

Fudge Vehicle Sheet



Name _____	Captain _____																																										
Date Deployed _____	Model _____																																										
Description	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="6" style="text-align: center;">Condition</td> </tr> <tr> <td colspan="6">Damage Result Exceeds Armor</td> </tr> <tr> <td colspan="6">Result By:</td> </tr> <tr> <td style="text-align: center;">-1 or less</td> <td style="text-align: center;">0</td> <td style="text-align: center;">1</td> <td style="text-align: center;">2</td> <td style="text-align: center;">3</td> <td style="text-align: center;">4</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> <td style="text-align: center;"><input type="checkbox"/></td> </tr> <tr> <td style="text-align: center;">Undamaged</td> <td style="text-align: center;">Scratched</td> <td style="text-align: center;">Damaged</td> <td style="text-align: center;">Very Damaged</td> <td style="text-align: center;">Immobilized</td> <td style="text-align: center;">Nearly Destroyed</td> </tr> <tr> <td colspan="6" style="text-align: center;"><i>Note: The GM may add or subtract damage boxes as desired.</i></td> </tr> </table>	Condition						Damage Result Exceeds Armor						Result By:						-1 or less	0	1	2	3	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Undamaged	Scratched	Damaged	Very Damaged	Immobilized	Nearly Destroyed	<i>Note: The GM may add or subtract damage boxes as desired.</i>					
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