

a **CAR WARS**® supplement

2036
Catalog
Update

AUTO STOP &

2036
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Update

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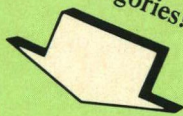
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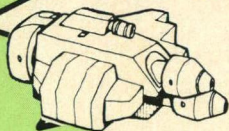
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NEW!

TWIN LASER

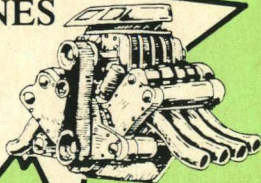


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Time marches on, and Uncle Albert keeps in step with this 2036 update to his popular 2035 catalog. In one short year, Al (the Duellist's Pal) has collected more than seventy new products for discriminating duellists — like yourself. This is NOT a reprint, so if you missed the fine products in Uncle Albert's first catalog, make sure you have this one . . . your opponents already do.

NEW!

**"BLUE
PRINTED"
ENGINES**



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**STEVE
JACKSON
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2036
Catalog
Update



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UNCLE ALBERT'S™



CREDITS

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INTRODUCTION

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

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

UNCLE AL — THE DUELLIST'S PAL!™

FREE GIFTS! *

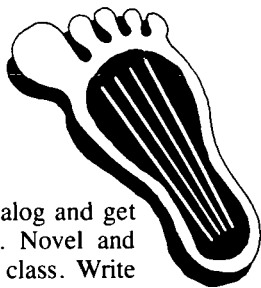
Uncle Al has cornered the market on these colorful high-quality foam rubber dice. Hang these novel and amusing items from your roof console and let every passenger know you have taste.

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

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

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

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



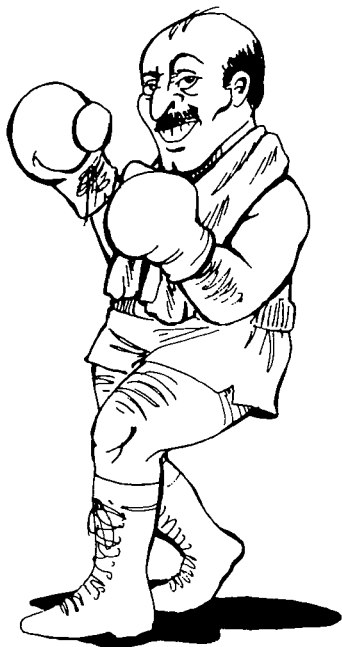
Most of the *Car Wars* weapons and gadgets in this catalog are new. The rest have appeared in *Autoduel Quarterly* magazine (Vol. 3/2 through 4/2), *Deluxe Car Wars*, and the *Dueltrack* supplement. Items marked "improved" have been revised and corrected from their original appearances in *DCW* and elsewhere;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

OFFENSE

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

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

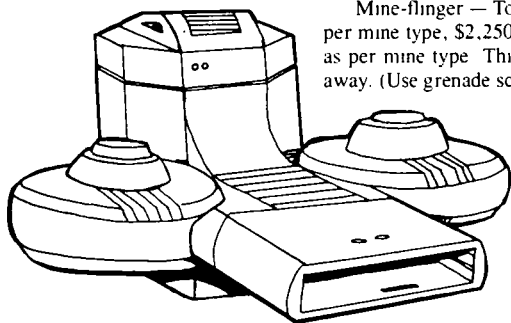
Note: National, state, and local regulations sometimes place controls on the use of this merchandise. Uncle Albert takes no responsibility for its unauthorized or illegal use, and asks that all his customers respect the laws in their areas. Substitutions may be made when a requested item is unavailable,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



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

Mine-Flinger

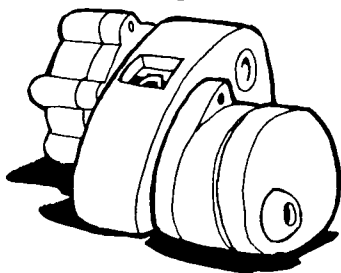
He knows you've got mines — but he doesn't know you have *range*! Imagine the look of surprise on his face when you put those mines right in front of him!



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

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





Life in the Fast Lane Overdrive

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

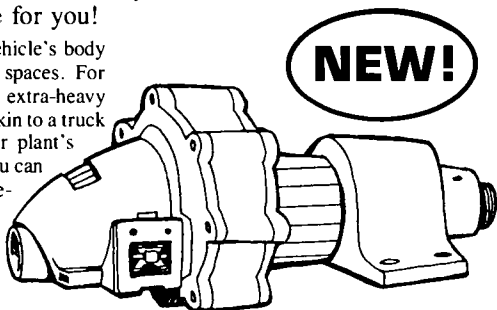
Overdrive — \$100 per wheel of vehicle (must be bought for all wheels), no space or weight. Increases the vehicle's top speed by 20 mph when activated, but reduces acceleration by 5 mph (minimum 2.5 mph). Overdrive activation and deactivation counts

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

Heavy-Duty Transmission

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

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

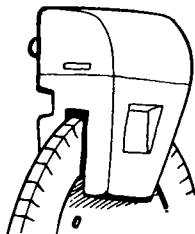


NEW!

Antilock Braking System

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

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



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