

# 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.

Pre-Simulation	Day 1	Years
1775-1776	Day 2	<ul style="list-style-type: none"> <li>⤵ Simulation days/ class periods could be different.</li> </ul>
1777-1778	Day 3	
1779-1780	Day 4	<ul style="list-style-type: none"> <li>⤵ The Simulation could finish earlier than Day 6!</li> </ul>
1781-1782	Day 5	
1783	Day 6	

iii.

### 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

Turns		
1	Great Britain & Allies 	<ol style="list-style-type: none"> <li>1. All war for this turn must be conducted during the war phase of your turn</li> <li>2. You may attack in multiple areas, but you can't use the same troops twice in one turn</li> <li>3. During Movement Phase you can move any troops not used in the War Phase</li> <li>4. Next side goes through same process</li> </ol>
	WAR Movement	
2	American & Allies 	
	WAR Movement	

v.

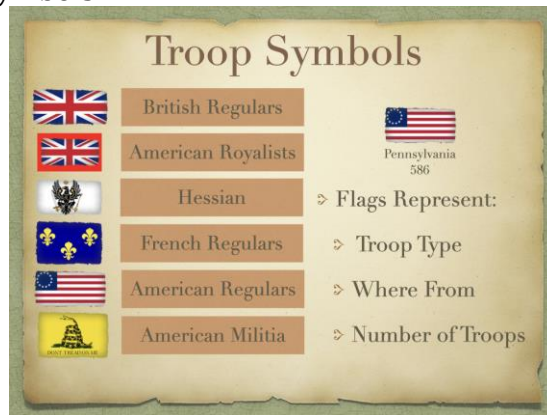
## 2. The Simulation Map

### a. Zones

- i. Some states are divided into zones for battle and Movement



- ii.
- b. Map Symbols



- i.
- c. The Wilderness



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

### 3. Movement

#### a. Troop Movement



Troop Movement		
	British Regulars	▷ 1 Zone Per Turn
	American Royalists	▷ 2 Zones Per Turn
	Hessian	▷ 1 Zone Per Turn
	French Regulars	▷ 1 Zone Per Turn
	American Regulars	▷ 2 Zones Per Turn
	American Militia	▷ 2 Zones Per Turn

i.

#### 1. Force Movement:

- Continental Army: 2 zones per turn
- Continental Militia: 2 zones per turn
- British Army: 1 zone per turn
- German Troops: 1 zone per turn
- British Loyalists: 2 zones per turn
- French Troops: 1 zone per turn

#### b. Naval Troop Movement



Naval Troop Movement	
	
▷ You can move the number of troops that you have navy	
▷ 3,000 Navy = 3,000 Troops could be moved	

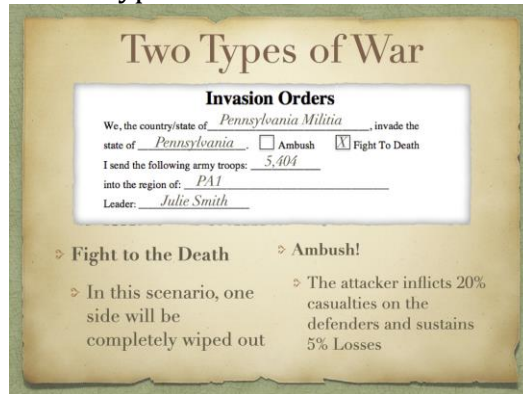
i.

#### 1. Navy

- There are no naval battles
- The American Navy is controlled by the consensus of the Continental Congress.
- Navy can move troops: 1 troop per Navy Number.
- Example: 200 Navy can transport 200 troops

## 4. WAR

### a. Battles: Two Types



i.

1. **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>