

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

Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Calculate VP to Judean for Roman casualties during previous AP (18.91).
3. Calculate VP to Judean for Roman units during previous AP (18.922).
4. Calculate VP to Judean for Roman units at end of AP (18.93).
5. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
6. Both players reclaim eliminated units (not Commanders) from the dead (18.52, 18.6). Reduce CC range.
7. Judean places blank in each Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
8. Judean removes and sets aside surviving units that were on the board at the end of the AP. All become fresh.
9. Calculate Judean replacements to be randomly drawn from the dead pile per 18.6. Draw and set aside. All fresh.
10. Judean sets aside reinforcements from Areas that fell to the Romans in previous AP per 18.62.
11. Roman declares if a Ramp (18.8, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
12. Judean secretly records the positions of his artillery for next AP.
13. Judean places a unit of any type in bypassed fortresses (noted by blanks) he wishes to occupy at start of next AP.
14. Roman declares number of weeks of preparation for next AP. Victory Points (VP) for Judean are noted.
15. Judean rolls two dice, adds Prep Chart DRM, and applies result to repair damaged wall hexes per 19.6.
16. Roman declares if mining will be performed. If No go to Step 17. If Yes, follow procedure a thru e below.
 - a. Roll for number of shafts using the appropriate week column on the Prep Chart (19.2).
 - b. Position each mine shaft using a blank counter.
 - c. Select a shaft, resolve engineering die roll for hexes affected and determine elevated hex damage for each.
 - d. Select another shaft (if any), repeat step c above, etc. Continue until damage for each shaft is completed.
 - e. At this point, Roman must declare if AP will begin or if he will delay one week for further mining. If he declares "Immediate Assault," go to Step 17. If he delays for one more week, follow procedure f thru i below.
 - f. Judean VP are increased to the next level indicated in the Prep Chart.
 - g. Judean rolls one die and applies result to repair damaged wall hexes per 19.6.
 - h. Judean secretly repositions his surviving artillery. Judean artillery in hexes breached was destroyed.
 - i. Repeat above procedure a thru e again.
17. Roman adds total number of weeks expended on siege so far. If total exceeds 25, siege ends (18.7, 19.1).
18. Roman declares if he will remove 1 Siege Tower and 1 Ram in order to receive 1 Armored Tower (18.51).
19. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
20. Roman rolls for new Armored Towers (19.5) using the appropriate week column on the Prep Chart.
21. Roman trades a new Armored Tower from Step 20 in accordance with declaration in Step 19 (if applicable).
22. Roman completes Ramp, if yes was declared in Step 11.
23. Romans may breach one controlled elevated hex per week of preparation expended (19.7).
24. Roman draws replacements from the dead pile as indicated on the Prep Chart (18.5). All are fresh.
25. Roman sets up per Setup Rule 5 of the Campaign Scenario, per 8.4 for arty, and per 19.21 if mining was used.
26. Judean constructs new staircases per 18.38.
27. Judean places his artillery on board
28. Judean adds units to fortresses he garrisoned in Step 13. Units are available from those set aside in Steps 8-10.
29. Judean abandons bypassed fortresses he garrisoned in Step 13. The recalled units are available for Step 30.
30. Judean sets up the rest of the units set aside in Steps 8-10 and 29 in controlled city hexes (18.3 and 18.31-18.35).
31. Judean resolves free Fire Phase per Setup Rule 7 of the Campaign Scenario Card.
32. Roman begins new assault phase with Rally Phase (4.1).

Step by Step Instructions to Players


SLOWLY click through each step by pressing the Shift button and the Right arrow simultaneously, then follow the directions below.


Interphase Sequence Step-by-Step Instructions
The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter, instead use the undo button to undo any unintended actions. When ready, you may proceed to the next instruction by pressing Shift Right Arrow

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	2 Casualty Victory Points previous Assault Period: 0 Continue Siege: Roman morale: High	Roman Leader Dead Pile Titus or Tiberius Alive
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP	
The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions Replacement Number: 0 Total units in RRDP (Info Only): 0	Replacement Random Draw Pile (RRDP) 1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number	Replacement Stack 2. Left click on RRDP stack and move selected units to the Replacement Stack 3. Shift Alt Right to send Replacements to board (Hex EE70) Ctl Alt Right when ready to continue Interphase
16 Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set) 0	16f Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set) 0	17 Vassal calculates the total weeks of the campaign Continue Siege: Yes-Siege <= 25 Weeks
24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player. Roman Dead Pile: 0 Total units in RRDP (Info Only): 0	Replacement Random Draw Pile (RRDP) 2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number	Replacement Stack 3. Left click on RRDP stack and move selected units to the Replacement Stack 4. Shift Right to send Replacements to board (Hex WW2) 5. Shift Right when ready to continue Interphase

The Interphase Board

Interphase Sequence Steps

InterphaseBoard



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Calculate VP to Judean for Roman casualties during previous AP (18.91).
3. Calculate VP to Judean for escaped units during previous AP (18.922).
4. Calculate VP to Judean for redoubts at end of 5th AP (18.93).
5. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
6. Both players reclaim eliminated leaders (not Commanders) from the dead (18.52, 18.6). Reduce CC range.
7. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
8. Judean removes and sets aside surviving units that were on the board at the end of the AP. All become fresh.
9. Calculate Judean replacements to be randomly drawn from the dead pile per 18.6. Draw and set aside. All fresh.
10. Judean sets aside reinforcements from Areas that fell to the Romans in previous AP per 18.62.
11. Roman declares if a Ramp (18.8, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
12. Judean secretly records the positions of his artillery for next AP.
13. Judean places a unit of any type in bypassed fortresses (noted by blanks) he wishes to occupy at start of next AP.
14. Roman declares number of weeks of preparation for next AP. Victory Points (VP) for Judean are noted.
15. Judean rolls two dice, adds Prep Chart DRM, and applies result to repair damaged wall hexes per 19.6.
16. Roman declares if mining will be performed. If No go to Step 17. If Yes, follow procedure a thru e below.
 - a. Roll for number of shafts using the appropriate week column on the Prep Chart (19.2).
 - b. Position each mine shaft using a blank counter.
 - c. Select a shaft, resolve engineering die roll for hexes affected and determine elevated hex damage for each.
 - d. Select another shaft (if any), repeat step c above, etc. Continue until damage for each shaft is completed.
 - e. At this point, Roman must declare if AP will begin or if he will delay one week for further mining. If he declares "Immediate Assault," go to Step 17. If he delays for one more week, follow procedure f thru i below.
 - f. Judean VP are increased to the next level indicated in the Prep Chart.
 - g. Judean rolls one die and applies result to repair damaged wall hexes per 19.6.
 - h. Judean secretly repositions his surviving artillery. Judean artillery in hexes breached was destroyed.
 - i. Repeat above procedure a thru e again.
17. Roman adds total number of weeks expended on siege so far. If total exceeds 25, siege ends (18.7, 19.1).
18. Roman declares if he will remove 1 Siege Tower and 1 Ram in order to receive 1 Armored Tower (18.51).
19. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
20. Roman rolls for new Armored Towers (19.5) using the appropriate week column on the Prep Chart.
21. Roman trades a new Armored Tower from Step 20 in accordance with declaration in Step 19 (if applicable).
22. Roman completes Ramp, if yes was declared in Step 11.
23. Romans may breach one controlled elevated hex per week of preparation expended (19.7).
24. Roman draws replacements from the dead pile as indicated on the Prep Chart (18.5). All are fresh.
25. Roman sets up per Setup Rule 5 of the Campaign Scenario, per 8.4 for arty, and per 19.21 if mining was used.
26. Judean constructs new staircases per 18.38.
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28. Judean adds units to fortresses he garrisoned in Step 13. Units are available from those set aside in Steps 8-10.
29. Judean abandons bypassed fortresses he garrisoned in Step 13. The recalled units are available for Step 30.
30. Judean sets up the rest of the units set aside in Steps 8-10 and 29 in controlled city hexes (18.3 and 18.31-18.35).
31. Judean resolves free Fire Phase per Setup Rule 7 of the Campaign Scenario Card.
32. Roman begins new assault phase with Rally Phase (4.1).

