

a **CAR WARS**® supplement

UNCLE ALBERT'S
CATALOG FROM HELL

AUTO STOP &
UNCLE ALBERT'S™



CATALOG FROM HELL

STEVE JACKSON GAMES

STEVE JACKSON GAMES



HOT DEALS!

A complete listing of *every* weapon, ammo type and accessory available to the *Car Wars*, *Car Wars Tanks* or *Aeroduel* duellist, all under one cover? Impossible!

WRONG-O, CAMPERS!

Your old Uncle Al is back *with a vengeance!* This is the *ultimate Uncle Al's*, with the most *up-to-the minute* versions of hundreds of *state of the art* weapons and accessories — all at *rock bottom* prices!

Everything from the *Car Wars Compendium* 2nd Edition, *everything* from *Boat Wars*, *everything* from *Aeroduel*, *everything* from *Car Wars Tanks!* Plus loads of neat stuff from the earlier *Uncle Al's Catalogs* and recent issues of *ADQ!*

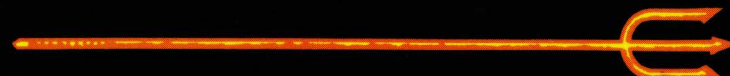
But Wait — THERE'S MORE!!

- ◆ The Uncle Al Story!
- ◆ Uncle Al's Home Shopping Club!
- ◆ Al's Gals!
- ◆ Uncle Schmalbert!
- ◆ New, advanced jumping rules for *Car Wars!*

You *can't afford* to pass up this catalog! Your survival on the roads of the 2040s *depends* on knowing what's out there — and having the best, most modern equipment on your own vehicle!



Drive offensively . . . with Uncle Al, the Duellist's Pal!



Compiled by Craig Sheeley
Edited by Jeff Koke, Chris McCubbin and Ken Scott
Cover by Kyle Miller
Illustrated by Bruce Ink and Michael Scott



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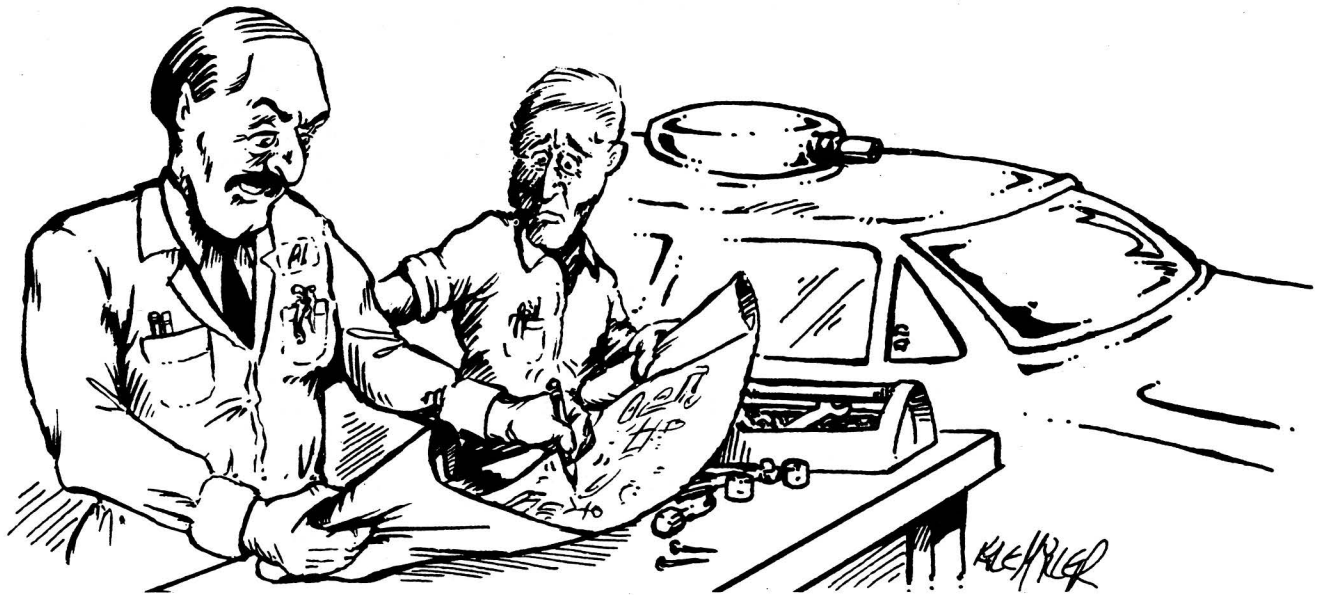
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WELCOME TO UNCLE AL'S 2041 CATALOG!

