

OPERATION SKJOLD

CAMPAIGN EUROPE 2026 · SCENARIO 10 · THE FINALE

COPENHAGEN, 2027

Quarantine — twelve tankers, three capitals, and the first shot must not be ours

START	DURATION	COMMAND	ROE
02 FEB 2027 · 1200Z	48 HOURS	BALTIC COMMAND · DK DE SE	QUARANTINE · HOLD FIRE



TITLE PLATE — FROM THE KATTEGAT TO KALININGRAD. SATELLITE IMAGERY SUPPLIED BY THE DESIGNER; PLACES, ROUTES AND THE TWO INSETS DRAWN OVER IT.

OPORD 27-033 · BRIEFING PACK · SERIAL 10

Copenhagen, 2027

Quarantine · Operation SKJOLD · 2–4 February 2027



Originator
The Chief of Defence, Denmark, framework nation of the European quarantine; Joint Operations Centre, Karup

Support
Berlin and Stockholm · SNMG1 · CAOC Uedem · the Danish Maritime Authority

For
The Commander, BALTIC COMMAND (COM BALTCOM)

As of
02 FEB 27, 1200Z

Order
BALTCOM/JOC/SKJ/27-033, DTG 021100ZFEB27

Campaign
Europe 2026 · scenario 10, the last

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At noon on 2 February, Europe closes the Danish straits to the shadow fleet. Every uninsured or falsely flagged tanker must now stop for inspection before the Kattegat. Twelve are coming out of Primorsk, and the Baltic Fleet is escorting them. You command the quarantine from Karup, with the ships, aircraft and batteries of three nations. Stop them, board them, turn them back — and do not fire first. If Moscow wants a war, it will have to start it; you will have to finish it.

THE SCENARIO, FOR THE PLAYER RATHER THAN THE COMMANDER

COMPLEXITY

5/5

More than a hundred units of five nations, at sea, in the air and on land; a convoy to stop without a shot; six consoles; two capitals whose leave you need; a war that may or may not come.

DIFFICULTY

5/5

The first shot must not be yours. Whether an incident comes, when and by whose hand, nobody can tell you. Moscow's plan is drawn at the start: no two games are alike.

DURATION

48 h

From 1200Z on 2 February to 1200Z on 4 February; 36 hours in the War start version. Several sessions at compressed time; the game stops itself for each decision.

1 Situation

1.1 The quarantine

From **1200Z on 2 February 2027**, by a decision of the European Council, the Danish straits are under **quarantine**: every tanker without valid insurance, or sailing under a false or struck-off flag, must stop for inspection before the Kattegat. Denmark is the framework nation; Germany and Sweden put their forces under its command; NATO lends its standing group. The command is called **BALTIC COMMAND**, at the Joint Operations Centre at **Karup**. It is yours.

Moscow calls the quarantine a breach of the Copenhagen Convention of 1857, which opened the straits to every flag, and has answered in the only way it has: a convoy of twelve product tankers out of Primorsk, in two echelons of six, with the Baltic Fleet alongside.

1.2 The convoy and its escort

At 1200Z the **first echelon** is east of Bornholm, on **Route T**, at about 10 knots, with the corvettes **SOOBRAZITELNY** and **STOYKIY** and the frigate **NEUSTRASHIMY** in company. The **second echelon** is reported leaving the Gulf of Finland; it should reach the same point on the second day. Some of the tankers are in order. Some are not. Which ones, only an inspection will say.

The escort will not let you board without resistance. It will put itself between your ships and the tankers, call them off on VHF 16, fire flares across their bows, light them up with fire-control radar, and pass close at speed. It will not fire first. Behind it lies **Kaliningrad**: coastal missile batteries, Iskander, Kalibr corvettes at Baltiysk, landing ships with naval infantry, and an air base.

1.3 Why it is hard

Enforcing is lawful; it is also resisted. Stopping, boarding and diverting a tanker is the quarantine. Doing it against an escort alongside is the hard part, and doing it by force — a team put aboard a tanker that has not stopped — is the alliance's act, which Moscow will answer.

The first shot must not be ours. Until an incident, nothing is fired at a Russian unit. An incident may come: a helicopter engaged, a missile at a ship, the escort opening fire on a boarding team, a tanker on fire, a drone heading for a ferry. It may be Russian; it may be made to look Russian; it may never come. What you call it, and how you answer, decides how the capitals and the public stand by you.

Preparing for war is part of keeping the peace. If it comes, a salvo from Kaliningrad will fall on the batteries, bases and ships Moscow knows about, and the warning may be short. A landing on Bornholm is possible, and saboteurs may already be in Zealand. Everything you place in the first hours is the position from which you fight.

Three capitals, not one. German and Swedish forces fire only with the leave of Berlin and Stockholm. Governments can fall. Russian soil is a red line that only the capitals can let you approach, and that striking crosses.

ON THE PUBLIC RECORD, AND IN THIS EXERCISE

Reported in the real world (taken from the scenario's design notes, which summarise press reporting without listing each source): Moscow's decision, in the spring of 2026, to escort shadow-fleet tankers with its navy in the Baltic; the corvette *Soobrazitelny* telling a German coast guard vessel to "stay away" from a sanctioned tanker in the Fehmarn Belt in June 2026; a Russian frigate firing flares a few metres from a Danish helicopter in September 2026; weapons pointed at Danish ships and aircraft, near-collisions and GNSS jamming in the straits; some 175 shadow-fleet tankers a month through the straits, and Danish inspections at Skagen; tankers seized by France, Belgium, Sweden and Finland in 2026; Denmark's choice of the SAMP/T.

This exercise: the European quarantine and its date; Operation SKJOLD and BALTIC COMMAND; the convoy and every tanker in it; the incidents, the salvoes, the landing and the sabotage; the position of every unit; the delivery of the SAMP/T by 2027; every order, message and quotation.

1.4 At 1200Z

The light is going: sunset at Copenhagen is at 1545Z, and the night lasts fifteen hours without a moon. The frigates **NIELS JUEL** and **AQUITAINE** are west of Bornholm, on the way of the convoy; **IVER HUITFELDT** in the Great Belt, **PETER WILLEMOES** south of the Øresund; the submarines **U35** and **GOTLAND** near Bornholm. The aircraft are on the ground, armed. The batteries are at their peacetime sites. Bornholm has two infantry platoons and a Stinger section; the ferry HAMMERODDE waits at Køge with a mechanised company.

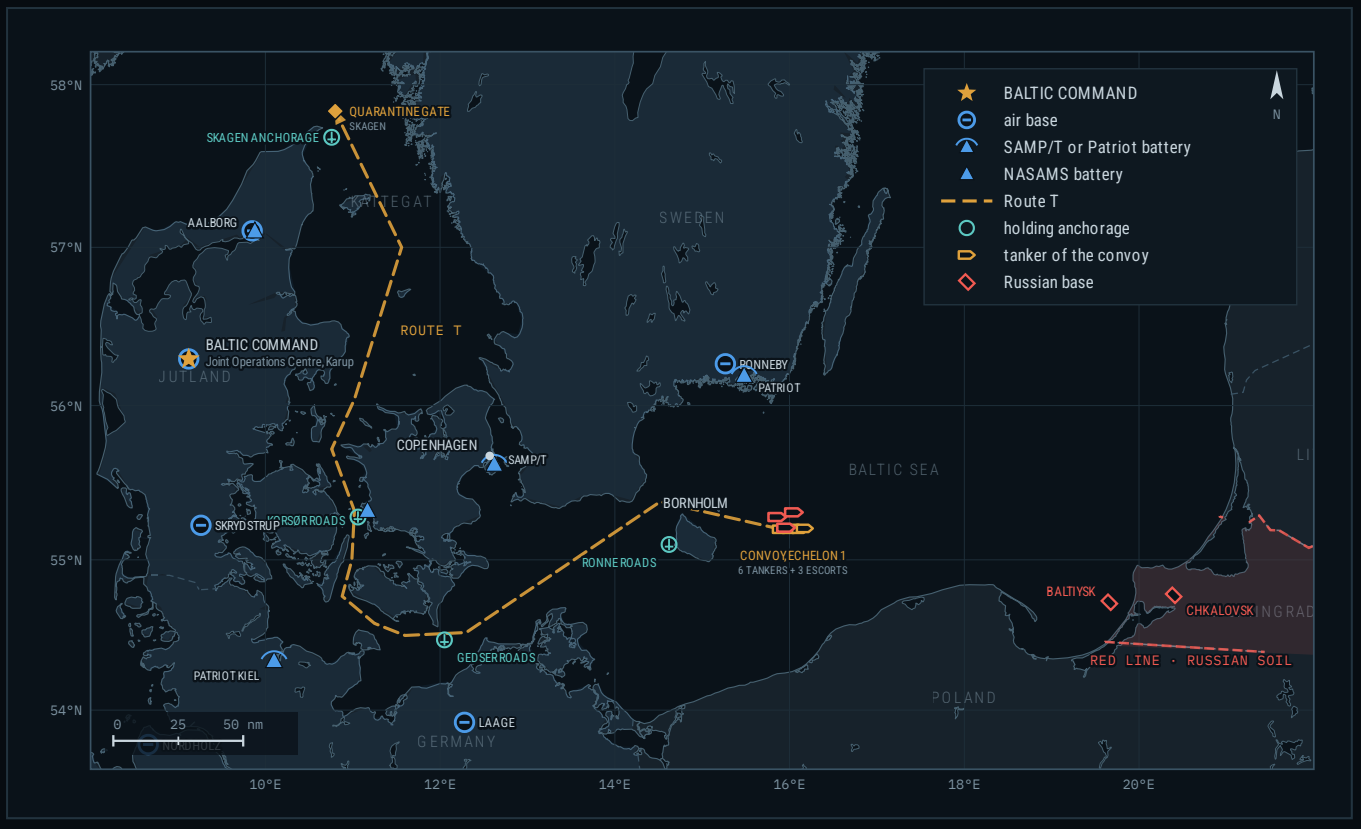
Nothing is airborne and no mission is ready-made. The opening message arrives in the first minute, with the weather. If you come to this from the earlier operations of the campaign, a second message tells you how Moscow's mood has carried over, and what was learnt before.

