CBRNE / MCI Tabletop Trainer — Facilitator Guide

Nov 18, 2026 · @Tyler · Created by Tyler Cabana

1. About the trainer

The CBRNE / MCI Tabletop Trainer is a map-based exercise tool for paramedic, fire, police and city command teams. Learners plan a response on a live map while you, the facilitator, control the clock, weather and events, then debrief from an automatic training report.

What it covers

- 12 CBRNE and mass-casualty scenarios on 12 generic maps, 13 live Ottawa locations or your own uploaded map
- Resource requests with realistic ETAs, including the MPU paramedic bus and hidden City public works assets
- Ten Second Triage, CCP patient zones, and transport to four hospitals
- A directional 3D scene survey from any point on the map, with smoke and vapour drift
- Multi-agency play: EMS, Fire and Police teams with role-based controls and approvals
- Unified Command radio (text, voice, dictation) and M/ETHANE reports
- JESIP mode and a City Command System (IMS) room
- A scored PDF training report

Training use only. Hazard distances and plume shapes are simplified approximations for discussion, not operational guidance. Refer to the current Emergency Response Guidebook, your service directives and on-scene detection.

2. Getting in

Everyone opens **https://commandtraining.ca** (or www.commandtraining.ca) and enters the access PIN. The home page also shows this guide and lets anyone download it.

- **Browser:** current Chrome or Edge on Windows or Mac; Safari and Chrome on iPhone, iPad and Android also work.
- **PIN:** type it and press Enter. Tap the eye to check what you typed; spaces are ignored. The PIN stays active until the browser tab is closed.

- **Phones and tablets:** the layout switches to a bottom bar (Units, Map, Info, CCP, M/ETHANE, Radio, City). Pinch with two fingers to zoom the map.
- **Install as an app:** after entering, use the browser menu and choose Install for a desktop or home-screen icon.
- **Internet:** required for live Ottawa maps and multi-device sessions. City networks may block some map tiles; a phone hotspot is a quick test.

After the PIN, the trainer opens on its home screen with three choices: run on this computer only, host a multi-device session, or join a session.

3. Session types and who's who

Run **on this computer only** for a projector or a small group around one screen. Choose **Host a multi-device session** when people join from their own laptops, tablets or phones; up to 80 participants can join one session, plus you.

Role	How they join	What they control
Lead facilitator	Hosts the session	Everything: clock, weather, injects, reset, report, any team's actions, role and team changes, all approvals, City Command activation
Team facilitator (EMS, Fire or Police)	Join → team → Team facilitator	Their own team: assign roles, send team-only injects, release City assets, see ground truth
Learner	Join → team → Learner	What their role allows (section 6); until a team has a commander, everyone on it can act
City Command staff	Join → City Command (IMS staff)	No scene control; live view, all commanders' radio, their IMS workspace (section 9)
Observer	Join → Observer	Watch and read only

To start a multi-device session

1. Choose Host a multi-device session, set up the scenario and click Start.

2. Read out the 6-character code shown in the invite window (open it again any time from 🔗 in the top bar).
3. Participants open commandtraining.ca, enter the PIN, choose Join a session, type their name, pick a team and role, and enter the code.
4. Keep your window open for the whole exercise: your computer runs the scenario. If a learner drops out, they rejoin with the same code.

4. Setting up a scenario

The setup screen runs top to bottom; defaults are ready to go, so you can start after choosing a scenario and location.

1. **Scenario.** CBRNE: chlorine tanker, ammonia leak, suspected nerve agent, dirty bomb, explosion with secondary device, suspicious powder. MCI: building collapse, active shooter, secured shooting (police have cleared the scene), gas explosion, multi-vehicle collision, high-rise apartment fire.
2. **Location.** Generic maps (downtown, highway, rail yard, stadium, transit station, rural, arena, multilane highway, shopping centre, university, Parliament Hill, apartments), a live Ottawa location, or a custom map image you upload. Building incidents (collapse, explosion, fire, shooting, package, station) move onto the nearest real building automatically.
3. **Weather.** Wind direction and speed, conditions (clear to storm, snow, fog), temperature and day or night. Wind drives the plume, smoke and the scene view.
4. **Casualties.** Numbers of P1, P2, P3 and Dead. Patients are shuffled so their numbers don't give away the category.
5. **Resources.** Count, ETA and stagger for every unit type, with editable names. One unit is dispatched automatically at the start; everything else must be requested. City public works assets (backhoe, dump truck, loader, excavator, crane, light tower, traffic truck) are marked 🔒 hidden until you release them.
6. **Self-dispatch.** Optional fire and police units that arrive uninvited; after Start you click where they stage.
7. **Learner triage** (off by default). When on, learners must assess and tag every patient with Ten Second Triage. When off, patients come pre-tagged so CCP and transport still work.
8. **JESIP mode** (off by default). Adds the five JESIP principles tools and scoring (section 9).

