UNI-KASS

UNI-KASS stands for "Universal Conflict game for Autonomous Command and Control Study" (in Swedish, it is "*Universellt Konfliktspel för Autonom Stridslednings Studie*"). The designers are Anna Pestrea, Björn J.E. Johansson, Diana Saleh and Alexander Melbi. Contact details for Anna Pestrea, who is the POC, can be found on the next page.

UNI-KASS is a tactical board game for mechanised warfare that can represent actual characteristics of existing vehicles and units, as well as expected characteristics of autonomous systems. The UNI-KASS game board consists of hexagonal tiles with several types of terrain that are typical for mechanised warfare. Game administrators use probabilistic properties of involved units to determine which units that the opponent detects, as well as the outcome of combat engagements.

A game (normally) takes 1.5h and the minimum number of players is one (for blue side), as red side can be played by game administrators. However, more players are recommended. For example, the setting during the conference was three players to blue side and two players to red side.

UNI-KASS is designed for investigation of a wide range of C2 research questions regarding the impact of autonomous systems. Based on the C2 research question, UNI-KASS provides flexible adaptation of the game board size, terrain, scenario, as well as the number and type of game pieces. Please see Saleh et al. (2022)[1] for more information about UNI-KASS.

[1] https://www.researchgate.net/publication/366006917_Exploring_Command_and_Control_of_Semi-Autonomous_Units_Co-constructing_the_future_battlefield_using_a_tactical_board_game

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