Siege of Jerusalem Vassal Module Version 2.2

Display Boards and Associated Procedures

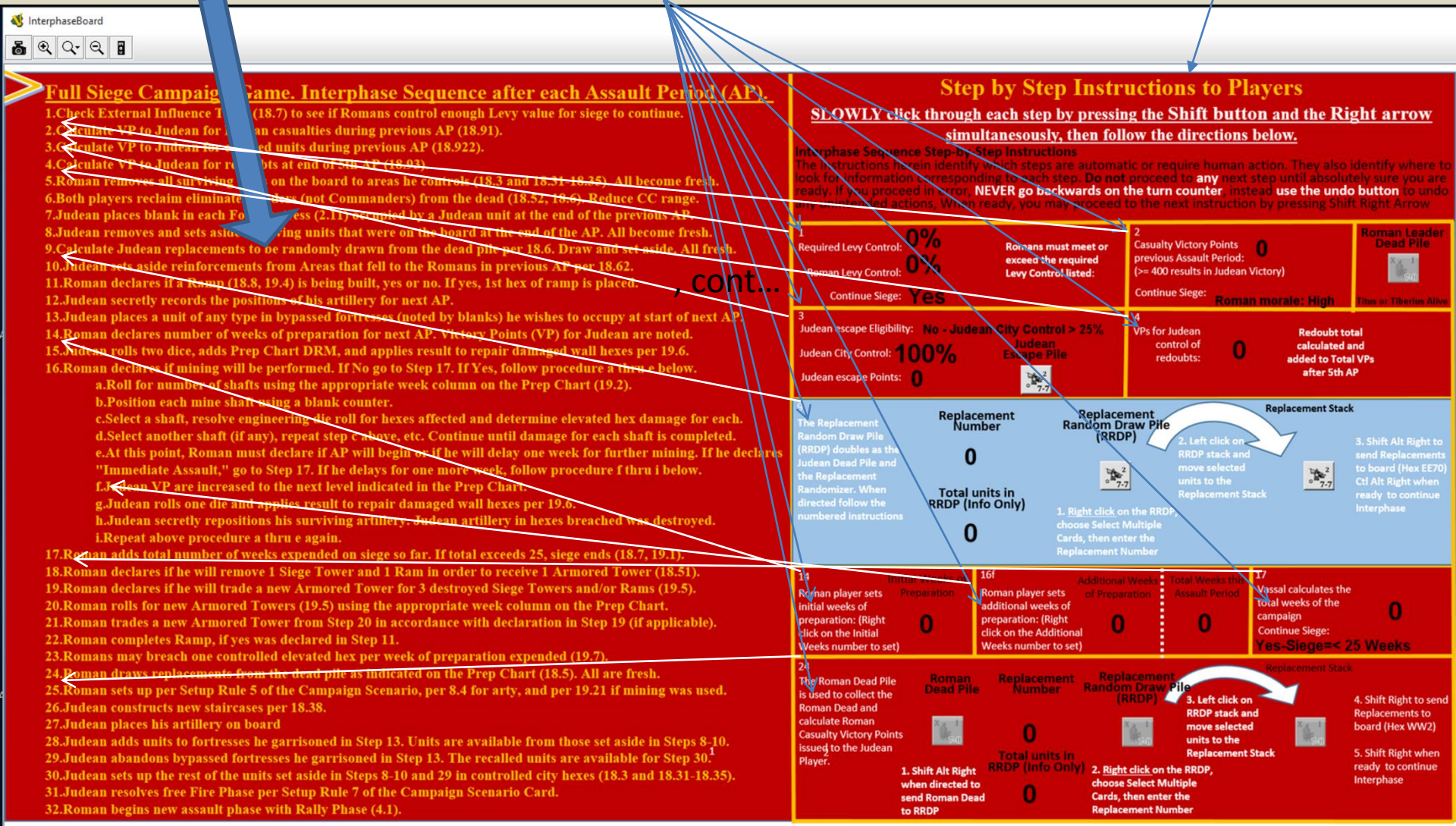
General Instructions

- The following slides illustrate how each of the major display boards and windows function and what information they provide.
- As a preface instruction for ensuring the Vassal module calculates all values correctly, **ensure all controls are set, all killed units are sent to their appropriate dead pile before the end of the Assault period**.
- If an error is made regarding the above instruction, **use undo** to return to the Assault period (go a few step back in and re-set as appropriate, then return moving forward.

The Interphase Board

This slide illustrates the relationship between the three sections of the Interphase board. Players should begin by following the yellow arrow to the far left through each Interphase step, as each step is read, refer to the associated Step-by-Step Instruction, then as directed follow the instructions and refer to any associated numbered box (Blue arrows) that corresponds to a specific step number (White arrows).

The Interphase sequence steps Box numbers corresponding to specific Interphase steps Interphase Step=by=Step instructions



The Interphase Board

Interphase Sequence Steps

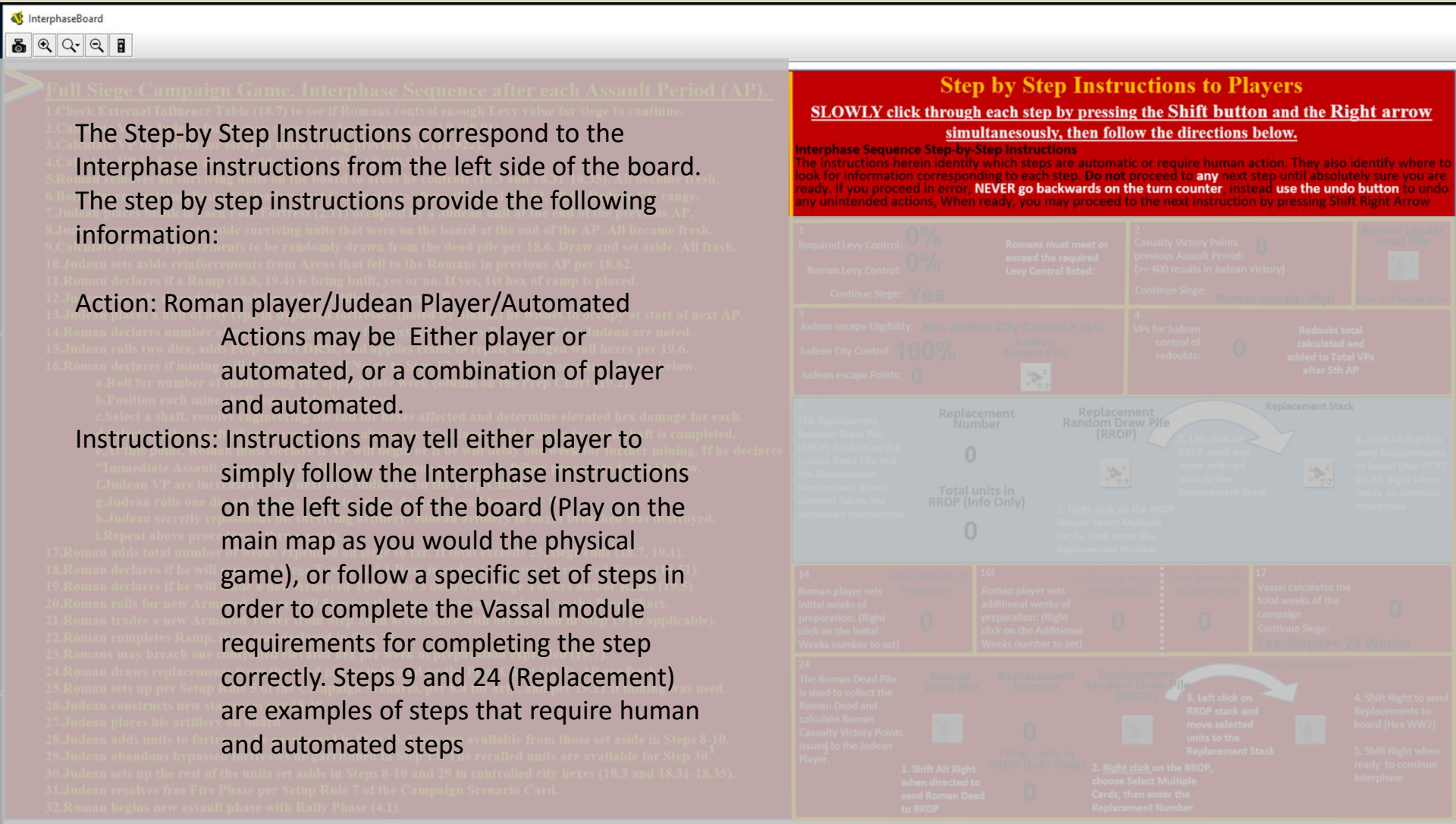
The Interphase Sequence on the left side of the board displays the common interphase sequence that has been available for players on the internet for years. The Yellow arrow will automatically inform players of the current step.