1.5 Three versions

VERSION	STARTS	WHAT DIFFERS
Copenhagen, 2027	02/02 1200Z, 48 h	The full operation, from the first hour of the quarantine. Hands its result on to the close of the campaign
War start	03/02 0000Z, 36 h	The quarantine has run for twelve hours; two tankers have been inspected and released. The incident comes in the first minutes: you begin at the moment it all breaks. Hands its result on like the full version
Training	02/02 1200Z, 48 h	The staff's air patrols are in place, the warnings of a salvo are given in clear and the political standing is shown. Hands nothing on

2 The theatre

FIGURE 1 — THE WESTERN BALTIC: ROUTE T, THE BASES AND KALININGRAD



The convoy is shown where it was at 1200Z. Route T is some 390 nm from the east of Bornholm to the quarantine gate north of Skagen: at 10 knots, a day and a half.

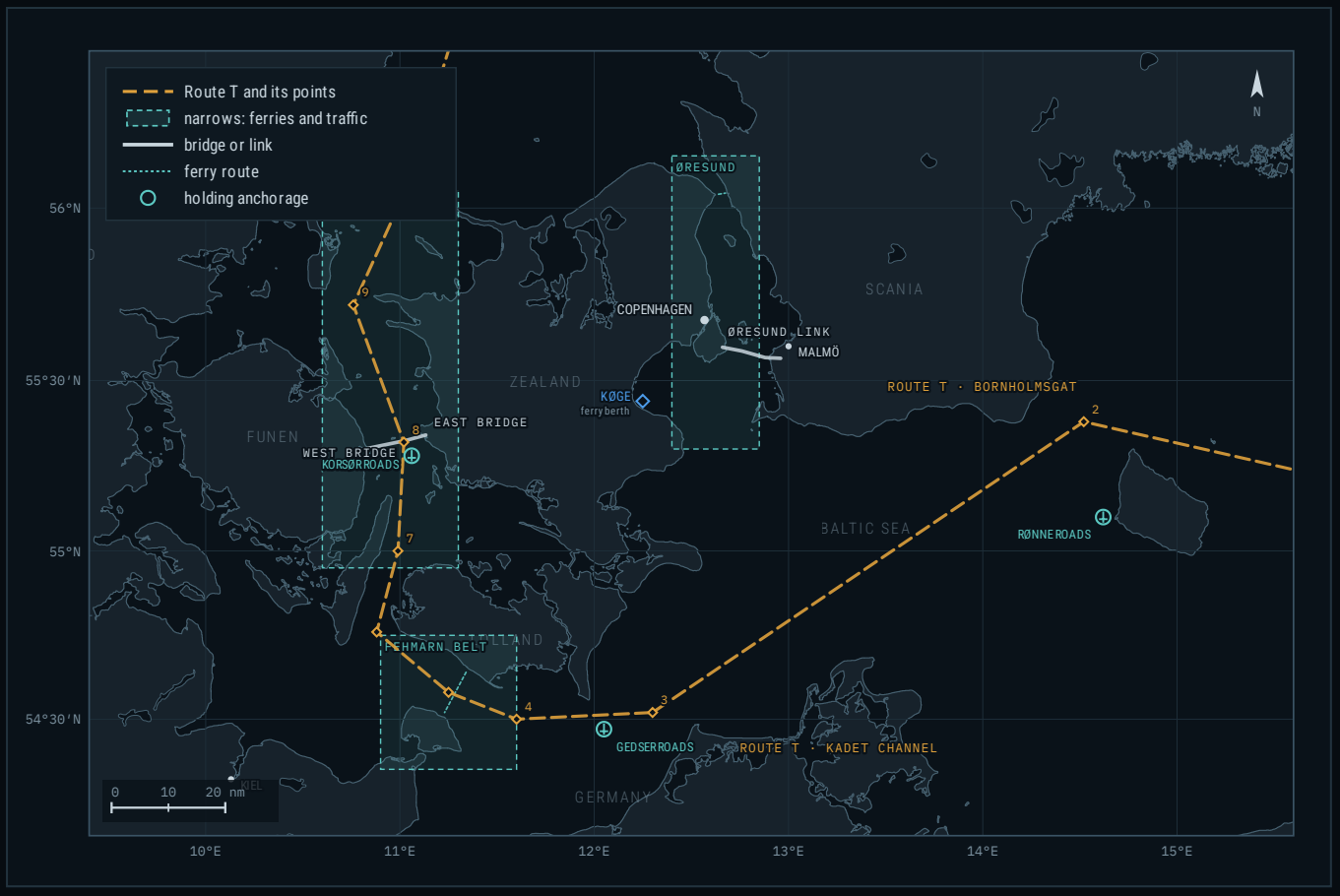
2.1 Route T and the narrows

Large tankers cannot take the Øresund: its sills are too shallow. They follow **Route T**, the deep-water route, from **Bornholmsgat** between Bornholm and Sweden, west through the **Kadet channel** south of Falster, into the **Fehmarn Belt**, north through the **Great Belt** under its bridge, up the Kattegat to the **QUARANTINE GATE** north of Skagen. The game knows Route T by twelve points; a tanker within **2 nm of the gate** has passed.

Three **narrows** are crowded: the **Fehmarn Belt**, with the Rødby–Puttgarden ferries; the **Øresund**, with the Helsingør–Helsingborg ferries and the link at Copenhagen; and the **Great Belt**, with its two bridges. Some seventy thousand passages a year, fifty thousand of them by the Great Belt. Every weapon fired there may find a ferry; a tanker on fire or aground there closes the Baltic.

Four **holding anchorages** receive the tankers that are turned back, each where it leaves Route T: **RONNE ROADS** off Bornholm, **GEDSER ROADS** at the Kadet channel, **KORSOR ROADS** at the Great Belt bridge, **SKAGEN ANCHORAGE** at the gate. A prize crew takes a non-compliant tanker to the next one ahead of her.

FIGURE 2 — ROUTE T THROUGH THE STRAITS

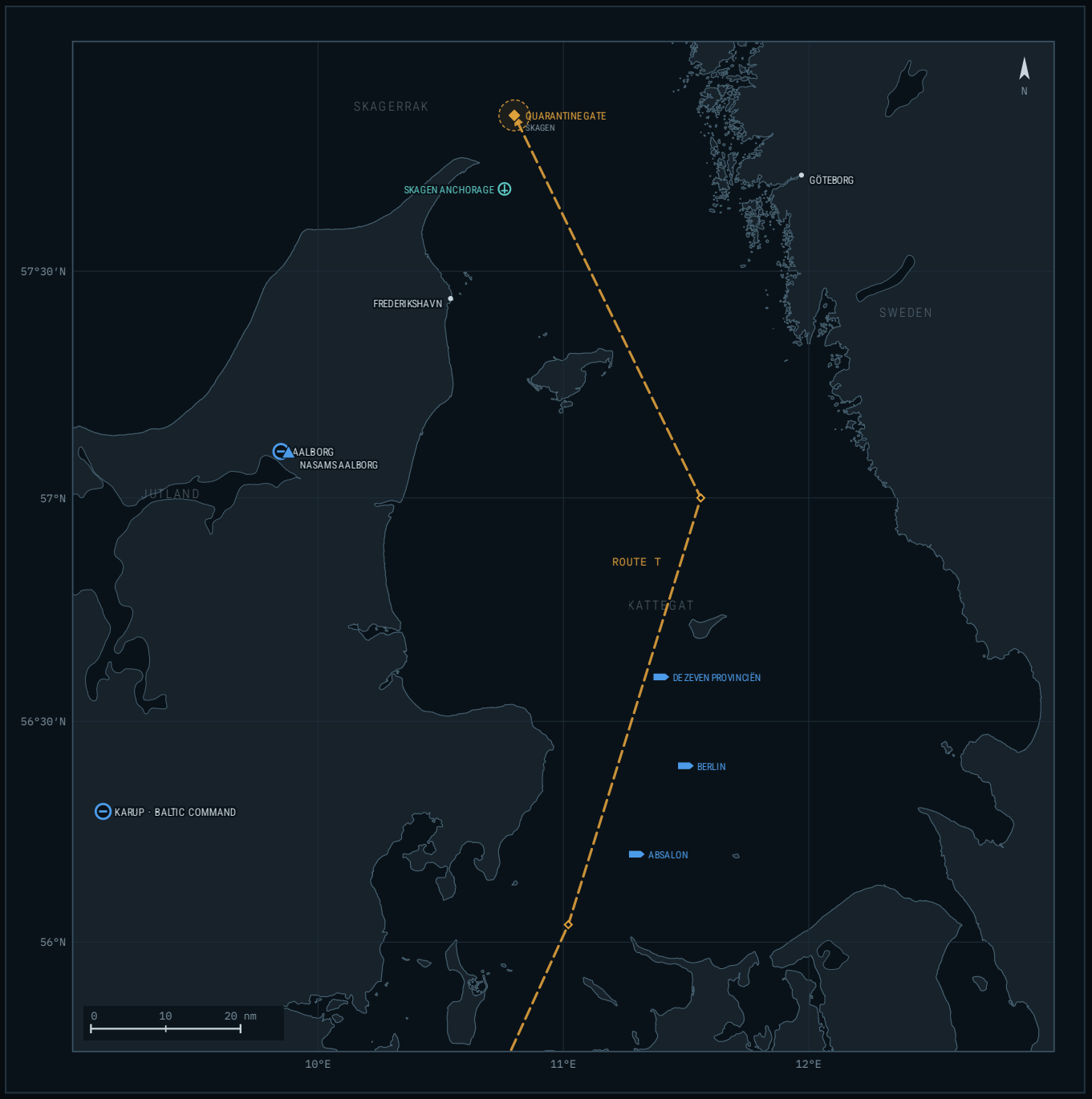


The numbers are those of the Route T points the game uses. The shaded boxes are the three narrows of the console Quarantine: a strait closed there to civilian traffic keeps its ferries in port.

