

Battle of Sabis 57BCE

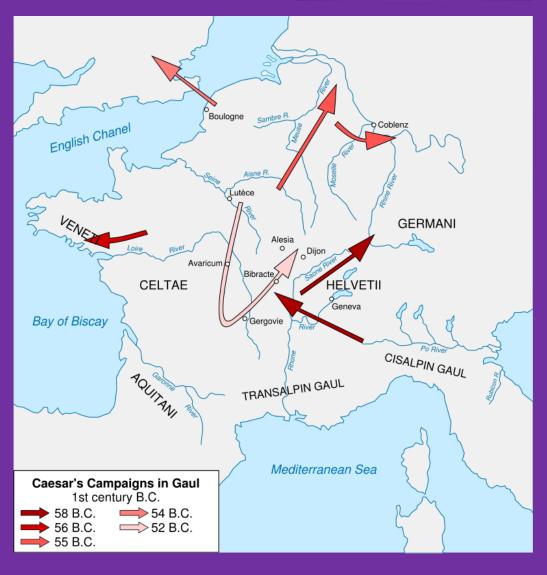
Caesar against the Nervii

Developed by Dr Simon Elliott

Background



- Caesar always sought two things
 - 1. wealth
 - 2. glory
- Caesar's conquest of Gaul
 - 59/58 BCE: Made proconsul of Cisalpine and Transalpine Gaul.
 - 58 BCE: Fights the Helvetii in Transalpine Gaul, and the Suebi Germans. Crosses the River Rhine.
 - 57 BCE: Fights the Belgae. Battle of the Sabis.
 - 55/54 BCE: Invasion of Britain
 - 52 BCE: Victory at Alesia



The legions and build up to Sabis



59 BCE *legios* VII, VIII, IX and X Equestris (the latter Caesar's own).

58 BCE *legios* XI and XII.

57 BCE *legio* XIII *Gemina* and *legio* XIV.

54 BCE *legio* XIV again in after it had been destroyed.

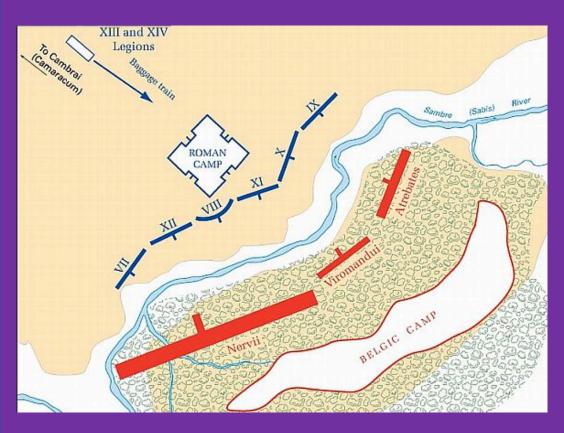
53 BCE legio XV.

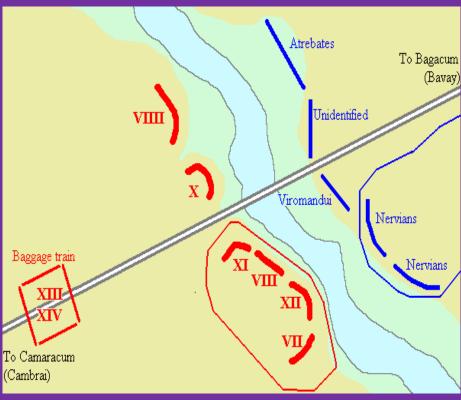
52 BCE The native Gallic *legio* V *Alaudae*, and also *legio* VI.

- Allied Gallic tribe attacked by an unnamed Belgae tribe.
- Caesar goes north with his two latest legions, joining the existing six in the lands of the Sequani.
- The Romans finds themselves marching through the land of the Nervii.
- After three days they learn that this Belgae tribe and its allies were massing on the far side of the River Sambre (then known as the Sabis), ready to pounce on his column.
- Further intelligence uncovered the Belgae plan to separate the lead legion and baggage from the rest of the Roman force and annihilate it before the rest of the Roman army could deploy.
- Caesar therefore redeployed his column so that all of his legions were in mutually supporting positions.

