

INTRODUCTION, VARIANTS AND SHORT CAMPAIGN

SIEGE OF JERUSALEM

by Keith Martens

Siege of Jerusalem is one of the most beautiful, detailed, challenging wargames ever made. Now that I have that out of the way it also has some tough rules to swallow and is very hard to win with the Romans. It is also very long to play (40-80 hours).

There was some really great stuff on **Siege of Jerusalem** in the *General* Vol. 26 No. 4. Historical notes, contest, design notes, errata and 3 short scenarios by designer Fred Schachter, and finally a short strategy article with a rundown on the units in the game were included.

We hope to compliment this with some missing pieces. Articles in the *General* seldom dwell on the failings of their games and we try to show both sides of the game and suggest fixes for the bits we did not like (and allow the designer to tell us what he thought).

The short scenarios are great but what was needed was a way to plug into the full siege game without having to play the most boring and obvious part, the opening assault on the New City. Now players can go right to the second or third assault and pick up the campaign from there.

Siege of Jerusalem is a complex, time consuming game. Any attempt to write valid, useful strategy notes is difficult. Even Fred has not yet attempted this (although I think our efforts here will spur him on, especially if he disagrees with us). Ken takes a fairly general approach and points out that a replay is really the only way to show some of the nuances. My background in science forces me to analyze the tables and draw conclusions for the Romans from this hard data.

All the strategy notes address the *Avalon Hill* version without modification.

VARIANTS

Only 4 things bug me about the game (this is not bad considering the complexity of the system).

The sequence of play makes little sense and produces some really weird tactics (luckily this is very easy to fix). The sequence as it stands is

Rally A	then	Rally B
Fire B		Fire A
Fire A		Fire B
Move A		Move B
Melee A		Melee B

Note both sides get to Fire, Move, Melee and then Fire again with only a Rally response from the opposition. Even this Rally Phase is of little help to the disrupted troops up front since they are by

this time; adjacent, in an enemy ZOC and within missile range so they rally at +3. This will in all probability hurt rather than help.

Both sides can do this and it creates a feast or famine feel and some weird tactics. Here is a typical Judaeen tactic. The Romans have secured a one hex breach and plugged it with three units. The Judaeen fires his archers from the built-up area and disrupts some of the Romans, a few stacks surge forward meleeing the remnants (no chance of an ill effect, one of my later peeves). If any Romans are left they try to Rally at +3. If the stack is gone, the Romans behind get missiled or the last remnants get cleaned up. During this time there is

nothing the Roman can do. Of course the Judaeans units are in the open and will be killed but the Roman will probably be just back where he started (with three units in the breach) and the Judaeans replacement rate is, on average, double the Roman. Also, Judaeans losses do not count towards victory.

Altered Sequence of Play

Instead use the following sequence of play.

Rally A	then Rally B
Move A	Move B
Melee A	Melee B
Fire B	Fire A
Fire A	Fire B

Now the moving units take fire from the defenders before they fire.

My second problem is with ZOC and Flank Attacks (11.85). If a defender is surrounded by enemy units or enemy ZOC's, the attacker's strength is doubled. This is fine except friendly units do not negate ZOC which means that attacked units could be in contact with a friendly unit on each side and still be flanked.

ZOC in Flank Attacks

For flank attacks only, the presence of fresh friendly units negate the ZOC of attacking units.

Another problem with Melee is the infamous Multiple Attacks (11.9) which the designer says he was eventually talked into by Don Greenwood. This rule allows an unending series of attacks as long as the defender vacates the hex. I agree that the length of the turn would allow more than one melee if the attacker was not repulsed but the idea of Titus (+1 in melee) and a strong stack attacking 12 times across the board combining with 8 or 9 other stacks is a bit tough to take in a game without fatigue. I almost want to pull out my "John Wayne" rules from the old *Sniper* game and use those. Here is my compromise which also greatly simplifies the rule.

Multiple Attacks

Any group of attackers, after successfully dislodging the defender and advancing into the defender's hex, may immediately attack any other adjacent defender. A unit may not attack more than 3 times. Not all attackers need be part of victors

from last turn but once a stack attacks and then does not continue attacking, it is finished for that melee phase. Note in this way, stacks may attack more than once but may not delay their multiple attacks or be reactivated later in the melee phase.

Lastly, I hate Melee Result Charts where the attacker cannot be hurt. It not only does not make sense but it wastes a lot of time while the attacker counts up his "miracle shots".

Alternate Melee Table

Mark an asterisk in the following columns and rows of the Melee Table.

1-4	-1, 0, 1, 2, 3, 4
1-3	-1, 0, 1, 2, 3
1-2	-1, 0, 1, 2
1-1	-1, 0, 1
2-1	-1, 0
3-1	-1
4-1	-1

If an asterisk is rolled, 1 attacker is disrupted. *

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SHORT CAMPAIGN GAME

Fun as *Siege of Jerusalem* is, there comes a point where you cannot face playing for a whole day just to capture the New City. You would like to start the campaign at the 2 or 3 assault. What follows is my attempt to factor in what has gone before and put you in the Assault Interphase Period just before you start.

Just follow the step by step instructions which are based on the setup instructions on the campaign card.

1. Gather the starting forces of both sides for the full siege campaign game. The Roman player decides which sections of the city have already been conquered. Add the Judaeen forces for the appropriate area from the average area reinforcement chart below and then randomly remove the appropriate units.

