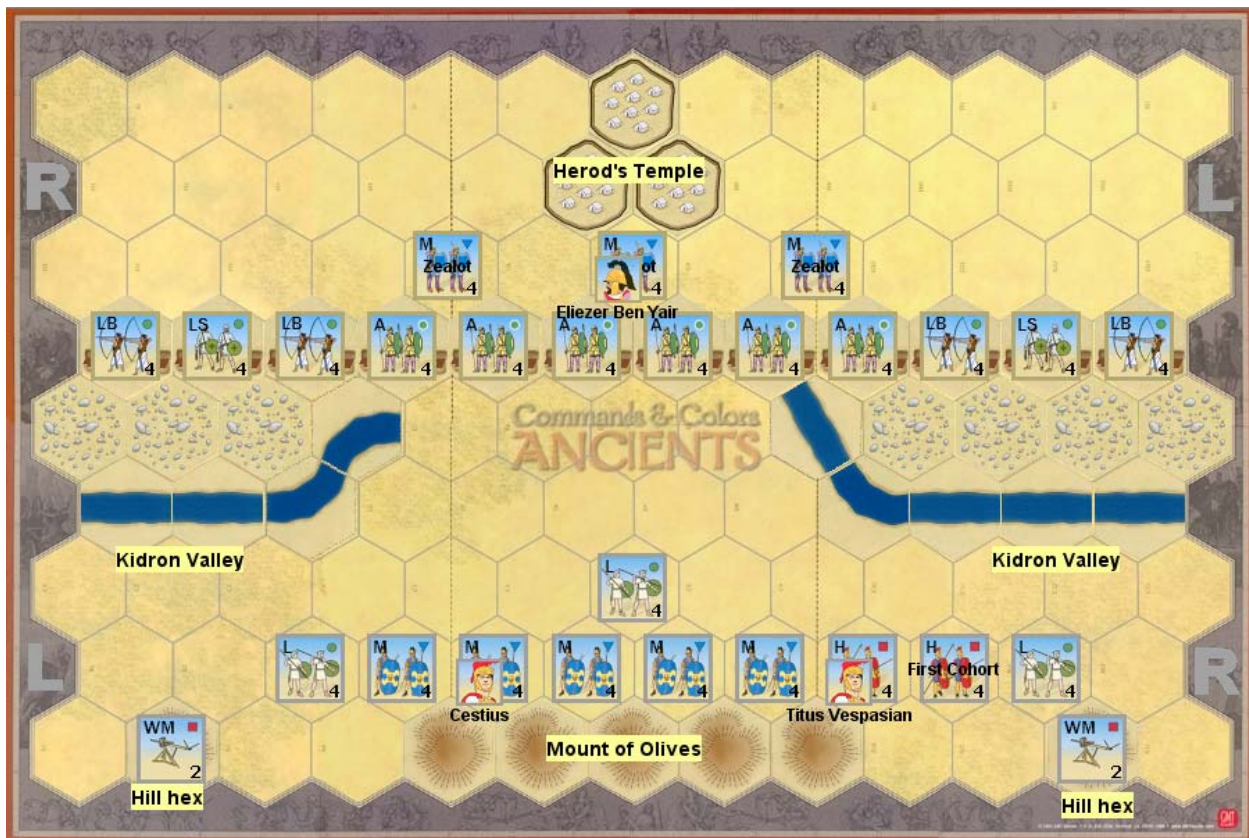


Assault on the Temple (70 A.D.)

Design by Joel M. Toppen



War Council

Judean Resistance (*use Eastern blocks*):

- Leader:
- 4 Command Cards

Rome (*use Roman blocks*):

- Leader: Titus Vespasian
- 6 Command Cards
- Move First

Victory

6 Banners

Special Rules:

The Kidron Valley is a fordable river for game purposes. In reality it is a deep ravine, a formidable military obstacle.

No **Judean** unit may move from a rampart hex to a river or rocky terrain hex. In effect, this limits Judean movement from the ramparts to the four open terrain hexes in the center. Roman

units are **not** so restricted. ***Design Note:** This simulates the presence of the Eastern Gate in the center of the Temple fortification complex. That the Romans can move to/from rampart to/from river or stony terrain hexes reflects the presence of Roman siege engines, namely, the towers.*

The Roman war machines have a LOS to all rampart hexes (within 6-hex range) so long as they remain on a hill hex. No unit or terrain can block this LOS. Roman war machines not positioned on a hill hex follow normal rules (can have their LOS blocked).

The three Judean Zealots are special units. Place a special unit block in the same hex as the Zealots. Zealots may conduct ranged fire as though they were slingers.

The Roman First Cohort is a special unit. Place a special unit block in the same hex as the First Cohort. The First Cohort will score a hit for each leader symbol rolled in close combat (even when a leader is not attached or adjacent), may ignore one flag, and may conduct momentum attacks as though a leader were present.

The three fortified camp hexes represent the complex of the Jewish Temple. The Roman player gains one victory block for entering into and remaining in Jewish Temple hex (there are 3 victory blocks possible here, though the game will usually be decided before all three hexes are occupied by the Romans). The Roman player loses a victory block if he vacates a Jewish Temple hex.

Set Up Tip:

Set up the terrain tiles in the following order:

1. Rampart
2. Fortified Camp
3. Rocky
4. River
5. Hill