



WARBANDS

SIMPLE STAT BLOCKS FOR FIGHTING SQUADS



52-IN-52

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WARBANDS

Many great stories, in history as well as literature, feature small bands of heroes holding out against large numbers of foes. This might be holding an important objective against mobs of enemies or taking out groups of guards defending a villain's lair. No matter the adventure or the situation, it's useful to have mobs of foes ready to throw at the characters!

TROOPS

The following rules apply to organized groups of foes that are roughly the size of a ysoki or larger—these aren't swarms of tiny creatures, but mobs or units of larger foes.

TROOP SUBTYPE GRAFT

This subtype is applied to a collection of sentient creatures that acts as a single creature (similar to a swarm, but usually as part of a military unit). A troop has a single pool of Hit Points, a single initiative modifier, and a single EAC and KAC. A troop attempts saving throws as a single creature.

A single troop usually occupies a square (if it is made up of nonflying creatures) or a cube (if it is made up of flying creatures) 20 feet on a side, equal in size to a Gargantuan creature, though the actual size of the troop is the same as that of the component creatures. The area occupied by a troop is shapable, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has reach equal to that of the component creatures based on size and gear. A troop can move through squares occupied by enemies without impediment and vice versa, though such movement provokes attacks of opportunity as normal for its component creatures. A troop can move through any area large enough for its component creatures.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration, such as Computers, within the area of a troop or within its reach requires a successful DC 20 Will saving throw.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures and a troop of Large creatures consists of approximately 8 to 15 creatures.

Although troops are composed of a number of individual creatures, not all of these creatures' gear will survive the rigors of combat. As a result, treat a troop as a single creature for the purposes of how much treasure is awarded for an encounter with the troop, as determined by the troop's CR.

The universal creature rules for troop attack, troop defenses, and troop immunities are common to troops.

TROOP ATTACK (EX)

The creature doesn't make standard melee attacks. Instead, it deals automatic damage to any creature within its reach or whose space it occupies at the end of its turn, with no attack roll needed. A troop threatens all creatures within its reach or within its area and resolves attacks of opportunity by dealing automatic troop damage to any foe in reach that provokes an attack of opportunity. A troop is still limited to making one such attack per round unless stated otherwise. A troop can only perform grapple and sunder combat maneuvers; other combat maneuvers are not available unless the troop's description states otherwise.

Format: **Melee** troop attack (1d4+10 P).

TROOP DEFENSES (EX)

Troops take damage from attacks differently depending on how the attack targets them.

A troop takes half damage from attacks that affect a single target (such as shot from a semi-auto pistol). A troop is immune to effects that target a specific number of creatures (including single-target spells and multiple-target spells such as haste).

A troop takes half again as much damage (+50%) from effects that affect all targets in an area, such as grenades, blast and explode weapons, and many evocation spells.

A troop takes normal damage from an attack or effect that affects multiple targets (including lines and fully automatic mode attacks). For the purposes of the automatic weapon special property, a troop

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counts as five targets. For example, if an automatic attack is made using 12 rounds of ammunition, the attack affects a maximum of six targets, so it can damage a troop normally. However, if two other targets are closer to the attacker than the troop, they must be attacked first, leaving only four attacks to target the troop, so the troop takes no damage.

Format: **Defensive Abilities** troop defenses.

TROOP IMMUNITIES (EX)

Troops are immune to the following effects, unless the effect specifies it works against swarms or troops: pinned, prone, staggered, and stunned.

Combat maneuvers—a troop can't be subject to combat maneuvers, unless it's affected by area effects that include such maneuvers or the troop's description says otherwise.

Flanking—troops are unflankable.

Dying—a troop reduced to 0 Hit Points breaks up and is effectively destroyed, though individual members of it might survive.

Format: **Immunities** troop immunities.

ZOMBIE HORDE

This mass of mindless, shambling dead groans and grasps at the air as it surges forward.

ZOMBIE HORDE CR 4

Combatant

XP 1,200

NE Medium undead (troop)

Init +3; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE HP 60

EAC 16; **KAC** 18

Fort +6; **Ref** +6; **Will** +5

Defensive Abilities troop defenses; **DR** 5/magic;

Immunities troop immunities, undead immunities

Weaknesses staggered

OFFENSE

Speed 30 ft.

Melee troop attack (1d6+8 B)

Space 20 ft.; **Reach** 5 ft.

STATISTICS

Str +5; **Dex** +3; **Con** —; **Int** —; **Wis** +1; **Cha** +0

Skills Athletics +15

Other Abilities mindless, unliving

ECOLOGY

Environment any

Organization solitary, pair, or uprising (3–18)

SPECIAL ABILITIES

Grasping Claws (Ex) A zombie horde deals an additional 1d6 damage with its troop attack to foes in its space.

