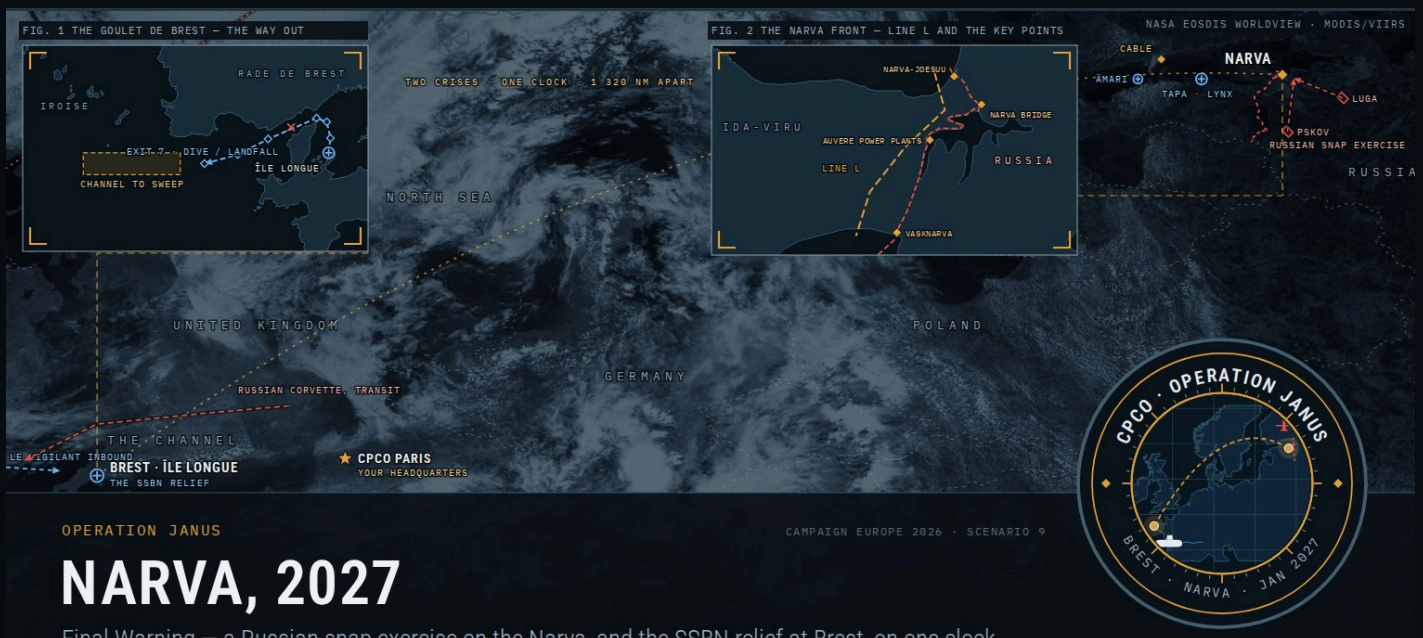
SECRET · REL NATO · EXERCISE · FICTIONAL DOCUMENT



OPERATION JANUS

CAMPAIGN EUROPE 2026 · SCENARIO 9

NARVA, 2027

Final Warning — a Russian snap exercise on the Narva, and the SSBN relief at Brest, on one clock

START	DURATION	COMMAND	ROE
18 JAN 2027 · 1200Z	48 HOURS	CPCO PARIS · TWO THEATRES	PEACETIME

TITLE PLATE — FROM BREST TO NARVA. SATELLITE IMAGERY: NASA EOSDIS WORLDVIEW (MODIS/VIIRS TRUE COLOUR), RENDERED MONOCHROME; PLACES, ROUTES AND THE TWO INSETS DRAWN OVER IT.

OPORD 27-012 · BRIEFING PACK · SERIAL 09

Narva, 2027

Final Warning · Operation JANUS · 18–20 January 2027

Originator
The Chief of the Defence Staff, Planning and Conduct Centre (CPCO), Paris

Support
CECLANT and FOST, Brest · the 1st Estonian Brigade · NATO air policing

For
The CPCO watch commander, Operation JANUS

As of
18 JAN 27, 1200Z

Order
CPCO/OPS/JNS/27-012, DTG 181100ZJAN27

Campaign
Europe 2026 · scenario 9

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8 The forty-eight hours
9 The first thirty minutes, and how you will be judged

At noon on 18 January, Moscow calls a snap exercise on the Narva front. For two days its drones, its border guards and its armour will test Estonia, and the French detachment that stands with it. On the same afternoon, thirteen hundred miles to the west, France relieves her deterrent patrol: one ballistic-missile submarine must leave Brest unseen while the other comes home, and a Russian submarine waits for them at the edge of the shelf. You hold both from Paris. What you do at Narva, Moscow will answer off Brest.

THE SCENARIO, FOR THE PLAYER RATHER THAN THE COMMANDER

COMPLEXITY

5/5

Two theatres on one clock; two SSBN that hear you only at their radio schedules; land, sea and air units; no mission ready-made; fourteen special actions; incidents that stop the clock for a decision.

DIFFICULTY

5/5

Too much and too little force both cost. The Russian answer comes hours later and elsewhere. A submarine you cannot see is waiting for one of yours. No two games are alike.

DURATION

48 h

From 1200Z on 18 January to 1200Z on 20 January, or earlier once everything is done and Narva has been quiet for two hours. Several sessions at compressed time; the game slows itself for each decision.

1 Situation

1.1 The Narva front

At **1200Z on 18 January 2027**, Russia announces a snap exercise of the Leningrad Military District along the Estonian border. A combined-arms group is leaving its garrisons at **Luga** and **Pskov**, 60 to 80 km from the border, for the line between Kingissepp and Ivangorod, across the river from **Narva**. Exercises of this kind are announced at an hour's notice and end when Moscow says so.

This one may be no more than that. It may also be the preparation of something else: the force, as it deploys, is the only honest witness of which.

The exercise will not stay on the Russian bank. Drones from Ivangorod, border guards on the frozen river, groups on the ice of Lake Peipus: each test asks Estonia, and the allies beside her, how far they will let it go. The French **LYNX** detachment, part of NATO's forward presence, is at **Tapa**, some 110 to 130 km from the border, under the 1st Estonian Brigade. Its place in this is yours to decide, within rules written in Paris and Tallinn.

1.2 The relief

France keeps one ballistic-missile submarine (SSBN) at sea at all times. The relief of that patrol is under way. **LE VIGILANT**, at the end of her patrol, is coming home from the south-west, deep. **LE TEMERAIRE** is alongside at **Île Longue**, ready to take her place. Between the two moves lies the whole of the deterrent: LE TEMERAIRE must reach the open ocean without being followed, LE VIGILANT must come in without being followed, and there must never be a moment with neither at sea.

The way out is the **Goulet de Brest**, a strait one mile wide, crossed on the surface with a harbour pilot at high water; then the Iroise, then the continental shelf, a hundred miles of shallow water where a submarine is easy to hear, and beyond its edge the deep Atlantic, where she is not.

1.3 Why it is hard

Two theatres, one clock. The first night brings both a tide window at Brest and the first serious test at Narva; so does the second. You cannot be at both, and the game will not wait for you at either.

Your submarines hear you only at their radio schedules. Deep, they are deaf. Every four hours or so they come up for twenty minutes, and that is when your orders reach them. A route given badly is sailed for four hours.

