

Brethren: Skirmish Tabletop Wargame © 2025

Armies of the Ancients – Minor Factions

Britannic Tribes

One of the faction bonuses on their faction list can be swapped out for one of the following Tribal Bonuses:

Brigantes

The Brigantes held the largest territory of all the Britannic Tribes. For every 5 models in the army, the Brigantes can take an extra Villager for free. Any equipment used by this Villager costs the normal points.

Caledonii

The Caledonians lived in the Scottish highlands and were used to moving through harsh environments. Caledonian infantry do not suffer any negative effects from moving through rivers or over short obstacles.

Additionally, when charging with infantry, increase the available charge distance by 1”.

Dumnonii and Demetae

The Dumnonii and Demetae were generally accepting of the Roman rule and were made ‘civitas’ while being able to hold their Celtic beliefs. By being supplied by the Romans, they have access to Roman equipment. Melee Weapons and Ranged Weapons are 1 point cheaper than normal.

Iceni

The Iceni were a particularly wealthy tribe and had more training with Horses and Chariots. All Cavalry and Chariots can re-roll a single failed attack roll in the Combat Phase.

Silures

Silures were incredibly hostile to Roman invaders. They can re-roll a single failed attack when rolling to hit with a Javelin.

Gallic Tribes

One of the faction bonuses on their faction list can be swapped out for one of the following Tribal Bonuses:

Arverni

The Arverni upheld fierce resistance to their Roman invaders during the time of Caesar. All Arverni Infantry excluding Heroes gain +1 Morale. In addition, charging units equipped with spears gain 2 attacks when charging instead of 1.

Belgae

The Belgae were tough and highly trained warriors. Belgae villagers have a +1 To Hit when equipped with swords.

Helvetii

The Helvetii were a powerful tribe who could gather large armies to take against their opponents. Helvetii Villagers are reduced by 2 points and Nobles gain +1 to Hit when using spears.

Volcae

The Volcae were strong warriors but also expert craftsmen. All Volcae weapons and shields are reduced by 1 Point with Javelins being reduced by 2.

Germanic Tribes

The faction bonus on their faction list can be swapped out for one of the following Tribal Bonuses:

Cherusci

The Cherusci worshipped the ancient Germanic gods like no other. Cherusci Naked Fanatics can be upgraded to Wolf Warriors for 4 points. This gives them a Defence of 3.

Frisians

The Frisians were very efficient when using javelins. Frisian units gain +1 to hit when using Javelins.

Marcomanni

The Marcomanni fought heavily with the Roman invaders and used many heavy weapons. Great Axes provide 3 additional attacks instead of 2.

Suebi

Suebi Berserkers were feared in battle and embraced war above all else. Berserkers gain an additional attack. In addition they gain 2" to their movement when running or charging.

Greeks

The faction bonus on their faction list can be swapped out for one of the following Tribal Bonuses:

Athens

Athenian Helots and Peltasts can re-roll a single failed hit roll when using a ranged weapon.

Corinth

Corinthians were able to muster impressive and sizable armies. They can choose between either of the following:

For every 5 models in the army, they can take a Helot for free. Not including equipment.

OR

For every 10 models in the army, they can take an extra Hoplite for free. Not including equipment.

Massalia

Massalia, positioned in southern Gaul. They traded heavily with the gallic tribes around them. Up to 50% of their troops can be made up of Gallic Tribes units.

Sparta

Through advanced specialist training, the Spartans created devastating front line troops. Spartan Hoplites have a Morale of 10. In addition, spears supporting in combat provide 2 attacks rather than 1.

Syracuse

Syracuse had formidable Cavalry, both for heavy impact charges and in ranged harassing roles. Helot Cavalry can make a free ranged attack at -2 To Hit when using the run action. In addition, Hoplite Cavalry gain +2 attacks when charging instead of +1.

Macedonians

After the death of Alexander the Great, the Macedonian empire splintered into various successor kingdoms.

The faction bonus can be swapped for one of the following Tribal Bonuses:

Antigonid Dynasty

The Antigonid Dynasty disbanded the Silver Shields due to the difficulties in commanding them after the death of Alexander and wars with other successor kingdoms. Antigonid Silver Shields are changed to Antigonid Royal Guard. They gain +1 to hit when using swords.

Kingdom of Pergamon

The kingdom of Pergamon made use of their elite Cavalry to fight off invaders. Hoplite Cavalry and Companion Cavalry gain an additional attack.

Ptolemaic Dynasty

The Ptolemaic army had vast ranks of native Egyptian troops known as Machimoi. Unarmoured Machimoi costs 10 Points. Armoured Machimoi costs 12 Points

Machimoi — Warrior					
Unarmoured			2 Action Points		
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	1	2	8	1
Can take a Horse for 15 points. If taken, use the stat line below:					
Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	2	2	8	2
Armoured			2 Action points		
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	1	3	8	1
Can take a Horse for 15 points. If taken, use the stat line below:					
Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	2	3	8	2

Can take the following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Morale	Horn	-1 Enemy Morale within 12"
Morale	Standard	+1 Friendly Morale within 12"
Mount	Horse	See Cavalry Stat Line

Seleucid Empire

The Seleucid Empire incorporated many local customs and forces into their military, one of those being chariots. Chariots cost 60 Points

Chariot — Weapons Team					2 Action points
Type	Movement	Attacks	Defence	Morale	Health
Chariot	12"	5	3	9	6

Can take the following Equipment:

Type	Item	Effect
Ranged	Sling	1 Dice / 24" Range
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Morale	Horn	-1 Enemy Morale within 12"
Morale	Standard	+1 Friendly Morale within 12"

When the Chariot successfully completes a Charge Order, roll a D6. On the result of a 5/6 the charged unit immediately loses 1 health. Can be upgraded with Scythed Wheels for 5 Points. If upgraded, charged targets lose 2 health rather than 1. If charged target is successfully killed, the Chariot must use any remaining Charge distance to move towards the next closest enemy. They will no longer have the ability to check for instant kills until the next Activation Phase.

Chariots cannot turn freely and must adhere to the turning circle rule.

Romans – Imperial

These are changed to the **Post-Marian Romans**.

The Marian reforms completely changed the formation of Rome's armies. Discarding the tiered system of levied troops performing different roles based on their class, experience or financial status. The Marian Reforms instead favoured Roman Citizens enlisting as a professional army of Legionaries, receiving uniform training. Other roles in the army such as dedicated ranged troops or cavalry are given to foreign-born Auxiliary troops who earned Roman Citizenship through years of military service.

The faction bonus on their faction list can be swapped out for one of the following Tribal Bonuses:

Post-Marian Republic – Caesar's Legions

Caesar famously used elite Gallic Cavalry as a key element of his armies. Caesar's Auxiliary Veteran Cavalry have a Morale of 10 and gain an additional attack when using swords.

Post-Marian Republic – Pompey's Legions

During the Civil War of the Triumvirate, Pompey fled to Greece and used many fresh recruits to fill his Legions. Pompey has access to the Fresh Legionary as seen below:

The Fresh Legionary costs 14 Points.

Fresh Legionary — Warrior					2 Action Points
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	3	8	1

Can take the following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Pilum	2 Dice / 9" Range / Ignore Defence bonus from Shields
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check

Early Imperial Romans

As the armies of the empire grew, the Romans became more reliant on Auxiliary troops. Veteran Auxiliaries cost 14 Points rather than 16 and Levy Auxiliaries cost 7 points rather than 8.