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)

Step by Step Instructions to Players

SLOWLY click through each step by pressing the Shift button and the Right arrow

Click the Yellow Arrow to go backward on the turn counter

Use the under button to switch

Required Levy Control: 0%

Roman Levy Control: 0%

Romans must meet or exceed the required Levy Control listed:

Casualty Victory Points previous Assault Period: 0

Roman's Leader Dead Pile

Judean City Control: 100%

Casualty Pile

redoubts: 0

added to Total VPs after 5th AP

Replacement Stack

Replacement Random Draw Pile

Replacement Random Draw Pile (RRDP)

Replacement Stack

1. Shift Alt Right when directed to send Roman Dead to RRDP

2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number

3. Left click on the RRDP stack and move selected units to the Replacement Stack

4. Shift Right to send Replacements to board (Hex WW2)

5. Shift Right when ready to continue Interphase

The Interphase Board

Step-by-Step Instructions

InterphaseBoard



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Casualty Victory Points (VPs) are calculated for the previous Assault Period (AP).
3. Calculate Levy Control. If Romans control enough Levy value for siege to continue, proceed to Step 4. If not, proceed to Step 5.
4. Casualty Victory Points (VPs) are calculated for the previous Assault Period (AP).
5. Roman player sets aside reinforcements from Areas that fell to the Romans in previous AP per 18.62.
6. Roman declares if a Ramp (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
7. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
8. Casualty Victory Points (VPs) are calculated for the previous Assault Period (AP).
9. Casualty Victory Points (VPs) are calculated for the previous Assault Period (AP).
10. Judean sets aside reinforcements from Areas that fell to the Romans in previous AP per 18.62.
11. Roman declares if a Ramp (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
12. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
13. Casualty Victory Points (VPs) are calculated for the previous Assault Period (AP).
14. Roman declares if a Ramp (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
15. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
16. Roman declares if mining (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
17. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
18. Roman declares if mining (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
19. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
20. Roman declares if mining (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
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22. Roman declares if mining (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
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26. Roman declares if mining (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
27. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
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29. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
30. Roman declares if mining (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.
31. Judean sets aside surviving units that were on the board at the end of the AP. All become fresh.
32. Roman declares if mining (18.5, 19.4) is being built, yes or no. If yes, 1st hex of ramp is placed.

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

Step by Step Instructions to Players

SLOWLY click through each step by pressing the Shift button and the Right arrow simultaneously, then follow the directions below.


Interphase Sequence Step-by-Step Instructions


The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. **Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter, instead use the undo button** to undo any unintended actions. When ready, you may proceed to the next instruction by pressing Shift Right Arrow

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	Romans must meet or exceed the required Levy Control listed:	2 Casualty Victory Points: 0 previous Assault Period: (>= 400 results in Judean Victory) Continue Siege: Roman morale: High	Roman Leader Dead Pile One in Three Alive
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	Judean Escape Pile	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP	
<div>5 The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions</div> <div>Replacement Number: 0 Total units in RRDP (info Only): 0</div> <div>6 1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number</div> <div>7 Replacement Random Draw Pile (RRDP)</div> <div>8 3. Left click on RRDP stack and move selected units to the Replacement Stack</div> <div>9 4. Shift Alt Right to send Replacements to board (Hex EE) Of Alt Right when ready to continue Interphase</div>			
14 Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)	Initial Weeks of Preparation: 0	16 Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)	Additional Weeks of Preparation: 0
Total Weeks to Assault Period: 0		17 Vassal calculates the total weeks of the campaign Continue Siege: Yes-Siege < 25 Weeks	
<div>24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.</div> <div>Roman Dead Pile</div> <div>Replacement Number: 0 Total units in RRDP (info Only): 0</div> <div>25 1. Shift Alt Right when directed to send Roman Dead to RRDP</div> <div>26 Replacement Random Draw Pile (RRDP)</div> <div>27 3. Left click on RRDP stack and move selected units to the Replacement Stack</div> <div>28 4. Shift Right to send Replacements to board (Hex WW2)</div> <div>29 5. Shift Right when ready to continue Interphase</div>			

The Interphase Board

Number boxes

 InterphaseBoard



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Calculate VP to Judean for Roman casualties during previous AP (18.91).
3. Calculate VP to Judean for escaped units during previous AP (18.922).
4. Calculate VP to Judean for redoubts at end of 5th AP (18.93).
5. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
6. Both players reclaim eliminated leaders (not Commanders) from the dead (18.52, 18.6). Reduce CC range.
7. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
8. Judean removes and sets aside surviving units that were on the board at the end of the AP. All become fresh.
9. Calculate VP for Roman casualties during previous AP (18.91).
10. Calculate VP to Judean for escaped units during previous AP (18.922).
11. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
12. Both players reclaim eliminated leaders (not Commanders) from the dead (18.52, 18.6). Reduce CC range.
13. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
14. Judean removes and sets aside surviving units that were on the board at the end of the AP. All become fresh.
15. Calculate VP for Roman casualties during previous AP (18.91).
16. Calculate VP to Judean for escaped units during previous AP (18.922).
17. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
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19. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
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21. Calculate VP for Roman casualties during previous AP (18.91).
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23. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
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30. Both players reclaim eliminated leaders (not Commanders) from the dead (18.52, 18.6). Reduce CC range.
31. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
32. Judean removes and sets aside surviving units that were on the board at the end of the AP. All become fresh.

Step by Step Instructions to Players

SLOWLY click through each step by pressing the Shift button and the Right arrow simultaneously, then follow the directions below.