Moscow answers elsewhere. What you do at Narva — a drone shot down, a line crossed, a signal sent — is read in Moscow and answered hours later, often in the Atlantic: more aircraft over the approaches, a submarine that reports more often, an intelligence ship closer to the Goulet. A clean, quiet departure from Brest is read too. **Doing too much costs; doing nothing costs as well:** a test left without an answer invites the next one further.

Nothing may be fired at a Russian unit. This is peacetime. A Russian drone over Estonia may be shot down with the leave of Tallinn; nothing else.

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): the French LYNX contribution to NATO's forward presence in Estonia since 2017, with a combined-arms company in the British-led battlegroup at Tapa and a light infantry company alongside the Estonian Defence League; Russian border guards crossing near Vasknarva in December 2025; the Helsinki–Tallinn data cable damaged by a merchant ship's anchor at the end of 2025; a French minehunter in NATO's Baltic mine countermeasures group; Russian aircraft in Estonian airspace near Vaindloo in 2025 and 2026; a drone striking the Auvere power plant in March 2026; the re-creation of the Leningrad Military District.

This exercise: the snap exercise of 18 January 2027 and everything that follows; Operation JANUS; the incidents at Narva, Vasknarva, on Lake Peipus, over Île Longue and on the cable; the ships named in the Iroise and in the Gulf of Finland; the Russian submarines' presence and orders; the positions of every unit; every order, message and quotation.

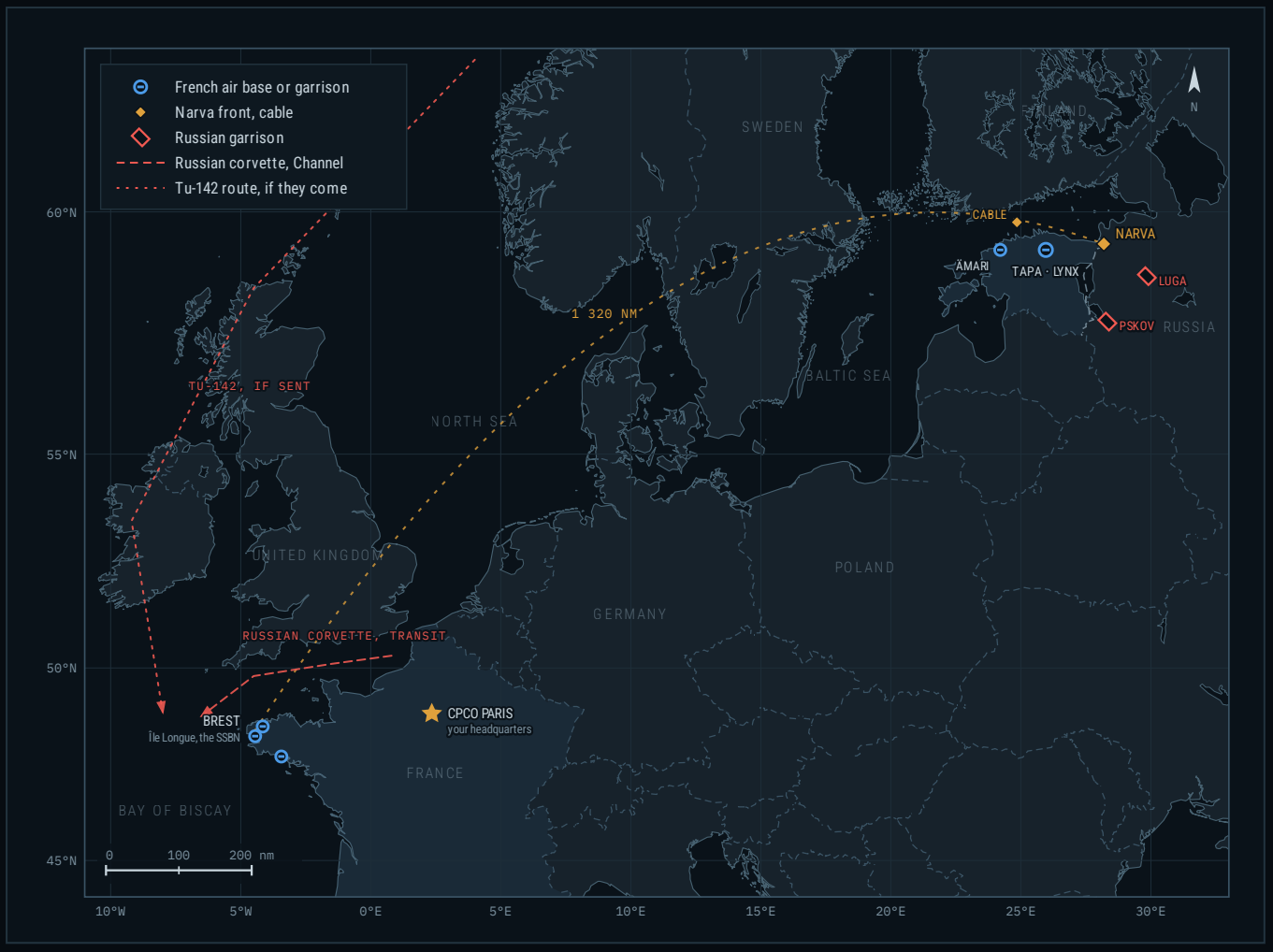
1.4 At 1200Z

The sun is going down at Narva (1350Z); at Brest it is early afternoon (sunset 1655Z). **LE TEMERAIRE** is alongside, **LE VIGILANT** some 180 nm south-west of Brest at 150 m. The FREMM **FS AQUITAINE** and the FDI **FS AMIRAL RONARCH** are in the Rade de Brest, **FS BRETAGNE** in the Iroise, the minehunter **FS CEPHEE** at the head of the channel west of the Goulet, **FS SUFFREN** deep west of Brest. In Estonia, the LYNX detachment is at Tapa and its light infantry at Rakvere; **FS SAGITTAIRE** is in Tallinn.

Nothing is airborne and no mission is ready-made. The opening message arrives in the first minute, with the weather forecast for the Iroise. 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 of its submarines.

