

The Jewish War



The Zealot Rebellion against Rome 66 AD to 73 AD

Version X.XXI

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Credits:

Design: Dennis L. Bishop

Development: Andrew J. Preziosi

Playtesting: Cathy Shultz, Josh Crumley, Andrew Preziosi, Dennis Bishop

Map, Counter & Rules Artwork: Gehiegi

1.0 Introduction

1.1 The Jewish War (or Great Revolt) in the Roman province of Judea was the direct result of the oppression by Gessius Florus, Procurator (Governor) of Syria, towards the Jews in Galilee and Judea. Convinced that the Romans would destroy his kingdom, the King of Gamala sent a cavalry contingent to Judea, which was just the spark needed to ignite the Zealot rebellion.

The Jewish Zealot (Independence Party) rose against the (Arab) Foederatii garrisons in Galilee and Judea in 66 AD. While initially successful against the Arabs, the Zealots were eventually defeated by the deployment of four Roman legions and their allies.

1.2 Game Scale

Each hex represents an area of approximately 7 miles side-to-side and top to bottom. Each game turn represents one (1) year (eight game turns/ years in all). The counters represent the forces engaged on both sides and their approximate strengths at any given time.

2.0 Game Components

2.1 The Game components include one full color 8.5 x 11-inch map, a sheet of unit counters (which must be affixed to card stock and then cut out) and a complete set of rules.

Players must provide a six (6) sided die as a randomizer for the Combat Results Table (CRT); the die has *no effect* on the movement of any combat units (counters).

2.2 **Counters:** Each full color counter displays the name of the unit, which is provided mainly for historical flavor and feel. The counter also has a picture of a Roman legionnaire, Judean Zealot or (Arab) Foederoti, which represents the type of unit being used. In the case of the Roman Legionnaire counters, there is additional color coding to show which units belong to which (named and numbered) legion. The number in the lower *left hand* corner of the counter is the **Combat Factor** (CF) of the unit, while the number in the lower *right hand* corner is the



Movement Allowance (MA) of the unit (each number of the MA is considered to be a *Movement Point*). The Terrain Effects Chart (TEC) may modify both of these factors.

3.0 Game Set-Up

3.1 After the gamers decide who will play what side and refer to the **Initial Placement/Reinforcement Chart**, the turn marker (shield and crossed spears/pilum) will be placed in the first box of the **Game Turn Chart** at the bottom of the map.

3.2 **Roman Initial Set-Up:** The Foederoti/Roman (hereafter referred to as the Roman) player places his units in the initially designated hexes.

3.3 **Zealot Initial Set-Up:** The Zealot player places the (3-15) cavalry counter on Gamala.

4.0 Sequence of Play

4.1 The Zealot player is ALWAYS the First Active Player in each turn and the Roman player is *always* the Second Active Player. At the end of Roman player turn #8, play ceases and victory conditions are assessed to determine the winner (if that has not been determined before).

4.2 **Game Turn Sequence:** Each player MUST follow the Turn Sequence listed below in the exact order listed. **IF** a phasing player inadvertently forgets to perform an action during a phase (or skips it entirely), it is up to the *non-phasing* (i.e., the opposing) player to decide whether to allow the other gamer to go back and complete that phase.

A. **Zealot Reinforcement Phase:** The Zealot player checks for any and all reinforcements and places these units on the designated arrival hex (es). (See Initial Placement/Reinforcement Chart).

B. **Zealot Movement Phase:** The Zealot player may now move any, all or none of his units (including reinforcements) as he so desires; within the limitations of the movement rules. (See 5.0, Movement).

C. **Zealot Combat Phase:** The Zealot player **MUST** conduct any and all attacks against adjacent Roman units. (See 8.0, Combat).

D. **Roman Reinforcement Phase:** The Roman player checks for any and all reinforcements and places these units on the designated (and/or optional) arrival hexes.

- E. Roman Movement Phase:** The Roman player may now move any, all or none of his units (including reinforcements) as he so desires; within the limitations of the movement rules. (See 5.0, Movement).
- F. Roman Combat Phase:** The Roman player **MUST** conduct any and all attacks against adjacent Zealot units. (See 8.0, Combat).
- G. Game Turn Advance Phase:** At the end of each Roman player turn, check to see if victory conditions (for either side) have been fulfilled. If *not*, then advance the game turn maker one box.