If starting from assault 2

Conquered	Roman Removals large/small counters (alternatively)	Judaeen Removals large/small counters
New City	2/20 (1/24)	1/7
City of David	5/40 (3/48)	1/7
NC + Herod's P	4/35 (2/39)	1/7*
* plus all HP garrison		

If starting from assault 3

Conquered	Roman Removals† (alternatively)	Judaeen Removals
New City/Tyr	8/45 (6/49)	2/18
New City/David	10/60 (8/65)	3/24
NC/Tyr + Herod	10/55 (8/60)	3/22*
NC/Lower City	12/65 (10/70)	4/25
* plus all HP garrison		
† minus .5/2 for each week delay (rnd up)		

The Judaeen receives Victory Points for Roman units removed and for the weeks waited.

For example, if you were starting with assault 3 and choose to conquer the New City, Tyropean and Herod's Palace. You waited 5 weeks. The Roman would randomly remove 8 large counters and 45 small counters (10/55 - 5 [.5/2]). Using the alternate casualties it would be 6/50 (8/60 - 5 [.5/2]). Count the Victory Points for these casualties plus the 50 points for the Roman waiting 5 weeks. The Judaeen adds the 24 units from the New City and 28 from Tyropean (as shown below) and then randomly removes 3 large units and 22 small units plus the Herod's Palace garrison. Note the rest of the garrisons where not affected.

Average Area Reinforcement Chart

Area	Militia	Regular	Zealot
New City	12	8	4
Tyropean	14	9	5
City of David	18	11	6
Lower City	20	13	7
Upper City	20	13	7

2. Roman ramp declaration.

3. The Judaeen rolls to see which Forts and For-

tresses he still controls on the conquered walls. Any eligible hex is chosen and rolled (2D6) for. If the hex is a fortress a roll of 2-8 is successful or 2-6 if a fort. The Judaeen keeps rolling but subtracts 1 from his roll for each successful hex with a 2 always succeeding. Success means the Judaeans control that hex and may set up there.

For example, the Roman has conquered the New City. There are 2 fortresses and 8 forts on the conquered wall. The Judaeen rolls for a fortress (2-8) with a 4 and succeeds. He chooses the other fortress (now needing 2-7 to succeed) and rolls a 7, success again. He rolls for each fort (2-4 now) and rolls a 2 for the last fort. The Judaeen now controls a fort and 2 fortresses on the New City wall.

The Roman may breach 6 free hexes if starting with assault 2 or 14 hexes at assault 3. Eligible hexes are as stated in 19.7. Remember to give your routed/panicked units a way out of the city.

The Judaeen then sets up normally.

4. The Roman proceeds with his Assault Period Interphase normally including replacing losses and breaching outside walls.
5. Roman then Judaeen set up as normal. ♣

DESIGNER'S RESPONSE TO RULE CHANGES

by Fred Schachter

Fred only saw the rule changes, the short game variant and the mining notes before his analysis. Rule variants are to our, and possibly your, personal taste and only give the Roman a small help. The overall question of play balance will probably never be solved unless Ken could sit down and play Fred (could this lead to another game like the Jack Greene, France 1940 challenge so infamous in Australia).

I have not had the opportunity to fully play your suggestions, so my commentary is based on a reactive-mode and my own experience and opinions concerning **Siege of Jerusalem**. Before I start I would like to say that you seem to share my feeling for **Siege of Jerusalem**'s historical period and as a game. The game has assumed a life of its own over the years and has evolved considerably since its first introduction as an amateur publication back in 1976. The game's evolution is still open as far as I am concerned and suggestions such as those provided here are always welcome. This game has always been "a labour of love" to me.

1. Altered Sequence of Play

Although I prefer the sequence of play provided with **Siege of Jerusalem**'s published versions, there is no "right" or "wrong" between the two approaches. The game's current mechanic is derivative of other games. In this instance, the sequence of play's inspiration goes back to my days with *SPI* and its **Grenadier** game of Tactical/Operational Napoleonic era battles.

I made every effort not to be too radical and/or innovative with **Siege of Jerusalem**'s game system mechanics, since the game's scale, unit density and scope were in and of themselves, complicating to player's perceptions. The more system elements readily recognizable to most wargamers the better. It seems this intent has succeeded. I've been able to teach experienced wargamers how to play the game at various conventions with some

minutes of verbal instructions backed by my presence as a kind of "walking rulebook" when questions arise.

This brings me to a point mentioned in your article's introduction, that the campaign game "is very hard to win with the Romans". A lot of this is due to player's perception and aptitude with the game.

For example, while at conventions I could teach gamers **Siege of Jerusalem**'s mechanics: they would play...but not play well. This is one of those games where a player's experience with the game system provides a competitive advantage. A team of experienced Roman players versus relative novice Judaeans is slanted towards a swift Roman victory and the likely comments from the Judaeans player that the game "is very hard to win with the Judaeans".

My most recent experience with this phenomena was at AvalonCon'91 this past August. In running a demonstration/tournament of **Siege of Jerusalem**, a number of wargamers shared the opinion that it was very difficult if not impossible, for the Romans to win a full siege game (although they really liked the game otherwise). When they started to play I could see why. It was not that they did not know the game rules; it was that their application of those rules to the Roman's best advantage was not as good as it could be.