Uncle Al's Auto Stop and Gunnery Shop proudly presents the most complete, up-to-date, state-of-the-art compendium of duellist's gear in the

world! From time-honored and tested equipment to the cutting edge of modern technology, Uncle Al, the Duellist's Pal, has it all.



How It All Started – The “Uncle Albert” Story

Albert Stoliczynski and his brother Edgar opened the doors of the original Uncle Albert's Auto Stop in Boston, way back in 2005. In the days before autoduelling, the Auto Stop catered to drivers of all sorts, boasting North America's largest selection of automotive accessories from the world's finest manufacturers. Albert ran the business while Edgar worked in a machine shop and, in his spare time, indulged one of his passions, automotive tinkering. Edgar didn't join

the business full-time until 2009, by which time Albert had expanded to 27 retail outlets across the Northeast and had a booming distribution business as well.

With the advent of autoduelling in the 2020s, Albert was to realize his destiny. With a team of dedicated automotive and weapons engineers under Edgar's direction, Albert used his marketing flair to start an autoduelling accessory business — the Auto Stop *and Gunnery Shop*. The first one opened in

Boston in 2027, and was an immediate success. By 2031, Albert and Edgar had converted 14 of their Auto Stop locations into Gunnery Shops. That same year, Albert and Edgar dropped their auto parts line to devote themselves full-time to autoduellling accessories.

Today, Uncle Albert products are available from over 3,000 independent dealers in the United States, Canada, Quebec, Texas, Oklahoma and Louisiana. There are 45 showrooms coast-to-coast where duellists can see the latest technological advances. And, last but not least, there is the Uncle Albert Corporate Headquarters and Proving Grounds, located outside Boston. Corporate HQ is the hub of a multi-million-dollar mail-order business (Elmay address "UNCALBERT"), the home of Uncle Albert's corporate offices, and the center of Research, Development and Testing for all new products. Guided tours of this facility are offered Monday through Friday, 9:30 a.m. to 5:00 p.m. (There is a strict no-weapons security policy. Closed on all banking holidays.)

Recent Developments

The Uncle Albert's empire didn't stop there. In 2037, Uncle Al turned lemons into lemonade by buying the rights to the fictional character "Uncle Schmalbert" (created by satirical cartoonist Steve Peters) and developing the concept into the popular *Uncle Schmal's Garage* childrens' show, which spun off into a syndicated cartoon series (one of the top ten cartoons on the 2039 worldwide ratings). In 2038, Uncle Al truly diversified with sponsorship of UBN's high-rated *Al's Gals*. Just to prove that all salesmen are frustrated actors, Albert even made cameo appearances in several episodes, and starred as the Voice of Al in the holo-movie *Fast Cars and Fast Women*.

In 2039, Uncle Al and his brother Edgar had already been in instructional and advertising micros for years (Edgar's *Top Ten Road Repairs* has been on the "Top 20 Micro-Rentals" list since its release in 2033). So Uncle Al took the next logical step with *Al's Gals*

by releasing the immensely popular micro-game *Al's Gals Against the World* (in both male- and female-role versions). That success spurred development of more micros, including the long-awaited mystery *Save Uncle Al!*, with its promise of \$100,000 in credit at Uncle Al's to the winner.



New! New! New!

And now, after the latest Interstate Transport and Delivery report rates premium delivery services at a 90%+ completion rate, Uncle Al unveils his entrance into the home-shopping market worldwide . . . *Uncle Al's Overnight Shopper* — "When you absolutely *have* to have that grenade launcher overnight!" Uncle Al has determined that since he can't be the first, he'll be the best. He'll guarantee overnight delivery for anything in his line, or you get it for half price!

