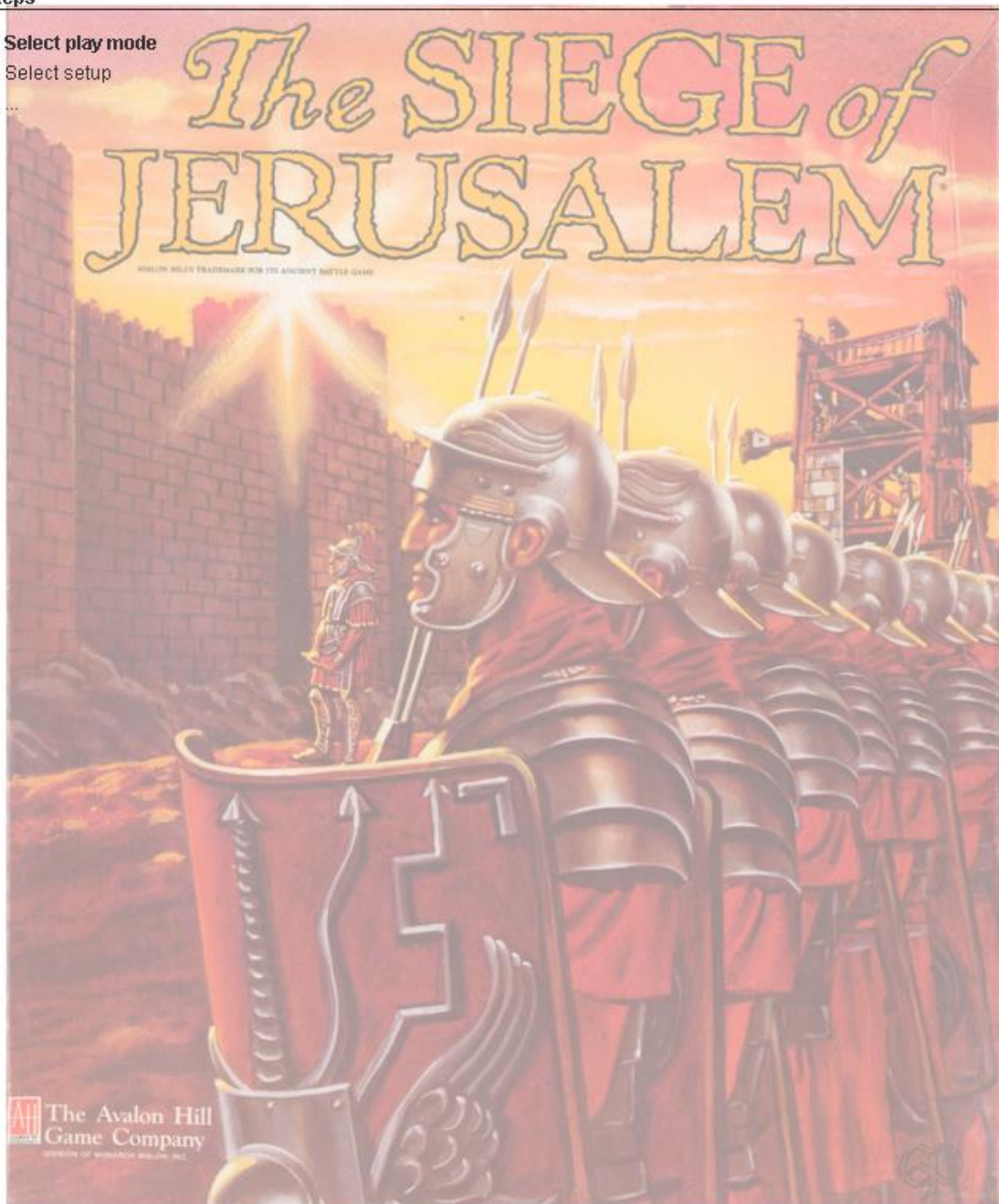


The Siege of Jerusalem

Menu Overview

Steps

1. Select play mode
2. Select setup
3. ...



Select play mode

- Start new game offline
- Look for a game online
- Load saved game

Show Wizard at startup?

Upon selecting The Siege of Jerusalem vassal module, you will be asked to select one of the three options:

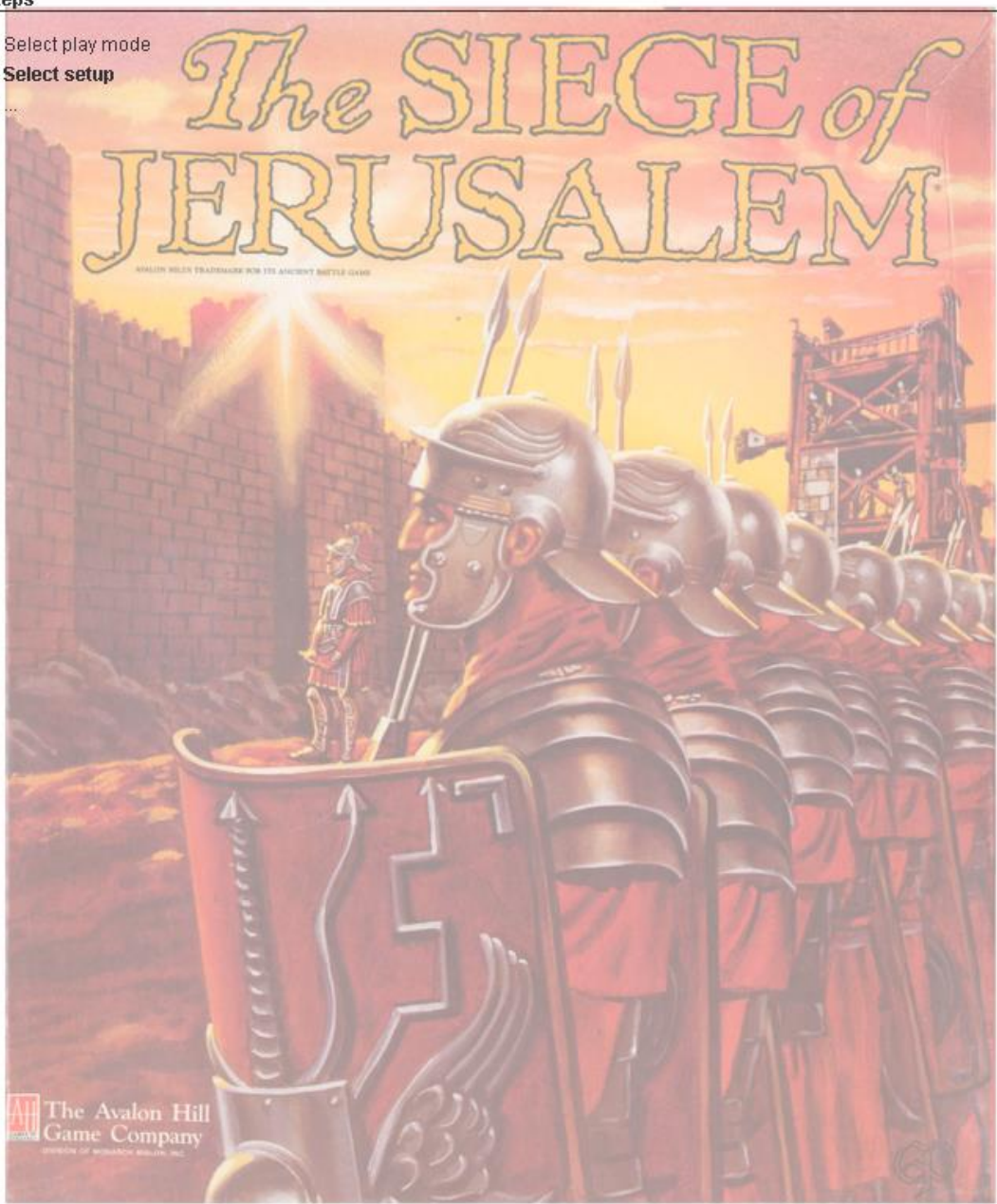
- Start new game offline
- Look for a game online
- Load saved game

