



DISASTER VILLAGE

From Parish Council to Playbook

AI assisted design and delivery of a
community resilience wargame

Dan Kahn

Defence Experimentation and Wargaming Hub

Connections UK 2026



DISASTER VILLAGE

Three AI Tips

1. The Meta Prompt
2. Mission Command Prompting
3. Context. Context. Context.



DISASTER VILLAGE

Three AI Tips - 1

- The Meta Prompt
 - Ask the AI to generate your prompt

“Generate a prompt to do [X]”



DISASTER VILLAGE

Three AI Tips - 2

- Mission Command Prompting
 - Say what you want and why you want it (I want [X] in order to do [Y])

[Y] is the overarching aim...[Y] = Why

“Generate a prompt to do [X] in order to do [Y]”



DISASTER VILLAGE

Three AI Tips - 3

- Context. Context. Context.
 - Feed the AI with context as you go along. Building along the way.

“Generate a prompt to do [X] in order to do [Y]. Please find attached [the relevant material]”

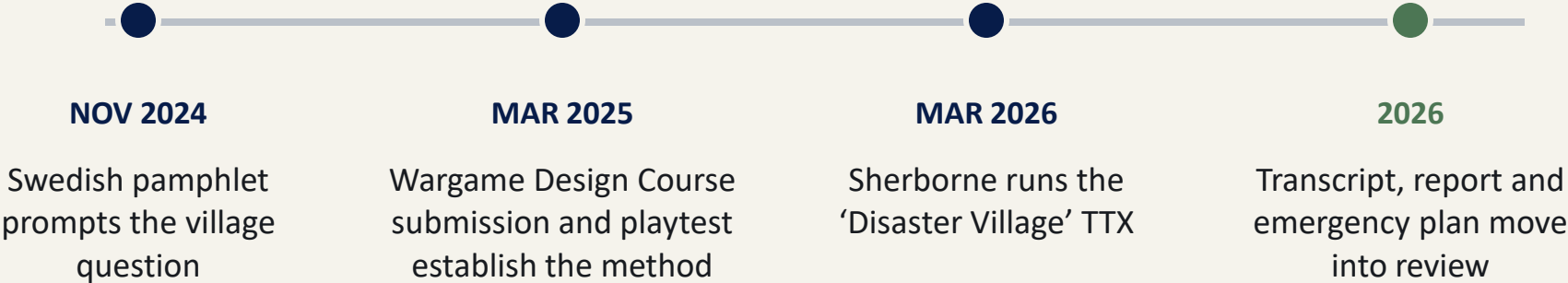
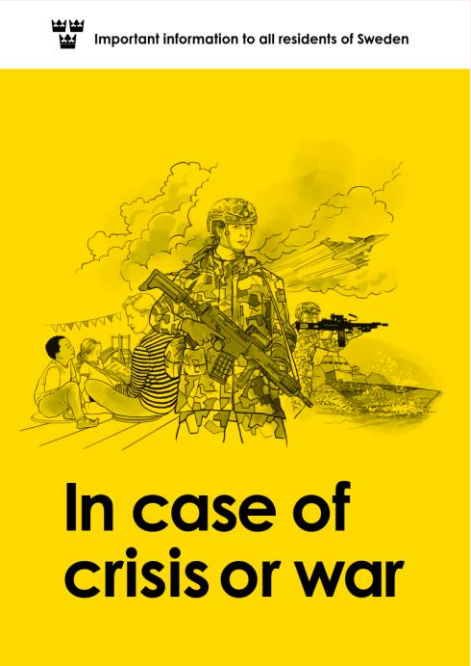
Sherborne Village

- Sherborne is a village and civil parish in Gloucestershire. Noted for being in the Cotswolds, a designated 'Area of Outstanding Natural Beauty'.
- Sherborne is a linear village, extending more than a mile along the valley of Sherborne Brook, a tributary of the River Windrush.
- The place-name 'Sherborne' is first attested in the Domesday Book of 1086, where it is spelt 'Scireburne', and means 'bright stream'.
- https://en.wikipedia.org/wiki/Sherborne,_Gloucestershire



From parish concern to a wargame commission - 1

Could a parish council build its own practical resilience plan?



The Genesis

The commissioner was the Parish Council. The course submission had to be usable after the exam.

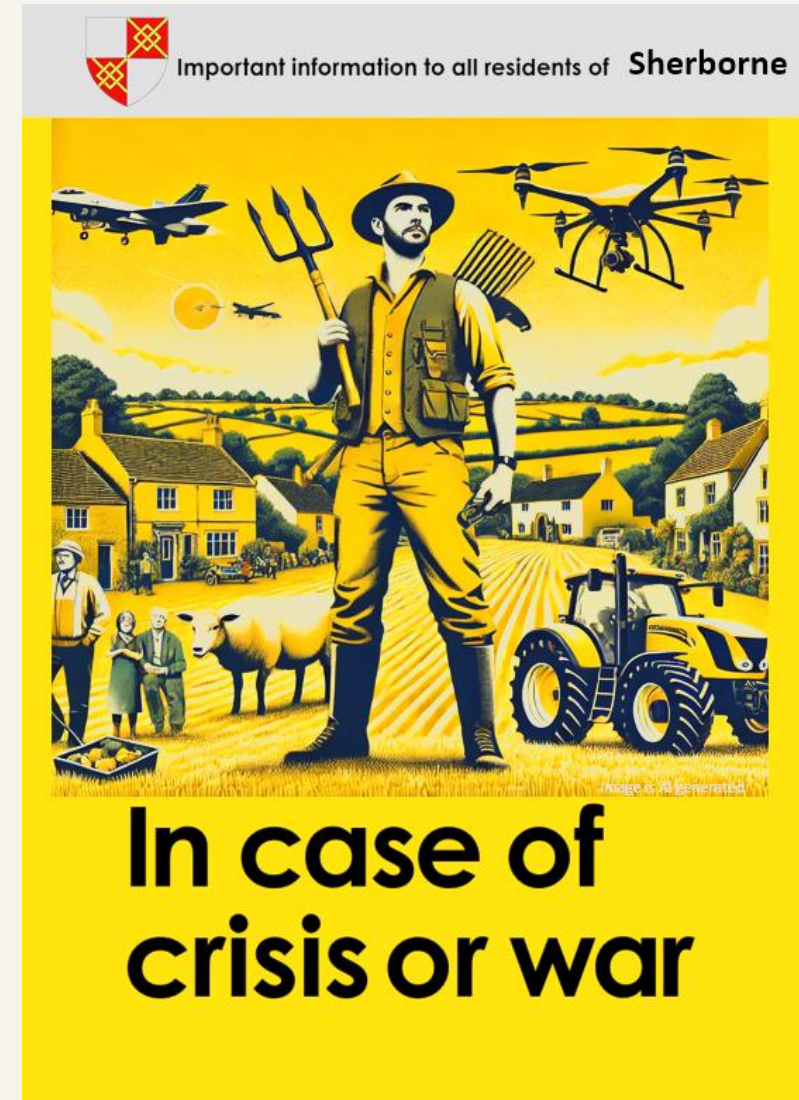
Let's use the skills learned to give back to my community

From parish concern to a wargame commission - 2

From This



To This?





100%

Players work around two maps with local knowledge in the room

Seasonal vignettes expose risks, dependencies and vulnerable points

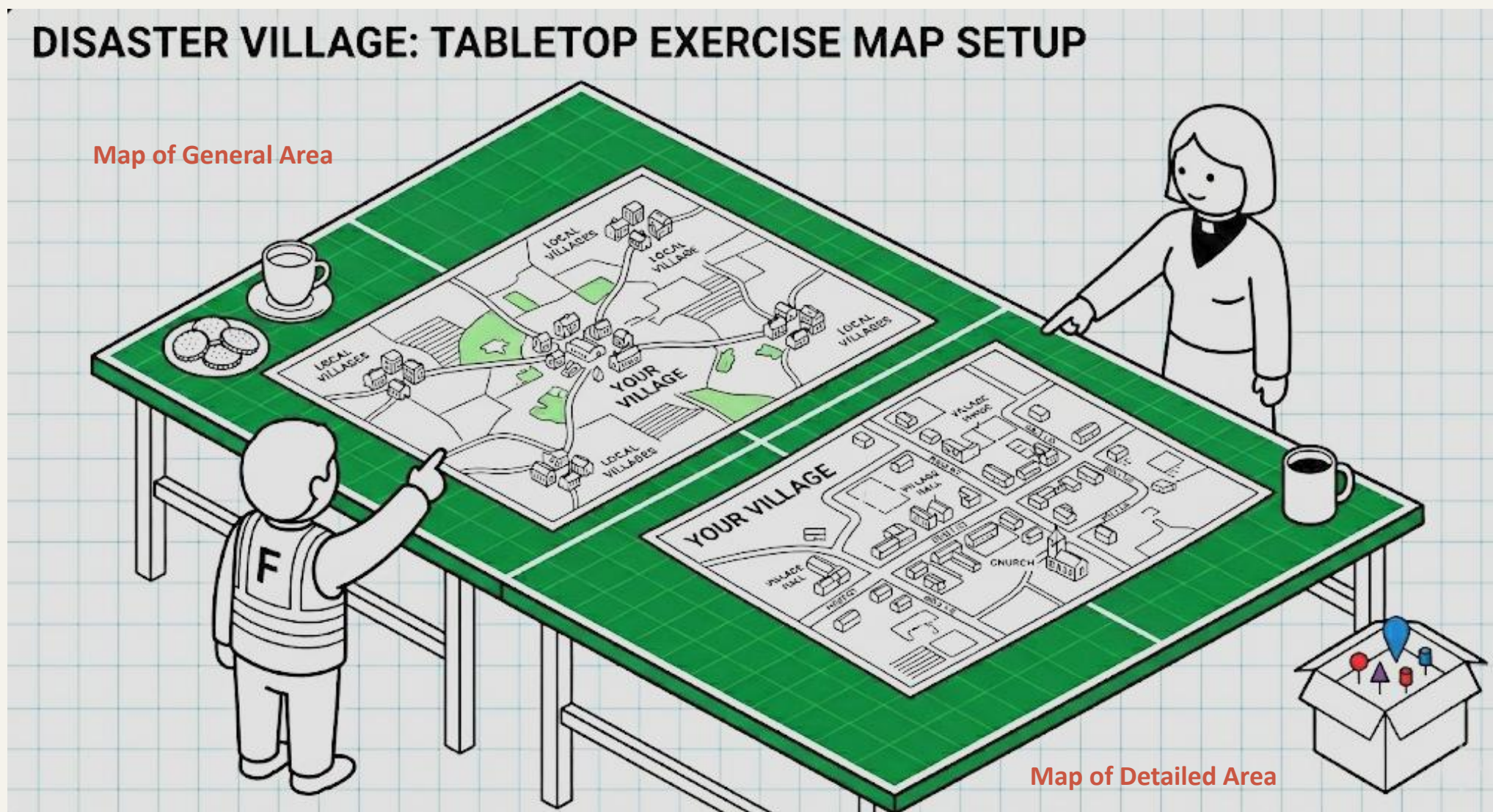
Resource cards make people, equipment and locations visible

