Quick Urban Integrated Combat Kriegsspiel (QUICK)

Lesson 1
QUICK
Introductory Version

Urban Operations Planner Course 23-01
Brian Train
1445-1700 17 May 2023

- **Objective**:
  - Introduce concepts and mechanisms of QUICK Introductory version
- **Method**:
  - Explanation of basic concepts, components, mechanisms, options in game
  - Demonstration play of first round of Training scenario
  - Free play of game for 60 minutes – don't worry about finishing or winning
  - Facilitators will circulate to answer questions and give assistance
- **Advice**:
  - Focus on what the game is trying to model or represent; it is an abstract exercise
  - Refer to rules and player aids; ask questions
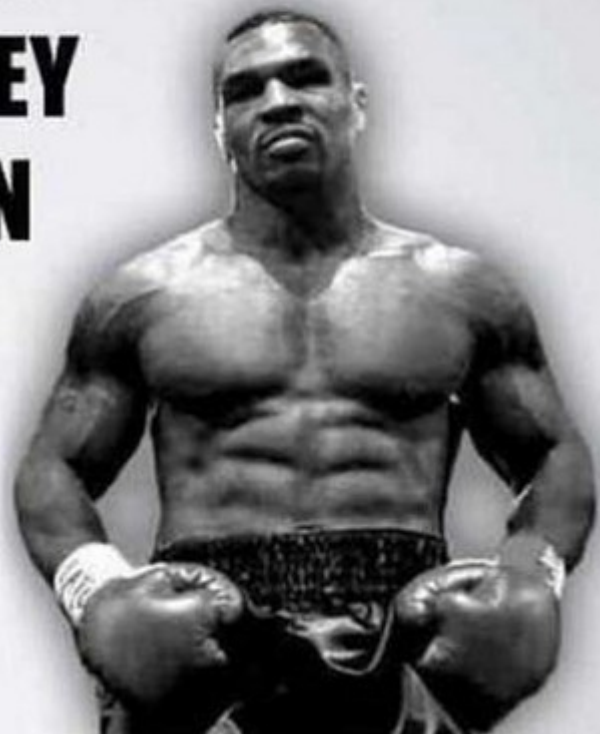
Why we play wargames (Tom Mouat)

- To gain understanding
- To practice decision making
- To appreciate risk
- To exploit your imagination
- To experience competition and adversarial thinking
- To learn from defeat

*"It isn't about the game – it is about people and decisions."*

"EVERYBODY HAS A PLAN UNTIL THEY GET PUNCHED IN THE FACE"

- MIKE TYSON

Basic Concepts
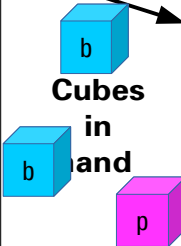
- **Roles**: Players are US Division/ Olvanan Group Army commanders who maneuver 2-4 brigades of several types

- **Force Structures**: Brigades are combined arms formations of Maneuver Units (battalions) plus allocated Enablers (Recon, Artillery, Engineer, Supply) that act under the direction of Headquarters units

- **World**: hex map of large urban area; abstract space and time scale

- **Action**: Within a cyclic Sequence of Play, selected cubes guide actions and opportunities (moving, attacking, organizing, recovering)

- **Winning**: Seize key terrain objectives, or devise other victory conditions per scenario
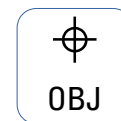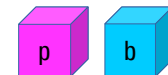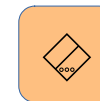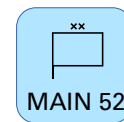
Learning objectives of the course

- Combined Arms - task organization gives the force complementary abilities
- Understanding tempo - speed vs casualties
- Urban terrain compresses units into much smaller spaces
- Increased resource usage and casualties
- COFMS and tactics - higher ratio of attacker to defender required in urban environment
- Civilian presence on battlefield affecting ROE and information environment
- Civilian infrastructure's effect on military operations

Command Post (max 3 Enablers)	HQ Unit (max 3 Enablers)	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker
MAIN 52	1/52	1/1/52	2/1/52	3/1/52
	2/52	1/2/52	2/2/52	3/2/52
	2/53	1/2/53	2/2/53	3/2/53
	2/25	1/2/25	2/2/25	3/2/25 F-1
	99 Lt	1/99 Lt	2/99 Lt	3/99 Lt

HQ unit symbol

Cubes in and (Cubes in hand)

Maneuver Unit symbol

Enabler counter

Reduced marker

DISCARD PILE

Organization Display 15 May 2022
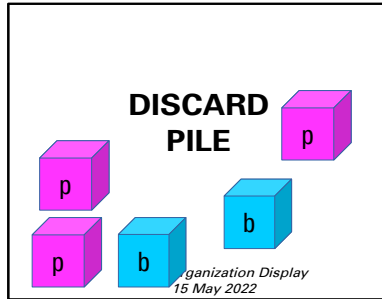
SUPPLY
(Regroup:
- *discard blue cube and either:*
- *put 1 Enabler in Available + 1 matching color cube into Discard; or*
- *put 1 color cube in the bag.)*

DIVISION AVAILABLE
(Revive:
- *discard non-blue cube*
- *choose 1 Enabler with matching color and attach to in-command unit.)*