The current Interphase step will also be broadcast to the Assault Period and Turn information on the main map.

Players should read each interphase step and comply with its instructions. Further guidance will be provided for specific Vassal module requirements in the Step-by-Step Instructions on the right side of the board (See next page)

The Interphase Board

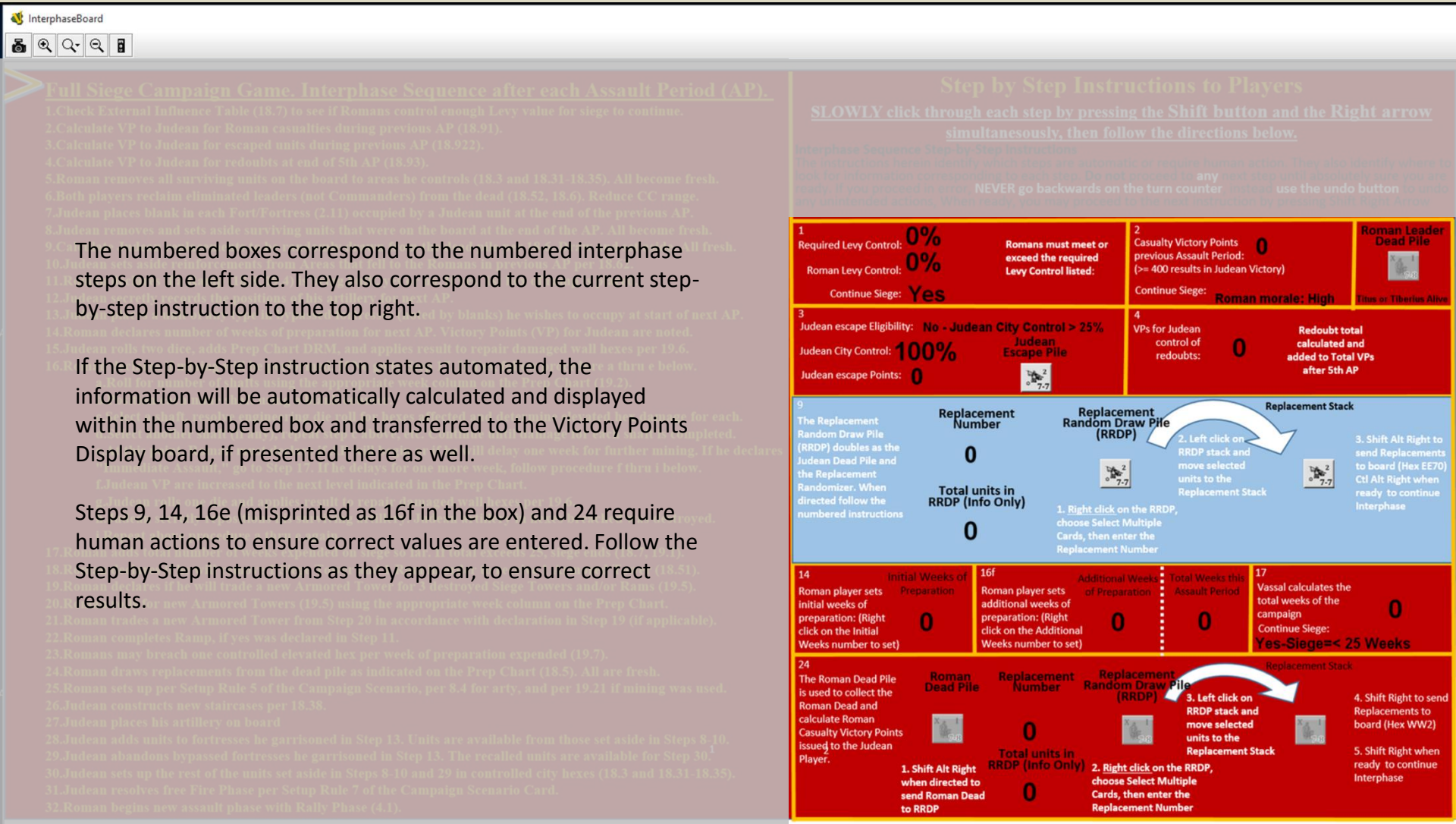
Step-by-Step Instructions



- The Step-by Step Instructions correspond to the Interphase instructions from the left side of the board.
- The step by step instructions provide the following information:
  - Action: Roman player/Judean Player/Automated Actions may be Either player or automated, or a combination of player and automated.
  - Instructions: Instructions may tell either player to simply follow the Interphase instructions on the left side of the board (Play on the main map as you would the physical game), or follow a specific set of steps in order to complete the Vassal module requirements for completing the step correctly. Steps 9 and 24 (Replacement) are examples of steps that require human and automated steps

