



Quick Urban Integrated Combat Kriegsspiel (QUICK)

Lesson 3 QUICK Standard Version

Urban Operations Planner Course 23-01

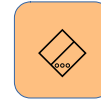
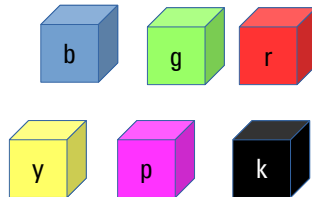
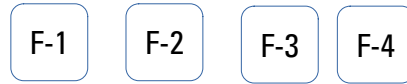
Brian Train

1100-1200 20 May 2023

- **Objective:**
 - Introduce concepts and mechanisms of Standard version of the QUICK, building on knowledge and experience of Introductory version
- **Method:**
 - Explanation of changed concepts, components, mechanisms, and options in game
 - Demonstration play of first round of Training scenario, using Standard version rules
 - Free play of QUICK for ~30 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

Basic Concepts

- **Roles:** no change
- **Force Structures:**
 - Maneuver Units: 4 levels of Fatigue (green – amber – red – black)
 - Enablers: 7 types, Capabilities and Attributes
- **World:** addition of Close+ terrain (high points)
- **Action:**
 - Draw or select 6 cubes
 - 6 colors of cubes
 - 9 Action choices
- **Winning:** depends on scenario



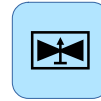
Recon



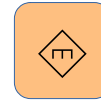
UAV



Electronic Warfare



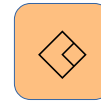
Artillery/
Attack Avn



Engineer



Military Police



Supply

Sequence of Play

DRAW CUBES PHASE (secret and simultaneous)

- Draw 6 cubes from bag and keep hidden in hand or on Organization Display. (*Optional: select cubes deliberately; roll on Fate Table if black cube.*)
- Civilians wander (*Optional: expose Maneuver Units that CIV markers move onto*).

ACTIONS PHASE (alternate actions)


- Take 6 Actions, alternately, starting with player with Initiative Marker. (*Optional: use Varied Initiative.*)
- Discard a cube to perform a single Action (from 9 choices) by a selected unit or Enabler.
- End the Phase when players have discarded all cubes they had in hand.

CLEANUP PHASE (simultaneous)

- Remove *Spot*, *Fix*, *Disintegrate* markers.
- *Optional: hide any Maneuver Units not adjacent to enemy.*


Cubes and Actions

- Each round player will draw or select 6 cubes to spend executing Actions.
- 6 cube colors, roughly = functional cells in a Command Post (see FM 6-0 *Commander and Staff Organization and Operations*)
- Units use BLUE cubes to move and attack on the map.
- Each Enabler type is associated with a color; expend matching color cube to Regroup, Revive or use its Capability.

 – Blue = movement, maneuver and integrated operations planning

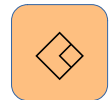
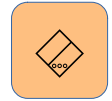
 – Green = intelligence at various levels (Recon, EW, UAV)

 – Red = planning and synchronizing fire resources (Artillery, Attack Aviation)

 – Yellow = protection (Engineer, MP/ Civil Affairs)

 – Pink = sustainment (Supply)






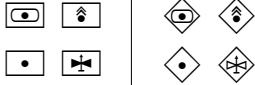






 – Black = random event (roll on Fate Table, then replace or use as wild cube)



Action	Discard a blue cube and...	Discard other color cube and...
Regroup	Either: choose 1 Enabler from Supply (add to Available and put 1 matching color cube (if available) from Supply and add to Discard Pile); or put 1 cube of any color from Supply in your bag.	Choose 1 Enabler with a matching color from Available and allocate it to 1 unit. If a Maneuver Unit, it must be in-command.
Redeploy	Redistribute a total of up to 3 Enablers between the in-command Maneuver Units and/or in-command HQs of up to 2 formations.	Redistribute a total of up to 3 Enablers among all in-command Maneuver Units and/or HQ of 1 in-command formation.
Revive	May reduce Fatigue Level of 1 in-command (<i>in-supply</i>) Maneuver Unit by 1 level. <i>Or HQ may place up to 3 Dummies within 2 in-command hexes of its location. Insurgent HQ may place up to 3 Insurgent Cells within 2 hexes.</i>	Move up to 2 Enablers with a matching color from Exhausted to Available.
Claim Initiative	May use any color cube. Take the Initiative Marker and put it in front of you. You will go first in the next round. <i>Optionally, player may gain 1 Pop Spt point or make enemy lose 1 Pop Spt point.</i>	
Pass	May use any color cube. Choose 1 cube from your hand. Discard and Pass (do nothing).	
Move	Move 1 unit 1 hex; or move up to all in-command Maneuver Units, <i>Dummies</i> and HQ of one formation 1 hex, or move up to all in-command formation HQ units and their in-command Maneuver Units 1 hex (<i>Insurgent HQ may move 1 hex or may "hop" to any Insurgent Cell hex</i>).	n/a
Attack	1 Maneuver Unit plus Enablers may attack 1 adjacent enemy unit. See Attack procedure (6.7).	n/a
Clear Objective	Place a Control Marker on the Objective. If in an Objective with an enemy Control Marker, flip it. Each Objective can contain only 1 Control Marker.	n/a
Use Capability	n/a	Execute Capability of 1 Enabler with a matching color.

