



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*.

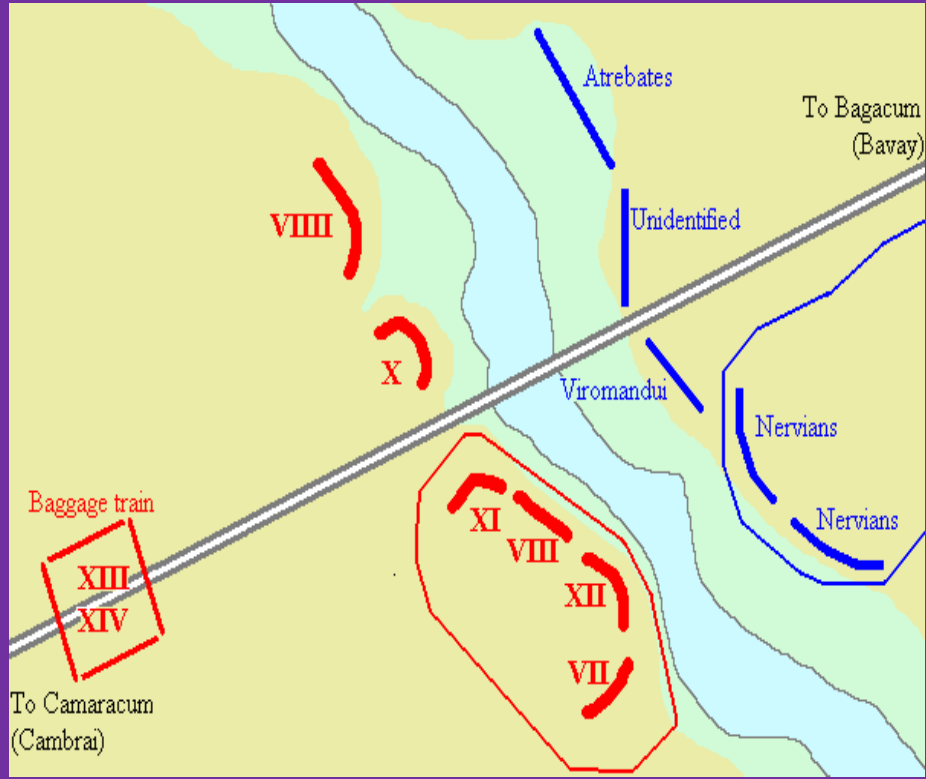
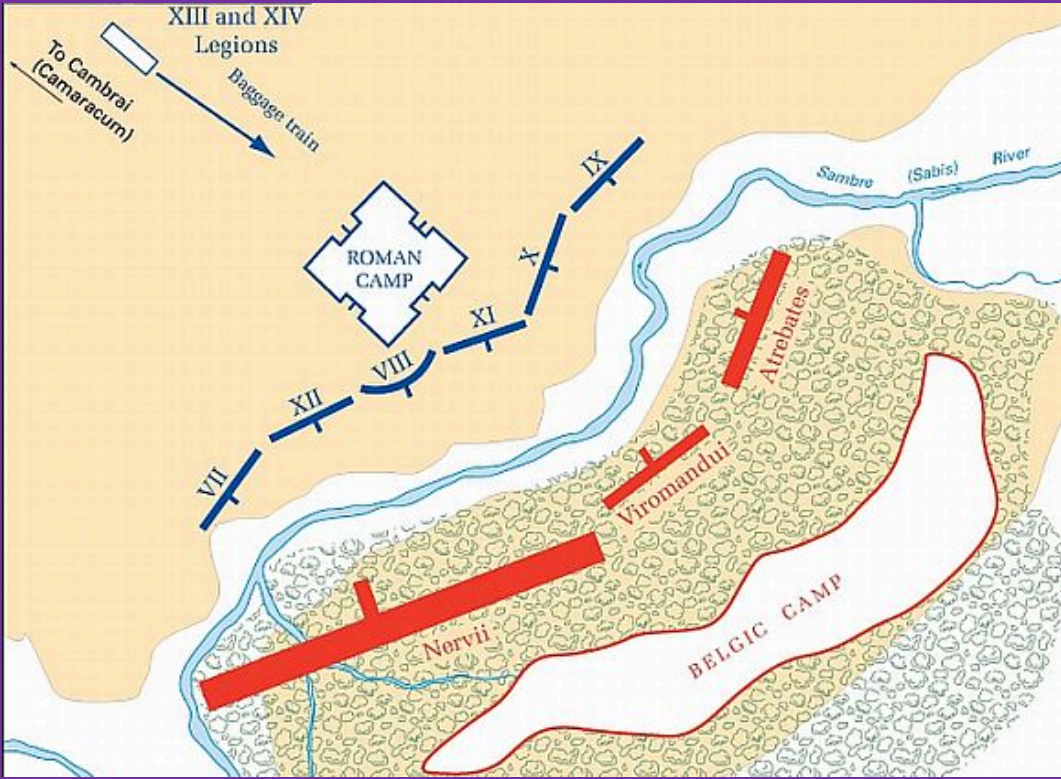
54 BCE *legio XIV* again in after it had been destroyed.

