BRETHREN

SKIRMISH TABLETOP WARGAME

FANTASY QUICK START GUIDE



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WELCOME

Welcome to Brethren: Skirmish Tabletop Wargame - Fantasy! This is a fast-paced skirmish wargame set in an alternate 13th century. Fantastical creatures and magical beings have appeared all over the world. Beseiged on all sides, The Brethren Order fight to save people, protect lands and take the fight to the invading forces.

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THINGS TO KNOW

What scale is this?
The rules have been designed around 28mm models, otherwise known as 1:56 scale.

What bases are used for this game?
Infantry: 25mm round bases
Large Infantry: 40 - 50mm round bases
Cavalry: 25x50mm rectangular or 40mm round bases
Artillery: 60mm round bases
Chariots: 50x100mm rectangular bases
Monsters: 60 - 80mm round bases

Any base sizes are permitted as long as both players agree as it may affect the balance of the game.

How are distances measured?
Distances are measured to and from the edge of a models base.
Area of effect spells are measured from the centre of the token.

Am I allowed to pre-measure?
You can pre-measure before activating a Hero to see who will be affected by an order.
You can pre-measure to see who is at risk of taking a Morale Check.
You cannot pre-measure for any other instance.

How high do modifiers go?
The highest possible result on a die is a 6 and the lowest possible result is a 1.

What are tokens for?
There are some orders or actions which can last for multiple phases or across a turn. Tokens are used to keep track of these actions and orders.
Some magical spells have an area of effect bubble. These tokens are used to mark the centre of the spell.

Do I have to charge to enter combat?
No, you can also move or run into combat.

What happens if a model enters base contact with an opponent model?
If a model enters base contact with an opponent at any point, both the moving model and the opponent being engaged in base contact lose any remaining action points.

WHAT DO I NEED TO PLAY?

Measuring Device: Something that measures inches and millimeters such as a tape measure or ruler.

Dice: A selection of six sided dice. Ideally including different colours to make it easier to identify modifiers from the variety of weapons used.

Tokens: Tokens are used to mark out objectives and zombie spawn points. There are also some actions and orders that you will need to keep track of, so tokens will help with this.

Miniatures: You will need miniatures to play the game. There are many great manufacturers around. The ones shown in this book are from Wargames Atlantic and North Star Military Figures.

SET UP AND DEPLOYMENT

BATTLEFIELD SIZE:

Before you start the game, you will need to set up your battlefield. The size of the battlefield depends on the size of the forces battling against each other. For example, if your warbands are 250 points each, your battlefield will be 2 foot by 3 foot or if you are using larger warbands such as 1000 points, your battlefield will be 5 foot by 3 foot. If you are using different sized forces, use the battlefield size suggested for the larger force.

Points	Up to 250	251 - 500	501 - 750	751 - 1000	1001 - 1250	1251 - 1500
Battlefield Size (In Feet)	2 x 3	3 x 3	4 x 3	5 x 3	6 x 3	6 x 3

SET UP AND DEPLOYMENT

TERRAIN:

Once you have determined the size of your battlefield, it is time to set up terrain. Brethren works best with a good amount of terrain. It is recommended to have enough terrain to cover at least 30% of the battlefield although the more the better.

Laying out your battlefield with terrain before any miniatures, objectives or tokens are added can help create interesting and thematic environments.



Terrain from companies such as Battle Systems or Debris of War are perfect for this game. If you don't have much terrain, you can use every day objects such as tin cans or small boxes as buildings and stacked stationary as walls or barricades.

Battle Systems - They produce excellent card stock terrain. Perfectly sized and wonderfully detailed, they allow you to put together a great looking battlefield in minutes, straight out of the box.

Debris of War - They create beautifully sculpted terrain across a huge range of hitstorical settings allowing you to build excellent looking battlefields with solid and hardy terrain.

Wargames Atlantic - While relatively new to the world of terrain, they produce excellent and versatile scatter terrain that fits perfectly with medieval and fantasy environments.

TERRAIN RULES:

There are a few different pieces of terrain that offer benefits, modifiers and affect how the game is played. Here are some examples:

Small Obstacles - Small obstacles are items such as fences, walls or collections of barrels and crates. Infantry can move over these obstacles suffering -2" to their movement while cavalry suffer no penalty. They also provide cover to a model that is being targeted by a ranged attack if it is in the path of the projectile.

Large Obstacles - These are items such as buildings. Models must move around these and cannot pass through or over them. They also completely block line of sight.

Roads - Roads offer useful movement bonuses if they are used. If a model passes over a road at some point while moving or running, that model gains an additional 1" of movement during that action.

Woodland - A woodland is a collection of trees. These trees must be placed at most 2" apart from 2 other trees in the woodland. Infantry can move through woodland unaffected while cavalry movement within the woodland area is halved rounding up. A woodland offers cover to any model within it in the same way as a Small Obstacle. Models can make ranged attacks from within the woodland against targets outside without suffering any negative modifiers. A woodland blocks line of sight from either side of the wooded area.

DEPLOYMENT:

Once your battlefield has been set up, it is time to deploy your forces.

There are two ways to deploy your troops. You can either alternate in placing them model by model which is perfect for small games or you can divide your forces into groups such as into thirds or quarters and alternate in placing a group at a time which is great when playing larger games. To determine who starts deploying their forces first, each player rolls a die. The player with the highest result chooses who starts deploying first. If players roll the same result, the dice are re-rolled until one player has a higher roll than the other.

Each mission has marked deployment zones. All of your forces need to be placed within this zone unless your forces have specific rules which differ from this.

Core Rules

In this section we will cover all of the rules you will need to play a game of Brethren. Brethren is played in a series of turns. These turns are broken down into phases. These Phases are:

Priority Phase -> Activation Phase -> Combat Phase -> Morale Phase

Once all terrain has been placed and the warbands have been deployed, you can begin the game by beginning the Priority phase of turn one.

Priority Phase

At the start of each turn, you need to determine who has priority. Each player rolls a die. The player with the highest result has priority for that turn. If players roll the same result, the dice are re-rolled until one player has rolled higher than the other. The player with priority can choose who begins activating first in the Activation Phase and can choose which combat to resolve first in the Combat Phase.