With their permission, I took command of a Legion which was "butting its head" against a seemingly impregnable Judaeans defense and made a few suggestions regarding the Roman team's strategy. My strategic advice was to "stretch" the Judaeans defenses by commitment, or threatened commitments, of the Legions and to tactically do the same as much as possible in each Legion's sector.

The Legion under my command, through use of my knowledge of the game system (would the term "siege craft" be inappropriate?) swiftly sur-

GENERAL STRATEGY

by Keith Martens

MISSILE FIRE

Missile fire is handled by a simple yet detailed chart. Firing units add up their missile strength to a target in their line of sight. Their missile strength is range affected. The total strength is cross-indexed with the target's terrain and a 1D6 is rolled. The die rolled is modified by a few target types or types of fire. The result is a number of disrupted or eliminated units.

Below is a chart which analyzes the missile table. The effectiveness of missile fire is quantified by assigning a value of 1 for a disruption result and 2 for an elimination. Therefore, a DE result would be worth 3 points. The 8 basic fire columns are labelled A-H and the first Extreme Odds column is labelled I.

Missile Table - Point Value of Result/Fire Value									
Target Hex	A	B	C	D	E	F	G	H	I
Fortress	.04	.04	.04	.04	.05	.05	.06	.06	.06
Fort	.04	.05	.05	.05	.05	.06	.06	.07	.07
Bastion, Armoured Tower	.06	.06	.05	.06	.06	.07	.07	.08	.08
Wall, Bridge, Ram	.06	.07	.07	.07	.08	.08	.09	.10	.09
Built-up, North Wall, Tow	.09	.08	.08	.08	.09	.10	.11	.12	.11
Testudo, Art on Ground	.09	.11	.11	.11	.13	.13	.15	.16	.15
Breach, Broken Testudo	.17	.17	.17	.17	.19	.20	.22	.24	.23
Clear, Slope, Ramp, Esc	-	.33	.33	.33	.38	.40	.46	.48	.46
Base Fire Effects	.17	.33	.66	1.0	1.5	2.0	2.67	3.33	3.67

The chart shows the ratio of the point value of the result with the number of fire points needed to reach that column for each terrain type. For example, column A has only a "D" result on a roll of a 6. A "D" is worth one point divided by 6 results possible. Now I divided this fraction (.17) by the number of fire points needed to achieve column A. In the case of a Testudo target you need 2 fire points so the ratio is .17/2 or .09.

The table shows what you get for each fire point you allocate. Not surprisingly the return on fire points invested goes down as the target gets harder. So obviously shoot at the softest target available. Units in the clear are virtually suicidal.

More useful is the fact that the return on each fire point goes up from column A to H. Look at the Testudo row again. In column A each fire point generates .09 points of result but by column H the ratio is .16. This means that by massing your fire points on the target you will get more results for

each fire point used.

Note that for column I the ratio goes down for most rows and the extra fire points invested may be more usefully used on another target.

The effect of plus or minus is just a column shift right or left respectively.

The Base Fire Effects shows the total worth of the fire results on average for that column without worrying about how many fire points it takes to get on that column. For example if you are on column D you should expect on average 1 point of damage to the target. This is useful since if you need to break a single unit in a hex. If you can get on the D table you will have a 50% chance of doing it.

If you wanted an even chance of eliminated a lone unit (you need 2 result points) you would have to roll on at least the D column twice or the F column once. To eliminate two units in a hex you need 4 result points and must roll on the F column twice and so on.

MELEE

Melee is a ratio of combat strengths between attacker and defender. This time there is an extra result, the "B" result which forces a retreat by the stack. Usually there is a clear cut decision for the defender when it gets a "B", it can retreat without problem and it does (essentially a no result) or it must hold the hex and cannot retreat and takes the "D" result instead. So my point value of "B" result is 1 the same as a "D".

Terrain in melee is represented by modifying the die roll (again essentially column shifts). The table below shows two things. First is the Base Melee Effect which like the Base Fire Effect shows the average result in point value units. The second part is the % chance of clearing the hex of units (and being eligible for a multiple attack). The analysis assumes the defender is desperate to keep the hex and will eliminate units rather than retreat and give up the hex.

Melee Chart - % chance to clear the hex										
Situation	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7+1
A - 1 unit	-	17	33	50	67	83	100	100	100	100
B - 2 units	-	3	6	8	17	33	50	67	83	100
C - 3 units	-	~0†	1	1	11	14	17	17	33	50
D - 1 unit*	-	3	6	17	33	50	67	83	100	100
E - 2 units*	-	~0†	~0†	8	11	14	17	33	50	60
F - 3 units *	-	~0†	~0†	1	3	6	17	17	17	17
* defender is in Siege Engine, Testudo, or Fortress Hex and need not retreat on a "D" result										
~0† at least three 6's in succession are needed. (may the "Force" be with you)										
Base Effect	-	.17	.33	.66	1.67	2.17	2.83	3.67	4.5	5.5

The Base Melee Effect shows that there is little damage inflicted at the low odds but the effect of rolling two 6's is not calculated. Although this is slight, miracles happen. At 2-1 (or 1-1 plus 1) you have a better than average chance of doing more than a "D" result.

The chance of clearing a hex is important since usually there are units of opportunity behind the front line or you want to occupy the terrain of the defender. These percentages are especially useful to the Roman who must expose himself on the towers or in the breaches to gain ground.

