**New Simulation**

**GATHER VARIABLES**

* Reduced Rations Switch
* German Attack Speed Slider
* German Supply Speed Slider

**SETUP**

* Load Map
* Load Pre-Set German Positions
* Load Pre-Set British Positions
* Load Pre-Set British Retreat Locations
* Load Date
* Load German Division Supplies Graph

**GO**

* German Troops Advance
* German Troops Burn Supplies
* Update Supplies Graph for German Divisions
* British Retreat Along Appropriate Path
* Date Advances Appropriately
* When German troop supply threshold is met, Division does not advance for X number of ticks
* The faster the German supply speed, the slower the German supply attrition

**STOP**

* How far did German Troops Advance?
  + If farther than initial lines German tactics succeed
  + If less than initial lines German tactics fail