

# Oder-Vistula German

## 230 AD - 284 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 40% Cavalry  
Max 25% Skirmishers  
Max 10% Nobles  
Max 10% Sarmatian Allies

### Keywords

Gothi - Vandali - Burgundi - Heruli - Wars of Emperor Aurelian (270 - 274) - Illeviones

### 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)

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		9	6	3/0	-	5+	6		37

0-1 per Army

Sarmatian Heavy Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Kontos		9	6	3/0	-	5+	6		32

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

Germanic Medium Cavalry

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

Germanic Light Cavalry

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

Sarmatian Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows		6	4	3	3	6+	6	Parthian Shot	29