Siege of Jerusalem Vassal Module Version 2.3

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.

Changes to Version 2.3

- Version 2.2 used both the Turn Counter and the Shift/Right button to advance the turns.

- A change (Presumably to Java) means the the Shift/Right button combination does not work as well. It still functions but for some reason you must mouse click somewhere on the main map in between Shift/Right clicks. You may still use this option however, you may find the additional mouse click annoying.

Judean Reserve Overlay

- When a new game is loaded, you will see the following text displayed across the map. – Right click on appropriate reserve information to reduce the available reserves for that city area

- This text is an instruction to set the Judean reserve levels. The reserve information is displayed as example TYROPEAN CITY 10%/28.

- Right click on the Black city section text to adjust the reserve numbers as appropriate.

- To make the reserve information go away(and return) toggle the
  Hide/Reveal Judean Reserve Levels button

Turn Counter

- The turn counter advances the Campaign Game through its Periods, Phases, Turns and Interphases.

Turn Counter   ×
−   Assault Period 1   Turn:1   Roman Turn   +

Interphases.

- <u>If you are ready to advance to the Interphase</u>, you may right click on the text and select - Set Turn.

Assault Period 1   Turn:1   Roman Turn   ×
                            Dock   +
                            Set Turn

- Then Select - Assault Period Interphase List.

Turn Counter   ×
−   Assault Period 1   Turn:1   Roman Turn   +

Set Turn Counter   ×
Assault Period: Assault Period 1   ▼
Select: Turn   ▼
        Turn
Turn: 1 Assault Period Interphase List
Phase: Roman Turn   ▼
              Save   Cancel
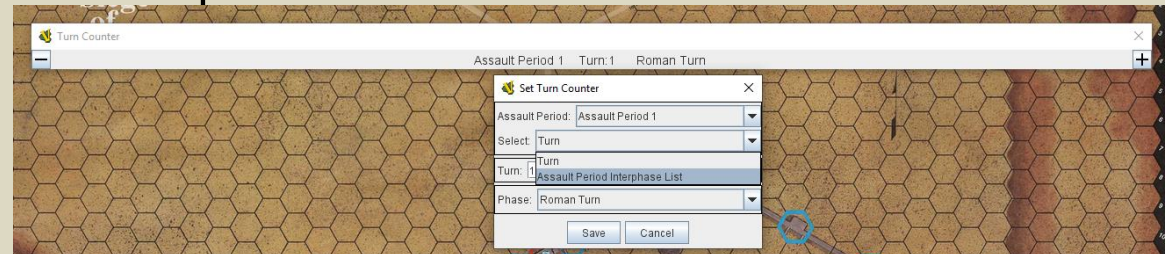
- Then proceed to the Interphase Board
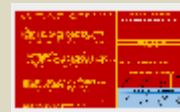
The Interphase Board

Turn Counter Button
+ Turn

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

InterphaseBoard

Match the Interphase step to the corresponding box with the same number...

Not all steps have boxes

Fall 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 for redoubts at end of 5th AP (18.93).
5. Roman removes all surviving Judean units from redoubts he controls (18.3 and 18.31-18.35). All become fresh.
6. Both players eliminated leaders (not Commanders) are placed in dead (18.37, 18.6). Reduce CC range.
7. Judean places blank counters in any fortress (2.1) occupied by a Judean at the end of the previous AP.
8. Judean removes and sets aside surviving Judean units 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 AP just ended to the Romans in previous AP.
11. Roman declares if a Ramp (18.8, 19.4) is being built, yes/no and which 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. Judean 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.[1]
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 advancing the Turn Counter, then follow the directions below.
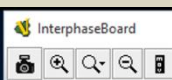
Interphase Sequence Step-by-Step instructions
The instructions herein identify which steps are automatic or require human action. They also identify where to look for information corresponding to each step. Do not proceed to any next step until absolutely sure you are ready. If you proceed in error NEVER 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 advancing the Turn Counter.

