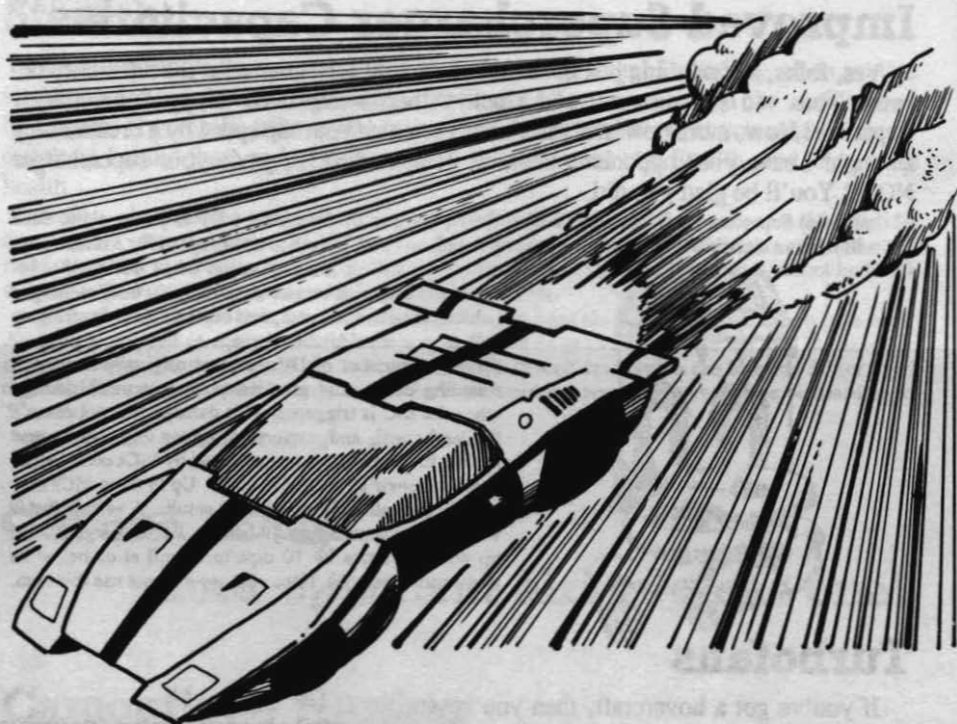
Turbofans — For hovercraft only. +20% body cost. Adds 5 mph to acceleration and 20 mph to top speed. Not compatible with turbochargers or superchargers.

Fourth Thrust Fan

If you've got a hovercraft to be proud of, then make sure you properly protect it! Get yourself a Fourth Thrust Fan, from Trident Imports, and improve your handling! Little expense, little effort, but big results! From Trident Imports, importing the power of the gods.

Fourth Thrust Fan — For hovercraft only. +15% of body cost & weight. Adds 1 to HC. HC may not be raised above 3 by this item.





Rocket Boosters

Few cars in the world can keep up with you now. Fewer drivers will want to. All this will be true once you put a little extra boost into your fine vehicle, with the Roadrunner Rocket Booster, from Atlas. You'll find yourself easily slipping out of tight jams with this powerful, yet convenient booster; it's made to fit any frame, from light to extra-heavy, so order at least one for each of your vehicles!

Rocket Boosters — \$50 per 10 lbs., 1 space and 1 DP per 100 lbs., or fraction. Volatile. A 10-lb. solid-fuel rocket booster will accelerate 1,000 lbs. of vehicle (or fraction) 10 mph in one turn, applied during the acceleration phase. Triggering rocket boosters counts as a firing action. A vehicle may combine normal acceleration and rocket boost.

Multiple motors may be used for greater acceleration, up to the structural limit of the chassis:

Chassis Type:	Light	1 tube	10 mph
	Standard	2 tubes	20 mph
	Heavy	3 tubes	30 mph
	X-Heavy	4 tubes	40 mph

Light and Standard chassis may fire one over this limit, heavy and x-heavy two, with a 50% chance of bending the frame and making the vehicle undriveable. Vehicles without chassis modifications (cycles, trikes, boats, hovercraft and helicopters) are considered to have Standard chassis. A car may mount any number of rockets, within weight and space limitations; the restriction is on how many may be fired simultaneously.

Rockets may be purchased to burn for multiple segments; once triggered, the car accelerates every turn until the motor burns out. It may not be shut off once triggered.

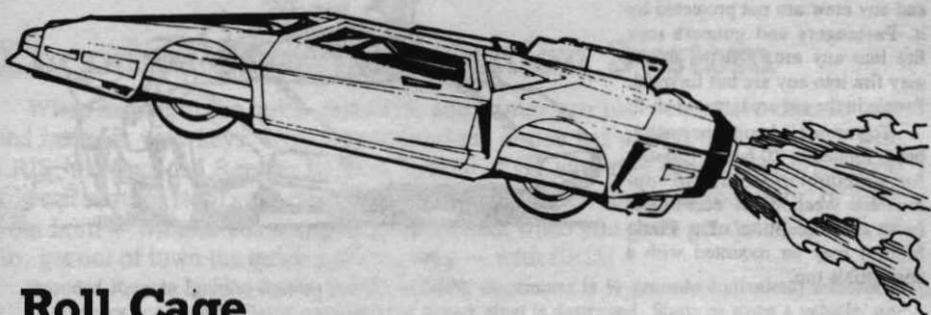
Firing rocket boosters is a D1 hazard for each 10 mph of boost (forward or back for most vehicles, any direction for hovers), doubled if the vehicle is in the air.

