

Early German

120 BC - 160 AD

Commanders

Leadership 8 (0-1 per Army)
 Leadership 7 (0-4 per Army)
 Leadership 6

40 Points
 20 Points
 10 Points

Restrictions

Min 75% Infantry
 Max 25% Cavalry
 Max 25% Skirmishers
 Max 10% Nobles

Keywords

Cimbri - Teutoni - Sugambri - Teneteri - Cherusci - Chatti - Chauki - Batavi - Cimbrian War (114 BC - 101 BC) - Roman Campaigns in Germania - Battle of the Teutoburg Forest (9 AD) - Batavian Revolt (69 AD)

Units

Germanic Nobles Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		8	6	3	-	5+	6	Stubborn	28

Add 'Brave' @ 3 Points per Unit

Germanic Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		8	6	3	-	5+	6		25

Add 'Brave' @ 3 Points per Unit (half per Army)

Roman Auxillaries Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears	Only Batavian Revolt (69 AD)	6	6	3	-	4+	6		24

0-1 per Army

Germanic Skirmishers

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		3	2	2	-	0	4		11
Bows		2	2	2	2	0	4		12

Sarmatian Heavy Cataphract Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Kontos	25 AD +	9	6	3/0	-	5+	6		37

0-1 per Army

Germanic Nobles Medium Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		8	5	3	-	6+	6	Stubborn	29

0-1 per Army

Germanic Medium Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		8	5	3	-	6+	6		26

0-2 per Army

Roman Auxillaries Medium Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears	Only Batavian Revolt (69 AD)	8	5	3	-	5+	6		27

0-1 per Army

Germanic Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		7	5	3	-	6+	6		25