

ALIEN FLEET RECORD SHEET

Player Name: _____ Race: _____

Qty	Unit	Attack	Evade	Toughness	Morale	Move	Powers	Cost
___	Attack Saucer	5	15	8	4	0	Firepower (3d6), Flying (15"), Spaceflight	5
___	Scout Saucer	4	16	5	3	0	Capture, Create Teleportal, Firepower (2d6), Flying (9"), Spaceflight, Transport	4
___	Mothership	5	14	14 (Life 15)	5	0	Blast 6d6, Electromagnetic Pulse, Flying (6"), Mind Control, Spaceflight, Transport (mult.)	18
___	Alien Landing Party	5	15	2	5	3	Capture, Close Assault, Firepower (1d6; 2d6 in Close Assault), Personnel	2
___	Battle Robot	4	12	15	0	5	Firepower (3d6)	6
___	Delok Saboteur	—	—	—	—	—	Eliminate any 1 building/unit, once per game	6
___	_____	___	___	___	___	___	_____	___
___	_____	___	___	___	___	___	_____	___

Copyright © 2002 Firefly Games (www.firefly-games.com). Permission granted to photocopy for personal use only.

ALIEN FLEET RECORD SHEET

Player Name: _____ Race: _____

Qty	Unit	Attack	Evade	Toughness	Morale	Move	Powers	Cost
___	Attack Saucer	5	15	8	4	0	Firepower (3d6), Flying (15"), Spaceflight	5
___	Scout Saucer	4	16	5	3	0	Capture, Create Teleportal, Firepower (2d6), Flying (9"), Spaceflight, Transport	4
___	Mothership	5	14	14 (Life 15)	5	0	Blast 6d6, Electromagnetic Pulse, Flying (6"), Mind Control, Spaceflight, Transport (mult.)	18
___	Alien Landing Party	5	15	2	5	3	Capture, Close Assault, Firepower (1d6; 2d6 in Close Assault), Personnel	2
___	Battle Robot	4	12	15	0	5	Firepower (3d6)	6
___	Delok Saboteur	—	—	—	—	—	Eliminate any 1 building/unit, once per game	6
___	_____	___	___	___	___	___	_____	___
___	_____	___	___	___	___	___	_____	___

Copyright © 2002 Firefly Games (www.firefly-games.com). Permission granted to photocopy for personal use only.

ALIEN FLEET RECORD SHEET

Player Name: _____ Race: _____

Qty	Unit	Attack	Evade	Toughness	Morale	Move	Powers	Cost
___	Attack Saucer	5	15	8	4	0	Firepower (3d6), Flying (15"), Spaceflight	5
___	Scout Saucer	4	16	5	3	0	Capture, Create Teleportal, Firepower (2d6), Flying (9"), Spaceflight, Transport	4
___	Mothership	5	14	14 (Life 15)	5	0	Blast 6d6, Electromagnetic Pulse, Flying (6"), Mind Control, Spaceflight, Transport (mult.)	18
___	Alien Landing Party	5	15	2	5	3	Capture, Close Assault, Firepower (1d6; 2d6 in Close Assault), Personnel	2
___	Battle Robot	4	12	15	0	5	Firepower (3d6)	6
___	Delok Saboteur	—	—	—	—	—	Eliminate any 1 building/unit, once per game	6
___	_____	___	___	___	___	___	_____	___
___	_____	___	___	___	___	___	_____	___

Copyright © 2002 Firefly Games (www.firefly-games.com). Permission granted to photocopy for personal use only.