EXHAUSTED
(Regroup:
- *discard non-blue cube*
- *choose up to 2 Enablers with matching color and put in Available)*

- Organization display is hidden from enemy view by screen
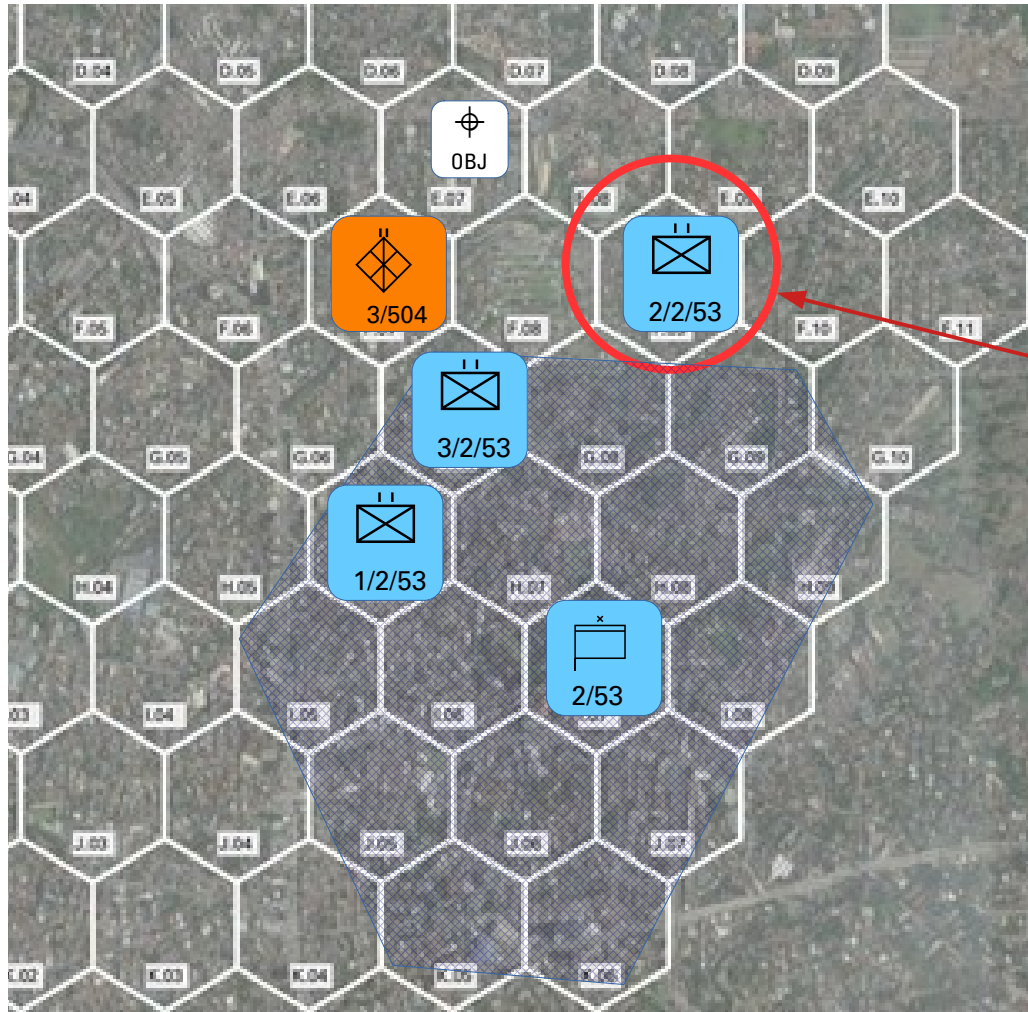
Not in-command!

- cannot move with rest of formation
- cannot receive Enablers
- cannot recover from Reduced status
- may move and attack independently, but formation is less efficient

