

WWII D-DAY

DICE GAME



CREATED BY:

THE HALLS

OF HISTORY

WWII D-Day Dice Game - Who Will Survive?

| Roll # | Your Roll | Soldiers Lost/Gained | Roll # | Your Roll | Soldiers Lost/Gained |
|--------|-----------|----------------------|--------|-----------|----------------------|
| 1 | | | 26 | | |
| 2 | | | 27 | | |
| 3 | | | 28 | | |
| 4 | | | 29 | | |
| 5 | | | 30 | | |
| 6 | | | 31 | | |
| 7 | | | 32 | | |
| 8 | | | 33 | | |
| 9 | | | 34 | | |
| 10 | | | 35 | | |
| 11 | | | 36 | | |
| 12 | | | 37 | | |
| 13 | | | 38 | | |
| 14 | | | 39 | | |
| 15 | | | 40 | | |
| 16 | | | 41 | | |
| 17 | | | 42 | | |
| 18 | | | 43 | | |
| 19 | | | 44 | | |
| 20 | | | 45 | | |
| 21 | | | 46 | | |
| 22 | | | 47 | | |
| 23 | | | 48 | | |
| 24 | | | 49 | | |
| 25 | | | 50 | | |

| Roll # | Your Roll | Soldiers Lost/Gained | Roll # | Your Roll | Soldiers Lost/Gained |
|--------|-----------|----------------------|--------|-----------|----------------------|
| 51 | | | 76 | | |
| 52 | | | 77 | | |
| 53 | | | 78 | | |
| 54 | | | 79 | | |
| 55 | | | 80 | | |
| 56 | | | 81 | | |
| 57 | | | 82 | | |
| 58 | | | 83 | | |
| 59 | | | 84 | | |
| 60 | | | 85 | | |
| 61 | | | 86 | | |
| 62 | | | 87 | | |
| 63 | | | 88 | | |
| 64 | | | 89 | | |
| 65 | | | 90 | | |
| 66 | | | 91 | | |
| 67 | | | 92 | | |
| 68 | | | 93 | | |
| 69 | | | 94 | | |
| 70 | | | 95 | | |
| 71 | | | 96 | | |
| 72 | | | 97 | | |
| 73 | | | 98 | | |
| 74 | | | 99 | | |
| 75 | | | 100 | | |

Total Lives Left: _____ lives!!!!

Rules of the WWII D-Day Dice Game:

Things needed to play game:

1. A pair of dice per group
2. One handout of chart per group
3. Open space to roll dice
4. A prize for the winning team (optional)

Goal:

To lead your military and to win and secure the German beach and move inland with at least one soldier surviving to wait for reinforcements. Survive the battle!!!

Rules:

1. Divide your class into pairs (or groups of 3 at most).
2. Handout a “Rules Reminder Sheet” to each group. The rules are there too!
3. **Each group starts with 250 soldiers** (this can be altered of course). Groups roll their dice and mark each total number roll on their chart handout. Each group will roll a total of 100 times.
4. At the end of the 100 rolls, add up the total number of lives you have left.
5. The group with the most soldiers alive wins!
6. Each roll represents 2 minutes of the battle. 100 rolls = just over 3 hours of battle.

Dice Rolling Rules:

1. You must roll two six-sided die each roll.
2. If you roll two sixes then someone in the group rolls **one** die. That number is taken times ten to find the number of lives lost because of a German machine gun ambush.
3. If you roll two ones (snake-eyes), then your company has received some reinforcements. Someone in the group then rolls **both** dice. That number is the number times five of soldiers that join your company. If you roll another snake-eyes this extra roll, then you roll again and take that number by 15!
4. For every other roll, follow the rules chart(s) on the next pages.

Educational Connections and Questions:

1. Shows the difficulty surviving the D-Day battle on the beaches of Normandy.
2. Students feel the “rush” of entering the beachhead, and hopefully surviving, especially if they roll a snake-eyes (2 ones)!
3. Discussions of the planning and execution of D-Day, military weapons used and death tolls during the battle. What were the odds of surviving?
4. How long did the D-Day battle actually last? How did they secure victory? Weren't the soldiers scared?
5. On D-Day who survived? Why did the Allies decide to do D-Day where they did?

WWII D-Day Dice Game Rules - Group Reminder Sheet

Dice Rolling Rules:

1. You must roll two ones (snake-eyes) to find reinforcements.
Someone in the group rolls **both dice again**. That number is the number, times five, of soldiers that join your company. If you roll another snake-eyes this extra roll, then you roll again and take that number times 15!
2. If you roll two sixes (boxcars) then your soldiers ran into a machine gun ambush and lose 10 times the next roll's worth of soldiers.
Someone in the group rolls only **one** die to determine the amount.
3. For every other roll, follow the chart below.
4. Record the roll amount and the number of soldiers lost or gained on the charts given to you.
5. The group with the most soldiers alive at the end wins! You have captured the enemies trench!

| | |
|--|---|
| | = Reinforcements!! Roll both again and gain x5. |
| | = Drown off boat!! 8 dead!! |
| | = Mortars!! Lose 5 lives! |
| | = You take out German bunker! Gain 9 lives!!! |
| | = 6 dead! |
| | = 7 dead!! |
| | = 8 dead! |
| | = Made it past beach with company! Gain 15 lives! |
| | = Tanks! Lose 4 lives! |
| | = Flamethrower! Lose 3 lives!!!! |
| | = Ambush!! Roll one to see how many died x10. |

Alternative Rules & Game Formats:

The “Doubles” Game

1. Play as normal, but each time a group rolls doubles, something happens!
 - A. Two 1’s = Ship hit before beach! Lose 15 lives!
 - B. Two 2’s = Tank support! Gain 25 lives!
 - C. Two 3’s = Land mines everywhere!! Lose 10 lives!
 - D. Two 4’s = Air support! Gain 20 lives!
 - E. Two 5’s = German sniper fire!! Lose 12 lives!
 - F. Two 6’s = Hedgehogs and teller-mines! Lose 12 lives!

The “Mother of All Math” Game

1. For every even number you roll you lose that many lives.
2. For every odd number you roll you gain that many lives.
3. Your math better be good!

Alternative Game #3

1 1 = Eisenhower rallies troops!! Gain 25 lives!

1 2 2 1 = German rockets!! Lose 8 lives!

1 3 3 1 = Grenades!!. Lose 4 lives.

1 4 4 1 = Lose 15 lives!

1 5 5 1 = 6 dead

1 6 6 1 = Gain 7 lives

2 2 2 2 = 8 dead

2 3 3 2 = Paratroopers!! Gain 15 lives!

2 4 4 2 = Air attack!!, Lose 20 lives!

2 5 5 2 = German Tanks!! Lose 5 lives!

2 6 6 2 = More U.S. Boats Arrive!! Gain 125 soldiers!