9. **Hazard distances.** Isolation and downwind distances, whether learners see the plume, and live hazard feedback on placed resources.

Hospitals are set automatically for the location: the four Ottawa hospitals with travel times for live maps, or four generic hospitals. Edit them later in the Facilitator tab.

5. Running the exercise

The exercise starts paused with the initial dispatch on everyone's screen; press ▶ **Start clock** (or the space bar) when the team is ready.

Top bar: clock and pace (1× to 10×), current weather, 👥 Teams, 🏛️ City Command, 📻 Radio, the session code, + New, ↺ Reset (offers to export the report first), ERG, Present (hides side panels for a projector), Debrief, 💾 Save and Finish. The clock pauses on your computer while one of your pop-up windows is open.

Map tools (left panel): select and move, approach scene, hot, warm and cold zones, approach route, note and erase. Learners see only the tools their role allows.

Units: 📻 Request resources dispatches units with their ETA; the En route list counts down. Click a unit, then the map, to assign its position; drag it to move. Units drawn on the map show their ETA until they arrive.

Scene survey: choose Approach scene and click any point. The view is drawn from that spot, looking at the incident: real buildings, roads, lots and parks on the generic maps, your units in view, casualties, and a banner saying which way smoke or vapour is drifting (red when it's coming toward you). Learners then choose Approach from here, Hold / observe or Reject — reposition, with an optional rationale.

Facilitator tab (lead only)

- Ground truth, plume and isolation display, hazard feedback, move incident, delay en-route units, reveal the agent
- Weather inject: wind change (gradual or immediate), quick veer buttons, conditions, temperature, day or night
- Self-dispatch fire or police during the exercise
- Event injects for the scenario; 📍 injects are placed on the map
- Casualty numbers update, with an optional announcement
- Hospitals and hospital turnaround time
- City Command room, City public works assets and JESIP mode

Team injects: in 👥 Teams, facilitators can send a message that only one team sees.

Reset restarts the same scenario from T+00:00 for everyone. **New** returns to setup; learners wait on a holding screen until the next scenario starts.

6. Teams, roles and permissions

Each agency's scene commander runs their own team: a facilitator assigns the commander, then the commander assigns and reassigns every other role from 👥 Teams. Giving someone else the commander role transfers command.

Rules that apply to everyone

- Learners only see the buttons and tools their role allows; anything else is refused with "ask your scene commander".
- Until a team has a commander, everyone on that team can act, so small exercises need no setup.
- Each team requests and places only its own agency's units. City assets are requested by commanders once released.
- Moving another team's unit sends an Approve / Deny request to that team's commander (or their facilitator, or the lead). Requests expire after 2 minutes.
- Only a scene commander sets up a Command Post. If another agency already has a commander or a Command Post, both sides get a notice to consider co-locating.
- Once placed, a Command Post moves only after every other agency's commander approves, and it can't be removed while another agency has a command structure.

Team	Role	Can do
All	Commander (EMS Site Command, Fire Command, Police Command)	Everything for the team; assigns roles; Unified Command radio; approvals
All	Scribe	Reads and writes Unified Command radio for the commander; writes M/ETHANE
All	Communications	Requests vehicles and resources for command
EMS	Triage	Triage patients; move patients in the CCP

