

## ANNEX 36H

## WARTIME SEA SERIALS

**1. DCX 1.** Allow 1 hour for closing down and State 1 preparations. Damage from conventional air, surface or sub-surface attack, resulting in fire, flooding, structural and equipment damage/failure, casualties, etc.

**2. DCX 1-1 (Duration 3 hours to include 2 x 45 min incidents)**

a. **Aim.** To exercise personnel in basic Damage Control, firefighting, machinery, electrical, weapon repair and first aid aspects of conventional damage.

b. **Objectives.** To train personnel, in the Action State, in the basic aspects of:

- (1) Securing for Action and State 1 preparations in all departments.
- (2) Damage Control management and decision making at Operation Room, HQ1, Ship Control Centre (SCC)/Machinery Control Room (MCR), Fire and Repair Party Post (FRPP), Weapon Section Base (WSB) and Mobile levels.
- (3) Brace Drills.
- (4) Dispersal and patrolling prior to damage, and conduct of blanket searches and mini SOC's once damage has been sustained.
- (5) Damage Control skills at incident scenes to include establishment of smoke/flood boundaries (FRPP/Mobile Party will be exercised only to the level of their organic capability).
- (6) Leadership at incident scenes.
- (7) SCC/MCR responses to mechanical, electrical and weapon system Action Damage and associated reconfiguration/repair of vital services.
- (8) Information flow from scenes to control nodes, particularly HQ1 and Operations Room, associated decision making and broadcasting of Command Aim, priorities and directives including use of messengers and Rovers.
- (9) Control and restoration of HPSW main, chilled water, power, ventilation and stability.
- (10) WSB and Repair Team responses to weapon and sensor Action Damage, standards of weapon defect reporting and associated reconfiguration/repair of vital services.
- (11) First Aid, both at ships company and First Aid Team (FAT) level.
- (12) Evacuation of a manned compartment using EEBD.

(13) Command and Control by Senior Management of 'Whole Ship Aspects' of DCX.

(14) Smoke control, clearance and associated restoration of ventilation.

### 3. DCX 1-2 (Duration 1½ hours)

a. **Aim.** In addition to aspects exercised in the DCX 1-1 to exercise the ability of HQ1, FRPPs, WSB, Mobile and First Aid to deal with more complex damage and to observe the management of Damage Control manpower.

b. **Objectives.** To train personnel, in the Action State, in the basic aspects of:

- (1) DCX 1-1 Serial.
- (2) Controlling 2 incidents of a similar nature within the area of control of one FRPP.
- (3) Transferring the control of personnel between FRPPs/Mobile Party.
- (4) Reconfiguration of HPSW, chilled water and power systems to compensate for Action Damage.
- (5) Demanding and controlling extra manpower from non-firefighting DC specialist parties.
- (6) Dealing with more complex machinery and electrical damage.
- (7) Advice to the Command on unexploded ordnance.
- (8) Weapon Repair Team practical repairs.

### 4. BDX (Duration 2 x 45 mins)

a. **Aim.** To exercise all aspects of a DCX 1-2 in an operational environment created by the 'Thursday War' with real surface, sub-surface and air targets.

b. **Objectives.** To train personnel the basic aspects of DCX 1-2 serial in a Thursday War environment, in the Action State.

### 5. DCX 1-3 (Duration 2 hours)

a. **Aim.** In addition to aspects exercised in a DCX 1-2 to exercise the ability of the ship to deal with a complicated damage scenario.

b. **Objectives.** To train personnel, in the Action State, in the basic aspects of:

- (1) DCX 1-2 Serial.

(2) Flexibility of response to the loss of 'vital areas' of the ship including extensive re-allocation of manpower and use of non-specialist parties to best advantage in order to maintain/recover the fighting ability of the ship.

(3) Consideration of the Commands priorities.

(4) Ad hoc arrangements and alternative methods of communications in order to enable the recovery of large areas of the ship lost to sudden and catastrophic damage and subsequent restoration of essential services.

## 6. DCX 1-3A (Duration 2-3 hours)

a. **Aim.** In addition to aspects exercised in a DCX 1-3, to exercise the ability to deal with a complicated damage scenario including severe damage to 2 to 3 Sections of the ship.

b. **Objectives.** To train personnel, in the Action State, in the basic aspects of:

(1) DCX 1-3.

(2) Flexibility of response to the loss of 'vital areas' of the ship including extensive relocation of manpower and the use of non-specialist parties to best advantage in order to recover the fighting ability of the ship.

(3) Exercise will require careful consideration of the Command Aim, Command and BDR priorities.

