BRETHREN
SKIRMISH TABLETOP WARGAME
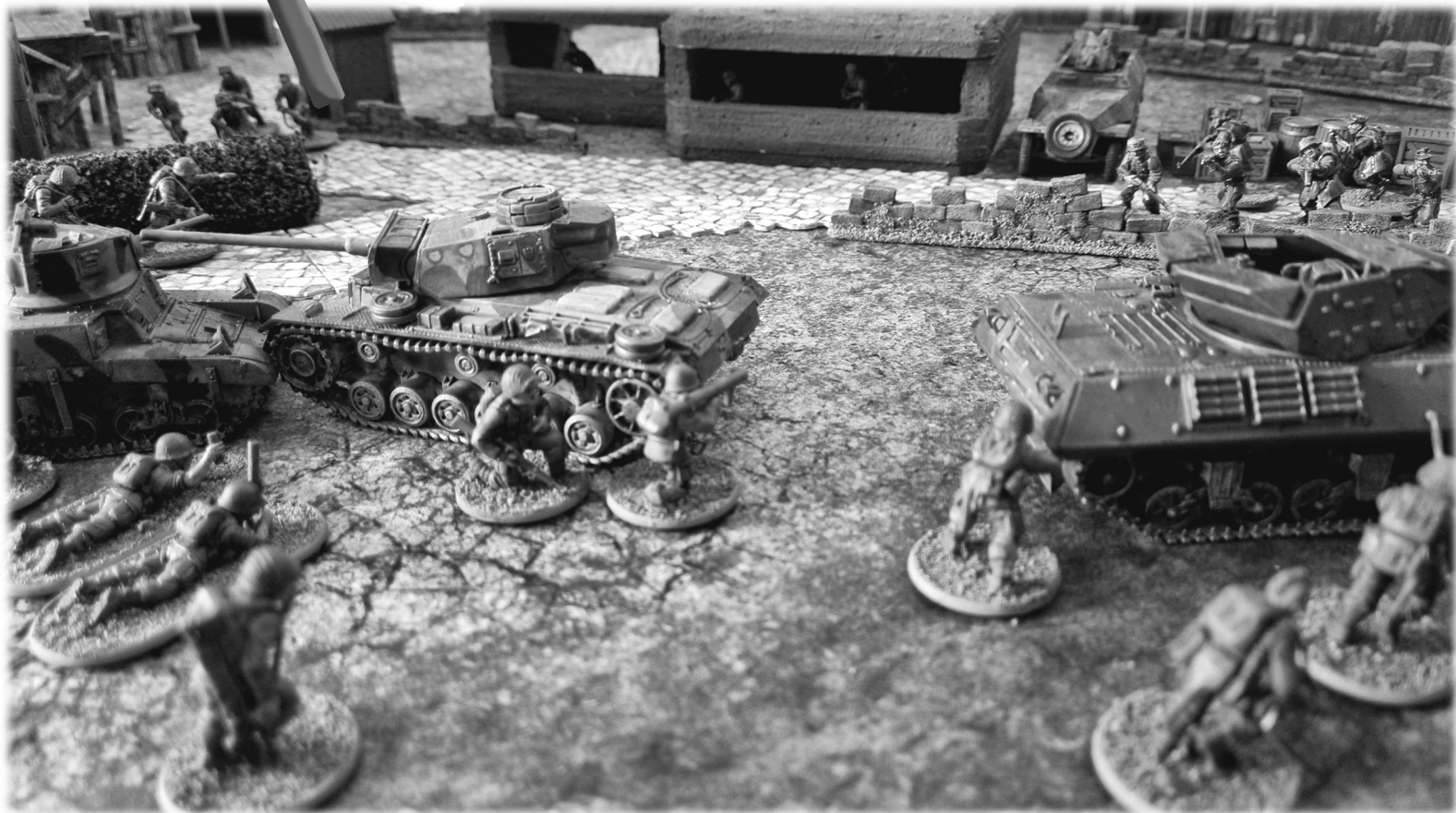
THE WW2
QUICK START GUIDE

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WELCOME

This is a WW2 Adaption of Brethren. It uses the same core design with a few tweaks so that it fits the theme.

