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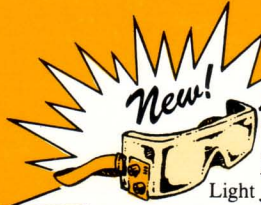
2035 CATALOG

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Rocket Magazine

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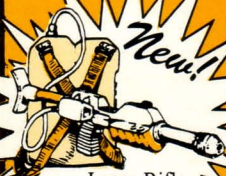
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*Making
a better
world*



*for
Auto-
duelling*



Laser Rifle

pg. 35

*Uncle Al
The Duellist's Pal*



Napalm Mine

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UNCLE ALBERT™ gives YOU the weapons, gadgets, and accessories YOU need for your CAR WARS® battles!

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Look what Uncle Albert offers:

OFFENSE



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DEFENSE



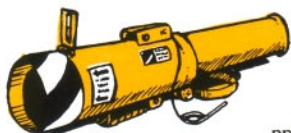
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WANT PROOF?

Just listen to these SATISFIED CUSTOMERS:

"Your Heavy Duty Smokescreen has saved my life more than once on the Arizona free-ways."

W.S.
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"In the arena, I rely on [Uncle Albert's] offensive weaponry to keep me on track for the winner's circle."

A.V.
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S.D.H., *Explosives Week*
May 16, 2034

"The . . . improved body armor is . . . comfortable and . . . stylish . . . Your selection . . . is . . . unsurpassed."

S.J.
Boston

Look inside!

UNCLE ALBERT'S™ AUTO STOP & GUNNERY SHOP



2035 CATALOG



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

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

UNCLE AL — THE DUELLIST'S PAL!™

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

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

CREDITS

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

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

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

Production by Kyle Miller and Marie Mahoney.

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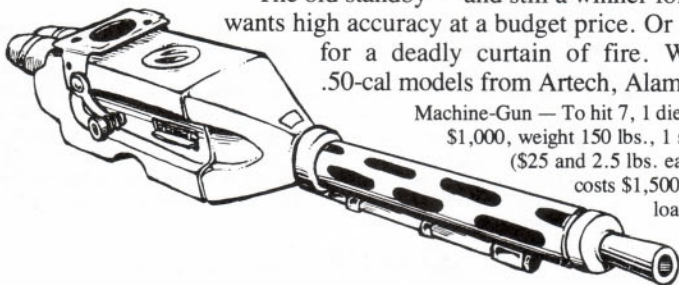
OFFENSE

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

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

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

Machine-Gun

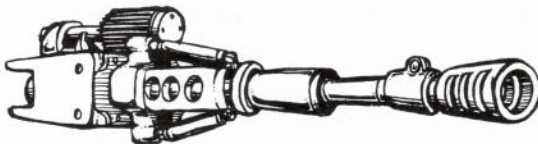


The old standby — and still a winner for the duellist who wants high accuracy at a budget price. Or link two or more for a deadly curtain of fire. We offer reliable .50-cal models from Artech, Alamo, and Ladyman.

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

Vulcan MG

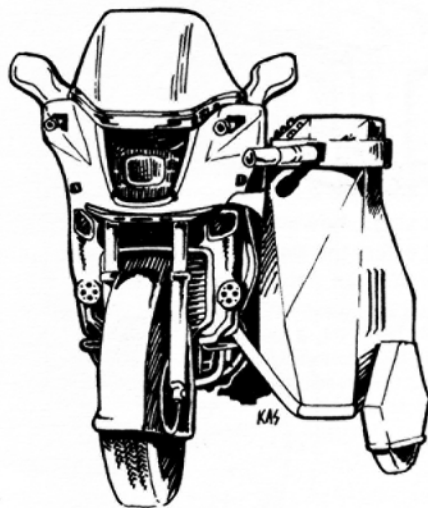
The “second generation” machine-gun — here now at Uncle Albert's. For the discriminating duellist who can afford the best. Why install two MGs when, for only a little more weight, you can have a Vulcan with as much power and *more* accuracy?



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

Cycle Turret Sidecar

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



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

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

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

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

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

Searchlight

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



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

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

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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 authorized 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!**



PERSONAL ITEMS

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

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

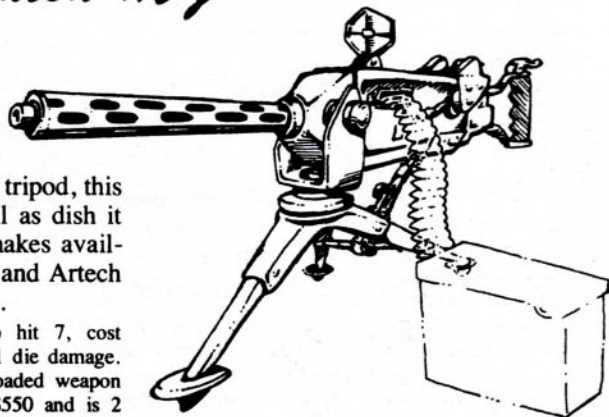
Choice of merchandise is sometimes limited by circumstances beyond our control. Please specify alternates when ordering by mail. Remember, all items backed by our conditional 10-day guarantee!

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

Tripod-Mounted MG

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

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



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