The group proposes a plan; facilitation introduces friction and recovery

Findings feed a risk register, contingency plans and the emergency plan

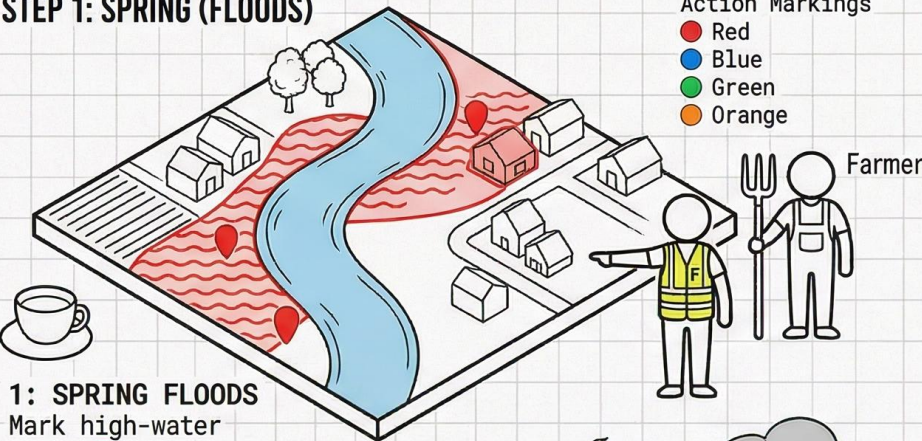
The game produces planning evidence, not a 'winner'

Disaster Village in Outline - Players work around two maps with local knowledge in the room

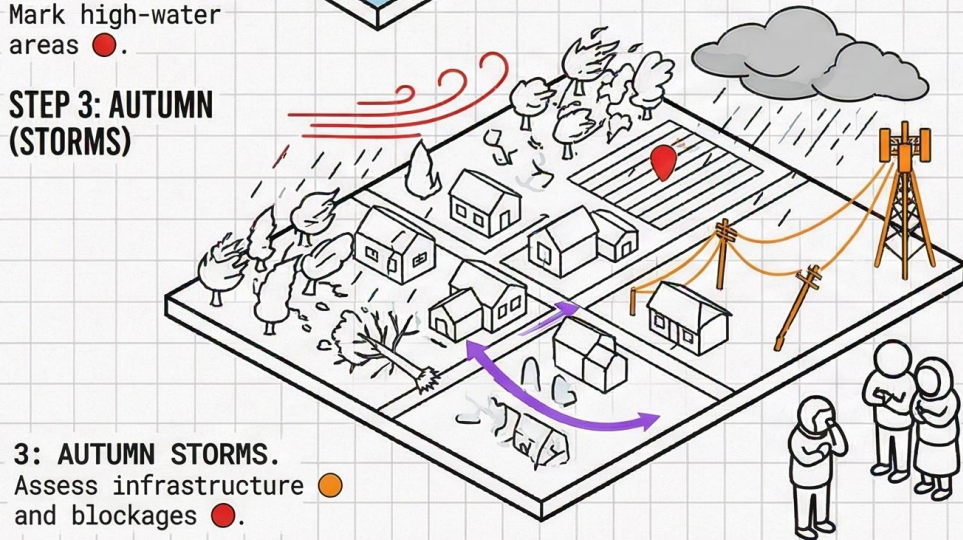


THE FOUR SEASONS OF RISK

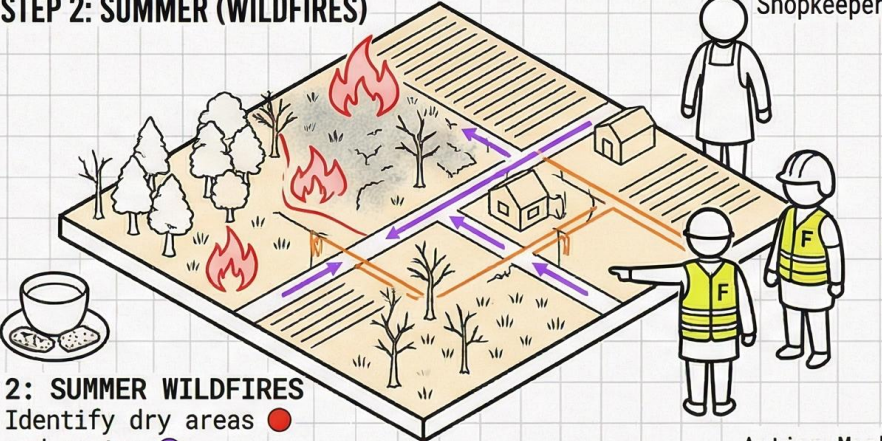
STEP 1: SPRING (FLOODS)



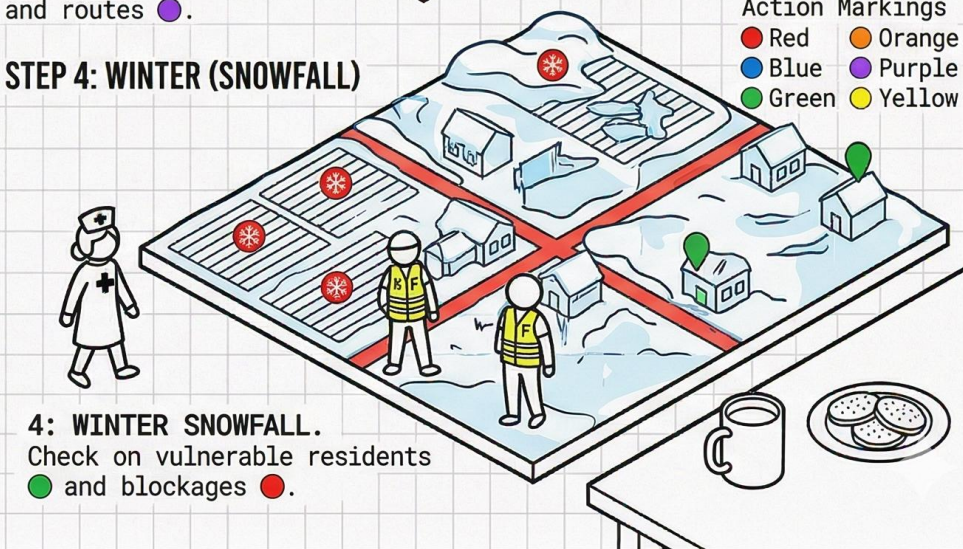
STEP 3: AUTUMN (STORMS)



STEP 2: SUMMER (WILDFIRES)



STEP 4: WINTER (SNOWFALL)



Disaster Village in one minute - Resource cards make people, equipment and locations visible

SECTION 4.5 RESOURCE CARDS

1 CARD COMPONENTS

1. Resource Name

2. Category
(People/Equipment/
Location/Skill)

3. Owner/Custodian

4. Location

5. Condition/Availability

6. Contact Details

Equipment

Resource: **Hand Tools**
(People/Equipment/Location/Skill)

2. Category: **Equipment** (●)

3. Owner/Custodian

4. Location

5. Condition/Availability

6. Contact Details

Fill card structure with simple info.

2 PROCESS 1: EXERCISE VISUALIZATION

A FILL CARD

B PLACE ON MAP

CARDS IN STANDS VISUALIZE GEOSPATIAL DISTRIBUTION

SEE AT A GLANCE:
What is available, Where it is.