Activation Phase

Players take turns activating their troops one by one, alternating between players. Each model has a certain number of action points or AP for short. Each action can only be used once per model per turn. A model must spend all of their action points before the next model can be activated. Using these action points you can perform the following actions.

Example: An archer with 2 action points is activated. The player moves this model for 1 action point. They then perform a Loose action (a ranged attack) for the second point.

Actions

Move: 1 Action Point

When a model uses the Move action, they can move up to the Movement Value shown on their stat line. Cannot be used in the same turn as a Run action.

Most basic infantry such as a Human warrior has a Movement value of 6 so the model moves 6".

Run: 2 Action Points

When a model runs, they roll a die. The result is added to their Movement Value. The model can move up to that distance. Cannot be used in the same turn as a Move action. For example, a Human warrior decides they want to run to cover extra distance. Rolling a 3, the result is added to the Move statistic giving them a total move distance of 9".

Moving and Running over Small Obstacles

When infantry move over small obstacles such as low walls, boxes and barricades, they lose 2" of movement. When cavalry move over these obstacles however, they move over with no penalty.

If a model reaches the small obstacle with less than 2" remaining, it cannot move over the obstacle and instead stops in base contact with it.

ACTIVATION PHASE

ACTIONS

WAIT: AT LEAST 1 ACTION POINT

When the wait action is used, any remaining action points can be held for later. They can be redeemed at any point, whether it is your turn to activate or not. However, they must be redeemed before your opponent activates their last model. If it is not redeemed by then, any unused action points are lost for that turn. For example: If a model hasn't used any actions when made to Wait, it will have all of its action points to redeem later.

PREPARE: 1 ACTION POINT

Prepare is used if you are expecting an incoming attack. When the model is prepared, they gain a +1 modifier to melee attack rolls until the end of the turn.

CAST SPELL: 2 ACTION POINTS

Magical Heroes only. Casting a spell usually costs 2 action points, however this can be changed to 1 action point for summoning spells if equipped with a summoning book. Spells come in many different forms. How to perform these individual spells is detailed on the relevant army page. Brethren Order - Page 14, Dwarves - Page 16, Elves - Page 18, Orcs - Page 20, Undead - Page 22.

AIM: 1 ACTION POINT

Aim requires a model to be equipped with a ranged weapon and can only be used before using the Loose action. When the Aim action is used, all dice used in the subsequent Loose action gain a +1 modifier when rolling to hit. In addition, any 'In The Way' rolls succeed on a 3+ instead of a 4+.

LOOSE: 1 ACTION POINT

Loose requires a model to be equipped with a ranged weapon. Use the following proceadure to perform the Loose action:

- Pick a target that is in line of sight.

- If the model is equipped with multiple ranged weapons, choose which one to use.

- Measure to see if the target model is in range. If the target is beyond the chosen weapon's range, the attack has missed.

- If the weapon offers indirect attacks, choose if you want to attack directly or indirectly. Indirect attacks ignore 'In The Way' checks and cover unless the model in the way or cover is within 2" of the Loosing model or the target and in the trajectory of attack. Indirect attacks suffer -2 to hit.

- Roll to attack your target. Using the number of dice indicated on your ranged weapon profile, roll them against a single defence die for the target. Any dice with a higher result than the defence die are successful hits.

- Roll to wound the target. Any successful hitting dice are rolled again. The result of these dice are compared to the Defence value on the target's unit profile. If the result is higher than that value, the target is successfully wounded and suffers 1 damage per successful wound, reducing that model's health by 1. If that model has lost its last point of health, it is removed from the battlefield.

ACTIVATION PHASE

ACTIONS

LOOSE: MODIFIERS

Target In Cover: If there is a small obstacle between the attacker and the target, or if the target is partially obscured by a terrain piece, it gains cover. Any attacking dice rolled against the target in cover suffer -1 to their hit roll.

In The Way Checks: If another model is obscuring the target from the attackers perspective or if the target is in base contact with an enemy model, an 'In The Way' check must be made. Before making any attacks, the attacker rolls a die. On the result of a 4+, the attack is made against the intended target, if a 1 - 3 is rolled, the attack is made against the model in the way or the model the target is in contact with. If the attacking model aimed, they will succeed in hitting their intended target on a 3+.

ORDERS

Some Heroes or troops are able to give orders to the troops around them. Not all troops can follow every order. It can depend on their equipment or the type of warrior they are. This will either be listed within the order or on their specific stats.

When an order giver is activated, they can give orders to any eligable troops within 6" of them. An eligable model does not have to follow the order if the player wants to exclude them. When the order is given the order giver must carry out the order along with the models following it. A model must have at least 2 action points to follow the order.

Any models following an order must start and end their activation within 6" of the order giver.

GROUP MOVE

Models move up to the movement value shown on their stat lines. They can then perform one of the following secondary actions:

- Prepare
- Loose

All models must perform the same secondary action. If the Loose action is given and some models don't have ranged weapons, those models lose their second action.

GROUP RUN

Roll a single die for all troops carrying out the order and add the result to the movement value shown on the models stat lines. All models move up to that value while remaining in 6" of the order giver.

KNOCK, DRAW, LOOSE

Models following this order must be equipped with a ranged weapon. The order giver does not need a ranged weapon to issue the order. All models following this order perform the Aim and Loose actions. They do not need to target the same enemy model. They can target any model within their line of sight. These are resolved in whichever order the controlling player chooses and the normal Loose action procedure applies.

ACTIVATION PHASE

ORDERS

CHARGE

The order giver chooses an enemy model within their line of sight. This model becomes the charge target. Any other enemy models within 6" of the chosen model also become charge targets.

Roll a die and add the result to the movement value shown on their stat line. This is the maximum the charging models can move.

The charging models move as far as they can to reach base contact with one of the charge targets.

If the charging model reaches base contact with a charge target, it will receive an additonal attack in the following Combat Phase.

If it fails to reach the charge target, it will suffer -1 Defence for the rest of the turn.

The charge order cannot be given to any models within 3" of a charge target.

