

RESTRICTED
EX-SECRET
ACTION SPEED TACTICAL TRAINER (ASTT)
WARGAME (WG) EX- MANGROVE

Refs:

- A. GOP of EX MANGROVE.
 - B. Janes Fighting Ships, Air, Weapon, Radar & Electronics.
 - C. Ex Threat Book.
1. **Gen.** The multi threat war game Code Name "**EX MANGROVE**" will be played at ASTT as per schedule. The ex is designed for Simulator Based WG (ASTT). The sit is totally fictitious and **NOT** to be regarded as the reflection of the attitude or opinions of any particular country, org or indl.
 2. **Aim.** To consolidate understanding of maritime ops and decision making process at **TG/TU/TE** level by participants in a (ASuW, ASW & AAW) multi threat environments.
 3. **Scope** "**EX MANGROVE**" will be conducted both at op and tac level.
 4. **Objs.** The ex is designed to fulfill fol objs:
 - a. Understanding the concept and procedures of WG (ASTT).
 - b. To enhance capabilities of offrs in tac decision making in ASuW, ASW & AAW Sit.
 - c. Improve knowledge about ASuW, ASW & AAW procedure.
 - d. Planning and execution of maritime Ops at **TG/TU/TE** level.
 - e. Appreciating the complexities of tac decision making process by CTG in a ASuW, ASW & AAW multi threat environments.
 - f. Picture compilation procedure by using various AIO sources.
 - g. Standard Reporting procedure in ASuW, ASW & AAW Sit.
 - h. Threat evaluation and subsequent actions by PWO^s.
 - j. Knowledge about scenario base Ex.
 5. **Conduct of the WG.** The participating units will be appt to rep the **BLUE FORCE** during Wargame in ASTT. ASTT staff & Game controller(GC) will act as control and **ORANGE FORCE** for the ex and all **BLUE** units will be divided into two groups in two cubicles. The **WG** will be conducted in ASTT with fol composition:

For ASTT WG.

 - (1) **BLUE** Force in Cub 1 (Force Cdr) & Cub 2.
 - (2) **ORANGE** Force in control.
 6. **Time Table.** The WG will be conducted daily fm **0900 to 1300** November 2024. **Participating Offrs/ staffs are req to take preparation accordingly.**
 7. **Trg Sp Mat.** Participants units are req to bring trg mat & plotting equipment from their own unit.
 8. **Comm.** ASTT radio circuit/ Walkie Talkie (**Provide by ship**) will be used for comm within TGs/ TUs. In case of comm difficulties nec assistance may be sought from the Game Controller (GC)/ Cubicle Advisor.
 9. **Tasks.** CTG is to submit fol tasks (**both hard & soft copies**) to ASTT at least **04 days prior commencement of WG:**
 - a. aprc.
 - b. OpO.

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- c. OPGEN.
- d. OPTASK ASuW.
- e. OPTASK ASW.
- f. OPTASK AAW
- g. EW tasking
- h. OPTASK EW.
- j. Call sign (WT & TAC).
- k. ROE
- l. EMCON Plan.
- m. Cubicle Allocation.
- n. Duty Table.
- p. Any other.

10. **Presentation/ Brief.** CTG BLUE is req to present their plans for a duration of 30 mins covering aspects mentioned at Annex D.

11. **Assessment.** Participating units will be assessed on their performance on completion of WG.

12. CTG of respective gps will make two different comd teams in order to play in 2 cubicles. The composition of comd team and platform allocation as per cubicle to be fwd to ASTT at least 04 days prior to the trg prog. ASTT cubicles should be prepared by participant units previous day as per OpO & Appre. A suggested composition of comd team is given below:

Ser	Appt	Position	Remarks
1.	GAME CONTROLLER	Control Room	1 X Officer (Lt Cdr)
2.	COMMAND	Cub-1	Command console
3.	PWO		Officer
4.	COMMAND	Cub-2	PWO console
5.	PWO		Officer
6.	Tact net OP	CCP	Officer
7.	ESM Operator	ESM console	2 X Communicator
8.	Radar Operator	Radar console	2 X Officer/ Communicator
9.	GOP Compiler	GOP	2 X QRP
10.	SONAR Operator	SONAR console	4 X QRP (For Plotter)
			2 X QRP (For Supervisor)
			2 X TAS Sailor

13. **Records.** Detailed records of narratives are to be maintained by both the forces for debriefing.


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Lt Cdr BN
OIC ASTT

Anxs:

- A. Ex Main Setting.
- B. GOP of Ex-Area.
- C. Start Instr for BLUE Eyes Only.
- D. CTG Briefing Format.
- E. Threat Book.

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