2 The two theatres

FIGURE 1 — TWO THEATRES, 1 320 NAUTICAL MILES APART



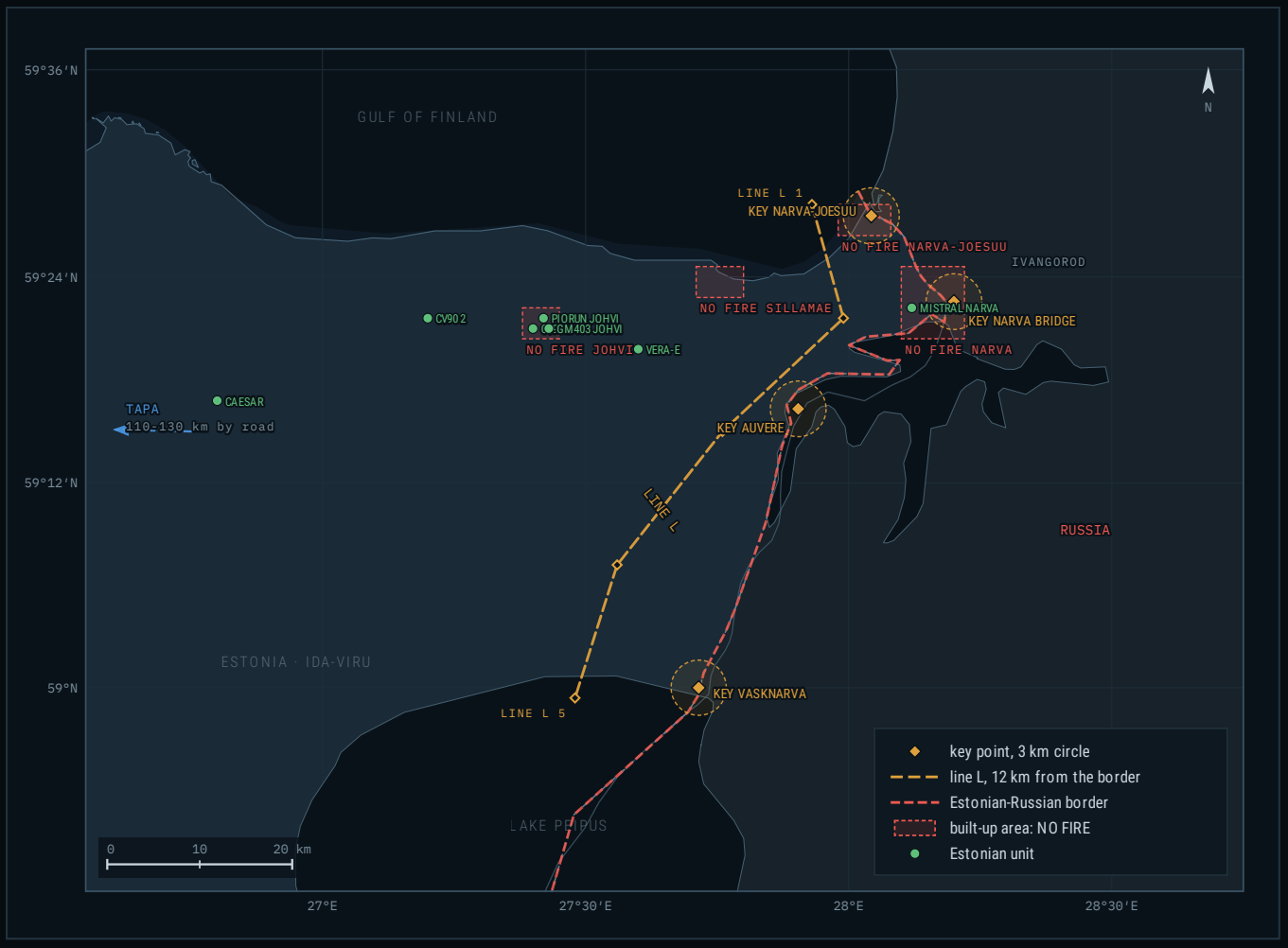
The Tu-142 route is the way such aircraft usually come, from the Kola peninsula round Norway and the British Isles; it is drawn for planning, not because any are on their way.

2.1 Ida-Viru: the Narva front

The Narva river is the border, from its mouth at Narva-Jõesuu down to Lake Peipus. On the Estonian bank, Narva, a Russian-speaking city, faces Ivangorod across a bridge; south of it the oil-shale power plants of **Auvere** feed half the country; at the lake end, the village of **Vasknarva**. Those are the four **key points** of the game (reference points KEY NARVA BRIDGE, KEY AUVERE, KEY NARVA-JOESUU, KEY VASKNARVA).

Twelve kilometres west of the border runs **line L** (LINE L 1 to 5), the limit set by the rules of engagement for French units. Behind it, the main road runs west through Jõhvi and Rakvere to Tapa. Tapa is 104 km from Vasknarva, 110 from Auvere and 128 from the Narva bridge, by the crow; more by road.

FIGURE 2 — THE NARVA FRONT: LINE L, THE KEY POINTS AND THE NO FIRE AREAS

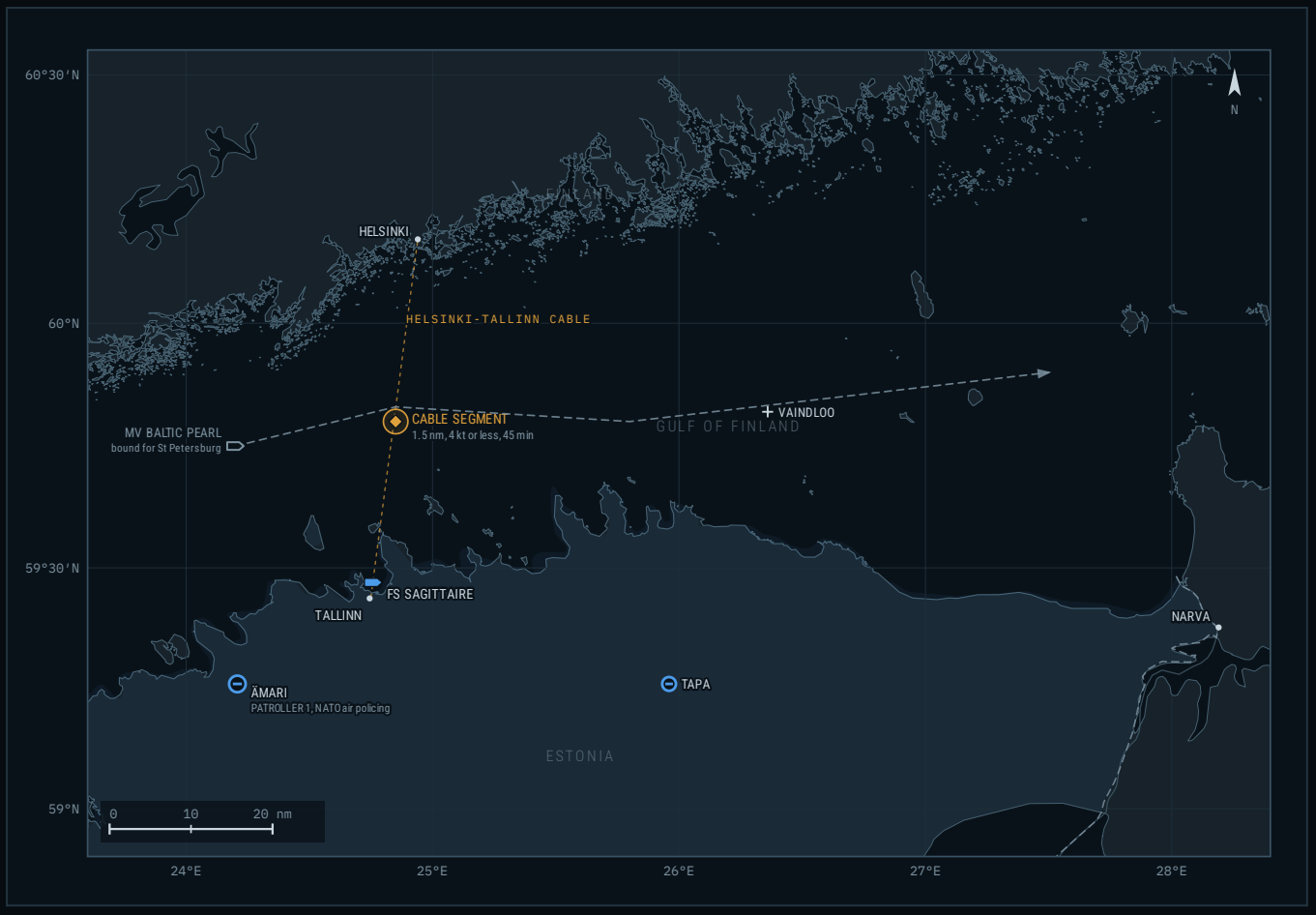


All four key points lie beyond line L: Narva and Narva-Jõesuu on the border itself, Auvere some 5 km beyond the line, Vasknarva some 13 km. A unit sent there crosses the line: that is allowed only to answer an incident (section 6.3). The four NO FIRE boxes are the reference points of the same name.