3 PROCESS 2: DATA CAPTURE

CARDS IN STANDS VISUALIZE GEOSPATIAL DISTRIBUTION

END-OF-EXERCISE TABLE

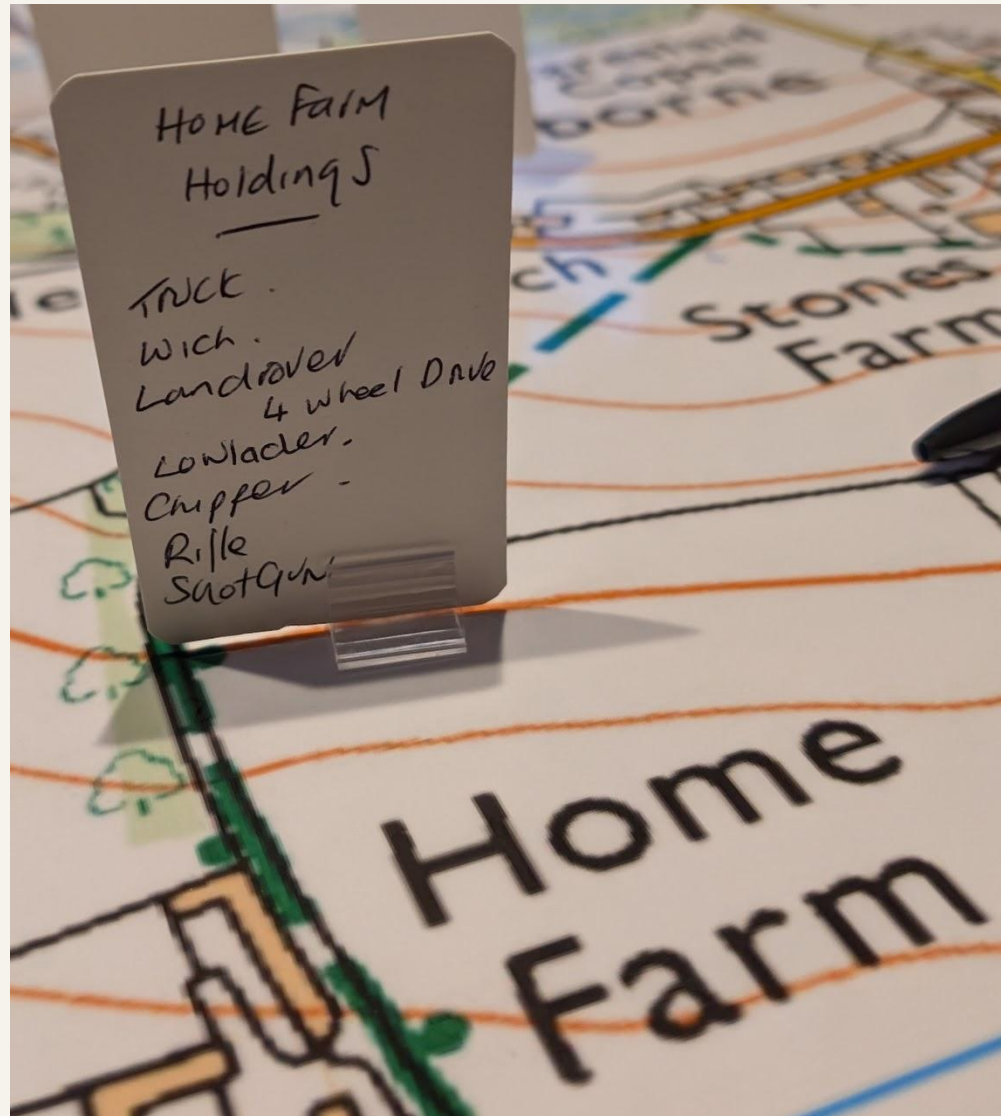
COLLECT ALL CARDS

PHOTOGRAPH RAW DATA

SAVES SPACE ON MAP FOR DENSER COLLECTIONS.

Becomes raw data for the Emergency Response Plan resource register.

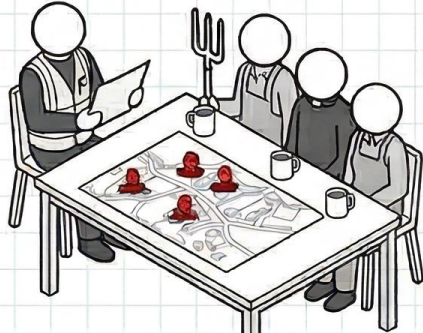
Disaster Village in one minute - Resource cards make people, equipment and locations visible



4.1 THE GAME LOOP

The Core Cycle for Each Vignette

STEP 1: Scenario Presentation



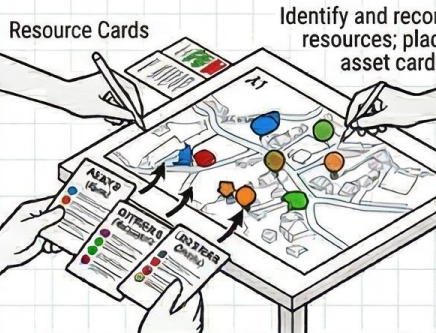
Facilitator reads scenario.

STEP 2: Group Deliberation



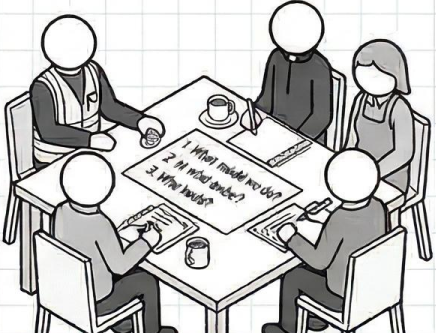
Participants discuss the challenge.

STEP 3: Resource Identification



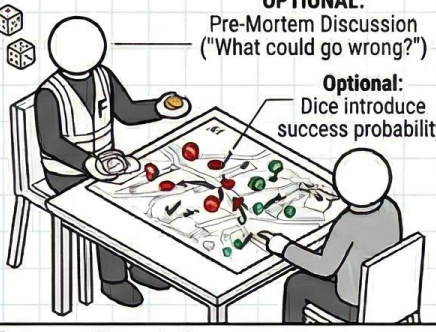
Identify and record resources; place asset cards.

STEP 4: Plan of Action



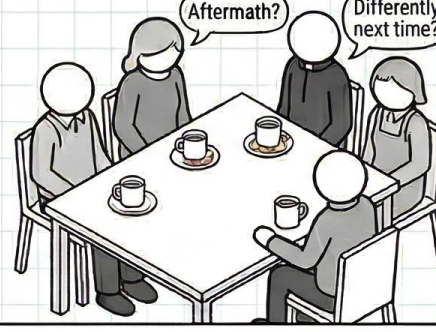
Group outlines elements of their plan.

STEP 5: Adjudication



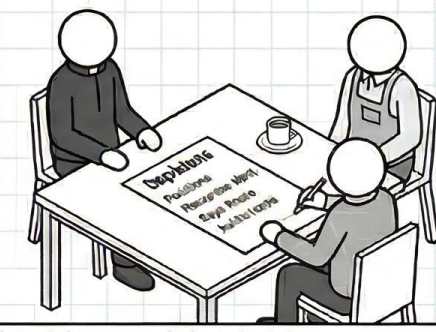
Outcome Description.
Facilitator describes what happens.

STEP 6: Outcome Description



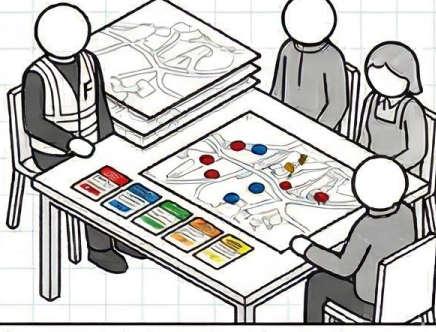
Participants discuss aftermath.

STEP 8: Findings Captured



Note-taker records key decisions, resources, and actions.

STEP 9: Loop to Next Vignette



Maps reset, but asset cards remain.
Loop to next vignette.

Disaster Village in one minute - Findings feed a risk register, contingency plans and the emergency plan

Emergency Areas and Risk Register

Scoring is illustrative: likelihood 1–5 × impact 1–5. Re-score during the TTX using local evidence.

Risk ID	Emergency Area	Likelihood	Impact	Score	Priority	Key Local Consequence	Current Exercise Controls	Lead Role	Imber Link	Residual Gap / Decision
RISK-01	Wildfire / grass fire	4	5	20	Very High	Smoke, evacuation, blocked lanes, power loss	Early warning, refuge options, farm liaison, door-knock cards	Coordinator	Warn and account for Imber	Evacuation transport and safe assembly point
RISK-02	Extended power outage	4	4	16	Very High	Heating, lighting, pumps, charging and retail failure	Generator, lighting, welfare checks, charging priority	Resources Lead	Share status by radio	Fuel, medical-device dependency list
RISK-03	Severe weather / snow / wind	4	4	16	Very High	Isolation, fallen trees, cold homes, delayed responders	Route survey, 4×4 liaison, refuge and hot-food plan	Land & Plant Lead	Check route and residents	Operator availability and grit stock
RISK-04	Drinking-water disruption	3	5	15	High	Loss of safe water and sanitation	Containers, boiling advice, distribution point	Welfare Lead	Allocate fair share	Bulk supply and sanitation arrangements
RISK-05	Telecommunications outage	3	4	12	High	Loss of alerts, 999 access and coordination	PMR radios, runners, notice points, paper logs	Communications Lead	Scheduled radio checks	Coverage survey and spare batteries
RISK-06	Road collision / blocked access	3	4	12	High	Single-route restriction and delayed access	Route reports, safe cordon, alternative access mapping	Land & Plant Lead	Relay access picture	Traffic control remains official responsibility
RISK-07	Mass casualty incident	3	4	12	High	Multiple injured people and family welfare needs	999 call, first aid, access marshal, casualty information	Medical Lead	Prepare reception support	Qualified responders and casualty holding area
RISK-08	Surface-water flooding	3	4	12	High	Property ingress, contaminated water, route loss	Sandbags, pump, warnings, refuge options	Land & Plant Lead	Monitor downstream effect	Do not enter floodwater; drainage intelligence
RISK-09	Livestock disease / animal emergency	3	4	12	High	Movement controls, welfare and supply disruption	Farm liaison, separate animal areas, official advice	Animal Welfare Lead	Share restrictions	Biosecurity materials and specialist advice
RISK-10	Major building fire	2	5	10	High	Casualties, displacement and loss of key facility	999 call, evacuation, alternate refuge	Coordinator	Offer reception capacity	Building plans and accountability process
RISK-11	Infectious disease / staff absence	2	5	10	High	Reduced volunteers, welfare isolation, supply pressure	Role deputies, doorstep support, hygiene packs	Welfare Lead	Coordinate low-contact support	Long-duration staffing resilience
RISK-12	Misinformation / cyber disruption	3	3	9	Medium	Confusion, false requests, loss of trust	Single verified message log, paper fallback, official sources	Communications Lead	Repeat verified messages	Authentication phrase and rumour log

