

Gothic and Vandal 200AD - 493AD

Die is Cast Army list

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free	1	1	
upgrade general to 3/3						50	0	1	
Additional generals 2/2						100	0	2	1 for each nation used
Visigothic or Vandal noble cavalry	Warrior	Heavy cavalry	Steady	Veteran	Javelin, sword, shield	10	9	14	
Visigothic or Vandal foot warriors	Warrior	Medium infantry	Average	Seasoned	Javelin, shield	4	50	300	Shieldwall.
Visigothic or Vandal skirmishers	Warrior	Light infantry	Average	Seasoned	Javelin, shield	3	0	30	
Visigothic archers	Warrior	Light infantry	Average	Seasoned	Bow	2	0	20	
Ostrogothic noble cavalry	Warrior	Heavy cavalry	Steady	Veteran	Javelin, sword, shield	10	14	30	
Ostrogothic gentry cavalry	Warrior	Medium cavalry	Steady	Seasoned	Javelin, sword, shield	7	14	30	
Ostrogothic archers	Warrior	Light infantry	Average	Seasoned	Bow	2	0	100	
Section of wagon laager, 8 long						70	0	5	

Each unit

+10

A general must be taken for each race used.
Minimums only apply if any of that race used.