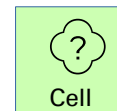
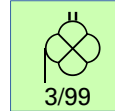
NEW

NEW

Symbol		Type	Cube	Capability, Attributes, Restrictions
		Cavalry/ recon	green	Capability: Spot hexes. Attribute: CP = 1
		UAV	green	Capability: Spot hexes (depends on level of allocation) Attributes: CP = 1. May Exhaust enemy Artillery by Exhausting itself before dice are rolled (does not count as Loss). Restriction: cancelled if enemy has Electronic Warfare Enabler.
		Electronic Warfare	green	Capability: Spot hexes as UAV or may Fix/Disintegrate 1 exposed enemy unit (depends on level of allocation). Attributes: CP = 0. Cancels UAV/ EW Capabilities. May place enemy Maneuver Unit out of command.
		Artillery/ Attack Aviation	red	Capability: Fix, Disintegrate or Barrage exposed enemy unit (depends on level of allocation). Attributes: CP = 2; if allocated to HQ, CP may be added to any in-command unit attack or defense. Artillery may double CP but is then automatically Exhausted (does not count as Loss).
		Engineer	yellow	Capability: may place or remove Strongpoint, <i>Rubble</i> or <i>Infra Out</i> marker in hex (depends on allocation). Attribute: CP = 1 (<i>CP = 2 if in or attacking into Close terrain</i>)
		Military Police	yellow	Capability: <i>may change Popular Support or may remove all adjacent CIV, CRIM or Insurgent Cell markers (depends on allocation).</i> Attribute: CP = 1
		Supply	pink	Capability: <i>May reduce Fatigue of 1 Maneuver Unit by 1 level (depends on allocation) or may place MSR marker.</i> Attribute: CP = 1 (defense only). If allocated to Maneuver Unit, may send 1 random cube from bag to Supply instead of exhausting 1 allocated Enabler.

Optional rules

- Random events (Fate Table)
- Dummy and hidden units
- Varied Initiative
- Allied, Host Nation, Insurgent forces
- Supply, MSR, Support Area
- “Fast” and “Slow” Enablers
- Popular Support
- Scenario design notes – potential for further options or altered rules.
- Aside from the game’s basic mechanisms, anything can be altered to suit a situation!