Jump Jets

Quick as a rabbit, you'll leap out of those hot spots and into the clear with Jack-rabbit Jump Jets from Atlas. Nothing can catch an American jackrabbit in full run, and nothing will catch your Jackrabbit Jump Jet. Leap ahead of the enemy with ease and style! Remember, it's fully tested, guaranteed and available only at Uncle Al's.

Jump Jets — \$75 per 10 lbs., otherwise as above. Rocket boosters mounted on the undercarriage can be used to jump from a flat surface, or increase the jumping angle from a ramp. When jump jets are fired, the *actual* forward speed of the vehicle is increased by half the normal amount for the number of rockets fired (the "burn value"), the effective take-off angle is increased by 15°, and the maximum jump distance is figured as if the car's speed had been increased by *double* the burn value, or *four times* the actual speed increase. *Example:* If a stock 5,000 lbs. Joseph Special, traveling at 30 mph, fires 50 lbs. of rockets, its actual speed increases to 35 mph, but it can jump a distance as if it were traveling 50 mph. If it fires 200 lbs. of rockets, its actual speed increases to 50, but it jumps as if it were traveling 110 mph!

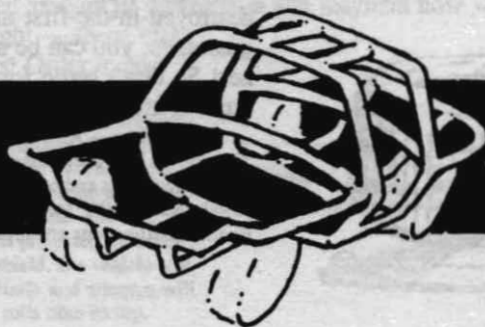
The hazard for firing jump jets is based on burn value, D1 per 10 mph.



Roll Cage

Owners of small cars, rejoice! That handy but heavy roll cage you've been dragging around is now a thing of the past! Uncle Al is proud to introduce the improved roll cage! Lighter, stronger, better all around — you'll be amazed at the difference! And, so strong it will even give you partial protection in collisions!

Roll Cage — \$150 per armor facing, 1 space, weighs as much as 1 point of vehicular metal armor $\times$ the number of armor facings the vehicle has. Thus, for a cycle, a roll cage weighs in at 2 points' worth of metal armor and costs \$300, a car's would be 6 points worth at \$900, and a bus' would be 10 points worth at \$1,500. Prevents internal components from taking damage in a roll, and internal components (only) take half-damage (round up) from rams. Roll cages must be original equipment.



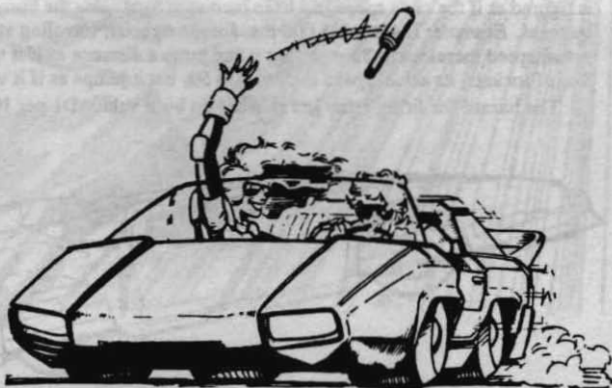


Convertible Hardtop

On a beautiful, sunshiny day it's a shame to be cooped up in a stuffy car! Now you can let your hair fly in the breeze with Fliptop Convertible Hardtop, by California Creations. Catch those rays whenever you want; if bad weather or rocket fire comes, just push a button and presto! Top armor! Great for parades, picnics and gangland-style shootings! Comes in a wide variety of decorator colors, designs, and California stripes.

Convertible Hardtop — \$1,500 (\$2,500 to retrofit), 50 lbs., takes up 1/6 (round up) of the vehicle's spaces. Not available for vans, station wagons, campers, buses, helicopters, hovercraft or cycles. Only takes up 2 spaces on pickups. Raising or lowering the top is a firing action, taken in the Acceleration phase. It takes 1 full turn to raise or lower the top. When the top is down, the vehicle still has top armor, but the driver and any crew are not protected by it. Passengers and gunners may fire into any arc, and the driver may fire into any arc but forward. People in the car are targeted at -5.

Top armor is bought normally, but is limited to 20 points (plastic) for structural reasons. No top-mounted weapons or accessories (with the exception of a Pintle Mount) may be mounted with a convertible top.



Radial Tires

You've invested a lot of time, energy and money in making your car the best on the road. So why buy second-rate tires and run the risk of disaster? Smart autoduelists buy Uncle Albert's Fleetfoot Wide Radial Tires; shown in test after test to be the best radial tires on the road. With Fleetfoot's special punctureproof, money-back-if-destroyed-in-the-first-nine-days-or-90-miles guarantee, you can be sure you have a winner! So don't settle for cheap imitations — buy Fleetfoot, and buy the best on the road.



Radial Tires — Any car, cycle or trike with Radial Tires on all its wheels has its HC raised by 1. Racing slicks, metal tires and oversized tires may not be made radial. Adds 150% to cost, 20% to weight, -1 DP. Radial modifications are applied *after* steelbelting.

