Cascadia Rising 2016 Exercise Scenario

CSZ 9.0M Earthquake and resulting Tsunami

Modelled impacts:

- Direct Impact to 3 States and British Columbia
- Complete rupture of the 700-mile Fault Line
- Impacts affecting over 140,000 square miles
- Ground shaking lasts up to 5 minutes
- Numerous aftershocks with several of M7.0+
- Modelled estimates: 1,100 fatalities from earthquake; 13,000 fatalities from tsunami; 24,000 injured.
Exercise Overview

Exercise Dates: June 13-17, 2022 (tentative)

Exercise Type: Functional Exercise

Participants:

- TBD

Communications Play:

- There will not be a major communications outage during the exercise
Communications – How bad could it be?

- 564 cell towers in OR and WA
- 60% of cell towers sustain medium to high damage
- 380 AM/FM radio stations in OR and WA
- 75% of radio station facilities sustain medium to high damage
- Communications further deteriorate 8 to 12 hours after initiating event
- High volume calls crash phone lines
- Damaged undersea transpacific cables cause further disruptions
Communications – So what is our role?

- Still will be a player
- Working with Regional Administrator to do a separate communications based exercise(s)
- Ramp up activities
  - Workshops
  - TTXs
  - Functional Exercises
Communications – What we saw in 2016

- Whole community ESF-2 (sort of…)
- Coordination with Industry (some…)
- Situational Awareness (in silos…)
- Frequency Management (what management?)
- How to use alternative communications (ish)
- Prioritization (we are all important)
- No real injects
- Communication outages without consequences
Communications – Way ahead?

- Workshops and Trainings
  - Technician level
  - Operator level
  - EOC level

- Table Top Exercises
  - LOTS of them

- Functional Exercises
COMM-X Portal Beta Release
Partnership

- Region X Regional Emergency Communications Coordination Working Group (RECCWG)
- National Council of Statewide Interoperability Coordinators (NCSWIC) Planning Training and Exercise (PTE) Committee
- Department of Homeland Security, Cybersecurity and Infrastructure Security
  - Emergency Communications Division (ECD)
  - National Coordination Center for Communications (NCC)/Emergency Support Function 2 (ESF-2)
What is the COMM-X Portal?

▪ Joint Training and Exercise Portal for Emergency Communications – A One-Stop-Shop for Emergency Communications Training and Exercise resources

▪ Sharing resources, ideas, class space, events -
  ▪ Calendar of Events
  ▪ Points of Contact
  ▪ Announcements & News
  ▪ Links
  ▪ Lessons Learned
  ▪ Regional and State Resources
  ▪ And…
...Documents

- Exercise Plans
- SOPs/CONOPs
- After Action Reports
- MSEL/Injects
- Lessons Learned
- Scenarios
- Photos & Illustrations
- TTX SITMANs
- Exercises-in-a-box
- Maps
- Exercise Evaluation Guides
- Policy and Authorities
- State & Local Plans
- Training Curricula
- Observations/Anecdotes
- Field Guides
- Best Practices
- Suggestions welcome!
The COMM-X Game

A new look at a communications TTX
Why Create a Game?

- Need for more communications exercises
- Whole community communications
- Address multiple jurisdiction levels
- TTXs can be boring
- How do you test plans?
- Does not require a special facilitator
- Everyone loves to play a game
Game Pieces

- Hexi Game Board
- Key Infrastructure Hexi
- Resources
- Damage Points
- Fuel Cans
- Dice
- Scenario Cards
- Money
Key Infrastructure Hexi

- Different Infrastructure
  - Police stations, Fire stations
  - Schools, Hospitals, PSAPs
  - Cell and LMR Towers
  - Airports, Central Offices

- Damage Points
  - 1-7 levels of damage
  - Voice and Data

- Fuel
  - Fuel storage on site for resources
Resources

- Different types of resources
- Each costs $
- Each give certain advantages
- “Deploys” from the EOC
- Moves a space a turn
- Requires fuel
How to Play – Set up

- Group play
- Establish your jurisdiction
- Determine levels of damage
- Determine initial assets
- Determine initial funding
How to Play – Playing

- Scenario Card
- Roll the dice
- Earn $
- Move resources
- Purchase resources & Fuel
How to Play – Scenario Cards

- Situation
- Effect
- Mitigation

Scenario 1:
THE COMM-X GAME

Situation: A storm has shut down the local refineries and there is a fuel shortage in the area.

Effect: You cannot buy fuel cans for 5 turns.

Mitigation: Do you have an emergency contract for fuel? If you do, it includes gasoline, diesel and propane, time is reduced to 2 turns.

Scenario 2:
THE COMM-X GAME

Situation: Bob the backhoe has cut the fiber to credit card processing center in your area.

Effect: Remove two fuel can from each location.

Mitigation: Does your fuel plan address gasoline, diesel and propane fuels for remote sites and tactical equipment? If so, you do not remove any fuel cans.
How to Play – Special Scenario Cards

**FEDERAL DISASTER DECLARATION**

Get an extra roll of the two dice to get additional funding! (one time only)

**HELCoptER SUPPORT**

You may move one resource anywhere on the board, regardless of distance. (One Time Use)

**MUTUAL AID**

You now get one more die in your roll for money. You may also start resources at the airport in addition to the EOC. (Expires in 10 turns)
How to Play – Roadblocks and Opportunities

FREE FUEL
Get 20 Fuel Cans Free!
How to Play – How to “win”

- Your team fixes all comms infrastructure
- Time has expired

The purpose is to help players understand their jurisdictional plans and available resources; to stimulate conversations; and to understand resource limitations and priorities in a non-stress environment.
How to request

- Cost of playing? Just the shipping.
- Request thru the Region X RECC
- Includes playbook, two game boards, dice, play money, resources, fuel cans, infrastructure hexis and resource game pieces
- You provide the people and the plans!
- Available soon!
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