2.2 The Kattegat and the gate

North of the Great Belt the water opens. The Kattegat is the last place to stop a tanker: **TG KATTEGAT** waits there with ABSALON, DE ZEVEN PROVINCIEN and the replenishment ship BERLIN. Beyond the gate she is in the Skagerrak and the quarantine has failed for her.

FIGURE 3 — THE KATTEGAT AND THE QUARANTINE GATE

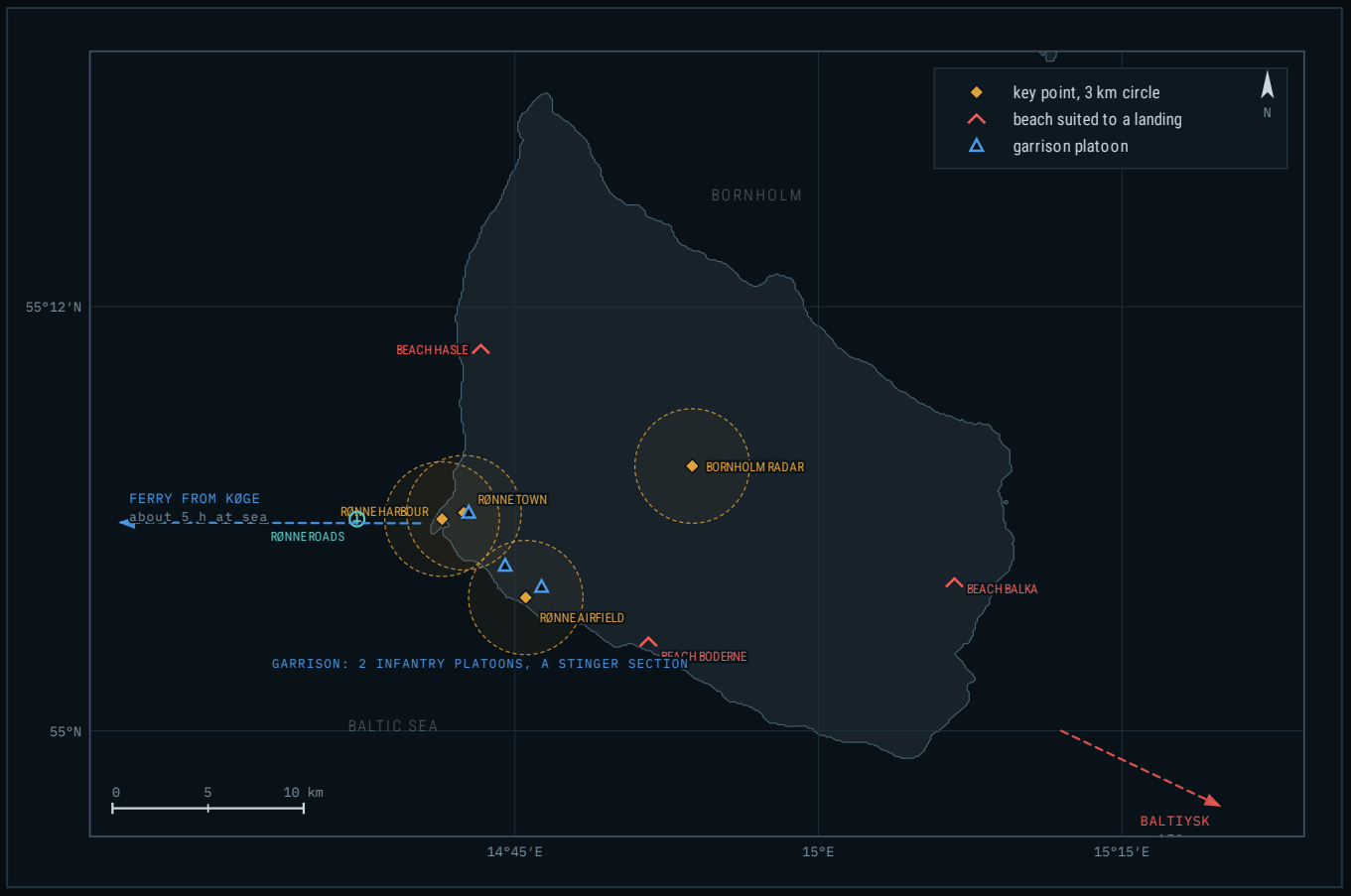


The circle round the gate is its 2 nm radius.

2.3 Bornholm

Danish since the seventeenth century, 77 nm from Copenhagen and 170 nm from Baltiysk, forty thousand inhabitants, and in the path of the convoy. The game judges four **key points**: **RONNE HARBOUR**, **RONNE AIRFIELD**, **RONNE TOWN** and **BORNHOLM RADAR**. Three beaches suit a landing: **Boderne** on the south coast, **Balka** on the south-east, **Hasle** on the west, north of Rønne. Section 6.5 says how the island is held and how it falls.

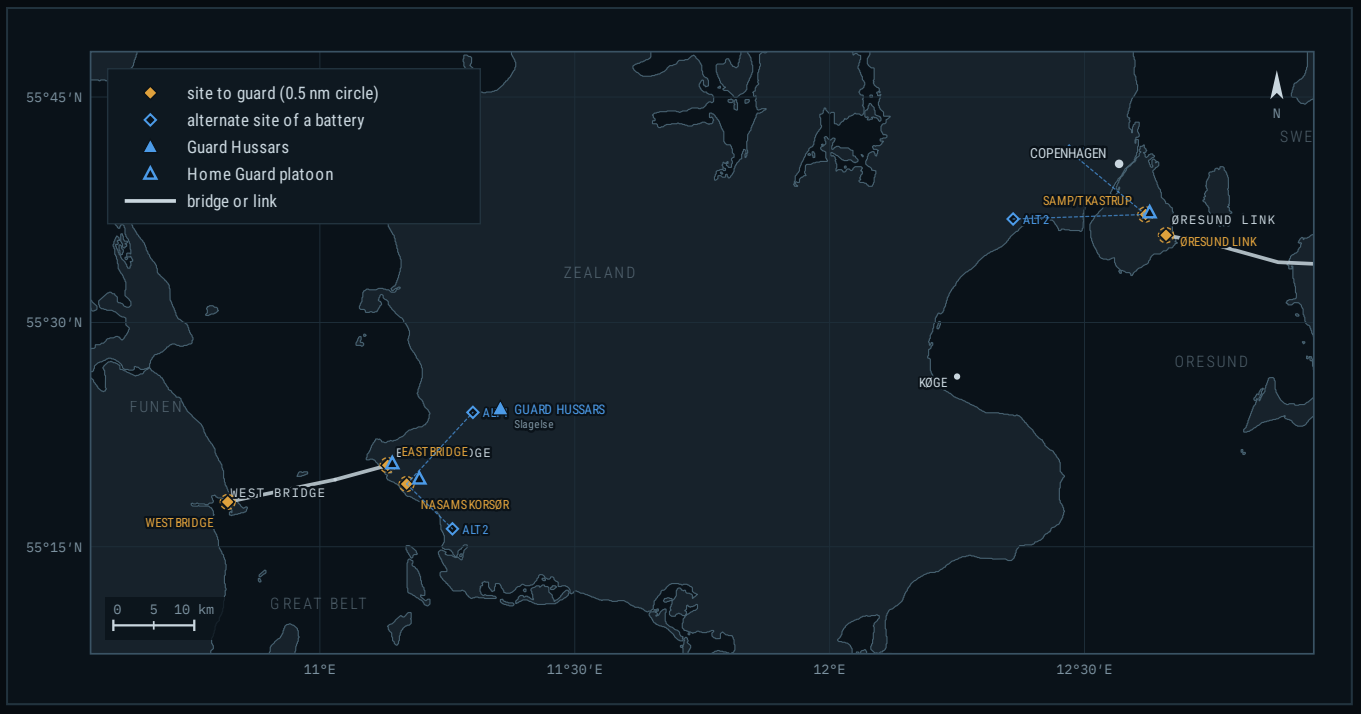
FIGURE 4 — BORNHOLM: THE KEY POINTS AND THE BEACHES



2.4 Zealand and Funen

The quarantine's back yard. The **SAMP/T** at Kastrup covers Copenhagen; the **NASAMS** at Korsør the Great Belt. The **East Bridge** (Halsskov) and the **West Bridge** (Knudshoved, on Funen) carry the traffic of Denmark; the **Øresund link** that of Sweden. These five sites are what saboteurs would go for. Each battery has two **alternate sites**, reconnoitred and drawn on figure 5.