COPEHILL DOWN VILLAGE

EMERGENCY RESPONSE PLAN

with Imber Village as the outlying settlement

ILLUSTRATIVE TTX OUTPUT — NOT A LIVE EMERGENCY PLAN

This is a fictional worked example for the Disaster Village Table Top Exercise. It is not a statement about the real Copehill Down or Imber locations. All roles, capacities, holdings, access assumptions and contact fields must be validated before any real-world use.

Document control	Exercise entry
Version	v1.1 DRAFT
Status	Example output for training and adaptation
Owner	Exercise Community Resilience Group
Review	After every TTX and at least annually
Companion files	Community briefing and clean planning workbook

How to use this example

This document shows what a concise rural community emergency plan could look like after a facilitated TTX. Copy the structure, challenge the assumptions and replace the fictional data with locally verified information held at the right level of access.

CALL FIRST

For a life-threatening emergency, call 999 or 112. Community volunteers support neighbours and official responders; they do not replace the emergency services, enter unsafe areas, direct traffic without authority, fight developed fires or work beyond their competence.

Read this plan in three layers

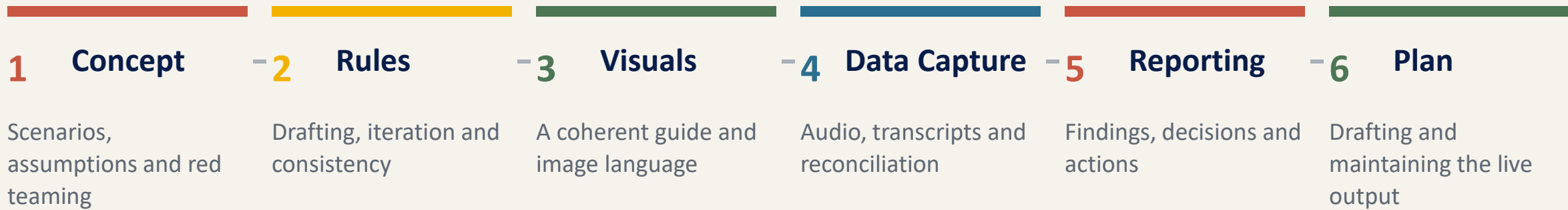
- 1. Use the common first-hour checklist for any incident.
- 2. Select the relevant hazard card and apply its safety limits.
- 3. Use the workbook to identify available resources, role owners, dependencies and improvement actions.

Contents

Section	Subject
1	Purpose, scope and assumptions
2	Local exercise context
3	Planning basis and continuity outcomes
4	Organisation, activation and briefing
5	Communications and information
6	Resources, dependencies and safety
7	Places of safety, evacuation and welfare
8	Risk register
9	Common first-hour actions
10	Hazard response cards
11	Copehill–Imber mutual aid
12	External support and civil lead
13	Recovery, exercising and improvement
Annexes	Reference cards, household preparedness, data controls and sources

AI across the wargame lifecycle

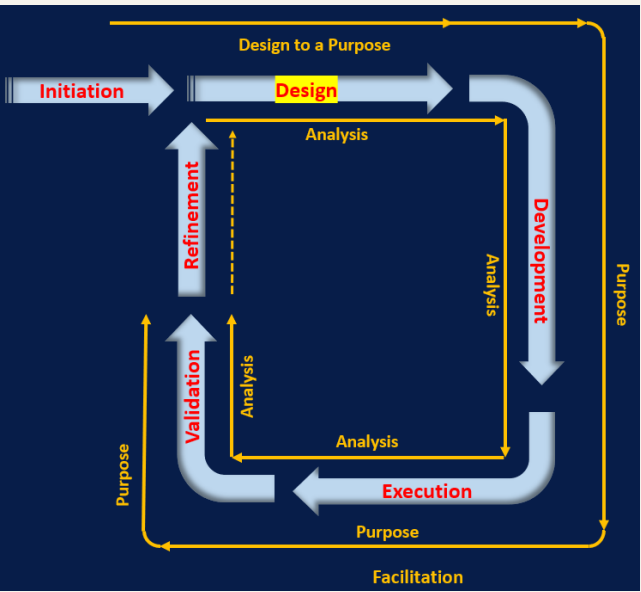
Human judgement set the purpose and assures the outputs. AI reduced the labour between.



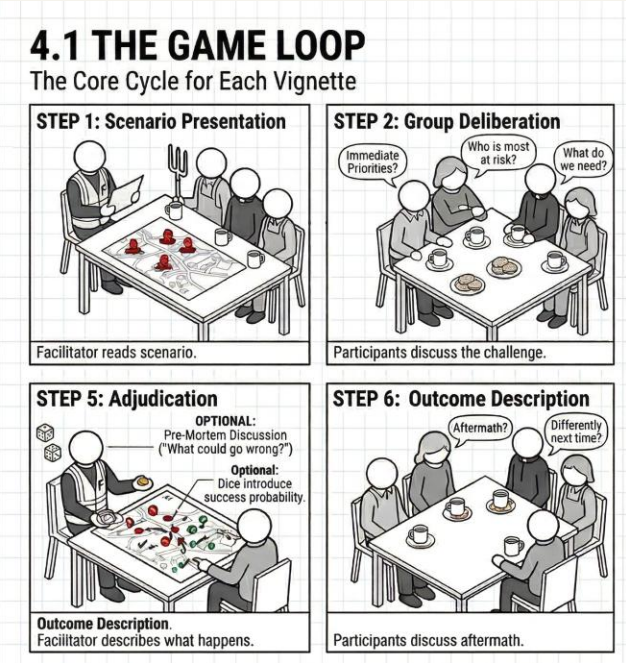
One practitioner could carry the thread from sponsor problem to reviewed plan

Design, rules and visual documentation - 1

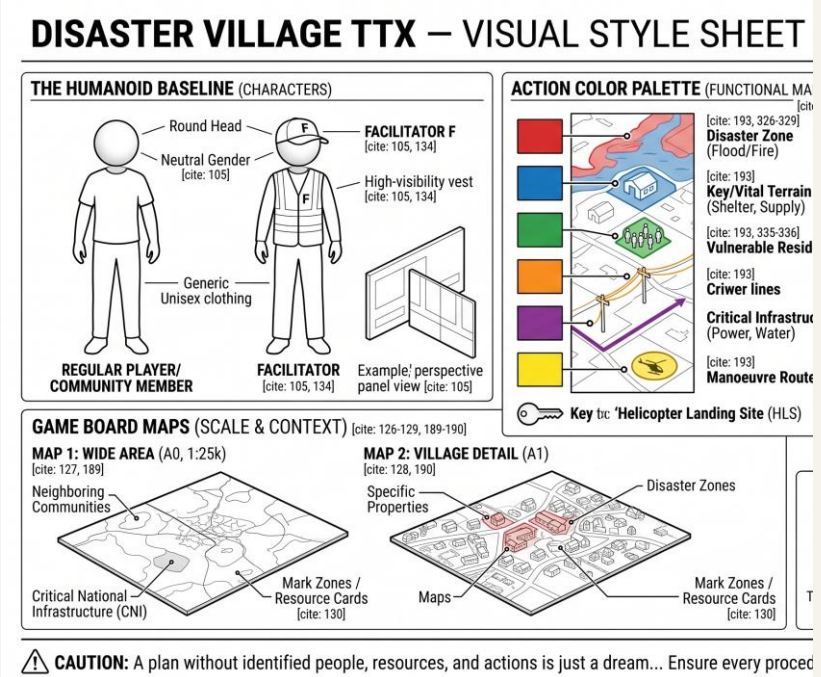
AI supported repeated drafting and visual consistency across a growing set of artefacts