For this tutorial select:

- Start new game offline
- Then select Next>

Steps

1. Select play mode
2. **Select setup**
3. ...



Select setup

Select setup

Select setup

Help

< Prev

Next >

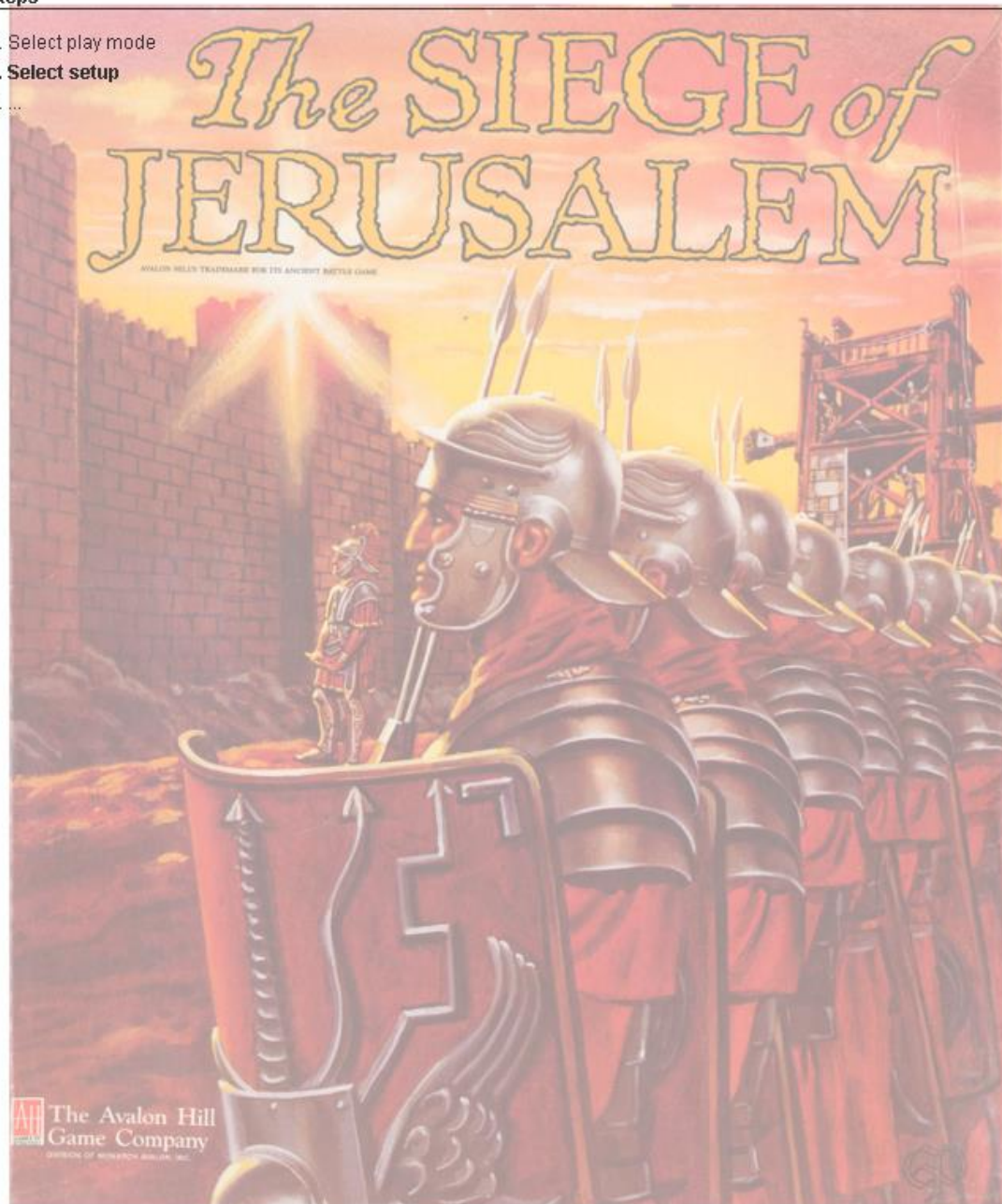
Finish

Cancel

Next click on the pull down for Select setup.

Steps

1. Select play mode
2. **Select setup**
3. ...



Select setup

Select setup

Select setup

- The Assault of Gallus 66 AD - Introductory Scenario
- The Rebellion 66 AD
- Pre-Emptive Roman Response 66 AD
- Assault on the Temple 70 AD
- The Full Siege Campaign Game 70 AD

Select setup

Help

< Prev

Next >

Finish

Cancel

You may now select any of the scenarios listed.

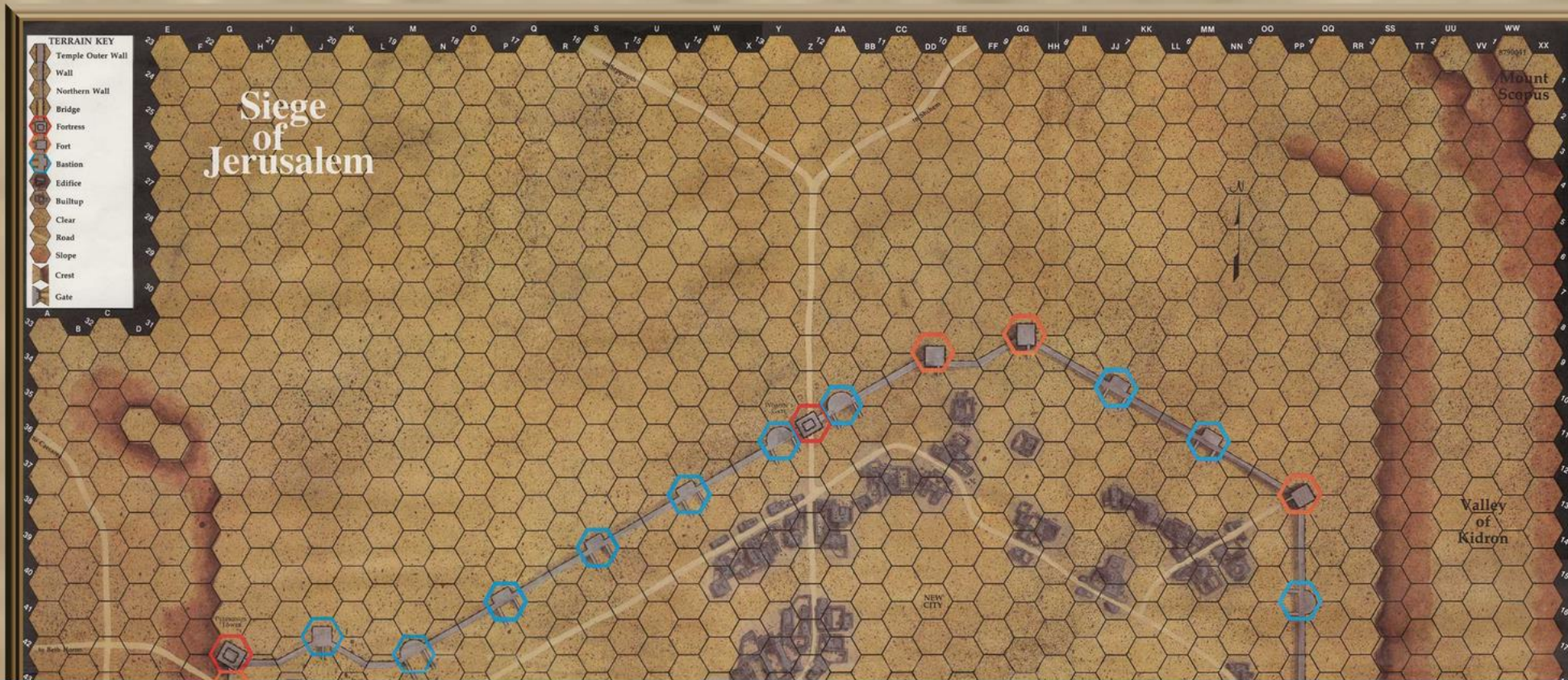
For this tutorial go ahead and select The Assault of Gallus 66 AD – Introductory Scenario