Battle of Sabis







Battle of Sabis



- The speed of the Belgae attack caught the Roman legionaries out.
- Many were still out of their armour, with their weapons set down while going about their construction task for the marching camp.
- Caesar had prepared for this however, having ensured the legionary commanders had all stayed with their units in case they needed to move quickly.
- They now did so, Caesar giving the order to form into battle formation.
- The Romans just managed to do this before the savage Nervii charge hit them.
- Nevertheless, many Romans had to fight the battle without helmets and with their shields still in covers given they had no time to properly equip themselves.

Battle of Sabis (2)



- Caesar was with the Xth legion on the left wing lead from the front.
- When he judged that the Nervii charge had stalled, he ordered the Xth and IXth legions to charge the disrupted Belgians.
- This shattered their right flank, which the Romans drove back over the river.
- Once over the river, the two legions then withstood a counterattack by the Atrebates allies of the Nervii, who were also routed.
- Meanwhile, in the centre legios VIII and XI pushed their opponents back over the river to join Caesar and his two legions.
- With victory in sight, Caesar was now presented with a crisis.
- The advance of the four legions on his left and centre had opened a gap with the Roman right wing that was seen by the Nervii.
- They formed a column that stormed through it to attack the Roman camp and encircle the two legions on the Roman right.

Battle of Sabis (3)



- The camp defenders, promptly bolted, leaving the legionaries on the Roman right to their fate.
- *legio* XII was suffering lost every centurion in its fourth cohort, its aquilifer standard bearer and its standard.
- Caesar acted quickly and ordered the four legions with him to continue to press forward to keep pressure on the Belgae.
- He then crossed back over the river and joined the XIIth legion.
 There he seized a shield and fought in the front line, calling on the remaining centurions by name to restore morale and order.
- He even ordered the neighbouring legio VII to deploy to the rear of legio XII so that they fought back to back.
- Word now reached Caesar that the Xth legion had seized the Nervii camp and the new legios XIII Gemina and XIV enveloped the remaining Belgians.
- At this point the cavalry and light troops returned, sensing the spoils of victory.

Lowland Gallic



Army Book		PLEASE COMPLETE FOR CHECKER		
AC name	AC	Talented Instinctive		
Sub Name	Sub	Competent Instinctive		
-	Sub	Competent Instinctive		
-	Sub	na		

TOTAL POINTS

TuGs to Break

	Zozo IIIIdi
	MORTEM
ı	ET GLORIAM

Player	
Contact Details	
Date	57 BC
Terrain	Standard; Coastal; -
Camp	Poor Unfortified
Allies	

