

Steppengard Infantry Square	Level 12 Brute
Huge natural human (swarm)	XP 700
HP 149; Bloodied 74	Initiative +12
AC 24; Fortitude25, Reflex 24, Will 24	Perception +10
Speed 6	
Resist half damage from melee and ranged attacks	
Vulnerable 10 to close and area attacks	
Traits	
● Swarm Attack • Aura 2	
Any enemy that ends its turn in the aura takes 10 damage. Medium and smaller enemies within the infantry square's space take 15 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 infantry square ignores other swarms' resistance to melee attacks.	
Standard Actions	
✂ Pike Thrust (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d10 + 9 damage.	
✓ Reckless Charge (weapon) • At-Will	
Effect: The infantry square charges with a +2 bonus to its speed and a +2d10 bonus to damage.	
Move Actions	
✓ Press the Attack • Recharge when first bloodied	
Effect: The infantry square shifts up to half its speed and can move through enemies' spaces during the move. Each time the square enters an enemy's space for the first time during the move, it makes the following attack against that enemy.	
Attack: Melee 0 (enemy in the space); +15 vs. Reflex	
Hit: 3d10 + 7 damage, and the enemy falls prone.	
Triggered Actions	
Green Troops	
Trigger: The infantry square is hit and takes 15 or more points of damage.	
Effect (No Action): A Steppengard soldier breaks formation and appears adjacent to the square. Another soldier appears for every additional 15 points of damage.	
Rout • Encounter	
Trigger: The infantry square is reduced to zero hit points or below.	
Effect (No Action): The infantry square is removed from play, and a Steppengard soldier appears in each square previously occupied by the infantry square. Each flees by moving 6 squares as a free action, and each is considered to have failed its morale saving throw.	
Str 22 (+12)	Dex 19 (+10)
Con 19 (+10)	Int 19 (+10)
	Wis 19 (+10)
	Cha 19 (+10)
Alignment Good	Languages Common

Steppengard Soldier	Level 12 Minion Brute
Medium natural humanoid	XP --
HP 1; a missed attack never damages a minion.	Initiative --
AC 24; Fortitude25, Reflex 24, Will 24	Perception +10
Speed 6	
Traits	
Infantry Soldier	
The soldier acts on the same initiative count as the infantry square that created it.	
Poor Morale	
The soldier rolls a morale saving throw at the beginning of its turn. On a failure, the soldier drops its weapon and flees, and automatically fails subsequent morale saving throws.	
Standard Actions	
✂ Spear (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 13 damage.	
Str 22 (+12)	Dex 19 (+10)
Con 19 (+10)	Int 19 (+10)
	Wis 19 (+10)
	Cha 19 (+10)
Alignment Unaligned	Languages Common

Heavy Catapult		Level 13 Lurker	
Hazard		XP 800	
HP --		Initiative +0	
AC 27; Fortitude 26, Reflex 25, Will 25		Perception +5	
Speed --			
Traits			
Cumbersome Aim			
The catapult always targets the same square on the battlefield unless it is re-aimed using the Aim action. The initial target square chosen randomly.			
Standard Actions			
Ready			
Effect: The catapult is reloaded.			
⊗ Fire • Recharge when the catapult is reloaded			
Attack: Area burst 1 within special (creatures in burst); +16 vs. Reflex			
Special: See Cumbersome Aim.			
Hit: 6d6+15 damage, and the target falls prone.			
Miss: Half damage, and the target is pushed two squares away from the center of the blast and falls prone.			
Effect: Damaging terrain and fraises in the burst are destroyed and earthen ramparts are reduced in height by one square. The burst becomes difficult terrain.			
Move Actions			
Aim • Recharge when the catapult is fired			
Effect: Choose a direction (north or south) and a single d20, d12, d10, d8, d6, or d4. Roll the die. The catapult's target moves that number of squares in the chosen direction. Repeat for east/west. Both cardinalities must be modified every time Aim is used.			
Str 22 (+12)		Dex 19 (+10)	
Con 19 (+10)		Int 19 (+10)	
		Wis 19 (+10)	
		Cha 19 (+10)	
Alignment ?		Languages -	