And, finally, Uncle Al and *Weltbanc* have conspired to start Uncle Al's Shopping Club, offering a credit card good for services anywhere in the world! Need ammo, equipment, guns? Shotguns in Singapore, grenades in Germany, capacitors in Cairo? Uncle Al can provide, via air delivery! Simply use an overseas phone exchange (or uplink by satellite) to make your order, and Uncle Al will have your purchase winging its way to you as fast as humanly possible. (Shipping and handling extra.)



Using This Catalog

The *2041 Uncle Al's Complete Equipment Catalog* is divided into the following sections: Ammo, Weapons, Offensive Equipment, Defensive Equipment, Miscellaneous Equipment, Boat Equipment, Aircraft Equipment, Personal Equipment, Military Surplus and the complete line from that fictional nemesis of good taste, Uncle Schmalbert. When ordering, simply give the page number of the catalog and the description of the item. The salesperson will be happy to specify name-brand parts if desired; otherwise, the best part available for the price will be provided (selection backed by Uncle Al's guarantee; see below). Be prepared to pay more for most name-brand parts.

Used Parts — Uncle Al's also stocks used parts in good condition at reduced prices (typically 20% off the list price). These parts are guaranteed to work (see

Uncle Al's Guarantee, below) unless otherwise noted on the part and in all advertising. Uncle Al takes no responsibility for original manufacturer defects or damage due to wear (common when dealing with mil-spec parts from military surplus).

Warning! Warning! Warning!

Items marked ⊗ *cannot be used* in AADA-sanctioned tournament combat, including the annual World Championships and any preliminaries.

Items marked ● are military items. They carry all the above AADA prohibitions; additionally, the use, possession or acquisition of these items by unauthorized personnel may be punishable by law, or result in other extreme sanctions in many areas.

Ordering from Uncle Al's Overnight Shopper

Stay tuned to the Shopper's local channel (Channel 5 on Lasersat 2 and 4, for satellite receivers). When the item you want is on display and sale, call ALSHOPPER on the Global Phone Net (or from any phone in the North American continent) and place your order. It's a good deal — items on sale have their prices slashed up to 40%! All orders shipped C.O.D. unless prepaid by ELMONEY transfer (possible at any bank) or by major credit card — or by Uncle Al's Shopping Club card!

Uncle Al's Shopping Club

Joining the Uncle Al's Shopping Club is simple. If you're a long-time customer, you already belong! Just contact your local Uncle Al's location to register and have your Shopper's Club

credit card generated. ("Long-time shopper" is a customer who has purchased at least \$25,000 in equipment from Uncle Al's over any time period.) Or join the club for a nominal fee of \$1,000 (\$500 of which is automatically applied as credit toward your purchases!).

To order from Uncle Al's Shopping Club, call ALCLUB on the Global Phone Net and place your order. Interest on your Shopping Club credit card is a low, low 25% APR, so you can afford to shop Uncle Al's anywhere in the world and still beat out the local competition!

Shipping Costs and Times

Shipping costs are determined by delivery point and time interval. For normal delivery (two to four weeks) to any Uncle Al's franchise, there is no shipping and handling cost. For



overnight delivery to any Uncle Al's, add 20% to the unit base cost. Add an extra 5% to unit base cost for C.O.D.

For delivery to other locations in the United States, the Free Oil States, Canada and Mexico, expect a three- to six-week delay and add 10% shipping and handling to the unit base cost.

Overnight delivery adds 30% to the unit base cost, and C.O.D. adds 10% to the unit base cost in any case.

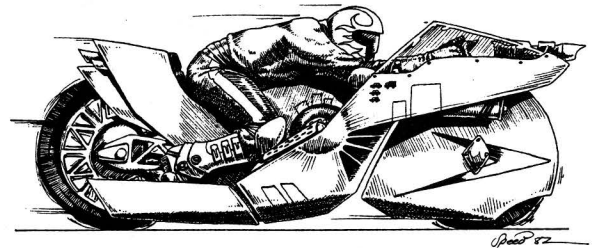
For overseas delivery, add 15% to the unit base cost and expect a four- to eight-week shipping delay. For same-week delivery (generally two to three days), add 50% to the unit base cost. C.O.D. is not available for overseas shipments.

