

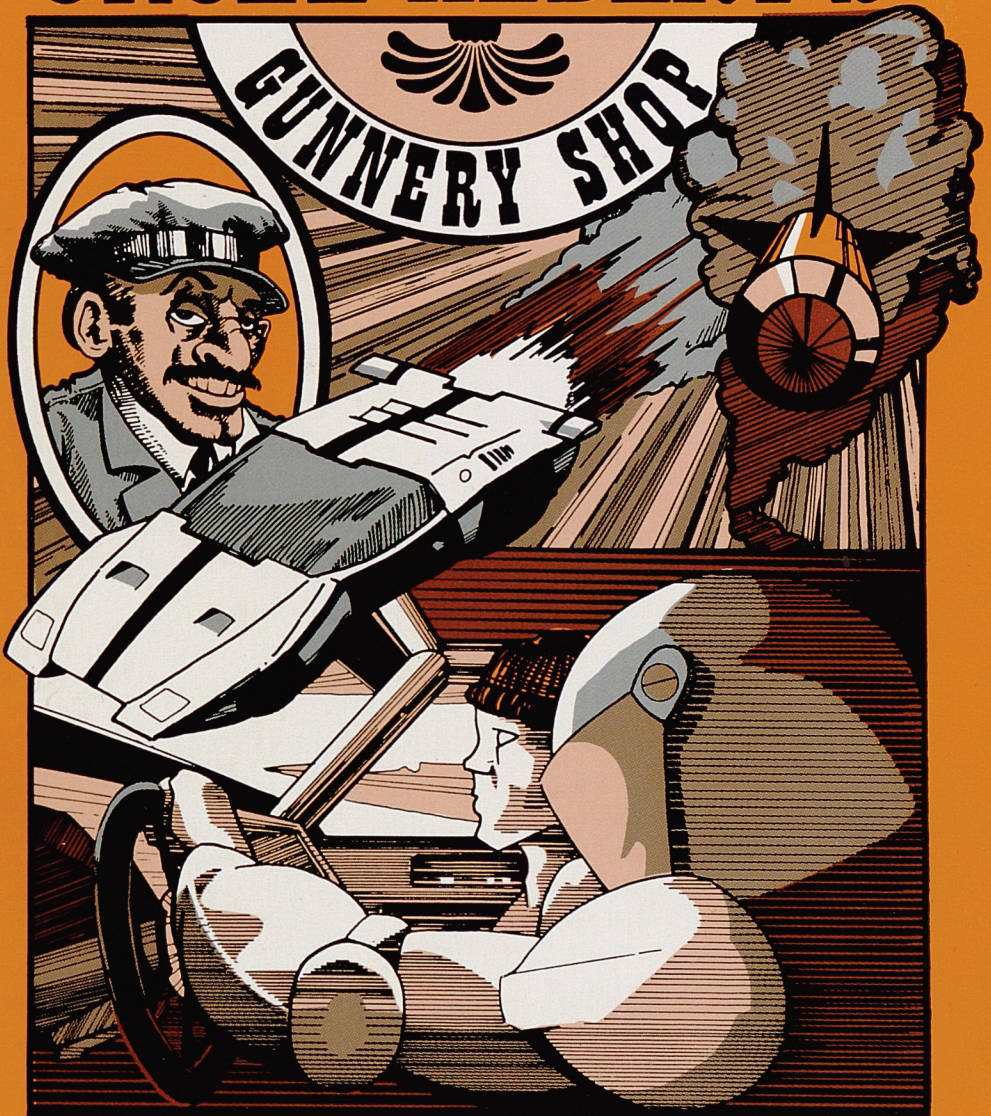
a **CAR WARS**® supplement

2039
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UNCLE ALBERT'S®



STEVE JACKSON GAMES

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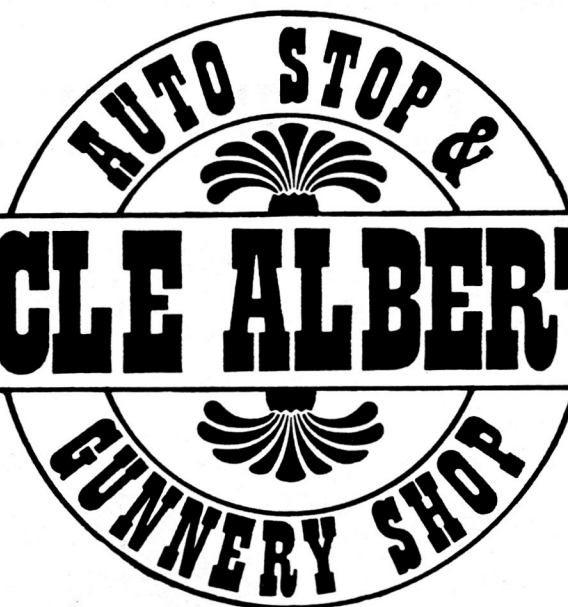
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A stylized, handwritten signature in black ink that reads "Uncle Al".

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UNCLE ALBERT'S[®]

CREDITS

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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.

