



**Quick Urban Integrated  
Combat Kriegsspiel  
(QUICK)**

**Lesson 2  
Play of QUICK  
Introductory Version**

Urban Operations Planner Course 23-01

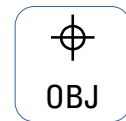
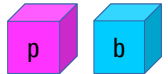
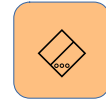
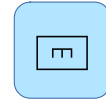
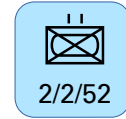
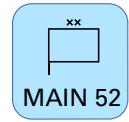
Brian Train

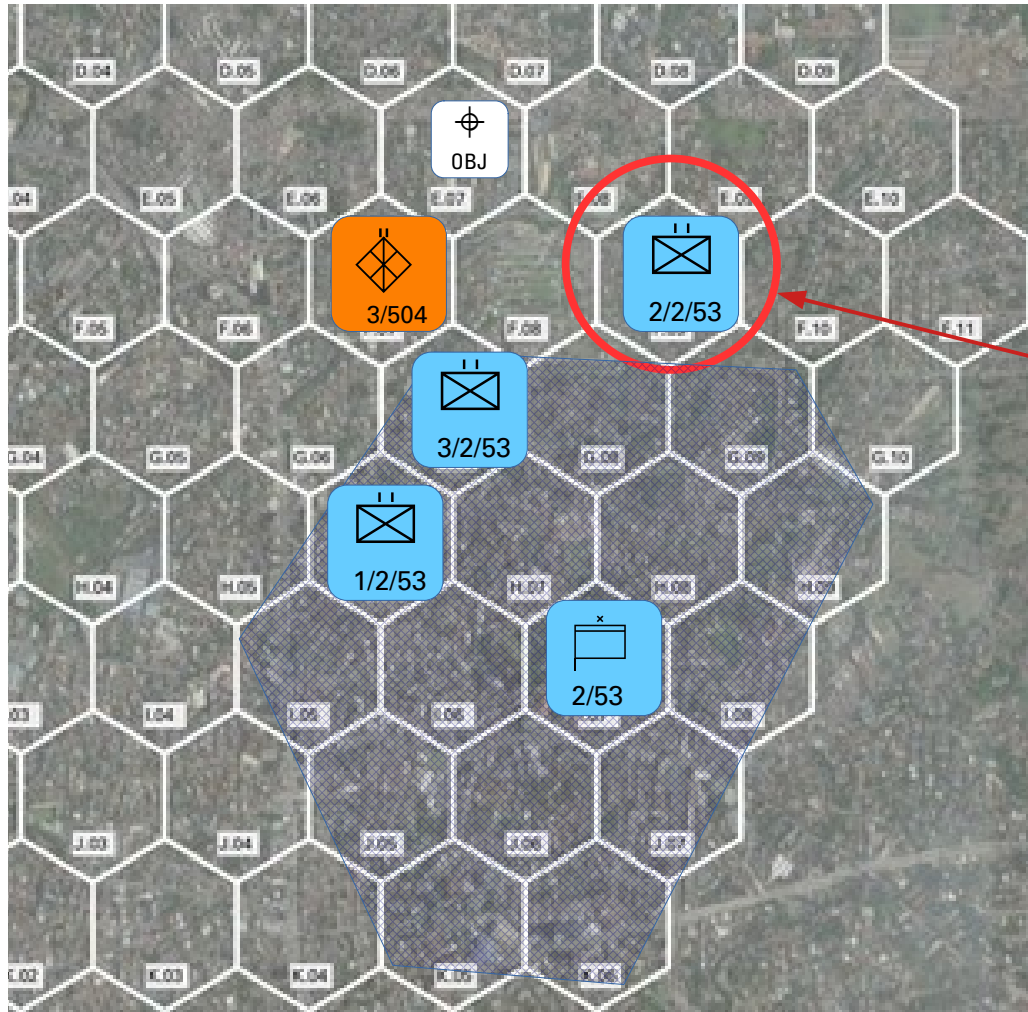
0800-1045 20 May 2023

- **Objective:**
  - Learn and reinforce game’s lessons by playing and then discussion
- **Method:**
  - Quick review of game concepts, questions
  - Simultaneous play of game in groups of 4 (~120 minutes)
  - Facilitators will circulate to answer questions, confirm and offer (some) advice
- **Advice:**
  - Focus on what you want to do
  - Make a plan, discuss with your partner (one of you should be “senior”)
  - Don’t worry about finishing or winning
  - Review rules and player aids; ask questions!
- **AAR and discussion** (~30 minutes):
  - Jot down general questions and observations during your play

