

human, Redcoat

Redcoats are the ruthless servants of the Galeatian throne, loyal to King Arath. However, with the King's impending demise most have sworn allegiance to his son Crown Prince Eydanus. The simple sight of their rust red uniforms inspires dread in the hearts of commoners. Enemies of Galeay have compared redcoat squadrons to seas of blood, for no sooner would one redcoat fall or be knocked aside than another would move to take his place.

Redcoat hierarchy

Grunt (Level 3 Minion Brute)

Crossbowman (Level 3 Minion Artillery)

Queen's Blade (Level 4 Skirmisher)

Captain (Level 5 Soldier Leader)

Assassin (Level 6 Elite Lurker)

Watchman (Level 7 Minion Brute)

Palace Guard (Level 7 Brute)

Inquisitor (Level 7 Elite Artillery)

Master of the Hounds (Level 8 Brute Leader)

Castellan (Level 8 Controller)

Redcoat Grunt

The rank and file of Galeay's fighting men are trained to show no fear and always maintain the offensive.

Redcoat Grunt		Level 3 Minion (Brute)
Medium natural humanoid		XP 38
Initiative +1	Senses Perception +2	
HP 1; a missed attack never damages a minion		
AC 16; Fortitude 16, Reflex 13, Will 13		
Speed 5		
⚔ Sword (standard; at-will) ♦ Weapon		
+6 vs. AC; 2d6+6 damage		
⬇ Shield Bash (standard; encounter) ♦ Weapon		
+6 vs. Fortitude; 2d6+3 damage, push the target 1 square and the target is dazed (save ends).		
Redcoat Honor		
When an adjacent ally is forced to move, the Redcoat Grunt may shift into the space once occupied by the ally.		
Alignment Unaligned	Languages Common	
Str 16 (+4)	Dex 10 (+1)	Wis 10 (+1)
Con 16 (+4)	Int 10 (+1)	Cha 10 (+1)
Equipment chainmail, light shield, longsword		

Redcoat Grunt Tactics

Fight in tight pairs of two or three, and attempt to shield bash weaker looking types into hazards.

Redcoat Crossbowman

Alongside the grunts and protecting the captains are the crossbowmen. Though it is a weapon of the common folk these soldiers perfect its use with a foot stirrup to load vicious bolts while seeking cover behind their illuminated shields.

Redcoat Crossbowman	Level 3 Minion (Artillery)	
Medium natural humanoid	XP 38	
Initiative +3	Senses Perception +1	
HP 1; a missed attack never damages a minion		
AC 15; Fortitude 15, Reflex 15, Will 15		
Speed 5		
⌚ Crossbow Bolt (standard; at-will) * Weapon, load minor		
Ranged 10; +10 vs. AC; 1d10+3 damage and the target loses 1 square of movement until the end of its next turn.		
⚔ Shortsword (standard; at-will) * Weapon		
+10 vs. AC; 1d6+3 damage		
Pavise		
As long as the Redcoat Crossbowman hasn't moved he gains +3 AC against ranged attacks until the start of his next turn.		
Redcoat Honor		
When an adjacent ally is forced to move, the Redcoat Crossbowman may shift into the space once occupied by the ally.		
Alignment Unaligned	Languages Common	
Skills Stealth +11		
Str 14 (+3)	Dex 14 (+3)	Wis 10 (+1)
Con 14 (+3)	Int 10 (+1)	Cha 10 (+1)
Equipment chainmail, shortsword, crossbow, 15 quarrels		

Redcoat Crossbowman Tactics

Take advantage of cover and move in waves of two or three, focusing fire on mobile foes to neutralize their movement.

Redcoat Queen's Blade

Loyalists to the dead queen Morrigan, these women serve as her representatives to the King's court. They are feared both for their morbid disposition and their uncanny skill with the rapier.