2.2 The Gulf of Finland

Forty miles of water separate Tallinn from Helsinki; several data and power cables cross them. In January the eastern gulf is often iced; the western half, where the cable route runs, is open. **FS SAGITTAIRE**, a Tripartite minehunter detached to NATO's mine countermeasures group, is alongside in Tallinn, 20 nm from the reference point **CABLE SEGMENT**. NATO's air policing fighters are at Ämari, with your Patroller. Vaindloo, a rock at the northern edge of Estonian waters, is where Russian aircraft like to test the airspace.

FIGURE 3 — THE GULF OF FINLAND AND THE CABLE

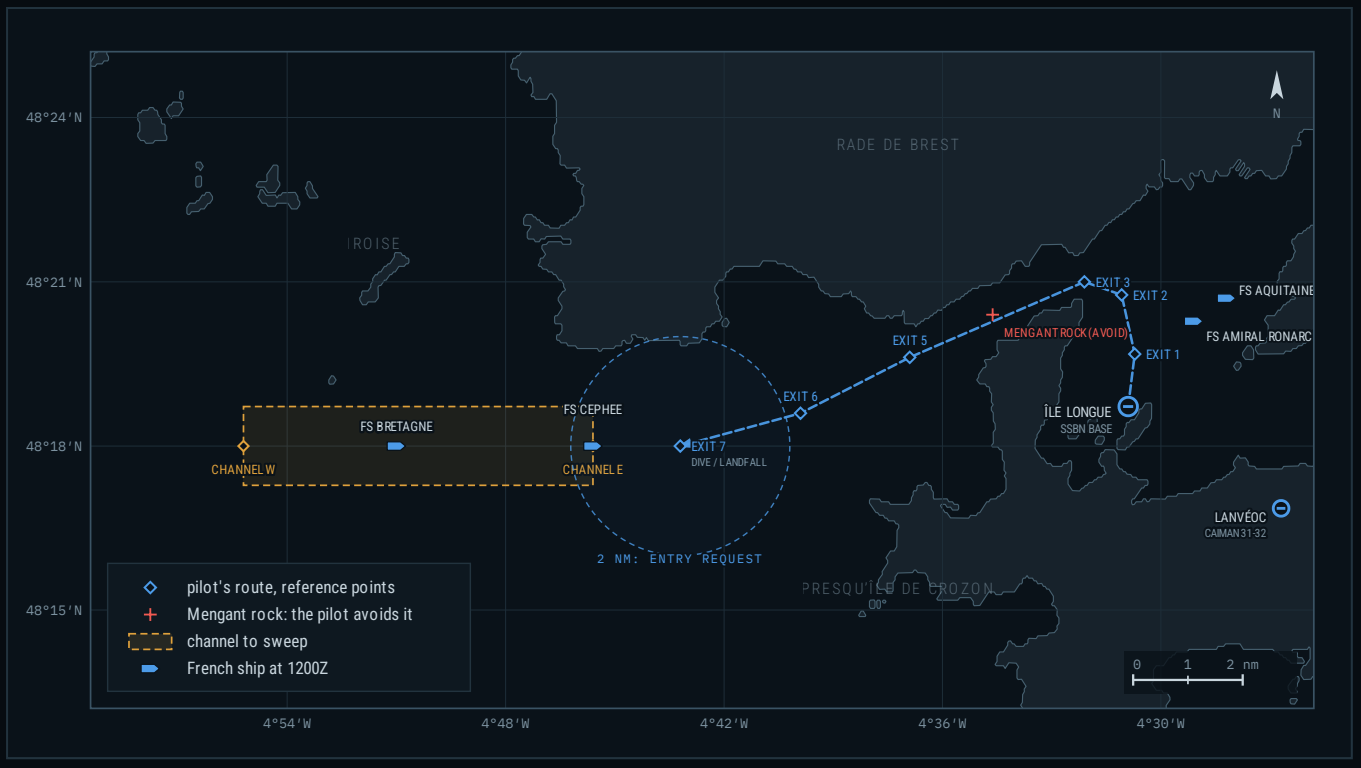


2.3 The Goulet and the channel

From Île Longue, a submarine leaves the Rade de Brest by the Goulet, on the surface, behind the harbour pilot, by the reference points **EXIT 1, 2, 3, 5, 6** and **EXIT 7**, skirting the **Mengant rock**. EXIT 7, at the mouth, is where she dives on the way out and where she must surface on the way in: the game calls it **EXIT 7 (DIVE / LANDFALL)**. West of it, the approach channel from **CHANNEL E** to **CHANNEL W** is the one to sweep for mines before she sails.

Surface ships leaving the Rade take the same route: **EXIT 1, 3, 5 and 7, never straight across the Goulet**.