Interphase Sequence Step by Step Instructions

The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter. Instead use the undo button to undo any completed actions. When ready, continue to next step and instruction by pressing Shift-Right Arrow.

1

Required Levy Control: 0%

Roman Levy Control: 0%

Continue Siege: Yes


Romans must meet or exceed the required Levy Control listed:

2

Casualty Victory Points previous Assault Period: 0

Continue Siege: Roman morale: High

Roman Leader Dead Pile



Titus or Tiberius Alive


3

Judean escape Eligibility: No - Judean City Control > 25%

Judean City Control: 100%

Judean escape Points: 0

Judean Escape Pile



4

VPs for Judean control of redoubts: 0

Redoubt total calculated and added to Total VPs after 5th AP

9

The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions

Replacement Number: 0

Total units in RRDP (Info Only): 0

1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number

2. Left click on RRDP stack and move selected units to the Replacement Stack

3. Shift Alt Right to send Replacements to board (Hex EE70) Ctl Alt Right when ready to continue Interphase

14

Initial Weeks of Preparation: 0

Initial weeks of preparation: (Right click on the Initial Weeks number to set)

16f

Additional Week of Preparation: 0

Additional weeks of preparation: (Right click on the Additional Weeks number to set)

Total Weeks this Assault Period: 0

17

Vassal calculates the total weeks of the campaign Continue Siege: Yes-Siege <= 25 Weeks

24

The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.

Roman Dead Pile

Replacement Number: 0

Total units in RRDP (Info Only): 0

1. Shift Alt Right when directed to send Roman Dead to RRDP

2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number

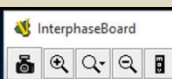
3. Left click on RRDP stack and move selected units to the Replacement Stack

4. Shift Right to send Replacements to board (Hex WW2)

5. Shift Right when ready to continue Interphase

The Interphase Board

Numbered boxes, cont...



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.

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.

Step by Step Instructions to Players

SLOWLY click through each step by pressing the Shift button and the Right arrow simultaneously, then follow the directions below.

Interphase Sequence Step by Step Instructions
The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter. Instead, use the undo button to undo any completed actions. When ready, continue to next step and instruction by pressing Shift Right Arrow.

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	Romans must meet or exceed the required Levy Control listed:	2 Casualty Victory Points previous Assault Period: 0 (>= 400 results in Judean Victory) Continue Siege: Roman morale: High	Roman Leader Dead Pile  Titus or Tiberius Alive
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	Judean Escape Pile 	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP	
9 The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions			
<div><div>Replacement Number 0 Total units in RRDP (Info Only) 0</div><div>Replacement Random Draw Pile (RRDP) </div><div>Replacement Stack </div></div> <p>1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number</p> <p>2. Left click on RRDP stack and move selected units to the Replacement Stack</p> <p>3. Shift Alt Right to send Replacements to board (Hex EE70) Ctl Alt Right when ready to continue Interphase</p>			
14 Roman player sets Initial Weeks of Preparation: 0 (Right click on the Initial Weeks number to set)	16f Roman player sets Additional Week of Preparation: 0 (Right click on the Additional Weeks number to set)	Total Weeks this Assault Period 0	17 Vassal calculates the total weeks of the campaign Continue Siege: Yes-Siege <= 25 Weeks
24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.			
Roman Dead Pile 	Replacement Number 0 Total units in RRDP (Info Only) 0	Replacement Random Draw Pile (RRDP) 	Replacement Stack 
1. Shift Alt Right when directed to send Roman Dead to RRDP		2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number	3. Left click on RRDP stack and move selected units to the Replacement Stack
			4. Shift Right to send Replacements to board (Hex WW2)
			5. Shift Right when ready to continue Interphase

The Interphase Board

Step 9 (Judean Replacement)

Full Siege Campaign Game, Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Calculate VP to Judean for Roman casualties during previous AP (18.91).
3. Calculate Roman Levy Control (18.92).
4. Calculate Roman Levy Control (18.93).
5. Roman remove all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
6. Both players reclaim eliminated leaders (not Commanders) from the dead (18.52, 18.6). Reduce CC range.
7. Judean remove all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
8. Judean remove all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
9. Calculate Judean City Control (18.94).
10. Calculate Judean City Control (18.95).
11. Calculate Judean City Control (18.96).
12. Calculate Judean City Control (18.97).
13. Calculate Judean City Control (18.98).
14. Calculate Judean City Control (18.99).
15. Calculate Judean City Control (19.0).
16. Calculate Judean City Control (19.1).
17. Calculate Judean City Control (19.2).
18. Calculate Judean City Control (19.3).
19. Calculate Judean City Control (19.4).
20. Calculate Judean City Control (19.5).
21. Calculate Judean City Control (19.6).
22. Calculate Judean City Control (19.7).
23. Calculate Judean City Control (19.8).
24. Calculate Judean City Control (19.9).
25. Calculate Judean City Control (20.0).
26. Calculate Judean City Control (20.1).
27. Calculate Judean City Control (20.2).
28. Calculate Judean City Control (20.3).
29. Calculate Judean City Control (20.4).
30. Calculate Judean City Control (20.5).
31. Calculate Judean City Control (20.6).
32. Calculate Judean City Control (20.7).

Step by Step Instructions to Players

SLOWLY click through each step by pressing the **Shift** button and the **Right arrow** simultaneously, then follow the directions below.

Interphase Sequence Step by Step Instructions

The instructions herein identify which steps are automatic or require human action. They also identify where to click for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter. Instead, use the undo button to undo any completed actions. When ready, return to the start of the next instruction by pressing Shift+Right Arrow.

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	2 Casualty Victory Points previous Assault Period: 0 Continue Siege: Roman morale: High	Roman Leader Dead Pile
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP	
<div> <div> The Replacement Random Draw Pile (RRDP) (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions </div> <div> Replacement Number 0 Total units in RRDP (Info Only) 0 </div> </div> <div> 2. Left click on RRDP and move selected units to the Replacement Stack </div> <div> 3. Shift Alt Right to send Replacements to board (Hex EE70) Ctl Alt Right when ready to continue Interphase </div>		
14 Roman player sets Initial Weeks of Preparation: 0	16f Roman player sets Additional Week of Preparation: 0	17 Vassal calculates the total weeks of the campaign Continue Siege: Yes-Siege <= 25 Weeks
24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.	25 Roman Dead Pile	26 Replacement Number
27 Replacement Random Draw Pile (RRDP)	28 Total units in RRDP (Info Only)	29 Replacement Stack
30 1. Shift Alt Right when directed to send Roman Dead to RRDP	31 2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number	32 3. Left click on RRDP stack and move selected units to the Replacement Stack
33 4. Shift Right to send Replacements to board (Hex WW2)	34 5. Shift Right when ready to continue Interphase	

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 $0.9 \times 25 = 22.5$ (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.

