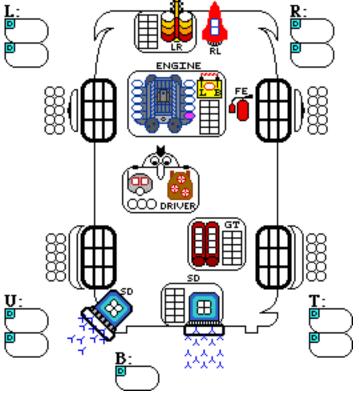


Vehicle Name:BlasterCreated by:Bruce LamDate created:October 1, 1999AADA Event:Club Championships

Vancouver Reg	ional Organization			I	•			
BASIC PER	RFORMANCE	HANDLING CLASS	AADA	DA INFORMATION				
Forward TS:	62.5 mph	Normal HC: 3	Signature: Address:					
Reverse TS:	12.5 mph	Off-Road HC: 0						
Acceleration:		Hazards: -						
	10 with Turbo	Maneuvers: -	City: Country: Can	ada				
		HC Regain: 4	Phone Number: (604)					
		•	Deceleration	Difficulty	Damage			
			10 mph	Safe	none			
	F:		15 mph	D1	none			
	<u>آت</u>	<b>_</b>	20 mph	D2	none			
	$\square$	×	25 mph	D3	none			
L:			30 mph	D5	none			
			30 mph	D7	2 hits			
	/ // E		40 mph	D9	1 die - 2			



15 mpn	none						
20 mph	D2	none					
25 mph	D3	none					
30 mph	D5	none					
30 mph	D7	2 hits					
40 mph	D9	1 die - 2					
45 mph	45 mph D11						
COLLISION							
Damage Modi	1.0						
Damage to be Confettied: 132.00							
Debris by Confetti: 33.0							
ITEMS OF SPECIAL NOTE							

Laser: 2 power units.

Laser Battery: Destroyed last. 100 power units.

Rocket Launcher: Volatile weapon.

**Spikedropper:** 1/2 damage to solids & plasticores. Chance when crossing: 1-4 (damage to all tires). Chance when adjacent: 1-2 (applicable tire corner).

Fire Extinguisher: 1-2 chance (gas).

Sloped Armour: -1 to be hit.

Links: 2

WEAPONS: Direction M			Modified to	to Hit Damage Effect Type		е	Shots						
Laser Front		2		3d		Area			FM 1, BD 0				
Rocket Launcher Front		(4)		2d (+2)		FM 3, BD 2		IC, L					
Spikedropper Back-Left		dropped		1d		1/2″x1/2″		Normal		10			
Spikedropper	Bacl	k-Right	dropped	ł		ld	1/2″x1/	2″	Norm	al	10		
Primary Handweapon		In	Interior Components		nents	S	SKILLS		Le	evel	Points		
Name:			Driver:		Left	F	Right	D	river			1	20
To Hit:			Gunner:		Left	F	Right	Ģ	Sunner			2	30
Damage:								H	landgunne	er			
Effect:			Cargo:		1	2	3		unning			0	-
Туре:			Crew:		1	2	3						
Shots:			Engine:		1	2	3	Т	otal Poin	ts Al	lowe	ed:	50
DRIVER Personal Equ			quipment			Г	otal Wt: 2	21.0	0 lbs.	Ru	Running Penalty:		
Item	Location		Item	Loca	ation		Item		Location	-2.5 mph			
Body Armour	Body	Explosi	ve Grenade	AB	٧*					Runn	ing:	10	).0 mph
ABV (1-4)	Torso	Explosi	ve Grenade	AB	V*					Sprint: 15		.0 mph	
Hachet	ABV	Explosi	ve Grenade	AB	V*					Crawl: 5		.0 mph	
2 Impact Fuses	*	Concus	sion Grenade	AB	V*								
										(tir	mes k	oy 5 te	o move)