- map of large urban area divided into hexagons
- abstract space scale (zones of critical terrain)
- abstract time scale (periods of critical time)
- terrain types: open, urban, close
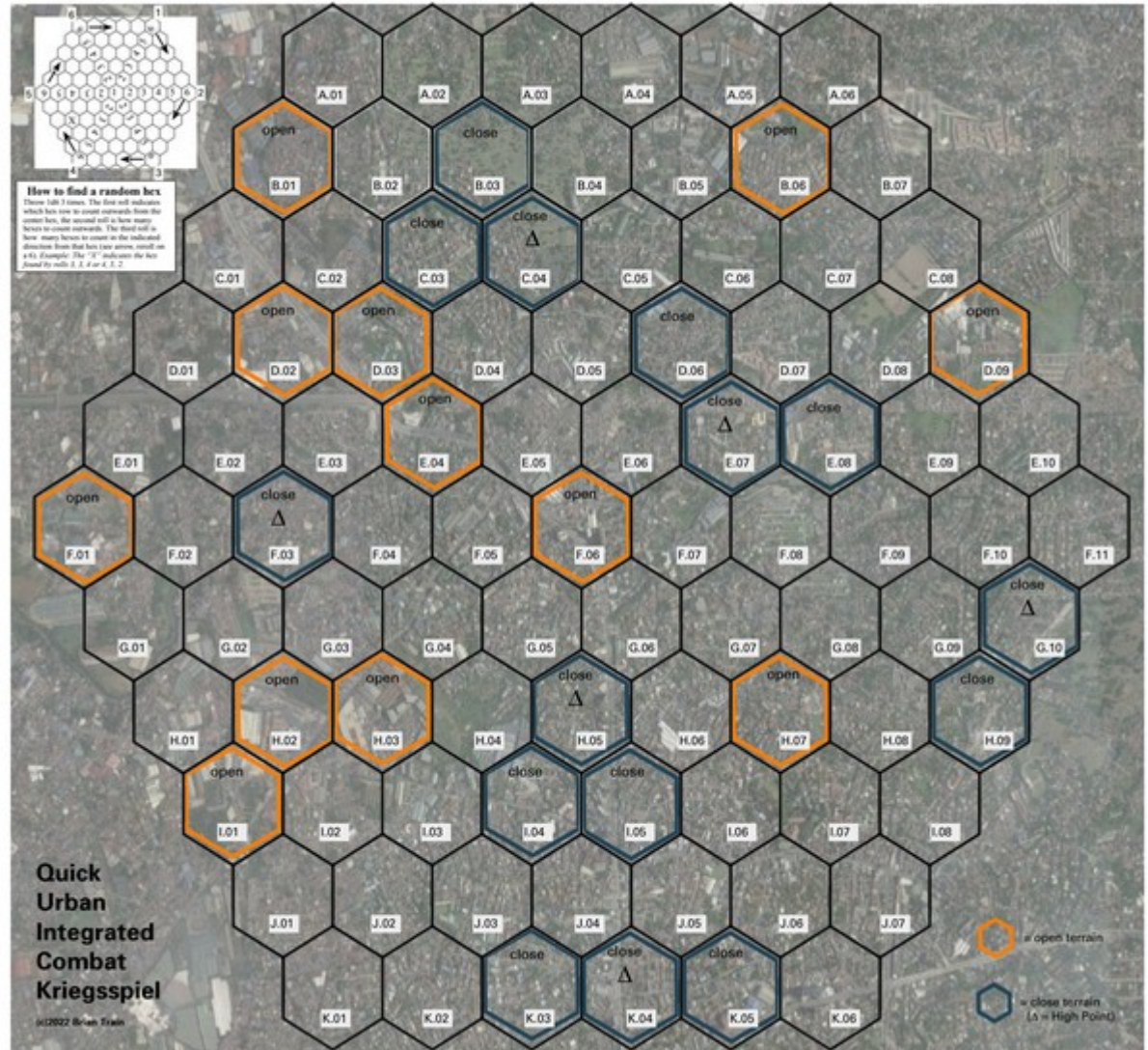
Sequence of Play

(Plan)

– Focus on what you want to do, then how to do it.

(Prepare)

- **SELECT CUBES PHASE** (secret and simultaneous)

  – Select 4 cubes from Pool and keep hidden in hand or on Organization Display.

(Execute)

- **ACTIONS PHASE** (alternate actions)

  – Take 4 Actions, alternately, starting with player with Initiative Marker.

  – Discard a cube to perform a single Action (from 7 choices) by a selected unit.

  – End the Phase when players have discarded all cubes they had in hand.

  (back to Plan)
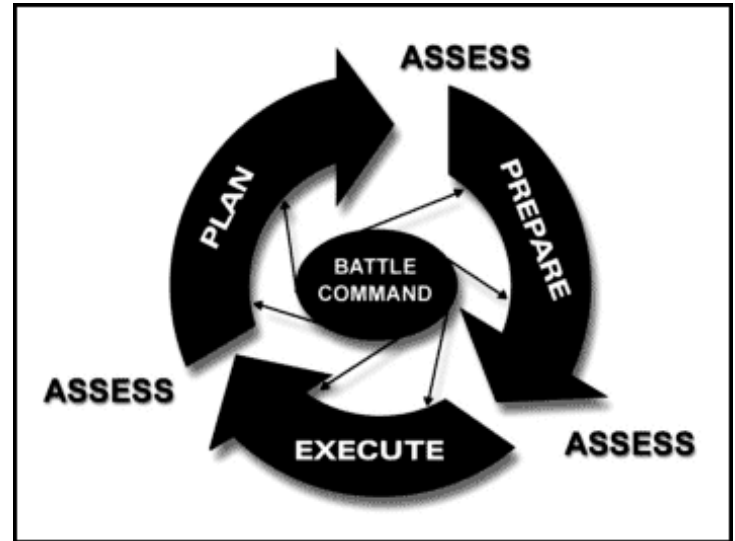
Cubes

- Each turn each player will select 4 cubes to spend doing various Actions.

- Cubes in 2 colors:

  - Blue = movement, maneuver and integrated operations planning/ regrouping

  - Pink = sustainment (logistics, medical, recovery)

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 i*n-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 i*n-command* unit.	n/a
Move	- Move 1 unit 1 hex; or - move up to all the i*n-command* Maneuver Units and HQ of one formation 1 hex; or - move up to all i*n-command* formation HQ units and their i*n-command* assigned Maneuver Units 1 hex.	n/a
Attack	- One Maneuver Unit plus allocated Enablers may attack 1 adjacent unit.	n/a
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.	
Pass	Discard EITHER color cube. Pass (do nothing).	

