American Revolution
Operations Manual

1. Sequence
   a. Years/Days
      i. The simulation will last 8-30 Minute segments that will represent 8 years of war (8.4) 1775-1783.
      ii. It is possible the war could end earlier.

   b. Turns:
      i. All war for this turn must be conducted during the war phase of your turn
      ii. You may attack in multiple areas, but you can’t use the same troops twice in one turn
      iii. During Movement Phase you can move any troops not used in the War Phase
      iv. Next side goes through same process
2. The Simulation Map
   a. Zones
      i. Some states are divided into zones for battle and Movement

         ![Zones Diagram]

      ii.
   b. Map Symbols

         ![Troop Symbols Diagram]

   c. The Wilderness

         ![The Wilderness Diagram]

   1. Armies can move into wilderness zones and no war can happen in those zones. Example: Ohio Wilderness
3. Movement
   a. Troop Movement

   i. 1. Force Movement:
       a. Continental Army: 2 zones per turn
       b. Continental Militia: 2 zones per turn
       c. British Army: 1 zone per turn
       d. German Troops: 1 zone per turn
       e. British Loyalists: 2 zones per turn
       f. French Troops: 1 zone per turn

   b. Naval Troop Movement

   i. 1. Navy
       a. There are no naval battles
       b. The American Navy is controlled by the consensus of the Continental Congress.
       c. Navy can move troops: 1 troop per Navy Number.
       d. Example: 200 Navy can transport 200 troops
4. **WAR**
   a. **Battles: Two Types**
      
      i. **Fight to the Death:** one side is completely eliminated in the zone
         a. How Fight To The Death Battles are calculated:
            b. British Troops: $1,000 \times \text{Rating (4)} = \text{Power: 4,000}$
            c. Continental Troops: $1,000 \times \text{Rating (2)} = \text{Power: 2,000}$
            d. Result: British Victory, 250 British Troops Left
      2. **Ambush:** Attacking force sustains 5% losses and defenders lose 20%
         a. How Ambush Battles are calculated:
            b. British Troops: $1,000 \times .80 = 800$ Troops Left
            c. Continental Troops: $1,000 \times .95 = 950$ Troops retreat to another zone
            d. You can only ambush a group once per turn
      3. **Armies may coexist** in the same zone without going to war.
         a. If an attack is initiated in a zone: all armies in the zone are involved.

ii.

5. **Student Orientation Video:**
   a. [https://youtu.be/q9gbezUBbU4](https://youtu.be/q9gbezUBbU4)