Off-Road Tires

Nothing is so lovely as a day in the country. And nothing is so annoying as trying to fight off-road on the wrong tires. After all, you wouldn't wear high heels into the swamp; why ask your car to do the same? When you are planning that little bucolic excursion, remember to run by Uncle Al's and pick up a set of Al's Mudshark Off-Road Tires — you'll be glad you did. And so will your car.

Off-Road (OR) Tires — Any car, cycle or trike with Off-Road Tires on all its wheels has its HC raised by 1 when off-road, and will not take damage from normal off-road terrain. OR tires confer no benefits on the highway. Again, slicks, metal tires and oversized tires may not be made OR. Adds 20% to cost and 5 lbs. to weight. Off-Road benefits are applied *after* steelbelting. No tire may be both Off-Road *and* Radial.



Encoded Remote Ignition System

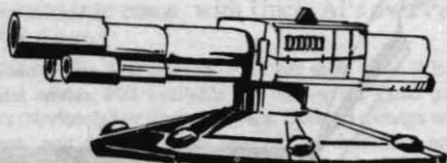
When making those quick getaways, sometimes you just don't have time to stop and hunt for your keys. Now Electrofabrique Suisse has solved that problem, with ERIS, the Encoded Remote Ignition System. Yes, with this baby under your hood you can start (or stop) your car, flash your lights, unlock and open your door, or honk your horn — without you being in sight! Perfect when you gotta get out of town fast! So, get out of town the quick and easy way — with ERIS!

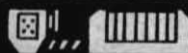
Encoded Remote Ignition System (ERIS) — \$500, transmitter is ½ grenade equivalent, receiver is \$100, no space, no weight. Destroyed when the power plant is destroyed. Starts or stops a vehicle, unlocks and opens its doors, honks its horn or flashes its lights at the user's behest. Transmitter range is 15". Sending a command is a firing action. Each ERIS has a special "password" encoded into the transmission so others can't activate your vehicle by accident (or on purpose) while activating their own.

Pintle Mount

At last, a way for all you sunroof and convertible lovers to safely mount top weapons. Uncle Al is proud to introduce his new Pintle Mount. Featuring an amazing 180° arc of fire, the mount can hold ANY 1-space weapon! You'll be amazed and pleased at the increased amount of destruction and mayhem now within your grasp. Inexpensive, lightweight — these make perfect Christmas gifts! Order today!

Pintle Mount — \$150, 20 lbs., no space. May hold any 1-space weapon, but must be mounted adjacent to a sunroof or convertible top. Allows a 180° arc of fire designated when the Pintle Mount is installed. The gunner for the weapon must stand up behind it and physically aim and fire the weapon. The weapon is not protected by armor, but may use the tripod gunshield. If a vehicle with a Pintle Mount rolls, the Pintle and weapon will break off when the vehicle rolls onto its top.





Nuclear/Biological/Chemical Shielding

It's a tough world out there, and you can't be too careful. If you anticipate bad traveling conditions, be sure to invest in Purity Nuclear/Biological/Chemical Shielding, from Resnik Labs. The Purity has been extensively tested under the most strenuous of conditions, and is fully guaranteed to hold up under any problems short of gunfire. (Double-your-money-back guarantee if leakage occurs. If necessary, money will be paid to survivors.) Don't gamble with your life; invest in Purity NBC Shielding, and invest in a better tomorrow.

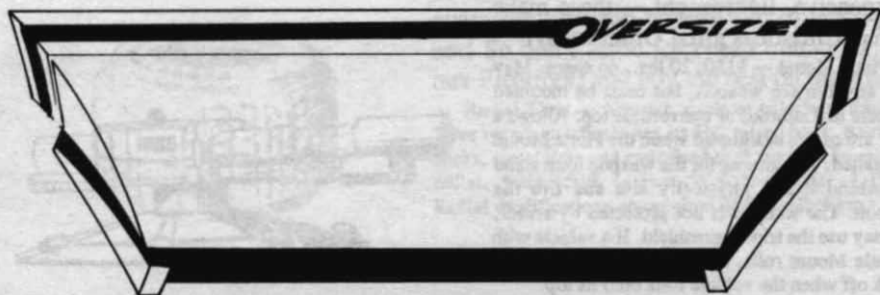
Nuclear/Biological/Chemical Shielding — \$60,000, 50 lbs., 1 space, 2 DP. NBC Shielding provides an airtight seal, protecting the inside components of a vehicle from low-level radiation and hazardous biological or chemical contamination. If the NBC Shielded vehicle's armor is penetrated, the shielding will no longer protect against fallout, disease, gas, etc. An air recycling and filtering system is included; it switches between filtered air and an internal air supply whenever the outside air becomes too dangerous. The internal air supply will last for 12 man/hours. Additional air bottles are available at \$100, 50 lbs., 1/3 space for each additional 12 man/hours.

We gift wrap!

Oversized Vehicle Airfoils

Uncle Al knows how much you love your tractors, buses, ten-wheelers and trailers. He also knows how frustrating it is to maneuver in the midst of battle — somewhat like wrestling a tank, isn't it? Relax! Uncle Al's crack R&D team has come up with yet another great idea for you, the autoduellist — Oversized Vehicle Airfoils! Yes, you too can execute complicated maneuvers with the greatest of ease, and for such a low, low price! Foils can be easily armored, too — just ask us how! So don't let the little guys have all the fun; get your own Oversized Vehicle Airfoils today, and let *them* watch out!

