The Siege of Jerusalem

Menu Overview
Upon selecting The Siege of Jerusalem vassal module, you will be asked to select one of the three options:

- Start new game offline
- Look for a game online
- Load saved game

For this tutorial select:
- Start new game offline
- Then select Next>
Next click on the pull down for Select setup.
You may now select any of the scenarios listed.

For this tutorial go ahead and select The Assault of Gallus 66 AD – Introductory Scenario.

Then select Next Leave on <observer> or select Romans or Judeans or Referee.

Then select Finish.
When the module opens it should look something like this but may vary depending on your monitor setup.

Let’s maximize the screen for optimal viewing…for my tastes anyway, your tastes may vary.

Hover your mouse cursor over this line until you see the cursor change to this shape.

Then pull the gray divider line between the map area and the text window up as high as it will go. (You could of course make the map smaller and the text window bigger if that was your intent.)
Your window should look more like this now.
Next let's resize the map to maximize the screen's width.
Select the middle magnifying glass icon from the menu.
Then Select Fit Width.
The **first menu button** is the undo button. It is not highlighted now because there are no undo actions.

The **second button** is the forward button which players use to increment moves played back in a logfile of a previously recorded turn. It is also grayed out because there are no current moves to forward through.

The **third button** is the server controls button. When you are ready to go live with a game over the Vassal server select this button and your game will be available for others to join, or you may join in with other games. Unless you have previously coordinated with someone to meet you online at a specific time…do not expect other players to be waiting out there looking for a game. You may monitor the Vassal server (Check out the Vassal homepage at the bottom of the page for this service) to see what games are currently being played.

The **fourth button** is the Retire button. In The Siege of Jerusalem, there are three player options. Observer, Judean, and Roman. There are no real restrictions on player capabilities, but the text reports that appear in the text window will match the player with the faction or observer status they have chosen.
Moving on to The Siege of Jerusalem specific menu buttons, the next button is the Gates Overlay menu button. Selecting this button places an overlay of the gates map from the rulebook and the replacement/reinforcement data for each area of the city.

Scroll the map down to see what the overlay contains, then turn it off by selecting the Gates Overlay menu button again.
The next button is the Pieces button, selecting this will open the tabbed panels in which your pieces can be selected.

***Note that in The Siege of Jerusalem module, all of your startup pieces excluding the markers have been preselected and are available in the scenarios window to be covered shortly.

Note, there is a window divider here that you may need to expand to see the individual pieces for each legionary infantry category (Veteran, Line, Recruit) Hover over the line until you see the double arrows cursor, then expand the window outward.
The 1d6 menu button represents the random die roll and presents the results of that die roll graphically in the menu bar as well as the text box.

Your 1d6 results will appear in the text window for record and in the menu button graphically.
The Variable Die menu button aids the players conduct Inter-Phase Reinforcement.
The big menu button titled The Siege of Jerusalem is the scenario menu button. Selecting it opens the tabbed panel holding all of the scenario panes. As you can see, The Assault of Gallus Introductory Scenario is pre-populated with your specific game pieces for this scenario. When you are ready for setup you will go to the appropriate scenario tab and begin placing the pieces onto the map per the setup instructions.

***NOTE: Some scenarios require the use of panels from other scenarios, In this case, the scenarios will dictate the other panels to look for additional units.
The Charts menu button reproduces the tabbed panels for the game charts.
The two inventory buttons work independent of each other. The Main Map inventory displays only the pieces currently located on the Main Map, organized by unit type.

The Off Board Inventory displays the pieces still remaining, or returned (deadpile) to the corresponding off board scenario panel (From the Scenario Button). The pieces are organized alphabetically according to scenario panel. Generally this will be limited to one panel, although some of the scenarios use multiple panels.
The Clear Missile Fire menu button is a global command that clears all planned missile fire indicators on individual pieces.

Here, the Catapult and 2 Syrians from the V Legion are displaying 2 Attack Factors (AF), 1 AF and 1 AF correspondingly below their unit images.

Selecting the Clear Missile Fire button will remove these indicators.

***NOTE: The AFs for each piece are signed by right clicking (See blow-up). The assignments aid in attack planning, but are not programmed to present results. They are essentially visual aids and up to the discretion of the players to determine their use.
The Map Overview menu button brings up the Mini-Map. Selecting a location on the Mini-Map will move the Main Map to the corresponding location.
The remaining buttons include the Hide Pieces button, which the pieces to a non-visible state, returning when the button is reselected. The pieces are not affected in any way, they are only non-viewable to allow players to view the map terrain.

The Zoom menu buttons control the Zoom In, Variable, and Out controls.

The Capture Image saves the Main Map with pieces as a .png file.

The Movement menu button all moved pieces on the map Of their moved markers.