The Uncle Al's Auto Stop and Gunnery Shop Guarantee

"Uncle Al" Albert Stoliczynski hereby guarantees that all parts and accessories ordered from any UncAlCo enterprise will be delivered intact and installed in good working order (if any UncAlCo enterprise is engaged to install the part), and promises to replace any defective part with a working replacement of equal or greater value.



Furthermore, Albert Stoliczynski guarantees that all parts sold by any UncAlCo enterprise conform to minimum AADA specifications unless otherwise marked and/or advertised. ("I'm not gonna sell a surplus tank gun as 'new,' campers!")

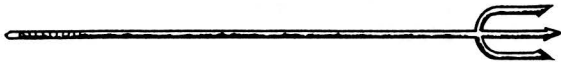


Be a Good Duellist!

"Uncle Albert" Stoliczynski encourages all duellists and other customers to respect local anti-duelling and firearms ordinances, and can accept no responsibility for illegal use of equipment acquired through any UncAlCo enterprise. Availability of the items in this catalog may vary in regions with weapon control laws.

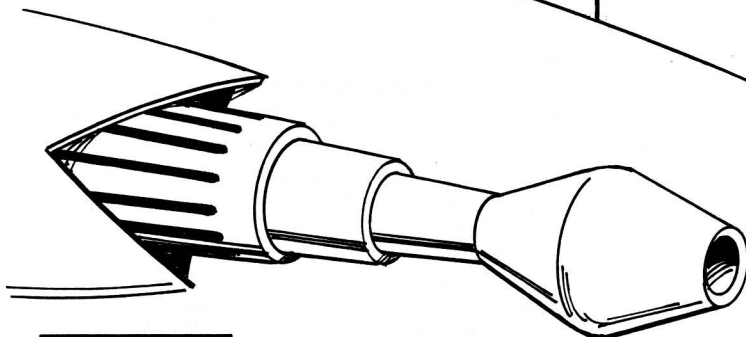
WEAPONS

Ah, everyone's favorite section: weapons, weapons, weapons! Uncle Al's maintains a proud tradition of having every known vehicular weapon in stock – and if it's not in stock, we can get it, usually overnight!



Autocannons

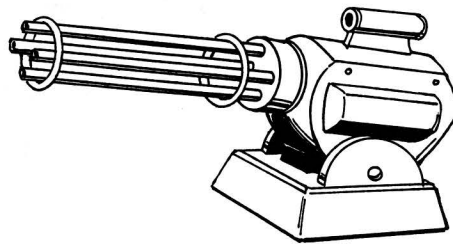
When ships turned light, small and fast, so did the cannons used to fight them. The autocannon has long been the choice of fighting men looking for a weapon to destroy fast-moving targets, and its usefulness extends into the 21st century.



"The autocannon is like the buffalo. It is heavy, big, slow to move and slow to anger. When it attacks, it kills, mowing down its enemy with brute force. It is not a weapon for counting coup."

*– Comanche Chief Eaglefeather
(Double Ace)*

Autocannon (AC) – To hit 6, 3d damage, \$6,500, 500 lbs., 4 DP, 3 spaces; 10 shots (\$75 and 10 lbs. each); loaded cost \$7,250, loaded weight 600 lbs.; loaded magazine costs \$800 and weighs 115 lbs. Burst effect. May use HD, incendiary and DPU ammo; area effect instead of burst effect.



● *Gatling Cannon (GC)* – To hit 6, 5d damage, \$7,000, 750 lbs., 5 DP, 5 spaces; 10 shots (\$45 and 15 lbs. each); loaded cost \$7,450, loaded weight 900 lbs.; loaded magazine costs \$500 and weighs 165 lbs. 2" burst effect. Can use HD, incendiary and DPU ammo; area effect instead of burst effect. Can only be mounted on oversized vehicles (to F or B) or aircraft and AFVs; firing a GC from an oversized vehicle is a D2 hazard.