Oversized Vehicle Airfoils — \$1,500, 150 lbs. per pair, no space, 4 DP each. Must be bought in pairs — two foils for a tractor, four for a bus, ten-wheeler, or trailer. A tractor-trailer must have six (2 for the tractor, 4 for the trailer). Reduces the difficulty of all maneuvers at 60 mph or above by D1. D0 maneuvers do not force control rolls. OVAs may be targeted at -2. If even one is destroyed, the effect is lost. Foils may be armored, at \$5 and 2 lbs., per point (maximum 10 plastic).



Bulk Ammo Boxes

When it's time to carry a heavy load, don't skimp on quality! Get the Paul Bunyon Bulk Ammo Box from Atlas. Each box carries a hefty *two* complete loads of ammunition, enough for the biggest blasting job! These man-sized boxes have five points of universal fireproof plastic armor, for added safety. Don't sit out with the wimps; store your ammo in a Paul Bunyon Ammo Box, and show the world who's boss!

Bulk Ammo Boxes — \$50, 10 lbs., 1 space; does not include the cost and weight of the ammo itself. A bulk ammo box carries two complete loads of ammunition for any one type of weapon (MG, VMG, RL, FOJ, etc.), which must be specified when the box is purchased. An ammo box for one type of weapon cannot carry any other type of ammo. Differing ammo types (high-density, armor-piercing, incendiary, etc.) may be mixed freely in a single box, as long as they may be mixed in the weapon itself. Transferring ammo from a bulk storage crate to a weapon or magazine is a trivial task for a mechanic.

Bulk ammo boxes have five points of universal fireproof plastic armor, and are damaged by hits to the cargo area of the vehicle. Volatile ammunition inside a bulk ammo box will not cause a burning vehicle to explode until the box is destroyed. If an ammo box is destroyed, its ammunition is scattered around the cargo area and becomes unusable in a weapon.

Bulk ammo boxes may be used for hand-weapon ammunition, in which case they hold 12 grenade-equivalents worth of extra hand-weapon magazines.



Paint Pellet Ammunition



It's the newest rage around! Invite all of Junior's friends over, and have a great birthday party, complete with arena! It's easy and safe with Uncle Al's Paint Pellet Ammo. Just load up their bikes with a few rounds, and let them rip! Teaches important lessons such as marksmanship and ruthlessness in a fun and easy way. Avoid those messy liability suits! Teach the neighborhood kids how to shoot, and help make your neighborhood a safer place for generations to come, with Uncle Al's own Paint Pellet Ammo.

Paint Pellet Ammunition — \$1 per shot, same WPS as normal ammo. Not available for tank guns, gauss guns, lasers (obviously) or flamethrowers. Does no damage whatsoever, nor does it affect targets like defensive paint. Single-shot paint rockets cost $\frac{1}{4}$ their normal cost, but can be laser guided.



PERSONAL ITEMS



As every well-dressed autoduellist knows, it's the personal touches that make all the difference. Whether it's a night on the town or a day at the races, you should always strive to look your best, whether it be personal armor, weapons, or just a rose in your buttonhole. Fortunately, with Uncle Al, looking your best does not mean empty pockets. Uncle Al's offers the largest selection anywhere, with prices that are hard to beat. So next time you're stepping out, make sure you bring Uncle Al along, and send your opponents off in style!

Life Jacket

Uncle Al knows you're the best sailor on the Seven Seas. However, every now and then someone will get in a lucky shot, and there goes your boat! It's for times like these that Uncle Al strongly recommends Mermaid Life Jackets, by Trident Imports. Safe even for non-swimmers, your Mermaid Life Jacket will insure that you come back — to wreak revenge! Avoid Davy Jones' locker; take along a Mermaid Life Jacket, and take along protection!

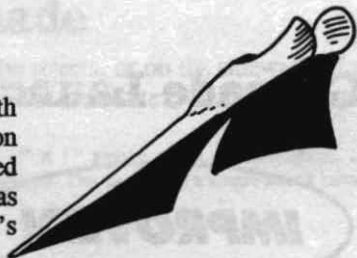


Life Jacket — \$75, 2 GE's. A person wearing this item who also has the Swimming skill has no chance of drowning except in a Major Storm or Hurricane (on a roll of 2 on 2 dice, rolled once every minute). A nonswimmer wearing this item is also safe from drowning, more or less. Instead of rolling once per turn (see *Boat Wars*, p. 20), roll once per hour.

Fins

You'll be swift as an eel, deadly as a shark, with Flipper Swimming Fins, from Uncle Al. Easy to put on or remove, these swimming fins are specially designed to help increase your swimming speed. You'll move as easily as a fish through the water! Remember, it's Uncle Al, so you know it's good!

Fins — \$50 per pair, 1 GE. Swim fins are required to swim at 7.5 mph. They take two seconds to put on and one second to remove (together).