	IMORTEN
9674	ET CLOPIAN
6	

PBS	6	cards
SCOUTING	2	cards

UG	Name	Туре	Quality	Melee	Shooting Skill	Characteristics	No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
TUGs									
1	Superior Cavalry	CAVALRY	Superior	Short Spear	Unskilled	Shoot & Charge	6	864	
	Superior Cavally	Formed Loose	Protected	Short Spear	Javelin	Shoot & Charge	144	804	
2	Cavalry	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	4	416	
	Cavally	Formed Loose	Protected	Short Spear	Javelin	Shoot & charge	104	410	
3	Cavalry	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	4	416	
٦	Cavally	Formed Loose	Protected	Short Spear	Javelin	Shoot & charge	104	410	
4	Soldurii	INFANTRY	Superior	_	-	Fanatic; Devastating Chargers	6	924	
	Soldarii	Tribal Flexible	Protected		-	ranatic, Devastating Chargers	154	324	
5	Nobles	INFANTRY	Superior	_	-	Devastating Chargers	6	588	
5	Nobles	Tribal Flexible	Protected		-	Devastating chargers	98	366	
6	Nobles	INFANTRY	Superior	_	-	Devastating Chargers	6	588	
L	Nobles	Tribal Flexible	Protected		-	Devastating Chargers	98	300	
7	Warriors	INFANTRY	Average	_	-	Devastating Chargers	9	630	
	Walliois	Tribal Flexible	Protected		-	Devastating chargers	70	030	
8	Warriors	INFANTRY	Average	_	-	Devastating Chargers	9	630	
0	Walliots	Tribal Flexible	Protected		-		70	030	
9	Warriors	INFANTRY	Average	_	-	Devastating Chargers	9	630	
	Walliois	Tribal Flexible	Protected		-		70	030	
10	Warriors	INFANTRY	Average	_	-	Devastating Chargers	9	630	
10	Walliots	Tribal Flexible	Protected		-	Devastating Chargers	70		
11	Warriors	INFANTRY	Average	_	-	Devastating Chargers	9	630	
11	Waitiois	Tribal Flexible	Protected		-	Devastating chargers	70	030	
				SUG	is				
12	Slingers	INFANTRY	Average	_	Experienced		9	396	
12	Silligers	Skirmisher	Unprotected	_	Sling		44	390	
13	Javelinmen	INFANTRY	Average	_	Experienced	<u>_</u>	9	306	
13	34 Ciliminen	Skirmisher	Unprotected		Javelin		34	500	
DEP	DEPLOYMENT TABLE Normal deployment batch (1/3 UGs)		5	Total number of UGs	13				
	Outscouting Difference	Deploy	Outscouting	Difference	Deploy	Outscouting Difference	Deploy		
	10%	2	40	1%	6	70%	10		
	20%	3	50	1%	7	80%	11		
	30%	4	60	1%	8	90%	12		

Later Republican Roman



Army Book		PLEASE COMPLETE FOR CHECKER		
Julius Caesar	AC	Talented Professional		
0 Sub		Talented Professional		
-	Sub	Competent Professional		
- Sub		na		

IVI	ORTEM
1	GLORIAM

Player	
Contact Details	
Date	57 BC
Terrain	Standard; Coastal; -
Camp	Poor Unfortified
Allies	None

TOTAL POINTS	9487
TuGs to Break	5

PBS	8	cards
SCOUTING	3	cards

UG	Name	Туре	Quality	Melee	Shooting Skill	Characteristics	No. of Bases	TOTAL		
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS		
	TUGs									
1	Vth logica	INFANTRY	Exceptional	Impact Weapon	-	Shield Cover; Melee Expert	6	1098		
1	Xth legion	Drilled Flexible	Protected	impact weapon	-	Snield Cover; Welee Expert	183	1098		
2	IVth legion	INFANTRY	Superior	Impact Weapon	-	Shield Cover; Melee Expert	6	906		
2	IXth legion	Drilled Flexible	Protected	impact weapon	-	Snield Cover; Welee Expert	151	906		
2	Vith locion	INFANTRY	Superior	Impact Weapon	-	Shield Cover; Melee Expert	6	906		
3	Xith legion	Drilled Flexible	Protected	impact weapon	-	Sfileid Cover; Meiee Expert	151	906		
1	VIIIth locies	INFANTRY	Superior	Import Woonen	-	Shield Cover; Melee Expert	6	906		
4	VIIIth legion	Drilled Flexible	Protected	Impact Weapon	-	Sfileid Cover; Meiee Expert	151	906		
	VIIIth Iosian	INFANTRY	Average	Impact Weapon	-	Shield Cover: Males Evport	6	420		
5	XIIth legion	Drilled Flexible	Unprotected	impact weapon	-	Shield Cover; Melee Expert	70	420		
6	Vilth logica	INFANTRY	Average	Impact Weapon	-	Shield Cover; Melee Expert	6	420		
6	VIIth legion	Drilled Flexible	Unprotected	impact weapon	-	Snield Cover; Welee Expert	70	420		
7	XIIIth legion	INFANTRY	Poor	Impact Weapon	-	Shield Cover; Melee Expert	6	384		
′	Aiith legion	Drilled Flexible	Protected	impact weapon	-		64	304		
8	VIVth logion	INFANTRY	Poor	Impact Weapon	-	Shield Cover; Melee Expert	6	384		
0	XIVth legion	Drilled Flexible	Protected	iiiipact weapoii	-	Snieid Cover; Meiee Expert	64	304		
9	Heavy Cavalry	CAVALRY	Average	Short Spear	Unskilled	Melee Expert	6	702		
9	neavy Cavalry	Formed Loose	Protected	Short Spear	Javelin	ivieree Expert	117	702		
				SUG	S					
10	Numidian Cavalry	CAVALRY	Average		Skilled	Combat Shy	6	294		
10	Numidian Cavairy	Skirmisher	Unprotected	_	Javelin	Compatibility	49	294		
11	Archers	INFANTRY	Average	_	Experienced		9	441		
	Archers	Skirmisher	Unprotected		Bow		49	772		
DEPLOYMENT TABLE Normal deployment batch (1/3 UGs) 4				4	Total number of UGs	11				
	Outscouting Difference	Deploy	Outscouting Difference		Deploy	Outscouting Difference	Deploy			
	10%	2	40	40%		70%	8			
	20%	3	5(50%		80%	9			
	30%	4	60	60%		90%	10			