# 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





### **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

HQ unit symbol

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
 b Cubes in hand	 2/53	 1/2/53	 2/2/53	 3/2/53
 b  p	 2/25	 1/2/25	 2/2/25	 3/2/25
	 99 Lt	 1/99 Lt	 2/99 Lt	 3/99 Lt

Maneuver Unit symbol

Enabler counter

Reduced marker



Initiative

**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

# Game scenarios

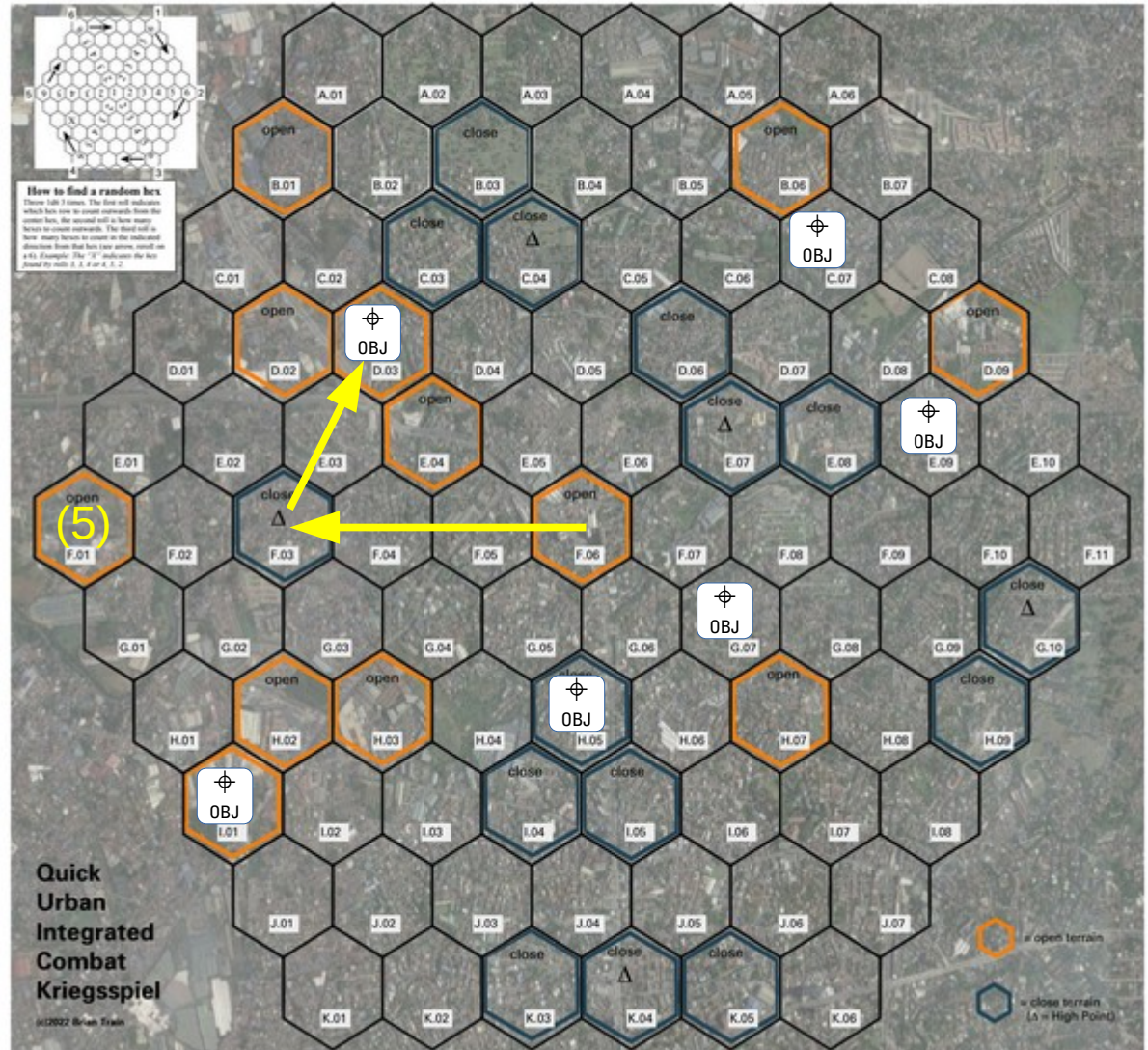
- *Training* – both sides established in the city
- *Meeting engagement* – both sides enter from the perimeter to seize objectives
- *Invasion* – US enters city held by Olvana
- *Urban defense* – US and Belesian forces hold off Olvanans until reinforced
- Use optional rules if you want (suggest *Varied Initiative*)

# Setting Up – finding a random hex

- Throw 1d6 3 times.
- The first roll indicates which hex row to count outwards from the center hex (F.06).
- The second roll is how many hexes to count outwards, counting the first hex as “1”.
- The third roll is how many hexes to count in the indicated direction (clockwise) from that hex. Reroll a 6.