Speargun

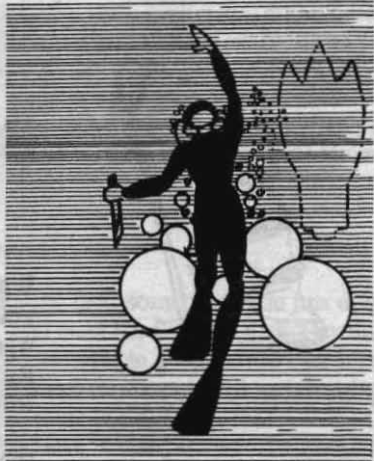
Mighty Zeus threw his lightning; Neptune, his trident; and Thor, his hammer. Now you can have your ideal weapon — the Thunderbolt Speargun, by Trident Imports. With the Thunderbolt by your side you will make all mortals quiver, and their boats sink quickly to the bottom of the seas. Unleash the fury of the gods — unleash the Thunderbolt, and rule the seas!

Speargun — \$200, 2 GEs, to hit 8, 1d damage, half damage to vehicular components. The spears are \$15 (\$20 with line) and 1/3 GE each. The speargun fires a single shot; reloading takes 2 turns. On land, it suffers a -2 to hit, but does full damage against vehicular components.

Scuba Gear

Nothing is so stylish as a well-made scuba outfit, and the place to go for quality and good prices is Uncle Al's. Whether it's for studying coral, mining harbors, or merely setting plastic on your neighbor's hull, Uncle Al's own Scuba Gear lets you do it in style. Comes in a wide variety of colors and fashions; specify size and color when ordering. (Armored versions also available!)

Scuba Gear — \$400 (\$1,000 for a suit that also acts as body armor), 3 GEs. Includes a set of swim fins. Modern scuba tanks hold enough air for up to four hours of underwater breathing. If a swimmer wearing scuba gear is shot, stabbed, or otherwise mangled, there is a one in six chance that the tank will be ruptured. The air will leak out in twenty seconds, divided by the number of points of damage done to it.





Grenade Launcher

IMPROVED!



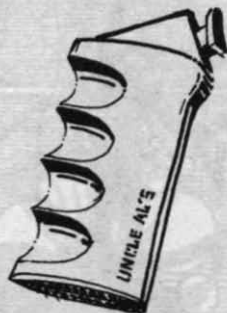
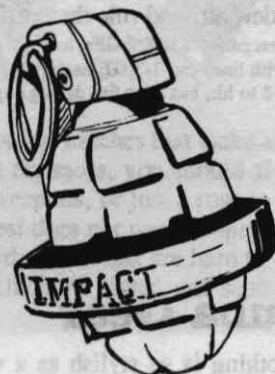
A good driver keeps his attention on the road at all times. That's why Uncle Al recommends his own personal Grenade Launcher, for those times when a few grenades seems an appropriate addition to the scene. And, now, Uncle Al has improved his old launcher. Just read below!

Grenade Launchers — Thrown or launched grenades reach their target points one *second* after they are thrown or launched. Dropped grenades hit the ground immediately. The target point must be designated when the grenade is thrown or launched (with a referee, this can be done secretly), but the to-hit roll is not made until the next turn.

Impact Fuse

Instant gratification. That's what it's all about. Don't sit around waiting for the timer to go off on your grenades; get Uncle Al's own Impact Fuses, and watch that baby go off on contact! So, don't sit around waiting — do it now, and do it right!

Impact Fuse — \$50 per grenade. Replaces timer. Available only for launched grenades.



Radio Trigger

When will you want Uncle Al's Radio Trigger? When you want some control over the situation. When you want to watch the other guy sweat. When you want to prolong the fun. That's when you want a Radio Trigger. Where do you get such a thing? Why, from Uncle Al, of course. Where else?

Radio trigger — \$50 per grenade. Replaces the timer, allowing remote detonation. Requires a radio detonator.

White Phosphorus Grenade

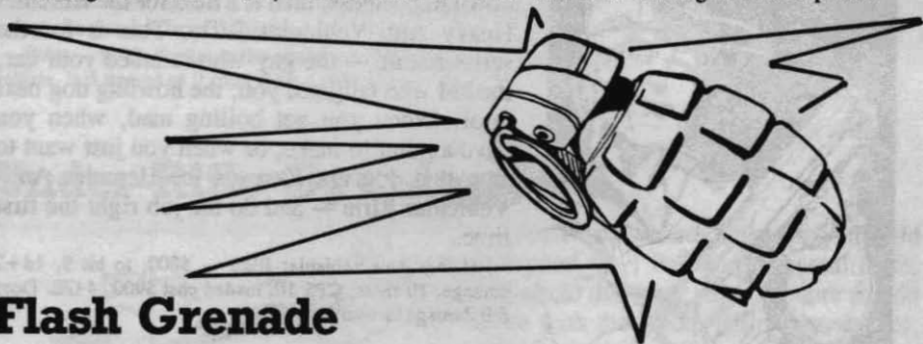
Peds in your way? Time to clear a little room in the streets, or on the sidewalks, for your car? Get their attention the quick and easy way, with the White Devil Phosphorus Grenade, from Artech Industries.

White Phosphorus (WP) Grenade — \$75, 1 GE. Creates a 1" X 1" smoke cloud on detonation. 1d damage to pedestrians within the smoke cloud, half damage to vehicles. The damage is a single attack based on the grenade's position. Burn Mod 2, Burn duration 1.

Flaming Oil Grenade

Houdini Enterprises, makers of the popular Flaming Oil Ammo, have broken another frontier in autoduelling history. Introducing Flaming Oil Grenades, the perfect complement to any grenade launcher. Creates an oil slick that is sure to warm up any engagement. No mess, no fuss, no worry — just hours of fun frying foes! Don't forget your marshmallows!

