



THREAT SUPPRESSION
INCORPORATED

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Active Assailant HSEEP Game

TRAIN-THE-TRAINER COURSE DESCRIPTION

EXECUTIVE TAKEAWAY: A repeatable, high-fidelity tabletop exercise that forces public-safety leaders to make command, coordination, resource-allocation, and life-safety decisions under realistic information pressure. The host agency leaves with the complete game package and the capability to conduct the exercise again.

FORMAT

HSEEP-aligned tabletop games

DELIVERY

Two escalating games in one day

TRAIN-THE-TRAINER

Four hours of instructor development

CREDENTIAL

FEMA HSEEP certified trainers

Why This Exercise Matters

An active assailant event creates a rapidly changing command problem. Leaders must interpret incomplete information, distinguish credible reports from noise, move limited resources, coordinate law enforcement, fire, EMS, dispatch, and partner organizations, and make decisions that affect casualties and responder safety. A lecture can describe those challenges. This exercise makes participants work through them.

The Active Assailant HSEEP Game is a complex simulation of operations that occur during an active assailant event. In cooperation with the client, Threat Suppression selects actual high-risk targets in the jurisdiction and builds a scenario around the client's facilities, response resources, communications environment, and operational concerns. The result is a locally relevant exercise rather than a generic tabletop.

How the Game Works

Threat Suppression builds the simulation from lessons observed across numerous actual active assailant events. Large floor plans and game pieces represent the facility, personnel, victims, and available public-safety resources. Participants move those resources through the building while responding to evolving threats, casualty information, evacuation problems, and competing demands.

The exercise uses simulated 9-1-1 and responder injects to drive play. When the client's 9-1-1 center participates, dispatchers deliver injects through the jurisdiction's normal communications process and role players act on the information. If the center cannot participate, a game controller provides the injects.

The exercise deliberately combines accurate and inaccurate information so commanders must identify what is credible, what is incomplete, and what requires confirmation.

Game Design

This game is designed specifically for jurisdictions. The client will identify two high-target buildings or areas in advance. A Threat Suppression master controller is assigned to buildout the exercises with the client. The client is responsible for providing a core team of four to five SMEs who can answer questions, prioritize their agency's learning points, and review the exercises for realism. Each exercise is built uniquely for the client. It takes Threat Suppression approximately 120 hours to build out the two course. During that time, the SMEs are typically needed for no more than eight hours. This often occurs as a weekly review session lasting about an hour, as the exercises are built. Previous game designs include school attacks, high-rise building attacks, airshow terror attacks, open air attacks, military installation attacks, and more.

Progressive Complexity

The day typically includes two games. Each game takes approximately two hours and increases in complexity. The progression allows participants to apply lessons from the first evolution while facing a more demanding operational picture in the second.

- Facility-specific floor plans and realistic resource markers
- Simulated 9-1-1 calls and responder communications
- Competing reports that require validation and prioritization
- Victim, responder, and operational injects based on real-world patterns
- Command checklists and large visual command aids to support decision-making
- Evaluator feedback at the conclusion of each game

First 60 Minutes: The Command Problem

The day begins with a one-hour presentation focused on the operational priorities of law enforcement, fire service, and EMS during the first 10 minutes, first 30 minutes, and first 60 minutes. Participants receive a command checklist to structure tactical and strategic decisions, along with visual command aids that help the group prioritize actions as the situation develops.

DESIGNED FOR DECISION-MAKERS: The exercise is built to expose coordination gaps, unclear responsibilities, communication friction, resource constraints, and competing priorities before those problems appear in a real event.

Game Delivery

This game is typically delivered at the Emergency Operations Center. Most clients staff the EOC positions to play during the games. Apart from the EOC, there are typically three separate rooms. The first room is the "War Room." This is where commanders will have access to floor plans, visual injects, audio injects, and game tokens. This is where the majority of the operational exercise is conducted. The second room is for 9-1-1 dispatchers. Representatives from law enforcement, fire, and EMS are in this room with radio.