This version hasn't been widely play-tested so balancing may be required.

If you think this version has potential, please let me know what you think.

WHAT DO I NEED TO PLAY?

In order to play a game of Brethren, you will need the following items:
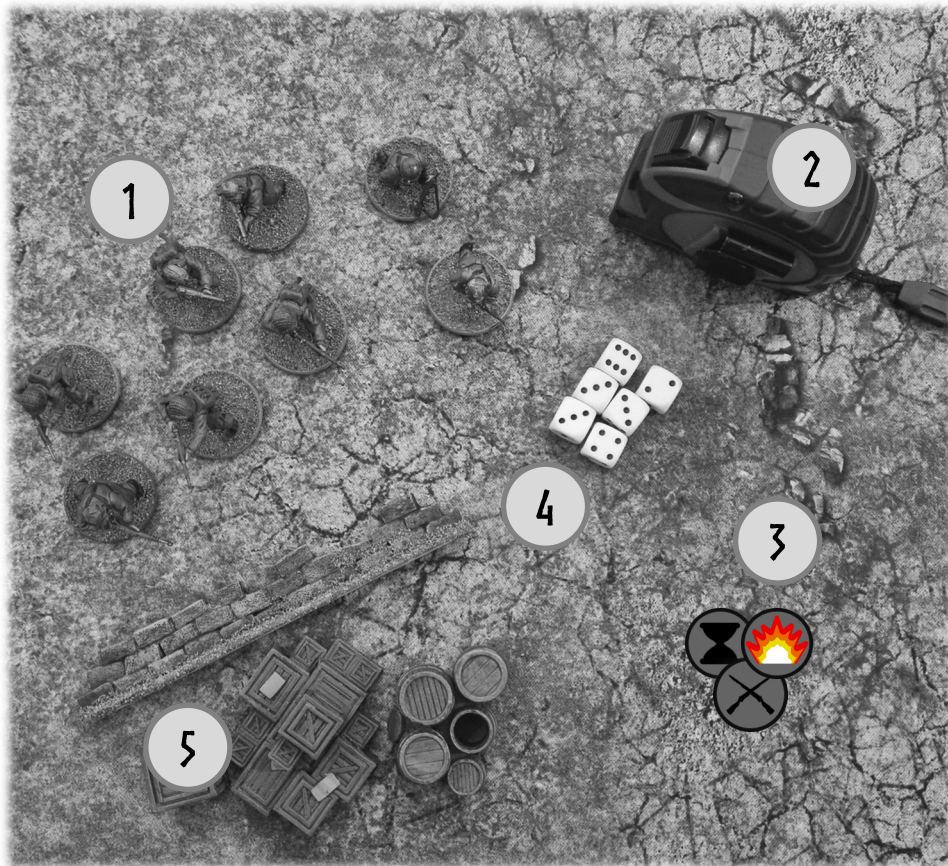
1) **Miniatures.** You will need a selection of miniatures for the faction or factions that you will like to play. Warlord Games as well as many others all create miniatures suitable for this game.

2) **Measuring Tool.** A measuring device that allows you to measure inches. A measuring tape or ruler are perfect for this.

3) **Tokens.** There are some actions in Brethren that need to be remembered as they can influence different phases within a turn or sometimes over multiple turns. To help with this, tokens are provided at the back of this book.

4) **Dice.** You will need at least 12x 6-sided Dice in this game to play effectively. Multiple colours are also advised.

5) **Terrain.** Terrain helps bring the battlefield to life. Enough Terrain to fill roughly 25% of the battlefield is advised.

THINGS TO NOTE

What Scale is this?