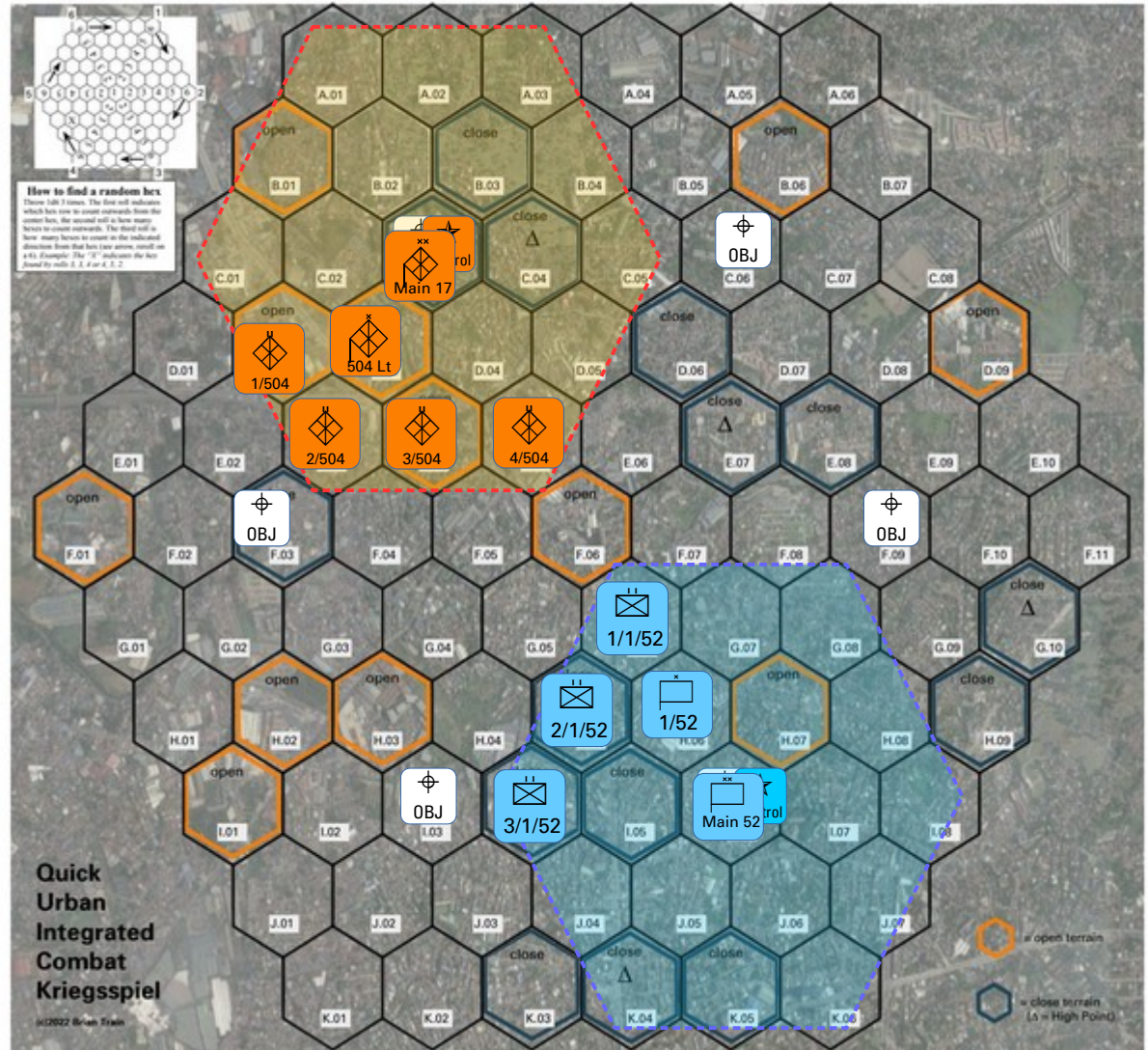
Setting Up

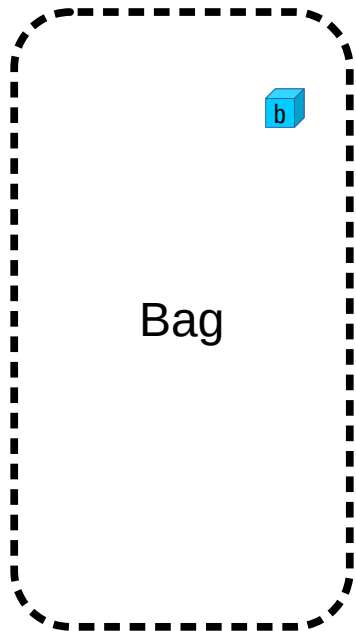
US

- Main 52 Div CP
- 1/52 Inf Bde (+ 1 x Arty, 1 x Engr, 1 x Supply)
- Bag: 4 blue, 1 red, 1 yellow, 1 pink
- Supply: 1 x Arty, 1 x Attk Avn, 1 x UAV, 1 x Supply; 1 blue, 2 green, 3 red, 1 yellow, 2 pink

Olvana

- Main 17 GA CP
- 504 Lt CAB (+ 2 x Arty, 1 x Recon)
- Bag: 6 blue, 2 green, 2 red
- Supply: 1 x EW, 1 x Engr, 1 x Supply; 1 blue, 2 green, 1 red, 2 yellow, 2 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 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



Initiative

- F-1
- F-2
- F-3
- F-4

DISCARD PILE

*QUICK Organization Display
15 May 2022*

Available
(Regroup)

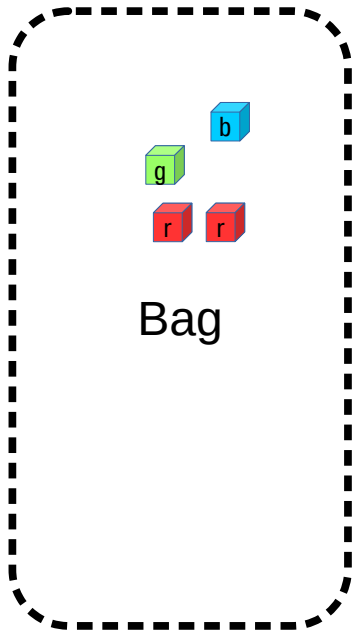
- discard blue cube and put in Available + 1 matching color to Discard; color cube in the

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)



- F-1
- F-2
- F-3
- F-4

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
 	 504 Lt	 1/504	 2/504	 3/504	 4/504
	 505 Lt	 1/505	 2/505	 3/505	 4/505
 Cubes hand	 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 and either: put 1 Enabler in Available + 1 matching color cube into Discard; or put 1 color cube in the Supply.)

DIVISION AVAILABLE
(Revive: discard non-blue cube choose up to 2 Enablers with matching color and attach to in-command unit.)