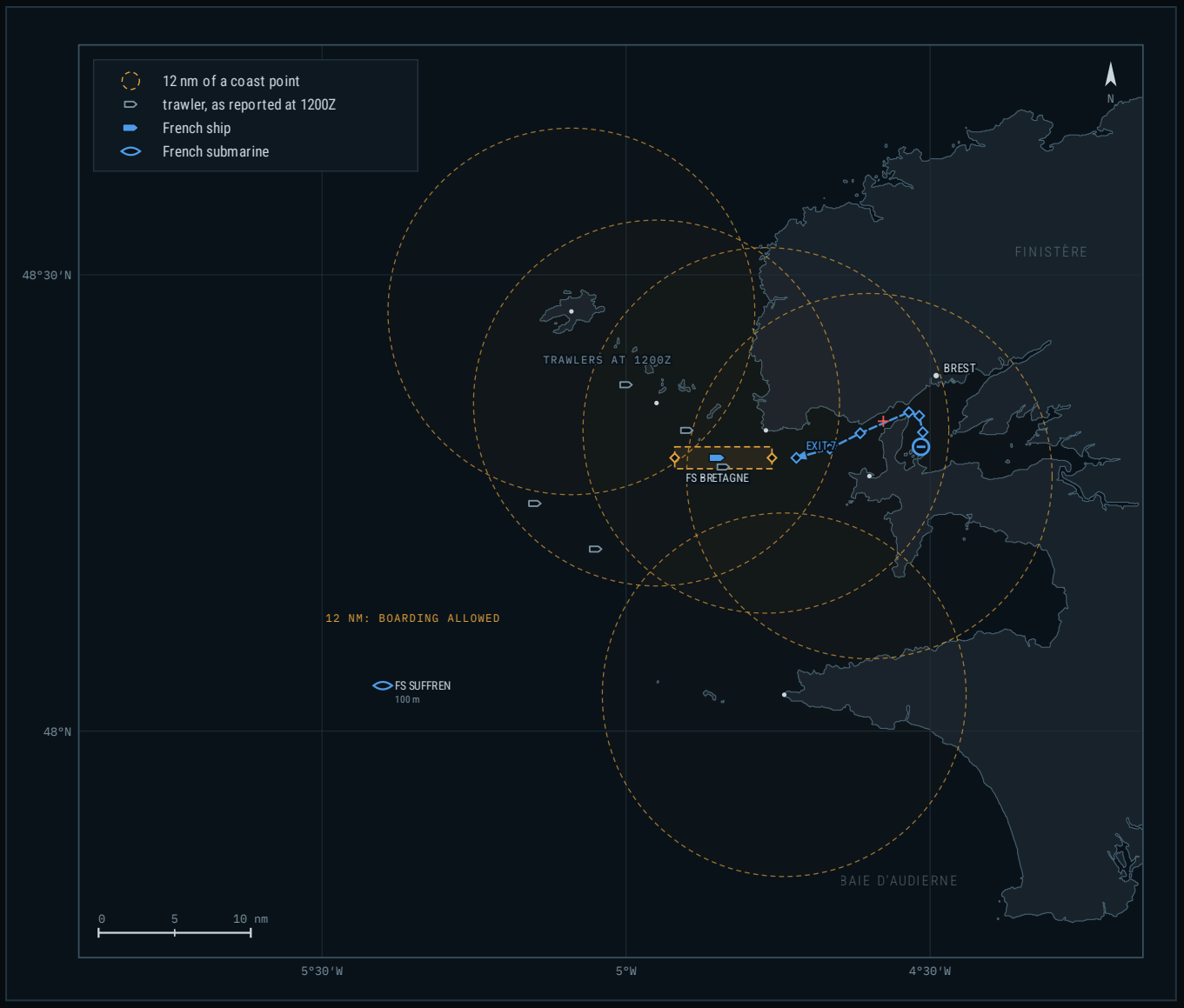
FIGURE 4 — THE GOULET DE BREST: THE PILOT'S ROUTE AND THE CHANNEL



2.4 The Iroise and the approaches

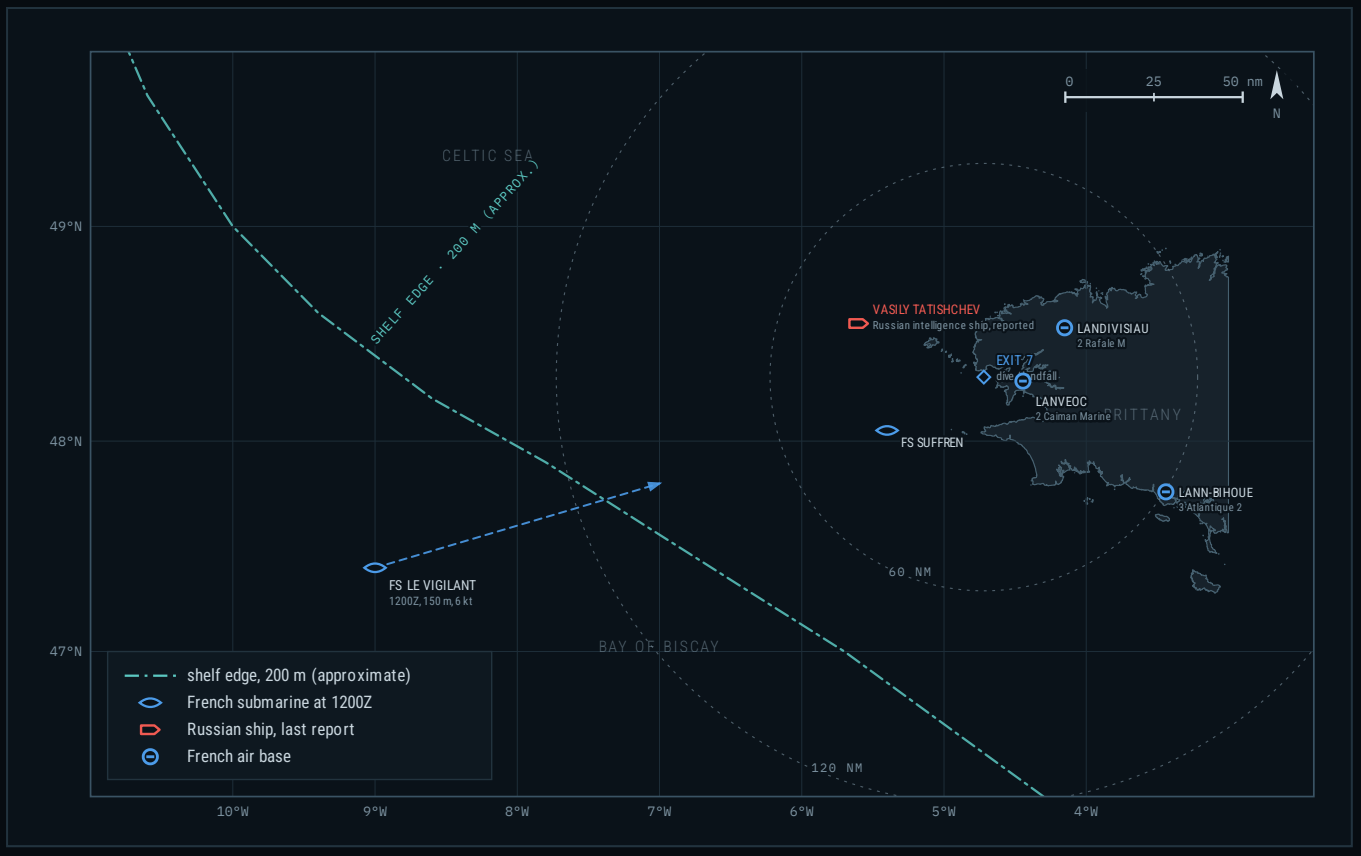
Beyond EXIT 7 lies the Iroise, between Ouessant, Molène and the Raz, where trawlers work and watch. Within **12 nm** of the coast they are in French waters, and the Maritime authority may board them. Further out, the continental shelf runs for a hundred miles, less than 200 m deep: there, a submarine at speed is heard, and a deep one is not deep. Its edge — drawn approximately on figure 6 — is where the water drops to the abyssal plain, and where a submarine can disappear. **The game measures the depth itself:** the line on the map is a guide, the sea floor in the game decides.

FIGURE 5 — THE IROISE: THE 12 NM AND THE TRAWLERS



The game counts French waters as 12 nm from Saint-Mathieu, Ouessant, the Raz, Camaret or Molène. The trawlers are drawn where they were reported at 1200Z; they move.

FIGURE 6 — THE APPROACHES TO BREST AND THE EDGE OF THE SHELF



The 200 m line is drawn by hand and is only approximate. LE VIGILANT is shown at 1200Z with her course; she keeps it until her first radio schedule.

2.5 Light, tide, weather and the clock

WHAT	18 JANUARY	19 JANUARY	20 JANUARY
Sunrise / sunset, Narva	— / 1350Z	0644Z / 1351Z	0643Z / —
Sunrise / sunset, Brest	— / 1655Z	0801Z / 1656Z	0800Z / —
Moon, Brest	Rises 1220Z, three-quarters full	Sets 0521Z, rises 1310Z	Sets 0630Z; nine-tenths full
High water, Brest	1146Z (before the start)	0023Z · 1306Z	0137Z
Tide windows (high water ± 2 h)	18/01 2223Z – 19/01 0223Z	19/01 1106Z – 1506Z	19/01 2337Z – 20/01 0337Z

Both night windows are lit by a moon nearly full: a drone or a trawler sees a submarine on the surface. Waiting for the moon to set means leaving outside the window, which is slower and noticed. The weather forecast for the Iroise arrives with the opening message; the same weather lies over both theatres. In January it can be calm, windy with a heavy sea, or foggy over the Iroise; wind and sea hamper sonobuoys, helicopters and minehunting, and fog can keep an aircraft from landing at its base.