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

Miniatures are based on the following;

Rifle Squads — Models are based individually on 25mm round bases.

Support Squads — If infantry, models are based individually on 25mm round bases. If a weapons team, they can either be based individually on 25mm round bases or together on a 60mm round base.

What is a Unit?

A unit primarily refers to Squads or Fire Teams, however there can be individual models depending on their role.

How are distances measured?

Distances are measured to and from a model or unit's base.

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 an Officer 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 provided 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 affects 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 standard method of deployment.

Alternating Unit Deployment

Rifle Squads are split into Fire Teams as desired. Both players roll a Die, the player with the highest result places one of their Fire Teams first. Players then alternate the placement of the rest of their Fire Teams/Squads.

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.
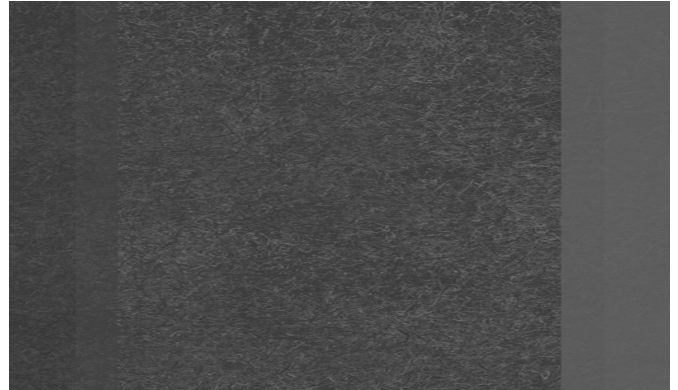
PRIORITY PHASE

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 an Officer 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 Officer is giving an order, in which case they will perform actions simultaneously.

Actions

Move—1 Action Point

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 moving over a short obstacle 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 and vice versa.

Actions

Run—2 Action Points

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.

Wait—1 Action Point

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 players 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 Action Point

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.

Down!—1 Action Point

When a unit uses the Down! Action, it ends their activation. Down! Makes the unit harder to hit, reducing the result of enemy attack dice by 1 when attacked by ranged attacks until they are next activated.

Aim—1 Action Point

This action can only be used on a unit with a ranged weapon equipped and only before a Fire! 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.

Fire!—1 Action Point

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

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

1) A unit is assigned the Fire! 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 an SMG so rolls 2 dice.

4) The defending unit rolls a single Defence die (Normal D6) for each model in the unit. 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.)

Actions

Fire!—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.

Fire!—Units In The Way

If the attacker is targeting a unit that is in combat or is behind another unit (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.

Suppressive Fire—2 Action Points

A Unit that contains a Light Machine Gun (LMG) or Medium Machine Gun (MMG) can use the Suppressive Fire action.

Attacks from Suppressive fire suffer –1 To Hit including any other weapon equipped by members of the Squad or Fire Team.

Suppressive Fire is completed in the same way as the Fire! Action, however, if a unit has been successfully hit, they are unable to activate for the rest of this Activation Phase and they suffer –1 Morale.

Officer & NCO Orders

Officers and Non-Commissioned Officers (NCOs) 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 it's 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 an Officer or NCO issues a Group Move, all units following the order move together. They must start and end their move within 6" of the Officer or NCO. 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
- Fire!
- Down!

All units need to be given the same secondary action.

When given the Fire! action, they can target any enemy units within their weapon's range.

Group run

When an Officer or NCO 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 Officer or NCO.

Officer & NCO Orders

Charge

The aim of the Charge order is to get into base contact with the enemy.

When an Officer or NCO 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 Officer or NCO.

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, each model in the unit 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
- Fire!

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

COMBAT PHASE

Once all units have activated, the combat phase begins. Combat is done on a model vs model basis. If a unit is engaged in combat, only models within the unit who are in base contact with the opponent fight.