Judean sets up the rest of the units set aside in Steps 8-10 and 29 in controlled city hexes (18.3 and 18.31-18.35). Judean resolves first Fire Phase Setup Rule 7 of the Campaign Scenario Card. Roman begins new assault phase with Rally Phase (4.1).

The Interphase Board

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

InterphaseBoard

Full Siege Campaign Game, Interphase Sequence after each Assault Period (AP).

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, $0.35 \times 25 = 8.75$ (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.

Step by Step Instructions to Players


SLOWLY click through each step by pressing the **Shift** button and the **Right arrow** simultaneously, then follow the directions below.


Interphase Sequence Step by Step Instructions
The instructions herein identify which steps are automatic or require human action. They also identify where to click for information and selection. Do not click on any part of the board until you are ready. NEVER go backwards on the turn counter. Instead, use the undo button to undo any completed actions. When ready, click on the board and the board will show the next step.

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes Romans must meet or exceed the required Levy Control listed:	2 Casualty Victory Points previous Assault Period: 0 Continue Siege: Roman morale: High Roman Leader Dead Pile Titus or Tiberius Alive
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0 Judean Escape Pile	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP
9 The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions <div> <div>Replacement Number 0</div> <div>Total units in RRDP (Info Only) 0</div> </div> <div> <div>Replacement Random Draw Pile (RRDP)</div> <div>1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number</div> </div> <div> <div>Replacement Stack</div> <div>2. Left click on RRDP stack and move selected units to the Replacement Stack</div> <div>3. Shift Alt Right to send Replacements to board (Hex EE70) Ctl Alt Right when ready to continue Interphase</div> </div>	
14 Roman player sets Initial Weeks of Preparation: 0 Roman player sets Initial weeks of preparation: (Right click on the Initial Weeks number to set)	16f Roman player sets Additional Week of Preparation: 0 Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)
17 Vassal calculates the total weeks of the campaign Continue Siege: Yes-Siege <= 25 Weeks	
24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player. <div> <div>Roman Dead Pile</div> <div>Replacement Number 0</div> <div>Replacement Random Draw Pile (RRDP)</div> <div>Replacement Stack</div> </div> <div> <div>1. Shift Alt Right when directed to send Roman Dead to RRDP</div> <div>2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number</div> <div>3. Left click on RRDP stack and move selected units to the Replacement Stack</div> <div>4. Shift Right to send Replacements to board (Hex WW2)</div> <div>5. Shift Right when ready to continue Interphase</div> </div>	

The Interphase Board

Roman Leader Dead Pile

 InterphaseBoard



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Calculate VP for units lost or escaped during previous AP (18.9.2.2).
3. Calculate VP for units lost or escaped during previous AP (18.9.2.2).
4. Calculate VP for units lost or escaped during previous AP (18.9.2.2).
5. Roman removes units from board and replaces them with fresh units from the RRDP.
6. Both players remove units from board and replace them with fresh units from the RRDP.
7. Judean places units on board and replaces them with fresh units from the RRDP.
8. Judean removes units from board and replaces them with fresh units from the RRDP.
9. Calculate Judean Levy Control (18.6). Draw and set aside. All fresh.
10. Judean sets up per Setup Rule 5 of the Campaign Scenario, per 8.4 for arty, and per 19.21 if mining was used.
11. Roman declares if he will remove 1 Siege Tower and 1 Ram in order to receive 1 Armored Tower (18.51).
12. Judean secretly repositions his surviving artillery. Judean artillery in hexes breached was destroyed.
13. Roman places a unit of any type in prepared hexes indicated by markers he wishes to occupy at start of next AP.
14. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
15. Judean rolls one die and applies result to repair damaged wall hexes per 19.6.
16. Roman declares if mining will be performed. If No go to Step 17. If Yes, follow procedure f thru i below.
 - a. Roll for number of shafts using the appropriate week column on the Prep Chart (19.2).
 - b. Position each mine shaft using a blank counter.
 - c. Select a shaft, resolve engineering die roll for hexes affected and determine elevated hex damage for each.
 - d. Select another shaft (if any), repeat step c above, etc. Continue until damage for each shaft is completed.
 - e. At this point, Roman must declare if AP will begin or if he will delay one week for further mining. If he declares "Immediate Assault," go to Step 17. If he delays for one more week, follow procedure f thru i below.
 - f. Judean VP are increased to the next level indicated in the Prep Chart.
 - g. Judean rolls one die and applies result to repair damaged wall hexes per 19.6.
 - h. Judean secretly repositions his surviving artillery. Judean artillery in hexes breached was destroyed.
 - i. Repeat above procedure a thru e again.
17. Roman adds total number of weeks expended on siege so far. If total exceeds 25, siege ends (18.7, 19.1).
18. Roman declares if he will remove 1 Siege Tower and 1 Ram in order to receive 1 Armored Tower (18.51).
19. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
20. Roman rolls for new Armored Towers (19.5) using the appropriate week column on the Prep Chart.
21. Roman trades a new Armored Tower from Step 20 in accordance with declaration in Step 19 (if applicable).
22. Roman completes Ramp, if yes was declared in Step 11.
23. Romans may breach one controlled elevated hex per week of preparation expended (19.7).
24. Roman draws replacements from the dead pile as indicated on the Prep Chart (18.5). All are fresh.
25. Roman sets up per Setup Rule 5 of the Campaign Scenario, per 8.4 for arty, and per 19.21 if mining was used.
26. Judean constructs new staircases per 18.38.
27. Judean places his artillery on board.
28. Judean adds units to fortresses he garrisoned in Step 13. Units are available from those set aside in Steps 8-10.
29. Judean abandons bypassed fortresses he garrisoned in Step 13. The recalled units are available for Step 30.
30. Judean sets up the rest of the units set aside in Steps 8-10 and 29 in controlled city hexes (18.3 and 18.31-18.35).
31. Judean resolves free Fire Phase Setup Rule 7 of the Campaign Scenario Card.
32. Roman begins new assault phase with Rally Phase (4.1).

Step by Step Instructions to Players

SLOWLY click through each step by pressing the **Shift** button and the **Right arrow** simultaneously, then follow the directions below.

Interphase Sequence Step-by-Step Instructions
The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter. Instead use the undo button to undo any unintended actions. When ready, you may proceed to the next instruction by pressing Shift+Right Arrow.