Staggered (Ex) A zombie horde is always considered staggered and can never take more than a single move action or standard action in a round. It can't take full actions.

Zombies often gather in large hordes. A zombie troop is not an organized warband in any sense, but merely an aggregation of many zombies fighting together in close quarters. A zombie horde might form from a sprawling mass of zombies crowded together by the terrain, such as a narrow hall or a doorway. After squeezing through this barrier, the zombies simply remain in close confines, lacking the tactical sense to spread out again. They pose a particular hazard to foes they can overwhelm, as their grasping claws quickly shred anyone unfortunate enough to end up in their midst.

Zombie hordes have no sense of self-preservation whatsoever, and they do anything necessary to get at living creatures they detect. This means they'll leap off of rooftops, cross burning fields, or lumber through razor wire if it's in their way. Only when an easy way around the obstacle is immediately apparent—and obvious to their limited intellect—will a zombie horde bypass it. For example, a horde will move around an open pit in a plain but will surge into a pit in a narrow hallway. If the pit has less area than the zombie horde (for example, if the pit is only 5 feet square and 20 feet deep), the zombie horde fills it up and continues its relentless advance.

POLICE UNIT

The grim, hardheaded police in this unit grip their truncheons menacingly.

POLICE UNIT CR 6

Combatant

XP 2,400

LN Medium humanoid (human, troop)

Init +6; **Perception** +18

DEFENSE HP 108

EAC 18; KAC 20

Fort +8; Ref +8; Will +7

Defensive Abilities tight formation, troop defenses;

Immunities troop immunities

OFFENSE

Speed 30 ft.

Melee troop attack (1d4+11 B)

Space 20 ft.; **Reach** 5 ft.

Offensive Abilities volley

STATISTICS

Str +5; Dex +2; Con +3; Int +0; Wis +1; Cha +0

Skills Athletics +13, Computers +13, Intimidate +18

Languages Common

ECOLOGY

Environment any urban

Organization solitary, pair, or contingent (3–6)

SPECIAL ABILITIES

Tight Formation (Ex) Other creatures treat squares occupied by the police unit as difficult terrain.

Volley (Ex) A police unit can fire a volley of static arc rifle shots as a standard action. This attack takes the form of up to two lines with a range of 120 feet. These lines can start from the corner of any square in the troop's space. All creatures in any of these lines take 2d8 electricity damage (Reflex DC 14 half). The police unit can choose to have either or both of these lines deal nonlethal damage.

When members of a police force on a space station or a surface settlement identify a threat to their city or to their authority, they gather in close groups to fight. In these tightly-packed units, police often spread across an entire street from building to building, driving forward any enemies into dead-ends or out of the city entirely. Each police officer is equipped with a personal alarm to summon help, so dispersing a single police unit often leads to confrontation with other, similar units mustered from precincts elsewhere in town.

INFILTRATOR TROOP

These lashunta special forces wear camouflaged clothing to blend in with their environment and have their rifles at the ready.

INFILTRATOR TROOP

CR 8

Expert

XP 4,800

N Medium humanoid (lashunta, troop)

Init +10; Perception +21

DEFENSE HP 115

EAC 20; KAC 21

Fort +7; Ref +9; Will +11

Defensive Abilities troop defenses; **Immunities** troop immunities

OFFENSE

Speed 30 ft.

Melee troop attack (1d8+10 S)

Space 20 ft.; **Reach** 5 ft.

Lashunta Spell-Like Abilities (CL 6th)

1/day—*detect thoughts* (DC 16)

At will—*daze* (DC 15), *psychokinetic hand*

Offensive Abilities augmented shots, volley

STATISTICS

Str +4; Dex +6; Con +1; Int +0; Wis +2; Cha +0

Skills Acrobatics +21, Athletics +16, Life Science +16, Stealth +21, Survival +21

Languages Common, Lashunta; limited telepathy 30 ft.

Other Abilities trackless step

ECOLOGY

Environment any

Organization solitary, pair, or band (3–4)

SPECIAL ABILITIES

Augmented Shots (Su) Three times per day as a move action, an infiltrator troop can psychically empower the effects of its volley attack. The troop chooses the confused, frightened, or shaken condition. Until the end of the turn, a creature that fails its saving throw against the troop's volley attack gains the chosen condition for 1 round. This reflects a few of the infiltrators using their psychic abilities while being protected by the others; not all infiltrators deploy their psychic powers simultaneously.

Trackless Step (Ex) An infiltrator unit leaves no trail in natural surroundings and cannot be tracked. The troop may choose to leave a trail if desired.

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Volley (Ex) An infiltrator troop can fire a volley of tactical magentar rifle shots as a standard action. This attack takes the form of up to three lines with a range of 120 feet. These lines can start from the corner of any square in the troop's space. All creatures in any of these lines take 3d8 piercing damage (Reflex DC 18 half).