5.0 Movement

- 5.1** All units are moved directly on the map. The phasing player *only* MAY move any, all or none of *his* units from one contiguous (adjacent) hex to another.
- 5.2** All movement **MUST** be made from one adjacent hex to another, while paying the appropriate terrain costs. Hexes may not be "skipped" during movement. The TEC describes the movement cost for each hex (type).
- 5.3** Each type of unit pays varying movement costs for entering different types of terrain. Units may **NOT** move into *prohibited* hexes on the map under *any* circumstances.
- 5.4** Friendly (i.e., phasing) units may move through hexes containing friendly units (while observing stacking rules) during movement. Friendly units may **NOT** move into hexes containing enemy units.
- 5.5** Movement Allowances (MA's) not used during a given turn phase **MAY NOT** be saved to use on a later turn, nor may they be "loaned" to another unit. All MA's are considered **USED** (and thereby lost) at the end of the active players turn phase.

6.0 Zones of Control

There are **NO** Zones of Control (ZOC's) in **The Jewish War**. Opposing units may move freely around each other with no penalty other than movement costs and terrain effects.

NOTE: In game turns this means that to cut an opposing unit off you *literally* have to occupy all six hexes around it, instead of the usual two or three hexes you can occupy during a ZOC active game.

7.0 Stacking

- 7.1** Each side may stack up to **Two (2) Combat Units** *per* hex.
- 7.2** Opposing units **MAY NOT** occupy the same hex.
- 7.3** Any units found to be in violation of this rule, at the end of a player turn (or Combat Phase), are to be placed by the *owning* player into any legal, adjacent hex. If adjacent hexes are not available (i.e., occupied by enemy units or other friendly units who are themselves at stacking limits), the *owning* player chooses which unit(s) are to be eliminated until the hex is in compliance.

8.0 Combat

- 8.1** The phasing player **MUST** attack all enemy units adjacent to the active (phasing) players units at the end of movement. It is up to the owning player to decide which of his units will attack what enemy units he is adjacent to. Low odds (soak off) and multi hex attacks are permitted as long as all adjacent enemy units are attacked during the course of combat.

8.2 The *order* of ATTACKS occurs at the discretion of the active player during his player turn as long as rule 8.1 is followed.

8.3 No defending unit may be attacked more than once per turn and no attacking unit may attack more than once per turn.

8.4 While defense benefits from terrain are NOT cumulative per se, they must be adhered to during multi unit/multi hex combat.

EXAMPLE: A unit in Hex 1705 (Gerasa) is attacking units in *both* Hex 1805 (Mt. Gerizim) and 1806 (Coreae). The defensive benefits for Mt. Gerizim (+2 SP's) and Coreae (+1 SP) must be added to the defenders unit strength point totals as two separate hexes are being attacked at the same time.



8.5 In order for a unit in clear terrain to gain defensive benefits from being behind a river during an attack, *ALL* enemy units must be attacking from across river hexsides. If just *one* enemy unit is attacking from open (clear, rough, mountain) terrain into that hex, than any benefits that may have accrued are now negated.

EXAMPLE: A unit in hex 1807 is surrounded on all sides, *except* Hex 1906, by enemy units who must attack that turn. Because all units are behind river hexsides, the unit in hex 1807 gains an additional (+1) Strength Point to his defense total. (As to whether that will help the unit at all is another question altogether).



Conversely, a unit in hex 1807 being attacked from Hex 1906 and 1907 gains absolutely no benefit whatsoever for being behind a river hexside as he is also being attacked across open terrain (from 1906).

