

Brethren: Skirmish Tabletop Wargame - Rules Updates and Errata

Brethren: Skirmish Tabletop Wargame by Matthew Sutton-O'Connor © 2025

Heroes

Heroes come in all shapes and sizes. Wearing a varying amount of armour for their required roles. After player feedback, I am now introducing heroes with varying levels of Defence. Using these changes, you can modify your existing heroes to match as you see fit. While the Defence of these heroes has changed, all other stats are the same.

Combat Heroes:

Type	Defence	Points
Light Combat Hero	2	30
Medium Combat Hero	3	40
Heavy Combat Hero	4	50

Support Heroes:

Type	Defence	Points
Light Support Hero	2	25
Medium Support Hero	3	35

Chariots

Chariots no longer have a chance of immediately killing their opponent. Instead, they cause the target to immediately lose 1 health on the roll of a 5 or 6. However, they can now be upgraded with Scythed wheels for 5 Points. With this upgrade they can cause their charged target to lose 2 Health instead of 1.

War Dog and Wolfhound Teams

The Dog Handler can wear armour, increasing their Defence to 3 for an additional cost of 3 Points

Pilum Throw Ability

The Pilum Throw ability now includes both Javelins and Pila.

Weapons

Lance:

The Lance, currently available to the Knights in the Armies of the Dark Ages book is now the Heavy Lance.

All other cavalry across all faction books can now equip the New version of the Lance which is currently available in the Armies of the Empire's End book.

Javelin:

Javelins are now reduced to 5 Points.

Pilum:

Pila are now available to all factions in the Armies of the Ancients book however they have a reduced cost for the Roman factions. 7 Points for Romans and 10 Points for all other factions to represent other factions using scavenged Pila.

Weapon Summary:

Type	Weapon	Effect	Points
Melee 1 Hand	Heavy Lance	+1 Attack / -1 Enemy Defence / On a successful charge, roll a D6. On the roll of a 6, the target immediately loses 1 Health	10
Melee 1 Hand	Lance (New)	On a successful charge, roll a D6. On the roll of a 6, the target immediately loses 1 Health	5
Ranged	Javelin	2 Dice / 9" Range (Same as Before)	5
Ranged	Pilum	2 Dice / 9" Range / Reduce Enemy Defence by 1 if they are equipped with a Shield	7 / 10

Errata 2024

Brethren: Skirmish Tabletop Wargame 2024 Errata

This Errata is relevant for books purchased after December 2024.

The Historical Rulebook:

Woodland:

Woodland is line of sight blocking. Units cannot make ranged attacks against enemies who are on the other side of a forest.

Armies Of The Ancients Book:

Imperial Romans – Praetorian Unit Details:

Praetorian Health incorrectly shows Infantry Health as 3 and Cavalry as 4. This should be 1 Health for Infantry and 2 Health for Cavalry.