

Fudge Vehicle Sheet



Name _____ Date Deployed _____	Captain _____ Model _____																				
Description	<div style="text-align: center; border: 1px solid black; padding: 10px;"> Condition <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> Damage Result Exceeds Armor Result By: -1 or less </div> <div style="width: 50%; text-align: center;"> <div style="display: flex; justify-content: space-around; font-weight: bold;"> 01234 </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="display: flex; gap: 5px;"> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> Undamaged Scratched Damaged Very Damaged Immobilized Nearly Destroyed </div> </div> </div> <p style="font-style: italic; font-size: small; margin-top: 10px;">Note: The GM may add or subtract damage boxes as desired.</p> </div>																				
<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Attributes</div> Durability: Size Scale: Environment: Speed: Maneuverability: Environment: Speed: Maneuverability: Effective Maneuverability = Lower of Piloting and Maneuverability	<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Crew</div> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;">Name</th> <th style="width: 30%;">Skill</th> <th style="width: 40%;">Skill Level</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </tbody> </table>	Name	Skill	Skill Level																	
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<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Gifts and Faults</div>	<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Weapons</div> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Name</th> <th style="width: 15%;">Damage</th> <th style="width: 15%;">Range</th> <th style="width: 20%;">Target Size</th> <th style="width: 30%;">Crew Skill</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>	Name	Damage	Range	Target Size	Crew Skill															
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