

# PUBLIUS CRASSUS IN AQUITANIA

## CONQUEST OF GAUL Scenarios

By Frédéric Bey

After his victory over Belgae, Caesar in 56 BC turned against the western Gallic tribes. While he personally dealt with Armorica and Veneti, Caesar sent the young Publius Crassus (son of the triumvir) to subjugate Aquitania. Crassus, legate of the Legio VII, received two extra cohorts and completed his 12-cohort army with auxiliaries and a strong cavalry.

When Crassus arrived in August 56 BC in the territory of the Sotiates (one of the strongest tribes of Aquitania), he was attacked while on the march. The Gauls first conducted a cavalry battle which turned in Roman favor. Then, they launched their infantry, hidden by small hills, on the Roman cohorts scattered in pursuit of Sotiate cavalymen. After a long and bloody fight, the Sotiates fled in disorder to their *oppidum* (probably Sos, in "Lot et Garonne," southwestern France). Despite their desire to save their independence, these Gauls quickly surrendered to Crassus, who had proven with this victory his ability.

A few weeks later, Crassus marched against the Vocates and Tarusates. These two other tribes from Aquitania were quietly afraid of Roman power after the Sotiate defeat. They called all around for reinforcements. Their Iberian allies sent them some experienced contingents. As a matter of fact, Spain was rich in soldiers who knew something about Roman tactics, having fought several years before under Sertorius (see C3i #10). Crassus tried to move quickly. The Aquitani protected themselves, using the Iberian-taught skill of

constructing a Roman-like camp.

Crassus was unable to besiege the Vocates and Tarusates troops, because he was too far from his supply source and not numerous enough to control the country. He dare not split his small army. Instead, he planned a direct assault on the Aquitani camp (the only time in the Gallic Wars that a Roman legion would assault an enemy camp). Crassus deployed his army in two lines, with the veteran cohorts on both wings and in the second row; auxiliaries and Provincial cohorts held the center. He left some cohorts to guard his own camp. The Aquitani, confident in their fortified position, decided to stay inside and await the attack. The first Roman assault was not sufficient to break the fortified position. The Vocates and Tarusates threw plenty of projectiles at the Roman soldiers, who suffered heavily. Seeing that the Aquitani and their Iberian allies had not garrisoned the opposite side of the camp, Crassus used his reserve cohorts from his own camp to attack the enemy camp in the rear. Using a hidden approach march, these cohorts stormed the few troops they met and entered the Aquitani camp. The Vocates and

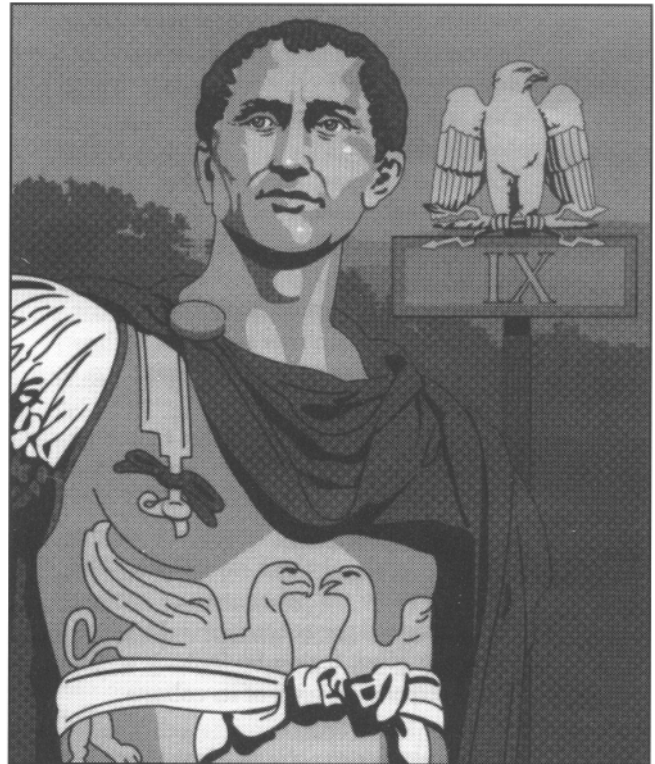
Tarusates army collapsed. The Gallic soldiers fled into the countryside where they were totally destroyed by pursuing Roman cavalry. This was the end of free Aquitania.

### Leader Counters

All the counters for these scenarios are found in *CONQUEST OF GAUL* except for the leader counters marked with an asterisk (\*), which will be provided on an upcoming C3i insert. Only P. Crassus and Adiatuanos are historical names (Caesar, *Gallic Wars*, Book III, chapters 11 and 20-27).

BATTLES OF:			
SOS 56 B.C.		AQUITANI CAMP 56 B.C.	
			
4 3 1 2	4 3 1 2	2/6 2 1	2/6 2 1
			
4 3 1 1	4 3 1 1	2/5 2 1	2/5 2 1
			
4 3 0 1	4 3 0 1	2/3 2 1	2/3 2 1

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## BATTLE OF SOS, 56 BC

**Map:** Use the right half of the **Sabis** map from *CONQUEST OF GAUL*. Roman cohorts rout to their Aquila, other Romans units to map edge, between hexes 2343 and 2743. The Sotiates rout to the closest map edge of 4244-4223 or 1023-4223.