- discard non-blue cube
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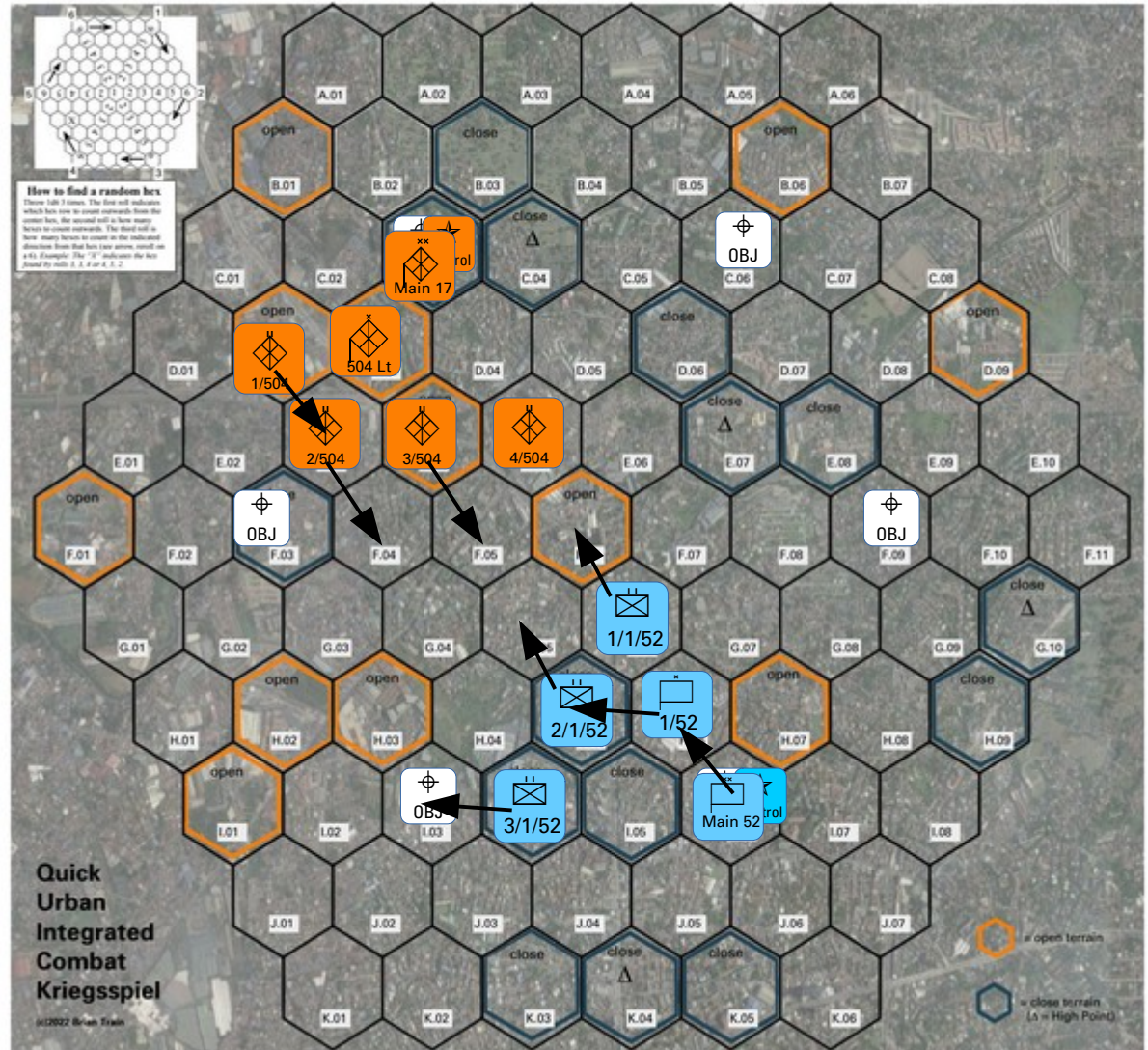
Round 1, first cube