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
Blue 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

Replacement Random Draw Pile (RRDP)

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

Replacement Stack

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

Total units in RRDP (Info Only): 0

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

14
Roman player sets initial weeks of preparation: (Right click on the Initial Weeks number to set)
Initial Weeks of Preparation: 0

16f
Roman player sets additional weeks of preparation: (Right click on the Additional Weeks number to set)
Additional Weeks of Preparation: 0

Total Weeks this Assault Period: 0

17
Vassal calculates the total weeks of the campaign
Continue Siege: Yes-Siege=< 25 Weeks
0

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

Replacement Random Draw Pile (RRDP)

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

Replacement Stack

4. Advance Turn Counter to send Replacements to board (Hex WW2)

1. Advance Turn Counter when directed to send Roman Dead to

Total units in RRDP (Info Only): 0

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

5. Shift Right when ready to continue Interphase

The Interphase Board
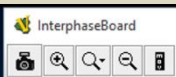
Interphase Sequence Steps

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 an 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.[1]
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)

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…

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.

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.

InterphaseBoard

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.

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.

1 Required Levy Control: **0%**	Romans must meet or exceed the required Levy Control listed:
Roman Levy Control: **0%**	
Continue Siege: **Yes**	

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)

InterphaseBoard

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.

3
Judean escape Eligibility: **No - Judean City Control > 25%**

Judean City Control: **100%**

Judean escape Points: **0**

Judean
Escape Pile

The Interphase Board

Redoubt Control (Box 4)

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.

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.
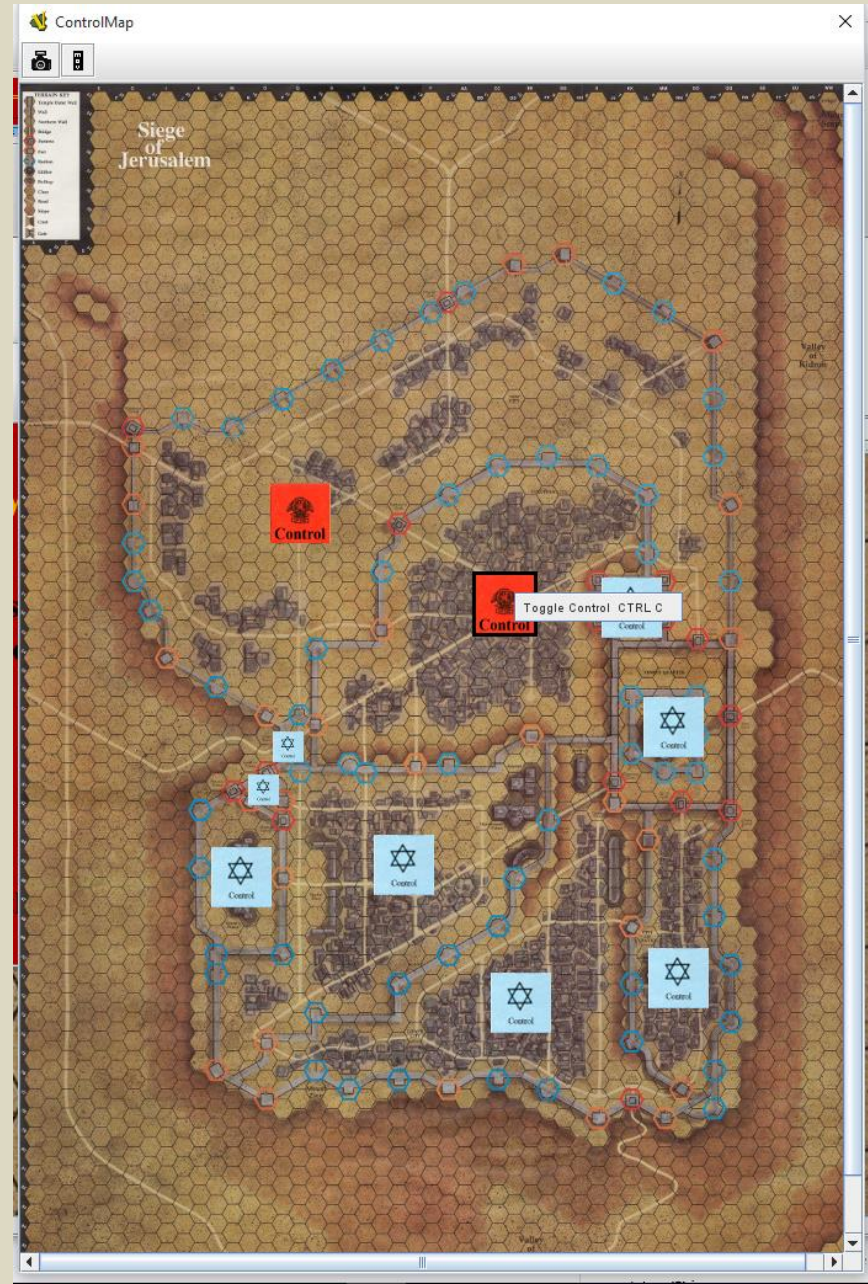
The Victory Points Display

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.