REACTING TO A CHARGE

If a model that has available action points from not yet activating or using the Wait action has been charged, they can react to it. They can either pPrepare, giving them a +1 modifier to their melee attack rolls in the subsequent Combat Phase or if they are equipped with a ranged weapon, they can perform the Loose action. They do not need to check to see if they are in range, however they will suffer -1 to their attack rolls. A reacting model cannot Aim, and reacting to the charge will use up all of their action points for this turn.

SHIELD FORMATION



This order requires the order giver and any followers to be equipped with a shield. Only infantry can form a Shield Formation.

Shield Formation requires all models within the formation to be in base contact with each other. When the order is declared, any models following the order can move up to 6" to reach base contact with another model following the order. Once formed, the formation as a whole can move up to 3".

Models taking part in Shield Formation gain +1 Defence when attacked at the front and side of the formation but suffer -1 Defence when attacked from the rear of the formation. The player giving the order must declare the front of the formation when the order is given.

A Shield Formation can be in any shape as long as all troops are in base contact with each other.

Any model that is removed from base contact from another model during the turn loses the Defence bonus from the formation.

If a Shield Formation is maintained until the following turn, when the order is called again, models already in the formation remain in base contact with each other. Any new models joining it can move up to 6" in order to reinforce it in the same way it was originally created.

COMBAT PHASE

WHO FIGHTS IN THE COMBAT PHASE?

Any models who are in base contact with an enemy model will fight in the combat phase.

Some models are able to support other models in combat, for example: If they are equipped with a spear they can support an ally in combat. A supporting model must be in base contact with the model that it is supporting. Pikes allow a model to support from a third rank. This model will have to be in base contact with a model that is in base contact with the model in combat.

MULTIPLE MODEL COMBAT

If a model is in base contact with multiple enemies, all enemies will fight that model simultaniously. If multiple models are in base contact with each other, the player with priority will decide who will be fighting who. Every model that is in base contact with an opponent must fight and cannot be left out.



1. Each skeleton must fight the Humans only in base contact with them. The Human in the middle can choose which skeleton he wants to fight as no model in contact with an enemy can be left out of the Combat Phase.

2. The Human will fight both skeletons, with the skeletons pooling their attacks together.

3. The Human fights the skeleton in base contact with him. The skeleton with the spear behind supports its ally by providing an additional unmodified attack to the dice pool.

CHOOSING YOUR WEAPON

If a model is equipped with multiple weapons, choose which to use for this fight before any dice are rolled. If a model is equipped with multiple 1 handed melee weapons, they must choose one to use as their primary weapon.

HITTING YOUR OPPONENT

Using the attack pool, each player rolls their dice including any additional attacks provided by weapons or charging.

Any dice that are higher than all of the opponent's dice are successful hits. For example, player 1 rolls a 2 and a 4, player 2 rolls a 3 and a 6. As the 6 is the highest result, this is the only successful hit and the 2, 3, & 4 are all disregarded.

If however both players roll the same highest result, for example, both players roll a 6. Any dice lower than this highest result from both players are discarded and the 6's are re-rolled. This is repeated if necessary until one player has a higher result than the other.

COMBAT PHASE

FALLING BACK

If the losing model wasn't damaged or still has health remaining after the fight, it is pushed directly away from the model they fought with by 1". If an allied model is in their way, they can move up to 1" to make way for the model falling back. If more than 1 allied model would have to make way, or if an enemy model prevents the losing model from falling back, it becomes desperate.

DESPERATION

If a model has become desperate, combat is repeated until they are dead or they have pushed their opponent back. The desperate model gains an attack each time the combat is repeated, but their Defence is reduced by 1. These modifiers stack each time the combat is repeated, until the desperate model's Defence is 2, at which point any further repeated combats use those stats.

WOUNDING

Once one player has made successful hits, they must roll to wound their opponent.

Successfully hitting dice are re-rolled. The result on the dice are compared to the Defence of the hit model. If the result on the dice are higher than the Defence, they have successfully wounded and the model loses 1 health per successfully wounding dice. If the losing model loses all of its health, it is removed from the battlefield.

MORALE PHASE

HOW MANY TROOPS WERE LOST?

Each player counts up how many models they lost during this turn, whether as casualties or if they failed Morale Checks from attacks by weapons such as Heads for example.

The player who lost the most models this turn will be subjected to a Morale Check.

WHO TAKES A MORALE CHECK

Using one of their Heroes, the player who lost the least amount of troops nominates an enemy model within 6" of it to take a Morale check. Any other enemy models within 6" of the chosen model must also take a Morale Check.

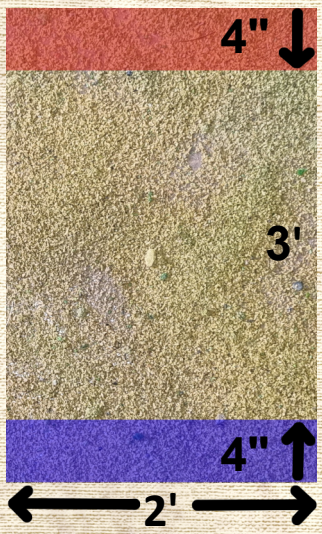
TAKING A MORALE CHECK

Each model taking a Morale Check rolls two D6 dice. Compare the result to the Morale value shown on their unit profile. Some things modifiy this value such as Standards and Horns. The value is adjusted accordingly depending on the modifiers.

If the result on the Dice is equal or lower than the model's Morale value, they have succeeded their Morale Check. If the result is higher, they have failed it and are removed from the battlefield.

MISSION

INTRODUCTORY MISSION



Battlefield: For your first battle, it's best to start small. This battle will take place on a 2 foot by 3 foot battlefield.

Warbands: Two warbands will be involved in this battle. Each warband will have a points budget of 250 Points.

Deployment: Forces deploy on opposite sides of the battlefield, up to 4" away from their designated table edge. (The red and blue areas indicate where the deployment zones are for the two opposing players.)

Objective: In this mission, your only objective is to reduce the enemy to 20% of their starting model count or 1 model (whichever is greater). (If using Undead, summoned troops and transformed zombies do not count towards this amount.)

OPTIONAL RULE - ZOMBIE OUTBREAK

Minimum Battlefield Size: The smallest battlefield size for this should be 3 foot by 3 foot.

