

BRETHREN

SKIRMISH TABLETOP WARGAME

QUICK START GUIDE



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Brethren — Skirmish Tabletop Wargame ©

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WELCOME

Welcome to Brethren! This is a fast-paced skirmish wargame. Designed to show a wide range of combat scenarios in the Ancient and Dark Age time periods. Whether you're recreating a real historical battle or creating your own scenarios, playing single matches or running through campaigns, keeping battles in setting or pitching hypothetical armies against each other. You are able to tell any story you want and be as competitive or as easy going as you desire.

Whatever your play style, there is a place for you!

THINGS TO KNOW

What Scale is this?

The rules have been designed around 28mm models otherwise known as 1:56 scale.

Miniatures are based on the following;

Infantry — 25mm Round base

Cavalry — 25x50mm rectangular base or 40mm round base

Artillery — 60mm round base

Chariots — Any base size, Distances are measured to and from the model.

Elephants — 60mm Round base.

Other base sizes are permitted as long as both players agree as different sized bases can affect the balance of the game.

What is a Unit?

A unit refers to a single model unless they are part of a team or weapons team.

How are distances measured?

For most units, distances are measured from the edge of a models base. For example, if a hero is activating a unit close to them, the distance is measured from the base outward. For ranged attacks they are measured from the attacker's base to the opponent's base.

There might be some models that don't have bases; In these cases, measure to or from the closest part of the model.

What is a phase?

A phase is a portion of the game where specific things happen.

Am I allowed to measure distances before deciding what to do?

You can pre-measure before activating a hero to see who is in range of being activated by them.

You can pre-measure to see who is in range of being the target of a Morale check.

You cannot pre-measure for any other instance.

How high do modifiers go?

Negative and Positive modifiers are limited to the highest and lowest result on a D6 dice. The lowest possible result is a 1. The highest possible result is a 6.

What are the tokens for?

There are a few actions within the game that might be left and gone back to either later that phase or in a future phase. The tokens help the players remember who is effected by what.

THE CORE RULES

In this section we will cover all of the rules you need to play a game of Brethren. From the phases of play, how combat works, and how terrain effects the game.

Every game is broken up into a series of Turns. Each Turn consists of 4 distinct phases. These include:

The Priority Phase: Players determine who will have priority for the Turn.

The Activation Phase: Players activate their units.

The Combat Phase: Players pitch their units against each other to determine which units fall in combat.

The Morale Phase: Players who suffer the most losses check to see if their remaining units retreat.

Each phase has specific activities that need to be actioned before moving onto the next. Before we get to these phases, we need to talk about deployment.

DEPLOYMENT

There are set rules for deployment on specific missions but here we will go through the different methods of deployment.

Whichever method is chosen, needs to be used by all players.

ALTERNATING UNIT DEPLOYMENT

Players take turns placing units individually until all units are on the field.

ALTERNATING GROUP DEPLOYMENT

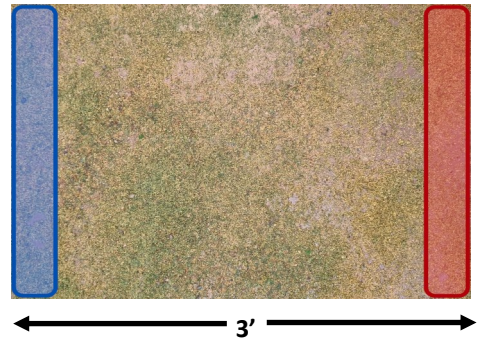
Players divide their units into equal sections. E.g. thirds or quarters. Players then take turns placing these sections on the battlefield until everything is deployed.

WHERE TO DEPLOY

Players deploy their forces up to 4" away from their table edge.

Battlefields are typically 3 feet wide. For example the smallest battlefield is 3 feet by 2 feet in size. Players will deploy along the 2 foot sides.

The red and blue sections on the map to the right indicate the opposing player's deployment zones.



PRIORITY PHASE

In each Priority Phase, all players roll a single D6. The player with the highest roll wins Priority. If any dice are cocked or if players have rolled the same result, these dice are rolled again.

ACTIVATION PHASE

In the activation phase, units can perform Actions up to a certain amount of Action Points or "AP" for short. AP is determined on the unit cards. Each Action can only be used once per Turn and you cannot use the Move and Run actions in the same turn. If you have any unused AP at the end of that unit's activation that AP is lost for that turn.