The Interphase Board

Number boxes



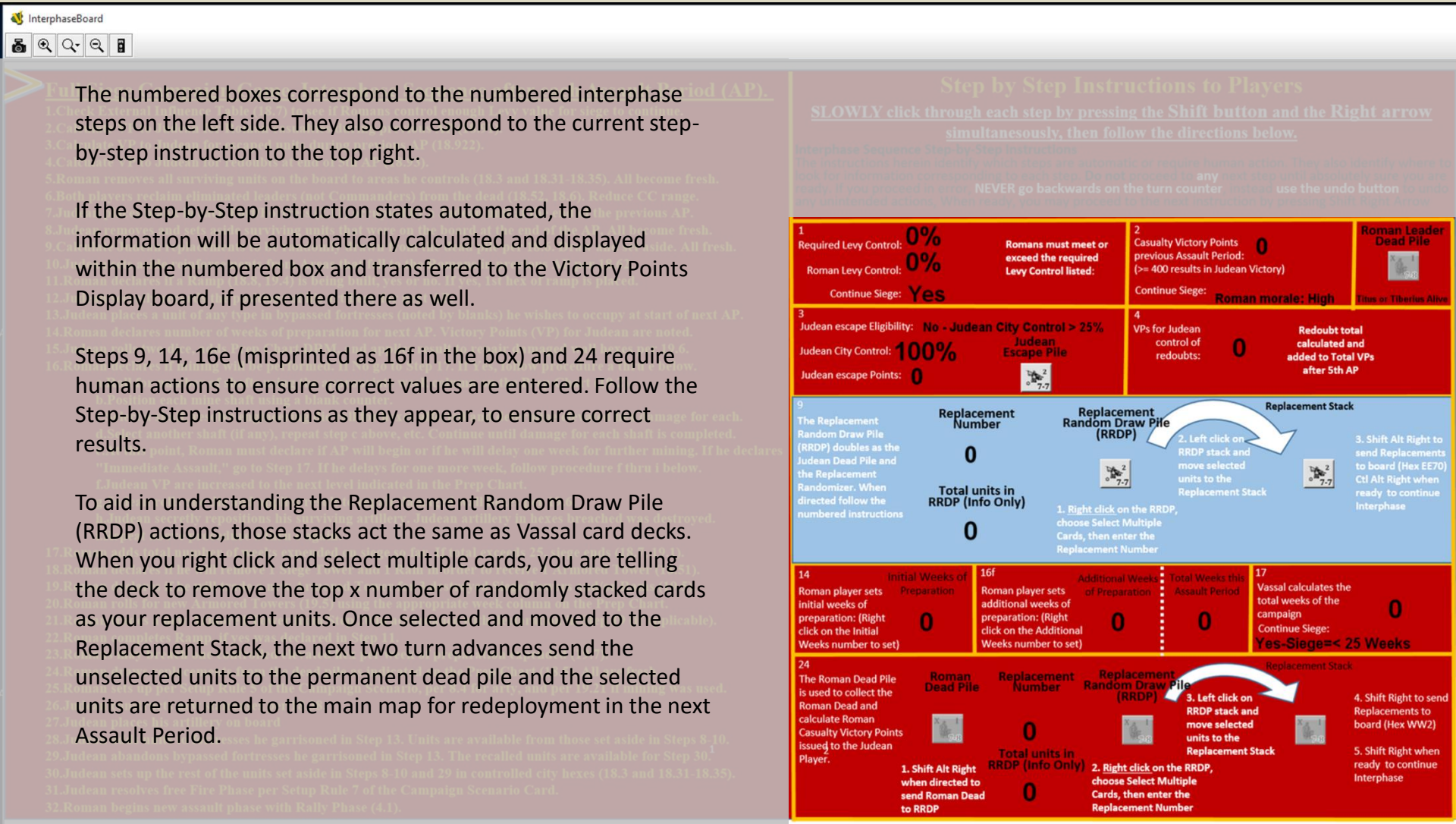
The numbered boxes correspond to the numbered interphase steps on the left side. They also correspond to the current step-by-step instruction to the top right.

If the Step-by-Step instruction states automated, the information will be automatically calculated and displayed within the numbered box and transferred to the Victory Points Display board, if presented there as well.

Steps 9, 14, 16e (misprinted as 16f in the box) and 24 require human actions to ensure correct values are entered. Follow the Step-by-Step instructions as they appear, to ensure correct results.

The Interphase Board

Numbered boxes, cont…



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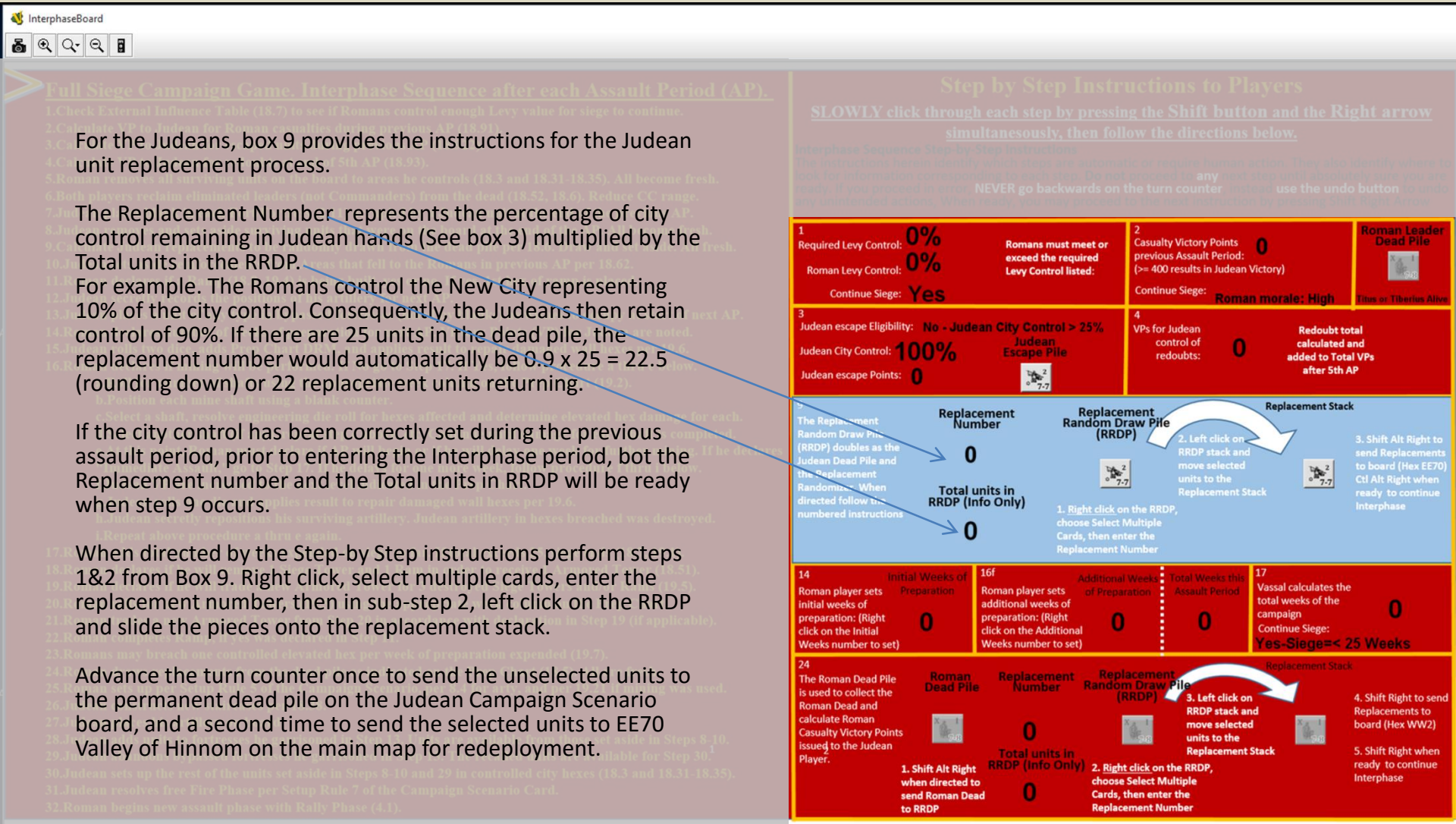
To aid in understanding the Replacement Random Draw Pile (RRDP) actions, those stacks act the same as Vassal card decks. When you right click and select multiple cards, you are telling the deck to remove the top x number of randomly stacked cards as your replacement units. Once selected and moved to the Replacement Stack, the next two turn advances send the unselected units to the permanent dead pile and the selected units are returned to the main map for redeployment in the next Assault Period.