Attack procedure (1)

- Count the Combat Power (CP) totals on both sides.
  - Maneuver Unit's CP depends on terrain in hex under attack; attacker's CP -1 if reduced, defender total CP +1 if in Close/Rubble.
  - Each different *type* of Enabler allocated: +1 to total CP.

- Players roll #d6 = total CP.
  - Inflict 1 Loss for each "5" or "6". **Defender rolls and inflicts first!**

- Satisfying 1 Loss:
  - exhaust 1 allocated Enabler; or
  - Reduce a Maneuver Unit (place F-1 marker on Display) or remove an already Reduced one; or
  - (if defending), retreat 1 hex into empty or friendly-occupied hex (attacker may advance into vacated hex).
  - Exhaust all Enablers before removing a Maneuver Unit.
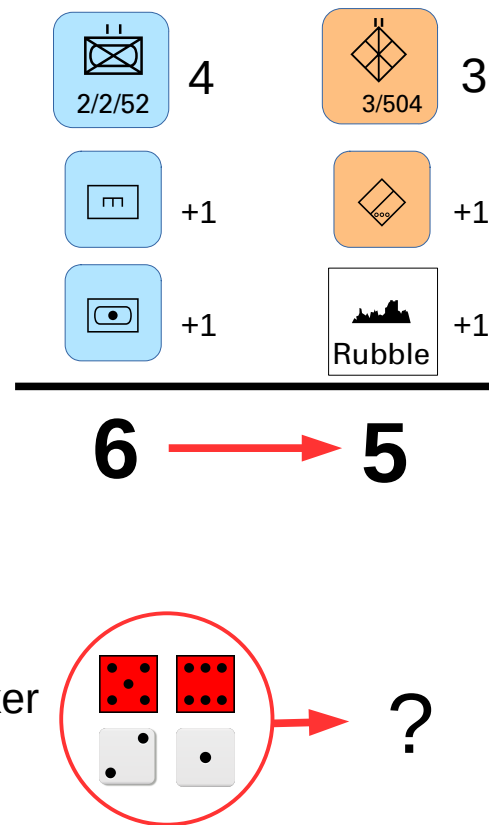
Attack procedure (2)

- When you remove a Maneuver Unit, also:
  - Remove 1 random cube from the Pool permanently.
  - Place a Rubble marker and a CIV marker in the hex: terrain type is now "Close" and CIV unit will wander.

- HQ and CP:
  - may not attack and CP is always 1.
  - Not Reduced or eliminated; remove from play for rest of round and reappear in Select Cubes Phase of next round.
  - While removed, units of formation will not be in command; also remove 1 random cube if CP is removed.
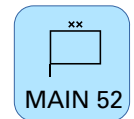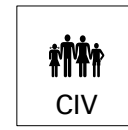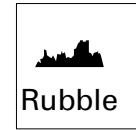
Optional rules

- Random events (Fate Table)
- Popular Support Table
- Varied Initiative

Setting Up

US

- Main 52 Div CP
- 1/52 Bde (+ 1 x Arty, 1 x Engr, 1 x Supply)
- 2/52 Bde (+ 1 x Arty, 1 x Supply)
- Pool: 9 blue, 5 pink
- Supply: 1 x Arty, 1 x Recon, 1 x Supply; 1 blue, 2 pink

Olvana

- Main 17 GA CP
- 504 Lt CAB (+ 2 x Arty, 1 x Recon)
- 502 Med CAB (+ 2 x Arty, 1 x Recon)
- Pool: 11 blue, 3 pink
- Supply: 2 x Engr, 1 x Supply; 2 blue, 1 pink

Command Post (max 3 Enablers)	HQ Unit (max 3 Enablers)	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker
MAIN 52	1/52	1/1/52	2/1/52	3/1/52
	2/52	1/2/52	2/2/52	3/2/52
Cubes in bag	2/53	1/2/53	2/2/53	3/2/53
	2/25	1/2/25	2/2/25	3/2/25
	99 Lt	1/99 Lt	2/99 Lt	3/99 Lt

Pool

F-1

Initiative

DISCARD PILE

QUICK Organization Display 15 May 2022

SUPPLY
(Regroup:
- *discard blue cube either:*
- *put 1 Enabler in Available + 1 matching color cube to Discard*
- *put 1 color cube in the bag.)*

DIVISION AVAILABLE
(Revive:
- *discard non-blue cube*
- *choose 1 Enabler with matching color and attach to in-command unit.)*

EXHAUSTED
(Regroup:
- *discard non-blue cube*
- *choose up to 2 Enablers with matching color and put in Available)*

Pool (blue cubes: b ×8, pink cubes: p ×2)

F-1

Cubes in hand (b, b, b, p)

Command Post (max 3 Enablers)	HQ Unit (max 3 Enablers)	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker
MAIN 17 GA	504 Lt	1/504	2/504	3/504	4/504
	505 Lt	1/505	2/505	3/505	4/505
	502 Med	1/502	2/502	3/502	
	503 Hvy	1/503	2/503	3/503	
	99 Lt	1/99 Lt	2/99 Lt	3/99 Lt	