Units activate one at a time and alternate with each player until all units have been activated. There is an exception to this however. If a Hero character is activated, all friendly units within 6 inches can activate at the same time. Each unit must complete all of their actions before another unit can be activated. This doesn't apply if the Hero is giving an order, in which case they will perform actions simultaneously.

ACTIONS

MOVE—1 AP

A unit moves up to the movement value on their unit cards.

If there are obstacles in their way, they can segregate their movement in order to get around it. E.g. 3" one way and 3" another. If they are Infantry or Cavalry units they can move over the obstacle for a movement penalty. For example if a unit's movement is blocked by a 1" high wall, the unit must sacrifice the up and down distance from their movement. They would lose 2".

The unit doesn't have to move up to the full distance. This action cannot be used by the same unit that uses a run action.

RUN—2 AP

A unit can run up to the movement value on their unit card with the result of a D6. Players must roll the D6 after the action has been declared but before the model has been moved. The unit doesn't have to move up to the full distance. Running around and over obstacles is done in the same way as moving. This action cannot be used by the same unit that uses a move action.

ACTIVATION PHASE

WAIT—1AP

A unit can delay an action by using wait. Wait can be redeemed at any point for another action as long as it is that player's turn to activate. The wait action cannot be redeemed until the opposing player has had a chance to activate units. If the wait action isn't redeemed by the end of the activation phase, that unit's AP is lost for that turn.

PREPARE—1 AP

Although Prepare is only 1 action point, this ends that unit's activation when assigned. Using prepare gives that unit a +1 modifier to their attack rolls. Prepare stays in effect until the unit is next activated.

AIM—1 AP

This action can only be used on a unit with a ranged weapon equipped and only before a Loose action is given. When a unit uses the aim action, they add +1 to their ranged attack roll. E.g. A player rolls a 4 on a D6. As they've aimed before attacking, this makes the result a 5.

LOOSE—1 AP

This action can only be given to a unit with a ranged weapon equipped. The Aim action is not required to Loose.

When attacking with a ranged weapon, this procedure is followed:

- 1) A unit is assigned the Loose action and picks a target.
- 2) They check to see if they are in range. If they are not in range the action counts as a miss.
- 3) If in range, the attacking unit rolls their dice. E.g. The attacking unit has a javelin so rolls 2 dice.
- 4) The defending unit rolls a single Defence die (Normal D6). If the attacker's dice are higher than the defender's, they are successfully hit.
- 5) If successfully hit, all successful dice are rolled against the defender's Defence value. If higher, they lose 1 health.

(When rolling to wound, the result of a 6 is always successful.)

LOOSE—COVER

If the defending unit is behind an obstruction and the attacking unit can see half of the model or less, the result of the attacker's D6 is decreased by 1.

LOOSE—UNITS IN THE WAY

If the attacker is targeting a unit that is in combat or is behind another model (friendly or not) an 'In The Way' test must be made. The attacker rolls a D6. On the result of a 1—3 the unit in the way is hit. On the result of a 4—6 the targeted unit is hit. If a friendly unit is hit, the other player rolls that unit's Defence die. If there are multiple units in the way, only the closest unit needs the 'In The Way' test.

COMBAT HERO'S ORDERS

Combat Heroes can issue orders to any eligible unit within 6" of them. Giving the right order at the right time can be critical to success in the game. Orders are used to move multiple units at once. When an order is given, any unit following the order uses up all of its AP so can therefore only follow one order and cannot complete any other actions. You can pre-measure to see who will be in activation distance prior to giving any orders.

GROUP MOVE

When a hero issues a Group Move, all units following the order move together. They must start and end their move within 6" of the hero. They cannot move further than their movement value. Once the movement has been made, units can be given one of the following second actions:

Prepare
Loose

All units need to be given the same secondary action. If a secondary action isn't applicable to certain units, they don't do anything. When given the Loose action, they can target any enemy units within their weapon's range.

ACTIVATION PHASE

GROUP RUN

When a hero issues a run order, all units following the order run together. When the order is issued, the player rolls a D6. The D6 result plus their movement value is used as the total move distance in inches. Once the result is calculated, the player can measure to see where and how far their movement can take them. They do not need to move the total distance, however units need to finish their movement within 6" of the hero.

SHIELD FORMATION

A Shield Formation order is one that only effects Infantry units with shields.