The Interphase Board

Step 9 (Judean Replacement)



For the Judeans, box 9 provides the instructions for the Judean unit replacement process.

The Replacement Number represents the percentage of city control remaining in Judean hands (See box 3) multiplied by the Total units in the RRDP.
For example. The Romans control the New City representing 10% of the city control. Consequently, the Judeans then retain control of 90%. If there are 25 units in the dead pile, the replacement number would automatically be 0.9 x 25 = 22.5 (rounding down) or 22 replacement units returning.

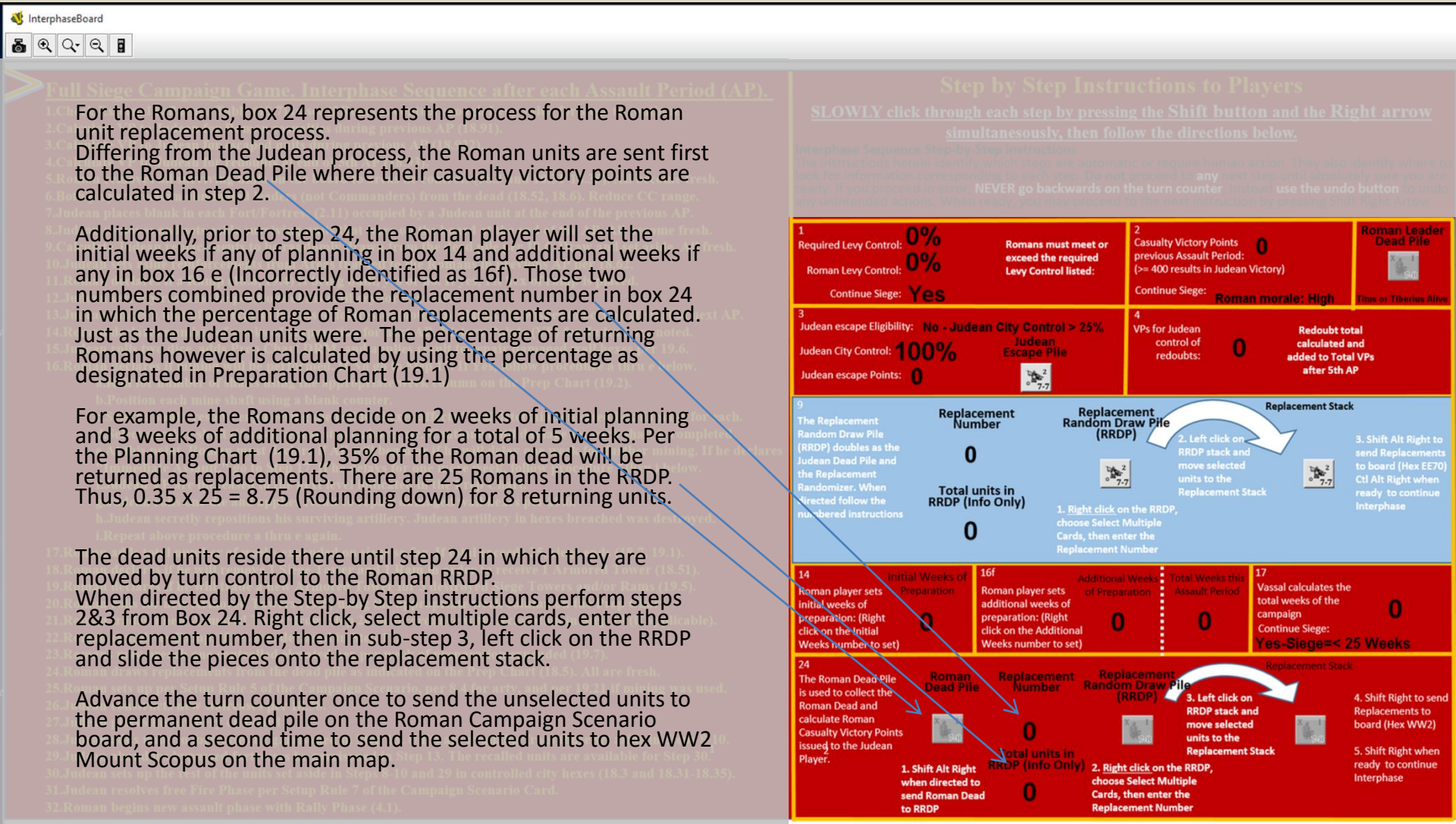
If the city control has been correctly set during the previous assault period, prior to entering the Interphase period, bot the Replacement number and the Total units in RRDP will be ready when step 9 occurs.

When directed by the Step-by Step instructions perform steps 1&2 from Box 9. Right click, select multiple cards, enter the replacement number, then in sub-step 2, left click on the RRDP and slide the pieces onto the replacement stack.

Advance the turn counter once to send the unselected units to the permanent dead pile on the Judean Campaign Scenario board, and a second time to send the selected units to EE70 Valley of Hinnom on the main map for redeployment.

The Interphase Board

Step 24 (Roman Replacement, with notes for steps 14,15))



For the Romans, box 24 represents the process for the Roman unit replacement process.
Differing from the Judean process, the Roman units are sent first to the Roman Dead Pile where their casualty victory points are calculated in step 2.

Additionally, prior to step 24, the Roman player will set the initial weeks if any of planning in box 14 and additional weeks if any in box 16 e (Incorrectly identified as 16f). Those two numbers combined provide the replacement number in box 24 in which the percentage of Roman replacements are calculated. Just as the Judean units were. The percentage of returning Romans however is calculated by using the percentage as designated in Preparation Chart (19.1)