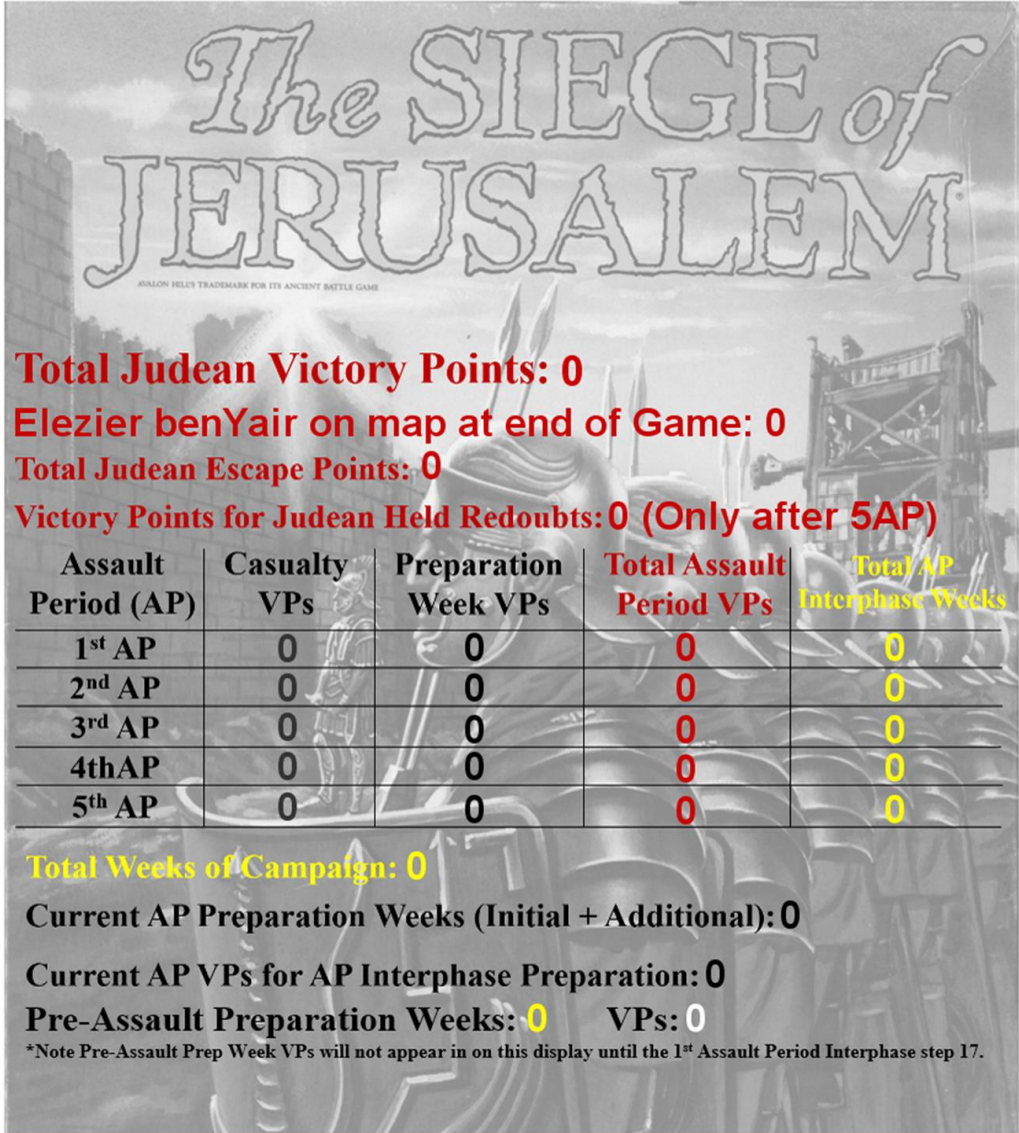All totals are automatically calculated from values entered during the campaign, either by entering data such as the number of planning weeks on Assault Period Interphase turns 14 and 16 or during the Assault Period when redoubt and control markers are set to either Roman or Judean control.

Victory Points Display

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
1st AP	0	0	0	0
2nd AP	0	0	0	0
3rd AP	0	0	0	0
4thAP	0	0	0	0
5th 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.