Then select Next
Leave on <observer> or select Romans or Judeans or Referee.

Then select Finish

Hover your mouse cursor over this line until you see the cursor change to this shape

Then pull the gray divider line between the map area and the text window up as high as it will go. (You could of course make the map smaller and the text window bigger if that was your intent.)



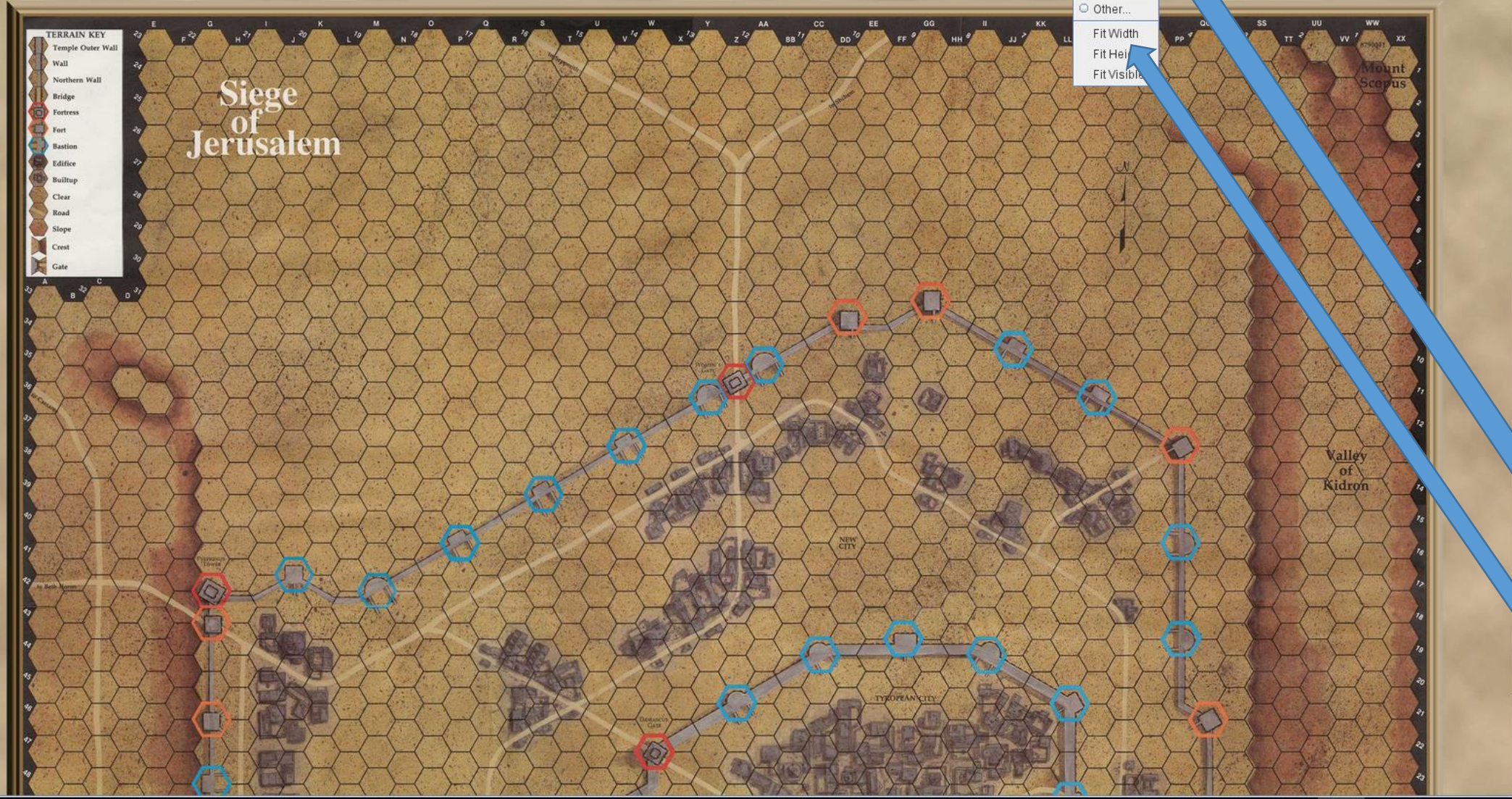
When the module opens it should look something like this but may vary depending on you monitor setup.

Let's maximize the screen for optimal viewing...for my tastes anyway, your tastes may vary.



- 160%
- 100%
- 60%
- 40%
- 25%
- Other...
- Fit Width
- Fit Height
- Fit Visible

TERRAIN KEY	
	Temple Outer Wall
	Wall
	Northern Wall
	Bridge
	Fortress
	Fort
	Bastion
	Edifice
	Buildup
	Clear
	Road
	Slope
	Crest
	Gate

