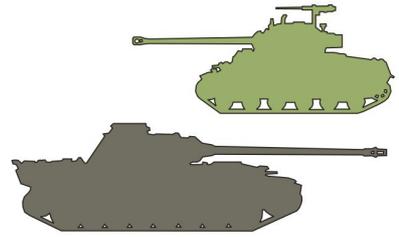


# D-DAY

## The Liberating Assault

The battle to open the Second Front 1944



## MAIN THEMES : Critical Thinking, Team-building & Education

### Outline

D-Day is a wargame of the famous landings on the Normandy coast and the initial stages of the invasion of France in 1944. The focus is not, however, on the minutiae of military technology and low level tactics, but on the bigger picture of strategy, resource allocation and communication. So this makes the game highly accessible to a general interest audience with no previous experience of military history or the Second World War. It is also an excellent introduction to the subject for schools. The aim of the game is to illustrate some important decision making problems and give the teams practice in understanding and solving them

### Gameplay

Players form teams representing the important military headquarters involved in the battle, organised into a realistic hierarchy of decision making teams. At the outset the teams gather to arrive at an overall plan for invasions. Then, we put the plan into operation, the teams make decisions as things arise that challenge the plan

(generally the activity of their opposite numbers on the enemy team). Teams represent British, American and German headquarters at a variety of levels.



At the end of the game there is a debrief of the process and how the teams' decision making worked, and review some of the key decisions. It is also an opportunity to look at how communications worked both within and between the teams. Teams have the opportunity to reflect on how their decision making was affected by the low-information environment and the time pressure and how this might inform their practice and planning in future.

## Ideal Audiences

- Organisations wishing to practice crisis response skills.
- Organisations seeking a team building challenge.
- Students looking at the Second World War or D-Day specifically..

## Example game structures

<b>D-DAY : For 12 players</b>	
<b>Team</b>	<b>Number in team</b>
Allied High Command	3
US Front Line Command	3
British Front Line Command	3
German High Command	3
<b>Total</b>	<b>12</b>

<b>D-DAY : for 30 players</b>	
<b>Team</b>	<b>Number in team</b>
Allied High Command	5
Allied Air Power Command	3
British I Corps Command	3
British XXX Corps Command	3
US V Corps Command	3
US VII Corps Command	3
German High Command	4
German 5 <sup>th</sup> Army Command	3
German Panzer Group Command	3
<b>Total</b>	<b>30</b>