Bombs

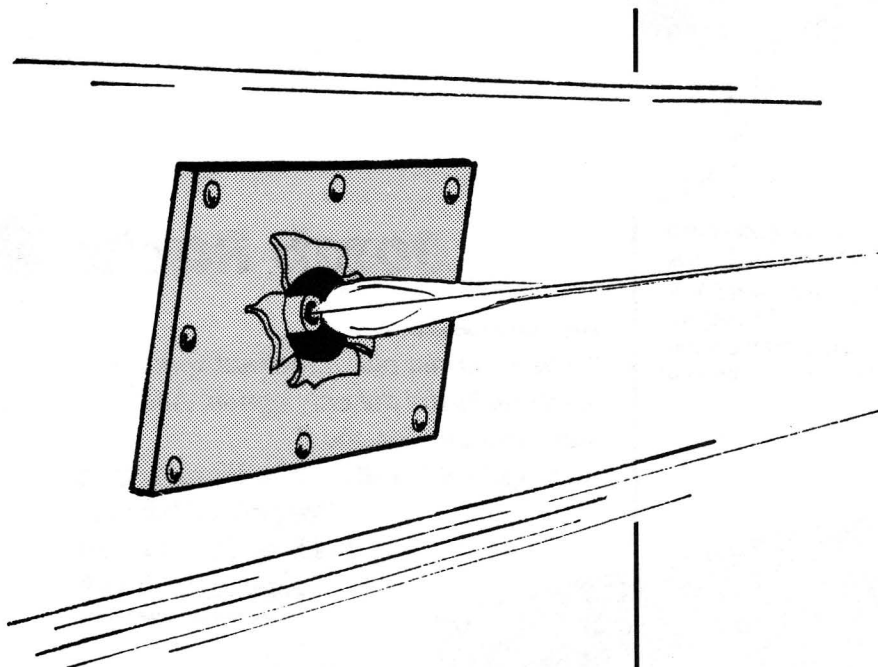
As soon as aircraft were invented, people starting thinking of ways to drop explosives from them. In a remarkably short time, a bewildering array of dropped munitions were invented, ranging from simple containers of explosives to cluster bombs and dropped-weapon dispersal packets. As of 2041, a bomb is one of the most versatile weapons available to the flier.

ACCESSORIES

Uncle Al's carries everything you could want in your vehicle, and more. Warning: Some of these items

are quite legal to carry and use, but banned in AADA events. These weapons are marked with a ⊗.

offense



Blow-Through Concealment – \$100, 10 lbs., no space. This special armor patch covers one weapon's firing port, concealing it from view. When the weapon is first fired, the patch is instantly blown away by a small explosive charge. The patch must be replaced to conceal the weapon again; this is an Easy job for a mechanic. Blow-through patches need not match the vehicle's armor type.

Blow-Through Concealment

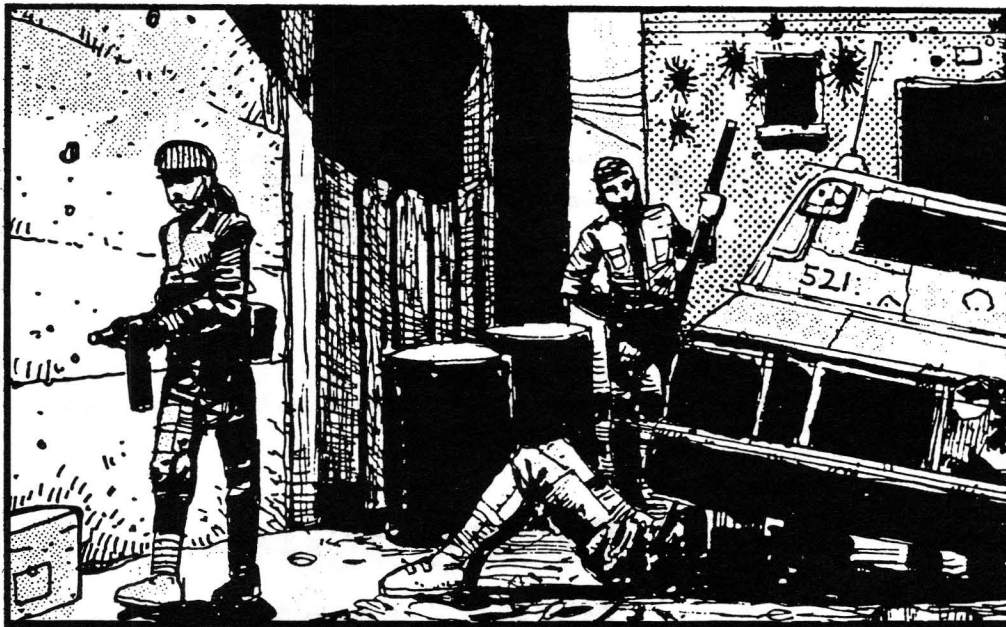
When you don't want to advertise what you've got, but you can't afford the weight, space and unmasking time to make your guns fully retractable, try Uncle Al's patented Peek-A-Boo™ blow-through patches.