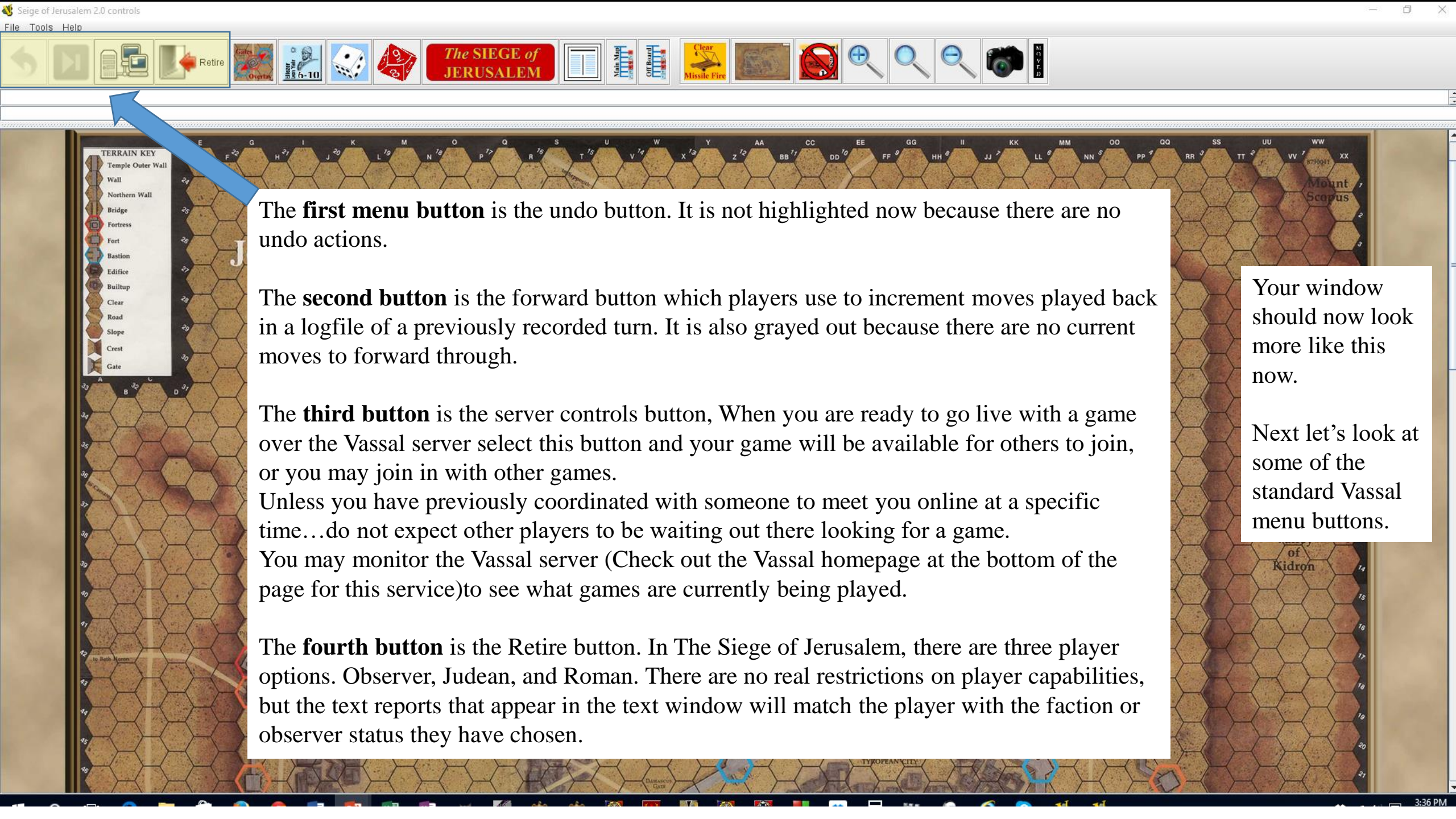


Your window should look more like this now.

Next lets resize the map to maximize the screen's width.

Select the middle magnifying glass icon from the menu.

Then Select Fit Width



The **first menu button** is the undo button. It is not highlighted now because there are no undo actions.

The **second button** is the forward button which players use to increment moves played back in a logfile of a previously recorded turn. It is also grayed out because there are no current moves to forward through.

The **third button** is the server controls button, When you are ready to go live with a game over the Vassal server select this button and your game will be available for others to join, or you may join in with other games. Unless you have previously coordinated with someone to meet you online at a specific time...do not expect other players to be waiting out there looking for a game. You may monitor the Vassal server (Check out the Vassal homepage at the bottom of the page for this service)to see what games are currently being played.

The **fourth button** is the Retire button. In The Siege of Jerusalem, there are three player options. Observer, Judean, and Roman. There are no real restrictions on player capabilities, but the text reports that appear in the text window will match the player with the faction or observer status they have chosen.

Your window should now look more like this now.

Next let's look at some of the standard Vassal menu buttons.



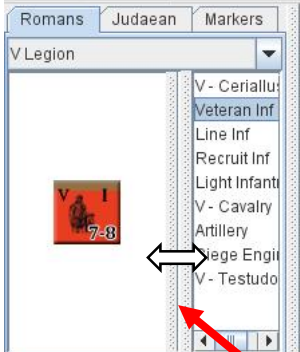
Gates Overlay menu button



Moving on to The Siege of Jerusalem specific menu buttons, the next button is the Gates Overlay menu button. Selecting this button places an overlay of the gates map from the rulebook and the replacement/reinforcement data for each area of the city.

Scroll the map down to see what the overlay contains, then turn it off by selecting the Gates Overlay menu button again.