For example, the Judean has two units in a Bastion. If you wanted to ensure a 50% chance of pushing him out, what odds would you need to achieve? This is situation E and you would need a 6-1 (very difficult). You would need to weaken the stack in the preceding missile phase before the exposure of your troops would be warranted. Notice the same two units in situation B, now only a 4-1 is needed.

As a lesson to the defender, it is the number of units in a hex and not so much the terrain they are in, which will secure it from breakthrough and multiple attacks. Not only will this increase the defensive strength of the stack but it forces the attacker to get more results points to take the hex. Look at the differences between situation A and B. At 1-1 the attacker has a 50% chance against one defender but only an 8% chance against two. He still will inflict .66 points of damage but he will have to be lucky to take the hex with two units defending it.

With the effects of the preceding fire phase allowed for, it is prudent for the defender to put three units in a hex if it must be held. Ken loves to stack 2 infantry (usually two regulars), an artillery and a leader in a hex. I blast away getting 2 to 3 points on average even at high odds and he "D's" both archers and maybe the leader and waits for my melee with 5 or 6 steps left to give. Conversely to protect my flanks against marauding militia and zealots, I need 3 units preferably in Testudo. ♣

JUDAEAN STRATEGY

by Ken Hole

Siege of Jerusalem would appear at first glance to be an experience in perpetual humility for those playing the Judaeen. A massive horde of Romans charging towards a thinner assortment of Judaeen troops only protected by a few walls. But on the contrary, the Judaeen player has a lot going for him and is a very enjoyable side to play. As the game is written I do not think it is possible to lose as the Judaeen! Keith Martens presents his suggestions in a variant this issue which makes for a better game. Judaeen replacement rates and the ability for archers to rush out, melee and also use their archer fire is deadly. The strategy presented below does not fundamentally change due to this variant as I believe it is the only way for the Judaeen to have a better than even chance of winning. Key to victory is by taking an aggressive stance to defending Jerusalem.

The pressure is on the Roman player to take the city. The Roman player is under a relatively short deadline of ten turns per assault phase. In addition the Roman must capture a certain part of the city each phase to allow further assaults. These time pressures are not too strenuous in the first assault phase but are worth noting. When playing the Judaeen you should add to these pressures by sniping away constantly and counterattacking relentlessly. Whenever the opportunity presents you should strike back. After a while just the threat will force the Roman player to be wary and commit forces to wasteful garrison duties.

Very general advice so where are the specifics? Well for the first assault phase counterattack capabilities are somewhat limited. Have at hand some zealots and archers ready to race out of a gate if left unprotected. Stack your gates to the hilt with archers and artillery (and a leader if it is key) so as to make it expensive for the Roman to stay next to you. As with all assault phases keep a majority of your archers and some zealots behind the wall ready to shoot the Roman as he arrives onto the wall. Defending the wall in itself is a costly and difficult move (Starting on the wall is fine but be ready to leave if it

gets too expensive). Conversely your archers will make it costly for the Roman to sit on the wall. Your efforts should concentrate on defending the bastions and towers along the wall. For this is the best avenue the Romans can take into the city until some walls are breached.

Another point to remember is that since you will probably gain 90% of your losses back for the second assault phase losses do not really concern you. The Roman player is not nearly as fortunate. This is especially true of siege engines and you must take any opportunity to eliminate them. As nightfall approaches undoubtedly the Roman will break into the city. Continue to take pot shots at them but keep in mind to protect all of the towers and bastions you can. This is where you shall be able to set up your most effective nuisance base for the second assault phase.

It is possible but in my opinion unlikely for the Roman to go anywhere but into the Tyropean City for the second assault. The Judaeen will be rather strong and this is the easiest part to take. Life for the Roman player will really take a turn for the worse now. There are several places to send your troops after the Roman and unlike the first assault they cannot all be guarded. I prefer to put artillery and half a faction or more along the north wall bastions, with a leader. The grief caused the Roman player is surprising. The Roman must leave troops to meet this threat, that in itself is worth your commitment. If you have already smitten some key Roman pieces the mere fact that you have "encircled" the Roman will leave most players wary at worst and overcautious at best. Against Keith I have already established my reputation for daring and effective attacks.

With so much on the Roman player's mind it is bound to happen that an artillery piece or tower will be left open to attack at some point. Even a 1 in 6 chance of destroying them is worth it. Nothing is more satisfying than ripping through a line of undefended catapults. The Judaeen must establish that his bark is effective or more effective than the actual

bite. The old saying once bitten, twice shy, is very appropriate and useful.

Again, at the end of the second assault phase you as the Judaeans will get 80% of your troops back so do not let losses worry you too much.

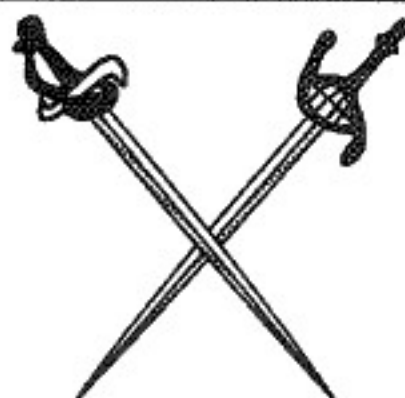
Once the Roman gets inside the wall, the Judaeans must have the built up hexes properly garrisoned. They are not a walkover to take. The Roman will lose their share of troops due to the mobility inside of the Judaeans and the archer fire. Counterattacking through melee is quite effective also. Often you will get a deadly flank attack as the Roman is only able to enter through a two or three hex breach. Your local superiority in numbers must be used while you still have it. That first turn or two inside the Roman will be relatively weak and more importantly, in the open, and very prone to deadly archer fire. If the Roman enters with siege engines as is often the case, life gets a little more complicated, however it is also your best chance to destroy them as only two units will be under the engine. Pick off one or two in missile fire and melee the remainder.