Every time in the game is Zulu. Local time is one hour later in France and two hours later in Estonia.

3 Your forces

Thirty-four units on the side FRANCE, across two theatres. Nothing is airborne at 1200Z and there is no mission: every patrol, every search and every move is yours to create.

3.1 The Atlantic

UNIT	CLASS	WHERE AT 1200Z	NOTES
FS LE TEMERAIRE	SSBN, Triomphant class	Île Longue, alongside	The submarine that sails: “SSBN B” in the special actions
FS LE VIGILANT	SSBN, Triomphant class	47°24'N 9°00'W, 150 m, 6 kt towards the north-east	The submarine coming home: “SSBN A”. First radio schedule 1220Z
FS SUFFREN	SSN, Suffren class	48°03'N 5°24'W, 100 m	The only hunter-killer; she can cover one SSBN, not both. She too hears you only at periscope depth
FS AQUITAINE	FREMM, anti-submarine	Rade de Brest	Towed sonar, NH90 deck
FS BRETAGNE	FREMM, anti-submarine	Iroise, west of the channel	Towed sonar
FS AMIRAL RONARCH	FDI frigate	Rade de Brest	Sea Fire radar: a good eye on the surface and the air
FS CEPHEE	Tripartite minehunter	CHANNEL E, sonar active	Sweeps the channel (section 5.2)
TUG BREST 1, 2	Harbour tugs	Brest	Used by the pilot outside the tide window; nothing to do
ILE LONGUE C-UAS 1, 2	Counter-drone systems	Île Longue	Their jamming is the special action “Base security - Jam drones over Ile Longue”

AIRCRAFT	TYPE	BASE	NOTES
ATLANTIQUE 21, 22, 23	Atlantique 2 maritime patrol	Lann-Bihoué, 61 nm from EXIT 7	Sonobuoys (limited), radar, ESM, torpedoes: no torpedo is to be dropped. Long endurance; plan reliefs
CAIMAN 31, 32	NH90 Caïman Marine	Lanvéoc, on the Rade	Dipping sonar; short legs, close to the Goulet
RAFALE 11, 12	Rafale M	Landivisiau, 27 nm from EXIT 7	For the Tu-142, if they come (section 7)

3.2 The Baltic

FS SAGITTAIRE, Tripartite minehunter, in Tallinn harbour, under NATO's mine countermeasures group but at your disposal for the cable. She is slow and she is no icebreaker: keep her in the western gulf.

3.3 Estonia: the LYNX detachment

UNIT	WHAT IT IS	WHERE	USE
VAB 1, VAB 2	Mechanised infantry platoons (VAB)	Tapa	Presence at the key points: your fastest answer
AMX10RC 1	Armoured platoon (AMX-10 RC)	Tapa	Presence; fast on roads
CAESAR 1	Artillery battery, 155 mm	Tapa	No target in peacetime; it counts as a presence
MISTRAL 1, MISTRAL 2	Air-defence platoons, Mistral 3	Tapa	Against drones, once Tallinn allows it. **In play they engaged only with the GM60 radar near them: move them together**
GM60 1	Ground Master 60 radar	Tapa	The air picture of the Narva front, and the Mistral's eyes
RASIT 1	Ground surveillance radar	Tapa	Sees vehicles across the river from behind line L
CIL 1, CIL 2	Light infantry platoons	Rakvere, with the Defence League	Slow on foot; presence nearer the front
PATROLLER 1	Patroller drone, ELINT pod	Ämari, 220 km from the border	Listens to Russian radars and emitters, in all weather. **Fly it on a support mission** (section 6.5)

> MOVING LAND UNITS IN THE GAME
>
> **Plot routes along roads, to points the road network reaches.** A unit sent to a point off the roads may wander for hours, and if that takes it beyond line L the hours are counted against you. **When a unit arrives, check that it has stopped**: in this build a ground unit that reaches the end of its route can carry on along its last heading. Set its speed to zero, or give it a new destination. From Tapa, count four to five hours to the Narva front by road.

3.4 Allies, not under your command

The **Estonian Defence Forces** hold Ida-Viru: mechanised platoons (CV90), Mistral and Piorun air defence at Narva and Jõhvi, an IRIS-T battery near Tallinn, a Ground Master 403 radar and a passive Vera-E system near Jõhvi, Caesar guns. **Presence at a key point is yours to show**: Paris counts French units, not theirs. They do not fire on drones themselves: **every drone that falls is a French shot**. The **British battlegroup** is at Tapa with you; **NATO air policing** at Ämari meets Russian aircraft over the gulf.

4 The others, as known

4.1 The Russian force near Narva

A combined-arms group of the Leningrad Military District: two tank platoons (T-72BM), mechanised infantry (BMP-2M, BTR-82A), Tor-M2 and Pantsir air defence, electronic warfare (Krasukha-4, Borisoglebsk-2, Leer-3 with its Orlan-10 drones), a Msta-S artillery battery with a Zoopark counter-battery radar, and trucks. It leaves Luga and Pskov in the first hours and closes on the border between Kingissepp and Ivangorod by the afternoon of the 19th.

Exercise or preparation? Paris wants your judgement before 20 January 0000Z. The force will tell you, if you look: **air-defence radars switched on before the exercise needs them, long-range rocket launchers, a heavier logistic tail, and how close it comes to the river** are the marks of a preparation; their absence, of an exercise. The GM60, the RASIT and the Patroller's ELINT pod see across the river from behind line L; the intelligence summaries help, and can be wrong.

4.2 Drones, border guards and the ice

The **Orlan-10** drones fly from the Ivangorod side, low and slow, over Narva and Auvere. Russian border guards have crossed the frozen river before; groups on foot can cross the ice of Lake Peipus, where the game shows them by a reference point, **ICE GROUPS**, as the Estonian border radar reports them. Each test is announced half an hour to an hour and a half before it begins (section 6.2).

4.3 Russian aircraft

Fighters may probe Estonian airspace over the Gulf of Finland, near Vaindloo; NATO air policing meets them. Over the Atlantic, **Tu-142** maritime patrol aircraft from the Kola peninsula can reach the approaches to Brest some hours after Moscow decides to send them; they can lay sonobuoys, and they relay what they find to the Russian submarine.

4.4 Russian ships and submarines

A **Yasen-class nuclear attack submarine** is believed to be in the approaches, waiting near the edge of the shelf. She listens; from time to time she comes up to report and to receive her orders, and at that moment she is shallow, and an Atlantique 2 can catch her. A **diesel submarine** of the Kilo class may be with her; one has been seen in this area before. The intelligence ship **VASILY TATISHCHEV** (Vishnya class) is off Ouessant, listening. A corvette, **SOOBRAZITELNY**, is on passage down the Channel. None of them is to be attacked; all may be tracked, followed and pinged.

4.5 In the Iroise, over Île Longue, on the cable

Trawlers work the Iroise as they do every winter. One or another may be doing more than fishing — listening, or leaving sensors on the sea floor near the channel; an intelligence trawler, **FV ORION**, works with them. **Drones** have been seen over Île Longue at night, filming. In the Gulf of

Finland, the bulk carrier **MV BALTIC PEARL**, bound for St Petersburg, will pass over the Helsinki–Tallinn cable this afternoon or this evening; the Finnish Coast Guard is watching her.