Flaming Oil Grenade — \$75, 1 GE. Creates a ½" X ½" slick of oil which ignites after 2 phases.



Flash Grenade

If it's time to throw a little light on the subject, then it's time for Houdini's new Nova Flash Grenade. Guaranteed to blind everyone in the area, giving you enough time to fire, blast, or just turn tail and get out of there! Invaluable in night-time fighting; can be used in broad daylight, too. Don't be left out in the dark; get the Nova Flash Grenade, and get the sparks flying!

Flash Grenade — \$150, 1 GE. Any person within 2" of a flash grenade when it goes off is blinded for one second (as per Searchlights) in daytime, or 2 seconds at night. The effects are doubled if the victim is wearing LI Goggles.

Thermite Grenade

When there's a bunch of them and they're all moving fast, sometimes you just don't have time to shoot them one at a time. That's why you need the Sitting Duck Thermite Grenade, by Genesis Armaments. The Sitting Duck explodes in a wonderful cascading effect, causing damage to all peds and vehicles within radius. So colorful and exciting, it's a sure crowd-pleaser. So economical, it'll please your pocketbook, too!

Thermite Grenade — \$100, 1 GE. 1d damage to all targets (including vehicles) within a ½" burst radius.



Portable MML

If you're out on foot and find yourself in a spot of trouble — don't worry! You have the Portable MML, from Resnik Labs! Just take that baby out and blast away; you can even add a laser scope and armor-piercing ammo! Don't let some crass busybody ruin a perfectly good walk; take along the Portable MML and be happy!

Portable MML — \$900, 5 GEs, 8 shots, CPS \$30, loaded cost \$1,140. To hit 8, 1 die damage (full to vehicles). May use armor-piercing ammo.



Heavy Anti-Vehicular Rifle



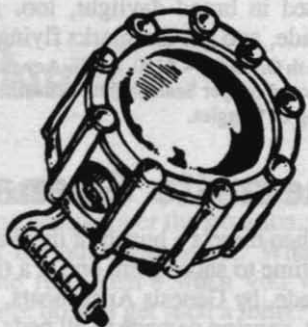
When it's time to stop fooling around and get down to business, then it's time for the Hercules Heavy Anti-Vehicular Rifle. This is for the serious stuff — the guy who rammed your car, the kid who tailgated you, the howling dog next door. When you get boiling mad, when you have a point to make, or when you just want to shut that dog up, then get the Hercules Anti-Vehicular Rifle — and do the job right the first time.

Heavy Anti-Vehicular Rifle — \$800, to hit 9, 1d+2 damage, 10 shots, CPS 10, loaded cost \$900, 4 GE. Does full damage to vehicles.

Portable Searchlight

Nothing lights up the sky like a comet, and nothing lights up the night like the Comet Portable Searchlight, from the Sharper Corporation. Not even a flea can escape your eye when you carry the Comet; it brightens the gloomiest night, chasing those shadows away and exposing those other nasty vehicles. Internal batteries make it convenient to carry; rechargeable batteries make it economical; Uncle Albert makes it easy to buy. Get two, and have one as a spare!

Portable searchlight — \$100, 2 GE. Internal battery holds enough charge for 4 seconds at full intensity (treat as a vehicular searchlight with a "to hit" of 7), or 6 hours at low (bright flashlight) intensity. Charging cost — \$5, no time.



Gyroslugger Ammo

One of the most popular items in our 2038 catalog was Uncle Al's own Gyroslugger. We've gotten literally thousands of letters praising its effectiveness. However, one thing all the letters had in common — they all wanted specialized ammo! Well, Uncle Al keeps an ear always tuned to his adoring audience, and he has once again given you what you want — Gyroslugger Ammo! You wanted armor-piercing, we got armor-piercing! You wanted incendiary, we got incendiary! You wanted smoke, we got smoke! And more! Once again proof that Uncle Al is indeed the Duellist's Pal!

Gyroslugger Ammo:

Standard — \$100, 2d damage, burst effect.

Armor-Piercing (AP) — \$150, 2d+2 damage, no burst effect.

HESH — \$250, 2d damage, removes 1 point of metal armor on every 4, 5, or 6 rolled, rather than just on a 5 or 6.

Incendiary — \$300, 1d, BM 2, BD 1, burst effect.

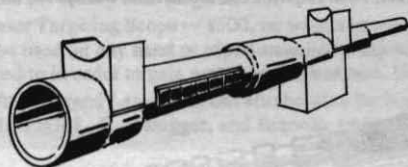
Flare — \$50, ½d damage, BM 1, BD 0.

Smoke — \$50, creates a 1' × 1' cloud at the impact site, or a preset distance from the firer.

Paint — \$100, similar to the smoke round. When fired at a vehicle, it is treated as if fired from a paint gun.



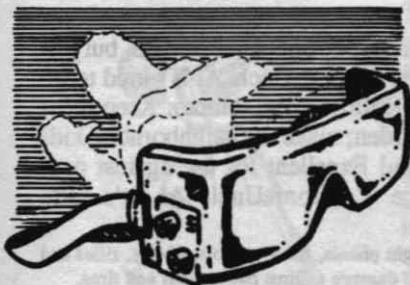
Under-Rifle Gyroslugger



Don't be satisfied doing things the old fashioned way! Pep up that assault rifle, add zip to that laser rifle, be more and do more with the Under-Rifle Gyroslugger, only from Uncle Al!