Redcoat Queen's Blade	Level 4 Skirmisher
Medium natural humanoid	XP 175
Initiative +8	Senses Perception +10
HP 42; Bloodied 21	
AC 18; Fortitude 16, Reflex 18, Will 16	
Speed 6	
Ⓢ Rapier Thrust (standard; at-will) * Weapon	
+10 vs. AC; 1d8+4 damage and the target is either slowed or loses the use of a hand until the end of the redcoat queen's blade's next turn.	
Ⓡ Cloak Dance (immediate interrupt when attacked with a melee weapon; recharge ⓂⓂⓂ) * Weapon	
Close burst 1; +8 vs. Reflex; she gains concealment from all targets, <i>Effect</i> : Gain +2 AC until the start of her next turn and shift 1 square.	
Ⓢ Hidden Poison Dagger (standard; encounter) * Weapon	
A foe she has combat advantage against; +7 vs. Reflex; 3d8+4 damage and the target take 2 ongoing damage and is slowed (save ends).	
Redcoat Honor	
When an adjacent ally is forced to move, the Redcoat Queen's Blade may shift into the space once occupied by the ally.	
Alignment Unaligned	Languages Common, High Common
Skills Bluff +10, Intimidate +10, Perception +10	
Str 13 (+3)	Dex 18 (+6) Wis 13 (+3)
Con 12 (+3)	Int 13 (+3) Cha 13 (+3)
Equipment rapier, poison dagger, leather armor	

Redcoat Queen's Blade Tactics

After a successful rapier thrust, use close dance to get away from an opponent, letting her allies move into flanking before she uses her hidden dagger. Retreat if bloodied and fight is going poorly.

Redcoat Captain

Hardened vassal lords, these men rose to their post through utter loyalty and treachery. They have survived this long by trusting no one and knowing when to retreat and cut their losses.

Redcoat Captain		Level 5 Soldier (Leader)
Medium natural humanoid		XP 200
Initiative +3 Senses Perception +2		
HP 62; Bloodied 31		
AC 21; Fortitude 19, Reflex 17, Will 19		
Speed 5		
⚔ Captain's Sword (standard; at-will) ♦ Weapon +12 vs. AC; 1d10+5 damage and the target is marked until the end of the Redcoat Captain's next turn.		
⚡ Timed Assault (standard; encounter;) ♦ Weapon Targets a marked enemy; +10 vs. Reflex; 3d8+5 damage and the target is dazed until the end of the Redcoat Captain's next turn.		
Coward's Rebuke (minor; recharge ⏏⏏⏏) Close burst 3; targets redcoats; make a save against all ongoing effects as a free action and gain +2 attack until the end of the Redcoat Captain's next turn.		
Trust No One Enemies do not gain flanking benefits against the Redcoat Captain.		
Redcoat Honor When an adjacent ally is forced to move, the Redcoat Grunt may shift into the space once occupied by the ally.		
Alignment Unaligned		Languages Common
Skills Intimidate +9		
Str 16 (+5)	Dex 10 (+2)	Wis 14 (+4)
Con 14 (+4)	Int 10 (+2)	Cha 12 (+3)
Equipment scale armor, heavy shield, longsword		

Redcoat Captain Tactics

Fight alongside grunts, focusing on toughest opponent, using timed assault and coward's rebuke in the same round.

Redcoat Lore

A character knows the following information about redcoats with a successful History check.

DC 15: Brutal and intimidating soldiers whose allegiance is to the strongest contender to the throne of Galeay – currently Prince Eydanus. Redcoats travel in large squadrons, patrolling checkpoints, hunting down the Prince's enemies, and occasionally laying siege to the castle of a rebellious dale lord.

DC 20: Occasionally redcoats will fight alongside krenshar which have been trained to operate in the squadron. Such squads often adopt the krenshar skull on their banners alongside the crown's.

DC 25: Mysterious "Queen's blades" serve as the dead queen Morrigan's liaisons to the crown. While they fight and train with regular redcoats they are viewed with superstition and rumors of working necromantic magic.

Encounter Groups

Redcoat encounters are usually full of minions, unless it is a special team such as a detachment of inquisitors or unit of palace guards. Krenshar make good controller additions to redcoat squads, being bred by vicious captains.

Level 2 Encounter (XP 640)

- ♦ Redcoat Queen's Blade (XP 200)
- ♦ 4 Redcoat Crossbowmen (XP 190)
- ♦ 2 Zombies (XP 250)

Level 4 Encounter (XP 945)

- ♦ Redcoat Captain (XP 200)
- ♦ 9 Redcoat Grunts (XP 342)
- ♦ 6 Redcoat Crossbowmen (XP 228)
- ♦ Krenshar (XP 175)