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



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TOTAL POINTS	9674
TuGs to Break	6

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

PBS	6	cards
SCOUTING	2	cards

UG No	Name	Type	Quality	Melee Weaponry	Shooting Skill Weaponry	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection				Pts/base	

TUGs

1	Superior Cavalry	CAVALRY	Superior	Short Spear	Unskilled	Shoot & Charge	6	864
		Formed Loose	Protected		Javelin		144	
2	Cavalry	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	4	416
		Formed Loose	Protected		Javelin		104	
3	Cavalry	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	4	416
		Formed Loose	Protected		Javelin		104	
4	Soldurii	INFANTRY	Superior	-	-	Fanatic; Devastating Chargers	6	924
		Tribal Flexible	Protected	-	-		154	
5	Nobles	INFANTRY	Superior	-	-	Devastating Chargers	6	588
		Tribal Flexible	Protected	-	-		98	
6	Nobles	INFANTRY	Superior	-	-	Devastating Chargers	6	588
		Tribal Flexible	Protected	-	-		98	
7	Warriors	INFANTRY	Average	-	-	Devastating Chargers	9	630
		Tribal Flexible	Protected	-	-		70	
8	Warriors	INFANTRY	Average	-	-	Devastating Chargers	9	630
		Tribal Flexible	Protected	-	-		70	
9	Warriors	INFANTRY	Average	-	-	Devastating Chargers	9	630
		Tribal Flexible	Protected	-	-		70	
10	Warriors	INFANTRY	Average	-	-	Devastating Chargers	9	630
		Tribal Flexible	Protected	-	-		70	
11	Warriors	INFANTRY	Average	-	-	Devastating Chargers	9	630
		Tribal Flexible	Protected	-	-		70	

SUGs

12	Slings	INFANTRY	Average	-	Experienced	-	9	396
		Skirmisher	Unprotected		Sling		44	
13	Javelinmen	INFANTRY	Average	-	Experienced	-	9	306
		Skirmisher	Unprotected		Javelin		34	

DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs) **5**

Total number of UGs **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

Later Republican Roman



Army Book		PLEASE COMPLETE FOR CHECKER
Julius Caesar	AC	Talented Professional
	o Sub	Talented Professional
-	Sub	Competent Professional
-	Sub	na
TOTAL POINTS	9487	
TuGs to Break	5	



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Player	
Contact Details	
Date	57 BC
Terrain	Standard; Coastal; -
Camp	Poor Unfortified
Allies	None
PBS	8 cards
SCOUTING	3 cards

UG No	Name	Type	Quality	Melee	Shooting Skill	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

TUGs

1	Xth legion	INFANTRY	Exceptional	Impact Weapon	-	Shield Cover; Melee Expert	6	1098
		Drilled Flexible	Protected		-		183	
2	IXth legion	INFANTRY	Superior	Impact Weapon	-	Shield Cover; Melee Expert	6	906
		Drilled Flexible	Protected		-		151	
3	Xith legion	INFANTRY	Superior	Impact Weapon	-	Shield Cover; Melee Expert	6	906
		Drilled Flexible	Protected		-		151	
4	VIIIth legion	INFANTRY	Superior	Impact Weapon	-	Shield Cover; Melee Expert	6	906
		Drilled Flexible	Protected		-		151	
5	XIIth legion	INFANTRY	Average	Impact Weapon	-	Shield Cover; Melee Expert	6	420
		Drilled Flexible	Unprotected		-		70	
6	VIth legion	INFANTRY	Average	Impact Weapon	-	Shield Cover; Melee Expert	6	420
		Drilled Flexible	Unprotected		-		70	
7	XIIIth legion	INFANTRY	Poor	Impact Weapon	-	Shield Cover; Melee Expert	6	384
		Drilled Flexible	Protected		-		64	
8	XIVth legion	INFANTRY	Poor	Impact Weapon	-	Shield Cover; Melee Expert	6	384
		Drilled Flexible	Protected		-		64	
9	Heavy Cavalry	CAVALRY	Average	Short Spear	Unskilled	Melee Expert	6	702
		Formed Loose	Protected		Javelin		117	