DESIGN CREDITS

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OFFENSE

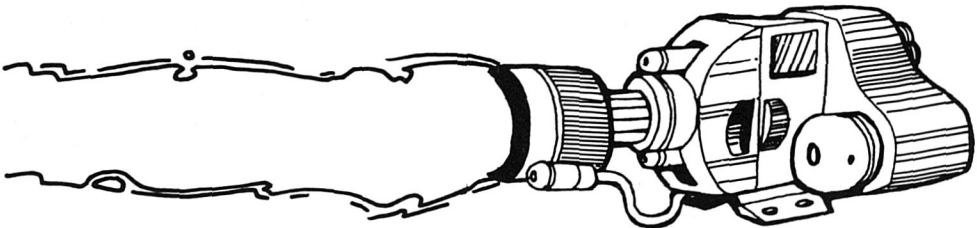


Ahoy, mateys! Been feeling all washed up lately? Let Cap'n Al fix you up with the best bargains on either side of the Seven Seas. Each one priced so low, you'll swear it's a steal! All guaranteed to make you the meanest, nastiest scoundrel on land or water! With Cap'n Al as your first mate, you'll send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



DEFENSE

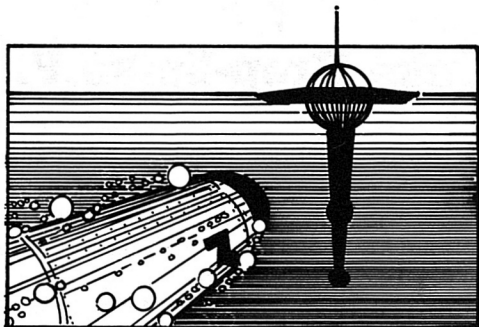


When you're out in the ring and all alone, it's good to know Uncle Al is in your corner. He's got a one-two punch of good prices and reliability that'll leave your opponents reeling. Don't let the enemy throw the first punch! Prepare yourself with Uncle Al, and prepare to hear "Da Winnah."

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.





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 GEs. 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.

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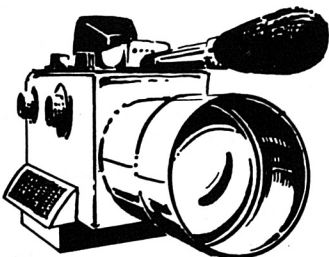
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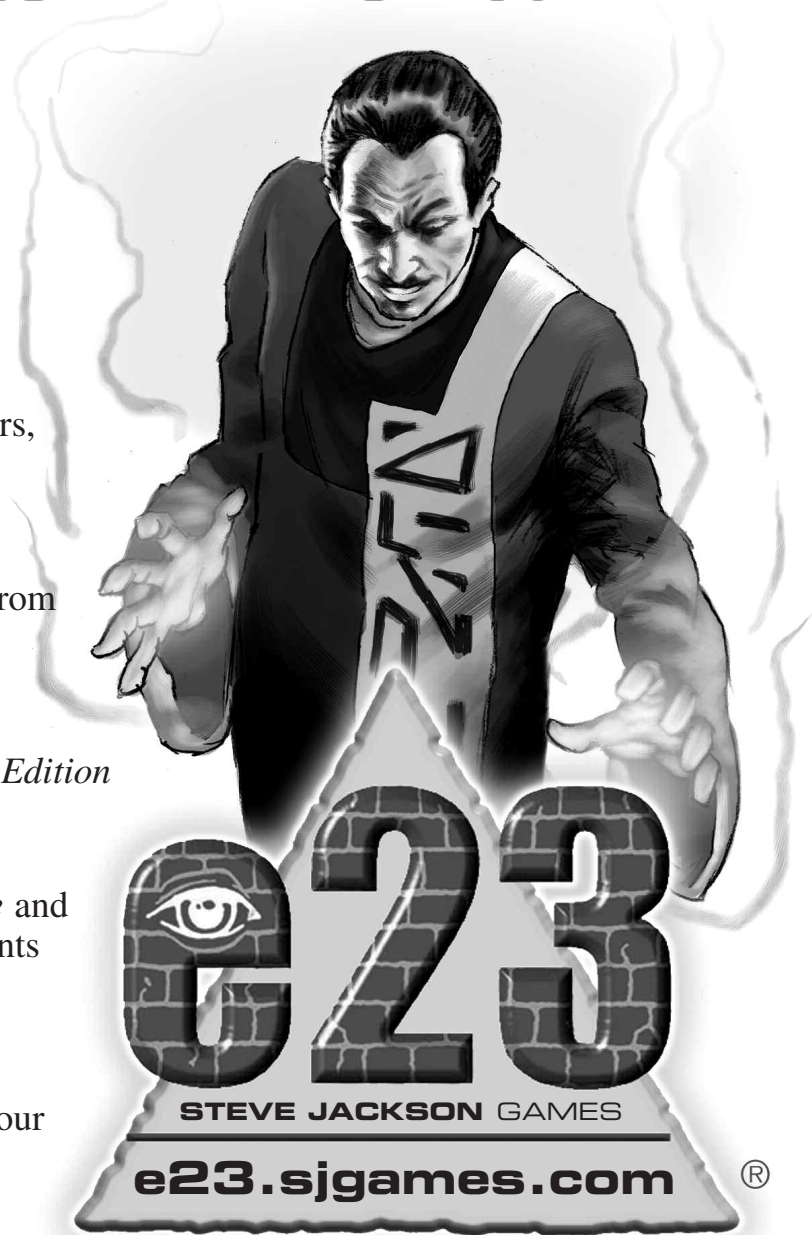
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