

Gun Drone				HP	Type	Subtype
				2	Token	Basic
Name	Range	ATK	HIT	AP	DMG	Weapon Rules
Pulse Carbine	20"	5	4+	6+	1/2	Auxillary

Shield Drone				HP	Type	Subtype
				5	Token	Basic
Name	Range	ATK	HIT	AP	DMG	Weapon Rules
Shield	Whenever this unit is being targeted with a shooting attack, discard one success					

Marker Drone				HP	Type	Subtype
				2	Token	Basic
Name	Range	ATK	HIT	AP	DMG	Weapon Rules
Markerlight	Once per activation, you can use Markerlight card for free					

Stealth Drone				HP	Type	Subtype
				2	Token	Advanced
Name	Range	ATK	HIT	AP	DMG	Weapon Rules
Stealthy	While this token is attached when you are being targeted by a shooting attack, you can force that enemy to change their target if there are any. After you do so, remove this token					

Sniper Drone				HP	Type	Subtype
				2	Token	Advanced
Name	Range	ATK	HIT	AP	DMG	Weapon Rules
Pule Long Rifle	40"	2	2+	2+	3/5	Auxillary

Misslie Drone				HP	Type	Subtype
				2	Token	Advanced
Name	Range	ATK	HIT	AP	DMG	Weapon Rules
Missile Launcher	20"	10	5+	2+	3/4	Auxillary. Blast

Recon Drone				HP	Type	Subtype
				5	Token	Advanced
Name	Range	ATK	HIT	AP	DMG	Weapon Rules
Heavy blaster	10"	6	4+	3+	2/3	Auxillary
Frontline scouting	If an enemy Infantry unit survived an attack from this Drone's Heavy blaster, it gains Markerlight token					