Sabis - Later Republican Roman



Army Book		PLEASE COMPLETE FOR CHECKER	
Julius Caesar AC		Talented Professional	
0 Sub		Talented Professional	
-	Sub	Competent Professional	
- Sub		na	

TOTAL POINTS	3286
TuGs to Break	5



Player	
Contact Details	
Date	57 BC
Terrain	Standard; Coastal; -
Camp	Poor Unfortified
Allies	None



PBS	8	cards
SCOUTING	2	cards

UG	Name	Туре	Quality	Melee	Shooting Skill	Characteristics -	No. of Bases	TOTAL		
No	Name	Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS		
	TUGs									
1	Vah lagian	INFANTRY	Exceptional	Impact	-	Shield Cover; Melee Expert	2	366		
1	Xth legion	Drilled Flexible	Protected	Weapon	-	Siliela Cover, Merce Expert	183	300		
2	IXth legion	INFANTRY	Superior	Impact	-	Shield Cover; Melee Expert	2	302		
	ixth legion	Drilled Flexible	Protected	Weapon	-	Silicia Cover, Merce Expert	151	302		
3	Xith legion	INFANTRY	Superior	Impact	-	Shield Cover; Melee Expert	2	302		
٥	Aith legion	Drilled Flexible	Protected	Weapon	-	Silicia dover, Merce Expert	151	302		
4	VIIIth legion	INFANTRY	Superior	Impact	-	Shield Cover; Melee Expert	2	302		
_ +	VIIILII IEGIOII	Drilled Flexible	Protected	Weapon	-	Silicia dover, Merce Expert	151	302		
5	XIIth legion	INFANTRY	Average	Impact	-	Shield Cover; Melee Expert	2	140		
	Allti legion	Drilled Flexible	Unprotected	Weapon	-	omera cover, merce expert	70			
6	VIIth legion	INFANTRY	Average	Impact	-	Shield Cover; Melee Expert	2	140		
۳	VIIII IEGIOII	Drilled Flexible	Unprotected	Weapon	-	5	70			
7	XIIIth legion	INFANTRY	Poor	Impact	-	Shield Cover; Melee Expert	2	128		
	XIII I I I I I I I I I I I I I I I I I	Drilled Flexible	Protected	Weapon	-		64			
Q	XIVth legion	INFANTRY	Poor	Impact	-	Shield Cover; Melee Expert	2	128		
ட	XIVEI ICEION	Drilled Flexible	Protected	Weapon	-		64			
9	Heavy Cavalry	CAVALRY	Average	Short Spear	Unskilled	Melee Expert	2	234		
ك	meavy cavally	Formed Loose	Protected		Javelin		117			
				SUG	is					
10	Numidian Cavalry	CAVALRY	Average	_	Skilled	Combat Shy	2	122		
10	Numuan Cavarry	Skirmisher	Unprotected		Javelin	Compactory	61	122		
11	Archers	INFANTRY	Average	-	Experienced	-	2	122		
	Archers	Skirmisher	Unprotected		Bow		61			
DEP	LOYMENT TABLE	Nor	mal deployment	batch (1/3 UGs)	4	Total number of UGs	11			
	Outscouting Difference	Deploy	Outscoutin	g Difference	Deploy	Outscouting Difference	Deploy			
	10%	2	40	1%	5	70%	8			
	20%	3	50	1%	6	80%	9			
	30%	4	60	1%	7	90%	10			