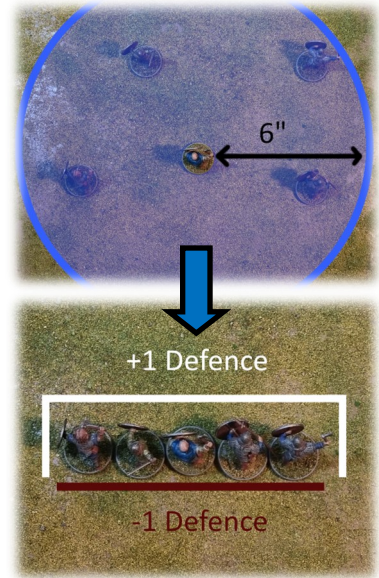
When the hero calls the order, shielded units within 6" of them can move to join in base contact with each other with the hero remaining stationary. Once formed, they can then move up to 3" in any direction, however they need to remain in base contact.

A minimum of 3 units in base contact with each other is required to keep the shield formation active. If a unit is killed in combat that would stop there from being 3 unbroken units, the shield formation lasts until the end of that phase and the bonuses are then removed.

If the formation is unbroken, the formation lasts until the hero or a unit within the formation is next activated. If they wish to maintain the shield formation, the hero would have to make the order again once activated.

Units in the shield formation gain +1 to their Defence on the front and suffer -1 Defence on the rear.

If a unit was in a shield formation but had been separated at some point, they no longer receive the defensive bonus.



CHARGE

The aim of the Charge order is to get into base contact with the enemy. When a hero issues a Charge action, the player nominates an enemy unit as the charge target. Any unit within 6" of the target can be charged. Units must finish their charge within 6" of the commanding hero.

They then roll a D6 and add the result to their movement value to determine their total available distance. The player can then measure to see if they are in range. Any units under the influence of the charge order MUST move as far as they can in order to reach the enemy. If the unit reaches the enemy, they get an extra attack to use in the combat phase. If the unit doesn't reach the enemy, they don't get an extra attack and suffer -1 to their Defence for the rest of the turn. A charge target cannot be issued against an enemy that is 3" away or less.

CHARGE—REACTING

When a unit has been declared as a charge target, if they have any unused AP (Either not yet activated or given the wait action), they can react before being charged.

The targeted units can be issued either of the following actions:

Prepare

Loose

When given the Loose action, they do not have to measure to see if they are in range, however they do suffer a -1 to hit.

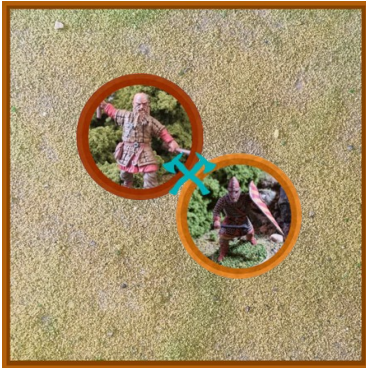
CHARGE—INSTANT WOUNDING

Some units such as cavalry, can be equipped with weapons that give them a chance to automatically damage their opponent when they have successfully charged.

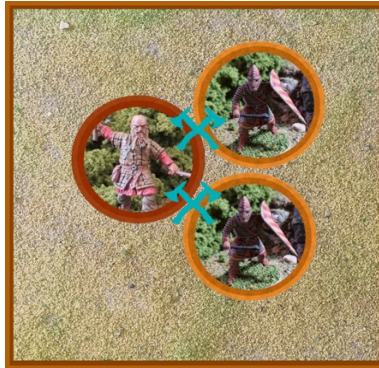
Once the charging unit with this ability reaches base contact with their target, roll a D6. On the roll of a 6, the charged target immediately loses 1 Health.

COMBAT PHASE

Once all units have activated, the combat phase begins. In the combat phase, any units who have made it into base contact with the enemy must fight. In this section we will look at the ins and outs of how to perform a combat and what happens in different situations.



When a unit makes it into base contact with an enemy, they must fight in the combat phase.



When facing multiple opponents, the dice of all units are pooled together to fight against each other. For example, the Viking player would roll 2 dice while the Norman player would roll 4.



No unit in base contact can be left out of combat. If the 3 Normans pictured surround the Viking and another Viking moves into base contact with one of them, that Norman must fight the new Viking target.

DETERMINING THE DICE

In order to fight, players simultaneously roll a number of Attack dice. The amount of dice you roll is dictated by the number of attacks you have for that particular unit along with any attack modifiers from Equipment or Actions. If you have multiple units fighting a single opponent, the dice from all allied units are pooled together and rolled simultaneously.