FIGURE 5 — ZEALAND AND FUNEN: THE SITES TO GUARD

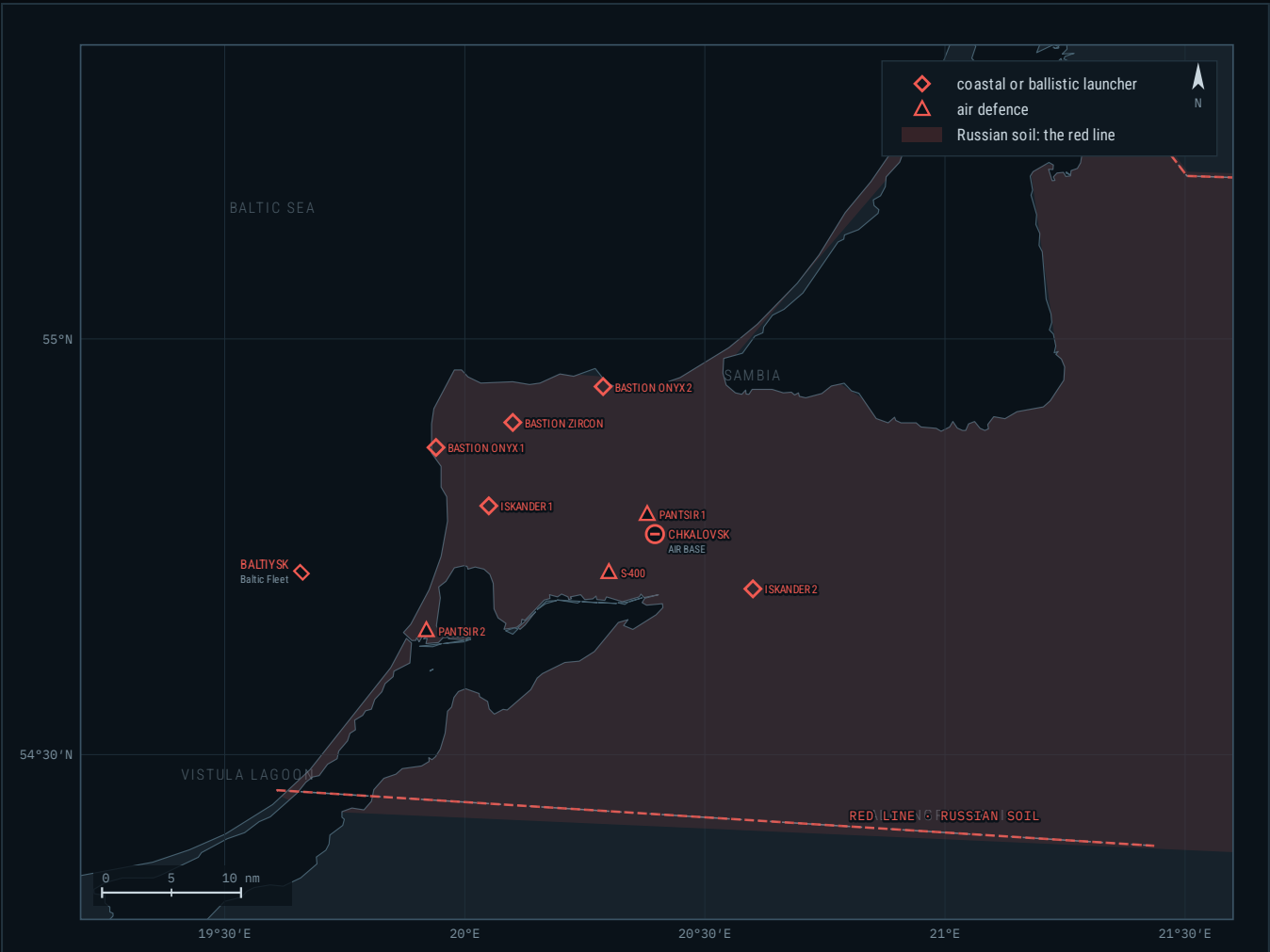


ALT 1 and ALT 2 are the alternate sites of each battery; the console Staff moves a battery there (section 7.7).

2.5 Kaliningrad

The Russian enclave between Poland and Lithuania is **Russian soil**: the red line of this operation. On the coast of Sambia stand two **Bastion-P** batteries (Onyx) and a **Bastion with Zircon**; inland, two **Iskander-M** batteries, an **S-400** battalion and **Pantsir-SM**. At **Baltiysk**, the Kalibr corvettes and the landing ships; at **Chkalovsk**, the air base. The launchers move: the positions on figure 6 are those of the morning, not of the moment they fire.

FIGURE 6 — THE KALININGRAD REGION



2.6 Light, weather and the clock

WHAT	2 FEBRUARY	3 FEBRUARY	4 FEBRUARY
Sunrise / sunset, Copenhagen	— / 1545Z	0659Z / 1547Z	0658Z / —
Sunrise / sunset, Rønne	— / 1539Z	0649Z / 1541Z	0647Z / —
Sunrise / sunset, Kaliningrad	— / 1517Z	0624Z / 1519Z	0622Z / —
Moon	New moon on the 6th: it rises at dawn and sets before midday. The nights are dark		

The weather is given with the opening message and holds over the whole area: **cold and clear** (north-east 15 knots, sea state 4: good visibility, boarding by boat possible), **gale** (from the west, snow showers, sea state 6: helicopters and boats hampered, ships and landing ships slower) or **fog** in the straits (light wind, sea state 3: short visual ranges in the narrows, where sensors matter more). The sea is at 2 to 4°C; the straits are open.

Every time in the game is Zulu. Local time is one hour later in Denmark, Germany and Sweden, two hours later in Kaliningrad.

3 Your forces

The side is **BALTIC COMMAND**: Danish, German, Swedish, French and Dutch units. Nothing is airborne at 1200Z and there is no mission: every patrol, every interception and every move is yours to create. **German units (DE) and Swedish units (SE) fire only with the authority of their capital** (section 6.1).

FIGURE 7 — YOUR FORCES AT 1200Z



3.1 At sea

UNIT	CLASS	WHERE AT 1200Z
DK IVER HUITFELDT	F361 Iver Huitfeldt, AAW frigate	Great Belt, on Route T
DK PETER WILLEMOES	F362 Peter Willemoes, AAW frigate	South of the Oresund
DK NIELS JUEL	F363 Niels Juel, AAW frigate	West of Bornholm
DK ABSALON	L16 Absalon, flexible support ship	Southern Kattegat
DK ESBERN SNARE	L17 Esbern Snare, flexible support ship	Off Korsor
DE SACHSEN	F219 Sachsen, F124 AAW frigate	Fehmarn Belt
DE BRAUNSCHWEIG	F260 Braunschweig, K130 corvette	Kiel
DE MAGDEBURG	F261 Magdeburg, K130 corvette	Off Rostock
SE VISBY	K31 Visby, corvette	Karlskrona
SE HELSINGBORG	K32 Helsingborg, corvette	South of Scania
FS AQUITAINE	D650 Aquitaine, FREMM (SNMG1)	With NIELS JUEL, west of Bornholm
NL DE ZEVEN PROVINCIEN	F802 De Zeven Provincien, AAW frigate (SNMG1)	Kattegat
DE BERLIN	A1411 Berlin, replenishment ship (SNMG1)	Kattegat
DE FRANKENTHAL	M1066 Frankenthal, minehunter	Kiel
DE WEILHEIM	M1059 Weilheim, minehunter	Kiel
DE U35	S185 U 35, Type 212A	Bornholmsgat, 40 m
SE GOTLAND	Gotland class	East of Bornholm, 40 m

The three **Iver Huitfeldt**, SACHSEN and DE ZEVEN PROVINCIEN carry SM-2 and ESSM: they are your air defence at sea. AQUITAINE carries Aster. The two **Absalon** are large and can carry boarding teams. **U35** and **GOTLAND** hear you only when they come up: give them orders that last.

3.2 In the air

AIRCRAFT	WHAT	BASE	USE
DK F-35 1–8	F-35A	Skrydstrup	Air defence of the straits; escort; the one aircraft the S-400 struggles to see
DE EF2000 1–8	Eurofighter	Laage	Air defence; **Taurus only under strike authority** (section 6.7)
SE GRIPEN 1–8	Gripen C	Ronneby	Air defence of Scania and Bornholm
DE P-8 1–2	P-8A Poseidon	Nordholz	The sea picture east of Bornholm; the submarine; the electronic signs of a salvo
SE GLOBALEYE	Airborne early warning	Såtenäs	The air picture over the Gulf of Gdańsk: the first to see a raid
DK SEAHAWK 1–4	MH-60R	IVER HUITFELDT, PETER WILLEMOES, NIELS JUEL; Karup	Boarding teams (section 5.3); anti-submarine
DK C-130J (2)	Transport	Aalborg	The airlift to Bornholm, through the console only

3.3 Air defence on the ground

BATTERY	SYSTEM	COVERS	FIRE AUTHORITY
DK SAMP/T KASTRUP	SAMP/T, Aster 30 Block 1 NT	Copenhagen and the Øresund; ballistic missiles	—
DK NASAMS KORSOR	NASAMS	The Great Belt and its bridges	—
DK NASAMS AALBORG	NASAMS	Aalborg and the north	—
DE PATRIOT KIEL	Patriot, PAC-3 and PAC-2 GEM+	Kiel and the Fehmarn Belt; ballistic missiles	Berlin
SE PATRIOT KARLSKRONA	Patriot (Lvsys 103)	Karlskrona and Ronneby	Stockholm

3.4 On land

UNIT	WHAT	WHERE	USE
DK INF RONNE 1, 2	Infantry platoons	Rønne	The garrison of Bornholm
DK STINGER RONNE	Stinger section	Rønne airfield	Against helicopters
DK FERRY HAMMERODDE	Ferry, unarmed	Køge	Carries the mechanised company (DK CV90 1–3) and the Leopard platoon (DK LEOPARD 1) to Rønne, through the console
DK GHR 1, 2	Guard Hussars, mechanised platoons (CV 9035DK)	Slagelse	Patrol the sites of Zealand; hunt saboteurs
DK HOME GUARD KASTRUP, KORSOR, HALSSKOV	Home Guard platoons	The SAMP/T, the NASAMS, the East Bridge	Guard the sites they stand on
Quick reaction force	Airmobile infantry platoon, twice	—	Put on a site of Zealand or Funen 45 minutes after the order (console Staff)

> MOVING LAND UNITS IN THE GAME
>
> **Plot routes along roads, to points the road network reaches.** When a unit arrives, check that it has stopped: a ground unit at the end of its route can carry on along its last heading. A battery that moves is out of action until it has stopped and set up again (section 6.4): move it with the console Staff rather than by hand.