<div>1</div> <div>Required Levy Control: 0%</div> <div>Roman Levy Control: 0%</div> <div>Continue Siege: Yes</div> <div>Romans must meet or exceed the required Levy Control listed:</div>	<div>2</div> <div>Casualty Victory Points: 0</div> <div>previous Assault Period: (>= 400 results in Judean Victory)</div> <div>Continue Siege: Roman morale: High</div>	<div>Roman Leader Dead Pile</div> <div>Titus or Tiberius Alive</div>
<div>3</div> <div>Judean escape Eligibility: No - Judean City Control > 25%</div> <div>Judean City Control: 100%</div> <div>Judean escape Points: 0</div> <div>Judean Escape Pile</div>	<div>4</div> <div>VPs for Judean control of redoubts: 0</div> <div>Redoubt total calculated and added to Total VPs after 5th AP</div>	
<div>5</div> <div>The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions</div> <div>Replacement Number: 0</div> <div>Total units in RRDP (Info Only): 0</div> <div>1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number</div> <div>2. Left click on RRDP stack and move selected units to the Replacement Stack</div> <div>3. Shift Alt Right to send Replacements to board (Hex EE70 CD Alt Right when ready to continue Interphase)</div>		
<div>14</div> <div>Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)</div> <div>0</div>	<div>16f</div> <div>Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)</div> <div>0</div>	<div>17</div> <div>Vassal calculates the total weeks of the campaign</div> <div>Continue Siege: Yes-Siege < 25 Weeks</div> <div>0</div>
<div>24</div> <div>The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.</div> <div>Roman Dead Pile</div> <div>Replacement Number: 0</div> <div>Total units in RRDP (Info Only): 0</div> <div>1. Shift Alt Right when directed to send Roman Dead to RRDP</div> <div>2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number</div> <div>3. Left click on RRDP stack and move selected units to the Replacement Stack</div> <div>4. Shift Right to send Replacements to board (Hex WW2)</div> <div>5. Shift Right when ready to continue Interphase</div>		

The Interphase Board

City Levy Control (Box 1)

InterphaseBoard



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Calculate VP for Judean units captured during previous AP (18.222).
3. Calculate VP for Judean units captured during previous AP (18.222).
4. Calculate VP for Judean units captured during previous AP (18.222).
5. Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)
6. Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)
7. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
8. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
9. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
10. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
11. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
12. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
13. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
14. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
15. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
16. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)

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.

1. Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)
2. Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)
3. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
4. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
5. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
6. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
7. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
8. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
9. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
10. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
11. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
12. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
13. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
14. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
15. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
16. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
17. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
18. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
19. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
20. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
21. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
22. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
23. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
24. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
25. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
26. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
27. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
28. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
29. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
30. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
31. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)
32. Roman player sets total weeks of preparation: (Right click on the Total Weeks number to set)

Step by Step Instructions to Players

SLOWLY click through each step by pressing the **Shift** button and the **Right arrow** simultaneously, then follow the directions below.

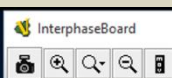
Interphase Sequence Step by Step Instructions

The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter. Instead use the undo button to undo any unintended actions. When ready, continue proceed to the next instruction by pressing Shift Right Arrow.

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	2 Casualty Victory Points previous Assault Period: 0 Continue Siege: Roman morale: High	Roman Leader Dead Pile
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP	Judean Escape Pile
5 The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions		
6 Replacement Number: 0 Total units in RRDP (info Only): 0		
7 Replacement Random Draw Pile (RRDP) 1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number		
8 3. Left click on RRDP stack and move selected units to the Replacement Stack		
9 4. Shift Alt Right to send Replacements to board (Hex EE) or Alt Right when ready to continue Interphase		
14 Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)	16 Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)	17 Vassal calculates the total weeks of the campaign Continue Siege: Yes - Siege < 25 Weeks
24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.	25 Roman Dead Pile 	26 Replacement Number: 0 Total units in RRDP (info Only): 0
27 Replacement Random Draw Pile (RRDP) 1. Shift Alt Right when directed to send Roman Dead to RRDP		
28 3. Left click on RRDP stack and move selected units to the Replacement Stack		
29 4. Shift Right to send Replacements to board (Hex WW2)		
30 5. Shift Right when ready to continue Interphase		

The Interphase Board

Casualty Victory Points (Box 2)



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Calculate Levy Control.
3. Calculate Levy Control to see if Romans control enough Levy value for siege to continue.
4. Calculate Levy Control to see if Romans control enough Levy value for siege to continue.
5. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
6. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
7. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
8. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
9. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
10. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
11. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
12. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
13. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
14. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
15. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
16. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.

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 ≥ 400 VPs, the Roman army mutinies, resulting in Judean victory.

17. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
18. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
19. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
20. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
21. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
22. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
23. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
24. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
25. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
26. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
27. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
28. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
29. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
30. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
31. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.
32. Roman Levy Control: If Roman Levy Control is 0%, Romans must meet or exceed the required Levy Control listed.

Step by Step Instructions to Players

SLOWLY click through each step by pressing the **Shift** button and the **Right arrow** simultaneously, then follow the directions below.

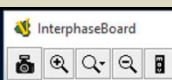
Interphase Sequence Step-by-Step Instructions

The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter. Instead use the undo button to undo any unintended actions. When ready, you may proceed to the next instruction by pressing Shift Right Arrow.

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	Romans must meet or exceed the required Levy Control listed:	2 Casualty Victory Points previous Assault Period: 0 Continue Siege: Roman morale: High	Roman Leader Dead Pile
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	Judean Escape Pile	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP	
5 The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions			
6 Replacement Number: 0 Total units in RRDP (info Only): 0			
7 Replacement Random Draw Pile (RRDP)			
8 Left click on RRDP stack and move selected units to the Replacement Stack			
9 Shift Alt Right to send Replacements to board (Hex EE) or Alt Right when ready to continue Interphase			
14 Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)	16 Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)	17 Vassal calculates the total weeks of the campaign Continue Siege: Yes-Siege < 25 Weeks	
24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.	Roman Dead Pile	Replacement Number: 0 Total units in RRDP (info Only): 0	Replacement Random Draw Pile (RRDP)
3 Left click on RRDP stack and move selected units to the Replacement Stack			
4 Shift Right to send Replacements to board (Hex WW2)			
5 Shift Right when ready to continue Interphase			

The Interphase Board

Escape Victory Points (Box 3)



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy values for siege to continue.
2. Check External Influence Table (18.7) to see if Romans control enough Levy values for siege to continue.
3. Check External Influence Table (18.7) to see if Romans control enough Levy values for siege to continue.
4. Check External Influence Table (18.7) to see if Romans control enough Levy values for siege to continue.
5. Roman player sets initial weeks of preparation; (Right click on the Initial Weeks number to set)
6. Both players reclaim eliminated leaders (not Commanders) from the dead (18.52, 18.6). Reduce CC range.
7. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
8. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
9. Check External Influence Table (18.7) to see if Romans control enough Levy values for siege to continue.
10. Check External Influence Table (18.7) to see if Romans control enough Levy values for siege to continue.
11. Roman player sets initial weeks of preparation; (Right click on the Initial Weeks number to set)
12. Roman player sets initial weeks of preparation; (Right click on the Initial Weeks number to set)
13. Judean adds units to fortresses he garrisoned in Step 13. Units are available from those set aside in Steps 8-10.
14. Roman player sets initial weeks of preparation; (Right click on the Initial Weeks number to set)
15. Judean places blank in each Fort/Fortress (2.11) occupied by a Judean unit at the end of the previous AP.
16. Roman declares if mining will be performed. If No go to Step 17. If Yes, follow procedure 1 thru 6 below.