DISCARD PILE

QUICK Organization Display
15 May 2022

SUPPLY
(Regroup: discard blue cube either:
- *put 1 Enabler in Available + matching color into Discard; or*
- *put 1 color cube in the bag.)*

DIVISION AVAILABLE
(Revive:
- *discard non-blue cube*
- *choose 1 Enabler with matching color and attach to in-command unit.)*

EXHAUSTED
(Regroup:
- *discard non-blue cube*
- *choose up to 2 Enablers with matching color and put in Available)*

Round 1: First cube

US

- BLUE
- MOVE: all units except 1/1/52

Olvana

- BLUE
- MOVE: all units

- **Round 1: Second cube**

  US
- BLUE
- MOVE: 2/52 complete

  Olvana
- PINK
- REDEPLOY: redistribute Enablers within 504 CAB to reinforce 3/504 and 4/504

Pool — blue cubes (b) and pink cubes (p)

F-1

Command Post (max 3 Enablers)	HQ Unit (max 3 Enablers)	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker
MAIN 17 GA	504 Lt	1/504	2/504	3/504 (+enabler)	4/504 (+2 enablers)
	505 Lt	1/505	2/505	3/505	4/505
Cubes in hand (b b)	502 Med	1/502 (+enabler)	2/502 (+enabler)	3/502 (+enabler)	
	503 Hvy	1/503	2/503	3/503	
	99 Lt	1/99 Lt	2/99 Lt	3/99 Lt	

DISCARD PILE

(blue cube b, pink cube p)
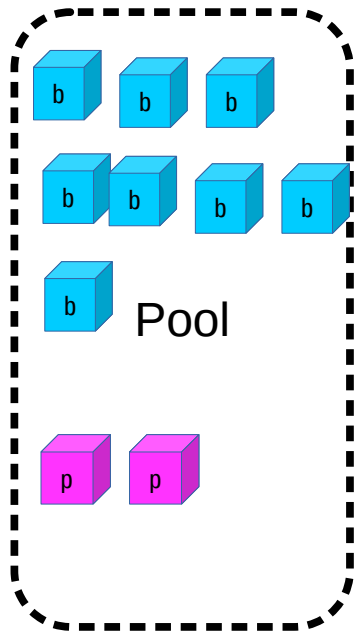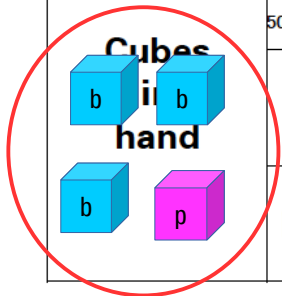
QUICK Organization Display
15 May 2022

SUPPLY
*(Regroup:
discard blue cube
either:
• put 1 Enabler in Available + matching color into Discard; or
• put 1 color cube in the bag.)*

(b, b, p)

DIVISION AVAILABLE
*(Revive:
• discard non-blue cube
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EXHAUSTED
*(Regroup:
• discard non-blue cube
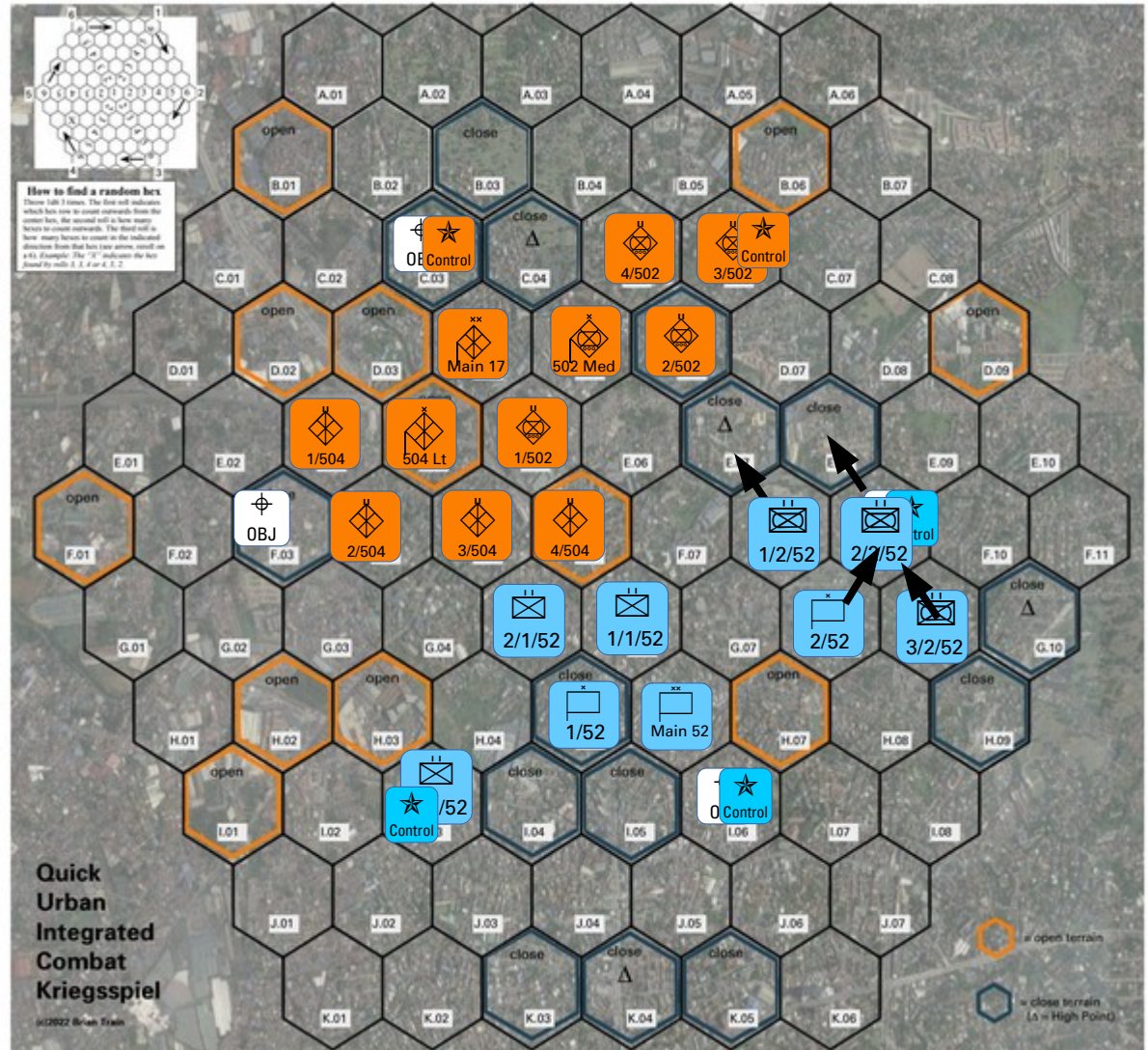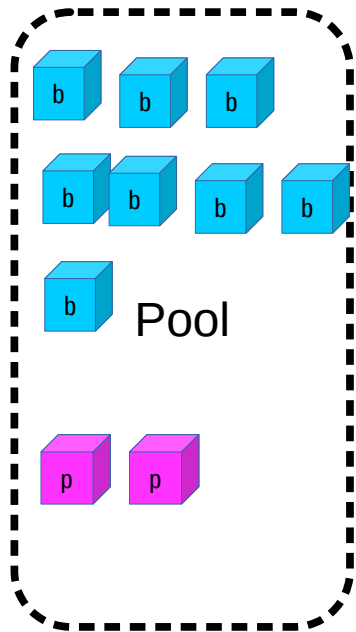• choose up to 2 Enablers with matching color and put in Available)*