Body Blades

"Losin' the blades was one thing I missed when I graduated from cycles to cars. Thanks, Unc, for bringin' back the thrill of runnin' down peds and slicin' 'em into bloody messes!"

– "Mad Mac" MacDonald, Arkansas

Body Blades – Cost and weight equal to 3 points of plastic armor for the vehicle. They need not match armor type. These are like cycle blades, adding two points to collision damage versus



Large plant, it would have a top speed of $240 \times 3,200 / (3,200 + 5,500) = 88.275$, which rounds down to 87.5.

Placing Weapons and Armor

Now that you've chosen all your components and determined that your car has enough power to accelerate satisfactorily, you can fill out the vehicle diagram.

Weapon location restriction: No more than $\frac{1}{3}$ of the total spaces in a vehicle can be devoted to weapons that fire from any one side (round down). Motorcycles and sidecars are exempt from this restriction.

Dropped weapons and gas streamers can be *corner mounted*. Only two spaces' worth of dropped weapons can be corner mounted on any corner of a car or hovercraft, and up to four spaces' worth may be mounted on any corner of an oversized vehicle. Helicopters, boats, trikes and cycles cannot have corner-mounted weapons.

The vehicle diagram is used to keep track of ammunition expenditure and damage. Also located on the vehicle diagram are the Speed Track and the Handling Track (see *CWC II*, Chapter 2).

Repair and Salvage

In a continuing campaign, damaged vehicles will need repair. Damage to armor can be repaired at \$50 per hit (multiplied by the armor's cost modifier – e.g., fireproof

armor costs twice as much) – or the vehicle's entire armor can be replaced for its original cost plus 10%. A component that has taken only 1 hit can be repaired for 10% of its original price; 2 hits: 30%; 3 hits: 50%; and so on. It's cheaper to replace a badly damaged power plant (for instance) than to fix it.

Body armor cannot be repaired. Medical care for injured characters is free. (You're insured.)

The prices above are for parts and labor. If you do the work yourself, cut $\frac{1}{3}$ off the repair costs.

Many repair shops will let you do your own work in their bays – for \$50 an hour.

A vehicle or component may be sold for salvage. Salvage value is (*original cost minus repair cost*). Damaged parts may be bought for this value, or sold for half this value. If you stop on the road to strip a wreck, you can easily get tires, extra magazines, unfired ammunition, hand weapons, and cargo. Other components can be salvaged, but it takes time and requires the Mechanic skill (see *CWC II*, pp. 40-41). A burned wreck is worthless.

Modifying Vehicles

New weapons and accessories can be added to an existing vehicle between duels, as long as weight and space limits are observed. Old components may be saved or sold. Add 10% to the cost of any parts that vary from a car's original design – retrofitting is expensive.

Exceptions: New tires can be added at their regular cost, and chassis and suspension cannot be changed from their original design.

If any cost or weight calculations using the above instructions result in fractions of dollars or pounds, round to the nearest whole number.



SHOP AT UNCLE AL'S

Have you been hunting for that hard-to-find weapon? Are you frustrated because that bargain bomb rack wasn't such a bargain after all? Do you need the perfect gift for your mate, girlfriend or gunner?

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BUT THAT'S NOT ALL!

If we don't have the item you need in stock, we'll order it for you, and we'll get it quick - usually **overnight!** Uncle Al, the Duellists' Pal™, wants you to be satisfied.