Purpose-led design



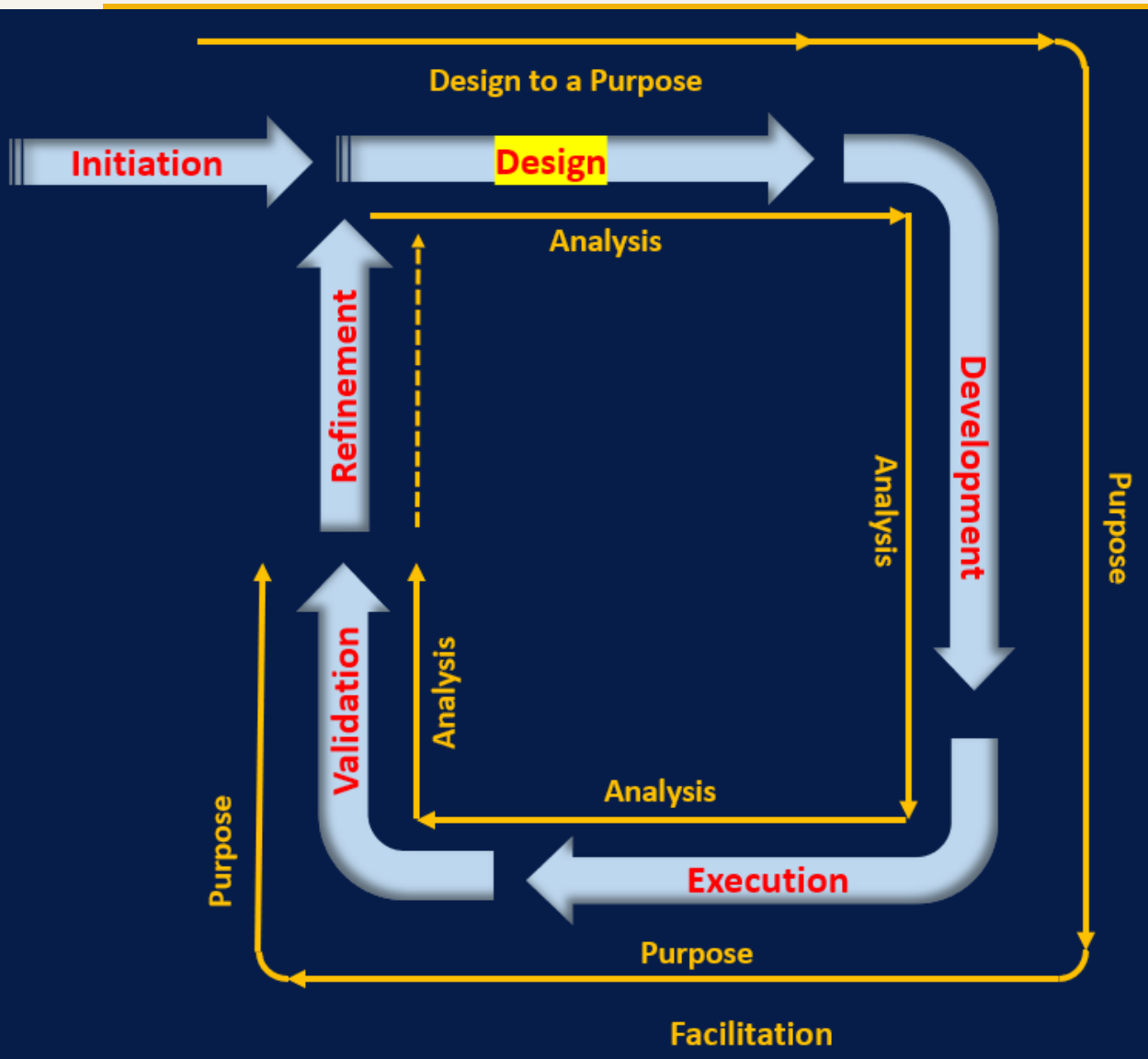
Rules and facilitator logic



Shared visual language

Human review kept doctrine, mechanics and presentation aligned

Design, rules and visual documentation - 2

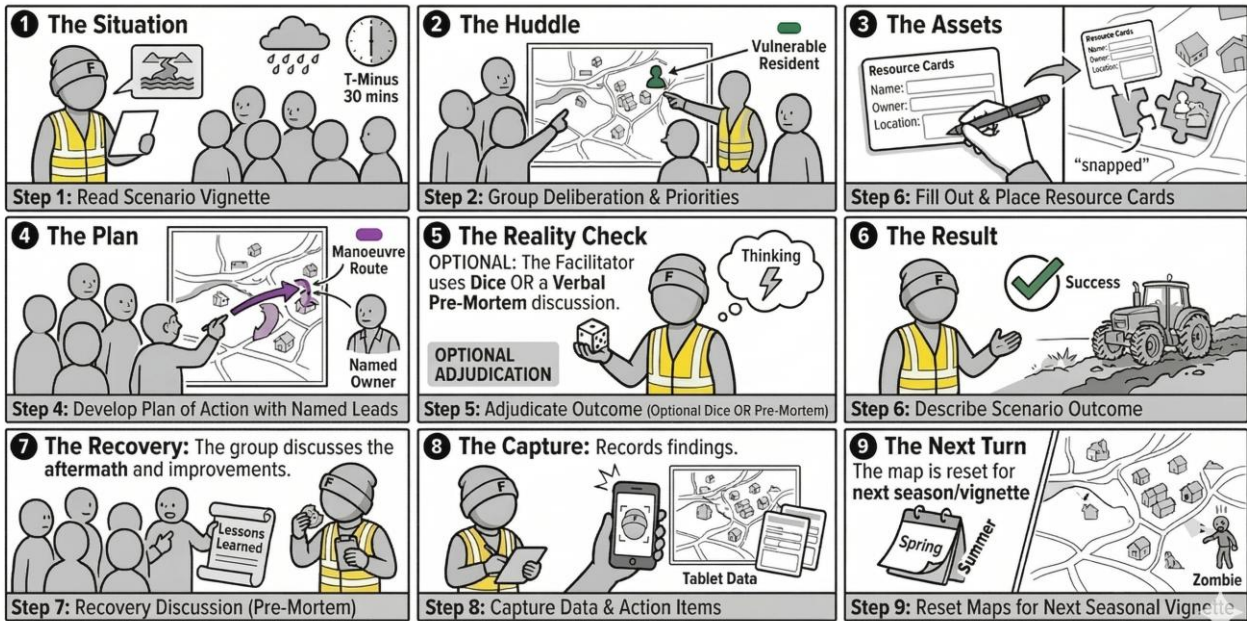


Analysis Wargame Steps	
Specify the Aim and Objectives	
Identify how the outputs will be used and integrated	
Identify the subjects of analysis, the critical elements within these and any key variables	
Determine how the subjects of analysis will be examined	
Identify any metrics and data to be gathered to enable the examination, and how this data capture will be done	
Determine the scenario, and any specific vignettes, required to enable the examination	
Identify the people required to ensure the validity of the examination findings	
List any assumptions made to date	
Identify, or design, the process required to achieve the examination, including the adjudication of outcomes	
Devise the tools, techniques and subject matter experts required to make these processes work	
Create an audit trail by documenting all decisions taken and the reasons for them	

Design, rules and visual documentation - 3

DISASTER VILLAGE TTX — GÄME LÖÖP (ASSEMBLY GUIDE)

GÄME LÖÖP © Disaster Village Corp. 2026



CAUTION: A plan without identified people, resources, and actions is just a dream... Ensure every procedure has a **named owner** and a **fallback**.

Development Wargame Steps

Setting and Scenario:

- **Sherborne Village**
- **Vignettes of increasing challenge**
- **1 Season = 1 Turn**
 - **Spring: Floods**
 - **Summer: Drought, Fires, Tourists and Insect Swarms**
 - **Autumn: Storms and Power Cuts**
 - **Winter: Extreme cold weather event (Beast from the East)**
 - **Apocalypse: Zombie attack (disguised scenario)**

Adjudication Methods:

- **Facilitation**
- **SME Consultation**
- **Modified dice rolls (+/-)**

Wargame Processes: **Game Loop**

Analysis plan, plus any supporting processes:

- **Review data capture and produce report to help develop CONPLANS and Village Resilience Pamphlet**

Data Capture Plan:

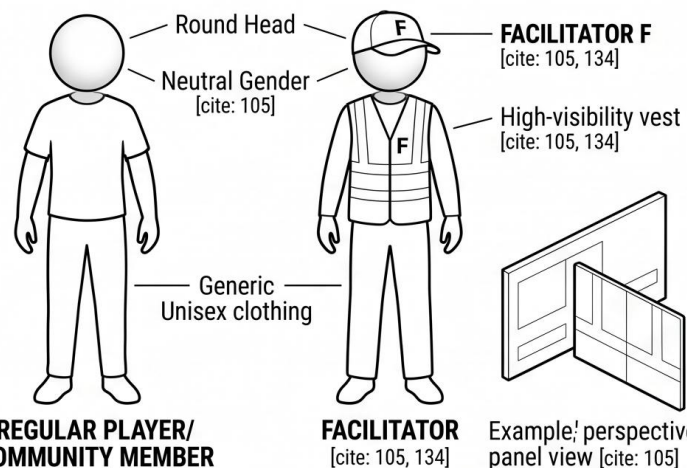
- **Capture findings as they arise**
 - **Resource Cards**
 - **Risk Matrix Template**
 - **Recorded and transcribed conversations**