Round 1: Third cube

US

- BLUE
- MOVE: 2/2/52 and 3/2/52

Olvana

- BLUE
- ATTACK: 4/504 attacks 1/1/52
- 4/504 CP is (3+2=) 5
- 1/1/52 CP is (3+1=) 4
- 1/1/52 rolls 5,5,4,2 (2 Losses); 4/504 exhausts both Enablers
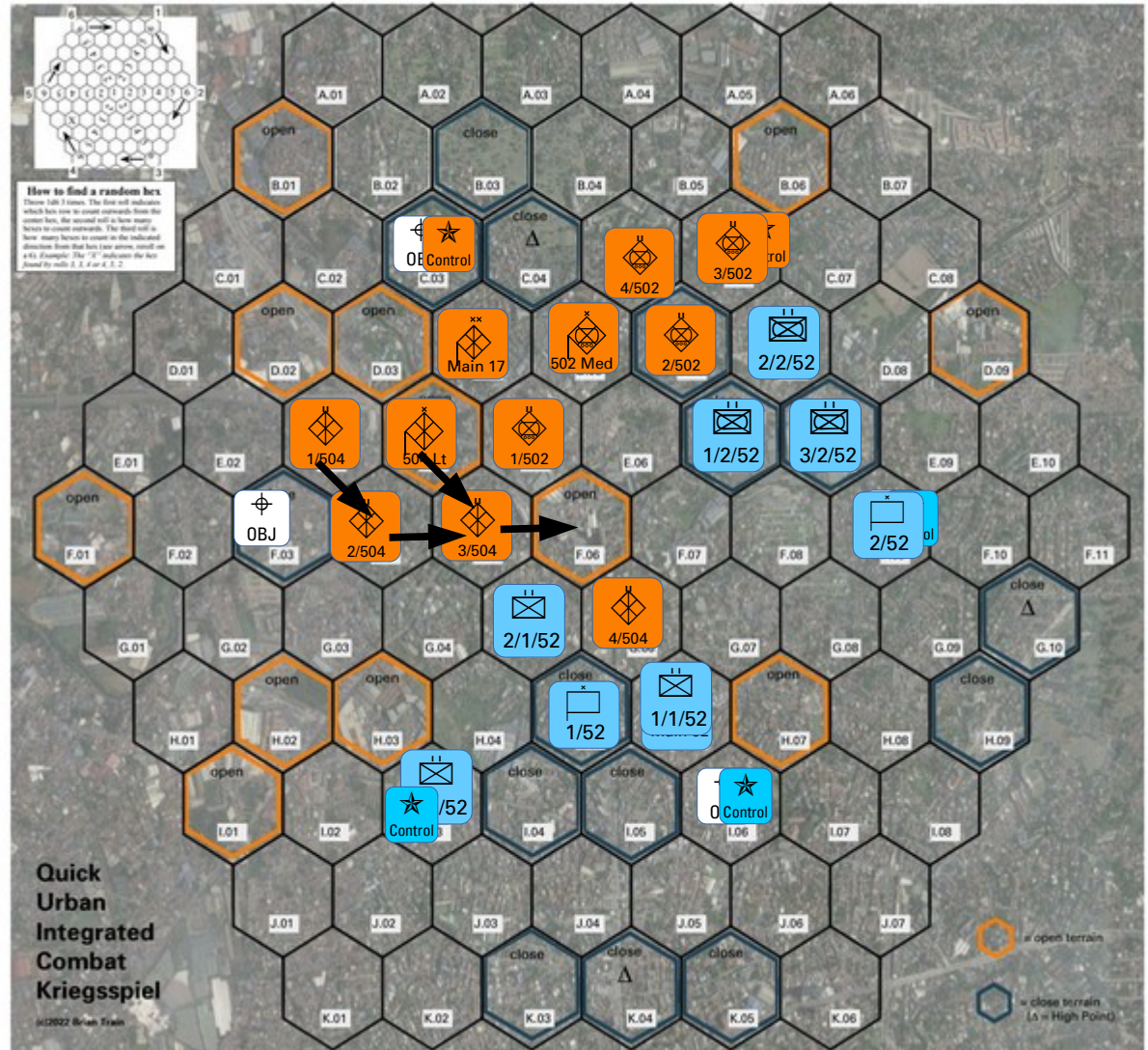- 4/504 rolls 6, 2, 1 (1 Loss); 1/1/52 retreats to H.06 and 4/504 advances into G.06