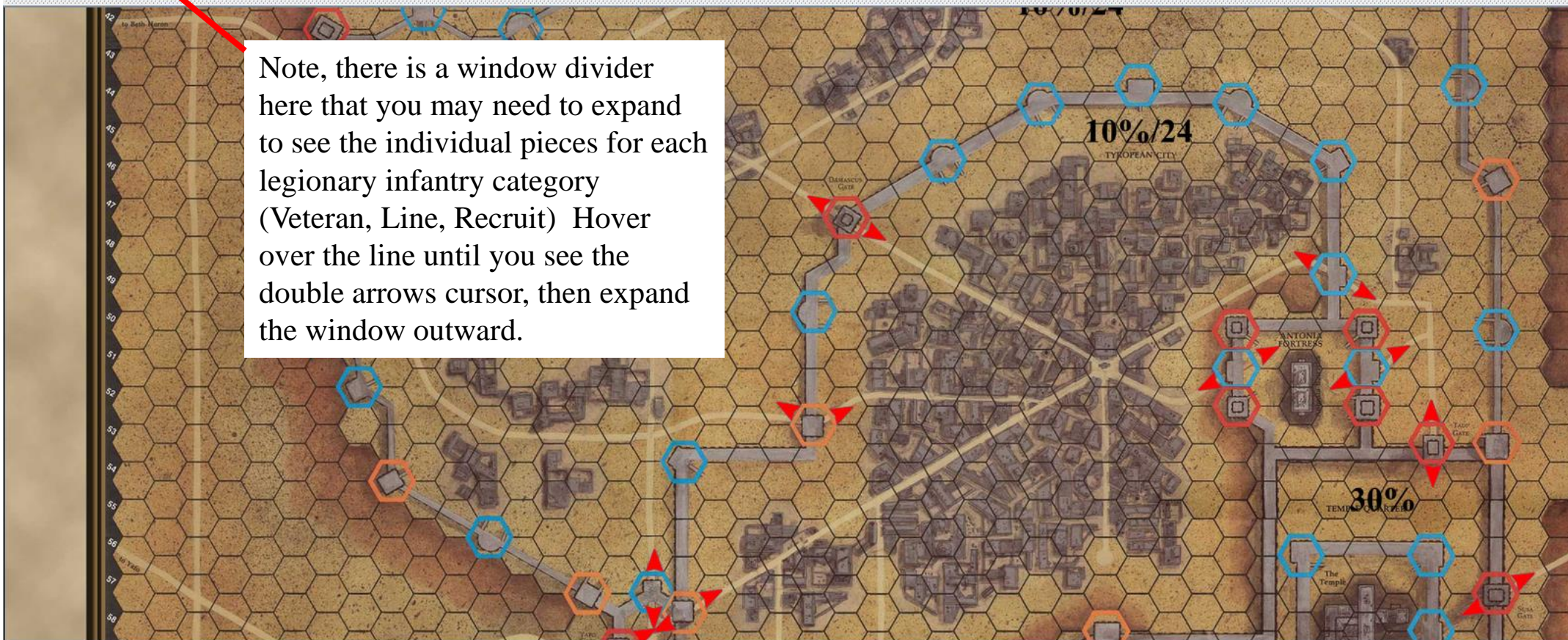


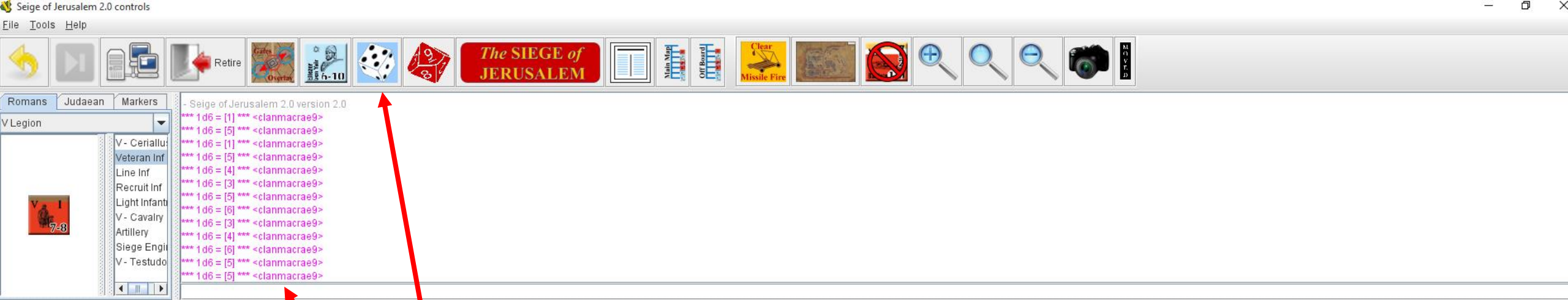
- Seige of Jerusalem 2.0 version 2.0

Note, there is a window divider here that you may need to expand to see the individual pieces for each legionary infantry category (Veteran, Line, Recruit) Hover over the line until you see the double arrows cursor, then expand the window outward.

The next button is the Pieces button, selecting this will open the tabbed panels in which your pieces can be selected.

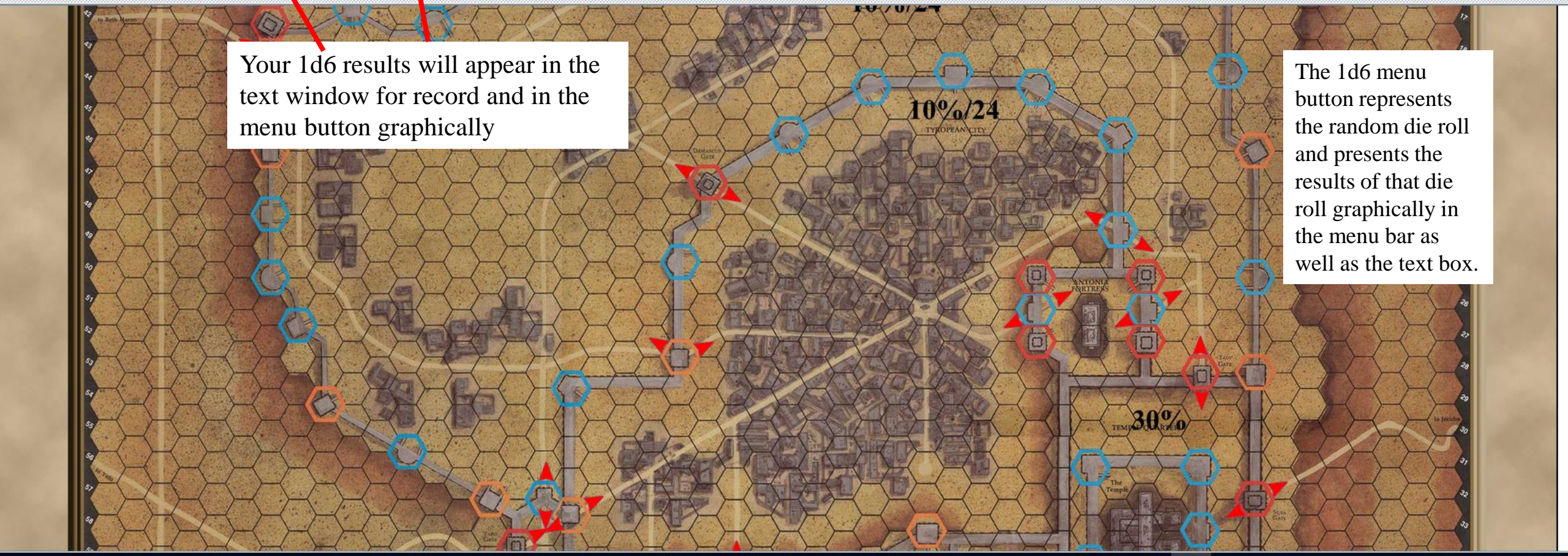
*****Note that in The Siege of Jerusalem module, all of your startup pieces excluding the markers have been preselected and are available in the scenarios window to be covered shortly.**





Your 1d6 results will appear in the text window for record and in the menu button graphically

The 1d6 menu button represents the random die roll and presents the results of that die roll graphically in the menu bar as well as the text box.





The SIEGE of JERUSALEM

The Scenario Menu Button

THE ASSAULT OF GALLUS INTRODUCTORY SCENARIO

In November of 66 A.D., six months after Gessius Florus' garrison was ejected from Jerusalem, Cestius Gallus, the Governor of Syria reached Jerusalem with the veteran XII Legion. His seasoned troops were a much better force than Florus', but were still inadequate for a general assault. However, Agrippa's Wall (represented as the North Wall in the game) was a weak link which Gallus decided to attack. It enclosed a largely open area where his Legion could operate advantageously. Had his attack succeeded, the Revolt would have been doomed. But the Romans failed to achieve a lodgement and when Gallus received warning of the approach of a Zealot relief column, he ordered a precipitate retreat westward. The Zealot reinforcements, under Eliezer ben Yair, mauled his legion as it withdrew along the Beth Horon Road, seizing its artillery train. Legio XII Fulminata would not be reconstituted until four years later, when it reappeared below Jerusalem's walls.

JUDAEAN FORCES:

5	5	1	6	3	1	8	13
1	3	7	1	9	14		

The Giora Faction and two Zealots are removed temporarily as the garrison of the South Wall. The scenario is played only on the North Wall (from O50 to Women's Gate to QQ31). The remaining Judeans are set up first inside the New City on or within its outer walls. Reserves (18.61) and Garrison forces (18.4) are not used and Roman entry of Garrison Areas is not allowed (e.g., Romans may never enter P50 or QQ32).

ROMAN FORCES: The Romans setup second anywhere outside Jerusalem no closer than five hexes from any Elevated Hex after observing the Judeaean deployment. The Roman may not engage in Mining (19.2). The game begins with a Roman Fire Phase (4.12).

1	2	4	1	1	1	6
10	10	10	9	6	3	

TURN RECORD TRACK

Turn	2	3	4	5	6	7	8	9	10
------	---	---	---	---	---	---	---	---	----

The big menu button titled The Siege of Jerusalem is the scenario menu button. Selecting it opens the tabbed panel holding all of the scenario panes. As you can see, The Assault of Gallus Introductory Scenario is pre-populated with your specific game pieces for this scenario. When you are ready for setup you will go to the appropriate scenario tab and begin placing the pieces onto the map per the setup instructions.