Zombie Tokens: Each player takes 2 zombie tokens. After rolling to determine who starts deploying their troops first and before any troops have been deployed, players take in turn placing a zombie token. These tokens must be at least 8" away from a deployment zone and at least 12" away from another zombie token. When all tokens have been placed, 2 zombies are placed on each token. From the start of turn 2, a zombie will spawn at each token on the battlefield.

Zombie tokens can be destroyed to stop any further zombies from appearing at that location. When a zombie token is attacked with a melee weapon, it will roll a single die. If the token were to win the fight, the attacker takes no damage but is pushed back 1".

Zombie Activation: After players have activated all of their troops in the activation phase, each zombie will move towards the closest visible player model. If a player model isn't visible, it will move towards the closest visible zombie. If none are visible or zombies in view of each other that cannot see player models are in base contact it will stay still.

Solo Play: You can play Zombie Outbreak solo as well. When playing solo, make sure any zombie tokens are placed at least 12" from the deployment zone. Additionally, place 2 zombies on each token before the game starts. Your objective will be to destroy all of the zombies and zombie tokens.

Name	Movement	Attacks	Defence	Health
Zombie	5"	1	4	1



Name	Defence	Health
Zombie Token	4	3





BUILDING YOUR WARBAND

To build your warband, you need to gather your troops and equip them with weapons. You have the freedom to equip the warriors in your warband however you prefer. Each warrior and the equipment you give them all cost points. These points are dictated by your points budget. Before the game, each player should agree on what their points budget should be, then the warband can be built from that.

Your points budget dictates how many Heroes you can include in your warband as well as the size of the overall battlefield.

The table below shows how your points budget affects the battle.

Points	Up to 250	251 - 500	501 - 750	751 - 1000	1001 - 1250	1251 - 1500
Battlefield Size (In Feet)	2 x 3	3 x 3	4 x 3	5 x 3	6 x 3	6 x 3
Heroes	1	1 - 2	2 - 3	3 - 5	4 - 6	5 - 7

EQUIPPING YOUR WARRIORS

Each of your warriors and heroes can be equipped with as much or as little equipment as you see fit. If you want to prioritise having as many troops on the battlefield, you may choose to give them less equipment so they perform a singular role, for example a spearman may be equipped with a spear and shield or an archer may be equipped with just a bow. Or you could create a warband filled with adaptable troops that are equipped with all of that equipment so one warrior could fill both roles. It is entirely up to you.

Dwarf Dual-Wielder



This heavily armoured Dwarf warrior is equipped with an Axe and a Sword. Being equipped with two 1 Handed melee weapons allows him to use both in the Combat Phase, either choosing the Axe or Sword as his primary weapon.

This allows him to either get an additional attack or a +1 modifier to his rolls with rolling to hit, additionally allowing him to re-roll a failed hit roll.

Dwarf Dual-Wielder	Points Cost
Heavy Infantry	28
Sword	2
Axe	5
Total Cost: 35 Points	

Human Standard Bearer



This armoured Human warrior is equipped with a Sword, Shield and Standard.

This gives him a +1 modifier to hit rolls, increases his Defence by 1 for a total Defence of 4, and gives allies within 12" of him a +1 modifier to their Morale.

Human Standard Bearer	Points Cost
Medium Infantry	16
Sword	2
Shield	5
Standard	10
Total Cost: 33 Points	

The rest of your warband is made in the same way as these warriors. Once you have filled your points budget, your warband is ready for battle!

TROOP PROFILE

TROOP

Heavy Combat Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Human Infantry	6"	3	4	10	3	3	50
Human Cavalry	12"	4	4	10	4	3	65
Can convert to a Medium Combat Hero by changing Defence to 3: Infantry - 40 Points, Cavalry - 55 Points							

Movement: Shows how far the model can move.

Attacks: Shows how many dice they use when attacking in the Combat Phase.

Defence: Shows how tough they are and the result attacking dice need to beat when rolling to wound.

Morale: Shows the highest possible roll that can be made in the Morale Phase before the model breaks and flees the battlefield.

Health: Shows how much damage the model can take before it is removed from the battlefield as a casualty.

AP: Shows how many action points the model has to use in the Activation Phase.

Points: Shows how much that model costs.

EQUIPMENT

Universal Equipment - Can be used by all Heroes and troops			
Type	**Name**	**Effects**	**Points**
Melee 1 Hand	Knife	-1 To Hit	Free
Defence	Shield	+1 Defence	5
Ranged	Bow	1 Die, 18" Range, Indirect	5
Heavy Weapons - Can be used by Combat Heroes and Warriors			
Melee 2 Hand	Great Sword	+1 Attack, +1 To Hit	8
Morale Equipment - Can be used by Support Heroes and Warriors			
Morale	Standard	+1 Allied Morale within 12"	10
Magical Equipment - Can be used by Magical Heroes			
Magical	Staff	Increase cast roll by 1	5

Type: Shows what kind of equipment it is.

Name: Shows the name of the piece of equipment.

Effects: Shows what the piece of equipment does or what modifiers it provides.

Points: Shows how much that piece of equipment costs.

Equipment Types

Melee 1 Hand: Melee 1 handed weapons can be used by themselves, in conjuction with a shield or with another melee 1 handed weapon, dual-wielded. Used in the Combat Phase.

Melee 2 Hand: Melee 2 handed weapons can only be used by themselves but are often more powerful than 1 handed weapons. Used in the Combat Phase.

Defence: Shields provide additional Defence to their wielder and if used by infantry, allows them to take part in a Shield Formation.

Ranged: Ranged Weapons are used to make ranged attacks using the 'Aim' and 'Loose' actions and the 'Knock, Draw, Loose' order.

Morale: Morale equipment is used to modify allied or enemy Morale in the Morale Phase. Multiple of the same Morale equipment do not stack modifiers, instead increasing the area that gets the modifier.

Magical: Magical Equipment is used by Magical Heroes to amplify the effectiveness of their spells.