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5 The relief, in practice

5.1 Radio schedules

The scenario uses **realistic submarine communications**: a submarine deep does not receive your orders. Each SSBN at sea comes to periscope depth for a **radio schedule of 20 minutes**, then goes back to her depth for four hours. The game announces each schedule: *"FOST - LE VIGILANT is coming to periscope depth for her radio schedule, until ... Give her new orders now (course, speed, depth)"*. **That is when you plot her route, set her speed and her depth for the next four hours.** When she goes deep again the game tells you when the next schedule falls.

LE VIGILANT's first schedule is at **1220Z**; while she is at sea they follow every four hours and twenty minutes (figure 7). LE TEMERAIRE's first schedule comes four hours after she reaches EXIT 7. Pause the game at each schedule if you need time; and give each order as if it were the last for four hours, because it is.

5.2 Sailing LE TEMERAIRE

1. **Sweep the channel first.** Bring FS CEPHEE along the channel from CHANNEL E to CHANNEL W, on the latitude of the two points, at **4 knots or less**, sonar active. Sailing through a channel not swept costs: it means mines may be there, and that Moscow's sensors may be too.
2. **Choose the tide.** High water at Brest is at 0023Z and 1306Z on the 19th, and 0137Z on the 20th. Within **2 hours of high water**, the pilot takes her through the Goulet at **10 knots**. Outside, she goes with tugs at 5 knots: slower, more visible, and Moscow notices. The game asks you to confirm a departure outside the window.
3. **Order the departure**: "SSBN B - Request departure". The pilot takes her on the surface from Île Longue through the EXIT points to **EXIT 7**. You have nothing to do on the way.
4. **At EXIT 7 she is yours.** The game says so: *"LE TEMERAIRE is at EXIT 7, on the surface. Dive and plot your route to the shelf edge."* She is still on the surface and can hear you: **give her depth, speed and a route for four hours now**. Her next chance to hear you is her first radio schedule.
5. **Make for the deep water.** Quiet and deep across the shelf, away from the trawlers and from where the Russians were last reported, to beyond the 200 m line.

5.3 Diluted

LE TEMERAIRE is **diluted** — lost in the ocean, which is the whole point — once she has spent **4 hours beyond the 200 m line without a Russian unit holding her**. If a Russian unit holds her during those four hours, the count starts again. If she drifts back over the shelf for less than half an

hour while following its edge, the count goes on; longer, and it starts again when she is back over deep water. CECLANT reports when she is diluted.

5.4 What "held" means

A submarine is **held**, or tracked, when a Russian unit has a contact on her that is good enough to say she is a ballistic-missile submarine, and close to where she really is. What the Russians have gathered reaches their submarine when she comes up to report; between two reports she knows only what she heard herself. They can learn of your submarines in many ways: their own sonar; the intelligence ship; a Tu-142's sonobuoys; sensors left by a trawler near the channel; a drone filming the departure at Île Longue. **Every one of those is something you can deny**: board the trawler, jam the drones, escort the Tu-142, keep your SSBN away from the intelligence ship, and hunt the hunter with the Atlantique 2 and FS SUFFREN.

A Russian submarine that has found an SSBN will try to stay with her. Shaking her off takes speed, depth, distance and time, and an SSN that puts herself between them.

5.5 Bringing LE VIGILANT home

1. At her radio schedules, bring her towards **EXIT 7**, timing her arrival for a tide window.
2. When she is **within 2 nm of EXIT 7**, the game tells you she is at the landfall point. Use "SSBN A - Request entry": the pilot surfaces her and brings her alongside, at 10 knots in the window, with tugs at 5 knots outside it. A request made farther than 2 nm from EXIT 7 is refused.
3. **Her time is limited** by her crew and her reactor. CECLANT gives you her deadline two hours before it falls; plan to have her in by the night of 19 to 20 January. Every hour late counts against you.
4. **Not before LE TEMERAIRE is diluted.** If LE VIGILANT is alongside while LE TEMERAIRE is not yet diluted, France has no SSBN at sea: the patrol is broken. Weigh that against her deadline.
5. **Followed in?** If a Russian unit has held her in the two hours before her entry, she was tracked to her landfall, and the Russians know where she came from.

5.6 The reinforced posture

You may recommend to Paris that **LE VIGILANT stays at sea**: two SSBN on patrol, the strongest signal France can send without a word. Use "Paris - Recommend reinforced posture" twice within ten minutes, while she is still at sea on her way home. From then on she has no deadline and does not come in: she must go back to deep water and be **diluted again** beyond the 200 m line, four hours untracked, like LE TEMERAIRE. The patrol cannot be broken. But Moscow reads the signal, and the Russian submarine will not wait where she was.

5.7 Your hunters

The **Atlantique 2** are your best chance to find the Russian submarine, above all when she comes up to report. Sonobuoys are limited: lay them where she must be, not everywhere. **FS SUFFREN** can escort one SSBN, sit across the route she will take, or follow the Russian submarine once

found. The frigates' towed sonars cover the approaches to the channel; the Caïman the Goulet itself. Keep a hold on a Russian submarine long enough and Paris will count it.

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6 The Narva front and the rules of engagement

6.1 The rules

1 · NO WEAPON AGAINST A RUSSIAN UNIT

Ship, submarine, aircraft or ground unit, whatever it does. **A Russian unit other than a drone destroyed by French fire ends the exercise at once.** The Russian units are not set to fire first.

2 · RUSSIAN DRONES: OVER ESTONIA, WITH TALLINN'S LEAVE, NEVER OVER A TOWN

A drone may be shot down only while an authorization from Tallinn is in force, only over Estonian territory, and never over the built-up areas of Narva, Narva-Jõesuu, Sillamäe and Jõhvi (the NO FIRE boxes). A drone brought down over Russia is a gift to Moscow.

3 · LINE L

No French ground unit beyond line L, 12 km from the border, **except to answer an incident**: within 15 km of the key point of an incident announced or under way, and for a while after it (section 6.3).

4 · PATROLLER 1: 20 KM FROM THE BORDER

The drone must stay at least 20 km from the Russian border. Closer, Paris warns you; stay there and it costs, and Moscow protests.

5 · SUBMARINES AND AIRCRAFT: FOLLOW, NEVER ENGAGE

Russian submarines may be tracked, followed and pinged with active sonar; Russian aircraft intercepted and escorted. **No torpedo, no missile.** The Atlantique 2 carry torpedoes: check the weapons settings of every mission you create.

Weapons settings at 1200Z: air **TIGHT**, surface, underwater and land **HOLD**, for the side and every unit. A unit on TIGHT fires only at contacts identified as hostile; Russian units are shown as unfriendly, not hostile. To shoot a drone once Tallinn allows it, order the engagement yourself, or mark that drone hostile; never a Russian aircraft.

6.2 The incidents

The Russian tests come in four, from the first nightfall at Narva to the second night: drones over Narva; a larger drone operation over Narva and Auvere; a crossing at Vasknarva; groups on the ice of Lake Peipus. Each is announced by an Estonian warning **30 to 90 minutes before**: the time to

move. When it begins, a message says so, the game **returns to real time** and a box asks for your decision. When you have answered, the game goes back to the speed you were at.

The box records your decision and passes your requests; it moves no unit. "Move to contact" or "Close up to the crossing point" is your intent: the units have to be there, and that is your work in the game. The same kind of box comes for the other incidents of the operation: the ship on the cable, fighters near Vaindloo, the Tu-142.