Determining Combat

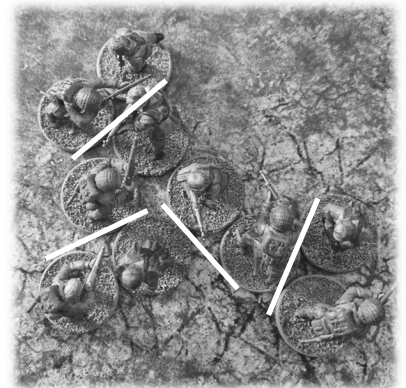When a model makes it into base contact with an enemy, they must fight in the combat phase.

When a model armed with a Rifle and Bayonet is in base contact with an allied model in combat, it can support that model by giving them an extra attack to use in the Combat Phase.

No model in base contact can be left out of combat. The fights are split into individual duels to ensure no model is left out.

COMBAT PHASE

When it has been decided who will fight who, it is time for battle to commence!

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 models 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) 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 1 damage, removing 1 health point.

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

When Combat Is Lost

When a model 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 model is defeated in combat but they haven't been killed, they must withdraw back 1". If there is an allied model blocking them, the blocking model 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 model is desperate and trapped in combat, the combat must be repeated until they defeat their opponent or they are killed.

The desperate model 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 model 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 models from that turn (Including both the activation and combat phases), that player is subject to a Morale check. If an Officer or NCO is lost in that turn, that counts as 2 models being lost.

To action a Morale check, the winning player picks one of their Officers or NCOs. They then select any enemy model within 12" of them. (If the winning player has no remaining Officers or NCOs, no Morale Check can be made).

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

If a player loses more models than their opponent but has no models within 12" of an enemy Officer or NCO, 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 models Morale value, the model 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, staring again with the Priority Phase.

TERRAIN RULES

BARBED WIRE

Infantry and Support Squads are unable to move over Barbed Wire, they must go around.

SHORT OBSTACLES

Short Obstacles are things such as short walls, barrels, crates etc. If the majority of the models in the unit are behind these obstacles in relation to an enemy unit making a ranged attack, the attackers suffer –1 to hit.

BUNKERS

Bunkers are Wooden or Concrete structures that provide more protection than normal to units within the structure. Enemy units making ranged attacks against a unit in a bunker suffer –2 to hit. However, grenades thrown into a bunker from an opponent within 4" and in line of sight of an opening gain +2 to Hit. Openings are any entrances or Firing Slots.

Bunker Openings
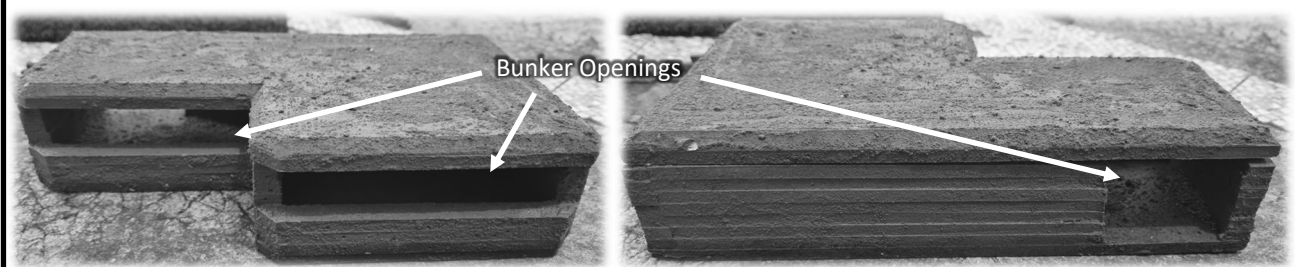
UNIT RULES

OFFICERS

The Officer and their retinue must remain within 2" of another model within the unit.

The Officer and their retinue are equipped with a Rifle and Bayonet. Certain models can upgrade their Ranged Weapon as shown on the Army Builder page. Melee Weapons can be upgraded, however the Officer and their retinue must be equipped with the same Melee Weapons.