For the subsequent assaults maintain an aggressive posture, pawn pick whenever possible, and just be a general nuisance to the Roman [I can attest to that]. As you can invariably foresee the main thrust of the Roman troops it is fairly easy to meet. The high archer value and decent melee value of your archers makes for a nice combination.

In relating with other Judaeans players I have found their accounts to be too passive in defending Jerusalem. It is not in my game trait anyway to just sit and take punch after punch without at least trying a counter jab. If you succeed in making your opponent put up his guard than you have already lessened his ability to hit harder. Morale is also key in any wargame. By this I mean player morale. Most games are not won through victory conditions but actually through collapsing your opponents morale. I cannot think of a more dangerous circumstance to morale than just sitting and taking hit after hit as a game of siege can quickly lend itself to. Your opponent's morale can even be made to suffer by having a "minion" such as the Judaeans attack the mighty Roman to great effect. It was with pleasure that I found **Siege of Jerusalem** - Judaeans style, lending itself to my somewhat aggressive playing style.

I admit that no in depth tactical notes have been

detailed above. The fact that stacking a zealot with an archer provides a good mix of melee and archer strength is worth noting. Using a leader in a key spot as they stack free (yet afford another unit to take losses with) would be another. Leaving militia to only spot duty, stacking together as opposed to with archers or zealots would be yet another. Militia are too susceptible to missile fire and unduly endanger whomever they are stacked with. Use them only to garrison a quiet sector of the front or as a nuisance value outside the walls. To me the most important piece of advice I could give to a Judaeans player would be to play a style as detailed above. There are few written in stone tactical ploys which can be used. We hope in an upcoming issue to present a replay since a replay is the best forum to get into tactical details. ♣



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ROMAN STRATEGY

by Keith Martens

I am a little nervous writing these strategy notes since it is one thing to say it is hard for the Romans to win since the obvious conclusion of most readers and I suspect, the designer, is that the Roman player should refine his strategy.

With this in mind I tried to break down the subjects or aspects the Roman should be concerned with. I found that some general things should be kept in mind but really the Roman has 6 distinct phases and the intendant strategy considerations contained in each.

1. Which city areas to attack and the general strategic plan?
2. How many weeks to wait between assaults and where to place the successful shafts?
3. The tactical approach to and breaching of the walls.
4. The timing and penetration into the built-up area.
5. Flank protection for the siege engines and artillery.
6. When to declare the assault period over?

1. The Strategic Plan

The Roman faces four problems since he can lose the game in four ways. First he must hold a certain % of the city after each assault; 10, 20, 45, 70, 85 respectively. If the Roman loses 400 casualty point (approximately 50 units) in one assault, he loses immediately. He can also lose by taking more than 25 weeks to conquer Jerusalem (on average 6.25 weeks for the 4 interphases). Even if the Roman makes it through 5 assaults and conquers the city he can still lose on a point count if the Judaeans has 1,500 Victory Points. The Judaeans receives victory points for interphase delays, Roman casualties and Judaeans units which escape the city.

This is a lot of things to worry about but let us look at the problems in reverse. The final point

count is tough and a heartbreaker if you got that far. If you allow no Judaeans to escape you can lose an average of 250 (+ 50 for the interphase) casualty points in each of the 5 assaults. If you are near this average, especially in the first three assaults, you will not get to the end anyway.

The 25 weeks or 6.25 weeks per interphase is adequate. The section below on the Assault Period Interphase shows that 5 or 6 weeks is optimum for tunneling.

Taking your objectives without large losses is fundamental to Roman strategy. In fact if he can do this, the rest will fall into place. The key to this is to only lose troops. Not only are artillery and siege engines harder to replace but count as 10 and 20 casualty points respectively. Read the section on protecting your flank carefully. The losses to the Cohorts (average 6 points) or the auxiliaries (even less) are not as critical since a chewed up Legion can pull flank duty next assault and get 2 interphases to renew its strength.

Which part of the city to target for each assault is truly the realm of grand strategy and one of the best parts of the game. Historically the Romans went; New City (10%), Tyropean City (20%), the Temple (50%), City of David and Lower City (75%), then finally the Upper City and Herod's Palace (100%). So you do not have to do as well as history but in history the Romans got 7 assaults, 2 of which failed.

Against a competent Judaeans you really only have two major options. Both start with the New City and Tyropean City in the first and second assault respectively. The non-sloped approach, thin walls and large area for the Judaeans to man make these clearly the way to go. Herod's Palace is an option in either of these assaults but you will have to use two legions or an augmented strong legion to take it.

The third assault phase is the most interesting (this is why we made up the rules to jump straight to it). You have the Judaeans at about his starting strength while the Roman might be at 80% strength but should have 2 Armoured Towers and 46-85 wall damage points. He might also have built his ramp. The main options are the Upper City or the Temple.