Under-Rifle Gyroslugger (URGS) — \$1,200, Adds 1 GE to any rifle (assault rifle, laser rifle, etc.), to hit 8, 1 shot.

IR Goggles



If they're gonna do it to you in the dark, make sure you know who did it! With these IR Goggles from Uncle Al, even at midnight you'll see like it was high noon. Includes a battery pack that's good for 200 hours! Don't be caught unawares; take a lesson from our friend the cat, and see all, know all.

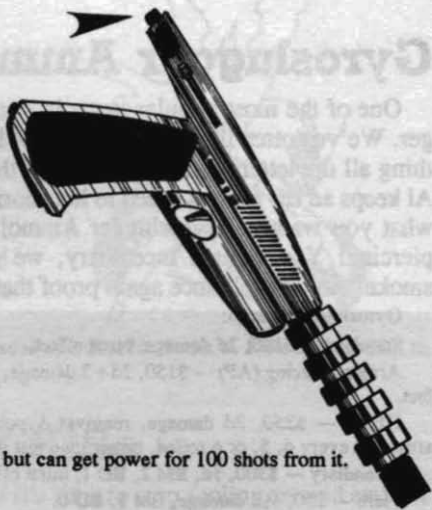
IR Goggles — \$750, 1 GE. Operates like standard infrared equipment, includes a battery pack that's good for 200 hours. Recharge cost and time are trivial.



Gauss Pistol

You loved the Gauss Gun! You begged for something portable, something to take along on picnics and family outings in the country. Well, Uncle Al, in the spirit of Mom, apple pie, and the flag, proudly presents the Gauss Pistol. A smaller, more portable version of the Gauss Gun, these weapons have that same big punch you'd expect from a Gauss. **Warning:** laser rifle backpack required.

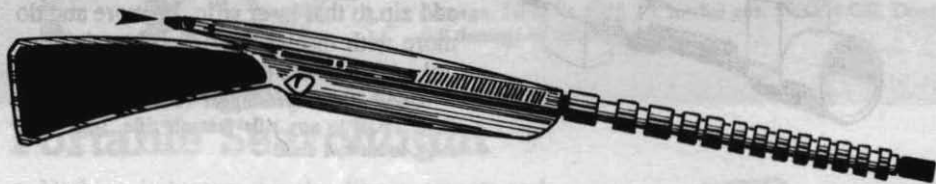
Gauss Pistol — \$500, 20 shots, 1 GE, CPS \$5, loaded cost — \$600. To Hit 6, Does 1d-2 damage to pedestrians and tires, no damage to vehicular components. Area effect. Requires the Laser Rifle backpack, but can get power for 100 shots from it.



Gauss Rifle

Yes, the same version of the Gauss Rifle that's used by the Texas Rangers is now available to the public! This is the rifle used to stop such desperados as Bad Leroy Montex, Bowie Knife John and the Carmen Sisters. Each rifle can blast not only peds, but vehicles too! What a perfect gift for Mom and Dad! Order today and get a free copy of "The History of the Texas Rangers" with each order!

Gauss Rifle — \$1,500, 20 shots, 2 GE, CPS \$15, loaded cost — \$1,800. To Hit 6, 1d damage to pedestrians and tires, half damage to vehicles. Area effect. Also requires the Laser Rifle backpack, but only gets 60 shots worth of power.



Hollow-Point Ammo

If you wanted a little extra punch for your pistol or rifle, but just didn't know how to get it, look no further! Uncle Al is proud to introduce to the gun-toting public Hollow-Point Ammo. Keep those dogs and cats out of the flower garden; make the neighborhood kids develop a healthy respect for you! Excellent for use against peds and tires. And of course, since it's from Uncle Al, it's fully guaranteed.

Hollow-Point ammunition — For Light pistols, heavy pistols, SMGs, rifles and assault rifles only. 2 × cost, adds +1 to damage against pedestrians and tires.



Extended Ammo Clips



It happens all the time! You're engaged in a little harmless man-to-man skirmish, reach down to your ammo clip, and zowie! Out of ammo, and out of luck! Don't be embarrassed anymore! Invest in the heavy-duty Pancho Villa Extended Ammo Clips, from the Sharper Corporation! Holds twice as much ammo as a standard magazine, for extra staying power in those tight spots.

Extended Ammo Clips — For light pistols, heavy pistols, SMGs, rifles and assault rifles. 1 GE, \$80 + cost of ammo. Holds twice as much ammo as a standard magazine for that weapon.

Laser Targeting Scope

The good things just keep getting better! Improve the accuracy of your trusty sidearm — even if you have a targeting scope already! Toss out that old scope, and get the new, improved Laser Targeting Scope from Uncle Al! You'll be amazed at the difference — and so will your targets!



Laser Targeting Scope — \$500, no weight or space. May be used on any hand or tripod-mounted weapon. User may "fire" the LTS instead of the weapon it is attached to in order to gain sustained fire bonuses. No to-hit roll is needed.

The LTS (and Laser rifle) can also be used for laser guidance at the normal costs; and the LTS can guide MPRL, PMML, Gyroslugger, and Bazooka ammunition. For LG purposes, the LTS has a to-hit of 6.

