

## **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.

### **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.