US

- BLUE
- MOVE: all units

Olvana

- BLUE
- MOVE: all Maneuver Units except 4/504



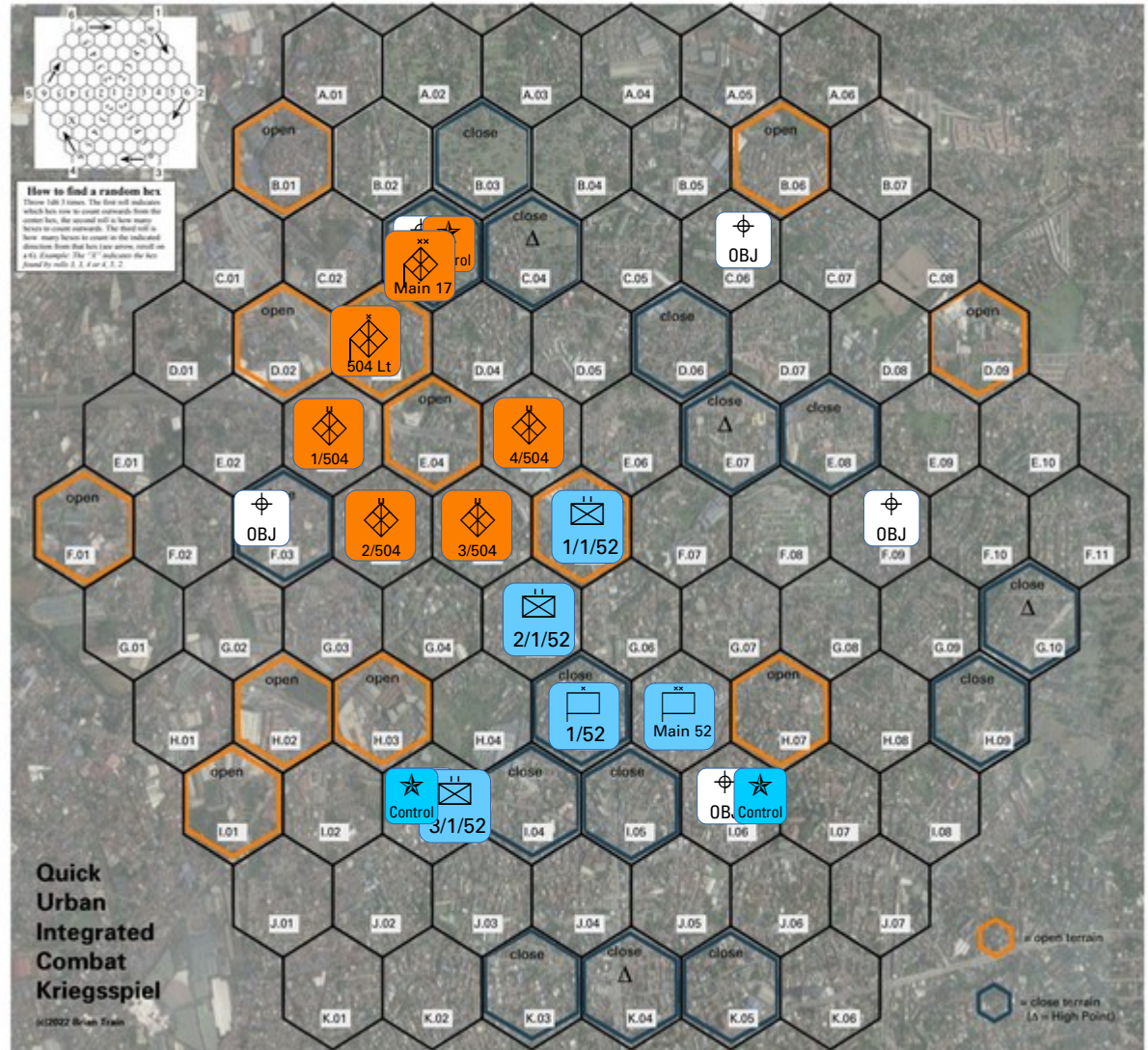
Round 1, second cube

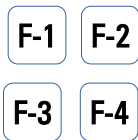
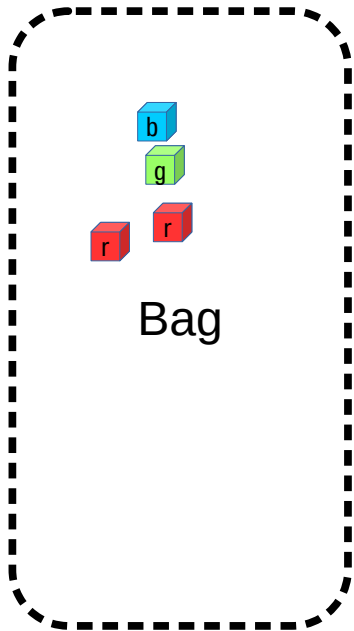
US

- BLUE
- CLEAR: OBJ I.03

Olvana

- BLUE
- REDEPLOY: Redistribute Enablers (UAV from CP to 4/504, 2 x Artillery to 504 HQ)





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
 Cubes in hand	 502 Med	 1/502	 2/502	 3/502	
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	 99 Lt	 1/99 Lt	 2/99 Lt	 3/99 Lt	

**DISCARD
PILE**

*QUICK 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 (g.)