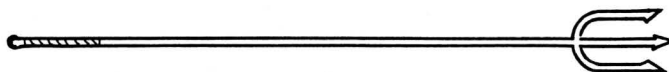
Do you need military surplus? - **NO PROBLEM!**

Do you crave incendiary ammo? - **NO PROBLEM!**

Are you jealous because your neighbor has a tank gun, and you don't? - **NO PROBLEM!**

There's **never** a problem at Uncle Al's Auto Stop and Gunnery Shop™.

So don't delay - drive, fly or float down to your neighborhood Uncle Al's today.



“We love Uncle Al!”

—Al's Gals

Most major credit cards accepted. Certain restrictions apply. Prices may vary at independently-owned franchises. Check with local law enforcement concerning restricted weapons and accessories. UncAlCo's merchandise is designed for legal auto-duelling, and the company claims no responsibility for the illegal or improper use of such items. Use only as directed. Read the manual before operating. Not intended for use by children under the age of 8. We reserve the right to refuse service to anyone. Items not in stock may be replaced with items of equal or greater value. We recommend consultation with a physician before beginning any duelling program. **WARNING:** Duelling may be hazardous to your health. Void where prohibited. All rights reserved.

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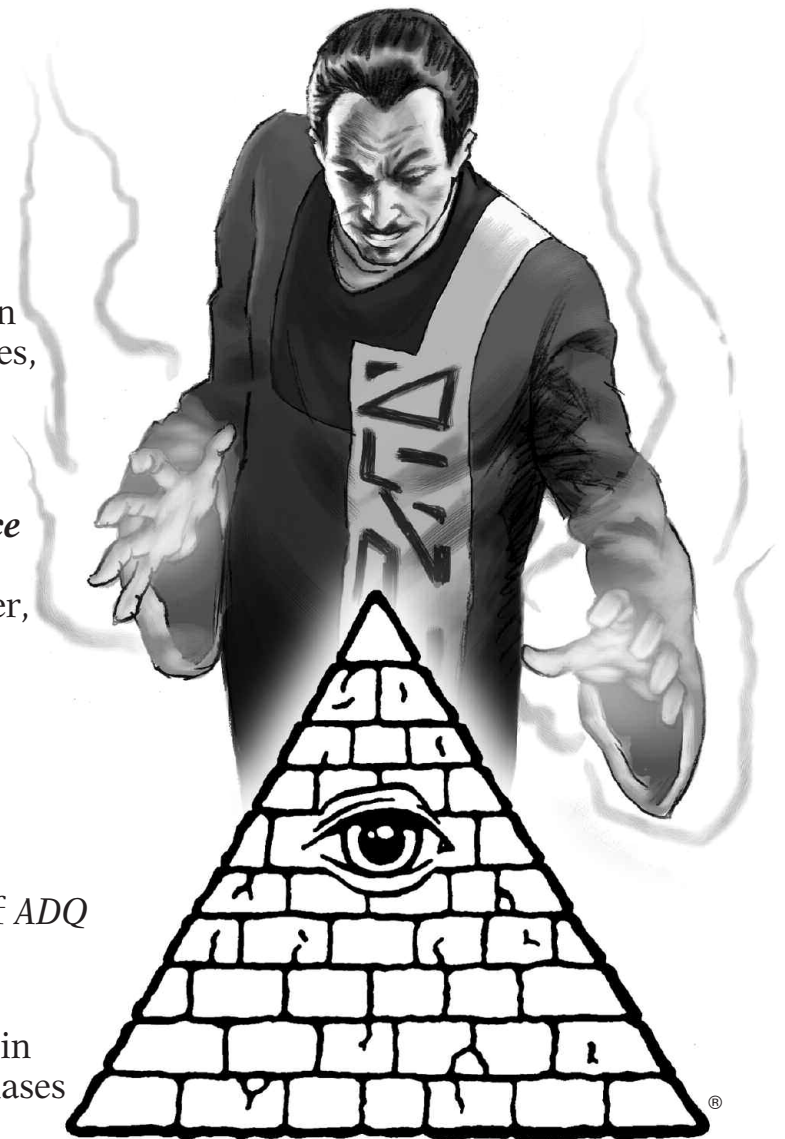
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