*****NOTE:** Some scenarios require the use of panels from other scenarios, In this case, the scenarios will dictate the other panels to look for additional units.



*** Variable Dice Roll = 24 *** <clanmacrae9>

The SIEGE of JERUSALEM



The Charts Menu Button

Combat TEC Map with Gates

🔍 🔍 🔍 🔍 🔍

MELEE TABLE								Results Applicable to Defender Only		
Adjusted Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7+1
5	1	—	—	—	—	—	—	—	B	D
4	0	—	—	—	—	—	—	B	D	E
3	1	—	—	—	—	—	—	B	D	E
2	2	—	—	—	—	B	D	E	BE	DE
1	3	—	—	—	B	D	E	BE	DE	EE
0	4	—	—	B	D	E	BE	DE	EE	BEE
—	5	—	B	D	E	BE	DE	EE	BEE	DEE
—	6*	—	B	D	E	BE	DE	EE	BEE	DEE
—	7	B	D	E	BE	DE	EE	BEE	DEE	EEE
—	8	D	E	BE	DE	EE	BEE	DEE	EEE	DEEE

—: No Effect
 B: Retreat all units one or two hexes; defender may choose "D" result instead. Units attacked by Heavy Infantry in their Ground level ZOC may retreat only one hex (9.21).
 D: Disrupt & retreat a unit; retreat optional from Siege Engine, Testudo, or Fortress hex.
 E: Eliminate one unit.
 Base unit in Escalade hex cannot be affected until it is the only unit in hex.
 Base/Pushing units cannot be affected by Melee from Elevated Hex.
 * Die Roll ≥ 6: Continuous Combat: Recalculate odds & attack if defending hex not vacated.
 drm: -1 drm per additional attacking Legion/Faction in same attack (11.842)
 -1 Defender is in Built-Up (not Edifice) hex
 -1 drm if Fresh Heavy Infantry in defender's hex
 -1/+1 drm if defending/attacking with Commander
 -1/+1 drm if defending/attacking with Cohort Integrity in one hex
 -1/+1 drm if Judeans defending/attacking in Temple Quarter (11.16)
 +1 drm if Judeans attacking at night
 +1 drm if Routed defending unit(s) in defender's hex
 +2 drm if Panicked defending unit(s) in or adjacent to defender's hex
 +2 drm per additional defending Legion/Faction in same hex
 Extreme Odds: -1/+1 drm per odds multiple < 1-4 or > 7-1 (11.83)
 Melee Flank Attacks: 2×Attack Factor (11.85)

* Artillery Original roll of 1 Disrupts friendly unit adjacent to target (9.31).
 D: Disrupt one unit for each "D".
 E: Eliminate one unit for each "E".

TARGET HEX		ARTILLERY OR MISSILE ATTACK FACTORS						ATTACK MULTIPLES	
Fortress (red)	4	8	16	24	32	40	48	56	8
Fort (orange)	4	7	14	21	28	35	42	49	7
Bastion*, Armored Tower	3	6	12	18	24	30	36	42	6
Wall, Bridge, Ram	3	5	10	15	20	25	30	35	5
Built-up, North Wall, Tower	2	4	8	12	16	20	24	28	4
Testudo, Artillery on Ground	2	3	6	9	12	15	18	21	3
Breach, Broken Testudo	1	2	4	6	8	10	12	14	2
Clear, Slope, Ramp, Escalade	NA	1	2	3	4	5	6	7	1

*: Temple Quarter Outer Wall hexes = Bastions.

ADJUSTED DIE ROLL	RESULT									
≤ -1	—	—	—	—	—	—	—	—	—	D
0	—	—	—	—	—	—	—	—	D	D
1*	—	—	—	—	—	D	D	DD	DD	DD
2	—	—	—	—	D	D	DD	DD	DD	DD
3	—	—	—	D	D	DD	DD	DD	DE	DE
4	—	—	D	D	DD	DD	DE	DE	DE	DE
5	—	D	D	DD	DD	DE	DE	EE	EE	EE
6	D	D	DD	DD	DE	DE	EE	EE	EE	EE
7	D	DD	DD	DE	DE	EE	EE	EE	EE	EE
≥ 8	DD	DD	DE	DE	EE	EE	EE	EE	EE	EE

drm: -1 if firing through Tower (9.13) -1 if firing from Ground Level through Breach to Ground level target*
 -1 if using Indirect Fire (9.9)* -1 if Judean Artillery firing outside Primary Range
 -1 if Fresh Heavy Infantry in hex** +1 if Militia in target hex
 -1 if firing from Breach +1 Per attacking Cauldron

Extreme Odds: +1 Per Attack Multiple > Maximum (13.4) *Only these two cases are not cumulative with each other.
 ** NA if Testudo, Siege Engine, Foederatti, or Syrian Archers in target hex, or if Artillery is Primary Target.
 Defender chooses unit affected and applies result one unit at a time.
 Base unit in Escalade hex cannot be affected until it is the only unit in the hex.
 Missile units doubled for Wall Attack bonus (9.8).

LOF DETERMINATION TABLE				
Firing From	TARGET HEX			
	Fortress, Tower	Bastion	Wall, Bridge	other
Fortress, Tower	F	F	FB*	FBW*
Bastion	F	FB	FB	FBW
Wall, Bridge	FB@	FB	FB	FBW
all other hexes	FBW@	FBW	FBW	FBWPC

OBSTACLES:
 B: Bastion C: Friendly or intervening Combat unit; must use Indirect Fire
 F: Fortress W: Wall/Ramp P: Built-up Area
 B*, W*: If the obstacle hex is closer (not equidistant) to the target than it is to the firing hex, LOF is blocked.
 B@, W@: If the obstacle hex is closer (not equidistant) to the firing hex than it is to the target, LOF is blocked.
 If LOF crosses any part of hex (excluding hexesides) listed in Table, fire cannot pass beyond that hex. LOF is not allowed through an Edifice hex except to/from central hex of Temple (10.3). See also 9.52 for Ground level fire through Crest hexesides between non-adjacent units.

BREACH TABLE				
Breach Factors	Die Roll			
1	2	3	4	5
1	—	1	2	3
2	1	2	3	4
3	2	3	4	5
4+	3	4	5	6