Design, rules and visual documentation - 4

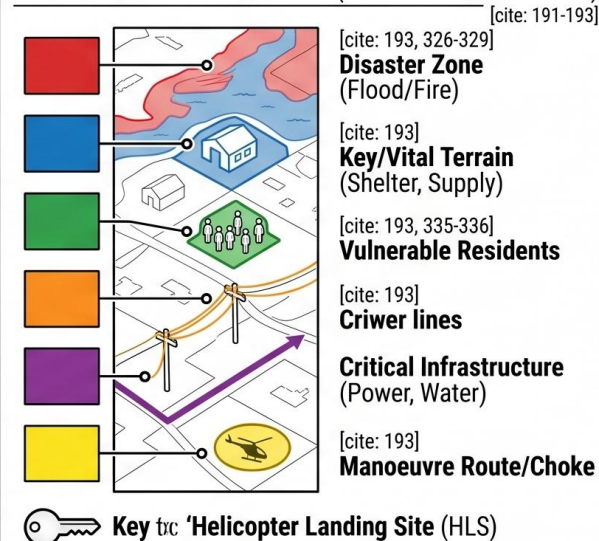
DISASTER VILLAGE TTX – VISUAL STYLE SHEET



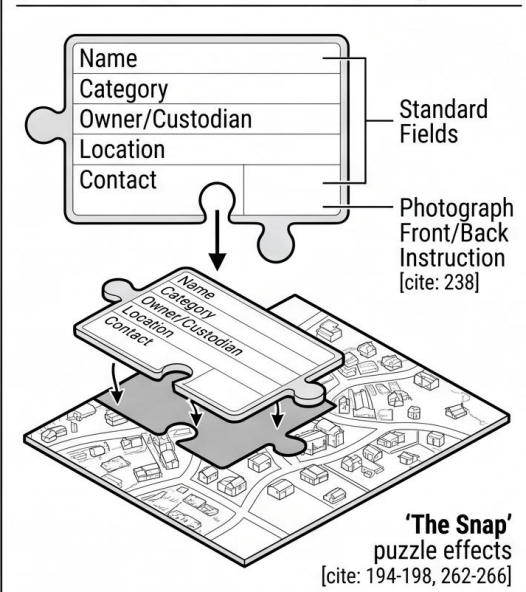
THE HUMANOID BASELINE (CHARACTERS)



ACTION COLOR PALETTE (FUNCTIONAL MARKINGS)



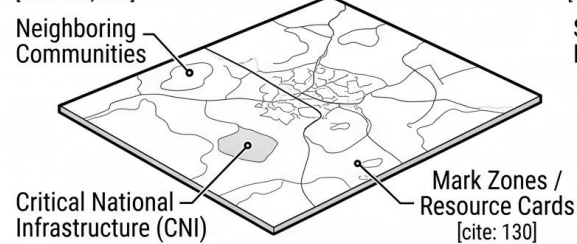
RESOURCE CARD & 'THE SNAP' [cite: 194-198]



GAME BOARD MAPS (SCALE & CONTEXT) [cite: 126-129, 189-190]

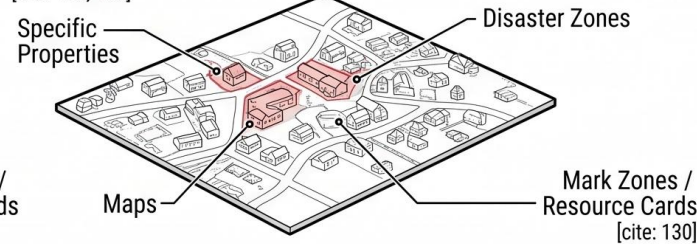
MAP 1: WIDE AREA (A0, 1:25k)

[cite: 127, 189]

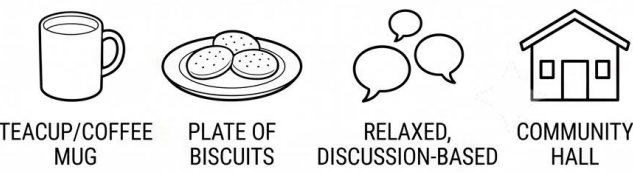


MAP 2: VILLAGE DETAIL (A1)

[cite: 128, 190]



COMMUNITY GROUNDING (MOT motifs) [cite: 134]



CAUTION: A plan without identified people, resources, and actions is just a dream... Ensure every procedure has a **named owner** and a **fallback**.



Data capture begins in game design - 1

Constructive Alignment in Wargaming

Inspired by Constructive Alignment in Academic Practice (Biggs, J. & Tang, C. (2011), *Teaching for Quality Learning at University*, 4th ed., Open University Press.) I propose the following:

What is the Master/Focus Question to be answered?



What is the data that will answer the Master/Focus Question?



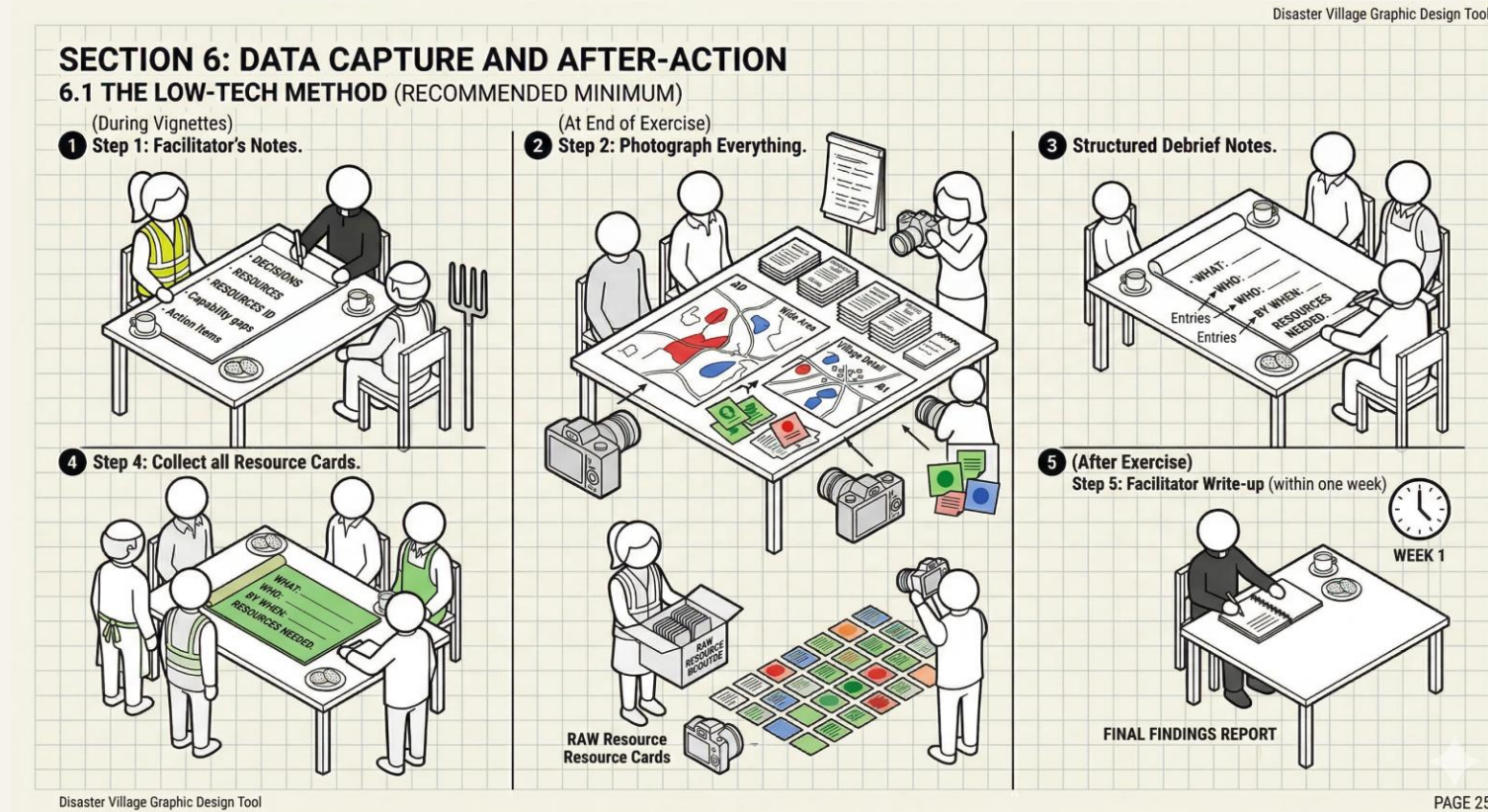
What is the wargame that will generate the data?

Data capture begins in game design - 2

Capture the knowledge in their heads....“Wargaming is an act of communication”

- Decisions and the reasoning behind them
- Resources, owners, locations and access constraints
- Annotated maps, cards and facilitator summaries
- Capability gaps and actions with named owners
- Consent, recording coverage and a fallback note-taker

An audio recording is one evidence stream, not the whole data plan – resource cards and write up.