THE BRETHREN ORDER

The Brethren Order was originally founded by 13th Century European Human warriors. It was initially formed to fight off the Undead horde. Over time, other new found races friendly to Humans such as the Dwarves and Elves joined the order. As the threat of the Undead became larger and expanded to other territories, they began to recruit troops from multiple living races, united in a common goal of eliminating the Undead scourge.

Faction Bonus: Along with Humans, the Brethren Order can also use troops from the Dwarf, Elf and Orc lists. Their individual racial stats apply.



↑
Models from Wargames Atlantic - Barons' War Range

Magical Spells: All magical spells cost 2AP to cast.

Lightning Strike: The Magical Hero performs a ranged attack at an opponent within 18". The Aim action can still be used. If the target is successfully hit, roll to wound with the opponent suffering -1 to their Defence. Each Lightning Strike causes 2 damage. Once performed, the lightning can arc to another opponent within 2" of the previous target. When seeing if the arced attack hits, roll to hit as normal. The Lightning Strike attack can be arced up to 2 times. If the attack has missed at any point, no further arcs are made. If equipped with a staff, the Magical Hero gains +1 to Hit.

Heal: The Magical Hero targets a friendly model within 6" of it that has lost health points and is still alive. Roll a D6, on the roll of a 5 or 6, the model regains D3 health points. They cannot exceed their original starting health.
If equipped with a staff, the Magical Hero can successfully heal their target on the roll of a 4,5 or 6.

Counterspell: Counterspell is used out of turn and requires an unactivated Magical Hero to cast. If the Counterspell is attempted, the model attempting it cannot activate this turn. When an enemy Magical Hero within 18" of the friendly Magical Hero attempts to cast a spell, roll a D6. On the roll of a 6, the spell is cancelled with the opponent losing any AP used to cast the spell. The spell they attempted to cast cannot be attempted again this turn.

THE BRETHREN ORDER

TROOPS

Heavy Combat Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Human Infantry	6"	3	4	10	3	3	50
Human Cavalry	12"	4	4	10	4	3	65
Can convert to a Medium Combat Hero by changing Defence to 3: Infantry - 40 Points, Cavalry - 55 Points							
Can convert to a Light Combat Hero by changing Defence to 2: Infantry - 30 Points, Cavalry - 45 Points							

Medium Support Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Human Infantry	6"	1	3	10	3	3	35
human Cavalry	12"	2	3	10	4	3	50
Can convert to a Light Support Hero by changing Defence to 2: Infantry - 25 Points, Cavalry - 40 Points							

Medium Magical Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Human Infantry	6"	1	3	10	2	3	40
Human Cavalry	12"	2	3	10	3	3	55
Can convert to a Light Magical Hero by changing Defence to 2: Infantry - 30 Points, Cavalry - 45 Points							

Human Warrior	Movement	Attacks	Defence	Morale	Health	AP	Points
Light Infantry	6"	1	2	7	1	2	8
Light Cavalry	12"	2	2	7	2	2	23
Medium Infantry	6"	2	3	9	1	2	16
Medium Cavalry	12"	3	3	9	2	2	31

EQUIPMENT

Universal Equipment - Can be used by all Heroes and troops			
Type	**Weapons**	**Effects**	**Points**
Melee 1 Hand	Knife	-1 To Hit	Free
Melee 1 Hand	Sword	Combat Hero & Medium Warrior: +1 To Hit, Others: No effect	2
Melee 1 Hand	Spear	Can Support	3
Melee 1 Hand	Mace	-1 Enemy Defence	4
Melee 1 Hand	Axe	+1 Attack	5
Melee 1 Hand	Lance	If successfully charged, roll a D6, on the roll of a 6 the charged model automatically loses 1 Health. (Cavalry Only)	6
Defence	Shield	+1 Defence	5
Ranged	Sling	1 Die, 24" Range, -1 To Hit	4
Ranged	Javelin	2 Dice, 9" Range, Indirect	5
Ranged	Bow	1 Die, 18" Range, Indirect	5
Heavy Weapons - Can be used by Combat Heroes and Warriors			
Melee 2 Hand	Great Sword	+1 Attack, +1 To Hit	8
Melee 2 Hand	Great Axe	+2 Attacks, Can Support	9
Melee 2 Hand	Halberd	+1 Attack, Can Support	7
Ranged	Crossbow	1 Die, 12" Range, -1 Enemy Defence	6
Morale Equipment - Can be used by Support Heroes and Warriors			
Morale	Standard	+1 Allied Morale within 12"	10
Morale	Horn	-1 Enemy Morale within 12"	10
Magical Equipment - Can be used by Magical Heroes			
Magical	Staff	Increase cast roll by 1	5

DWARVES

Dwarves generally preferred to live in remote places, living off the land. After The Storm, they were forced out into the Human realms fleeing the Undead. Some fought for their survival while others were welcomed with open arms. They quickly established themselves as incredibly tough warriors due to spending their lives wielding heavy tools for mining and smithing heavy plate armour.

Faction Bonus: For each point of damage a Dwarf receives, roll a D6. On the roll of a 6, the damage is ignored.



↑
Models from North Star Military Figures / Osprey - Oathmark Range

Magical Spells: All magical spells cost 2AP to cast.

Enchantment: The Magical Hero chooses a friendly model within 3" of it. The target's weapon(s) becomes enchanted with powerful energy, doubling their total number of attacks including any additional attacks provided by weapons or charging. Only one model per Magical Hero can be enchanted at one time. If the Magical Hero enchants a different target, the previous target loses their bonus.

Counterspell: Counterspell is used out of turn and requires an unactivated Magical Hero to cast. If the Counterspell is attempted, the model attempting it cannot activate this turn. When an enemy Magical Hero within 18" of the friendly Magical Hero attempts to cast a spell, roll a D6. On the roll of a 6, the spell is cancelled with the opponent losing any AP used to cast the spell. The spell they attempted to cast cannot be attempted again this turn.

