

Storm Over Jerusalem Player Aid Card

Sequence of Play (4.0)

Each turn the following sequence is performed:

- A. **Draw Phase:** The Roman and Judean players draw enough cards to fill their hands. If a player has more cards in hand than their hand size, they must discard down to their hand size. The Game Turn track indicates the hand size of cards each player has for that turn. Note that there is one value for the Roman player and another for the Judean player. Control of Area 19 or Area 30 with no enemy units in the area provides one additional card to the controlling player (see 5.1) for each area.
- B. **Impulse Phase:** Both players perform alternating impulses (see 6.0). The Roman player takes the first impulse on each turn.
- C. **End Phase:**
 1. Cards may be discarded (see 5.3), with the Roman player discarding first.
 2. Remove any Out of Supply markers from the map.
 3. Check/Roll for Judean Supply Restrictions (13.3), then check for Judean Areas Unable to Refresh (13.3).
 4. Next, players should flip all spent units and siege towers to their face-up ("fresh") side, other than the units in areas that the Judean player designated as OOS in the previous step.
 5. The Roman player may remove any Siege Towers from Roman Controlled areas.
 6. The Roman player now receives up to 6 reinforcement units for the turn and places them on their fresh side in any area adjacent to their Reinforcement Zone (see 11.0).
 7. If the Roman player controls both Area 22 and Area 27 the game ends immediately with an automatic Roman victory.
 8. Each player that controls Area 22 or Area 27 gains 1 Victory Point for each area. If the Judean player controls all city areas (12-31), they gain 1 VP.
 9. The Roman player gains 1 VP for each Judean Leader that was not placed on board this turn. After this, remove any Judean Leaders on board so they can be placed during the next turn.
 10. At this point the turn ends. If it is not turn 8, the turn marker is advanced one space on the Game Turn Track, and the sequence of play is repeated.
 11. If the current turn is turn 8 (or 7 if the Judean player played Judean card #54), the game ends. Both players must discard all cards and all Escape the Siege cards discarded at this time will trigger as an event.

Impulse Actions (6.0)

1. Unit Actions; or
 - a. Movement (7.0)
 - b. Attack (8.0)
 - c. Assault (10.0)
2. Card Actions (Play a card for an event); or
3. Discard (Discard a card to repair a wall section or build a siege tower); or
4. Pass

VPs / Victory Conditions (15.0)

During the End Phase of each turn (4.0 C), both players may earn Victory Points.

If the Roman player controls both area 22 and 27 the game immediately ends with an automatic Roman victory.

The player that controls area 22 or 27 gains 1 Victory Point for each area. If the Judean player controls all city areas (12-31), they gain 1 VP.

The Roman player gains 1 VP for each Judean Leader that was not placed on board during a turn.

At the end of the game (turn 8 or turn 7 by card play) each player gains 1 VP for every 2 enemy units that have been eliminated (fractions rounded down). Players may track this during the game if they wish.

If the Roman player has more VPs than the Judean player they win, otherwise the Judean player is the winner.

Roman Siege Towers (13.2)

- May be built or upgraded in a Roman controlled area by using Siege Tower Value of a discarded card (13.2.1)
- Moves/ Assaults with Roman units in an area, flipped to spent after moved or Assault. (13.2.2)
- Lowers the Defensive Advantage Bonus of a Wall of Jerusalem section during an Assault. (13.2.3)
- Destroyed/removed by card play or if in an area with no Roman units. (13.2.4)
- May not be placed in or enter Areas 5-9. (13.2.6)

Repairing Walls of Jerusalem (13.1.3)

- Using the Wall Repair Value of the discarded card, the Judean player can repair a Wall section.
- It takes 1 Repair Point to increase a Breach to a +1 Wall, or a +1 Wall to a +2 Wall, or a +2 Wall to a +3 Wall.
- Once damaged, Wall Defensive Value for a section cannot be repaired above +3.
- One Judean unit must be flipped to spent in the selected area for each section of a Wall that was repaired.

Judean Supply Restrictions (13.3)

Turn 1-2 Increase on a 5-6 on 1d6

Turn 3-6 Increase on a 4-6 on 1d6

Turn 7-8 Increase on a 3-6 on 1d6

Judean Areas Unable to Refresh (13.3)

Supply Restrictions Level 1-2 1d3 - 1 Areas

Supply Restrictions Level 3-4 1d3 Areas

Supply Restrictions Level 5-6 1d3 + 1 Areas

Supply Restrictions Level 7-9 1d3 + 2 Areas

Attack Sequence (8.3)

After an Attack is declared, the attacker may play cards as part of the Attack and then the defender may play cards. Once cards have been played, an Attack is resolved in three steps. First the number of attack points is determined, then the number of defense points is determined, and lastly, the number of damage points is determined and applied.