The Temple is preferred since you have immediate access to 75% of its walls and its fall has a morale effect on the rest of the Judaeans. It also does not activate any units although it does have its own tough guard. The down side is its tough walls and the inner wall. If you attack it now, hit it with everything you have.

The Upper City is a riskier route. First you must take another 10% besides, meaning Herod's Palace is not enough. If you attack either the Lower City or the City of David this could mean splitting your forces and facing 35-40 more activated Judaeans besides the 40 from the Upper City. The bright side is the Judaeans will be geared up for the Temple and you have a large area to surprise him.

A full scale attack of an outside wall with a slope is difficult because the slow build up and the lack of lateral movement. If your Judaeans opponent is noted for concentrating his artillery on the expected front it might be worth the chance.

One strategic weapon the Roman has is holding a Legion off board. The Judaeans must set up his artillery before seeing the Roman placement but he sets his infantry up after seeing the Roman dispositions. So unless the Legion is left off map with a hidden entry point and turn, the Judaeans can simply setup to meet any threat. The delayed attack is a bit risky since the siege engines (especially the towers, never use an armoured tower) move slowly and take awhile to get to the wall. For example, a surprise attack on the City of David (the closest wall to the board edge) is only 7 from the edge to the wall but it would take a tower 4 turns to reach it (a Cohort would take 2 turns to reach the wall and another to escalate). Judaeans moving on the wall could react 18-21 hexes to meet the

infantry. The light garrison of militia could hold the Bastions until the relieving force could make it.

But the threat is there and a weakened Legion could make a useful demonstration and soak off a great deal of the Judaeans force from the main attack. A flank force like this would also probably not be facing much artillery.

A grand tactical move I like, is keeping a reserve of a partial legion under Titus (busy rallying routers while he waits). When the Judaeans is pressed and fully committed, this force makes an end run to escalate an undefended part of the wall. This is most distressing to the Judaeans and a good way to grab a Fortress.

2. The Assault Period Interphase

There are three things to consider when deciding how long to wait between assaults; % of Roman replacements, armoured towers and mining. The Ramp should not be built until the second or third interphase and can be added to latter and is only a minor concern.

The overriding concern is mining. If the way through the walls has not been prepared, the rest will be insignificant since the Roman will not make it to the next interphase. The other considerations follow along and if the Roman was badly hurt last attack and needs Siege Engines or replacements, he will want to wait longer to do more tunnelling anyway.

All this waiting gives the Judaeans victory points but these are not significant until you wait 6 or more weeks.

Mining

After the first assault you can prepare your way with tunnelling. The Judaeans player also gets to repair some of this damage.

The overall consideration is how many breaches and weak spots do I need before I can overcome the Judaeans defenders with acceptable losses? This question must be answered in the particular game context but I hope the following will let you know how the odds fall out.

How much wall damage does the average tunnel do? Let us look at the Elevated Hex Damage Chart 19.22 in detail.

Engineering Die Roll	Hexes Affected	Damage DRM	Average Damage/hex	Total Damage per Shaft
1	3	+1	8	24
2	3	+2	9	27
3	3	+3	10	30
4-6	5	-	7	35
Average	4	+1	8	31

One half of the shafts will give you concentrated damage on 3 hexes or lighter damage on 5 hexes but we are not really comparing apples and oranges. The 5 hexes damage will probably severely damage a few hexes and your rams can finish that section of the wall off. So let us use that important average number of 31 points of damage per successful shaft to devise the mining strategy.

The more weeks you wait the better the Roman chance of rolling successful shafts (4 maximum) but the Judaeen player will have more repairs. The table below shows the modifiers for each week of waiting and the average number of shafts expected and the resultant average wall damage. It also shows the expected number of Judaeen repair points.

Weeks before Assault	1	2	3	4	5	6	7	8	9
Mining drm	NA	-5	-4	-3	-2	-1	0	+1	+2
Ave. # of shafts		.17	.5	1	1.7	2.3	3	3.5	3.8
Ave. wall damage		5	14	31	52	72	93	108	117
Judaeen Repair DRM	-5	-4	-3	-2	-1	0	+1	+2	+3
Ave. repair points	2	3	4	5	6	7	8	9	10
Net wall damage	-2	2	10	26	46	65	85	99	107
Judaeen Victory Points	-	10	20	30	50	80	120	170	230
Victory Pts/Net wall dam	0	5	2	1.2	1.1	1.2	1.4	1.7	2.1

So if you need at least 2 weak spots in the Judaeen walls you should wait 5 or 6 weeks. Note this is also the point where you start doing heavy net damage but before you pay much more than 1 victory point for each point of net wall damage.

But there is another option in waiting. If you do not have enough shafts you can wait extra weeks and roll again. The detriment is that the Judaeen player will get an additional repair roll.

Look at the example in the rule book on page 15. The Roman waits 3 weeks (ave .5 shafts for an average of 14 points of wall damage). He does not get any shafts so he waits another week (this time with an average of 1 shaft for 31 damage points) and gets 1 shaft. But the Judaeen has had two repair rolls for an average of 9 points (4 + 5) so really the net wall damage expected is 31 minus 9 or 22

which is less than if the Roman had rolled on the 4 week table originally.

