

Brethren: Skirmish Tabletop Wargame © 2025

Armies of the Dark Ages – Minor Factions

Anglo-Saxons

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

Mercia

Mercia was rich in agriculture and resources allowing for more expansive armies. For every 5 units in the army, a Thegn can be taken for free. Their weapons however will cost the normal amount.

Northumbria

Northumbria saw the largest conflicts when invaded by Vikings, making their most experienced warriors even more fearsome in battle. Northumbrian infantry can re-roll a single failed attack roll when using Dane Axes.

Wessex

Wessex had some of the most notable Battle Priests in Britain. Armies from Wessex can have up to TWO Battle Priests in the army at one time. Additionally, Battle Priests provide +1 Morale to all friendly units within 6” of them.

Bandits

After the fall of the Western Roman empire and wars engulfed Europe, banditry became rife, with people from all walks of life engaging in pillage and theft.

The Faction Bonus can be swapped out for one of these Tribal Bonuses

Desert Bandits

Desert Bandits can use Desert Raider for 13 Points. The desert fighter can mount a Camel for 18 Points.

Desert Raider — Warrior					2 Action Points
Type	Movement	Attacks	Defence	Morale	Health
Infantry	7"	2	2	8	1
Can take a Camel for 18 Points. If taken, use the stat line below:					
Type	Movement	Attacks	Defence	Morale	Health
Cavalry (Camel)	12"	3	2	8	3

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
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 1 Hand	Lance	On a 6, a charged unit instantly loses 1 Health
Melee 2 Hand	Dane Axe	+2 Attacks / Can Support
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	Crossbow	1 Dice / 12" Range / -1 Enemy Defence
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 Enemy Morale within 12"
Mount	Camel	See Cavalry Stat line

Woodland Bandits

Able to use woodland for cover, they could freely engage passing patrols or trade caravans. Enemies targeting Woodland bandits with ranged weapons while in woodland suffer -2 to hit instead of -1.

In addition, when Woodland bandits aim with a bow, they gain +2 to hit instead of +1.

Normans

The Norman list is now reworked as **The Frankish Territories**. The Norman Knight is only available when using the Norman faction.

The Faction Bonus can be swapped out for one of these Tribal Bonuses

Carolingian Dynasty

The Carolingians were able to summon large armies quickly and efficiently. Levy Warriors cost 6 points each.

East Francia

The Eastern Franks faced constant fighting with its neighbours as well as raiders from afar. Eastern Frankish Soldiers gain +1 Attack.

West Francia

West Frankian Horns and Standards cost 5 points each. In addition, the first Horn or Standard given to a non-hero unit is free.

Normans

The Duchy of Normandy was a vassal state of West Francia. The Normans can take the Norman Knight. In addition, Norman Soldiers have a Morale of 10.

Vikings

The faction bonus or faction ability can be swapped out for one of these Tribal Faction bonuses:

Danes

Each successful hit from a Dane Axes provides 2 wound dice.

Norwegians

Norwegian Vikings were particularly ferocious. They more than others would go Berserk. For an additional 4 Points, they can upgrade a Berserker to an Armoured Berserker, giving it a Defence of 3.

Swedes

Swedish Vikings have some of the most notable heroes in Viking history. Combat Heroes gain +1 Attack. In addition, Support heroes using swords gain +1 To Hit.

Varangian Rus

Originally from Sweden, they migrated to the southeast. They were hardy and strong warriors, becoming the first to be taken into service by the Byzantines. Varangians can take the Varangian Guard for 20 Points, the unarmoured Slavic Militia for 10 Points and the armoured Slavic Militia for 14 Points.

Varangian Guard — Warrior					2 Action Points	
Type	Movement	Attacks	Defence	Morale	Health	
Infantry	6"	2	4	10	1	

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
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 2 Hand	Dane Axe	+2 Attacks / Can Support
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	Crossbow	1 Dice / 12" Range / -1 Enemy Defence
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check

Slavic Militia — Warrior

Unarmoured **2 Action Points**

Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	2	7	1

Can take a Horse for 15 points. If taken, use the stat line below:

Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	3	2	7	2

Armoured **2 Action points**

Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	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"	3	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
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 2 Hand	Dane Axe	+2 Attacks / Can Support
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	Crossbow	1 Dice / 12" Range / -1 Enemy Defence
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

Additional Faction Changes

Byzantines and Saracens

Cataphract Movement is now 9”

Now have access to the Clibanarii for 33 Points

Clibanarii — Warrior					2 Action Points
Type	Movement	Attacks	Defence	Morale	Health
Cavalry	9”	2	4	9	2

Can take the following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	+1 To Hit
Melee 1 Hand	Axe	+1 Attack
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 1 Hand	Lance	On a 6, a charged unit instantly loses 1 Health
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

Crusaders renamed to Warriors of the First Crusade

Mongols renamed to Mongolian Khitan