HITTING

Any dice higher than your opponents highest roll are successful hits. Army 1 has rolled this die resulting with a 4. Army 2 has rolled these dice with the following results: 1,1,3,4,5,6. As the highest roll from Army 1 is a 4, the 5 and 6 from Army 2 are successful hits. If both forces roll the same highest result, all lower dice are disregarded and the highest dice are re-rolled.

WOUNDING

With the successful hits determined, roll these successful hits to see if they wound. To see if they have successfully wounded the opponent, compare the result on the dice against that unit's Defence, located on the unit card. The result on the die needs to be higher than the unit's Defence value in order to wound. Army 1 rolls the successfully hitting dice (the 5 and 6 from the previous roll) with a result of a 3 and 4. This particular unit has a Defence value of 3. Because the 4 is higher than the unit's Defence, it causes damage, removing 1 health point. (When rolling to wound, a 6 is always successful.)

WHEN COMBAT IS LOST

When a unit loses health, put a token or die next to them to show what their current Health value is. If a unit has lost their last point of Health, they are removed from play.

If a unit is defeated in combat but they haven't been killed, they must withdraw back 1". If there is an allied unit blocking them, the blocking unit must also move away 1" to make way.

If however there is more than 1 unit that would have to move in order to make way or if there is an enemy or terrain blocking them, they become Desperate!

DESPERATION

When a unit is desperate and trapped in combat, the combat must be repeated until they defeat their opponent or they are killed.

The desperate unit gets the following modifiers for the duration of them being trapped.

1st repeated combat: +1 Attack, -1 Defence.

These modifiers stack for every repeated combat until the Desperate unit has a Defence of 1. At this point, they remain on those modifiers until combat is finished.

MORALE PHASE

WHO TAKES A MORALE CHECK?

When a player loses the most units from that turn (Including both the activation and combat phases), that player is subject to a Morale check. If a hero is lost in that turn, that counts as 2 units being lost.

To do a Morale check, the winning player picks one of their heroes. They then select any enemy unit within 6" of that hero. (If the winning player has no remaining heroes, no Morale check can be made).

Every unit belonging to the losing player within 6" of the selected unit must take a Morale check.

If a player loses more units than their opponent but has no units within 6" of an enemy hero, no Morale check is taken.

PERFORMING A MORALE CHECK

In order to perform a Morale check the controlling player rolls 2 dice. If the result is higher than that unit's Morale value, the unit runs away and is removed from play. If the result is equal or lower than their Morale value, they remain on the battlefield.

This is repeated for every model subject to a Morale Check.

END OF TURN

Now that the Morale Checks have been completed, the turn ends and the new turn begins, starting again with the Priority Phase.

GAME SIZE GUIDE

As the game increases in size, so do the requirements of gaming area needed. These are as follows:

0 — 250 Points	251 — 500 Points	501 — 750 Points	751 — 1000 Points	1001 — 1250 Points	1251 — 1500 Points
2' x 3' (60x90cm)	3' x 3' (90x90cm)	4' x 3' (120x90cm)	5' x 3' (150x90cm)	6' x 3' (180x90cm)	7' x 3' (210x90cm)

UNITS

TYPES OF UNITS

COMBAT HERO

A Combat Hero is a type of unit that is able to give orders to the troops around them.

SUPPORT HERO

Support Heroes are typically weaker than combat heroes. Their focus is to support the Combat heroes and the troops around them.

WARRIORS

Warriors are the backbone of the armies. They come in a few variations. The most common are;

Unarmoured Levy troops — Typically peasants or lesser trained warriors that can't afford effective armour so are left with basic protective clothing giving them a lower defensive capability.

Armoured warriors — Usually professional soldiers or wealthy members of the army who can afford effective armour such as chainmail, giving them a higher defence value and making them harder to kill.

UNITS

TYPES OF UNITS

TEAMS

Teams are a collection of troops that work together. The most common of these is a War Dog Team which would consist of a dog handler and multiple war dogs. Teams deploy together and at the same time but afterwards act as individual models.

WEAPONS TEAMS

Weapons Teams are multiple troops that work together and always behave as a group. These come in a few variants;

Artillery — These consist of an artillery piece such as a catapult or ballista and 2-3 crew members that operate it.

Chariot — These consist of 1-2 horses pulling a cart with 2-3 crew members embarked.

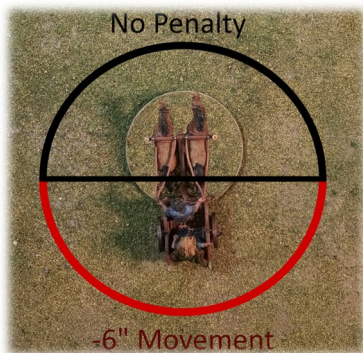
War Elephants — These consist of an Elephant and multiple crew members on it's back.