1. Determine Attack Points

First the firepower values of all the Attacking units are added together. Then roll two dice and add the result to the total firepower. This will give the total number of attack points.

2. Determining Defense Points

The number of defense points is equal to the highest defense value of any single unit being Attacked in the target area, plus the Defensive Value of the terrain in the target area if the defender controls the area. If this is a Roman Attack, also include the Wall Defensive Value if the Attack crosses a Wall of Jerusalem section.

If the units being Attacked do not control the area, the Defensive Value for the terrain is ignored.

3. Determining Damage Points

The number of damage points is equal to the number of attack points minus the number of defense points. If the number of damage points is zero or fewer, the units being Attacked take no damage. If the number of damage points is one or more, the units being Attacked must apply this many damage points (if possible).

Assault Sequence (10.0)

An Assault is an impulse where one or more units move into an adjacent area containing enemy units and then the enemy units are Attacked by the moving units. It is essentially a combination of a Movement impulse and an Attack impulse.

1. Select fresh units for the Assault and move them into the Assaulted area.
2. Resolve an Attack (8.3) with the Assaulting units.
3. After all Damage Points have been applied (and retreats completed), the Assaulting units are flipped to their spent side.
4. If during a Roman Assault, a Damage Point was assigned to units in the area, then the Wall of Jerusalem section crossed is also damaged (see 13.1.2). Reduce the current Defensive Value of the wall by one (using the Wall Defensive Value markers). The Wall Defensive Value is not reduced further if the Wall of Jerusalem was already breached.
5. If after a Roman Assault across a Wall of Jerusalem section there are no Judean units in the Assaulted area, then the Wall section is automatically breached (mark the Wall section with a Breached marker).
6. If after a Roman Assault the wall is breached (either before the Assault took place or because of the Assault), the Assaulting units remain in the area Assaulted.
7. If after a Roman Assault across a Wall of Jerusalem section the wall is not breached and Judean units remain in the Assaulted area, the Assaulting Roman units are moved back to the area from which they moved.

Applying Damage Points (9.0)

When damage points are received, the player owning the units that are Attacked must apply all the damage points to his units in the target area. He uses the following method to assign the damage points, until all the points have been successfully assigned. The list below is the only way in which damage points may be assigned. No other permutations are allowed.

1 point

Flip a face-up (“fresh”) unit face down (“spent”) or Retreat a facedown (“spent”) unit to an adjacent area or Eliminate a face-down (“spent”) unit with no retreat path.

2 points

Move a face-down (“spent”) unit to the eliminated pile when a retreat path is available

or

Flip a face-up (“fresh”) unit to face-down (“spent”) and retreat it to an adjacent area.

3 points

Move a face-up (“fresh”) unit with a retreat path to the eliminated pile.

Application

While the player owning the units that received damage is free to choose how to apply the damage, they must apply as many of the damage points as possible. If more damage points are received than can possibly be applied, the excess points are ignored.

Breaching the Walls (13.1.2)

The Roman player can lower or eliminate the Defensive Advantage of the Walls of Jerusalem by Assaulting across a Wall section, using a Tactical Card, or by damaging the wall section with an Onager, Catapult, or Battering Rams card.

Each Assault across a Wall section that causes 1 or more damage points to Judean units reduces the Defensive Advantage Bonus by one. The damaged Wall Defensive Value is tracked with Wall Defensive Value markers (+3/+2/+1/Breached).

After an Assault if there are no Judean units remaining in the Assaulted area, the Wall section is breached.

All Wall sections between two Roman controlled areas are marked with a breached marker.

Judean Leader Placement (14.1)

Judean Leaders can be placed in an area in one of 4 ways:

Attack: When declaring an Attack or Assault, a Judean Leader can be placed with the Attacking or Assaulting units.

Defense: When an area containing Judean units is Attacked or Assaulted

Common Enemy: When selecting an area for an Attack or Assault action (6.1), you may place the Judean Leader in the area and activate all units in the area, not just units from their faction.

Rally: Flip 3 faction units to their fresh side. Judean Leaders should be flipped to spent after the Rally action has been resolved.