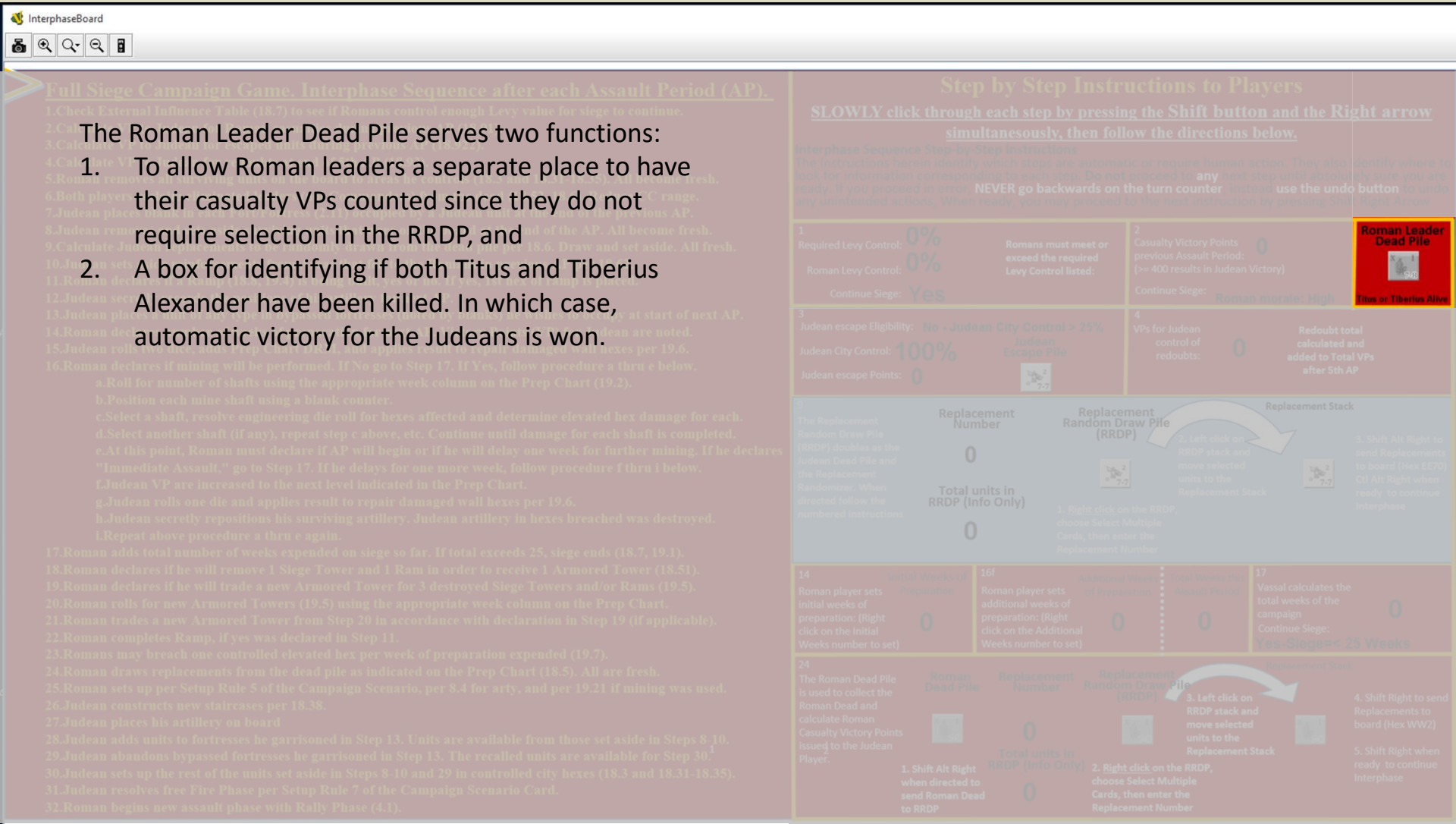
For example, the Romans decide on 2 weeks of initial planning and 3 weeks of additional planning for a total of 5 weeks. Per the Planning Chart (19.1), 35% of the Roman dead will be returned as replacements. There are 25 Romans in the RRDP. Thus, 0.35 x 25 = 8.75 (Rounding down) for 8 returning units.

The dead units reside there until step 24 in which they are moved by turn control to the Roman RRDP.
When directed by the Step-by Step instructions perform steps 2&3 from Box 24. Right click, select multiple cards, enter the replacement number, then in sub-step 3, left click on the RRDP and slide the pieces onto the replacement stack.

Advance the turn counter once to send the unselected units to the permanent dead pile on the Roman Campaign Scenario board, and a second time to send the selected units to hex WW2 Mount Scopus on the main map.

The Interphase Board

Roman Leader Dead Pile

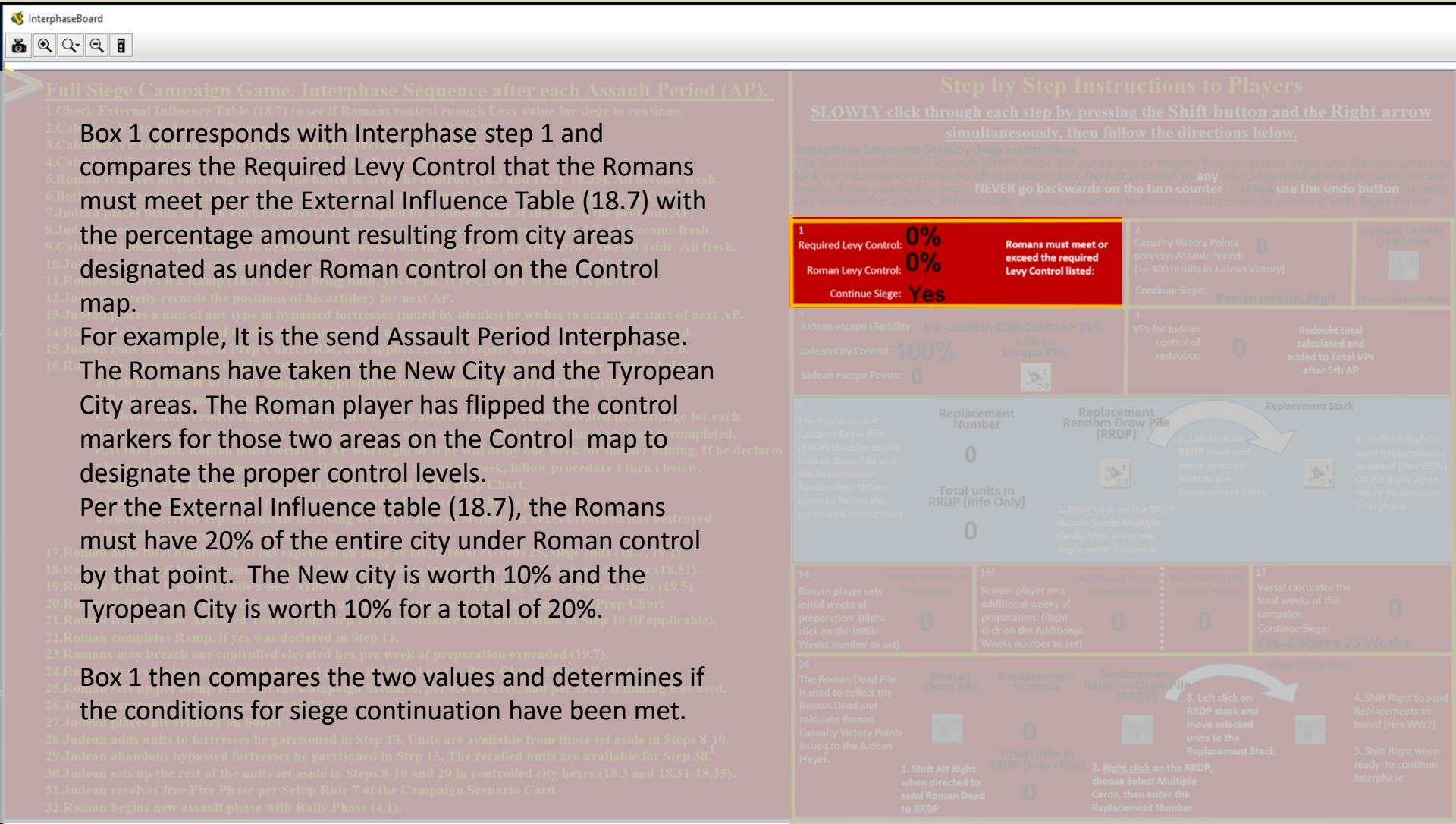


The Roman Leader Dead Pile serves two functions:

1. To allow Roman leaders a separate place to have their casualty VPs counted since they do not require selection in the RRDP, and
2. A box for identifying if both Titus and Tiberius Alexander have been killed. In which case, automatic victory for the Judeans is won.

The Interphase Board

City Levy Control (Box 1)



Box 1 corresponds with Interphase step 1 and compares the Required Levy Control that the Romans must meet per the External Influence Table (18.7) with the percentage amount resulting from city areas designated as under Roman control on the Control map.