From room audio to a working transcript - 1

- 1

Capture

Central recorder, consent, facilitator summaries
- 2

Transcribe twice

Google Recorder plus a Whisper path
- 3

Compare

Use competing wording to expose uncertainty
Transcript Google vs Transcript Whisper
- 4

Add context

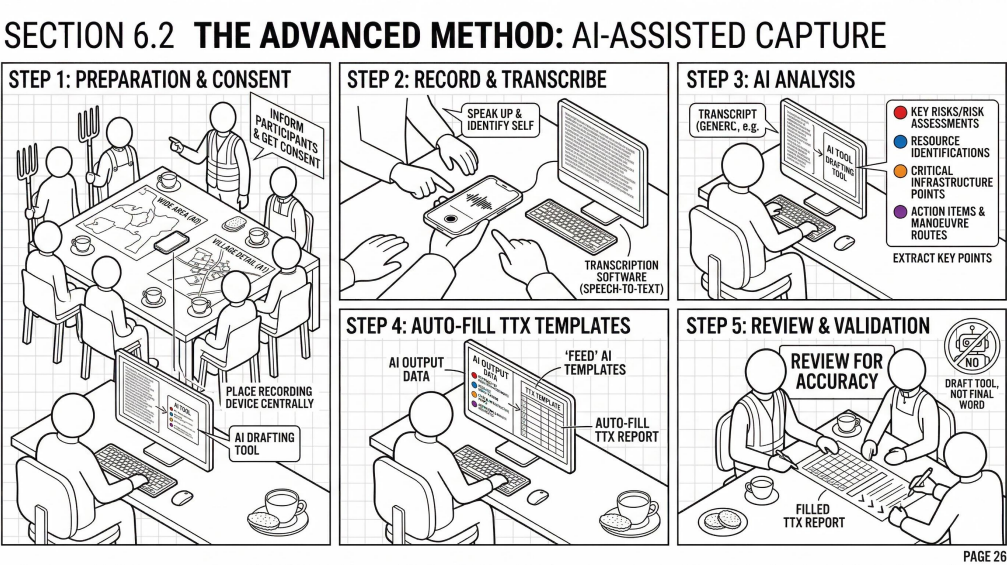
Locality, roles, rules and exercise vocabulary
- 5

Clean

Preserve meaning; mark unresolved passages
- 6

Use

Extract findings into report and plan templates

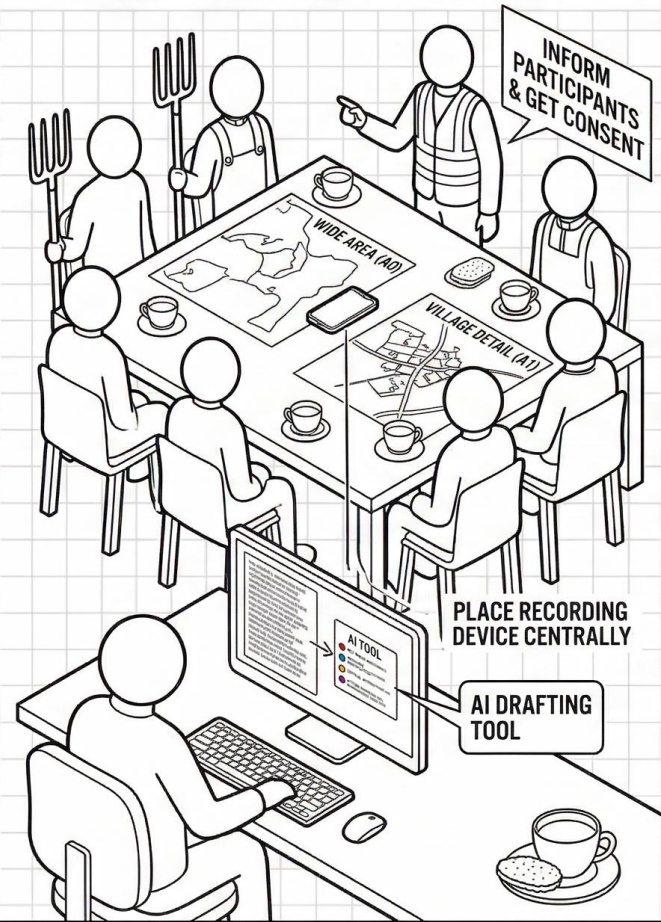


Specific tools can change. The capture logic remains.

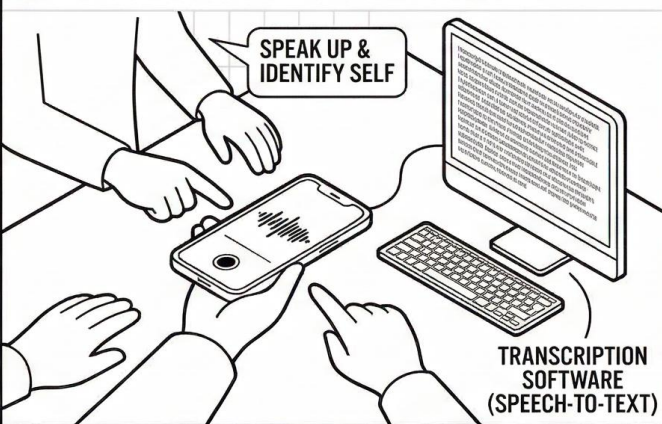
From room audio to a working transcript - 2

SECTION 6.2 THE ADVANCED METHOD: AI-ASSISTED CAPTURE

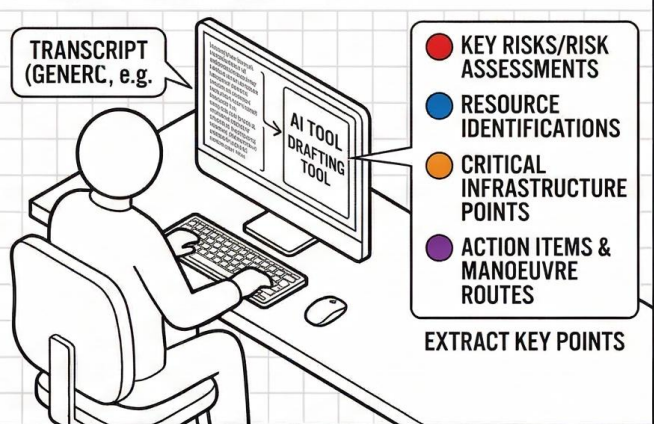
STEP 1: PREPARATION & CONSENT



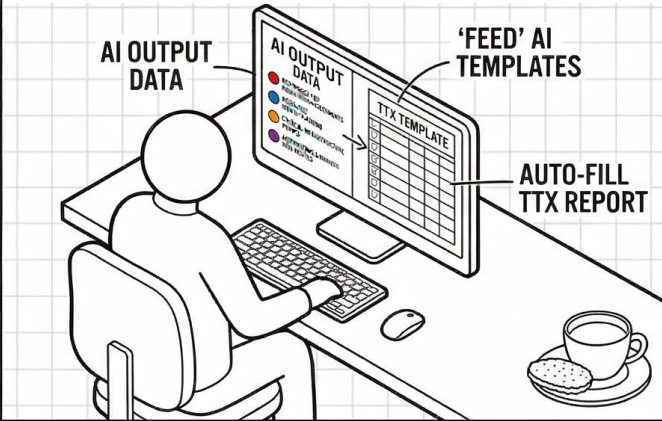
STEP 2: RECORD & TRANSCRIBE



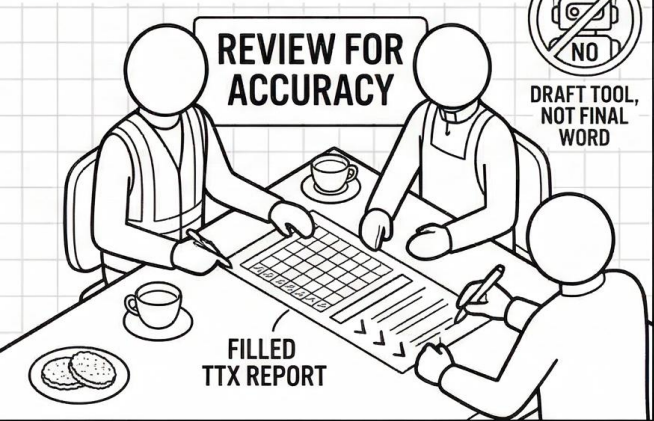
STEP 3: AI ANALYSIS



STEP 4: AUTO-FILL TTX TEMPLATES



STEP 5: REVIEW & VALIDATION



Context changes transcription quality

The same phrase across three passes



GOOGLE RECORDER – Audio to Text Pass

“... clapped in our hearts and minds to the north.”



WHISPER – Audio to Text Pass

“... Clapton, in our hearts and minds, to the north.”



CLEANED WITH CONTEXT

“... Clapton-on-the-Hill, in our hearts and minds, to the north.”

Earlier first pass: “Bryce Norton” **Context-informed candidate:** “RAF Brize Norton”

Useful context: place names, organisations, roles, wargaming terms and likely scenarios

Context proposes a correction. The audio remains the authority.