3.5 Allies, not under your command

CAOC Uedem runs NATO's air picture and reports Russian aircraft near Danish airspace. **NATO** can send four Dutch F-35A to Karup on request; they arrive six hours later and come under your command. The United States is committed elsewhere. The **Danish Maritime Authority** runs the anchorages and the civilian traffic.

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4 The others, as known

4.1 The convoy

Twelve product tankers out of Primorsk, large and medium, under flags of convenience: MT VOLGA STAR, ARKTIKA BAY, SEVERNY PRIDE, CASPIAN DAWN, URAL SPIRIT and LADOGA in the first echelon; NEVA GLORY, ONEGA, PECHORA, KAMA RIVER, SVIR and MSTA in the second. They are on the side **SHADOW**, shown as neutral. Some have no valid insurance, some sail under a false flag; an intelligence assessment of the convoy names the likeliest. A master may obey a stop order or ignore it; an escort close aboard makes him bolder.

4.2 The escort

SOOBRAZITELNY and **STOYKIY**, Steregushchiy-class corvettes, and the frigate **NEUSTRASHIMY** with a Ka-27, side **RUSSIAN NAVY**, shown as unfriendly. They follow the convoy and come at speed to a tanker you threaten. Against the nearest of your ships they step up, each step announced by a message: a call on VHF 16 at 2 nm, flares at 1 nm, fire-control radar at half a mile, a pass at a few hundred metres. They do not fire first. **They answer fire at once.**

4.3 Kaliningrad and the Baltic Fleet

Kalibr corvettes **SHKVAL**, **SOVETSK** and **ZELENY DOL** at Baltiysk; the Bastion and Iskander launchers on the coast and inland; Su-30SM2, Su-24M, Il-38N and helicopters at Chkalovsk; long-range Tu-22M3 bombers far to the east, if Moscow raises the stakes. Their reach: Iskander and Kalibr cover the whole theatre; the **Onyx** of the Bastion reach about **160 nm**, a ship east of Bornholm; the **Zircon** about **250 nm**, as far as the waters south of Scania. **A ship in the Belts or the Kattegat is out of reach of both.**

4.4 The landing group

The landing ships **KALININGRAD** and **ALEKSANDR SHABALIN** (Ropucha) and the corvette **BOIKY**, with naval infantry, are at Baltiysk. If they sail, Moscow will call it an exercise, and they will wait in international waters south-east of Bornholm. Their objective, if ordered, would be Rønne: harbour, airfield and radar, as a "protective measure for the convoy", with helicopters to put troops on the airfield.

4.5 The shadows

A Kilo-class submarine may wait somewhere on Route T: in the Bornholmsgat, at the approaches to the Fehmarn Belt or in the southern Kattegat. Diesel, she must snorkel, and then radar and ESM can catch her. **Saboteurs**: small teams of Russian special forces may already be hidden in Zealand and Funen, a few kilometres from the sites of section 2.4; they would act once a war has begun. **False flags**: a merchant ship, a fast boat or a drone without markings could make an incident that is not what it seems.

4.6 Pressures short of war

Expect **GNSS jamming** on the ferries of the Fehmarn Belt and the Øresund (MARITIME ASSISTANCE reports it; the ferry slows for half an hour) and pairs of **Su-30** skirting Danish airspace around Bornholm, transponders off (CAOC UEDEM reports them). They are pressure, not attack: nothing to shoot.

5 The quarantine, in practice

5.1 The stop order

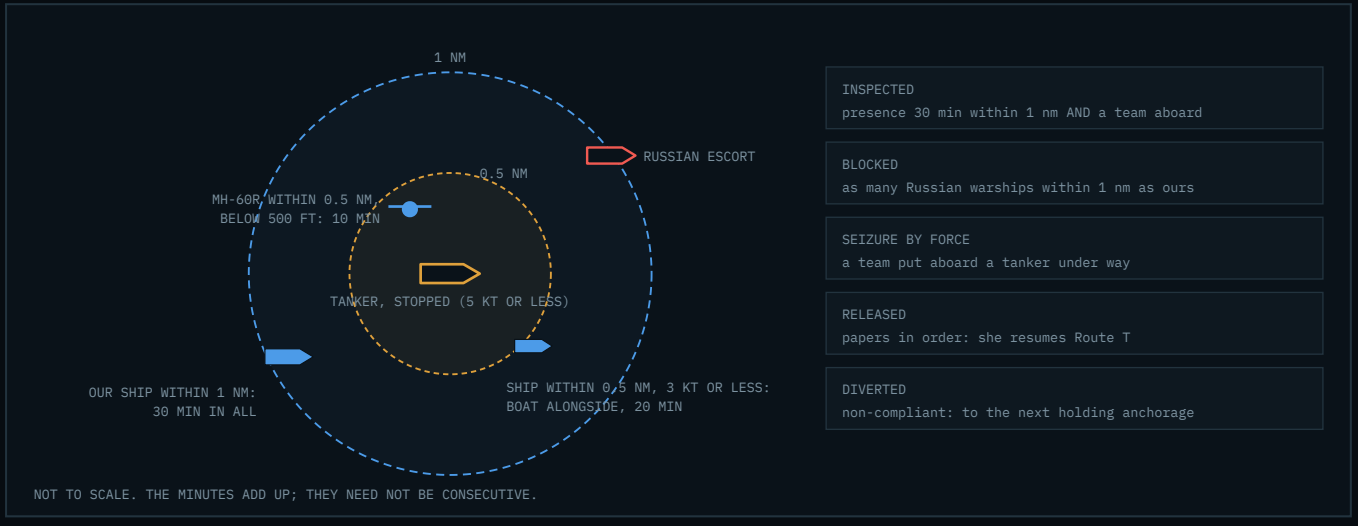
1. Open the console **Quarantine - Maritime orders**, choose *Order the selected tanker to stop for inspection*, select the tanker, **Submit**. The order goes out on VHF 16.
2. A tanker that **acknowledges** slows to 4 knots: *"... acknowledges the stop order and slows to 4 kt. Board her."*
3. A tanker that **does not answer** keeps her course and speed. A second order is possible **30 minutes** later. Boarding her under way would be a seizure by force (section 5.4).
4. Every stop order brings the nearest free escort towards the tanker. Give it when your ships are already close.

5.2 Inspection by presence

A tanker is **inspected** when two things have happened, in any order and in as many pieces as you like:

CONDITION	THE RULE
Presence	One of your ships within **1 nm** of the tanker for **30 minutes** in all
Team aboard, by helicopter	An MH-60R within **0.5 nm**, **below 500 ft**, for **10 minutes**
Team aboard, by boat	A ship within **0.5 nm**, at **3 knots or less**, for **20 minutes**, the tanker stopped (5 knots or less)
Blocked	As many Russian warships within 1 nm of the tanker as yours: no minute counts. *"Inspection of ... blocked: the Russian escort alongside matches our ships one for one."*

FIGURE 8 — THE INSPECTION, NOT TO SCALE



So **inspect where the escort is thin**: two ships and a helicopter on one tanker while the escort is busy elsewhere. Three escorts cannot be alongside six tankers at once.

5.3 What follows

FINDING	WHAT FOLLOWS
In order	Insurance and flag in order: she is released and resumes Route T
Non-compliant	No valid insurance or a struck-off flag; or a false flag: a prize crew takes her to the next holding anchorage. She is **diverted**
Taken by force	Whatever her papers: to the next holding anchorage

A diverted tanker sails on her own, at 8 knots, to the anchorage; the game reports her at anchor *"under our prize crew"*. A tanker that reaches the gate uninspected has passed the quarantine.

5.4 Seizure by force

A boarding team put aboard a tanker **still under way**, without her consent, is a **seizure by force**. The game says so as the team goes aboard. It is lawful under the quarantine, it takes the tanker whatever her papers — and it is exactly the act Moscow is waiting to call piracy. One tanker refused to stop twice may be worth it. Six are not.

5.5 Aircraft and the escort

Until an incident, keep your aircraft more than 3 nm from Russian warships. Closer, BALTIC COMMAND warns you (*"Peacetime rules: keep aircraft clear of Russian warships. Moscow will call it a provocation, and their guns are manned."*) and Moscow does call it that. A helicopter putting a team aboard a tanker the escort is guarding is inside that distance: choose the tanker the escort is not guarding.

5.6 The narrows and the civilian traffic

The console Quarantine can **close a strait** — Fehmarn Belt, Øresund or Great Belt — to civilian traffic: its ferries stay in port, and the same order reopens it. It keeps the ferries out of a fight; Denmark and Sweden pay for it. Large tankers keep to Route T either way.

