

Genus hoc est ex essedis pugnae. Primo per omnes partes
perequitant et tela coniciunt atque ipso terrore equorum
et strepitu rotarum ordines plerumque perturbant et,
cum se inter equitum turmas insinuaverunt, ex essedis
Line 5 desiliunt et pedibus proeliantur. Aurigae interim paulatim
ex proelio excedunt atque ita currus collocant ut, si illi
a multitudine hostium premantur, expeditum ad suos
receptum habeant. Ita mobilitatem equitum, stabilitatem
peditum in proeliis praestant.

Bellum Gallicum 4.33

5. Answer the following question(s) in English unless a question specifically asks you to write out Latin words.
- A. i. According to lines 2-3 (*ipso...perturbant*), what is one and only one thing that disturbs the Roman soldiers?
ii. Write out the corresponding Latin word or words for that thing.
 - B. According to *cum...proeliantur* (lines 4-5), what is one and only one thing that the Britons do immediately after they have infiltrated the cavalry squads?
 - C. What Latin word is the subject of *collocant* (line 6)?
 - D. i. Translate in context *a multitudine hostium* (line 7).
ii. Identify the case of *hostium*.
 - E. According to lines 6-8 (*ut...habeant*), why do the Britons keep the chariots nearby during battle?
 - F. What Roman social class had a name derived from the Latin word for “horse” because members of that social class were wealthy enough to keep a horse?

STOP
END OF EXAM

Question 5: Short Answer, Caesar		8 points
A(i)	loud sounds (of the chariots' wheels); (the chariots') wheels OR terror, fear (caused by the horses); the (chariots') horses	1 point
A(ii)	<i>strepitu (rotarum); (strepitu) rotarum</i> OR <i>(ipso) terrore (equorum); (ipso terrore) equorum</i>	1 point
B	they leap (from their chariots); get down, descend, dismount (from horses/chariots) OR they attack, fight, battle, advance (on foot)	1 point
C	<i>Aurigae</i>	1 point
D(i)	<i>a</i> : by/from multitudine : a multitude, many [if taken adjectively with <i>hostium</i>] hostium : (of) enemies, hostiles, (the) enemy	1 point
D(ii)	genitive	1 point
E	so that they can (easily/quickly) escape, retreat, flee (from enemies); help (their soldiers)	1 point
F	<i>Equites</i> , knights, equestrian (class), (<i>ordo</i>) <i>equitum</i> , <i>eques</i>	1 point