Round 1: Fourth cube
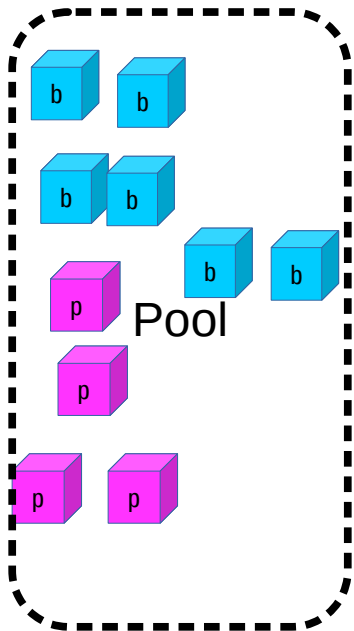
US
- PINK
- REDEPLOY: redistribute all Enablers to reinforce 1/2/52 and 2/2/52

Olvana
- BLUE
- MOVE: elms 504 CAB

Pool

F-1

Initiative

Command Post (max 3 Enablers)	HQ Unit (max 3 Enablers)	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker
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	2/52	1/2/52	2/2/52	3/2/52
Cubes in hand	2/53	1/2/53	2/2/53	3/2/53
	2/25	1/2/25	2/2/25	3/2/25
	99 Lt	1/99 Lt	2/99 Lt	3/99 Lt

DISCARD PILE

QUICK Organization Display 15 May 2022

SUPPLY
(Regroup:
- *discard blue cube either:*
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- *... color cube in the bag.)*

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(Revive:
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Pool

F-1

Initiative

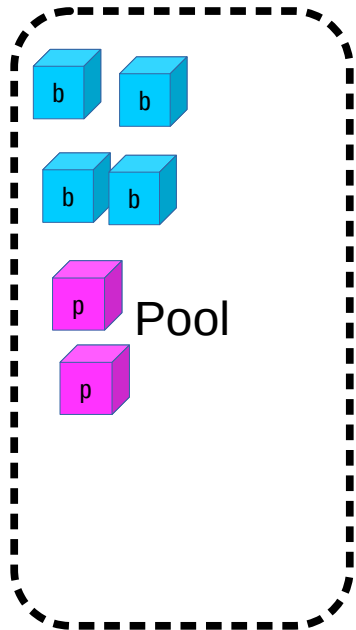| Command Post (max 3 Enablers)	HQ Unit (max 3 Enablers)	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker
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	2/25	1/2/25	2/2/25	3/2/25
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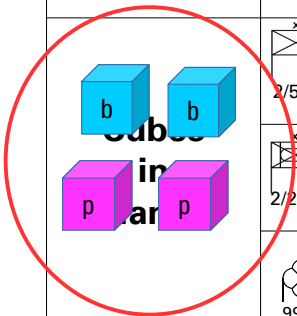- *color cube in the bag.)*

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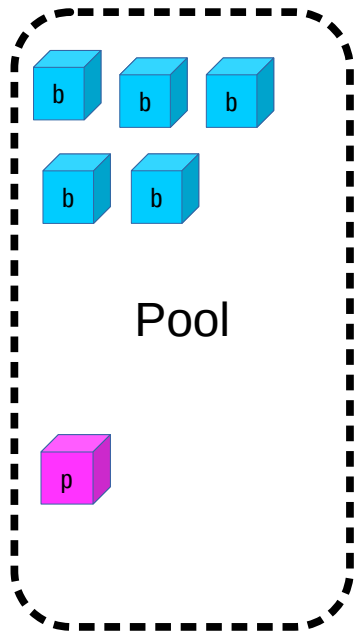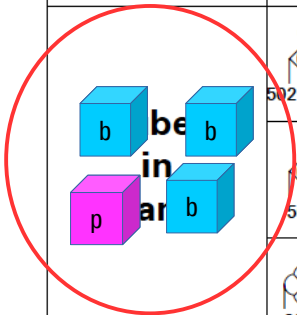| Command Post (max 3 Enablers)	HQ Unit (max 3 Enablers)	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker	Combat Unit (max 3 Enablers) Fatigue marker
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Pool