The Officer is able to give orders to units around them. When measuring to see who is in range of an order, the measurement is made from the Officer's Base.

RIFLE SQUADS

All models within a Squad or Fire Team must remain within 2" of another model within the unit.

When recruiting Rifle Squads, all of the models within the squad are equipped with a Rifle and Bayonet. Certain models can upgrade their Ranged Weapon as shown on the Army Builder page. Melee Weapons can be upgraded, however every model within the Squad or Fire Team must be equipped with the same Melee Weapons.

Each Rifle Squad starts with 6 models. An NCO, 1-2 Specialists and the rest Riflemen. The Rifle Squad can add up to an extra 6 Riflemen.

The Squad can then be split into Fire Teams. The NCO and Specialists each command a Fire Team. Each Specialist can take up to 2 Riflemen in their Fire Teams, with the NCO taking all remaining Riflemen.

The NCO is able to give orders to the units around them. When measuring to see who is in range of an order, the measurement is made from the NCO's Base.

Rifle Squad

Fire Team 1
Commanded by NCO

Fire Team 2
Commanded by Machine Gunner

Fire Team 3
Commanded by Automatic Rifleman

Unit Rules

SUPPORT SQUADS

There are a variety of support squads used for different circumstances. These are; Light Mortars, Medium Mortars/Light Howitzers, Medium Machine Guns, and Medics.

Light Mortars, Medium Mortars and Howitzers provide indirect high explosive support.

Medium Machine Guns provide extra firepower that can pin units in place.

Medics provide saving throws when allied models are at risk of being eliminated.

Light Mortar   Light Howitzer   Medium Machine Gun   Medic

SUPPORT SQUADS—Rotating Weapons Teams

Weapons Teams contain large weapons that require more effort when maneuvering. Because of this, when rotating Weapons Teams, it costs them movement.

When rotating more than 45 Degrees, the Team uses 3" of movement.

When rotating more than 135 Degrees, the Team uses 6" of movement.

-3"   -3"

-6"
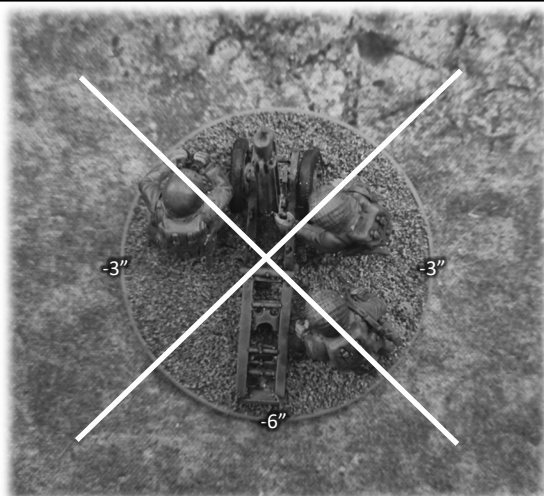
SETTING UP THE BATTLEFIELD

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

0 — 200	201 — 400 Points	401 — 600 Points	601 — 800 Points	801 — 1000 Points	1001 — 1200 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)

It is recommended the have enough terrain to cover at least 25% of the battlefield. Making sure that there are no clear lines of sight from one end of the gaming area to the other when at ground level.

ARMY BUILDER

Start building your force by buying a Squad. At minimum, a squad consists of 6 models. An NCO, 1-2 specialists and the rest Riflemen. There can only be one of each type of specialist per squad. A squad can have up to 6 additional riflemen. Each specialist can take up to 2 Riflemen each with the NCO taking all remaining Riflemen to accompany them. Once the squad is purchased, an Officer or support squad can be added to the army. For every Rifle Squad, an Officer or Support team can also be purchased.