***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)

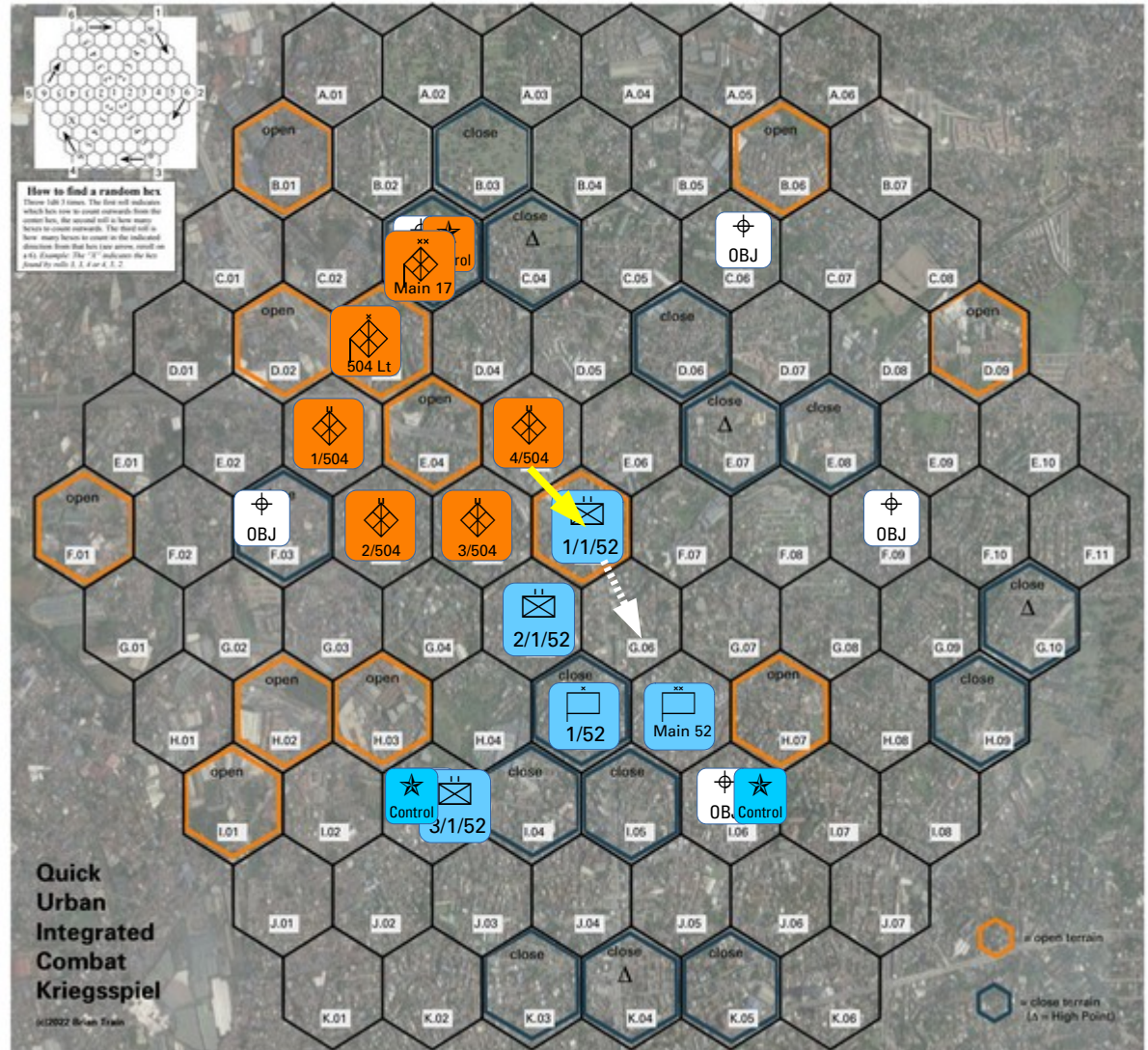
Round 1, third cube

US

- BLUE
- REGROUP: add Arty to Available, 1 red to Discard Pile

Olvana

- BLUE
- ATTACK: 4/504 attacks 1/1/52
- 4/504 CP is $(3+1+2+2=) 8$
- 1/1/52 CP is $(3+2=) 5$
- UAV Attribute: Exhausts itself to Exhaust US artillery, 4/504 CP is now 7 and 1/1/52 CP is now 3
- 1/1/52 rolls 5, 3, 1 (1 Loss)
- 4/504 adds 1 Fatigue
- 4/504 CP is now $(2+2+2=) 6$
- 4/504 rolls 6, 5, 4, 4, 2, 1 (2 Losses)
- 1/1/52 retreats to G.06 and adds 1 Fatigue
- 4/504 advances into F.06