5.7 The second echelon

Six more tankers appear east of Bornholm on the second day, heading for Route T: *"The second echelon of the convoy (6 tankers) is east of Bornholm…"*. The same procedure. If an incident has come, they come without escort.

5.8 Lifting the quarantine

The console Quarantine can lift it, with the confirmation box ticked. Every tanker not yet inspected or diverted resumes Route T, and Moscow claims victory. **This is the capitals' decision**: nothing in your orders asks you to take it.

6 If it breaks: the incident, the salvo, Bornholm and the red line

6.1 The rules

1 · DO NOT FIRE FIRST

Air **TIGHT**; surface, underwater and land **HOLD**, for the side, every unit and every mission you create. Russian units are shown as **unfriendly** until an incident. **A Russian unit fired upon by your forces before an incident makes the incident — and makes it yours.** So does any weapon fired by one of your units before an incident, at anything.

2 · GERMAN AND SWEDISH FORCES: ONLY WITH THEIR CAPITAL'S LEAVE

Ask Berlin and Stockholm through the console Capitals. Until they agree, their units are held. A capital may refuse while the alliance's legitimacy is in doubt; ask again two hours later. A German or Swedish unit attacked after an incident is authorised by its government at once. **A unit that fires without authority puts its government in trouble.**

3 · AIRCRAFT: 3 NM FROM RUSSIAN WARSHIPS UNTIL AN INCIDENT

Closer, Moscow calls it a provocation. Section 5.5.

4 · FERRIES AND MERCHANT SHIPS

No weapon where it may strike them. A civilian ship hit by your weapons is yours to answer for; a tanker holed in a strait is a pollution disaster. An interceptor that loses its target over the sea during a Russian attack is the one case where nobody blames the ship that fired.

5 · RUSSIAN SOIL IS THE RED LINE

No strike in the Kaliningrad region without the capitals' authority, and then only on the targets authorised. **Even with authority, a Russian unit destroyed on Russian soil crosses the line.** Section 6.7.

6 · A TRUCE IS BROKEN BY ANY SHOT OF OURS

Section 6.8.

6.2 The incident

If it comes, it comes with a **FLASH** message, and **Russian forces in the Baltic become HOSTILE**. It may be one of these: one of your helicopters near the convoy engaged by a missile; an anti-ship missile fired at one of your ships; the escort opening fire on a boarding team; a tanker of the convoy shaken by an explosion at the waterline; an unidentified drone heading for a ferry in the

Fehmarn Belt. Or it may be your own fire. Moscow speaks in the same message: it claims self-defence against piracy, or it denies everything and accuses NATO of staging a provocation.

The game then **stops and asks**, in a box titled **FLASH - INCIDENT IN THE BALTIC**:

THE BOX ASKS	CHOICES
Your qualification of the act	An act of war by Russian forces · A provocation by unidentified actors · Unknown - investigating
Your answer	**Immediate military response**: your forces may engage hostile Russian units · **Consult NATO (Article 4)**: your forces hold fire for 30 minutes · **Restraint** until the facts are established

What your own sensors saw is what you know. Look before you answer: which unit fired, from where, what was on the plot a minute before. Intelligence follows, graded — a preliminary assessment first, the established facts later — and the console Intelligence can be asked about *the author of the incident*. Paris, Berlin and Stockholm will judge your qualification against the facts when they are known: a right call holds the alliance; a wrong one, in either direction, costs. *Unknown* is an honest answer, and a weaker one.

After the answer, the authority is given; the trigger is yours. With *Immediate response*, weapons release against hostile Russian units is authorised at once; with *Article 4*, after 30 minutes; with *Restraint*, once the facts are established (the game says so). Air defence stays **TIGHT**. **Surface and underwater weapons stay on HOLD until you set them** — side, group or unit. If the incident was your own fire, there is no box: Moscow answers, and the war has begun.

6.3 The salvo

If Moscow strikes, it will not wait long, and it will not tell you when: Iskander from the land, Kalibr from the corvettes in the Gulf of Gdańsk, Onyx and Zircon from the coast, with aircraft if the stakes are high. It aims at the **means of the quarantine**: batteries whose position it knows, air bases, ships within reach of the Bastion. Not Copenhagen, not the bridges.

The warning signs come half an hour to an hour and a half before a salvo, when they come at all, and only to those who look: the Bastion radars switched on (P-8 and ship ESM, the GlobalEye); the Iskander leaving their hides (P-8, F-35, intelligence); the Kalibr corvettes sailing from Baltiysk; more fighters over the Gulf of Gdańsk and Su-24 airborne. An assessment of *Kaliningrad* asked at the right moment may say *"strike preparations likely within hours"*.

At the first launches the game stops once, in a box titled **MISSILE WARNING**, and asks for the **fire discipline** of your air defence: **Standard** (two missiles per threat), **Conserve** (one, keeping missiles for the next wave) or **Maximum** (three, whatever the cost). **Magazines are counted**: what is fired on the first salvo is not there for the second. After a salvo the launchers leave their firing positions for hides a few miles away, and come back before the next one.

Some weapons have their own rules, set at the start: SM-2 are not fired at sea-skimming missiles; PAC-2 not at ballistic missiles; the F-35's AMRAAM never at ballistic missiles. Leave these settings as they are.

6.4 Moving the batteries

A battery that has stood still for two hours is assumed known to the Russians. A battery that has moved is unknown again, until it has stood still for two hours more. But a battery that moves is **out of action** while it moves and until it has been still for its set-up time: **20 minutes for the NASAMS, 30 for the SAMP/T, 45 for the Patriot**. The console Staff drives it straight to one of its two alternate sites at about 25 knots and gives the times; moved by hand, it stays out of action while it has waypoints left. **Move before the warning signs, not during the salvo.**

6.5 Bornholm

If the landing group sails, intelligence says so, and Moscow calls it an amphibious exercise in international waters. It may wait off the island. Whether it lands, and when, is Moscow's decision. **A strong garrison and armed ships near its route weigh on that decision**; an island left to its two platoons does not.

Each key point is **held by whoever has the stronger force within 3 km of it** — a tank counts three, an armoured vehicle two, an infantry platoon one. A point changes hands after half an hour of clear superiority. **Bornholm falls if Rønne harbour and the airfield are both Russian for four hours**, or at the end of the operation. When the assault begins, the garrison and every unit sent to the island later are cleared to fire on the landing force: *"The island garrison is cleared to engage the landing force (land weapons tight)."*

MEANS (CONSOLE BORNHOLM)	WHAT	TIMING
Home Guard	One more infantry platoon in Rønne	Two hours after the call-out
Airlift	A C-130J from Aalborg with one infantry platoon; four flights in all, two aircraft. The airfield must be yours	About 1 h 30 in flight, 30 min to unload
Sealift	The ferry HAMMERODDE: the mechanised company (DK CV90 1–3) and the Leopard platoon (DK LEOPARD 1). She must be at her Køge berth (within 2 nm); she is unarmed; the harbour must be yours	About 2 h to embark, 5 h at sea, 1 h to unload
Evacuation	The civilians of Rønne	Six hours

Reinforcing before any incident is lawful, and seven hours of ferry are longer than the warning you will get. A ferry at sea in a war is a target: if HAMMERODDE is sunk, the company goes down with her. Fighting in a town that has not been evacuated costs you at home.

6.6 Saboteurs in Zealand

1. **Finding them.** A land unit within about 1 nm of a team, or a helicopter below 1 000 ft within 1 nm, may spot it; a team on the move is easier to spot. An assessment of *Saboteurs* gives areas, never certainties.
2. **Before the war**, a land unit that stays within **0.5 nm** of a team for **10 minutes** arrests it, without a shot. Questioned, it may give away another.

3. **Once the war has begun**, the teams go for their targets. **A site with one of your land units within 0.5 nm is not sabotaged**; a team held off long enough withdraws. A team destroyed, or outnumbered two to one within 0.5 nm for 10 minutes, is neutralised.
4. A battery moved to an alternate site is lost by the team that was after it.
5. The first time a team is found, the game stops in a box: send the **quick reaction force** to the nearest site, or leave it to the units on the spot.

6.7 The red line

1. Authority to strike on Russian soil is asked through the console **Strike - Request authority on Russian soil**, and **only after Russian forces have opened fire**.
2. First click: *Draft a request*. A box, **STRIKE ON RUSSIAN SOIL**, warns you and asks for the targets: **launchers only** (Iskander, Bastion); **launchers and Chkalovsk air base**; **any military objective** in the region; or *withdraw the request*.
3. Second click: *Send the drafted request to the capitals*, with the box ticked. Authority is granted.
4. The **Eurofighters on the ground at Laage are armed with Taurus**, ready three hours later. Aircraft in the air keep their loads. You plan and fly the strike yourself.
5. The S-400 covers the region at altitude; low-flying missiles and the F-35 are another matter. **A strike needs local air superiority**: escort the Taurus.

Asking is not crossing; striking is. A launcher destroyed is one that will not fire again. A Russian unit destroyed on Russian soil — with authority or without — brings a warning from Moscow about its strategic forces, the allied governments under pressure, a sharper Russian answer, and consequences beyond this operation. Without authority, or outside the targets authorised, it costs more. Authority asked and never used worries the allies a little.

6.8 After the first battle

A first battle does not end the crisis. What Moscow does next is its own choice, and you will not know it in advance. Keep launchers in mind, keep Bornholm defended, keep missiles in your magazines. If Moscow proposes a ceasefire, a box, **MOSCOW PROPOSES A CEASEFIRE**, offers three answers: *Refuse: the quarantine stands*; *Negotiate: a two-hour truce while the terms are discussed*; *Accept: ceasefire now, the quarantine is suspended*. A suspended quarantine lets the tankers still at sea go on.