Team	Role	Can do
EMS	Treatment	Move patients in the CCP
EMS	Transport	Transport patients; CCP; assign and move EMS units
EMS	Staging	Assign and move units; set up areas
EMS	Safety	Draw zones; approach decisions
Fire	Incident Safety Officer, HazMat group	Draw zones; approach decisions
Fire	Operations / fire attack	Units, areas, zones, routes, approach decisions
Fire	Staging officer, Decontamination group	Assign and move units; set up areas
Fire	Entry / hot-zone team, Rescue / extrication group	Approach decisions; move patients in the CCP
Fire	Rapid intervention team	Approach decisions
Fire	Water supply	Assign and move units
Fire	Accountability officer	View, notes and team radio
Police	Inner cordon / scene security	Draw zones and routes
Police	Outer & traffic cordon	Zones, routes, assign and move units
Police	Scene access control	Set up areas
Police	Tactical / threat assessment	Approach decisions; units
Police	Explosives disposal / CBRN unit	Approach decisions; zones
Police	Liaison	Reads Unified Command radio
Police	Investigation, Casualty bureau, Media liaison	View, notes and team radio

Every learner, whatever the role, can view the scene, add map notes and use their team radio channel.

7. Communications

The 📻 Radio panel opens on the right; new messages pop up on screen and the button shows an unread count.

Channel	Who reads	Who transmits
Unified Command	Commanders, scribes, Police liaison, City Command staff, facilitators, observers	Commanders, scribes (labelled "for … Command"), City Command staff, facilitators
EMS / Fire / Police team	That team, City Command staff, facilitators, observers	That team, its facilitator, the lead
City Command	City Command staff, facilitators	City Command staff, the lead

- **Text:** type and press Enter.
- **Voice messages:** 🎙️ Record voice, speak (up to 30 seconds), then Stop & send. Messages auto-play for listeners on Unified Command and their own team channel; anyone can replay them with ▶. Each browser asks once for microphone permission.
- **Dictation:** 🗣️ Dictate types what you say (Chrome and Edge; it uses Google's speech service, so some networks block it).
- **Plain language:** in JESIP mode, abbreviations typed on Unified Command are flagged with a prompt to spell them out.

M/ETHANE report: 📢 M/ETHANE opens a form with one line per letter — Major incident (with declared / standby / not declared buttons), Exact location, Type, Hazards, Access, Number of casualties, Emergency services. Commanders and scribes send it; it's shared with everyone, timestamped, can be updated by starting from the last report, and scored in the report for timing and blank lines.

8. Patients: triage, CCP and transport

Ten Second Triage (when learner triage is on): 🩺 Triage patients shows patient cards. Learners ask the questions in order and tag each patient:

1. Walking? Yes → P3 (green).
2. Severe bleeding? Yes → P1 (red); tick haemorrhage control.
3. Talking? Yes → penetrating injury to chest, abdomen or back? Yes → P1, no → P2 (yellow).

4. Not talking → open the airway: breathing → P1 (tick recovery position); not breathing → Dead (grey).

Tags appear on the map. With hazard feedback on, each card shows whether the tag matches the algorithm.

CCP zones: click a Casualty collection point on the map (or 🏥 CCP / transport) to see every patient sorted into On scene and the Red, Yellow, Green and Grey zones. Use the one-click orders ("All P3 → Green zone") or tick patients and move them. The CCP shows four coloured squares with counts on the map.

Transport: tick patients, choose a free unit that is on scene and a hospital, then Load & transport. Dead patients aren't transported, and with learner triage on patients must be tagged first.

Unit	Patients per trip
Ambulance (PCP)	2
ALS / ACP unit	2
PTU	4
MPU (paramedic bus)	12

The left panel counts down 🚑 time to hospital, then 🏥 time out of service at hospital (10 minutes by default). The unit is then available to respond again and drives back with its own ETA; give it a new position on the map. Change hospital names, types, travel times and the turnaround in the Facilitator tab. The Ottawa travel times are estimates from straight-line distance.

9. JESIP mode and City Command

JESIP mode

Turn it on at setup or in the Facilitator tab. Learners open 🧭 **JESIP — joint working**; commanders (or their facilitator) record for their own agency, and the lead records for any agency.

Principle	What teams do in the trainer	Scored on
Co-locate	Each commander checks in at the Command Post	Check-ins and when Unified Command formed
Communicate	Unified Command radio and M/ETHANE	Reports sent, messages per agency, abbreviations
Co-ordinate	Agree the lead service, joint priorities and the next meeting time	All three recorded; a "Joint meeting due" pop-up fires on time
Jointly understand risk	Each agency shares hazards; commanders propose and agree control measures	Hazards from every agency; measures agreed by all
Shared situational awareness	Joint Decision Model wheel: entries at each of the five stages	M/ETHANE passed; stages used

City Command System room (IMS)

Tick 🏛️ **City Command System room** in the Facilitator tab to activate it. People who join on the City Command team see the live scene but can't change it; the room opens on the left of their screen (🏛️ City on phones).

