

Gallo Archers		Level 11 Artillery	
Large natural humanoid (squad), human		XP 300	
HP 45; <b>Bloodied</b> 22		Initiative +10	
AC 23; <b>Fortitude</b> 23, <b>Reflex</b> 24, <b>Will</b> 23		Perception +9	
Speed 6			
Standard Actions			
✦ <b>Arrow Volley</b> (weapon) • At-Will			
<b>Attack:</b> Area burst 1 within 20 (creatures in burst); +14 vs. Reflex <b>Hit:</b> 1d6 + 4 damage. <b>Special:</b> On an attack roll of 5 or less on the die, the volley instead hits one ally (determined randomly) within 2 squares of the targeted enemy.			
✦ <b>Short Sword</b> (weapon) • At-Will			
<b>Attack:</b> Melee 1 (adjacent enemies); +16 vs. AC <b>Hit:</b> 1d6 + 2 damage.			
Str 14 (+7)	Dex 21 (+10)	Wis 12 (+6)	
Con 13 (+6)	Int 11 (+5)	Cha 12 (+6)	
Alignment Good		Languages Common	

Gallo Pike Square		Level 11 Soldier	
Huge natural humanoid (swarm), human		XP 600	
HP 114; <b>Bloodied</b> 57		Initiative +13	
AC 27; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 23		Perception +9	
Speed 6			
<b>Resist</b> half damage from melee and ranged attacks			
<b>Vulnerable</b> 10 to close and area attacks			
Traits			
● <b>Swarm Attack</b> • Aura 2			
Any enemy that ends its turn in the aura takes 5 damage.			
Swarm			
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Medium creature.			
Thicket of Iron			
The pike square ignores other swarms' resistance to melee attacks.			
Standard Actions			
✦ <b>Pike Thrust</b> • At-Will			
<b>Attack:</b> Melee 2 (one creature); +16 vs. AC <b>Hit:</b> 2d12 + 7 damage.			
✦ <b>Pike Charge</b> • At-Will			
<b>Effect:</b> The pike square charges and makes two Pike Thrust attacks instead of one. (Each attacks gains the +1 to-hit bonus from charging. The pike square's turn ends after the charge.)			
Move Actions			
✦ <b>Hold the Line</b> (stance) • At-Will			
<b>Effect:</b> The pike square adopts the Hold the Line stance until the end of its next turn. While in the stance, it may make opportunity attacks within its weapons' reach (2 squares).			
✦ <b>Repulse Charge</b> (stance) • At-Will			
<b>Effect:</b> The pike square adopts the Repulse Charge stance until the end of its next turn. While in the stance, it may make the following attack as an opportunity action. <b>Trigger:</b> An enemy attacks the pike square while charging. <b>Attack:</b> Melee 2 (triggering enemy); +16 vs. AC <b>Hit:</b> 4d12 + 4 damage, and the enemy falls prone.			
Str 21 (+10)	Dex 14 (+7)	Wis 11 (+5)	
Con 18 (+9)	Int 10 (+5)	Cha 12 (+6)	
Alignment Good		Languages Common	
(based on Bloodspear Savage Throng & revised heavily)			

Gallo Chaplain		Level 12 Minion Lurker	
Medium natural human		XP 175	
HP 1; a missed attack never damages a minion.		Initiative +6	
AC 26; <b>Fortitude</b> 24, <b>Reflex</b> 24, <b>Will</b> 25		Perception +8	
Speed 6			
Standard Actions			
✦ <b>Desperate Defense</b> (weapon) • At-Will			
<b>Attack:</b> Melee 1 (one creature); +17 vs. AC <b>Hit:</b> 5 damage.			
Minor Actions			
◀ <b>Healing Word</b> (healing) • 2/Encounter			
<b>Effect:</b> Close burst 10 (one ally in burst); the target spends a healing surge.			
Str 10 (+6)	Dex 13 (+7)	Wis 16 (+9)	
Con 11 (+6)	Int 14 (+8)	Cha 15 (+8)	
Alignment good		Languages -	