DWARVES

TROOPS

Heavy Combat Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Dwarf Infantry	5"	4	4	10	3	3	55
Can convert to a Medium Combat Hero by changing Defence to 3: Infantry - 45 Points							
Can convert to a Light Combat Hero by changing Defence to 2: Infantry - 35 Points							

Heavy Support Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Dwarf Infantry	5"	2	4	10	3	3	45
Can convert to a Medium Support Hero by changing Defence to 2: Infantry - 35 Points							
Can convert to a Light Support Hero by changing Defence to 2: Infantry - 25 Points							

Heavy Magical Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Dwarf Infantry	5"	2	4	10	2	3	50
Can convert to a Medium Magical Hero by changing Defence to 2: Infantry - 40 Points							
Can convert to a Light Magical Hero by changing Defence to 2: Infantry - 30 Points							

Dwarf Warrior	Movement	Attacks	Defence	Morale	Health	AP	Points
Light Infantry	5"	2	2	8	1	2	12
Medium Infantry	5"	3	3	9	1	2	20
Heavy Infantry	5"	4	4	10	1	2	28

EQUIPMENT

Universal Equipment - Can be used by all Heroes and troops			
Type	**Weapons**	**Effects**	**Points**
Melee 1 Hand	Knife	-1 To Hit	Free
Melee 1 Hand	Sword	Combat Hero, Medium & Heavy Warrior: +1 To Hit	2
Melee 1 Hand	Spear	Can Support	3
Melee 1 Hand	Mace	-1 Enemy Defence	4
Melee 1 Hand	Axe	+1 Attack	5
Defence	Shield	+1 Defence	5
Ranged	Sling	1 Die, 24" Range, -1 To Hit	4
Ranged	Javelin	2 Dice, 9" Range, Indirect	5
Ranged	Head	1 Die, 9" Range, Indirect, Take Morale Check instead of damage	5
Ranged	Bow	1 Die, 18" Range, Indirect	5
Heavy Weapons - Can be used by Combat Heroes and Warriors			
Melee 2 Hand	Great Sword	+1 Attack, +1 To Hit	8
Melee 2 Hand	Great Axe	+2 Attacks, Can Support	9
Melee 2 Hand	Halberd	+1 Attack, Can Support	7
Melee 2 Hand	Great Hammer	-2 Enemy Defence	8
Ranged	Crossbow	1 Die, 12" Range, -1 Enemy Defence	6
Morale Equipment - Can be used by Support Heroes and Warriors			
Morale	Standard	+1 Allied Morale within 12"	10
Morale	Horn	-1 Enemy Morale within 12"	10
Magical Equipment - Can be used by Magical Heroes			
Magical	Staff	Increase cast roll by 1	5

ELVES

Elves lived in deep forests throughout Europe and Asia. Many of these forests erupted in flames during The Storm forcing the Elves to move. Some joined with Human settlements but most preferred to keep within their own company. Their focus was on preserving nature and living in harmony with the world.

Faction Bonus: Elves gain +1 to their ranged hit rolls. Additionally, all of their troops gain +1 to hit when using swords, rather than select troops. Their weapon statistics show these bonuses.



↑
Models from North Star Military Figures / Osprey - Oathmark Range

Magical Spells: All magical spells cost 2AP to cast.

Root: The Magical Hero chooses an enemy model within 18" of them. Roll a D6, On the roll of a 5 or 6, the target model as well as any other models within 3" of them are rooted to the ground and are unable to Move, Run or Charge during this turn. If equipped with a staff, the Magical Hero successfully casts the spell on a 4,5 or 6.

Heal: The magical Hero targets a friendly model within 6" of it that has lost health points and is still alive. Roll a D6, on the roll of a 5 or 6, the model regains D3 health points. They cannot exceed their original starting health.
If equipped with a staff, the Magical Hero can successfully heal their target on the roll of a 4,5 or 6.

Counterspell: Counterspell is used out of turn and requires an unactivated Magical Hero to cast. If the Counterspell is attempted, the model attempting it cannot activate this turn. When an enemy Magical Hero within 18" of the friendly Magical Hero attempts to cast a spell, roll a D6. On the roll of a 6, the spell is cancelled with the opponent losing any AP used to cast the spell. The spell they attempted to cast cannot be attempted again this turn.

ELVES

TROOPS

Heavy Combat Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Elf Infantry	6"	3	4	10	3	3	52
Elf Cavalry	12"	4	4	10	4	3	67
Can convert to a Medium Combat Hero by changing Defence to 3: Infantry - 42 Points, Cavalry - 57 Points							
Can convert to a Light Combat Hero by changing Defence to 2: Infantry - 32 Points, Cavalry - 47 Points							

Medium Support Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Elf Infantry	6"	1	3	10	3	3	37
Elf Cavalry	12"	2	3	10	4	3	52
Can convert to a Light Support Hero by changing Defence to 2: Infantry - 27 Points, Cavalry - 42 Points							

Medium Magical Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Elf Infantry	6"	1	3	10	2	3	42
Elf Cavalry	12"	2	3	10	3	3	57
Can convert to a Light Magical Hero by changing Defence to 2: Infantry - 32 Points, Cavalry - 47 Points							

Elf Warrior	Movement	Attacks	Defence	Morale	Health	AP	Points
Light Infantry	6"	1	2	8	1	2	12
Light Cavalry	12"	2	2	8	2	2	25
Medium Infantry	6"	2	3	9	1	2	18
Medium Cavalry	12"	3	3	9	2	2	33

EQUIPMENT

Universal Equipment - Can be used by all Heroes and troops			
Type	**Weapons**	**Effects**	**Points**
Melee 1 Hand	Knife	-1 To Hit	Free
Melee 1 Hand	Sword	+1 To Hit	2
Melee 1 Hand	Spear	Can Support	3
Melee 1 Hand	Mace	-1 Enemy Defence	4
Melee 1 Hand	Axe	+1 Attack	5
Melee 1 Hand	Lance	If successfully charged, roll a D6, on the roll of a 6 the charged model automatically loses 1 Health. (Cavalry Only)	6
Defence	Shield	+1 Defence	5
Ranged	Sling	1 Die, 24" Range	4
Ranged	Javelin	2 Dice, 9" Range, +1 To Hit, Indirect	5
Ranged	Head	1 Die, 9" Range, Indirect, Take Morale Check instead of damage	5
Ranged	Bow	1 Die, 18" Range, +1 To Hit, Indirect	5
Heavy Weapons - Can be used by Combat Heroes and Warriors			
Melee 2 Hand	Great Sword	+1 Attack, +1 To Hit	8
Melee 2 Hand	Great Axe	+2 Attacks, Can Support	9
Melee 2 Hand	Halberd	+1 Attack, Can Support	7
Ranged	Crossbow	1 Die, 12" Range, -1 Enemy Defence, +1 To Hit	6
Ranged	Longbow	1 Die, 30" Range, +1 To Hit	8
Morale Equipment - Can be used by Support Heroes and Warriors			
Morale	Standard	+1 Allied Morale within 12"	10
Morale	Horn	-1 Enemy Morale within 12"	10
Magical Equipment - Can be used by Magical Heroes			
Magical	Staff	Increase cast roll by 1	5