When lashuntas mobilize to defend their homelands, they normally do so in loose groups. When a tighter military formation is advantageous, lashunta infiltrators form up into troops. Unlike other troops, which rely on the press of numbers to beat down opponents in melee, infiltrator troops are more effective at range. They unleash volleys of automatic gunfire enhanced with psychic magic to disorient and eliminate their foes. Infiltrator troops are notoriously hard to pin down. When approached by slower, well-armored enemies, the lashuntas meld back into the terrain to launch a new attack from an unexpected direction.

PARATROOPER UNIT

Raining death from above, these daredevil soldiers plummet in a tightly packed squadron.

PARATROOPER UNIT CR 10

Expert

XP 9,600

N Medium humanoid (human, troop)

Init +6; **Perception** +19

DEFENSE HP 150

EAC 23; **KAC** 24

Fort +11; **Ref** +9; **Will** +13

Defensive Abilities battle medics, troop defenses;

Immunities fear, troop immunities

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Melee troop attack (1d8+15 P)

Space 20 ft.; **Reach** 5 ft.

Offensive Abilities demolishers, grenade bombardment

STATISTICS

Str +8; **Dex** +5; **Con** +1; **Int** +3; **Wis** +1; **Cha** +0

Skills Acrobatics +19, Athletics +24, Computers +24, Engineering +24, Stealth +19

Languages Common

ECOLOGY

Environment any

Organization solitary or company (2–4)

SPECIAL ABILITIES

Battle Medics (Ex) A paratrooper contains several trauma medics skilled at operating in battlefield conditions. Once per day as a swift action, the paratrooper unit can restore 5d6 Hit Points to itself or an adjacent creature.

Demolishers (Ex) The paratrooper unit's troop attack ignores hardness of 10 or less.

Grenade Bombardment (Ex) As a standard action, a paratrooper unit can target a single square up to 40 feet away with a concentrated barrage of grenades. This attack deals 8d6 acid or fire damage (of the troop's choice) to all creatures in a 20-foot-radius burst (Reflex DC 19 half).

Specialized units that highly organized militaries deploy to secure important objectives, paratrooper units are skilled soldiers and grenadiers. The paratroopers first get into place high above an enemy objective, usually by an ultralight or cloaked airship. Once above an objective, the paratroopers use jet packs to descend into the thick of the fighting, usually by dropping quickly and activating their jet packs only at the last possible second. Once engaged, they hurl grenades and use a variety of melee weapons to eradicate enemy troops. Paratroopers are entirely inured to fear; their missions are often so dangerous that their only options are to succeed or die, and the daredevil paratroopers wouldn't have it any other way.

CENTAUR WARBAND

A herd of stampeding centaurs clad in polished armor, bearing spears and rifles, presses ahead.

CENTAUR WARBAND CR 12

Combatant

XP 19,200

N Large monstrous humanoid (troop)

Init +10; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE HP 200

EAC 26; **KAC** 28

Fort +14; **Ref** +16; **Will** +13

Defensive Abilities troop defenses; **Immunities** troop immunities

OFFENSE

Speed 30 ft.

Melee troop attack (3d4+20 S)

Space 20 ft.; **Reach** 10 ft.

Offensive Abilities centaur charge, magic weapons, volley

STATISTICS

Str +8; **Dex** +4; **Con** +5; **Int** +0; **Wis** +2; **Cha** +1

Skills Athletics +22, Intimidation +27, Survival +22

Languages Common, Elven, Sylvan

ECOLOGY

Environment any forest or plains

Organization solitary, pair, or tribe (3–6)

SPECIAL ABILITIES

Centaur Charge (Ex) A centaur warband deals double its troop damage if it moves at least 10 feet before making a troop attack.

Magic Weapons (Ex) A centaur warband's attack counts as magic for the purpose of bypassing damage reduction.

Volley (Ex) A centaur warband can fire a volley of advanced magnetar rifle shots as a standard action. This attack takes the form of up to four lines with a range of 60 feet. These lines can start from the corner of any square in the troop's space. All creatures in any of these lines take 4d8 piercing damage (Reflex DC 19 half).

Centaurs are dedicated hunters and defenders of forests and plains on many worlds, often posing a hazard to settlers. Although few centaurs have taken to space travel, many readily understand the value of advanced armor and weaponry and put it to use to defend their ancestral homes. When a significant threat to their lands materializes, centaurs come together in stampeding warbands to fight it. Often equipped with sophisticated weapons and armor, a centaur warband is a swift and implacable force. They generally eschew subtlety, but they often use knowledge of the land, such as riverbeds or gullies concealed with brush, to allow them to get close to enemies before striking.

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