Sabis PACTO Lowland Gallic



	Army Book	PLEASE COMPLETE FOR CHECKER
AC name	AC	Talented Instinctive
Sub Name	Sub	Competent Instinctive
-	Sub	Competent Instinctive
	Sub	na

3050

TOTAL POINTS

THE RESERVE AND ADDRESS OF THE PARTY.	
MOR	TEM
HT CI	DIAM

Player	
Contact Details	
Date	57 BC
Terrain	Standard; Coastal; -
Camp	Poor Unfortified
Allies	

IV	OR'	BE	M
ET	GLO	RIA	M

PBS	6	cards
SCOUTING	2	cards

				C		IKLAIVII	caras		
		TuGs to Break	6	5		SCOUTING 2	cards		
UG	Name	Туре	Quality	Melee	Shooting Skill		No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
TUGs									
1	Sumarian Causalma	CAVALRY	Superior	Short Spear	Unskilled	Shoot & Charge	2	288	
1	Superior Cavalry	Formed Loose	Protected	31101 t Spear	Javelin	Shoot & Charge	144	200	
2	Cavalne	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	2	208	
	Cavalry	Formed Loose	Protected	Short Spear	Javelin	Shoot & charge	104	200	
3	Cavalar	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	2	208	
3	Cavalry	Formed Loose	Protected	Short Spear	Javelin	Shoot & Charge	104	200	
4	Soldurii	INFANTRY	Superior		-	Fanatic; Devastating Chargers	2	308	
4	Soldurii	Tribal Flexible	Protected		-	ranatic, Devastating Chargers	154	308	
5	Nobles	INFANTRY	Superior		-	Devastating Chargers	2	196	
٥	Nobles	Tribal Flexible	Protected		-	Devastating Chargers	98	130	
6	Nebles	INFANTRY	Superior		-	Devastating Chargers	2	196	
٥	Nobles	Tribal Flexible	Protected	-	-	Devastating Chargers	98	130	
7	Mounique	INFANTRY	Average	-	-	Devastating Chargers	2	140	
′	Warriors	Tribal Flexible	Protected		-		70	140	
8	Mounious	INFANTRY	Average		-	Devastating Chargers	2	140	
l °	Warriors	Tribal Flexible	Protected		-	Devastating chargers	70	140	
9	Mouniana	INFANTRY	Average		-	Devastating Chargers	2	140	
9	Warriors	Tribal Flexible	Protected		-	Devastating chargers	70	140	
10	Warriors	INFANTRY	Average	<u>_</u>	-	Devastating Chargers	2	140	
10	warnors	Tribal Flexible	Protected		-	Devastating chargers	70	140	
11	Warriors	INFANTRY	Average		-	DevastatIng Chargers	2	140	
11	warnors	Tribal Flexible	Protected		-	Devastating chargers	70	140	
SUGs									
12	Slingers	INFANTRY	Average	_	Experienced	_	2	108	
12	Sinigers	Skirmisher	Unprotected		Sling		54	100	
13	Javelinmen	INFANTRY	Average	-	Experienced	_	2	78	
_13	Javenimien	Skirmisher	Unprotected		Javelin		39		
DEE	DI OVIMENT TARI E	Non	mal doplovment	hatch /1 /2 I ICa	5	Total number of UGs	13		
DEF	DEPLOYMENT TABLE Normal deployment batch (1/3 UGs)			5	Total number of ods	13			

Outscouting Difference	Deploy	
10%	2	
20%	3	
30%	4	

Outscouting Difference	Deploy
40%	6
50%	7
60%	8

Outscouting Difference	Deploy
70%	10
80%	11
90%	12