F-1

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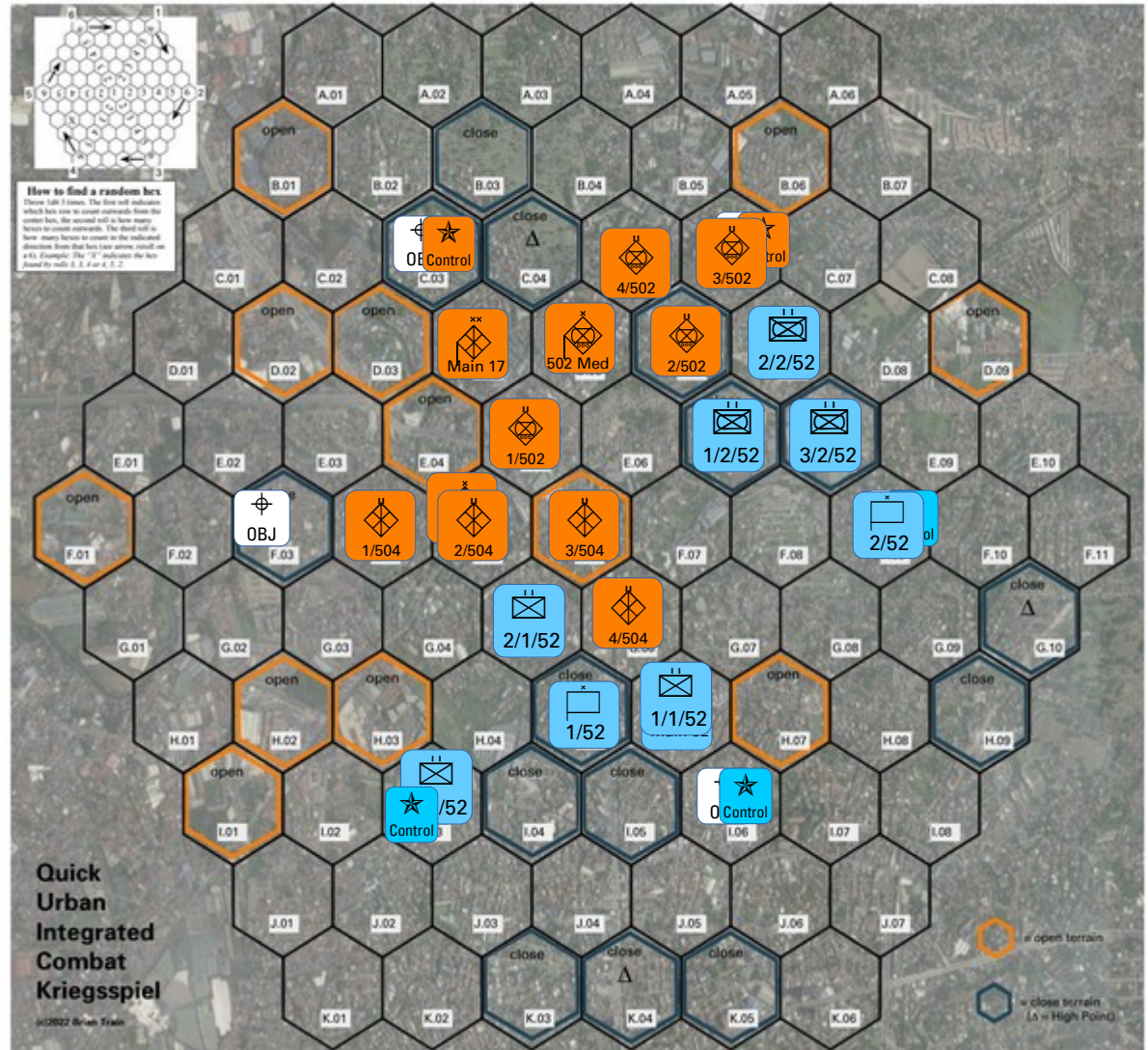
Start of round 2

US

- Selects 2 BLUE and 2 PINK

Olvana

- Selects 3 BLUE and 1 PINK

- What next?

Learn and reinforce game's lessons by playing it

- **Simultaneous play of scenario in groups of 4**
  - Facilitators will circulate to answer questions, confirm and offer (some) advice
  - End after ~60 minutes of play – don't worry about finishing or winning
  - Jot down general questions and observations during your play
- **Advice**
  - Focus on what you want to do, not how to do it
  - Discuss plans with your partner (one of you should be "senior")
  - Review rules and player aids; ask questions!

Scenarios

- *Training* – both sides established in the city

- *Meeting engagement* – both sides enter from the perimeter to seize objectives

- *Invasion* – US enters city held by Olvanan forces

- *Urban defense* – US and Belesian forces hold off Olvanans until reinforced