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.

17. Roman player sets initial weeks of preparation; (Right click on the Initial Weeks number to set)
18. Roman declares if he will remove 1 Siege Tower and 1 Ram in order to receive 1 Armored Tower (18.51).
19. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
20. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
21. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
22. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
23. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
24. The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.
25. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
26. Judean constructs new staircases per 18.38.
27. Judean places his artillery on board
28. Judean adds units to fortresses he garrisoned in Step 13. Units are available from those set aside in Steps 8-10.
29. Judean abandons bypassed fortresses he garrisoned in Step 13. The recalled units are available for Step 30.
30. Judean sets up the rest of the units set aside in Steps 8-10 and 29 in controlled city hexes (18.3 and 18.31-18.35).
31. Judean resolves first Fire Phase Setup Rule 7 of the Campaign Scenario Card.
32. Roman begins new assault phase with Rally Phase (4.1).

Step by Step Instructions to Players

SLOWLY click through each step by pressing the **Shift** button and the **Right arrow** simultaneously, then follow the directions below.

Interphase Sequence Step by Step Instructions

The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you prepared in error, NEVER go backwards on the turn counter. Instead use the undo button to undo any unintended actions. When ready, you may proceed to the next instruction by pressing Shift Right Arrow.

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	Romans must meet or exceed the required Levy Control listed:	2 Casualty Victory Points previous Assault Period: 0 (>= 400 results in Judean Victory) Continue Siege: Roman morale: High	Roman Leader Dead Pile One in Three Alive
3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	Judean Escape Pile	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP	

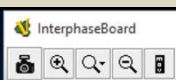
The Replacement Random Draw Pile (RRDP) doubles as the Judean Dead Pile and the Replacement Randomizer. When directed follow the numbered instructions	Replacement Number 0 Total units in RRDP (info Only) 0	Replacement Random Draw Pile (RRDP) 1. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number	Replacement Stack 3. Left click on RRDP stack and move selected units to the Replacement Stack 4. Shift Alt Right to send Replacements to board (Hex EE) 5. Shift Alt Right when ready to continue Interphase
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14 Roman player sets initial weeks of preparation; (Right click on the Initial Weeks number to set)	16 Roman player sets additional weeks of preparation; (Right click on the Additional Weeks number to set)	17 Vassal calculates the total weeks of the campaign Continue Siege: Yes - Siege = 25 Weeks
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24 The Roman Dead Pile is used to collect the Roman Dead and calculate Roman Casualty Victory Points issued to the Judean Player.	Roman Dead Pile 0 Total units in RRDP (info Only) 0	Replacement Random Draw Pile (RRDP) 2. Right click on the RRDP, choose Select Multiple Cards, then enter the Replacement Number	Replacement Stack 3. Left click on RRDP stack and move selected units to the Replacement Stack 4. Shift Right to send Replacements to board (Hex WW2) 5. Shift Right when ready to continue Interphase
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The Interphase Board

Redoubt Control (Box 4)



Full Siege Campaign Game. Interphase Sequence after each Assault Period (AP).

1. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
2. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
3. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
4. Check External Influence Table (18.7) to see if Romans control enough Levy value for siege to continue.
5. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
6. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
7. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
8. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
9. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
10. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
11. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
12. Roman removes all surviving units on the board to areas he controls (18.3 and 18.31-18.35). All become fresh.
13. Judean places a unit of any type in bypassed fortresses (marked by blanks) he wishes to occupy at start of next AP.
14. Roman declares if he will remove 1 Siege Tower and 1 Ram in order to receive 1 Armored Tower (18.51).
15. Roman declares if he will trade a new Armored Tower for 3 destroyed Siege Towers and/or Rams (19.5).
16. Roman rolls for new Armored Towers (19.5) using the appropriate week column on the Prep Chart.
17. Roman trades a new Armored Tower from Step 20 in accordance with declaration in Step 19 (if applicable).
18. Roman completes Ramp, if yes was declared in Step 11.
19. Romans may breach one controlled elevated hex per week of preparation expended (19.7).
20. Roman draws replacements from the dead pile as indicated on the Prep Chart (18.5). All are fresh.
21. Roman sets up per Setup Rule 5 of the Campaign Scenario, per 8.4 for arty, and per 19.21 if mining was used.
22. Judean constructs new staircases per 18.38.
23. Judean places his artillery on board.
24. Judean adds units to fortresses he garrisoned in Step 13. Units are available from those set aside in Steps 8-10.
25. Judean abandons bypassed fortresses he garrisoned in Step 13. The recalled units are available for Step 30.
26. Judean sets up the rest of the units set aside in Steps 8-10 and 29 in controlled city hexes (18.3 and 18.31-18.35).
27. Judean resolves free Fire Phase per Setup Rule 7 of the Campaign Scenario Card.
28. Roman begins new assault phase with Rally Phase (4.1).

Box 4 Corresponds with Interphase step 4, calculating Judean control of redoubts, following Assault Period 5.

Redoubts (Forts/Fortresses) begin the campaign under Judean control. As the Romans gain control of those redoubts throughout the campaign their control markers are flipped from Judean to Roman control.

Step 4 during the Interphase following Assault Period 5 calculates those redoubt points at 10 VPs per redoubt held by the Judeans and are awarded and added to the Victory Points Display and to the Victory Points Total.

Step by Step Instructions to Players

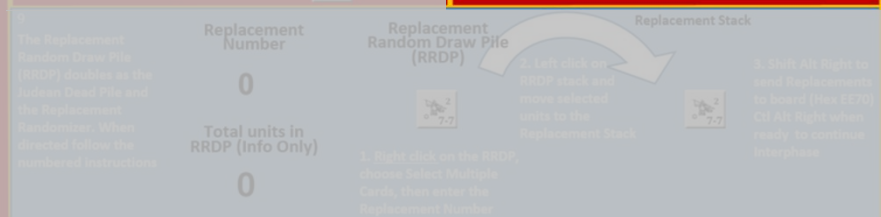
SLOWLY click through each step by pressing the **Shift** button and the **Right arrow** simultaneously, then follow the directions below.

Interphase Sequence Step by Step Instructions

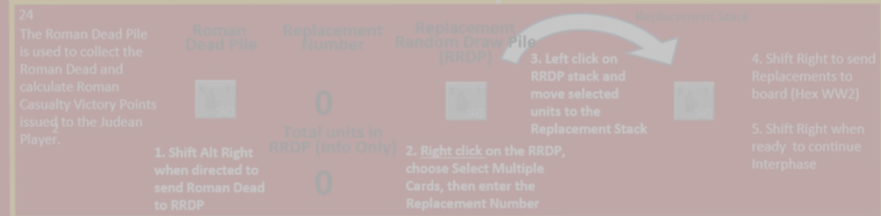
The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error, NEVER go backwards on the turn counter. Instead use the undo button to undo any unintended actions. When ready, you may proceed to the next instruction by pressing Shift Right Arrow.