This is true only if there was important wall damage on the board to begin with. Otherwise the Roman had nothing to lose by trying a short waiting period. If he rolls lucky, great, if not he waits another week and rolls again. Note if the Roman gets 1 shaft and decides to wait another week to get a second then he must roll a net 2 shafts (a net 1 would be treated as a miss) and the Judaeen is meanwhile repairing the first shaft. So if there is no damage on the board and you only need 1 shaft, I would roll on the 3 week column and creep up. For 2 shafts start at 5 and go to 7 if necessary.

If there is important damage already on the board pick the week where the odds are in your favour and get your shafts in one hit.

Waiting 5 to 6 weeks means 50-80 victory points to the Judaeans but the Roman will get 35-40% or his units back, has a 50-66% chance of gaining an armoured tower and can place 3 or 4 ramp hexes. This is usually acceptable for all categories.

3. Getting to the walls and beyond

OK you have all your forces assembled, the Judaeans have secretly placed his artillery and you must now allocate your Legions to their starting positions. This is one of the most exciting and fearful parts of the game. Your initial placement will significantly influence the assault since most units are slow and you only have 10 turns, of which 7 are in daylight.

Where you strike and the massing or splitting of Legions will be influenced by the success of your tunnelling, the presence of outlying Judaeans Forts and Fortresses in your rear and how chewed up some of your Legions are. But let us take the case of a typical second assault. Your troops are in OK shape, you have two weakened sections in the Tyropean City wall (I like tunnels concentrated on the Fort at V42 and the Bastion at CC30) and you have a shiny new armoured tower. On the down side, he holds the Yago fortress, the Antonia fortress and 4 fort/fortresses on both sides of you in the New City wall. I would deploy as follows. My strongest 2 Legions bolstered by the armored tower, 3 Legions of artillery and siege engines would deploy directly against the Damascus Gate and the two flanking Bastions. Titus would command the borrowed pushers, siege engines and artillery from the third weakened Legion. The remnants of the third Legion would be the flank guard on the easiest wing (depending on which New City fortresses were still Judaeans held). The fourth complete Legion would set up on the other wing and act initially as a flank guard and reserve. If the initial assault wavers, the fourth Legion is sent in, fresh and organized. If the initial strike force is carrying the day then this Legion can reduce the New City wall outposts or strike at targets of opportunity.

Gaining the Wall

Like the saying goes "you take the high road

and I'll take the low". The easiest thing is to gain a wall. The Judaeans can only stack 1 unit and you can blast him with missiles and then storm in with your towers. Problem is, this is almost useless. You are on the wall with no way to get down. The Judaeans archers in the fortress hexes blast you at double strength, then you are meleed and if you are still there, you get missiled again. Ken almost never puts units on the wall, he invites you in.

The high road involves taking a fortress hex with its intendant gate or staircase. Plan ahead hit the fortress hex (Bastion preferably) with a huge missile strike. It will probably have 2 units, an artillery and a Leader (8 steps to get rid off). If you get a good hit (DE and above) storm in with men from the towers (with a leader if possible) and the wall (suicidal for them but that is the Roman lot). You will be lucky if you get a 2-1 with only 4 steps to eliminate. The earlier analysis of melee shows this has an 11% chance to succeed. If it fails you can clean up the remnants in the following missile phase but it will be too late to take the hex and if its one thing the Judaeans have it is fresh bodies.

The Bastions can be taken but Forts and Fortresses are much tougher since they are x3 defense and have tougher skins versus missile fire. For them you must take the low road and breach them.

Breaching

How fast can the Roman breach a wall. Well that depends on the wall and how many rams there are. Remember a manned ram or armoured tower gets to roll on the breach table each fire phase or twice a turn.

The thing to remember here is that time is critical to the Romans, with only 7 daylight turns so they must get through the wall quickly. It is most efficient to get as many breaching devices against a hex as possible. This may also catch the defenders still up there and there is nothing more satisfying than seeing two Judaeans bowman and a Ballista tumble. Remember to double your factors when ramming the gate hexside.

Back to our example tactical plan. I would send the armoured tower against the gate hexside (to maximize the protection against a gate sortie)

Breach Factors	Average Wall Damage	Phases to Breach					
		Bridge	North Wall	Wall	Bastion	Fort	Fortress
1	1.5	3.3	4	5.6	6.6	8	10
2	2.8	1.8	2.1	2.9	3.6	4.3	5.4
3	4.5	1.1	1.3	1.8	2.2	2.7	3.3
4+	5.5	.9	1.1	1.5	1.8	2.2	2.7

and put 2 rams on the flank. The other ram would start on an adjacent hexside. The towers of Legion 1 and 2 would each assault a flanking Bastion. The extra towers would carry archers. The original tunneling would serve to sever the wall from the attack area (if there is not a breach I would use the fourth Legion's ram on it. This isolated piece of wall should fall to the Romans in 3 to 5 turns. You will possess 11 hexes of wall with a breach or two at each end. The centre will have two breached hexes (the gate and an adjacent hex) leaving two staircases and 9 hexes of intact wall. Now comes the hard part, penetrating the built-up area.

4. Penetrating the Built-up Area

What is the problem? You smoke the Judaeans off the wall and you have 5 different ways to get into the city, yet now comes the hard part?

