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| **Name** | **Type** | **Size** | **XP Rating** |
| Zetan Drone | Robot | Medium | 4 (65 XP) |

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| **Strength** | 5 (+0) |  | **Armor Class** | 13 | | **Action Points** | 4 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 35 | | **Hit Dice** | 5d8 + 15 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 4 (-1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Superior Firepower.** The drone has a bonus +3 to attack rolls with alien weaponry.  **Hover.** The drone ignores ground-based difficult terrain. | **Attack.** The drone attacks with a built-in cannon equivalent to an Alien Blaster Rifle. |

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| **Description** |
| Due to their frail bodies, the zetans make heavy use of drones to augment their combat strength, defending scouts and supporting soldiers. These bulky machines are little more than mobile weapon platforms, and seem incapable of firing without first becoming stationary and taking a moment to aim their impressive primary cannon. |