Officers					Action Points: 3
Unit Profile	Movement	Melee Attacks	Defence	Morale	Health
Lieutenant	6"	2	3	10	1
A Lieutenant can add up to 3 Riflemen to their squad for 18 points each. Riflemen use the same stats as the officer.					
Rifle Squad					Action Points: 2
Unit Profile	Movement	Melee Attacks	Defence	Morale	Health
Green Infantry	6"	1	3	7	1
Can add up to 6 additional Riflemen for 10 points each. Riflemen use the same stats as the squad.					
Veteran Infantry	6"	2	3	9	1
Can add up to 6 additional Riflemen for 15 points each. Riflemen use the same stats as the squad.					
Rifle Squad Specialists					
NCO	Can swap the Rifle for an SMG.				
Demolitions	Can equip a Grenade Launcher attachment for their rifle.				
Automatic Rifleman	Can equip an Assault Rifle (For example a BAR or StG44).				
Machine Gunner	Can equip a Light Machine Gun, Grants the fireteam the Suppressive Fire Action.				
Marksman	Can equip a sniper rifle, all ranged attacks made by the Marksman are +1 to hit.				
Support Squads					Action Points: 2
Unit Profile	Movement	Melee Attacks	Defence	Morale	Health
Medic (Infantry)	6"	1	3	10	1
When a unit within 6" of the medic takes a wound, roll a D6, on the result of a 6 the unit isn't damaged.					
Can recruit an assistant for 15 points. When assistant is present, the result needed changes to a 5 or 6.					
Medium Machine Gun Team (Weapons Team)	6"	3	3	8	3
Cannot move and shoot in the same activation. Can use the Suppressive Fire Action.					
Light Mortar Team (Infantry)	6"	1	3	8	1
Cannot move and shoot in the same activation.					
Medium Mortar Team / Light Howitzer Team (Weapons Team)	6"	3	3	8	3
Cannot move and shoot in the same activation.					

Type	Unit Profile	Points (Per Model)	Notes
Officer	Lieutenant	40	Can command nearby Fireteams / Support Squads
Rifle Squad	Green Infantry	90	Can form up to 3 Fire-Teams
Rifle Squad	Veteran Infantry	120	Can form up to 3 Fire-Teams
Support Squad—Infantry	Medic	30	Can stop a nearby ally being killed.
Support Squad—Weapons Team	Medium Machine Gun Team (MMG Team)	60	Consists of 3 crew members and the weapon itself.
Support Squad—Infantry	Light Mortar Team	40	Consists 2 crew members and the weapon itself
Support Squad—Weapons Team	Medium Mortar Team/ Light Howitzer Team	60	Consists of 3 crew members and the weapon itself
Type	Inventory	Points	Notes
Melee	Bayonet	-	-1 to Hit (Included in Squad points)
Melee	Combat Knife	2	
Melee	Combat Axe	5	+1 Attack
Ranged	Pistol	2	1 Die / 12" Range
Ranged	Grenade	5	1 Die / 9" - If successfully hit, D3 wound Dice are used
Ranged	Rifle	-	1 Die / 24" Range (Included in Squad points)
Ranged	Grenade Launcher	3	Attaches to Rifle, allows the user to launch a grenade up to 18"
Ranged	Sub-Machine Gun	3	2 Dice / 18" Range
Ranged	Assault Rifle	5	3 Dice / 24" Range
Ranged	Light Machine Gun	7	4 Dice / 30" Range
Ranged	Sniper Rifle	5	1 Dice / 36" Range
Ranged	Medium Machine Gun	-	6 Dice / 30" Range / -1 To Hit (Included in Squad Points)
Ranged	Light Mortar	-	1 Dice / 18" Range –1 To Hit (Included in Squad Points) Can Fire indirectly at –2 to Hit
Ranged	Medium Mortar/ Light Howitzer	-	1 Dice / 36" Range –1 To Hit (Included in Squad points) Can Fire indirectly at –2 to Hit

TOKENS

Charge	Charge Fail	Down!	Prepare	Wait	Suppressed