

QuickStrike

QuickStrike is an affordable, military tactical trainer that allows combat commanders to practice their planning and execution skills within a compelling simulated environment. It was designed to support commanders and their staff officers in preparing for deployment.

Developed by MÄK specifically for the USAF, QuickStrike accurately portrays various tactical situations, stimulating the staff interactions and the rapid decision making needed for successfully conducting mission-essential tasks. QuickStrike has been fielded to every Air Support Operations Center organization worldwide, providing each unit with an organic training capability. ASOC units now have the capability to build and conduct their own realistic training events based on each unit's unique personnel and mission training requirements.

QuickStrike is easily reconfigurable for country, language, force structure, doctrine, battlefield, and scenario. It is used to augment the effectiveness of traditional command and staff training. Training exercises using low-cost trainers like QuickStrike serve as an effective preparatory method to maximize live training experience.

FEATURES

- Provides a constructive, synthetic environment for practicing a full spectrum of military security and air combat decision-making tasks
- Offers easy-to-use scenario editor, unit editor, event editors, and AAR Tools
- Includes a built-in Master Scenario Event List (MSEL) manager
- Comes with a terrain tool to load a variety of terrain formats
- Supports single-player and multi-player modes
- Can be used as a "low overhead driver" to stimulate a variety of command & control systems
- HLA compliance enables integration with larger exercises

