

# Storm Over Jerusalem

Game Design: Scott Blanton

## Setup

The basic setup will provide players with the standard game layout. Units have been placed in their setup areas, markers have been pulled and placed along the board edge. If you have your preference set to Report Moves, all card, unit, and marker movement will display in the chat area.

## Map

Map areas are numbered and named; these are used in reporting moves. Players can right click on the control markers to change control of an area.

Wall boxes all start with a transparent counter. Players can right click on a Wall section box to increase or decrease the Wall strength.

## Units

All units have a “right click” menu to bring up standard actions. The two most used actions will be “Send to Dead Pile” and “Spent”. If units are eliminated, be sure to use “Send to Dead Pile” instead of deleting the unit. Eliminated units count for VP at game end. To mark units Spent or refresh units, use “Spent”. Units will be marked as moved when they are moved. You can clear the move label with the Move button in the toolbar.

There is a global button to refresh all Roman Units. Judean units need to be manually refreshed because some areas may be marked Out of Supply.

## Siege Towers

These special Roman units are limited by the counter quantity in the Siege Tower box. The Roman player should move Siege Towers from the box to the map when needed. Siege Towers that are eliminated or removed from the map should be “Sent to Siege Tower Box”.

## Cards

Each side has a deck of cards that can be found in the Draw Deck window. This window also shows each player’s discards as well as cards removed from the game. Players can drag cards from their draw deck to their hand (which is a separate window). If you right click on the draw pile, you can enter a number of cards to draw. Each card has a common set of actions, “Send to Player Hand”, “Return to Discard Pile”, and “Remove” are the most used actions.

To play a card, players can drag the card from their hand onto the map board. This will allow the other player to see the card being played. After that, players can “Return to Discard Pile” or “Remove” as needed.

Players can right click on their Discard Pile to shuffle cards back into the Draw Deck.

## Specific Cards

Roman – Palisades Built: For the Roman player to see the Judean Hand, the Judean player will need to move all cards from their hand onto the map board. After the Roman player has selected the card to be discarded, the Judean Player can return the remaining cards to their hand.

Judean – Captured Roman Arms: To upgrade specific units, the Judean player will need to delete the selected unit and then pull the correct units from the counter tray.