Built-up areas have a stacking of 2 for both sides (movement is 2 for the Judaeans while 3 for the Romans), have the missile defense of a tower, are -1 to melee and zones of control do not penetrate them. Big deal, the Judaeans are on equal stacking terms, has some missile cover and has a small melee advantage. Well, the Roman loses some other not so obvious advantages. First off he has lost all his missile support barring what he can put on the walls and carry through in towers. He will be severely outgunned. Secondly, there is this zone of control thing, big deal you say? Well the Judaeans lock you in place but he can wizz around. There are also many places where he can use flanking attacks on you without you reciprocating.

For example, you have two Cohorts in AA34 and BB33 which attack Judaeans in BB34. You take them out and advance boldly in ready to use your mighty continuing combat. Oops, you can only move 2 units in. No Cohorts now and you probably are at a 1-1 minus 1 with almost no chance of continuing on. If you advance 2 units from the same hex (leaving the other to his sure

death) You can probably get a 2-1 even on two units. This at least has a 17% chance of succeeding (you need that wonderful cure all - a 6). But you are likely stuck. Well the Judaeans blast away, probably disrupting a unit. He moves the boys in and melees from 4 hexes at double strength (his ZOC's now isolate the Roman wedge) probably at 8-1 minus 1. The Roman stack is certain to be eliminated and the Judaeans advances and shoots the hell out of the units in the clear. A turn has passed and nothing good has happened.

The lesson here is that when you cross the clear area to assault the built-up area you must do it in extreme force. In the case of our example, you should push some towers with archers in and assemble as many complete Cohorts as possible. Surge forward with at least ten Cohorts after softening up some key hexes with missile fire. Place Titus (the only Roman leader which gives die modifiers) in a central safer area (he is worth 200 points so do not use him unless you have to) as well as using the other leaders. Melee the front wall in the built-up area from one side to the other, using continuous combat as much as possible. Drive as deep as possible into the built-up area. Guard your flanks with towers and try and keep a solid wall (remember no ZOC's in the built-up area). If you penetrate 2 hexes in on a 4 hexes front or more you have probably won that area of the city.

Three remarks. The Judaeans can buy time by sacrificing militia stacked two high in blocking positions. Most missile attacks behind the wall (use your artillery indirectly if possible) by the Romans will not clear both units and the remnant will make the Roman push uncoordinated.

The problem the Roman faces is time since the Judaeans melees better at night. You must get your wall position as earlier as possible and then coordinate a penetration strike quickly. This is why the fourth Legion reserve forces are so valuable.

Untouched they can bring 10 assembled fresh Cohorts to the party. The tricky part is having enough units to keep your flank secured too.

Finally, it is easy for me to see why the Romans burnt and cleared the built-up area as their first action in conquering an area.

5. Flank Protection

One of the hardest thing for the Roman to do in the game is to protect his flanks. There are two main Judaeans threats. The archers and artillery can snipe at units in the clear with great success and marauding Judaeans units can pour out of the gates and sortie with vulnerable flank units.

The missile attacks are obvious. Inside of 4 hexes (the primary range of Catapults and secondary range of archers) any unit in the clear will get hammered. There are two ways to protect against this. Have all units within 4 hexes in tougher terrain (siege engine or testudo) or place a unit adjacent to the threatening missile unit (then it must fire against the adjacent unit). The tough part is the 2 Ballista's and 5 Onager's possessed by the Judaeans which can decimate clear hex stacks at 7-9 hexes. Ken loves to put 3 or 4 of these in the bypassed fortress hexes and pound stray units. Try and guide your attack away from or directly towards this artillery.

Protecting against the sortie is a pain in the ass. You must have a line of flank guards so the speedy Judaeans cannot run up to your artillery. The guards must be tough enough to repel a missile attack and then a melee. Try to put them in cover but this means they will not have a ZOC. Therefore, a continuous line is needed. It is also useful to have a one hex gap between the flank guards and the artillery park so a continuous combat cannot occur (if you retreat, go two hexes so he cannot melee you again). If the artillery is safe from missile fire then stack some slingers or your broken men with them to guard them in melee.

I hear some of you saying "why are you going to this much trouble, what can he do"? Try this example (this is a true life story). Four archers are lurking in the

Yago fortress and see the two pushers in a Tower get a "DD" missile result. They rush out of the gate and melee the Tower. The units are eliminated and two units take the hex, burn the Tower and start working on the adjacent artillery. It is a 14-1 and he continuously attacks 10 or 12 artillery (I cannot remember how many he attacked before I tipped the board) and wins the campaign. Just because he goes through 50 ZOC's of Rome's finest does not matter. You can lose the game on one lucky attack by the Judaeans. The down side for him is that he will lose 4 archers if the melee fails but if you give him too many 10% chances of sweeping your artillery park then you will eventually get burned.

I routinely use 1 and a half Legions to secure my flanks (it is more challenging to win with only 5/8 of your forces). I would suspect that most Judaeans are not this aggressive but they may be after they read Ken's article since 10% of the Judaeans force can paralyze 35% of the Romans.

6. Ending the Assault Period

When do you end the assault? This should be a simple question since the Judaeans gains back losses easier than the Roman, the answer would seem to be as soon as you can.

This would be nice but the problem is that the Judaeans retains possession of all the Forts and Fortresses you do not take. These will harbour artillery and marauders next assault and could be a royal pain. So before you end the assault see if a few of these hexes can be taken cheaply. The Judaeans is usually short of men by this time and some housecleaning could be in order. ♣

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