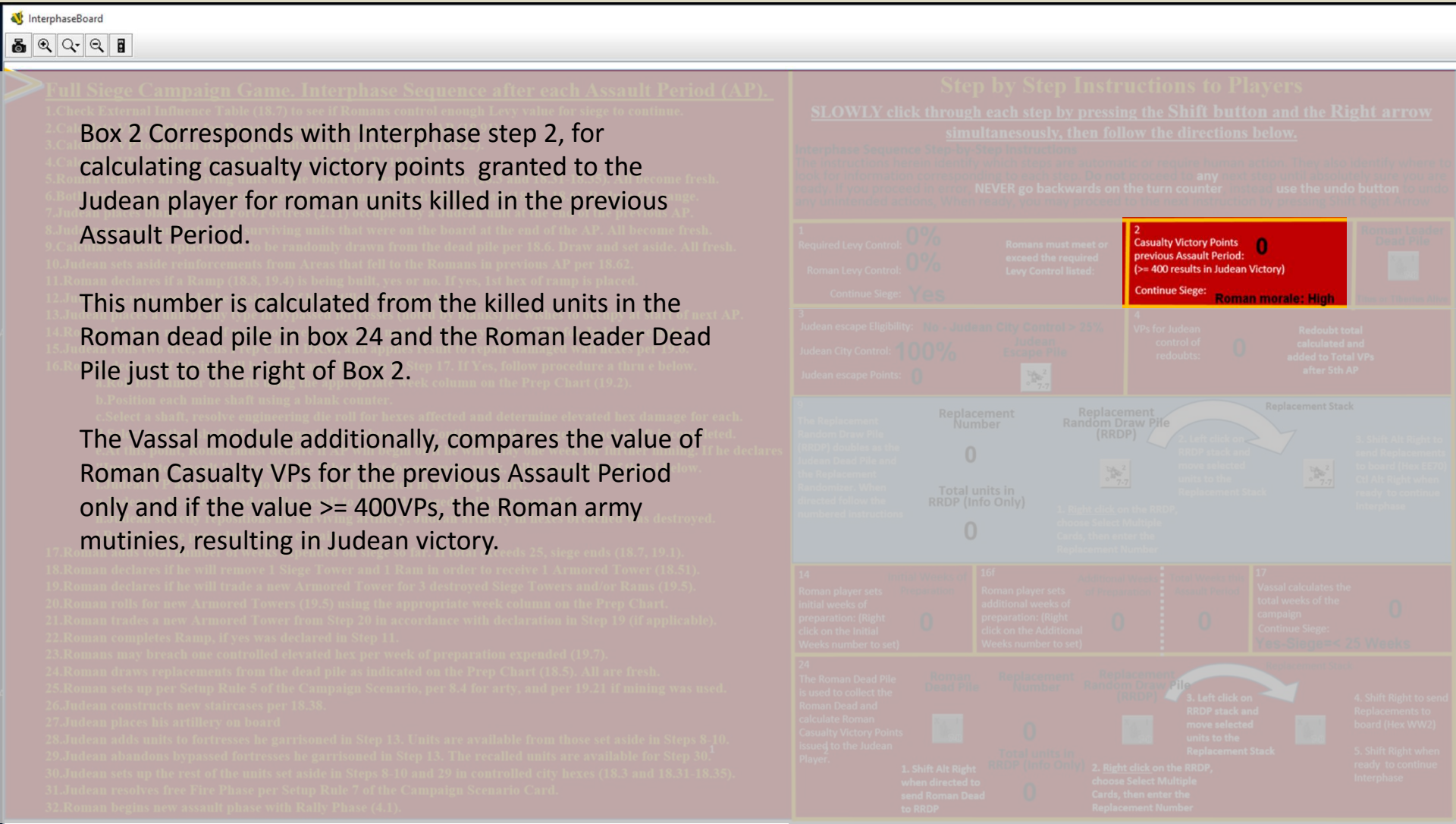
For example, It is the send Assault Period Interphase. The Romans have taken the New City and the Tyropean City areas. The Roman player has flipped the control markers for those two areas on the Control map to designate the proper control levels.

Per the External Influence table (18.7), the Romans must have 20% of the entire city under Roman control by that point. The New city is worth 10% and the Tyropean City is worth 10% for a total of 20%.

Box 1 then compares the two values and determines if the conditions for siege continuation have been met.

The Interphase Board

Casualty Victory Points (Box 2)



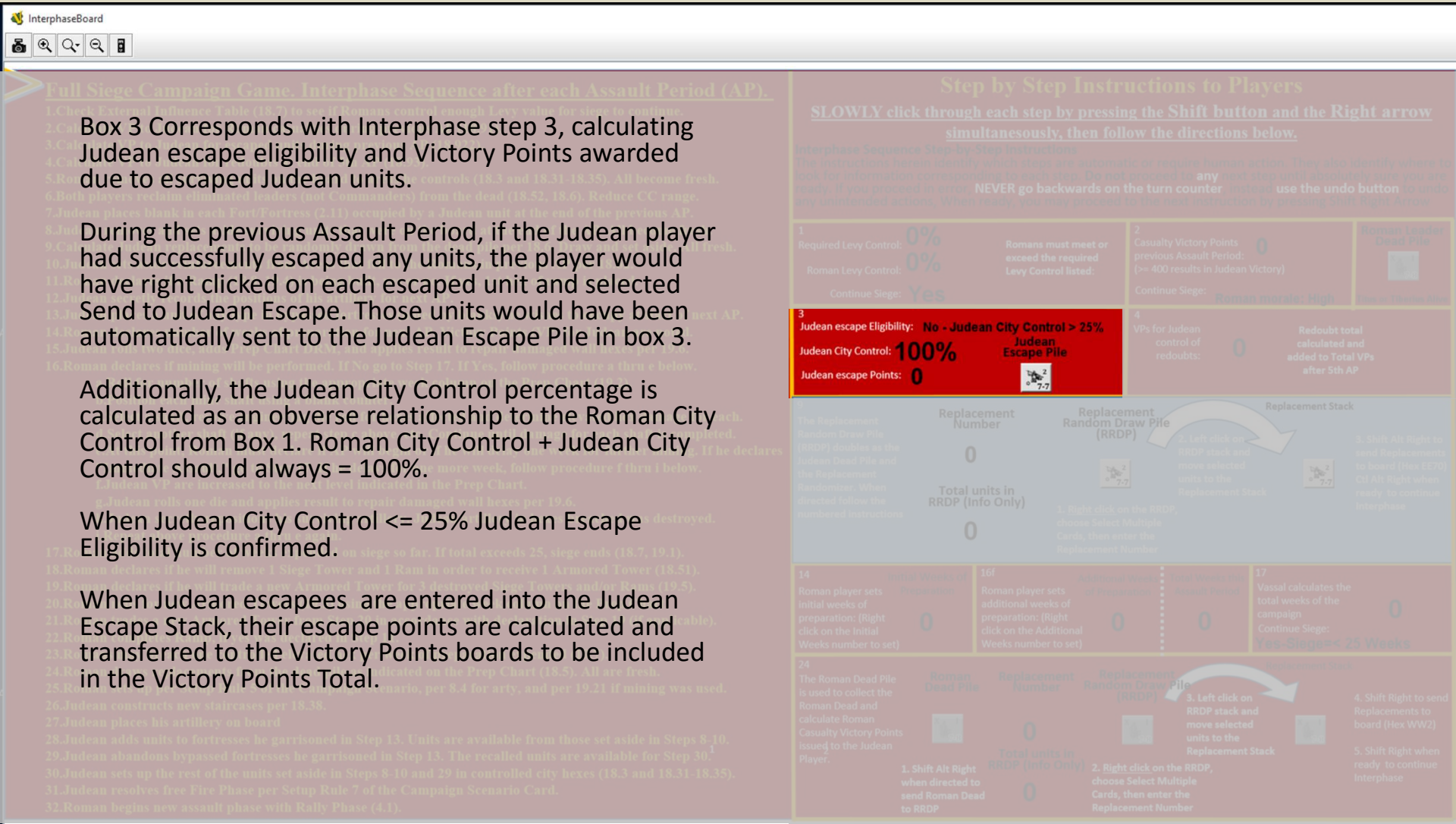
Box 2 Corresponds with Interphase step 2, for calculating casualty victory points granted to the Judean player for roman units killed in the previous Assault Period.

