

The background is a light gray hexagonal grid. Various hexagons contain small white labels with black text, such as 'E.06', 'F.06', 'G.06', 'H.05', 'I.05', 'J.04', 'K.04', 'E.07', 'F.07', 'G.07', 'H.06', 'I.06', 'J.05', 'K.05', 'E.08', 'F.08', 'G.08', 'H.07', 'I.07', 'J.06', 'K.06', 'E.09', 'F.09', 'G.09', 'H.08', 'I.08', 'J.07', 'K.07', 'E.10', 'F.10', 'G.10', 'H.09', 'I.09', 'J.08', 'K.08', 'F.11'. Some hexagons also contain icons: an orange diamond with '3/37' (E.08), a blue square with '2/2/53' (F.09), an orange square with a question mark (G.06), a blue square with a building icon (H.07), a blue square with a building icon (I.06), and a blue square with a building icon (J.07).

Quick Urban Integrated Combat Kriegsspiel (QUICK)

Lesson 4 Play of QUICK Standard Version

Urban Operations Planner Course 23-01

Brian Train

1300-1445 20 May 2023

- **Objective:**
 - Learn and reinforce game's lessons by playing and then discussion
- **Method:**
 - Simultaneous play of chosen scenario in groups of 4, Standard version (~90 minutes)
 - Facilitators will circulate to answer questions, confirm and offer (some) advice
- **Advice:**
 - Focus on what you want to do; discuss plans with your partner
 - Review rules and player aids; ask questions!
- **AAR and discussion** (~30 minutes):
 - End after 90 minutes of play – don't worry about finishing or winning
 - Jot down general questions and observations during your play to bring up during discussion.

Carry on!

- *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 units/ Dummies*)

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

- What did you expect, and what did you get?
- Were there ideas that were particularly hard or easy to grasp?
- What made sense to you, and what didn't?
- What should be strengthened ("buffed") or weakened ("nerfed")?
- Was there anything that was completely missed?
- Would you try this at home? (PnP files, VASSAL module, teaching materials)
- *Thank you for playing!*