ORCS

Orcs once lived in the high mountains of the world. The Storm covered the atmosphere in extremely hot smoke and clouds causing the Orcs to move down from their homes. They became a force focused on raiding and battle, carving out lands for themselves through war. Some Orcs melded with established lands like the Human realms, working as mercenaries or joining the Brethren Order.

Faction Bonus: Orcs ignore any movement reductions from small obstacles or rough terrain.



↑
Models from North Star Military figures / Osprey - Oathmark Range

Magical Spells: All magical spells cost 2AP to cast.

Fireball: Make a ranged attack on an opponent within 12". The Aim action can still be used. If the target is successfully hit, so are any models within 1" of the target (friend or foe). Roll to wound each model. Any models successfully wounded suffer 1 damage.

Heal: The Magical Hero targets a friendly model within 6" of it that has lost health points and is still alive. Roll a D6, on the roll of a 5 or 6, the model regains D3 health points. They cannot exceed their original starting health.
If equipped with a staff, the Magical Hero can successfully heal their target on the roll of a 4,5 or 6.

Counterspell: Counterspell is used out of turn and requires an unactivated Magical Hero to cast. If the Counterspell is attempted, the model attempting it cannot activate this turn. When an enemy Magical Hero within 18" of the friendly Magical Hero attempts to cast a spell, roll a D6. On the roll of a 6, the spell is cancelled with the opponent losing any AP used to cast the spell. The spell they attempted to cast cannot be attempted again this turn.

Orcs

Troops

Heavy Combat Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Orc Infantry	6"	3	4	10	3	3	52
Wolf Rider Cavalry	10"	5	4	10	4	3	70
Can convert to a Medium Combat Hero by changing Defence to 3: Infantry - 42 Points, Cavalry - 60 Points							
Can convert to a Light Combat Hero by changing Defence to 2: Infantry - 32 Points, Cavalry - 50 Points							

Medium Support Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Orc Infantry	6"	1	3	10	3	3	37
Wolf Rider Cavalry	10"	3	3	10	4	3	55
Can convert to a Light Support Hero by changing Defence to 2: Infantry - 27 Points, Cavalry - 45 Points							

Medium Magical Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Orc Infantry	6"	1	3	10	2	3	42
Wolf Rider Cavalry	10"	3	3	10	3	3	60
Can convert to a Light Magical Hero by changing Defence to 2: Infantry - 32 Points, Cavalry - 50 Points							

Orc Warrior	Movement	Attacks	Defence	Morale	Health	AP	Points
Light Infantry	6"	1	2	8	1	2	12
Light Wolf Cavalry	10"	3	2	8	2	2	28
Medium Infantry	6"	2	3	9	1	2	18
Medium Wolf Cavalry	10"	4	3	9	2	2	36

Equipment

Universal Equipment - Can be used by all Heroes and troops			
Type	**Weapons**	**Effects**	**Points**
Melee 1 Hand	Knife	-1 To Hit	Free
Melee 1 Hand	Sword	Combat Hero & Medium Warrior: +1 To Hit	2
Melee 1 Hand	Spear	Can Support	3
Melee 1 Hand	Mace	-1 Enemy Defence	4
Melee 1 Hand	Axe	+1 Attack	5
Melee 1 Hand	Cleaver	-1 To Hit, Causes 2 Damage	5
Melee 1 Hand	Lance	If successfully charged, roll a D6, on the roll of a 6 the charged model automatically loses 1 Health. (Cavalry Only)	6
Defence	Shield	+1 Defence	5
Ranged	Sling	1 Die, 24" Range, -1 To Hit	4
Ranged	Javelin	2 Dice, 9" Range, Indirect	5
Ranged	Head	1 Die, 9" Range, Indirect, Take Morale Check instead of damage	5
Ranged	Bow	1 Die, 18" Range, Indirect	5
Heavy Weapons - Can be used by Combat Heroes and Warriors			
Melee 2 Hand	Great Sword	+1 Attack, +1 To Hit	8
Melee 2 Hand	Great Axe	+2 Attacks, Can Support	9
Melee 2 Hand	Halberd	+1 Attack, Can Support	7
Ranged	Crossbow	1 Die, 12" Range, -1 Enemy Defence	6
Morale Equipment - Can be used by Support Heroes and Warriors			
Morale	Standard	+1 Allied Morale within 12"	10
Morale	Horn	-1 Enemy Morale within 12"	10
Magical Equipment - Can be used by Magical Heroes			
Magical	Staff	Increase cast roll by 1	5

THE UNDEAD

After The Storm, it led to large parts of the world to be engulfed in darkness. During this time, the zombie plague and skeletal hordes emerged all over the world, taking the fight to the living on all fronts.

Faction Bonus: The Undead have access to a summoning pool which consists of troops that can be brought onto the battlefield using summoning spells. The points limit of this pool is equal to 10% of the original warband points limit (A warband of 250 points will have a summoning pool of 25 points). Heroes cannot be included in the summoning pool.



↑
Models from Wargames Atlantic - Classic Fantasy Range

Magical Spells: All magical spells cost 2AP to cast.

Lightning Strike: The Magical Hero performs a ranged attack at an opponent within 18". The Aim action can still be used. If the target is successfully hit, roll to wound with the opponent suffering -1 to their Defence. Each Lightning Strike casues 2 damage. Once performed, the lightning can arc to another opponent within 2" of the previous target. When seeing if the arced attack hits, roll to hit as normal. The Lightning Strike attack can be arced up to 2 times. If the attack has missed at any point, no further arcs are made. If equipped with a staff, the Magical Hero gains +1 to Hit.