8.6 Combat Procedure:

- A. **Combat:** Total the number of attacking strength points, then total the number of defending strength points. Add (any) terrain modifiers to the defensive strengths and divide the total attacking strength by the defensive strength. This will give you a ratio (i.e., 1 to 1, 2 to 1, etc.). Roll one die, cross-reference this to the **Combat Results Table (CRT)** and apply the result called for to either (or both) the defending units or attacking units (as specified in the CRT) after making adjustments for any applicable **Die Roll Modifiers (DRM's)**. See Rule 11.0 if so desired.
- B. **Retreat:** Any defending unit forced to retreat, but unable to do so, due to surrounding enemy occupied hexes, adjacent friendly units stacked to their limit, prohibited (impassable) terrain or the map edge itself, is eliminated.
- C. **Advance after Combat:** One unit from the *winning* side of any combat (regardless of who is the phasing player-exchange is considered a [pyrrhic] victory for the attacker), not forced to retreat, is allowed to advance one *unit* (NOT stack) into the hex vacated by the enemy. The winner must exercise this option immediately upon retreat (or elimination) of the enemy unit.

8.7 Retreat

8.7.1 Retreat Priorities: Due to the mobile nature of **The Jewish War** and the fact that there are no ZOC's, retreat can be a bit slippery (especially if your opponent is a rules lawyer). Therefore, the following retreat priority rules are in effect at all times. If it is not possible to meet the requirements of "A", then go down the list until the option that best fits your situation occurs.

Retreat:

- A) Must be into a clear (empty) hex, non-adjacent to any enemy units
- B) Must be into a hex occupied by one friendly unit, non-adjacent to enemy units
- C) **Must** be into a clear (empty) hex, adjacent to enemy units
- D) Must be into a hex occupied by one friendly unit, adjacent to enemy hexes.
- E) Should be behind player's *own* lines (if possible). (Foederoti exempt).

8.7.2 In other words, even though there are no ZOC's, the players must make every attempt to retreat as far AWAY from the enemy as possible. No *deliberate* "sliding around" to stay in contact is allowed. This *may* happen due to the very nature of the combat situation at the time of retreat, but it cannot be used *intentionally*!

9.0 Eleazar ben Yair

9.1 Eleazar ben Yair was very much the heart and soul of the Zealot Revolt and is represented throughout the game in a very unique manner. The following rules apply to the EbY counter alone and supersede all other rules when it comes to dealing with EbY.



9.2 The EbY counter is **Free** to stack with any allied Jewish Zealot unit(s). A stack (of *three* units) is *Not* considered to have exceeded its limits if the EbY counter is present.

9.3 The EbY counter is considered a *combat* unit if (and only if):

- A) It is alone in a hex, or
- B) It is stacked with a **single** Jewish/Zevalot unit

9.4 IF EbY meets the above conditions his Strength Points are added to the Zealot offensive/defensive totals.

9.5 IF EbY is stacked with a **single** Jewish/Zevalot unit at the moment the combat phase begins, he not only adds his combat factors to the battle, but is also allowed to add (or subtract) a **1** to the die roll (in his favor). (+/- **1 DRM**)

9.6 IF EbY is stacked with **Two** (2) Jewish/Zevalot units at the moment the combat phase begins, he immediately ceases to function as a combat unit. However, at such time, he automatically becomes a *Leader* unit and is allowed to influence the battle by adding (or subtracting) a **2** to the die roll. (+/- **2 DRM**).

NOTE: The EbY counter may fulfill the conditions of **9.5** & **9.6** if, and only if, he *enters* the fray stacked with units from the very beginning. If he begins the combat phase not stacked with allied units and is joined by an allied unit (or stack thereof) that was forced to retreat into his hex, EbY may not use the benefits of Rules **9.5** & **9.6** to his advantage

10 Roman Legional Integrity

10.1 There are four (4) Roman Legions in TJW. Each legion is represented by two (color-coded) counters for a total of twelve (12) strength points. These represent the standing army of the Roman Empire and are the most professional units on the game board. In order to best simulate their effect in battle, the following rule is in effect.

10.2 Whenever a single Roman Legion is engaged in combat and is *stacked* together, complete in one hex, it is allowed a **DRM** of (+/-) 1 in any combat, whether on offense or defense.

10.3 Whenever two (2) Roman Legions are engaged in a single combat against the same enemy occupied hex (or are attacked by a single unit/stack) but are NOT themselves stacked together, they still receive the benefits of the (+/-) **DRM 1**.

10.4 Roman Legional Integrity is limited to the two conditions listed in **10.2** & **10.3**. In no other circumstances may Roman Legional Integrity be used.