SPECIAL RULES

Some units have particular rules that set them apart from other units. Here are some of the rules that effect particular units.

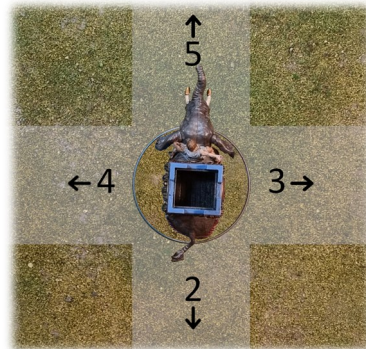
CHARIOT — TURNING CIRCLE

Chariots are cumbersome war machines and require a lot of time and effort to move and turn. If a chariot has to turn further than 90 degrees, it must sacrifice 6" of it's movement.



ELEPHANT — FAILING MORALE

When an elephant loses a Morale check, it doesn't just get removed from play like other units. Instead it gets panicked and runs up to 6" in a random direction before being removed.



ELEPHANT — FAILING MORALE — WHAT TO DO

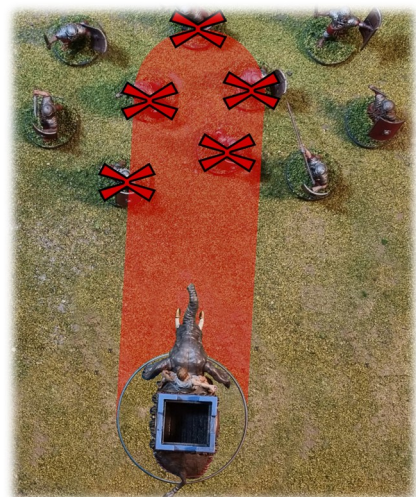
After the Elephant has failed the morale check, the player controlling the elephant rolls a D6. The result on the die determines what direction the elephant will move.

The results as follows based on the direction the Elephant is facing:

- 1 — Enemy player chooses the direction
- 2 — Move Directly backwards
- 3 — Move Directly Right
- 4 — Move Directly left
- 5 — Move Directly forwards
- 6 — Controlling Player chooses direction

Once a direction has been established, an area of effect is determined. This is based on the Elephant being mounted on a 60mm base. A line is drawn from the elephant to the end of where it would be moving. This would be 6" if there are no obstructions. Any models (friend or foe) caught within the effected area must take a test to see if they have been trampled. The player controlling the models must roll a D6 for each model. On the roll of a 1-2, that model is instantly killed. If another elephant is within the effected area, the effected area goes up to that elephant and then stops. Rather than being instantly killed, the elephant is hit by the tusks of the fleeing elephant and suffers 1D3 Damage.

If the effected area hits an obstacle like a terrain piece, it goes up to that terrain piece and stops.



TERRAIN RULES

Terrain is an important element to a fun game in Brethren. These cause certain things to happen that can effect gameplay compared to if a battle is fought over an open battlefield. The more terrain the better and having more varied terrain can make for a more unpredictable battle.

SHORT OBSTACLES

Short obstacles are things such as barriers, walls, crates, rocks etc. that are up to 1" tall. A unit gains cover if it is attacked by a ranged weapon while one of these obstacles is between them and the attacking unit and at least 30% of the defending unit is obstructed. Infantry can move over them but lose 2" of their movement when they do so. Cavalry and Elephants can move over them at no penalty. Chariots have to move around them.

TALL OBSTACLES

Tall obstacles are things such as solid buildings, tall walls and tall hedges. These block line of sight and units cannot be seen past these obstacles if they cover over 50% of the model. All units have to move around these obstacles.

WOODLAND

A woodland is a cluster of at least 3 trees . Each tree must be within 2" of at least 2 other trees. The area within the trunks of these trees is woodland. Chariots and Elephants cannot move through woodland. Cavalry move through woodland at half the speed of their total move. Infantry can move through woodland at no penalty. Ranged weapons used from within this area suffer no penalty. Ranged weapons from outside the area used against a unit within the area suffers -1 to the hit roll. Units cannot target units blocked by the woodland (On the other side).

FACTIONS

BUILDING AN ARMY

The make up of an Army in Brethren is dictated by its Points Limit. As the points in an army increase, so do the amount of heroes leading the force. Below is a guide of what a force consists of based on its size.

