

# Weser-Rhine German

## 160 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 25% Cavalry  
 Max 25% Skirmishers  
 Max 10% Nobles

### Keywords

Tenkeri - Sugambri - Brukter - Chatti - Chamavi - Marcomannic Wars (166 - 180) - Wars of Emperor Aurelian (270 - 274) - Istvaeones

### 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

#### 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*

#### Germanic Light Cavalry

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