QUICK URBAN INTEGRATED COMBAT KRIEGSSPIEL (introductory version)

Quick Urban Integrated Combat Kriegsspiel (QUICK) is a semi-abstract game about opposing modern-day forces engaging in kinetic conflict in a large city. Players are in the role of Division or Group Army commanders fighting to gain control of critical terrain within the city by commanding reinforced and task-organized Maneuver Units to move, fight and recover.

Force Structures
- Maneuver Units: battalion-size combined arms units placed and moved on the map. Maneuver units must be "in-command" by brigade Headquarters units to work best. They can be eliminated if they take too much damage.
- Enablers: co-located with a formation (Recon, Engineer) or represent an allocation in support (Artillery, Supply). Never placed on the map, only on the Organization Display. Up to 3 can be allocated to each Maneuver Unit. Enablers will become Exhausted but can be recovered and put back into play.

World
- Map of a generic large urban area, divided into 91 regular hexagon spaces that act like the squares on a checkerboard.
- The map hexes represent critical terrain and are not equal in actual area or distance: each hex may be 200 m to 2 km.
- Different densities and terrain features: Open, Close, Urban, and Rubble (Standard version adds High Points).
- Some information is hidden from the enemy by a screened Organization Display (standard version goes further with hidden units and dummies).

Action
- Sequence of Play mimics the Plan – Prepare – Execute cycle (with Assessment occurring throughout).
- Each round roughly represents one or more cycles of the large unit battle rhythm; no exact time equivalent.
  - Select cubes that represent general intentions during the round and discard them to resolve actions.
  - Blue cube represents maneuver, action, planning and coordination type actions.
  - Pink cube represents sustainment style (administrative and logistical) actions.

Game + learning objectives of the course

Combined Arms - task organization gives the force complementary abilities
- This is the main thesis of the game, reflected in the Maneuver Unit + Enabler structure, where the Enablers provide additional combat power. This is more detailed in the Standard version of the game.

Understanding tempo - speed vs casualties
- Challenge: when and where to shift Enablers around in the organization, and to manage their cycle of exhaustion and renewal.
- The pace of the game is uneven, rather like a siege, or a set of smaller but not quite simultaneous attritional engagements across different parts of the city where they would build up in preparation for an action, strike, then recover from the strike.
- Standard version of the game has more limited intelligence about the enemy; this makes players act cautiously.

Urban Terrain compresses units into much smaller spaces
- Variable nature of map hexes: a map of an actual city could be divided into large and small spaces, or shown as critical points.

Increased resource usage and casualties
- Players get only a few cubes in a round and they must use them optimally; even doing nothing costs resources.
- The combat system is bloody, tilted towards the defender, and as you start to lose units you also lose cubes.

COFMS and tactics - the higher ratio of attacker to defender required in urban
- The defender is given the advantage in combat in that they fire and inflict losses first, and the attacker loses combat power due to fatigue while the defender does not.
- Maneuver Units have varying Combat Power by troop type in different terrain and the defender has even more advantages for Closed and Rubbled terrain, or High Points.

Civilian presence on battlefield affecting ROE and information environment
- During the game Civilian markers appear and start to wander around the map in response to destruction. Players may not attack into or out of hexes with Civilians in them.
- Optional rules on Fate and Popular Support give more depth and variety on this topic.

Civilian infrastructure's effect on military operations
- Rubble (and displaced Civilians) will appear on the map as a result of combat. Markers for six types of infrastructure (government, commerce, telecommunications etc.) are provided; to be included in new scenario designs.

SEQUENCE OF PLAY	*QUICK Introductory Level Game, 16 March 2023*
SELECT CUBES PHASE (secret and simultaneous)	- Select 4 cubes from Pool and keep hidden in hand or on Organization Display. If you need cubes, re-fill Pool with all cubes from Discard Pile. - HQ and CP units removed in previous Round re-appear (6.7) - CIV markers wander (roll 1d6 for each marker and move it 1 hex in direction indicated).
ACTIONS PHASE (alternate actions)	- Take 4 Actions, one at a time alternately, starting with player with Initiative Marker. *(optionally, player with Initiative may declare whether they will take the next Action (7.4))* - One cube is discarded to perform a single action by a selected unit and the Enablers allocated to it. The same unit may execute more than one action in the phase, and they may be different actions. - End the Phase when players have discarded all cubes they had in hand.