SUGs

10	Numidian Cavalry	CAVALRY	Average	-	Skilled	Combat Shy	6	294
		Skirmisher	Unprotected		Javelin		49	
11	Archers	INFANTRY	Average	-	Experienced	-	9	441
		Skirmisher	Unprotected		Bow		49	

DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

11

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

Outscouting Difference	Deploy
40%	5
50%	6
60%	7

Outscouting Difference	Deploy
70%	8
80%	9
90%	10

Sabis - Later Republican Roman



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

TOTAL POINTS	3286
TuGs to Break	5



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

PBS	8	cards
SCOUTING	2	cards

UG No	Name	Type	Quality	Melee	Shooting Skill	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

TUGs

1	Xth legion	INFANTRY	Exceptional	Impact	-	Shield Cover; Melee Expert	2	366
		Drilled Flexible	Protected	Weapon	-		183	
2	IXth legion	INFANTRY	Superior	Impact	-	Shield Cover; Melee Expert	2	302
		Drilled Flexible	Protected	Weapon	-		151	
3	Xith legion	INFANTRY	Superior	Impact	-	Shield Cover; Melee Expert	2	302
		Drilled Flexible	Protected	Weapon	-		151	
4	VIIIth legion	INFANTRY	Superior	Impact	-	Shield Cover; Melee Expert	2	302
		Drilled Flexible	Protected	Weapon	-		151	
5	XIIth legion	INFANTRY	Average	Impact	-	Shield Cover; Melee Expert	2	140
		Drilled Flexible	Unprotected	Weapon	-		70	
6	VIth legion	INFANTRY	Average	Impact	-	Shield Cover; Melee Expert	2	140
		Drilled Flexible	Unprotected	Weapon	-		70	
7	XIIIth legion	INFANTRY	Poor	Impact	-	Shield Cover; Melee Expert	2	128
		Drilled Flexible	Protected	Weapon	-		64	
8	XIVth legion	INFANTRY	Poor	Impact	-	Shield Cover; Melee Expert	2	128
		Drilled Flexible	Protected	Weapon	-		64	
9	Heavy Cavalry	CAVALRY	Average	Short Spear	Unskilled	Melee Expert	2	234
		Formed Loose	Protected		Javelin		117	

SUGs

10	Numidian Cavalry	CAVALRY	Average	-	Skilled	Combat Shy	2	122
		Skirmisher	Unprotected		Javelin		61	
11	Archers	INFANTRY	Average	-	Experienced	-	2	122
		Skirmisher	Unprotected		Bow		61	

DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

11

Outscouting Difference	Deploy
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Outscouting Difference	Deploy
40%	5
50%	6
60%	7

Outscouting Difference	Deploy
70%	8
80%	9
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

TOTAL POINTS	3050
TuGs to Break	6



2020 final



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

PBS	6	cards
SCOUTING	2	cards

UG No	Name	Type	Quality	Melee	Shooting Skill	Characteristics	No. of Bases	TOTAL PTS
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TUGs

1	Superior Cavalry	CAVALRY	Superior	Short Spear	Unskilled	Shoot & Charge	2	288
		Formed Loose	Protected		Javelin		144	
2	Cavalry	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	2	208
		Formed Loose	Protected		Javelin		104	
3	Cavalry	CAVALRY	Average	Short Spear	Unskilled	Shoot & Charge	2	208
		Formed Loose	Protected		Javelin		104	
4	Soldurii	INFANTRY	Superior	-	-	Fanatic; Devastating Chargers	2	308
		Tribal Flexible	Protected		-		154	
5	Nobles	INFANTRY	Superior	-	-	Devastating Chargers	2	196
		Tribal Flexible	Protected		-		98	
6	Nobles	INFANTRY	Superior	-	-	Devastating Chargers	2	196
		Tribal Flexible	Protected		-		98	
7	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected		-		70	
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11	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected		-		70	

SUGs

12	Slings	INFANTRY	Average	-	Experienced	-	2	108
		Skirmisher	Unprotected		Sling		54	
13	Javelinmen	INFANTRY	Average	-	Experienced	-	2	78
		Skirmisher	Unprotected		Javelin		39	

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