This number is calculated from the killed units in the Roman dead pile in box 24 and the Roman leader Dead Pile just to the right of Box 2.

The Vassal module additionally, compares the value of Roman Casualty VPs for the previous Assault Period only and if the value >= 400VPs, the Roman army mutinies, resulting in Judean victory.

The Interphase Board

Escape Victory Points (Box 3)



Box 3 Corresponds with Interphase step 3, calculating Judean escape eligibility and Victory Points awarded due to escaped Judean units.

During the previous Assault Period, if the Judean player had successfully escaped any units, the player would have right clicked on each escaped unit and selected Send to Judean Escape. Those units would have been automatically sent to the Judean Escape Pile in box 3.

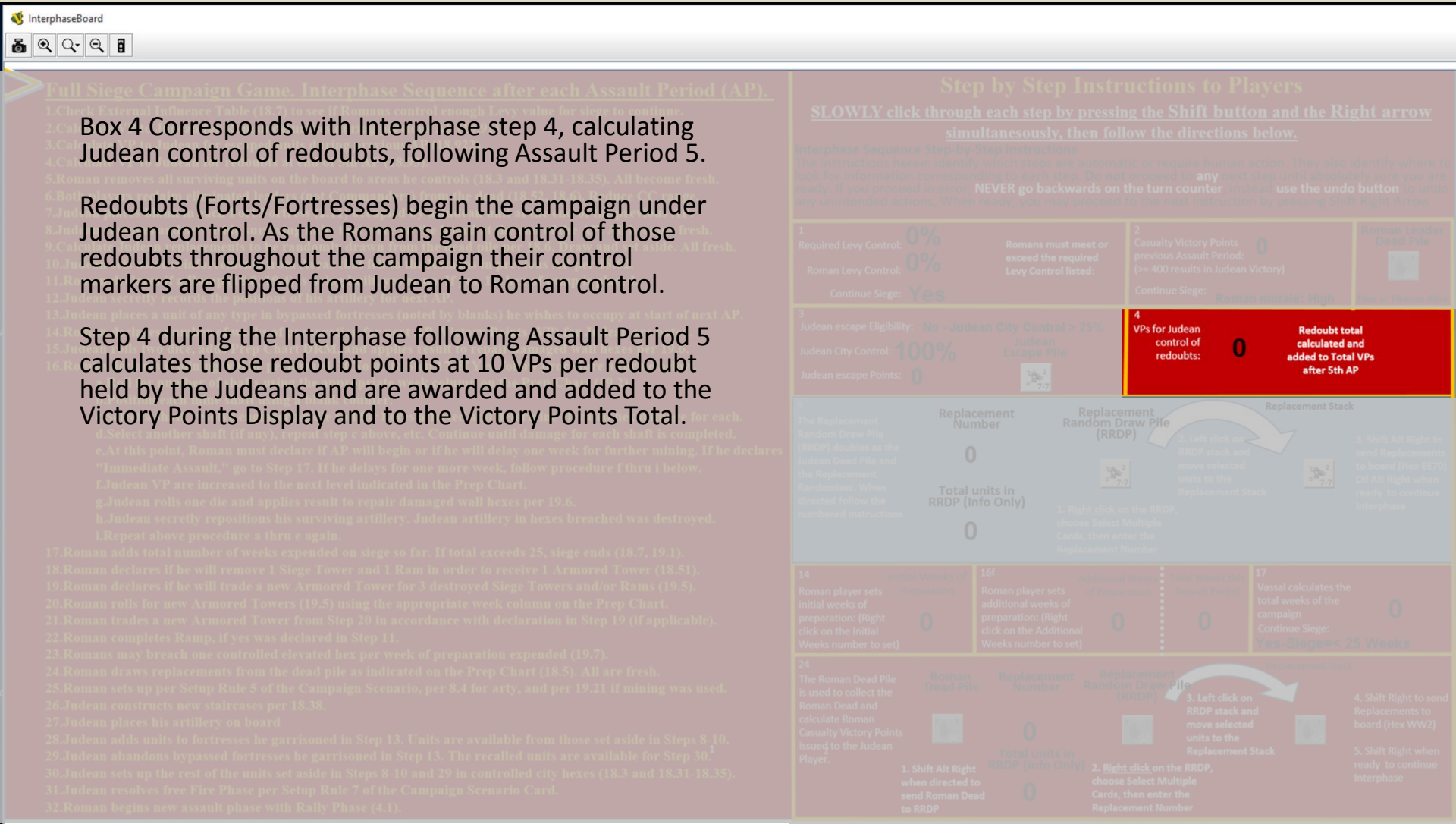
Additionally, the Judean City Control percentage is calculated as an obverse relationship to the Roman City Control from Box 1. Roman City Control + Judean City Control should always = 100%.

When Judean City Control <= 25% Judean Escape Eligibility is confirmed.

When Judean escapees are entered into the Judean Escape Stack, their escape points are calculated and transferred to the Victory Points boards to be included in the Victory Points Total.