EXAMPLE: Three (3) complete Roman Legions are attacking a clear hex occupied by Eleazar ben Yair and two Zealot formations (1 x 7-7 & 1 x 5-7). This gives the Romans a 3 to 1 advantage on the CRT, which cannot be changed. The Romans also get a **DRM** of 1 to use in the combat. EbY cannot act as a combat unit since he is stacked with two Zealots, but he does get the benefit of a **DRM** of 2 as a Leader to use in the combat. The final odds are now 3 to 1 in favor of the Romans, with a **DRM** of 1 (+/-) going to the Zealots (one each of the opposing **DRM**'s having cancelled the other out).



Conversely, four Roman Legions in four different combats against four separate enemy units in four different hexes during the same combat phase are each allowed to apply Rule **10.2** in their favor, as long as they meet the conditions for said rule.

11.0 Die Roll Modifier Benefits and Conditions

11.1 At no time is a player forced to apply the results of a Die Roll Modification if he does not want to. All the **DRM** does is to give the player a range in which to find the best possible result for his side during a combat situation. There will be plenty of times when the original die roll will yield the best results. There will also be times that no matter how much range you have, the **DRM** will be of little or even no assistance whatsoever to you in that particular combat and you will have to suffer the consequences as they are presented to you.

12.0 Victory








12.1 At the end of every Roman turn, players must check for victory.

12.2.1 The Roman player is considered the victor if he has eliminated ALL Judean units by the end of that turn.

12.2.2 The Judean player is considered the victor, if, by the end of Turn #8 he still has at least ONE (1) unit left on the map.

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Terrain Effects Chart

Type of Terrain	Movement Effects	Combat Effects
 Town	1 MP to enter	+1 SP to total Defensive strength
 Walled Town	1 MP to enter	+2 SP to total Defensive strength
 Clear	2 MP's to enter	No effect
 Rough	3 MP's to enter	+1 SP to total Defensive strength
 Mountain	4 MP's to enter	+2 SP to total Defensive strength
 River	2 MP's to cross (see note 3)	+1 SP to total Defensive strength
 All Water	Movement Prohibited	Combat prohibited across hexes separated by lake or sea.
 Road	1 MP (see note 2)	Other terrain in hex

Note 1: Terrain effects are cumulative for movement but not for combat.

Note 2: You must enter a road hex along its path to enjoy the benefits of road movement.

Note 3: River movement effects are in addition to the terrain movement costs of the hex you are about to enter.

Note 4: Terrain effects are not cumulative for combat. The defender may choose the highest terrain benefit afforded by his position.

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Combat Results Table

		COMBAT			ODDS		
Die Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1
1	Dr1	Dr1	Dr2	De	De	De	De
2	Ar1	Ar1	Dr1	Dr2	De	De	De
3	Ae	Ar1	Exc	Dr1	Dr2	De	De
4	Ae	Ae	Exc	Exc	Dr2	Dr2	De
5	Ae	Ae	Ar1	Ar1	Ar1	Dr1	Dr2
6	Ae	Ae	Ar2	Ae	Exc	Exc	Exc

Ae: Attacker Eliminated. All attacking units are immediately removed from the map.

De: Defender Eliminated. All defending units are immediately removed from the map.

Exc: Exchange. All defending units are immediately removed from the map. The attacker must then remove *at least* the same number of Strength Points from his forces. (See Note 3)

Dr#: Defender Retreat. All units used in the defense are retreated the number of hexes called for. (See Note 4)

Ar#: Attacker Retreat. All units used in the attack are retreated the number of hexes called for. (See Note 4)

Note 1: Odds of less than 1:3 are treated as 1:3. Odds greater than 5:1 are treated as 5:1.

Note 2: Any unit that is forced to retreat off the map is considered eliminated.

Note 3: It is entirely possible for the attacker to lose more Strength Points in an exchange than a defender if he does not have the "correct change" in Strength Points or units.

Note 4: Elimination and Retreat are based on a combat-by-combat situation, not wholesale across the board basis. (In other words, just retreat or eliminate units involved in that particular combat [if called for], before going on to the next combat.)

Note 5: Masada (Hex 1006) may only be attacked from hexes 1005 and 1105.