Summon: The Magical Hero can summon any models within the summoning pool. Only warriors can be placed in the summoning pool. Roll a D6. On the roll of a 5 or 6, any models in the pool can be brought onto the battlefield within 6" of the caster. Not all models have to be summoned at the same time. If your last Magical Hero gets killed before all of the models in the summoning pool have been brought onto the battlefield, those models are lost.
If equipped with a summoning book, the cost to cast Summon becomes 1 AP.

Counterspell: Counterspell is used out of turn and requires an unactivated Magical Hero to cast. If the Counterspell is attempted, the model attempting it cannot activate this turn. When an enemy Magical Hero within 18" of the friendly Magical Hero attempts to cast a spell, roll a D6. On the roll of a 6, the spell is cancelled with the opponent losing any AP used to cast the spell. The spell they attempted to cast cannot be attempted again this turn.

Passive Modifiers

Skeleton Passive: Skeletons suffer 1 damage if they are struck by a successful hit roll of a 6.

Zombie Passive: Zombies cannot use any equipment, and their attacks are standard unmodified rolls. If they successfully kill an opponent, roll a D6. On the roll of a 5/6, the opponent becomes a zombie and fights for the Undead!

TROOP STATISTICS

TROOPS

Medium Combat Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Skeletal Infantry	6"	3	3	10	3	3	38
Skeletal Cavalry	12"	4	3	10	4	3	53
Can convert to a Light Combat Hero by changing Defence to 2: Infantry - 28 Points, Cavalry - 43 Points							

Medium Support Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Skeletal Infantry	6"	1	3	10	2	3	28
Skeletal Cavalry	12"	2	3	10	3	3	43
Can convert to a Light Support Hero by changing Defence to 2: Infantry - 20 Points, Cavalry - 35 Points							

Medium Magical Hero	Movement	Attacks	Defence	Morale	Health	AP	Points
Skeletal Infantry	6"	1	3	10	2	3	33
Skeletal Cavalry	12"	2	3	10	3	3	48
Can convert to a Light Magical Hero by changing Defence to 2: Infantry - 23 Points, Cavalry - 38 Points							

Warrior	Movement	Attacks	Defence	Morale	Health	AP	Points
Skeletal Light Infantry	6"	1	2	10	1	2	6
Skeletal Light Cavalry	10"	3	2	10	2	2	21
Skeletal Medium Infantry	6"	2	3	10	1	2	14
Skeletal Medium Cavalry	10"	4	3	10	2	2	29
Zombie	5"	1	4	-	1	1	8

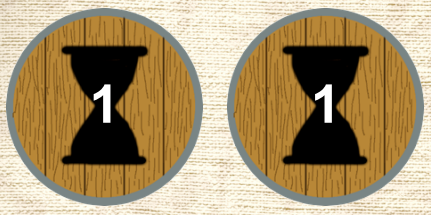
EQUIPMENT

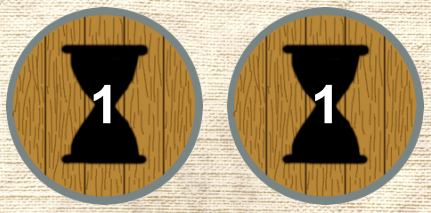
Universal Equipment - Can be used by all Heroes and troops			
Type	**Weapons**	**Effects**	**Points**
Melee 1 Hand	Knife	-1 To Hit	Free
Melee 1 Hand	Sword	Combat Hero & Medium Warrior: +1 To Hit	2
Melee 1 Hand	Spear	Can Support	3
Melee 1 Hand	Mace	-1 Enemy Defence	4
Melee 1 Hand	Axe	+1 Attack	5
Melee 1 Hand	Lance	If successfully charged, roll a D6, on the roll of a 6 the charged model automatically loses 1 Health. (Cavalry Only)	6
Defence	Shield	+1 Defence	5
Ranged	Sling	1 Die, 24" Range, -1 To Hit	4
Ranged	Javelin	2 Dice, 9" Range, Indirect	5
Ranged	Head	1 Die, 9" Range, Indirect, Take Morale Check instead of damage	5
Ranged	Bow	1 Die, 18" Range, Indirect	5
Heavy Weapons - Can be used by Combat Heroes and Warriors			
Melee 2 Hand	Great Sword	+1 Attack, +1 To Hit	8
Melee 2 Hand	Great Axe	+2 Attacks, Can Support	9
Melee 2 Hand	Halberd	+1 Attack, Can Support	7
Ranged	Crossbow	1 Die, 12" Range, -1 Enemy Defence	6
Morale Equipment - Can be used by Support Heroes and Warriors			
Morale	Standard	+1 Allied Morale within 12"	10
Morale	Horn	-1 Enemy Morale within 12"	10
Magical Equipment - Can be used by Magical Heroes			
Magical	Staff	Increase cast roll by 1	5
Magical	Summoning Book	Makes the Summon spell 1AP.	10

TOKENS

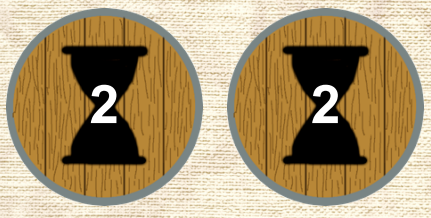
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Wait - Number shows available Action Points











Failed Charge



Charge



Priority Token



Supplies









Zombie Spawn







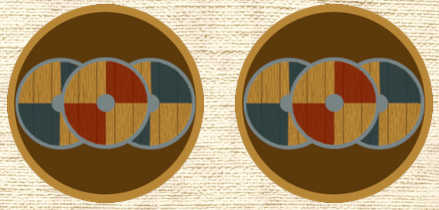


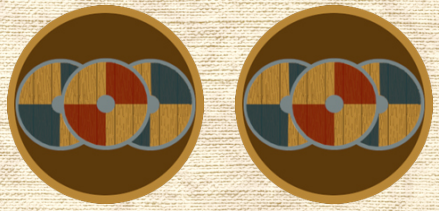
Prepare





Shield Formation





Objective Markers