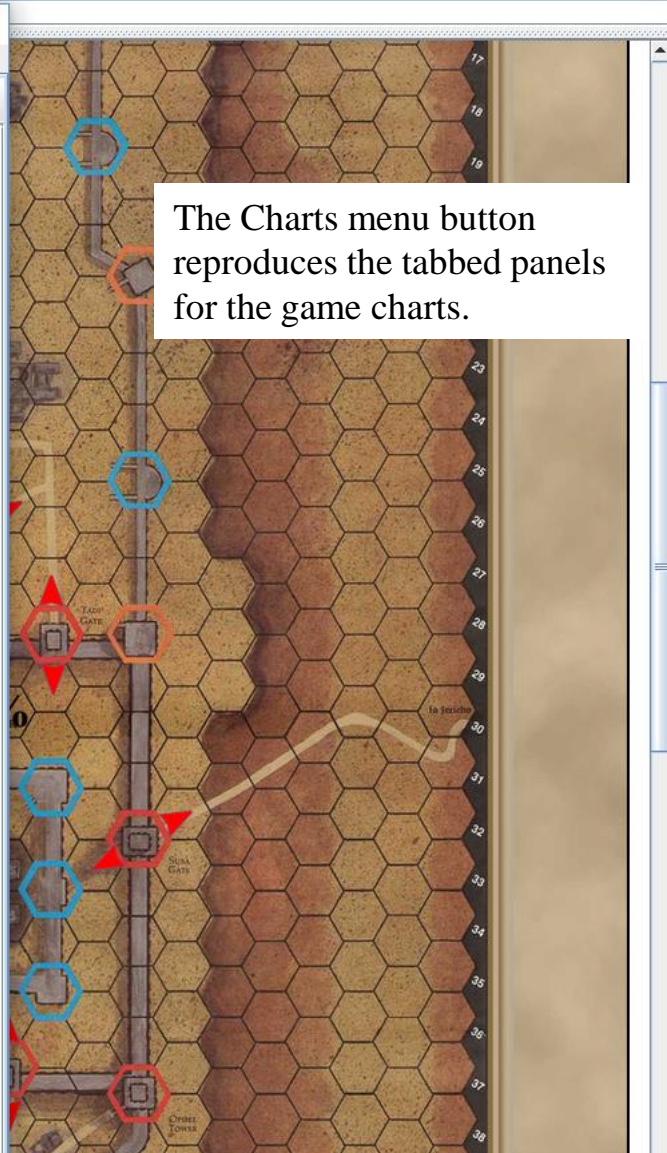
BREACH DEFENSES	
Fortress	15
Fort	12
Bastion	10
Temple Outer Wall	10
Wall	8
Bridge	5
North Wall	6

WEAPONS EFFECT CHART							
ATTACK TYPE	Attacking Units	Primary Range		Secondary Range		Tertiary Range	
		Hexes	AF	Hexes	AF	Hexes	AF
Artillery	Catapult	1-4	2	5-6	1	—	—
	Onager	1-5	4	6-7	3	8-9	1
	Ballista	1-6	7	7-9	5	10-12	2
Missile	Militia, Foederatti	1-2	2	3-4	1	—	—
	Archer, Regular	1-2	3	3-4	1	—	—
Siege Engine, Rock	Ram, Armored Tower	1	1*	*May only attack Elevated Hexes using Breach Table. May attack lower, adjacent units from Elevated Hexes.			
	Zealot, Militia, Cauldron	1	2				

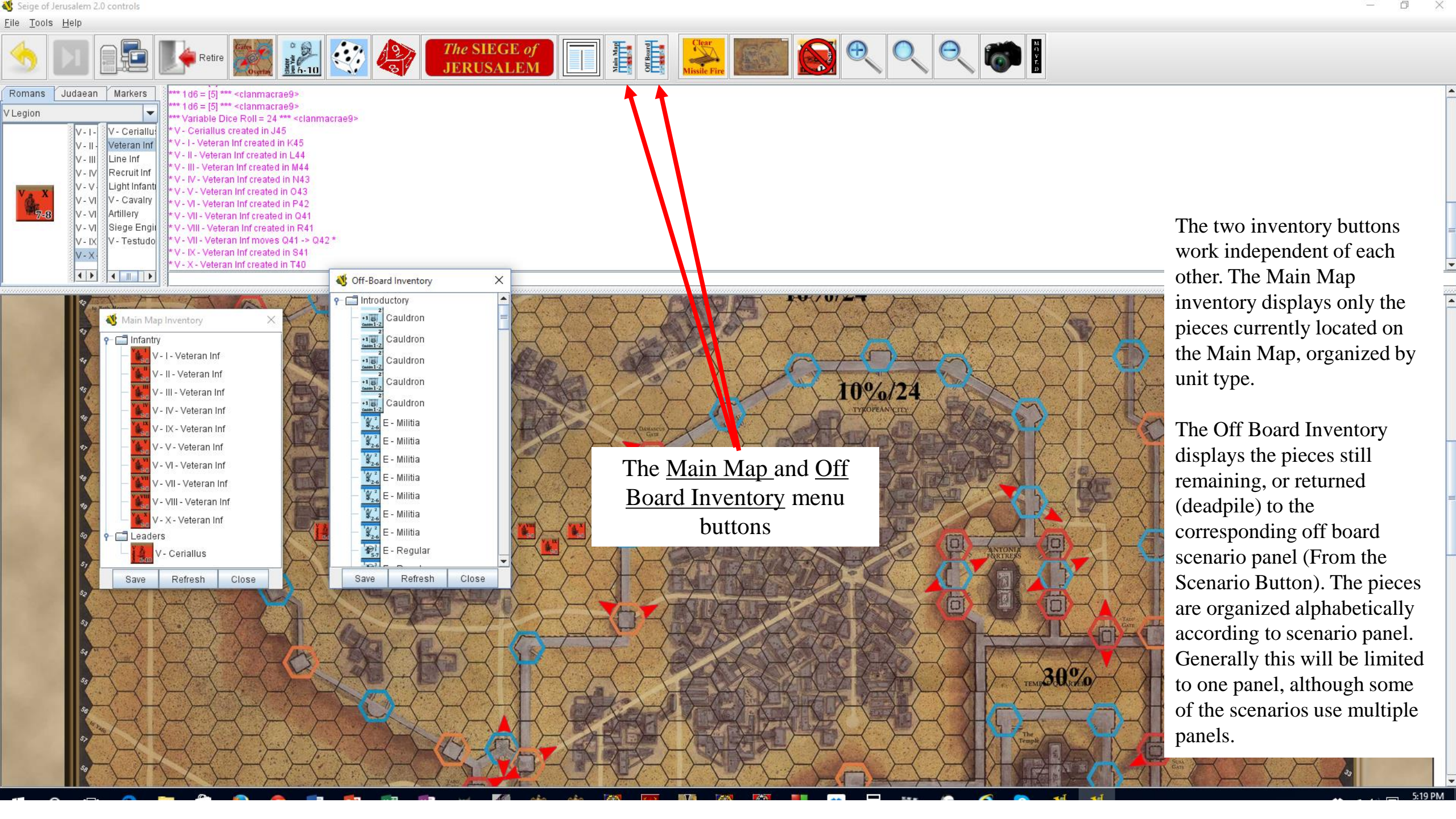
JUDAEAN RESERVE ACTIVATION MODIFIERS	
drm CAUSE:	DRM
+1 Night Turn	—
+1 Activating in Upper or Lower Cities or City of David	—
+1 Judeans control Temple Quarter with no Romans within its exterior walls	+2
+1 New City or Tyropean City has not been leveled	+3
-2 Romans control Temple Quarter	—

MINE SHAFT DAMAGE		
ENGINEERING DIE ROLL	HEXES AFFECTED	DAMAGE DRM
1	3	+1
2	3	+2
3	3	+3
4-6	5	—

ACTIVATION TABLE	
dr UNIT:	TOTAL
1-3	Militia (2-6)
4-5	Regular (5-7)
6	Zealot (7-7)
AREA TOTAL	
New City	24
Tyropean	28
City of David	35
Lower City	40
Upper City	40



The Charts menu button reproduces the tabbed panels for the game charts.