During a truce or a ceasefire, any shot of yours breaks it — a Gripen's missile at a contact that turned out to be a straggler counts. Check your missions and your batteries before you agree.

6.9 The capitals and the public

Three hidden measures follow the operation: the alliance's **legitimacy**, the **public opinion** of the three countries, and the **cohesion** of the alliance. You see them only through their effects. They rise with a right qualification of the incident, restraint that proves right, the hotline used, Bornholm held or spared, saboteurs caught, NATO consulted. They fall with a first shot of ours, a wrong qualification, a German or Swedish unit firing without authority, a civilian ship hit, an oil

spill, a strait closed, the red line crossed, a truce broken, the quarantine lifted, a convoy that nobody stopped.

When legitimacy is low, Berlin and Stockholm refuse authority before the war, and take longer to answer. **A government that falls withdraws its forces: they hold their fire.** If two of the three fall, the operation ends.

7 Consoles guide

7.1 How they work

The command interface cannot hail a tanker, telephone Berlin or put a ferry to sea. Those acts are **consoles**: six **Special Actions**, in the Special Actions window of the **Game** menu. None needs a unit selected. Each opens a box with a short state of things at the top, a list of choices and, for some, a drop-down list; **nothing is done until you press Submit**. Cancel closes it with nothing done.

The answer comes back as a message signed by whoever answers: BALTIC COMMAND (your staff), BERLIN, STOCKHOLM, NATO, MOSCOW, INTELLIGENCE, BORNHOLM. When something cannot be done, the message says why. Most answers take time; the message gives the hour.

Two choices need a box ticked: lifting the quarantine, and sending a strike request to the capitals. Without the tick, nothing is done. The names below are exactly those of the game.

CONSOLE	CHOICES	ANSWER
Quarantine - Maritime orders	Stop order to a tanker · Close or reopen a strait · Lift the quarantine (ticked)	At once
Capitals - Political requests	Fire authority from Berlin · from Stockholm · NATO consultations (Article 4) · NATO air reinforcement · The hotline to Moscow	10–60 min At once 6 h At once
Intelligence - Request assessment	The convoy · Kaliningrad · The author of the incident · Bornholm · Saboteurs	30–60 min
Bornholm - Reinforce and evacuate	Airlift · Sealift · Home Guard · Evacuation of Rønne	Section 6.5
Strike - Request authority on Russian soil	Draft a request · Send it (ticked)	Taurus 3 h
Staff - Delegation	Air component · Air defence · Land forces in Zealand and Funen: hand over / take back · Quick reaction force to a site · Move a battery to an alternate site	At once; QRF 45 min

7.2 Quarantine - Maritime orders

`Order the selected tanker to stop for inspection`

Choose the tanker in the **Tanker** list (only those under way are listed). She acknowledges and slows to 4 knots, or does not answer; a second order to the same tanker is possible 30 minutes after a refusal. Each order draws the nearest free escort. Section 5.1.

`Close or reopen the selected strait to civilian traffic`

Choose in the **Strait** list: Fehmarn Belt, Oresund, Great Belt; the list says whether each is open or closed, and the same choice does the opposite. Closed, its ferries stay in port. Denmark and Sweden pay for it.

`Lift the quarantine (tick to confirm)`

With *I confirm the lifting of the quarantine* ticked. Every tanker not yet inspected or diverted resumes Route T. **It cannot be undone.** Section 5.8.

7.3 Capitals - Political requests

The box shows where Berlin and Stockholm stand (*not authorized*, *request pending*, *authorized*) and how many NATO reinforcements are left.

`Ask Berlin / Stockholm to authorize German / Swedish forces to fire`

The answer takes ten minutes to an hour, longer when legitimacy is low. **Authorized**: their units may use their weapons under your rules of engagement. **Refused** while legitimacy is in doubt: ask again two hours later. **Ask early**: authority asked in peacetime is in hand when you need it.

`Ask for NATO consultations (Article 4)`

The North Atlantic Council meets: allied solidarity is affirmed, no forces are committed. Good for the alliance's cohesion, once.

`Ask NATO for air reinforcement`

Four Dutch F-35A deploy to Karup and come under your command, six hours later. Only while NATO has forces to spare: the box says how many reinforcements remain.

`Call Moscow on the hotline`

The Kremlin listens and repeats its position — or *"takes note"*, and its tone is cooler. Talking is never held against you. Once the fighting has gone on for some hours, a call may bring Moscow to make an offer. One call only: a second adds nothing.

7.4 Intelligence - Request assessment

```
Five subjects, three assessments each
```

The convoy: which tankers are likely to be non-compliant. **Kaliningrad**: Russian intentions and strike preparations; after a salvo, where the launchers fired from. **The author of the incident**: only once there has been one. **Bornholm**: the Russian landing group. **Saboteurs**: the areas where teams may hide.
Each comes 30 to 60 minutes later, graded (A1 established; B2 usually reliable, probably true; C3 fairly reliable, possibly true). One at a time per subject; the box says how many are left. **Intelligence can be wrong**: weigh it against what you see.

7.5 Bornholm - Reinforce and evacuate

The box shows who holds Rønne harbour and the airfield, how many platoons have been flown in, and where the ferry is.

```
Airlift: one C-130J with an infantry platoon to Ronne airfield
```

One flight per order; two aircraft, four platoons in all. The aircraft really flies, from Aalborg: an airfield in enemy hands turns it back with its platoon.

```
Sealift: embark the mechanised company and the Leopard platoon on the ferry
at Koge
```

Once. HAMMERODDE must be at her berth, within 2 nm of Køge. She sails when loaded and holds off if Rønne harbour is in enemy hands. Escort her if the war has begun.

```
Call out the Bornholm Home Guard · Evacuate the civilians of Ronne
```

Once each. A platoon in two hours; the town empty in six.

7.6 Strike - Request authority on Russian soil

The box shows whether authority has been asked or granted, for which targets, how many Eurofighters carry Taurus, and whether the red line has been crossed. Section 6.7 gives the sequence: *Draft a request*, then *Send the drafted request to the capitals* with the box ticked. Before Russian forces have fired, no government will consider it.

7.7 Staff - Delegation

The box shows what is under your command and what the staff holds, and how many quick reaction force lifts are left. The staff is prudent and goes by the book: **it does the job without brilliance**. There is no fixed price for delegating; the debrief says what the staff held, and for how long. When you take a component back, the staff's missions stay in place.

COMPONENT	WHAT THE STAFF DOES
Air component	Combat air patrols over Zealand (4 F-35), Fehmarn (4 Eurofighter) and Scania (4 Gripen), a P-8 over the Bornholmsgat, the GlobalEye on station; all clear of Route T. Recalls any aircraft below a quarter of its fuel
Air defence	Standard fire discipline (two per threat); answers the missile warning for you
Land forces in Zealand and Funen	The Home Guard holds Kastrup, Korsør and Halsskov; the Guard Hussars patrol between Slagelse, Korsør, Halsskov and Ringsted. It does not search for hiding places

`Send the airmobile quick reaction force to the selected site (45 min)`

Choose in the **Site** list: Kastrup (SAMP/T), Korsor (NASAMS), Halsskov (East Bridge), Knudshoved (West Bridge), Kastrup (Oresund link). A platoon is on the site 45 minutes later. Twice in all, one at a time.

`Move the selected air defence battery to an alternate site`

Choose in the **Battery** list, e.g. *DK SAMP/T KASTRUP to alternate site 1*. The staff drives it there and gives the times. Out of action while it moves and sets up (section 6.4).

7.8 The boxes of the game

Besides the consoles, the game stops by itself and asks, each **once**: the **incident** (section 6.2), the **missile warning** (6.3), **saboteurs revealed** (6.6), **Moscow proposes a ceasefire** (6.8). The game returns to the speed you were at once you answer. It reports without stopping: the capitals' and NATO's answers, the landing group's movements, the arrival of reinforcements, the tankers diverted, at anchor or past the gate.

7.9 A worked sequence: the first boarding

1. 1200Z: NIELS JUEL and AQUITAINE close the convoy in the Bornholmsgat; SEAHAWK 3 ready on NIELS JUEL; a P-8 up.
2. Watch the escort: SOOBRAZITELNY alongside the leading tanker, STOYKIY with the next, NEUSTRASHIMY behind. Pick a tanker none of them is guarding.
3. Both ships within 1 nm of her: **Quarantine - Maritime orders**, stop order. The nearest escort turns towards you.
4. She acknowledges and slows to 4 kt: SEAHAWK 3 within half a mile, below 500 ft, ten minutes — and no Russian warship within 3 nm of the helicopter. Or she does not answer: keep company, and order again in 30 minutes.
5. When the escort comes alongside: as many of yours as of theirs within 1 nm, or the minutes stop counting. Bring a third ship rather than a weapon.
6. *"Inspection of … complete"*: released, or a prize crew takes her to RONNE ROADS. Next tanker.