Proportionate assurance

The transcript was accepted as a **good-enough** working record

1

Audio preserved

The source remained available if a passage mattered

2

Context-cleaned transcript

No multi-hour line-by-line audit

3

Output sense-check

The plan had to fit the facilitator's knowledge and game artefacts

4

Council review

Members read it, suggested changes and updated the draft

Fit for

Themes and planning gaps

Resource and dependency identification

Candidate actions for a reviewed draft

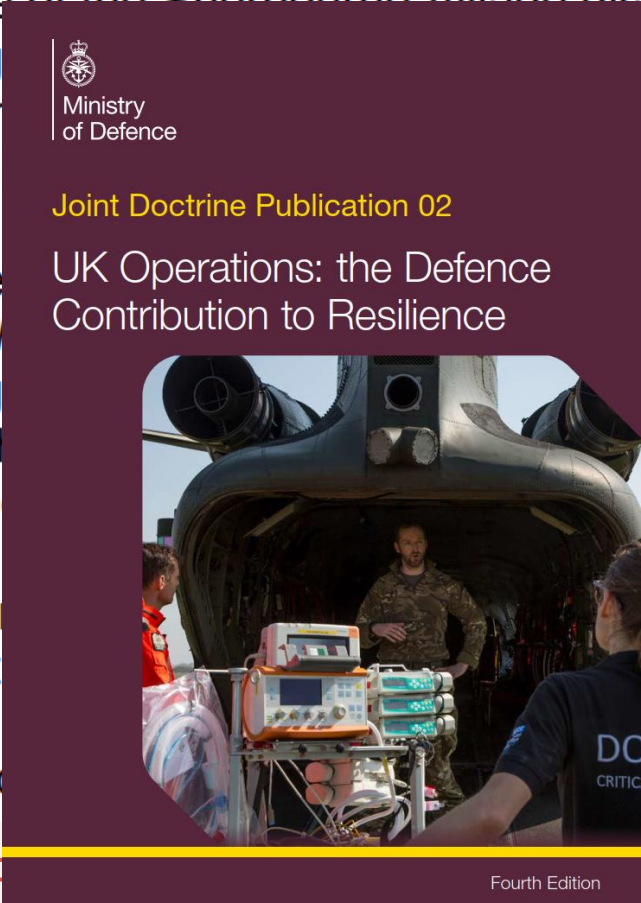
Insufficient for

Exact quotation

Disputed attribution

Forensic reconstruction without audio review

From exercise evidence to a reviewed plan



Context to help the AI correct the raw transcript

Sherborne Village Risks and Contingency Plans

RISKS AND CONTINGENCY PLANS FOR SHERBORNE VILLAGE RESILIENCE PLAN

1. RISKS

Risk Description	Probability	Impact
Localized flooding due to drain backup	Medium	Medium
General flooding from Sherborne Brook (weir failure)	Low	High
Wildfire from tourists or local business activities	Low	High
Smoke inhalation due to localized fires	Medium	Medium
Heat casualties (tourists/locals) due to heatwaves	Medium	Medium
Drowning in Sherborne Brook due to wild swimming	Medium	High
Blocked roads due to fallen trees (Autumn storms)	Medium	Medium
Power outage (extended, village-wide)	Medium	High
Lack of potable water due to power outage	Medium	High
Sewage system failure due to power outage	Medium	High
Winter isolation due to heavy snow	Medium	Medium
Infectious disease outbreak (e.g., pandemic)	Low	High

2. CONTINGENCY PLANS (CONPLAN)

Localized flooding due to drain backup

- Actions:** Deploy sandbags to garden gateways.
- People:** Volunteers notified via WhatsApp, noticeboard, or fireman's knock.
- Materiel:** Sandbags at Sherborne Farm and Sherbrooke House, heavy-duty bin liners with soil.

General flooding from Sherborne Brook (weir failure)

- Actions:** Build sandbag dams; consult structural engineer.
- People:** Volunteers, structural/civil engineers, retired firemen.
- Materiel:** Sandbags, electric pumps.

STRUCTURED REPORT

From exercise evidence to a reviewed plan

PLAN OWNED AND AMENDED BY THE PARISH COUNCIL

SHERBORNE Emergency Response Plan

Reviewed working draft

- Roles and activation
- Communications and fallback
- Resources and places of safety
- Risk register and CONPLANs
- Actions and unresolved gaps

Copehill Down: the worked example - 1



“Here’s one I prepared earlier.”

A fictional but fully populated example

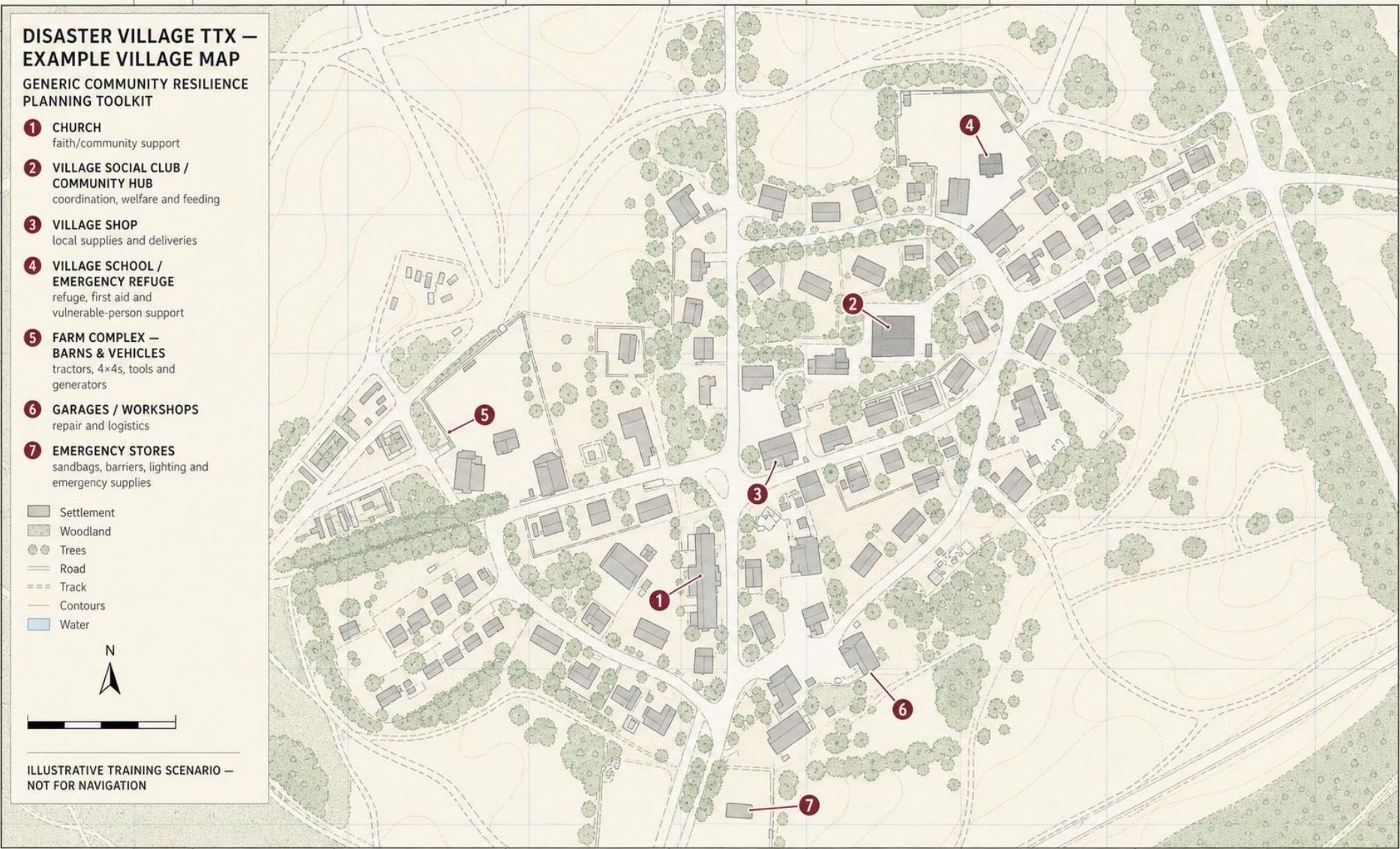
A plan, workbook and community briefing that agree with one another – generated by AI

Concrete content to copy, adapt or simplify

A much easier starting point than an empty template

Monkey see. Monkey do.

Copehill Down: the worked example - 2



Copehill Down: the worked example - 3



I now need a similar map of "Copehill Down Village Aerial Photo Area in Detail.png" - it needs to have exactly the same layout of buildings and roads. Also, for wargaming purposes, designate suitable buildings that might be expected in a Cotswolds area rural village, i.e. Church, village social club, Village shop, village school, farm buildings (barns, garages, storage areas).

This is going to be used as an example village for the "DISASTER VILLAGE TABLE TOP EXERCISE (TTX) Generic Guide and How-To A Community Resilience Planning Toolkit"

The maps will act as a "here's one I prepared earlier" to give players an example.

Use the other files that discuss Sherborne Village's resiliency plan as a source of inspiration, however, make it generic so that Sherborne Village could not be specifically identified.

Engage in Q&A if you need D&G.

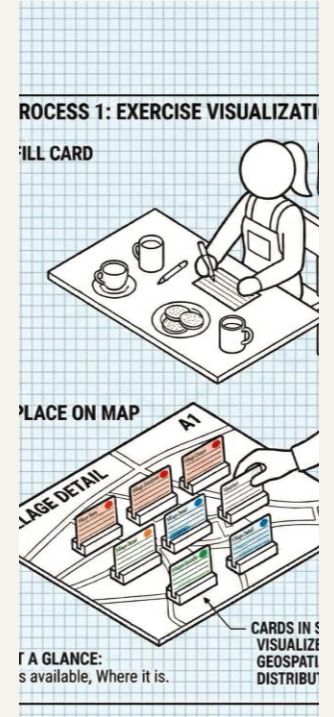
What changed for one designer

AI contribution

- A manageable solo workload across many artefacts
- More iteration and freedom to try alternatives
- Consistency between rules, prompts, reports and plans
- A quicker route from discussion to a usable draft

Human responsibility

- Sponsor framing and game purpose
- Facilitation, adjudication and participant care
- The choice of a proportionate assurance standard
- Contextual sense-checking and council ownership



I also enjoyed the process, and that kept me experimenting

Take it, adapt it, see it run



DOWNLOAD

[Open Source Disaster Village v1.1](#)

GAME / DEMO

Disaster Village

Daniel Kahn

1400–1630 hrs

ROOM 110

Questions