## Examples:

- OBJ D.03: 5, 4, 2
- OBJ C.07: 6, 4, 4
- OBJ E.09: 1, 5, 3
- OBJ G.07: 2, 3, 1
- OBJ H.05: 3, 3, 1
- OBJ I.01: 4, 6, 2



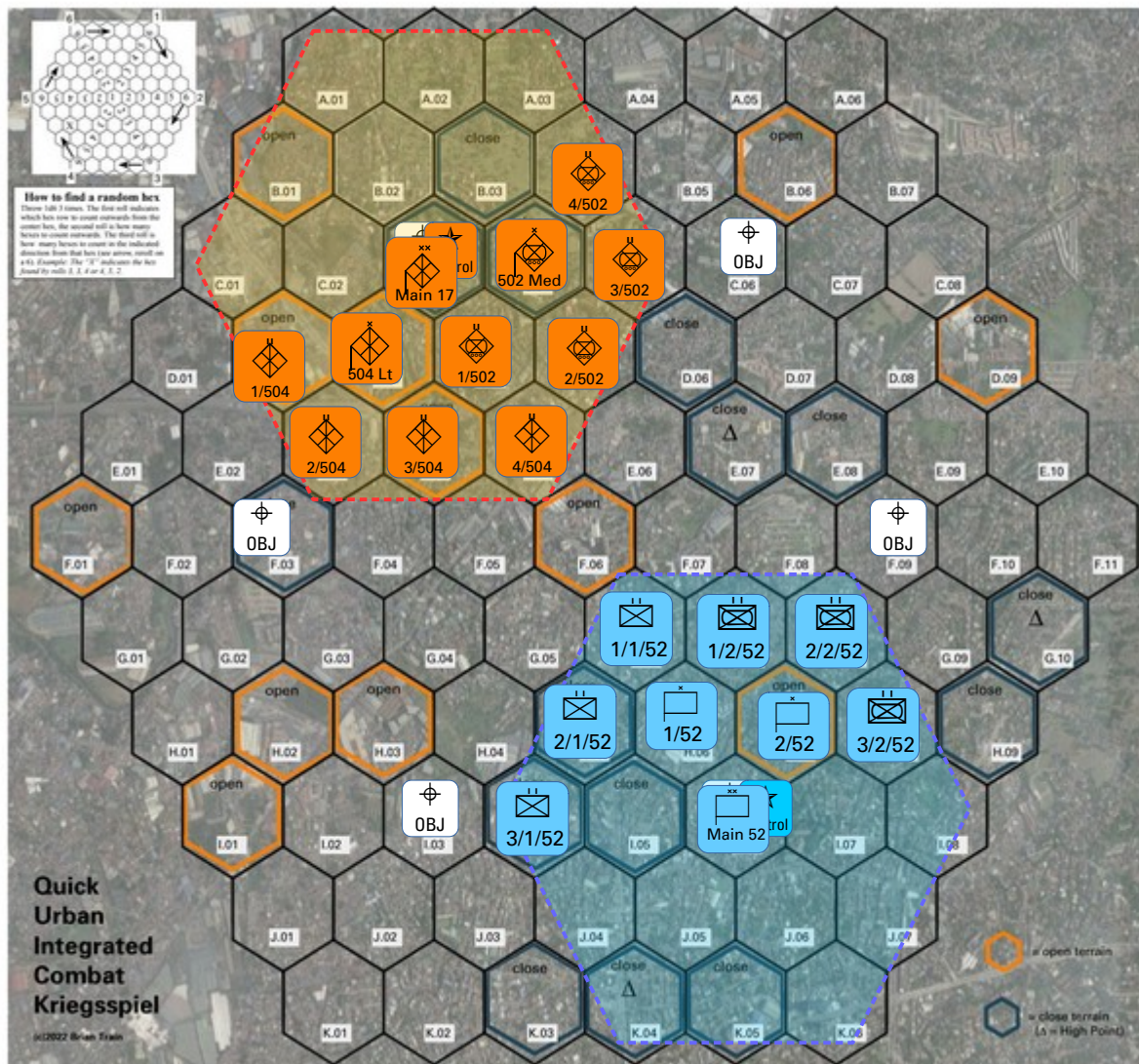
# Training Scenario

## 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





# AAR and Discussion – learning objectives

- 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

# AAR and Discussion - questions

- Describe your plan for playing the scenario.
- How successful was the implementation of your plan?
- What challenges/dilemmas did you face?
- What would you do differently next time?
- What did you learn from playing this game?
- What did you expect, and what did you get?
- What made sense to you, and what didn't?
- What could be modified/enhanced to improve the game?