

# at Lancaster Point

## Early Germanic

### Terrain

@ 250pts you have 13pts of terrain

@ 500pts you have 25pts of terrain

Each terrain feature measures 6" x 6", multiple terrain features may be combined to make larger areas.

Village 10pts

River 8pts

Rivers run across width of table, x2 runs along length of table, x3 runs from corner to corner of table.

Ford (3" wide) 6pts

Dense woods 6pts

Light woods 4pts

Hill 6pts

Marsh 4pts

Rough ground 4pts

### Generals

➤ 250pts – 2 Generals

➤ 500pts – 3 Generals

➤ +1 General – 10pts

1-3 re-rolls – 10pts each

### Infantry

➤ Warband **14pts** 3/5 heavy armour, impact, brutal, Solid **1-8**

➤ Warband **10pts** 3/5 heavy armour, impact, impetuous, solid **0-12**

➤ Warband **8pts** 3/5 heavy armour, impact, impetuous, steady **0-12**

➤ Warband **6pts** 4/6 medium armour, impact, impetuous, Steady **0-30**

➤ Warband **5pts** 4/6 medium armour, impact, impetuous, Weak **0-30**

➤ Warband **6pts** 5/7 light armour, fast, impact, impetuous, Steady **0-30**

➤ Warband **5pts** 5/7 light armour, fast, impact, impetuous, Weak **0-30**

➤ Warband **4pts** 6/8 unarmoured, fast, impact, impetuous, Steady **0-30**

➤ Warband **3pts** 6/8 unarmoured, fast, impact, impetuous, weak **0-30**

### Cavalry

➤ Heavy cavalry **14pts** 3/5 mounted spear, impetuous, solid **0-6**

➤ Heavy cavalry **12pts** 3/5 mounted spear, impetuous, steady **0-6**

➤ Medium cavalry **14pts** 4/6 mounted spear, impetuous, Solid **0-6**

➤ Medium cavalry **12pts** 4/6 mounted spear, impetuous, Steady **0-8**

➤ Light cavalry **8pts** 5/7 mounted spear, impetuous, Steady **0-30**

➤ Light cavalry **7pts** 6/8 fast, mounted spear, impetuous, weak **0-30**

➤ Medium chariot **15pts** 4/6 Javelin, impetuous, terrifying, Steady **0-30**

➤ Light chariot **12pts** 5/7 Javelin, impetuous, terrifying, Weak **0-30**

### Missiles

➤ Javelin **7pts** 6/8 Javelin, skirmishers, Solid **0-12**

➤ Bowmen **6pts** 6/8 Bows, skirmishers, steady **0-12**