### Initial Deployment

Roman Army— Free orientation, Set up first	
*P. Crassus [OC]	2639
*Balbus, Cavalry Prefect [a]	2633
Aquila VII	2639
<b>Legio VII:</b>	
CO 1 and 2	2737
CO 3 and 4	2638
CO 5 and 6	2639
CO 7 and 8	2540
CO 9 and 10	2541
Catapult VII	2539
<b>Provincial Cohorts:</b>	
CO 6 Rec (XI)	2836
CO 6 Rec (XII)	2836
<b>Auxiliaries:</b>	
Balearic SK 1	2736
Crete SK 1	2837
<b>Cavalry:</b>	
Gaul LN 1-2	2733, 2633
Gaul RC 1	2533

Sotiates Army— Free orientation	
*Adiatuanos [OC/TC]	4230
*Correos (Cavalry chief) [a]	2225
*Epedorix (LI chief) [a]	4030
Sotiates use Helvetian counters	
Helvet BC 1-2	2125, 2225
Helvet LN	2324
Helvet LI 5-13	3929, 3930,
4029-4031, 4128-4131	
Helvet BI 10-18	4226-4234
a = Only P. Crassus and Adiatuanos are historical names.	

**Command:** P. Crassus is a Proconsul (PC). He is the legate of Legio VII and of the two Provincial cohorts, which are considered to be Legio VII. As overall commander, he can also give individual orders to all Romans units (including SK, during the auxiliary phase). Adiatuanos is overall commander for the

Sotiates army. He directly commands BI, but can also give orders to all Sotiates units. The other two Sotiates chiefs and the Roman Cavalry Prefect can only give orders to units from their command (LI Sotiates, Sotiates Cavalry, Roman Cavalry, respectively).

**Ambush:** Sotiates infantry cannot move until the first combat between Sotiates and Roman cavalry. Romans don't see Sotiate infantry at the beginning of the game, because they are hidden by the hills. No Roman unit may cross the crest line (2743-2722) before a Sotiate cavalry unit does or before a Sotiate infantry unit reaches the line parallel to the crest (2943-2823).

**Victory:** Romans withdraw when 40 TQ points are eliminated. Sotiates withdraw when 30 TQ points are eliminated.

**Balance:** The battle largely favors the Romans, if they avoid scattering.

### Army Size and TQ Levels

Army	Size	TQ Points	Rout Ratio
Romans	74	102	40%
Sotiates	123	122	25%



## BATTLE AT THE AQUITANI CAMP, 56 BC

**Map:** Use the **Sabis** map from *CONQUEST OF GAUL*. Roman units from Crassus' group rout to their Aquila, but other Roman units rout to map edge 42xx. Aquitani rout to the map edge 42xx (through camp gates).

### Initial Deployment

Roman Army— All facing the camp	
*P. Crassus	2319
Aquila VII	2319
<b>Legio VII:</b>	
CO 1 and 2	2319
CO 4 and 5	2317
CO 6 and 8	2516
CO 9 and 10	2520
Catapult VII	2318
<b>Provincial Cohorts:</b>	
CO 6 Rec (XI)	2518
CO 6 Rec (XII)	2518
<b>Auxiliaries:</b>	
Balearic SK 1	2717
Crete SK 1	2719

### Aquitani Army—Anywhere in camp in hexes 30xx-34xx; One unit in 3819

Vocates use Helvetian counters  
**Bagmanius** (Vocates TC) [OC] [a]  
 Helvet BI 25  
 Helvet LI 6-11  
 Helvet BC 2

Tarusates use Briton counters  
**Cingetorix** (Tarusates TC) [a]  
 Briton LI 16-20  
 Briton LC 4

Iberians use Parisii counters  
**Homerus** (Iberian TC) [a]  
 BI 7-8  
 BI 11-14

a = Only P. Crassus is an historical name.

**Command:** P. Crassus is a Proconsul (PC). He is the legate of Legio VII and of the two Provincial cohorts, which are considered to be Legio VII. As overall commander, he can also give individual orders to all Romans units (including SK, during the auxiliary phase). Bagmanius is overall commander for the Aquitani army (Tribal Chief). He directly commands Vocates units but can also give orders to all Tarusates and Iberians. The two other chiefs, the Roman Cavalry Prefect and the Roman Tribune can only give orders to units

from their command (Tarusates, Iberians, Roman Cavalry and Reserve Cohorts, respectively).

**Aquitani Camp:** Rule 6.7, except for 6.74 and 6.75, is applied. The Aquitani camp has the following effects on movement (+1 MP and 1 Cohesion hit) and combat (1L if all attackers attack across a fortified hex, and -1 to dice of missile fire from units on the camp hex sides when firing at units outside the camp). Towers are ignored (considered as wall). Roman cavalry cannot enter the camp, except through gates after at least two Romans cohorts are already inside the camp (gates are then considered as opened and there no more extra cost and cohesion penalty to enter the camp through them). Aquitani units can exit the camp without any extra cost and cohesion penalty through gates, or with the above extra cost and cohesion penalty through fortified hex (walls).

**Aquitani Movement Limit (Optional):** Aquitani units (except the unit which starts the game in 3819) cannot cross the 35xx hexrow and (except for cavalry units) cannot exit the camp. Aquitani routing units don't follow this restriction (see rout direction), but if they are rallied they must come back between 30xx and 34xx row (inside camp). This restriction is cancelled if Roman units from Crassus' group cross the 33xx hexrow, or if a Roman unit from the Falco/Balbus group enters the camp.

**Aquitani Panic:** As soon as a Roman unit enters the Aquitani camp, add +1 to all Aquitani cohesion check dice rolls. As soon as a Roman CO from Falco's group enters the camp, add +2 instead of +1.

**Victory:** Romans withdraw when 40 TQ points are eliminated. Sotiates rout when 27 TQ points are eliminated.

**Balance:** This is a difficult battle for the Roman side, but the surprise arrival of the reserve cohorts can swing the tide for Crassus.

### Army Size and TQ Levels

Army	Size	TQ Points	Rout Ratio
Romans	74	102	40%
Aquitani	103	106	25%