7.10 Common refusals, and what to do

THE MESSAGE SAYS	DO THIS
… does not answer the stop order and keeps her course and speed	Keep company; order again in 30 minutes, or let her go to the next group
… refused a stop order at …; wait until …	Wait for the hour given
Inspection of … blocked: the Russian escort alongside matches our ships one for one	Bring another ship within 1 nm, or choose another tanker
Lifting the quarantine needs the confirmation box ticked. Nothing done.	Tick the box, if that is really what you want
BERLIN / STOCKHOLM - Refused. The government will not commit its forces while our legitimacy is in doubt.	Ask again two hours later; mend legitimacy meanwhile
… - Your request is being considered.	Wait for the answer
NATO - No reinforcement is available: allied forces are committed elsewhere.	Nothing to do
INTELLIGENCE - An assessment on this subject is already in preparation.	Wait for it
INTELLIGENCE - No further assessment on this subject is available.	Three were used
BORNHOLM - The ferry must be at her Koge berth (within 2 nm) to embark the company.	Bring HAMMERODDE back to Køge first
BORNHOLM - Both C-130J are committed; the next one is available at …	Order again at that hour
BORNHOLM - Ronne airfield / harbour is in enemy hands	Take it back first, or reinforce the other way
No government will consider strikes on Russian soil before Russian forces have opened fire.	Nothing to do, and that is as well
No strike request to confirm: ask first.	Draft the request first
The airmobile quick reaction force is fully committed. · … is already in the air.	Two lifts were used, or one is under way

7.11 What they do not do

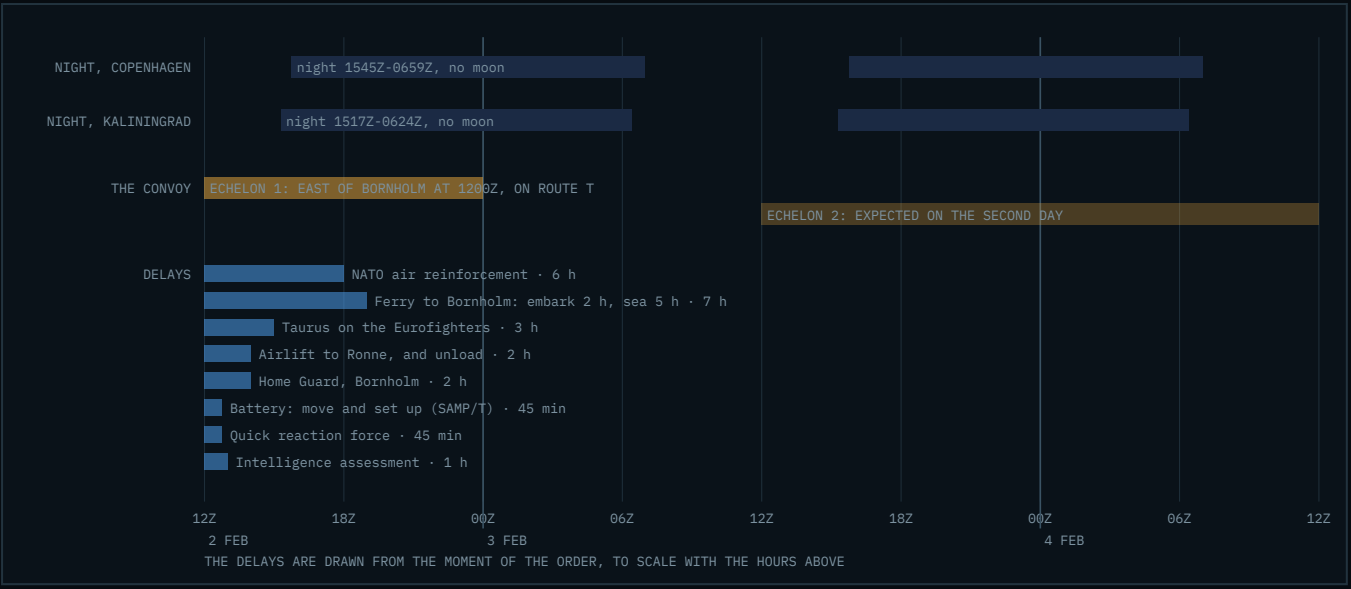
No console moves a unit of yours, except the C-130J, the ferry, the quick reaction force, a battery sent to an alternate site and the staff when you delegate. None fires. None changes a weapons setting, except the authorities of Berlin and Stockholm and the Taurus on the Eurofighters.

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8 The forty-eight hours

The operation runs from **1200Z on 2 February** to **1200Z on 4 February**. What is fixed is the light, the convoy's speed and the delays of your means. The second echelon is expected on the second day. Whether an incident comes, and when, nobody can tell you.

FIGURE 9 — THE FORTY-EIGHT HOURS



Night is from sunset to sunrise. Each delay is drawn from the moment of the order: at the scale of the hours above, it shows how far ahead you must decide.

ACT	WHEN	WHAT TO EXPECT	WHAT TO DO WITH IT
I · The quarantine	From 1200Z on the 2nd, until an incident	Echelon 1 on Route T; the escort alongside; GNSS jamming, Su-30 near Bornholm; perhaps the landing group sailing “for an exercise”	Inspect where the escort is thin. Ask Berlin and Stockholm. Reinforce Bornholm. Guard the sites. Move the batteries every few hours. Ships out of Bastion reach when not needed east of Bornholm
II · The incident	If it comes	A FLASH, a box, Russian forces hostile	Look before you qualify. Ask intelligence. Set your weapons
III · If it breaks	After an incident	Whatever Moscow chooses: fire from Kaliningrad, pressure on Bornholm, saboteurs, the escort fighting	Survive, then take the initiative at sea and in the air. Hold Rønne. Keep the sites guarded. Decide about the red line
IV · The second echelon and the end	The second day, to 1200Z on the 4th	Six more tankers. Moscow will choose its next move	Inspect or stop echelon 2. Keep something in reserve until the end

Forty-eight hours are longer than any crew’s day and any aircraft’s fuel, and fifteen of every twenty-four are dark. Plan reliefs for the combat air patrols and keep aircraft on the ground for the moment the salvo comes. A base hit by a salvo may close.

9 The first thirty minutes, and how you will be judged

9.1 A checklist for the first thirty minutes

Pause the game after the first minute, when the opening messages have arrived, and work through this. Menu names are those of Command: Modern Operations 1.10 and may differ slightly on your build.

1. **Read the opening messages to the end**: BALTIC COMMAND's, and the CARRY-OVER if you play the campaign. Note the weather.
2. **Capitals**: ask Berlin, then Stockholm, for fire authority now, while legitimacy is intact.
3. **The Bornholmsgat**: NIELS JUEL and AQUITAINE towards the convoy; SEAHAWK 3 ready; HELSINGBORG and PETER WILLEMOES in support. A P-8 up east of Bornholm; the GlobalEye on station.
4. **The Belts and the Kattegat**: IVER HUITFELDT, ESBERN SNARE and SACHSEN on Route T in the Kadet channel and the Fehmarn Belt; TG KATTEGAT at the gate.
5. **Air defence in the air**: combat air patrols over Zealand, the Fehmarn Belt and Scania — yours, or the staff's (console Staff). **Every mission you create: air TIGHT, the rest HOLD; and 3 nm from Russian warships.**
6. **Bornholm**: call out the Home Guard; embark the company on the ferry at Køge; plan the airlift.
7. **Zealand**: the Guard Hussars out of Slagelse towards the bridges; the Home Guard on its sites. Decide when each battery moves.
8. **Intelligence**: an assessment of the convoy, to know where to start.
9. **The submarines**: U35 and GOTLAND on the convoy's track, weapons held. They hear you only when they come up.
10. Nothing else to change: the rest is on HOLD, and should stay so until an incident.

9.2 How you will be judged

At the end the three capitals read the operation as a whole. No figures are given here. What they want is this.

THE CAPITALS WANT	WHICH MEANS
The quarantine enforced	Tankers inspected; the non-compliant at anchor under your prize crews; as few as possible past the gate unchecked. Lifting it is a defeat
The first shot not ours	No Russian unit fired upon before an incident; no German or Swedish fire without authority
The incident rightly read	The right qualification, made in time; the answer that fits it
The forces preserved	Frigates, corvettes, batteries, bases and aircraft not lost; the salvo survived
Bornholm Danish	No landing, or a landing thrown back; Rønne held
The country standing	The bridges, the Øresund link and the batteries not sabotaged; saboteurs arrested or neutralised
The Baltic clean	No ferry or merchant ship hit by your weapons; no oil in the straits
The enemy's means broken, if it comes to war	Escort and landing ships sunk; aircraft brought down; launchers destroyed — within the rules
The alliance united	Legitimacy, opinion and cohesion high at the end; no government fallen
The red line respected	No Russian unit destroyed on Russian soil — or, if you crossed it, with authority and for a reason
A peace worth having	A ceasefire accepted only when it does not hand Moscow the convoy

A quarantine enforced by a war you started is not a success. Neither is a peace kept by letting the convoy through. The order asks for both: the tankers stopped, and Moscow left without a pretext.

9.3 The end, and the debrief

The operation ends at **1200Z on 4 February**. It ends earlier if a ceasefire holds; if two allied governments fall; or, if no incident has come, once the second echelon is in, every tanker has been dealt with and four quiet hours have passed. The closing message, the **DEBRIEF**, gives the grade, what Moscow intended and what the incident really was, the salvoes, the convoy, your losses, the political standing, Bornholm, the saboteurs and the strike, and how long the staff held each component.

This is the last operation of the campaign. If you play the campaign, the debrief is followed by its close: the summary of the ten operations, an epilogue that depends on how this one ended, and an export for what comes next. The War start version hands its grade on like the full version. The training version hands nothing on.

Copenhagen, 2027 — Quarantine, tenth and last scenario of the *Europe 2026* campaign for Command: Modern Operations. Designer: totobimbo. The quarantine of 2 February 2027, the convoy and its tankers, the incidents, orders, messages and quotations are invented. Coastlines: GSHHG (Wessel and Smith) and Natural Earth 1:10 m; state borders: Natural

Earth. Sun and moon computed for the places named. Title plate imagery: satellite view supplied by the designer.