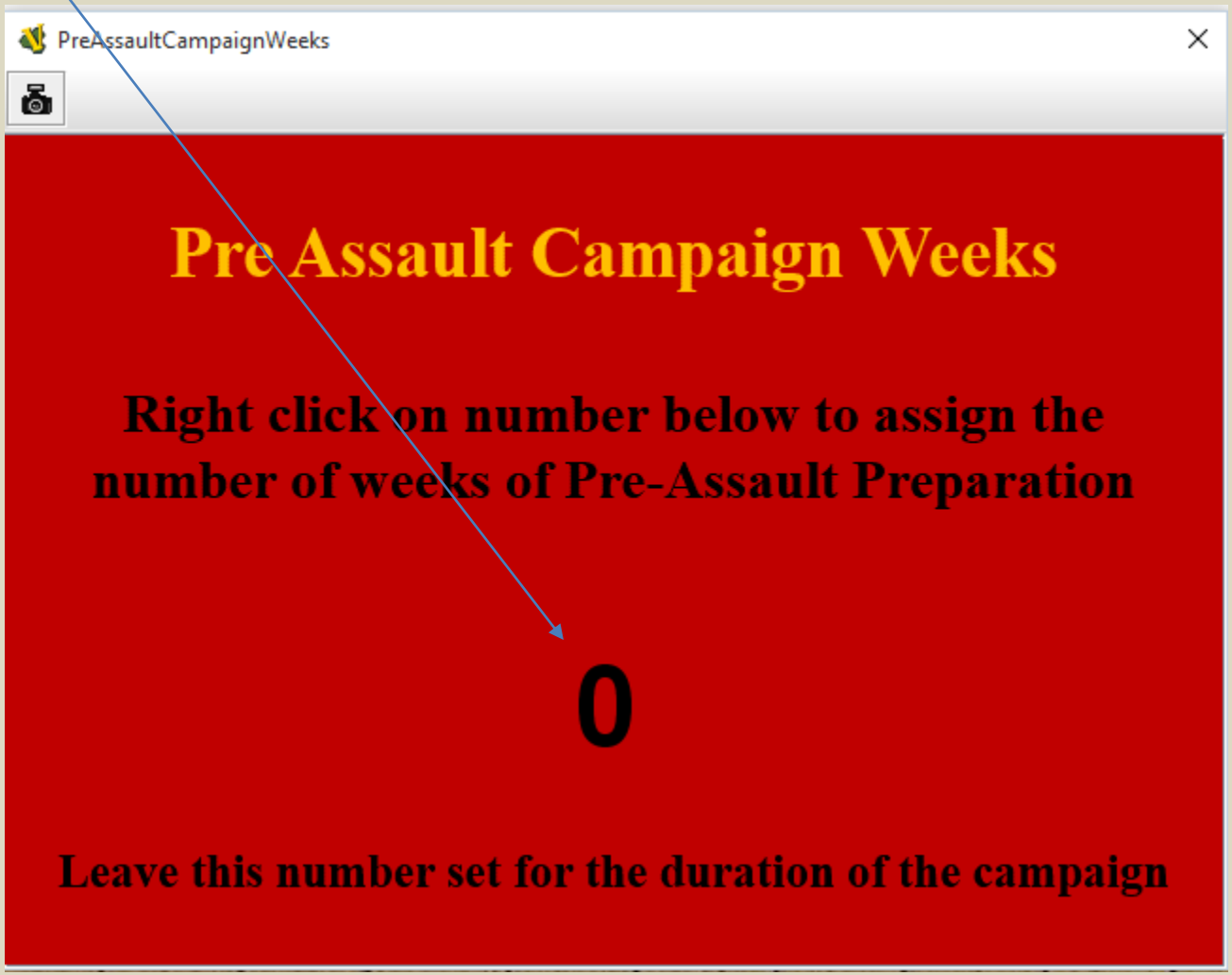
The Interphase Board

Redoubt Control (Box 4)



The Victory Points Display

During the Pre-Assault Preparation Planning, the Roman Player would right clock on the 0 and set the number of weeks determined for pre-assault planning. Once set, leave this number set for the duration of the campaign.



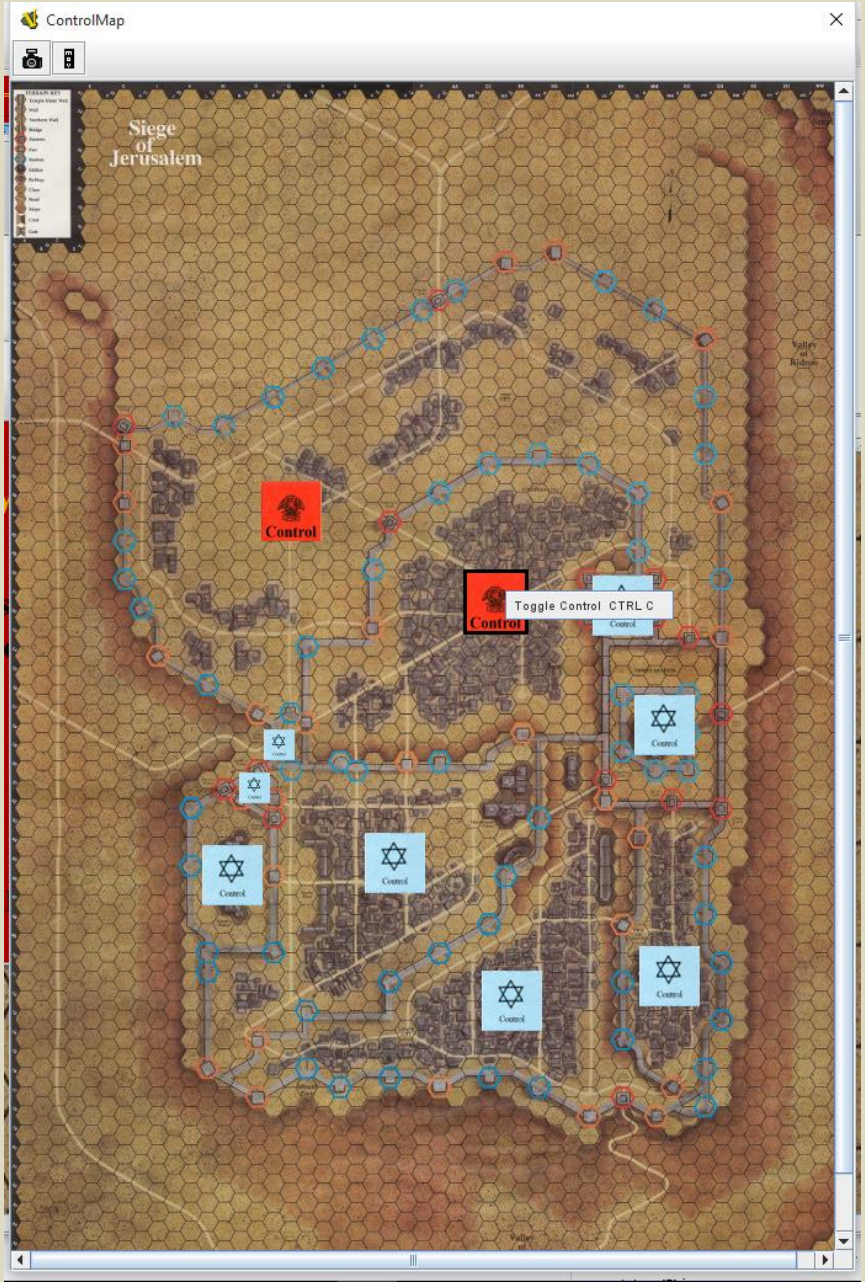
The Control Map

The Control Map allows players to establish control over each city area.

The percentage of levy value for city area is thus awarded to either Roman or Judean player with the following benefits:
-Roman: Romans can only continue the siege if the meet the minimum control requirement based on the External Influence Table (18.7). Calculations for this requirement are carried out in Interphase Step 1 (See above for detailed instructions for step 1).
-Judean: Judeans may begin escaping over the walls to the off-board as soon as the Judean control level drops to <=25%. See above for detailed instructions for step 3.)

To set city control, right click on the large pices and select Toggle control or click on the piece and select CTRL C to flip to the Roman or Judean side as appropriate.

The two smaller pieces represent control of the Fortress Triangle area and the Yafo Gate. The control markers designate control of those areas, however, they do not contribute to the city levy control percentage.



The Victory Points Display

The Victory Points Display reports all of the assorted victory points categories and Assault Period intervals into one display for quick, convenient reference.

The Total Judean Victory Points equals the sum of the VPs for each assault period (AP Casualty VPs and AP Planning weeks VPs), VPs awarded for Judean control of redoubts following AP 5, VPs awarded for each escaped Judean, and VPs awarded if Eliezer remains on the map at the end of the 5th AP.

All totals are automatically calculated from values entered during the campaign, either by entering data such as the number of planning weeks on Assault Period Interphase turns 14 and 16 or during the Assault Period when redoubt and control markers are set to either Roman or Judean control.