Points Limit	0 — 250 Points	251 — 500 Points	501 — 750 Points	751 — 1000 Points	1001 — 1250 Points	1251 — 1500 Points
Hero Limit	1 Hero	1 — 2 Heroes	2 — 4 Heroes	3 — 5 Heroes	4 — 6 Heroes	5 — 7 Heroes

Aside from the Hero limit, an army can be built from any other units within that army's faction, provided they have the points.

BUYING A UNIT

A unit and their equipment all cost points. It is important to keep track of the points you have spent when building an army.



With the adaptive nature of Brethren, it is best to adopt a "What you see is what you get" policy to your army building. As you can see, this Roman Hastatus is equipped with the following:

- Pilum
- Sword
- Shield

The cost of Hastatus and the cost of the items are added together to give a total cost in points. These are deducted from your Points limit as you build your force.

Hastatus: 12 Points		
Sword: 2 Points	Shield: 5 Points	Pilum: 7 Points
Total Points: 26		

FORCE BUILDER

On this page you will find a list of units as well as many of the weapons used in the game with their points cost. This allows you to build a force to get you started on your Brethren journey. These are basic units and as such allow you to build any force with any theme you like whether that be historical or fantasy. In the main rule book these are expanded upon along with special units, faction bonuses and abilities.

Unit Profile	Movement	Attacks	Defence	Morale	Health	AP
Heavy Combat Hero	6"	3	4	10	3	3
Heavy Combat Hero (Cavalry)	12"	4	4	10	4	3
Convert to a Light Hero by changing Defence to 2. Convert to a Medium Hero by changing Defence to 3.						

Unit Profile	Movement	Attacks	Defence	Morale	Health	AP
Medium Support Hero	6"	1	3	10	2	3
Medium Support Hero (Cavalry)	12"	2	3	10	3	3
Convert to a Light Hero by changing Defence to 2.						

Unit Profile	Movement	Attacks	Defence	Morale	Health	AP
Untrained Infantry	6"	1	2	7	1	2
Untrained Infantry (Cavalry)	12"	2	2	7	2	2
Experienced Infantry	6"	2	3	9	1	2
Experienced Infantry (Cavalry)	12"	3	3	9	2	2
Chariot	12"	5	3	9	6	2
War Elephant	12"	6	3	9	8	2

Type	Unit Profile	Points	Notes
Hero	Light Combat Hero	30	A military commander / Can Give Orders
Hero	Medium Combat Hero	40	
Hero	Heavy Combat Hero	50	
Hero	Light Support Hero	25	A druid or priest / Can stop a unit from dying on a roll of a 6 for any unit within 6"
Hero	Medium Support Hero	35	
Warrior	Experienced Infantry	16	Armoured, well trained
Warrior	Untrained Infantry	8	Unarmoured, usually peasants or levy infantry
Weapons Team	Chariot	60	Multiple models riding a carriage pulled by 2 horses. Can only equip Ranged Weapons and Morale equipment.
Weapons Team	War Elephant	80	Multiple models on the back of an Elephant. Can only equip Ranged Weapons and Morale equipment. Elephants get an extra free ranged attack with one of their equipped weapons per turn (Even if engaged in combat).
Type	Inventory	Points	Notes
Melee 1 Hand	Knife	Free	-1 to hit roll
Melee 1 Hand	Sword	2	
Melee 1 Hand	Spear	3	Can Support
Melee 1 Hand	Axe	5	+1 Attack
Melee 1 Hand	Mace	4	-1 Enemy Defence when wounding
Melee 1 Hand	Lance	5	Cavalry Only / On a successful charge, roll a D6. On the roll of a 6, the target immediately loses 1 Health
Defence	Shield	5	+1 Defence
Melee 2 Hand	2 Handed weapon	9	+2 attacks / Can support
Ranged	Bow	5	1 dice / 18" Range
Ranged	Crossbow	7	1 Dice / 12" Range / -1 Enemy Defence
Ranged	Sling	4	1 dice / 24" Range / -1 to hit
Ranged	Javelin	5	2 dice / 9" Range
Ranged	Pilum	7	2 Dice / 9" Range / -1 Enemy Defence if equipped with Shield
Mount	Horse	15	Unit becomes Mounted (Use Cavalry Profile)
Morale	Horn / Drum	10	-1 to enemy morale / 12" Range
Morale	Banner / Standard	10	+1 to friendly morale / 12" Range

TOKENS

Scan and Print this page to get as many tokens as you might need in your game of Brethren.



* Number on Wait Token Indicates unused Action Points