

NO DICE NO RULES (NDNR)

Introduction

NDNR is a three-table *Kriegsspiel* designed for training, PME and Force Development. The game uses, real terrain, real people, real data, and real decision making.

Real Terrain:

The game can use any part of planet earth covered by mapping or good enough to plan real military operations.

Real People:

The game is designed for military personnel trained to formulate plans and write orders as part of their professional education. This does not mean civilians can't participate, but planning and writing orders is a required skill or one you can learn via participation. Can you command a Brigade on operations? NDNR will come close to testing that claim.

Real Data:

All the information used to plan and adjudicate the outcomes of encounters and engagements are those used by military organisations within the bounds of classification. There is no rule book to tell you how far an infantry platoon all carrying 40kg can patrol through a jungle in one night. Your professional judgement is your key skill. Likewise, how far can your 5W handheld VHF radio communicate?

Real Decision-making:

All the plans the participants submit are evaluated by adjudicators, who are participants in the overall process as the commanders of the forces concerned. Plans will fail because the enemy "gets a vote" or you formulated a bad plan in the eyes of those judging it. Success and failure models derive from military judgement, operational analysis and wider historical experience, thus as subjective as any combat resolution model based on dice roll modifiers.

Process:

- Both teams write orders.
- Adjudicators assess each set of orders and issue the relative sitreps to each team as to what their forces saw and experienced.
- Both teams issue new orders as a consequence of the feedback.