Assign positions from the room's Overview tab (lead facilitator only): City Incident Commander / EOC Director; command staff — Safety Officer, Liaison Officer, Emergency Information Officer; general staff — Operations, Planning, Logistics, and Finance & Administration Section Chiefs.

Position	Workspace
Director	Edits every workspace; approves the Incident Action Plan
Operations	Task board assigned to agencies or City assets; live unit status table
Planning	Incident Action Plan: operational period, situation summary, objectives; submit for approval
Logistics	Request tracker from Requested to Delivered

Position	Workspace
Finance & Admin	Running cost estimate (illustrative hourly rates) and expenditures
Safety	Notes, Cautions and STOP alerts that pop up for every participant
Liaison	Contact log for hospitals, utilities, transit, Red Cross, Emergency Management Ontario and others
Information	Draft public messages, then release them to everyone

City Command staff read all commanders' radio, transmit on Unified Command, and have their own City Command channel.

10. Debrief and training report

Debrief shows the full assessment on screen at any time, so you can talk through it with the team. Each item is marked OK, CHECK, ISSUE or INFO against the final hazard picture and the event log.

Report sections (sections appear only when they apply):

- Key functions & set-up areas: where the Command Post, staging, CCP, triage, decon and other areas ended up relative to the hazard
- Control zones, approach routes and scene approach decisions
- Resource requests (with time benchmarks) and unit allocation
- Triage accuracy, under- and over-triage, missed interventions
- CCP, patient movement and transport: patients transported, P1s to the trauma centre, hospital load
- M/ETHANE reports: timing and missing lines
- Multi-agency: teams, roles, Unified Command transcript and move approvals
- JESIP: each of the five principles marked Met, Partly met or Not met
- City Command System: positions filled, Incident Action Plan, tasks, logistics, costs, safety, public information
- Adaptation to weather changes

Finish opens the report form: facilitator, date, participants, venue, overall rating (Meets, Partially meets, Does not meet expectations, Not rated), strengths, areas for improvement and follow-up notes. ⬇ **Export PDF report** saves the PDF with a map snapshot and, optionally, the full event log.

💾 **Save** exports the session to a file you can import later from the setup screen. The last session is also kept in the browser and can be resumed from the home screen.

11. Administration and troubleshooting

The site and the session server run on Cloudflare from the deploy folder; your own computer only needs to be on when you deploy.

Deploying an update (on a computer where you can install software, with Node.js LTS installed once)

1. Unzip the new server package over your deploy folder.
2. Double-click `deploy.bat` (Mac: `deploy-mac.command`). Sign in to Cloudflare the first time.
3. Check https://commandtraining.ca once it says Deployed.

Changing the PIN

1. Open `admin-set-pin.html` on your computer (never upload it).
2. Choose your master `cbrne-tabletop.html`, type the new PIN twice and click Create app.enc.
3. Put the new `app.enc` in the deploy folder's `public` folder and run `deploy.bat`. The old PIN stops working immediately.

Capacity and cost: up to 80 participants per session, and several sessions can run at once. A 3-hour exercise with 60 people uses a small share of Cloudflare's free daily allowance. Check real usage in the Cloudflare dashboard under Workers & Pages → cbrne-1 → Metrics.

Problem	Try this
PIN refused	Tap the eye to check it; read the message under the box; confirm the latest app.enc was deployed
Can't join a session	Check the code; confirm the facilitator's window is still open; test on a phone hotspot

Problem	Try this
Map tiles blank (Ottawa maps)	Switch the map source (top right of the map) or use a generic map
A learner can't do anything	Their team has a commander and they have no role yet: the commander assigns one in 👥 Teams
Voice messages don't play	Click anywhere on the page once, allow the microphone, or press ▶ on the message
Dictation fails	Use Chrome or Edge; the network may block Google's speech service
The session ended for everyone	The facilitator's tab closed or the computer slept; host again and share the new code
Deploy fails on a City computer	City computers can't install Node.js; deploy from a personal computer