1 Required Levy Control: 0% Roman Levy Control: 0% Continue Siege: Yes	Romans must meet or exceed the required Levy Control listed:	2 Casualty Victory Points previous Assault Period: 0 Continue Siege: Roman morale: High	Roman Leader Dead Pile
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3 Judean escape Eligibility: No - Judean City Control > 25% Judean City Control: 100% Judean escape Points: 0	Judean Escape Pile	4 VPs for Judean control of redoubts: 0 Redoubt total calculated and added to Total VPs after 5th AP
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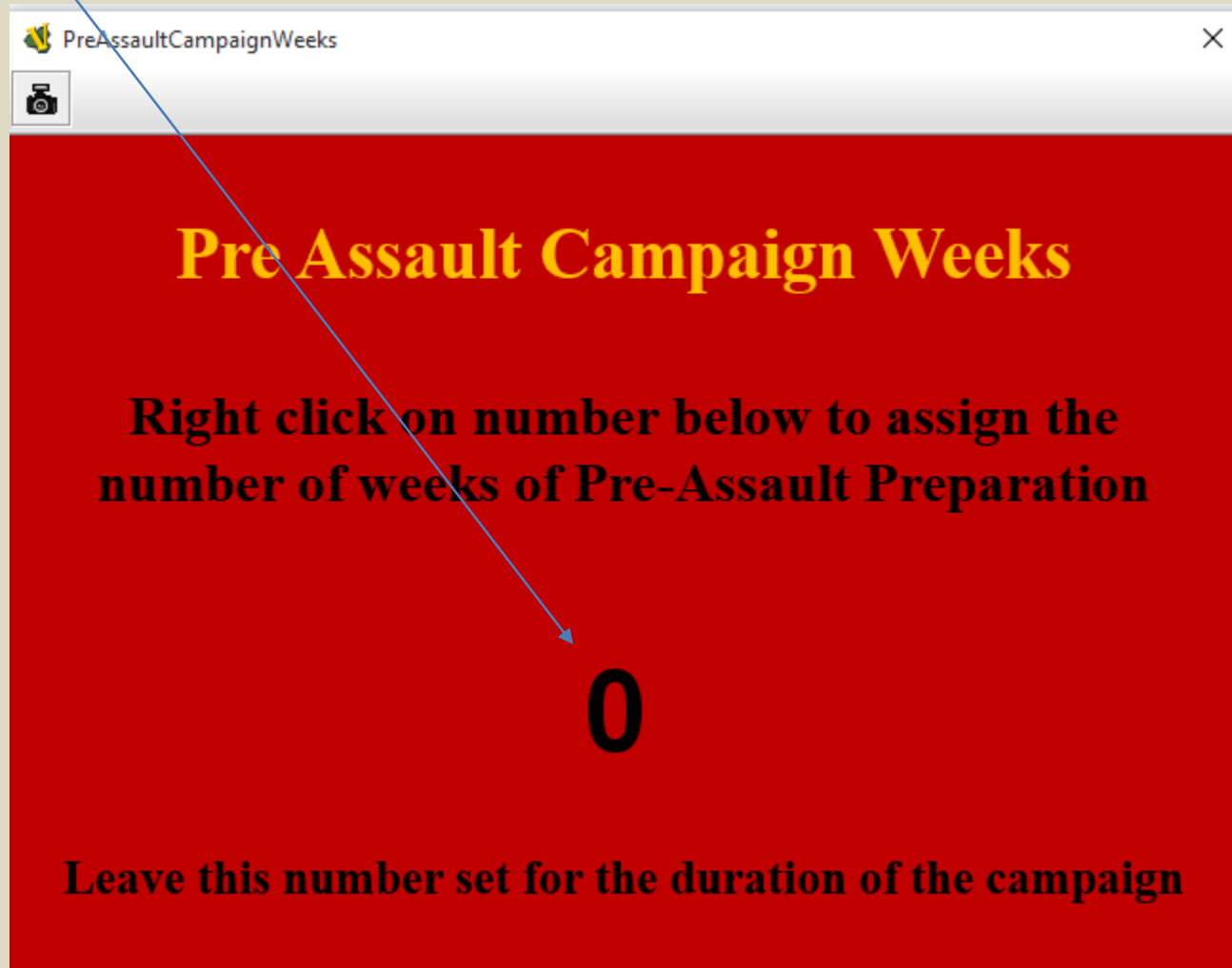


14 Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)	16 Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)	17 Vassal calculates the total weeks of the campaign. Continue Siege: Yes-Siege < 25 Weeks
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The Victory Points Display

During the Pre-Assault Preparation Planning, the Roman Player would right click 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.

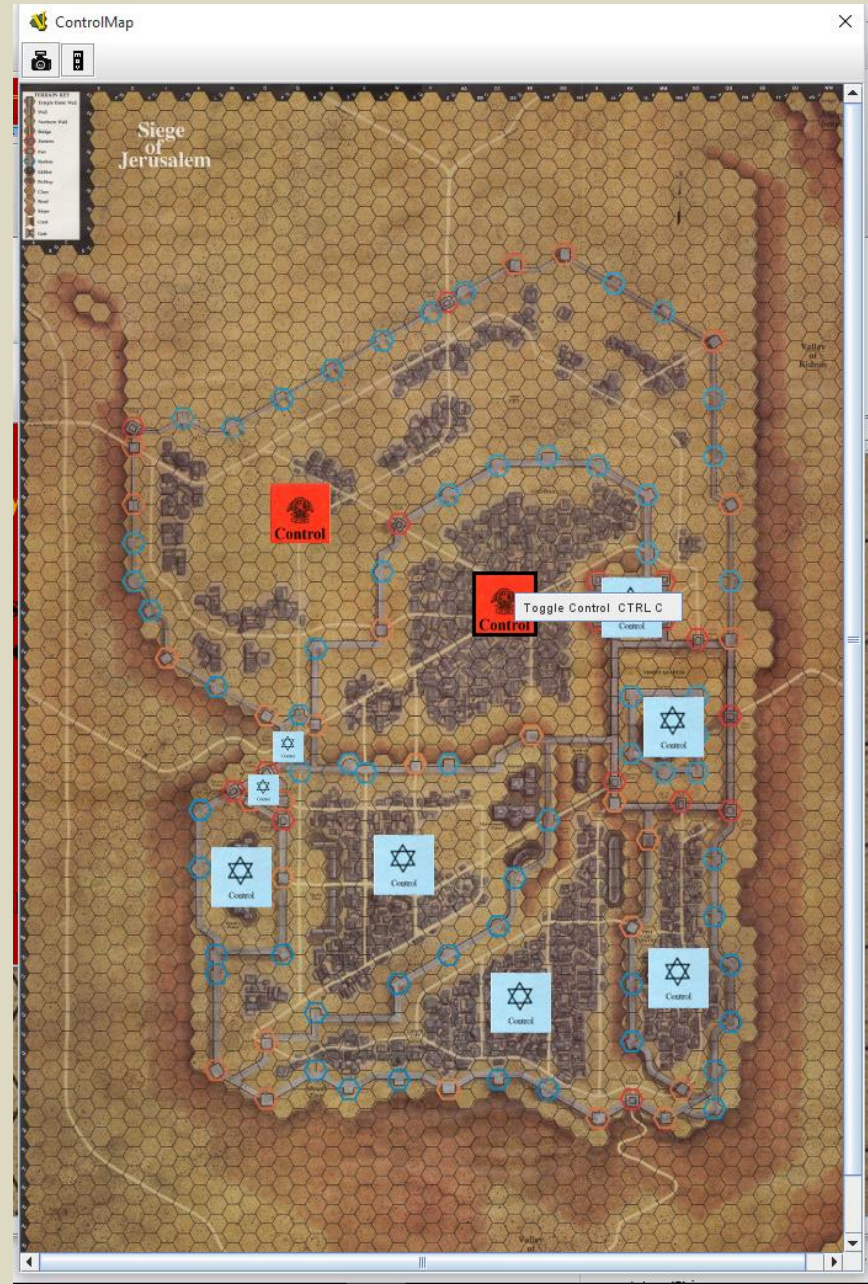
The percentage of levy value for city area is thus awarded to either Roman or Judean player with the following benefits:

-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 $\leq 25\%$. 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.



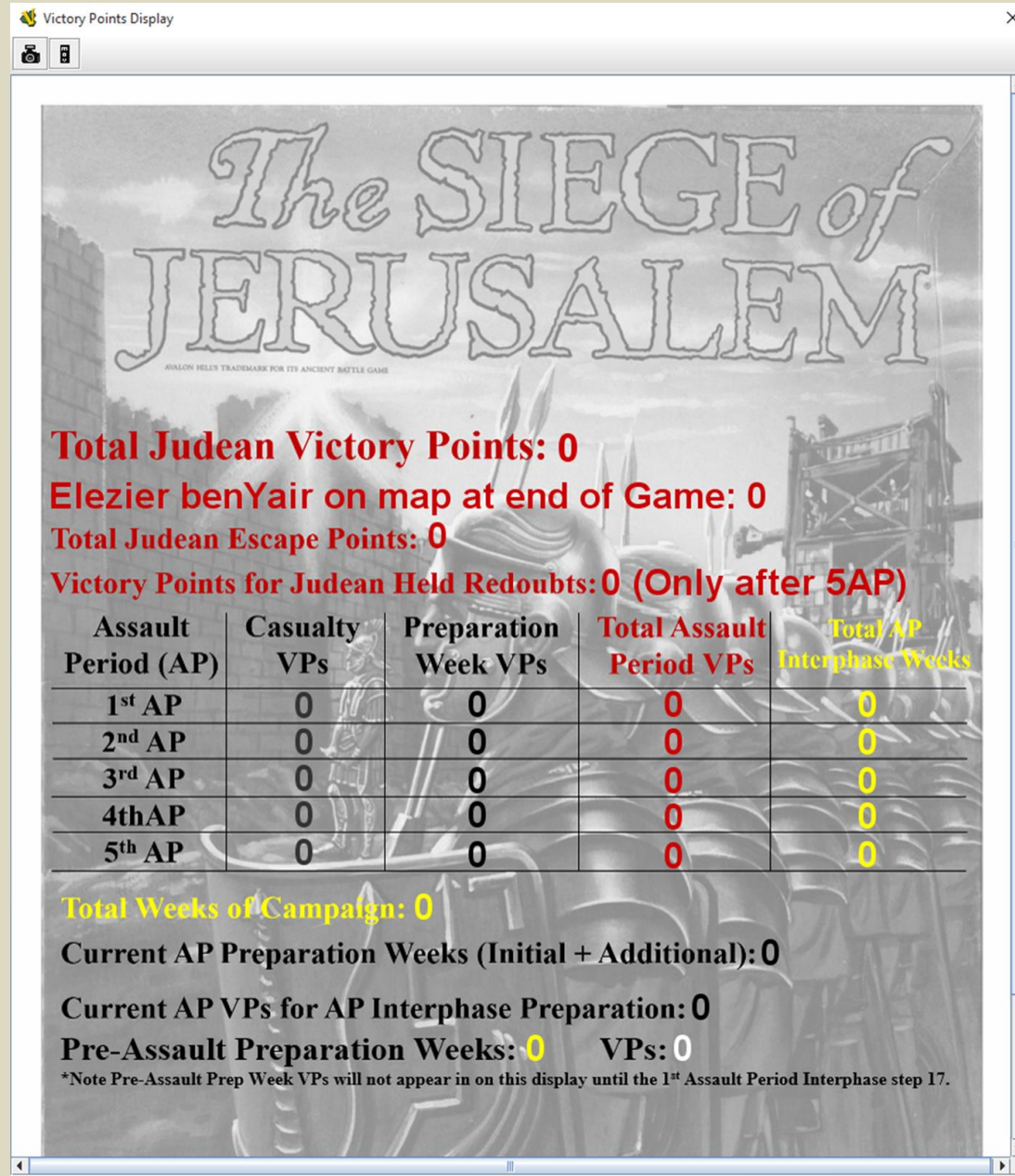
The Victory Points Display

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.

Victory Points Display

The screenshot shows a software window titled "Victory Points Display" for the game "The SIEGE of JERUSALEM". The window has a title bar with a close button and two icons (a camera and a printer). The main content area has a background image of a Roman soldier in armor. Overlaid on this are several text elements and a table. At the top, the game title "The SIEGE of JERUSALEM" is written in a large, stylized font. Below it, several lines of text in red and yellow report various victory point totals. A table with five columns and six rows follows, detailing assault periods and their corresponding victory points. At the bottom, more summary text is provided, including a note about pre-assault preparation weeks.

Total Judean Victory Points: 0
Elezier benYair on map at end of Game: 0
Total Judean Escape Points: 0
Victory Points for Judean Held Redoubts: 0 (Only after 5AP)

Assault Period (AP)	Casualty VPs	Preparation Week VPs	Total Assault Period VPs	Total AP Interphase Weeks
1 st AP	0	0	0	0
2 nd AP	0	0	0	0
3 rd AP	0	0	0	0
4thAP	0	0	0	0
5 th AP	0	0	0	0

Total Weeks of Campaign: 0
Current AP Preparation Weeks (Initial + Additional): 0
Current AP VPs for AP Interphase Preparation: 0
Pre-Assault Preparation Weeks: 0 VPs: 0
*Note Pre-Assault Prep Week VPs will not appear in on this display until the 1st Assault Period Interphase step 17.