They have scripts from simulated 9-1-1 callers handed to them sequentially. They must process the information and provide the information to the commanders via radio in the War Room. The third room is the Bullpen. This is where responders wait to be dispatched into the War Room. Responders from different agencies will arrive at different times, requiring information sharing and potential transfer of command.

Information sharing is critical. All game players receive information at the same time; however, not all game players receive the same information at the same time. Law enforcement will have critical information that fire needs to know, fire has information that EMS needs to know, and the EOC has information that everyone needs to know. Each game lasts approximately 85 minutes. During that time, players will receive more than 300 injects. The game pace is fast and intentionally overwhelming, just like a real incident.

After each game, there is a 15-minute hotwash where players and instructors discuss lessons learned. Following the second exercise, there is a 30-minute hotwash. The morning typically concludes at 1200. Attendees for the train-the-trainer portion return at 1300.

Train-the-Trainer Transfer

After the games, Threat Suppression staff spend four hours teaching host-agency instructors how to run the exercise. The host agency receives the game and its gameplay components, including the presentation, injects, casualty cards, and related materials. The host agency may use the game in the manner best suited to its training and exercise program.

HSEEP and Program Value

The exercise is designed for use within an agency's Homeland Security Exercise and Evaluation Program (HSEEP) framework. Threat Suppression's instructors are FEMA HSEEP certified trainers, bringing formal HSEEP knowledge to the design, facilitation, evaluation, and train-the-trainer process. The game provides a structured way to examine command and coordination, test plans and procedures, identify capability gaps, and generate discussion for evaluator feedback and improvement planning. It can support an agency's broader exercise cycle and should be tailored to the objectives established with the host.

- Tests decision-making under realistic information pressure
- Surfaces cross-discipline coordination and communication issues
- Uses local facilities, resources, and response assumptions
- Supports evaluator observation and post-exercise discussion
- Transfers a repeatable exercise capability to the host agency

Recognition from Public-Safety, Federal Agencies, and Schools

“This is the most demanding and realistic active assailant training we have conducted in a single room.”

Joint Base Andrews

“This game is by far the best that we have ever seen. This sets the standard for realistic active assailant command and coordination tabletop exercises.”

Federal Bureau of Investigation

“This needs to be mandatory for every military installation. This involved every major response agency on our base with realistic injects. This immediately identified gaps in our plans and enabled us to quickly work on solutions.”

Hill Air Force Base

“These exercises were incredibly realistic and tested our college’s emergency plans. This brought all the stakeholders and area first responders together, each with their own problems they had to solve. This was stressful, difficult, and worth every minute.”

Davidson-Davie Community College

“This is stunningly realistic and presents commanders with multiple problems to solve simultaneously. This game is incredibly true to life.”

United States Secret Service

Host Requirements

- Large conference room (preferably an EOC)
- Minimum of three breakout rooms with projectors
- Tables for game play
- Computer, projector, and audio
- Laminated building floor plans
- Printing of course materials
- Coordination with the jurisdiction’s 9-1-1 center when available
- Representatives and role players identified in advance with Threat Suppression
- Coordination with stakeholders and area responders to confirm attendance

Course Administration

Time required

Eight hours for the game and train-the-trainer program. Each game is approximately two hours, followed by evaluator feedback; the train-the-trainer segment is four hours.

Delivery model

Typically two games in one day, with increasing complexity.

Materials

The host agency receives the complete game package and gameplay components, including PowerPoint, injects, casualty cards, and related materials.

Customization

Scenario design is developed with the client around actual high-risk targets and local response conditions.

Cost

A typical cost for two customized exercises, exercise delivery with two instructors, and course material handoff is \$24,999 excluding travel. Multiple clients request an HSEEP after-action report after the exercise. This is billed separately depending on the scope and depth.

Contact

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