Actions Chart ("in command" = Maneuver Unit is within 2 hexes of HQ; HQ is within 3 hexes of CP)

Action	Discard a BLUE cube and do one of...	Discard a PINK cube and do one of...
Redeploy	n/a	- Redistribute a total of up to 3 Enablers between and among the in-command Maneuver Units and/or HQs of up to 2 formations. A unit must be in-command to receive an Enabler.
Revive	n/a	- Remove Reduced marker from 1 in-command Maneuver Unit; or - choose up to 2 Enablers from Exhausted and move to Available.
Regroup	- choose 1 Enabler from Supply (add to Available); or - put 1 cube of either color from Supply in Pool; or - choose 1 Enabler from Available and allocate it to 1 in-command unit.	n/a
Move	- Move 1 unit 1 hex; or move up to all the in-command Maneuver Units and HQ of one formation 1 hex; or move up to all in-command formation HQ units and their in-command assigned Maneuver Units 1 hex. (Bonus move: in-command Maneuver Units may move up to 2 hexes if 1 is Open terrain.)	n/a
Attack	- One Maneuver Unit plus allocated Enablers may attack 1 adjacent unit. See (6.7) and below.	n/a

- Count the Combat Power (CP) totals on both sides. Maneuver Unit CP depends on hex attacking into or defending in. Attacker -1 CP if Reduced. HQ CP is always 1, defensive. Each different *type* of Enabler allocated to Maneuver Unit adds 1 to the total CP (there are 4 different types). +1 to total defending CP if defending in Close/Rubble terrain.
- Players roll #d6 = total CP. Player inflicts 1 Loss on the other player for each "5" or "6" they roll. Defender rolls and inflicts Losses first.
- Satisfying 1 Loss: exhaust 1 Enabler; or Reduce a Maneuver Unit; or remove an already Reduced one; or (if defending), retreat up to 1 hex into empty or friendly-occupied hex (attacker may advance into vacated hex). Exhaust all Enablers before removing a Maneuver Unit. When removing a Maneuver Unit, place a Rubble marker (hex is now Close terrain) and a CIV marker in its hex and remove 1 random cube from the Pool from the game *(optionally, also roll on the Fate Table, adjust Popular Support Chart)*.
- HQ is not Reduced. First exhaust all allocated Enablers or retreat; then remove from play for rest of round (Maneuver Units in formation will temporarily not be in command). HQ will reappear in Select Cubes Phase of next round, with or adjacent to any Maneuver Unit of its formation.
- Command Post is not Reduced. If it cannot retreat or has already retreated, remove from play for rest of round and remove 1 random cube from the Pool from the game. While the Post is not on the map the owning player may not Redeploy, Regroup or Revive. In Select Cubes Phase of next round, place the Post adjacent to any friendly HQ.

Claim Initiative	Discard EITHER color cube. The player takes the Initiative Marker and puts it in front of them. This means they will go first in the next round. The Initiative marker may transfer between players only once per round. *Optionally, Player may gain 1 Pop Spt point or make enemy lose 1 Pop Spt point.*
Pass	Discard EITHER color cube. Pass (do nothing).

Unit Identification Chart

Units			Enablers		
Symbol		**Type**	**Symbol**		**Type**
▭	◇	Headquarters/ Command Post CP: 1 in all terrain types	◲ ◲	◈ ◇	Reconnaissance (all symbols are the same *type*)
⊠	◈ ◈	Infantry/ trucked infantry CP: 3 in all terrain types	▣ ⌂ ▪	◈ ◈ ◇	Artillery (all symbols are the same *type*)
⊠	◈	Wheeled IFV/ Stryker CP: 4 in Open, 3 in Urban or Close/Rubble	▱	◇	Engineer
⊠	◇	Light infantry-armor task force CP: 4 in all terrain types	◱	◇	Supply