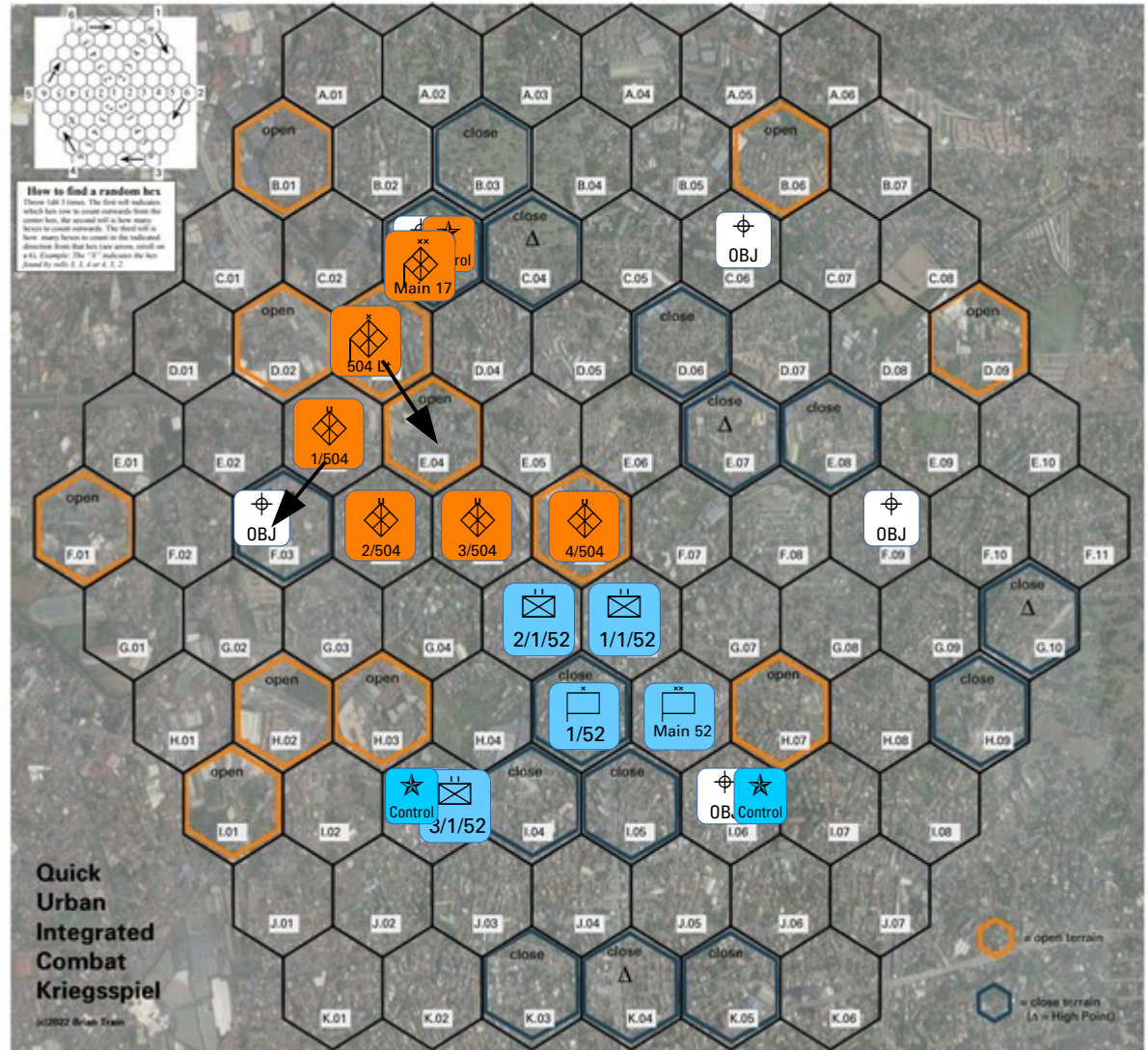
Round 1, fourth cube

US

- RED
- REGROUP: allocate Arty Enabler from Available to 1/52 HQ

Olvana

- BLUE
- MOVE: 1/504 and 504 HQ



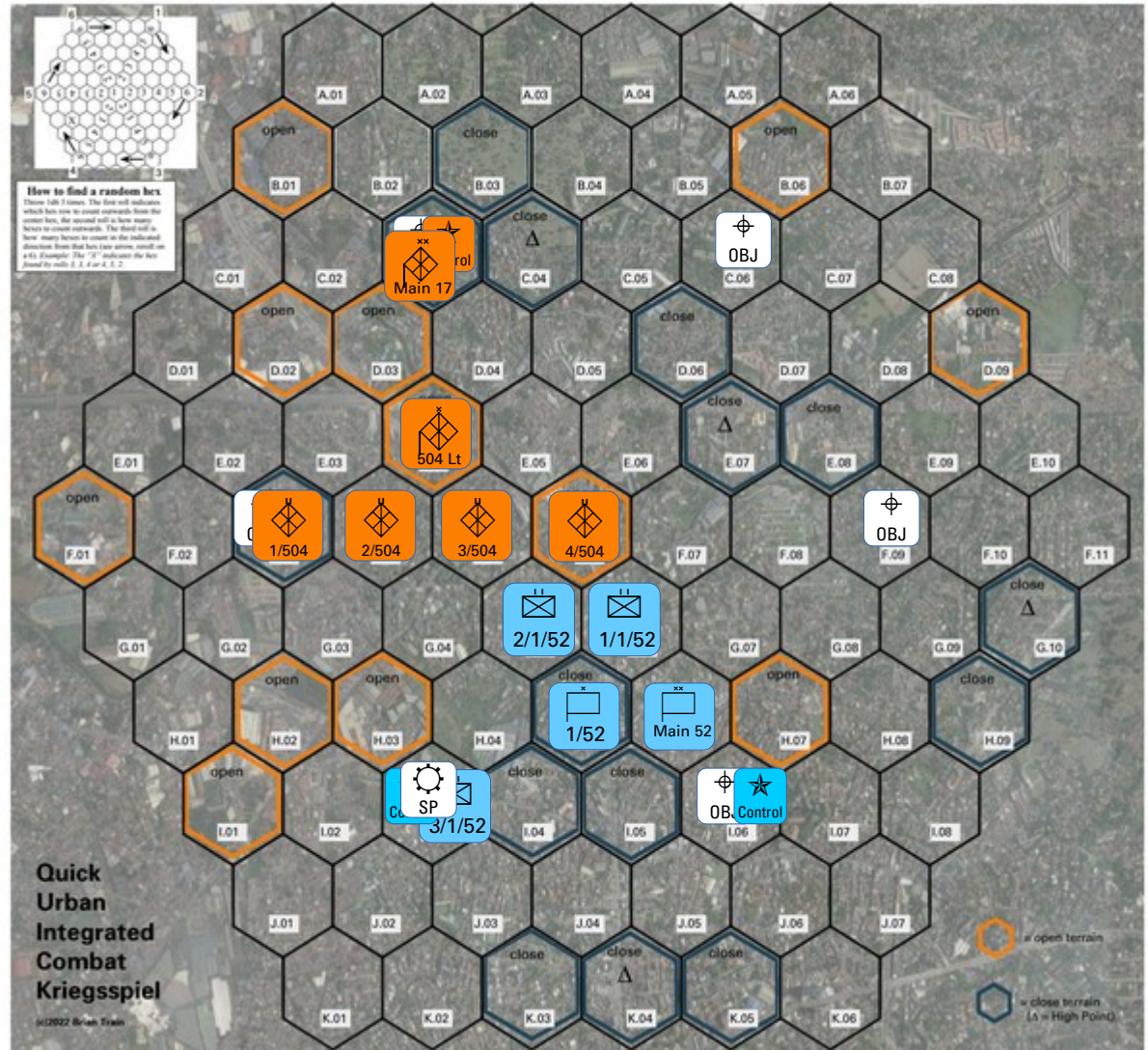
Round 1, fifth cube

US

- YELLOW
- CAPABILITY: place Strongpoint in I.03

Olvana

- BLUE
- REGROUP: add EW to Available, 1 green to Discard Pile



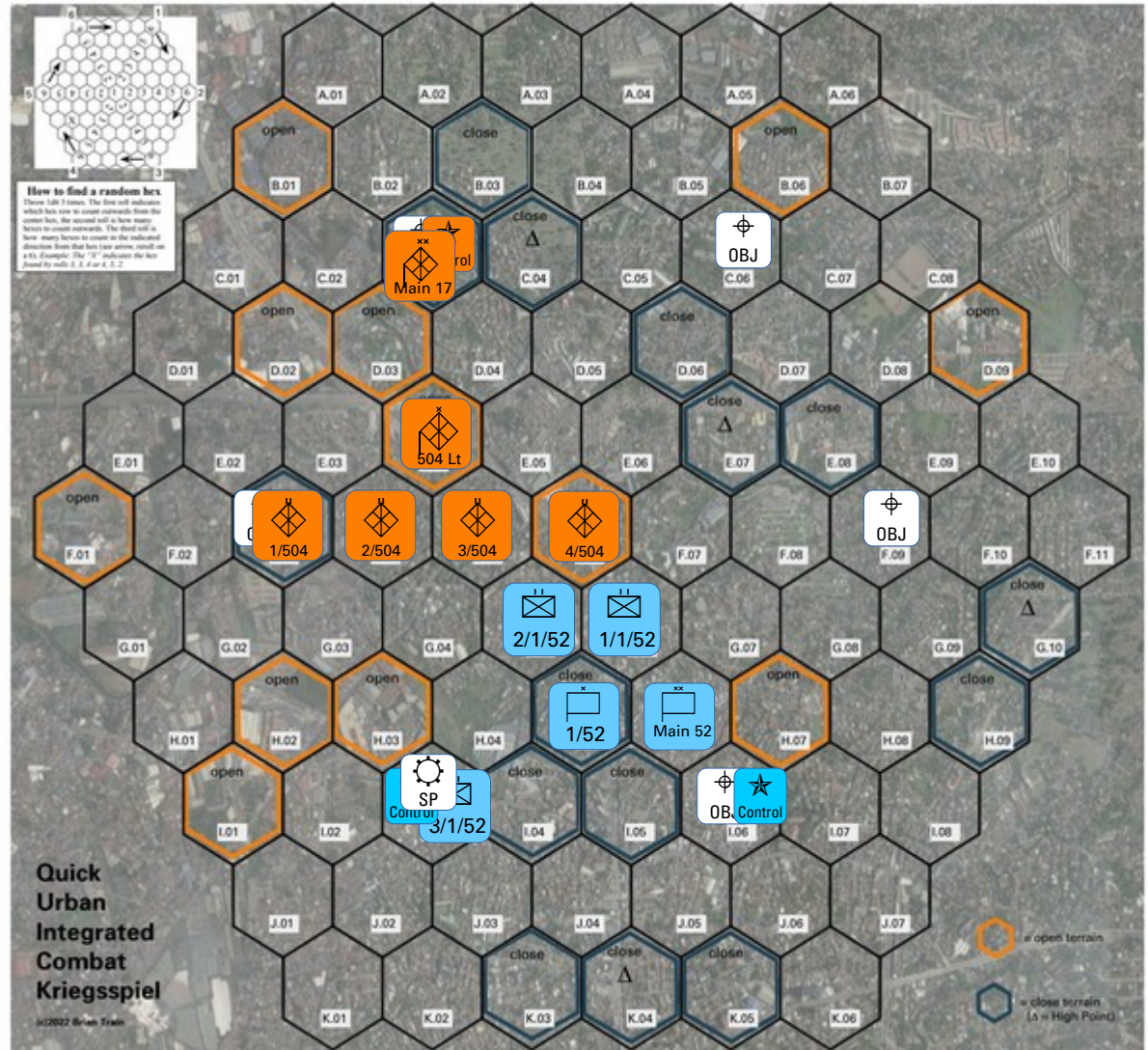
Round 1, sixth cube

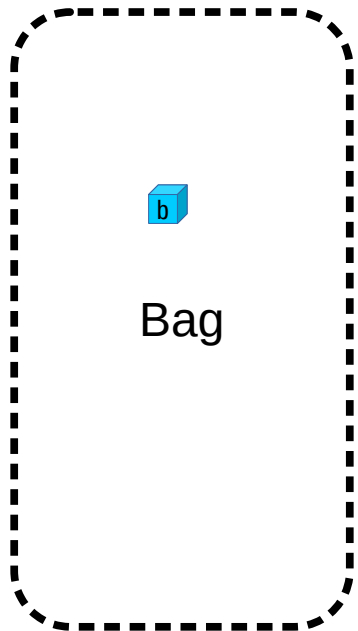
US

- PINK
- CAPABILITY: Supply unit in 1/52 HQ reduces Fatigue of 1/1/52 by 1

Olvana

- GREEN
- REGROUP: allocate EW from Available to CP

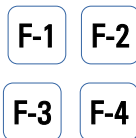




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Cubes in hand	 2/53	 1/2/53	 2/2/53	 3/2/53
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Initiative



**DISCARD
PILE**

*QUICK Organization Display
15 May 2022*

Regroup
 (Regroup)

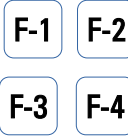
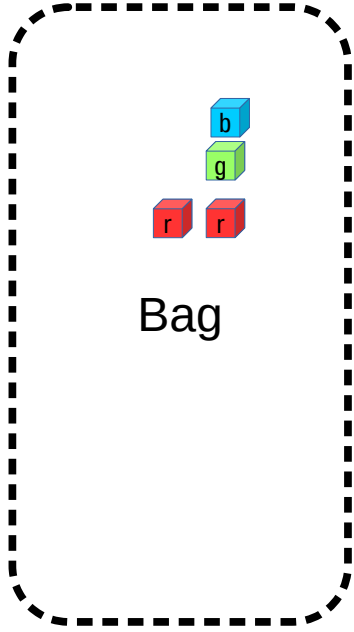
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 - color cube in the

**DIVISION
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 (Revive:

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HAUSTED
 (Regroup:

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DISCARD PILE

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SUPPLY
(Regroup:
discard blue cube and
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(g.)

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

- discard non-blue cube
- choose up to 2 Enablers with matching color and put in Available)

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
- Don't go overboard with optional rules (suggest *Varied Initiative* and *Hidden/Dummy Units*)