Tripod Weapons

When you want the flexibility of a portable weapon, yet the stability of a vehicle-mounted weapon, then you want Uncle Al's own Tripod Mounts. With a tripod you can set up where you want, when you want! Don't compromise on convenience, quality, or price — go with Uncle Al, and go with the best!



Tripod Weapons: Adds 10% to cost, 5 GEs (including weapon). May mount up to 2 spaces worth of any vehicular weapon (or linked weapons). Extra magazines may be purchased, and do not count toward the tripod's "spaces" (they are assumed to be placed on the ground next to the weapon. Each extra magazine is 1 GE). Weapons that require power (i.e., lasers), will require an attendant laser battery.



Spiked Armor

Straight from Paris to you, the season's fashion hit! Spiked Armor — so sharp, and yet so practical. With your spiked knuckles and knees, you can inflict extra damage in hand-to-hand combat, yet still be assured of being in the height of fashion! Available in a wide variety of styles and colors — phone and ask Gigi, Muffy, Jezebel or Killer for assistance.

Spiked Armor — Adds \$100 to cost of any kind of body armor. Spiked armor inflicts an extra point of damage in hand-to-hand combat, through the use of spiked knuckles, knees, etc.



Derringer

Once again Uncle Al Combines time-tested ideas with up-to-date technology! Our discreet Derringer is the perfect sidearm for those occasions when a display of force would be uncouth. And it's the perfect backup weapon, too — so lightweight, you'll almost forget it's there!

Derringer — \$30, no grenade-equivalents (but see below). To hit 8, 2 hits damage, CPS 1. Loaded cost \$32. A single derringer counts as zero grenade-equivalents for encumbrance; every additional derringer (or every derringer carried as cargo) is $\frac{1}{4}$ grenade-equivalent.

UNCLE ALBERT'S GUARANTEE

Remember, everything Uncle Albert sells is backed by his ironclad *guarantee!* If for any reason you're not satisfied with your purchase, and can demonstrate that its use was not in violation of manufacturer warranty, retailer advisory or any local, state or national weapon-control ordinances, just bring the item(s) in to your nearest Uncle Albert's dealership within ten (10) calendar days of purchase and you'll receive *full credit* toward your next purchase! **Only Uncle Albert will make that promise.**

INDEX

This handy index will help our customers in ordering:

A

Accessories (section), 14
APFSDS Ammo, 7
AP Rockets, 5
Armored Beer Refrigerator, 18
Armored Minifridge, 18
Autopilot, 20

B

Beacon Mines, 12
Blue-Green Lasers, 4
Bulk Ammo Boxes, 29
Bumper Spikes, 5

C

Camouflage Netting, 22
Cloud Bomb, 6
Computer Gunner/Auto-
pilot Software, 20
Computer Navigator, 21
Convertible Hardtop, 26

D

Defense (section), 9
Depth Finder, 15
Derringer, 38

E

Encoded Remote Ignition System, 27
Extended Ammo Clips, 37
Extra Power Cells, 21

F

Fake Drop-Spike Plate, 10
Fake Mines, 10
Fake Passengers, 11
Fake Ram Plate, 10
Fake Wheelguards & Armored
Hubs, 11
Fins, 31
Flaming Oil Grenade, 33
Flash Grenade, 33
Fourth Thrust Fan, 23
Foxer, 9

G

Galley, 18
Gas Streamers, 12
Gauss Pistol, 36
Gauss Rifle, 36
Grenade Launchers, 32
Gyroslugger Ammo, 35

H

Heavy Anti-Vehicular Rifle, 34
HD Chaff Dispenser, 13
Hollow-Point Ammo, 36
Homing Anti-Radar Missiles, 13
Hydrofoils, 16

I

Identification Friend or Foe, 19
Impact Fuse, 32
Improved Supercharger
Capacitor, 23
IR Goggles, 35
IR Lasers, 2

J

Jet Drive, 15
Jump Jets, 25

K

Kamibombs, 7

L

Laser Targeting Scope, 37
Life Jacket, 30

N

Nuclear/Biological/Chemical
Shielding, 28

O

Offense (section), 2
Off-Road Tires, 27
Oversize Vehicle Airfoils, 28

P

Paint Pellet Ammunition, 29
Passenger Accommodations, 17
Personal Equipment (section), 30
Pintle Mount, 27
Plastique, 8
Plunger and Contact Wire, 8
Portable MML, 34
Portable Searchlight, 34

**R**

Radial Tires, 26
Radio Detonator, 8
Radio Trigger, 32
Rocket Boosters, 24
Roll Cage, 25

S

Scuba Gear, 31
Sea Anchor, 14
Single-Shot Incendiary Rockets, 5
Single-Shot Smoke Rockets, 13
Sonar, 15
Speargun, 31
Spiked Armor, 38
Stealth, 22
Stealthkote Shield, 12
Surge Protector, 19

T

TDX Mines, 7
Thermite Grenade, 33
Torpedoes, 3
Tripod Weapons, 37
Turbofans, 23
Twin Hull, 16

U

Under-Rifle Gyroslugger, 35
Underwater Turrets, 4

V

Variable-Fire Rocket Pod, 6
Vehicular Camera, 19
Vehicular Shotgun, 6

W

Waterproof Weapons, 4
Weighted Keel, 17
WP Grenade, 33

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OFFENSE

pp. 2-8

DEFENSE

pp. 9-13

ACCESSORIES

pp. 14-29

PERSONAL ITEMS

pp. 30-38

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