(4) Ad-hoc arrangements and alternative methods of communications in order to enable the recovery of large areas of the ship lost to sudden and catastrophic damage and subsequent restoration of essential services.

7. **CBRN 2.** Chemical defence exercise involving the contamination of exposed surfaces only.

## 8. CBRN 2-1 (Duration 2 hours)(plus 1 hour to close down)

a. **Aim.** To exercise the procedures for dealing with a chemical attack during which the citadel remains intact, thus exercising the ships Collective Protection (COLPRO) and dedicated CBRN teams in the conduct of their specific duties.

b. **Objectives.** To train personnel, in a Chemical environment, in the basic aspects of:

(1) Preparations for transit of an area with a high CBRN threat.

(2) Testing the citadel and prewetting systems.

(3) Use of the prewetting in an operational environment.

(4) General service respirator (GSR) drills.

(5) Ability to detect, identify and classify chemical contamination.

- (6) Internal and external monitoring techniques.
- (7) Personal and Operational decontamination.
- (8) Use of the Cleansing Station.
- (9) Casualty handling in a chemical environment.
- (10) Chemical Safety Rule, recognition of symptoms and use of Combopen.
- (11) Detection and rectification of citadel leaks including recovery of failed AFUs.
- (12) Response to machinery failure, repair techniques, restoration of equipment and personnel protection.
- (13) Temperature monitoring of critical compartments both inside and outside the citadel.
- (14) Command and Control during a chemical transit to include advice to the Command from the CBRNPO, presenting of information to the Ship's Company, timely use of prewetting and reliefs for Minimum Effective Crews (MECs) etc.
- (15) Operation/use of the BRACIS system.

**9. CBRNX 3.** Nuclear defence exercise including fallout transit with consequent contamination of exposed surfaces.

**10. CBRNX 3-1 (Duration 1½ hours)**

- a. **Aim.** To exercise the procedures for dealing with a nuclear transit during which the citadel remains intact, thus exercising the ships Collective Protection and dedicated CBRN teams in the conduct of their specific duties.
- b. **Objectives.** To train personnel, during a Nuclear Transit, in the basic aspect of:
  - (1) Preparations for transit of an area with a nuclear threat.
  - (2) Testing the citadel and prewetting systems.
  - (3) Use of prewetting in an operational environment.
  - (4) General service respirator (GSR) drills.
  - (5) Ability to predict and detect nuclear contamination.
  - (6) Internal and external monitoring techniques, including establishing the maximum permissible dose.
  - (7) The recording and assessment of the effects of a transit dose.
  - (8) Use of the Cleansing Station.

- (9) Casualty handling in a nuclear environment.
- (10) Use of Deep Shelter Stations, including use of Pre-shelter Parties.
- (11) Detection and rectification of citadel leaks including recovery of failed AFUs.
- (12) Response to machinery failure, repair techniques, restoration of equipment and personal protection.
- (13) Temperature monitoring of critical compartments both inside and outside the citadel.
- (14) Command and Control during a nuclear transit to include advice to the Command from the CBRNPO, prediction of Downwind Hazard Area by the Navigation Officer (NO), presentation of information to the ships company, timely use of prewetting and reliefs for MECs, etc.

**11. CBRNDCX 4.** CBRN and Damage Control exercise involving contamination of exposed surfaces and the breaching of the citadel by damage. The breach may occur during or after the chemical attack.

**12. CBRNDCX 4-1 (Tailored to circumstances)**

- a. **Aim.** To exercise the procedures for dealing with a chemical attack during which the citadel is damaged thus exercising the ships Collective Protection and dedicated CBRN teams in the conduct of their specific duties.
- b. **Objectives.** To train personnel, in a Chemical environment, in the basic aspects of:
  - (1) CBRNX 2-1 Serial.
  - (2) FRPs and Mobiles ability to deal with action damage in chemical environment.
  - (3) Re-establishing sub-citadel and citadel boundaries, including access to damaged areas to restore essential services.

**13. CBRNDCX 5.** Nuclear defence and DC exercise involving the near sub-surface burst of a weapon, shock damage and the passage of the base surge. Very high dose rates during the passage but little or no residual contamination.

**14. CBRNDCX 5-1 (Tailored to circumstances)**

- a. **Aim.** To exercise the procedures for dealing with a nuclear transit during which the citadel is damaged, thus exercising the ships Collective Protection and dedicated CBRN teams in the conduct of their specific duties.
- b. **Objectives.** To train personnel, during a Nuclear Transit, in the basic aspects of:
  - (1) CBRNX 3-1 Serial.

- (2) Response to structural damage whilst maintaining the provision of essential services.
- (3) Re-establishing boundaries of COLPRO including access to damaged areas for essential repairs.