Romans Judaean Markers
V Legion
V - I - Ceriallus
V - II - Veteran Inf
V - III - Line Inf
V - IV - Recruit Inf
V - V - Light Infant
V - VI - Cavalry
V - VI - Artillery
V - VI - Siege Engil
V - IX - V - Testudo
V - X -
*** 1 d6 = [5] *** <clanmacrae9>
*** 1 d6 = [5] *** <clanmacrae9>
*** Variable Dice Roll = 24 *** <clanmacrae9>
* V - Ceriallus created in J45
* V - I - Veteran Inf created in K45
* V - II - Veteran Inf created in L44
* V - III - Veteran Inf created in M44
* V - IV - Veteran Inf created in N43
* V - V - Veteran Inf created in O43
* V - VI - Veteran Inf created in P42
* V - VII - Veteran Inf created in Q41
* V - VIII - Veteran Inf created in R41
* V - VII - Veteran Inf moves Q41 -> Q42 *
* V - IX - Veteran Inf created in S41
* V - X - Veteran Inf created in T40

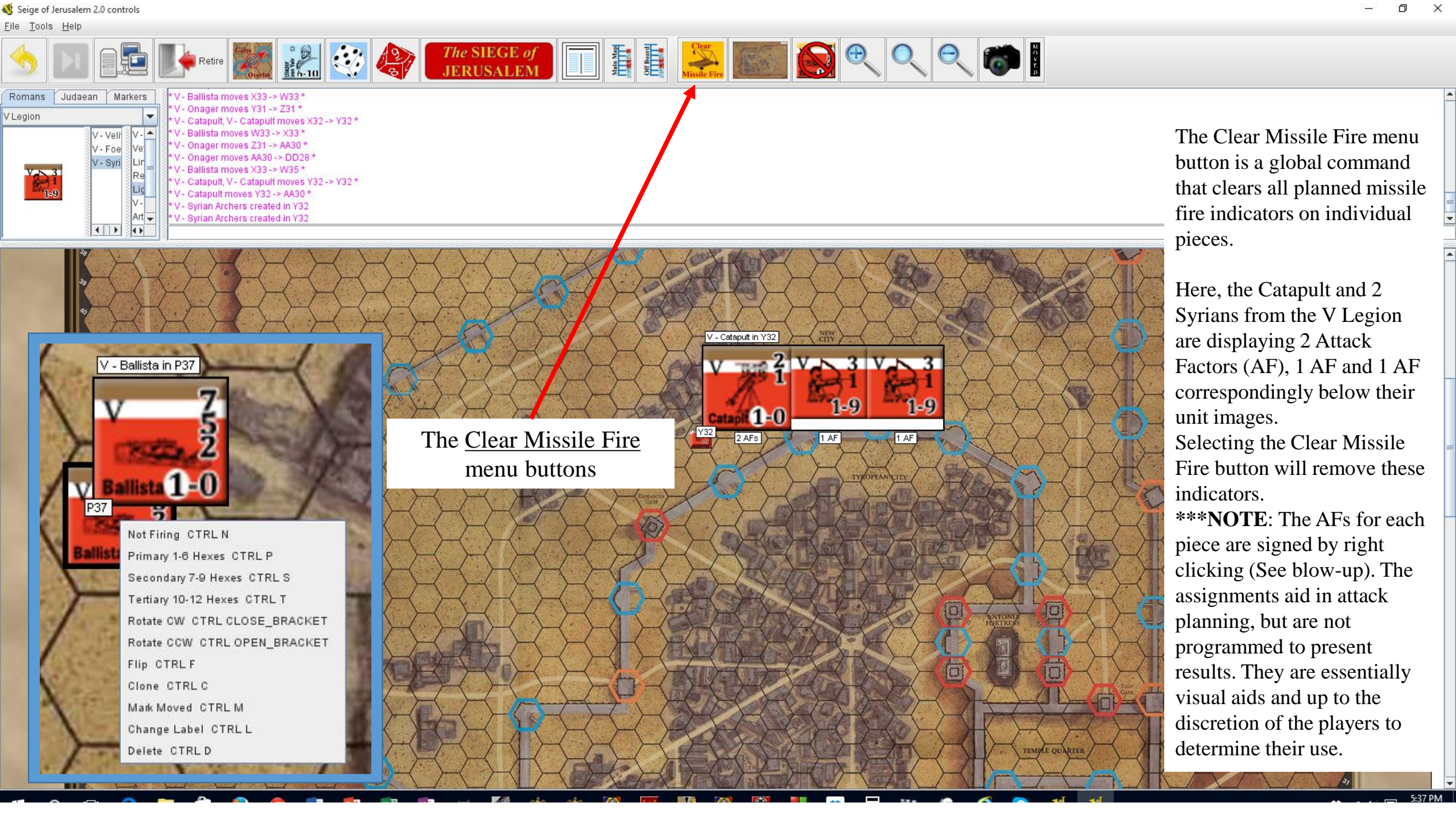
Main Map Inventory
Infantry
V - I - Veteran Inf
V - II - Veteran Inf
V - III - Veteran Inf
V - IV - Veteran Inf
V - IX - Veteran Inf
V - V - Veteran Inf
V - VI - Veteran Inf
V - VII - Veteran Inf
V - VIII - Veteran Inf
V - X - Veteran Inf
Leaders
V - Ceriallus
Save Refresh Close

Off-Board Inventory
Introductory
Cauldron
Cauldron
Cauldron
Cauldron
E- Militia
E- Militia
E- Militia
E- Militia
E- Militia
E- Militia
E- Militia
E- Regular
Save Refresh Close

The Main Map and Off Board Inventory menu buttons

The two inventory buttons work independent of each other. The Main Map inventory displays only the pieces currently located on the Main Map, organized by unit type.

The Off Board Inventory displays the pieces still remaining, or returned (deadpile) to the corresponding off board scenario panel (From the Scenario Button). The pieces are organized alphabetically according to scenario panel. Generally this will be limited to one panel, although some of the scenarios use multiple panels.



The Clear Missile Fire menu buttons

The Clear Missile Fire menu button is a global command that clears all planned missile fire indicators on individual pieces.

Here, the Catapult and 2 Syrians from the V Legion are displaying 2 Attack Factors (AF), 1 AF and 1 AF correspondingly below their unit images. Selecting the Clear Missile Fire button will remove these indicators.

*****NOTE:** The AFs for each piece are signed by right clicking (See blow-up). The assignments aid in attack planning, but are not programmed to present results. They are essentially visual aids and up to the discretion of the players to determine their use.



- * V - Onager moves Y31 -> Z31 *
- * V - Catapult, V - Catapult moves X32 -> Y32 *
- * V - Ballista moves W33 -> X33 *
- * V - Onager moves Z31 -> AA30 *
- * V - Onager moves AA30 -> DD28 *
- * V - Ballista moves X33 -> W35 *
- * V - Catapult, V - Catapult moves Y32 -> Y32 *
- * V - Catapult moves Y32 -> AA30 *
- * V - Syrian Archers created in Y32
- * V - Syrian Archers created in Y32
- * V - Ballista created in P37

The Map Overview menu button

The Map Overview menu button brings up the Mini-Map. Selecting a location on the Mini-Map will move the Main Map to the corresponding location.



*V- Ballista created in P37



The Hide Pieces menu button

The remaining buttons include the Hide Pieces button, which the pieces to a non-visible state, returning when the button is reselected. The pieces are not effected in any way, they are only non-viewable to allow players to view the map terrain.

The Zoom menu buttons control the Zoom In, Variable, and Out controls.

The Capture Image saves the Main Map with pieces as a .png file.

The Movement menu button all moved pieces on the map Of their moved markers.