INCIDENT	KEY POINT	CHOICES IN THE BOX	WHAT ANSWERS IT
Drones over Narva	KEY NARVA BRIDGE	Observe · Jam · Request fire authorization from Tallinn · Report to Paris	A unit within 3 km of the key point, a jamming or a request to Tallinn. **The first may come before your troops can reach Narva: a request to Tallinn is an answer too**
Drones over Narva and Auvere	KEY NARVA BRIDGE, KEY AUVERE	The same	The same; the drones come in waves
Crossing at Vasknarva	KEY VASKNARVA	Hold position · Move to contact · Report to Paris	A unit within 3 km of the key point, or of the group: it turns back. The point is 13 km beyond line L, and 104 km from Tapa
Groups on Lake Peipus	KEY VASKNARVA, reference point ICE GROUPS	Hold the L line · Close up to the crossing point · Report to Paris	A unit near the groups' landing point or within 3 km of Vasknarva: they turn back

Reporting to Paris is not an answer. Neither is observing from Tapa. A test left with no presence, no jamming and no request to Tallinn is noted by Tallinn and read by Moscow as an invitation: **the next test comes further** — more drones, a deeper crossing, a group that lands and heads inland. The test is judged half an hour after it begins for the drones, an hour after for Vasknarva and the lake, which are far from everything.

Jamming needs a French unit within 10 km of the drone; most drones then lose their link and go home. It is quiet, and it brings nothing down.

6.3 Presence and line L

Presence is a French unit of the LYNX detachment within **3 km** of the key point while the incident lasts — or already there when it begins. But **all four key points lie beyond line L**: Auvere by some 5 km, Vasknarva by 13. The rule allows a unit there only to answer: **within 15 km of the key point of an incident announced or under way, and for an hour after it ends — three hours for Vasknarva and the lake**, to give the troops time to come back. Beyond that, each hour a unit spends beyond the line is counted, and Paris reminds you of it with the unit's position.

The way to be on time is to **wait behind line L, as close to the key points as the rule allows, and move on the warning**. Mind the distances: from the line to Vasknarva is 13 km of forest roads.

6.4 Shooting a drone

1. Ask Tallinn: “Estonia - Request fire authorization (sector)”, or the choice in a drone box. The answer comes after a delay that grows as things get tense; it is good for **2 hours**.
2. Have a Mistral platoon in range with the GM60 near it, and the drone identified.
3. Check where it is: over Estonia, outside the NO FIRE boxes. Then engage.

The game reads the result where the drone falls. Brought down within the authorization, it is a lawful act — and Moscow will remember it. Without authorization, over a town, or over Russia, it is a fault, and a bigger escalation.

6.5 The Patroller

PATROLLER 1 carries an ELINT pod: it hears the Russian radars and emitters across the river, in any weather, out to some 350 nm from Ämari. **Fly it on a support mission** over an area of your own west of the front: in play, on a land patrol mission it never left the ground. Keep its area **more than 20 km from the border**. The Russian radars will see it, and Moscow will notice; that is the price of looking.

6.6 Your assessment of the Russian intent

Before **20 January 0000Z**, Paris wants to know what the force near Narva is doing. Use “Intelligence - Assess Russian intent”: a box offers **a snap EXERCISE**, **PREPARATION for an operation**, or **Not yet: keep watching**. The first two are final. Paris acts on your answer; a wrong one is worse than none, and none is worth nothing. Base it on what your sensors have seen (section 4.1).

6.7 What Moscow reads

A hidden measure of tension follows the operation; you see it only through its effects, hours later and often in the other theatre. It rises with a drone shot down (more if it falls on a town or in Russia), a unit beyond line L, the Patroller seen or too close, a trawler boarded, a departure outside the tide window or through an unswept channel, an SSBN departure observed, the reinforced posture, a call for air reinforcement, a Russian group left to walk up to Auvere. It eases after quiet hours, never back to where it was. A clean, unseen departure from Brest is read as well: it tells Moscow its pressure at Narva achieved nothing.

7 Special Actions guide

7.1 How they work

The command interface cannot call a harbour pilot, ask Tallinn for leave or board a trawler. Those acts are **Special Actions**, in the Special Actions window of the **Game** menu. There are **fourteen**, in four families. None needs a unit selected. The answer comes back as a message signed by whoever answers; when an action cannot be carried out, the message says why. The names below are exactly those of the game.

Three actions always need two clicks: "Paris - Recommend reinforced posture" and the two "Staff" actions; "SSBN B - Request departure" needs two outside the tide window. The first click changes nothing and says what the second will do; **the second, within 10 minutes**, carries it out. Wait longer and start again.

FAMILY	ACTIONS	CLICKS
The relief	SSBN B - Request departure	1, or 2 outside the window
	SSBN A - Request entry	1
	Paris - Recommend reinforced posture	2
	Maritime authority - Inspect trawler	1
	Base security - Jam drones over Ile Longue	1
	Air - Intercept and escort Tu-142	1
Estonia and the Baltic	Estonia - Request fire authorization (sector)	1
	Sagittaire - Inspect cable segment	1
Intelligence	Intelligence - Assess Russian intent	1, then a box
	Intelligence - Assessment Estonia	1
	Intelligence - Assessment Atlantic	1
The staff	Staff - Estonia: delegate / resume command	2
	Staff - Atlantic: delegate / resume command	2

7.2 The relief

SSBN B - Request departure

LE TEMERAIRE slips from Île Longue; the harbour pilot takes her on the surface through the Goulet to EXIT 7.
In the tide window (high water ± 2 h): 10 knots. **Outside**: the game asks you to confirm within 10 minutes; then tugs, 5 knots, and Moscow notices.
Before: sweep the channel. **After:** at EXIT 7 she is on the surface and yours — give her depth, speed and a four-hour route at once.

SSBN A - Request entry

The harbour pilot surfaces LE VIGILANT and brings her alongside at Île Longue. Same tide rules.
Needs: LE VIGILANT within **2 nm of EXIT 7**, at sea on her way home. Farther, the request is refused.

Paris - Recommend reinforced posture

LE VIGILANT stays at sea: no deadline, no entry; she must be diluted again beyond the 200 m line. Two SSBN on patrol. Moscow reads the signal.
Needs: LE VIGILANT still at sea on her way home. **Two clicks.** It cannot be undone.

Maritime authority - Inspect trawler

Boards the nearest trawler not yet inspected that is within **1 nm** of FS AQUITAINE, FS BRETAGNE, FS AMIRAL RONARCH or FS CEPHEE, if she is inside French waters (within 12 nm of the coast points of figure 5). The boarding is immediate; the message says what was found. Each trawler once; FV ORION, the intelligence trawler, is not a fishing vessel and cannot be boarded this way.
Moscow notices every boarding, and an innocent owner complains.

Base security - Jam drones over Ile Longue

When drones are over Île Longue, most of them lose their link and leave. The jammer needs **30 minutes** between uses. A drone filming the base is how Moscow learns that an SSBN is leaving.

Air - Intercept and escort Tu-142

RAFALE 11 and 12 take off on an escort mission that follows the Tu-142, weapons held. **Twenty minutes of escort within 10 nm, in all,** and the Tu-142 turn back north; the Rafale then return to Landivisiau. Unescorted, the Tu-142 stay four hours over the approaches. The same choice is offered in the box when they come within 150 nm of EXIT 7.

7.3 Estonia and the Baltic

Estonia - Request fire authorization (sector)

Asks Tallinn for leave to shoot identified Russian drones over Ida-Viru, outside the NO FIRE boxes. The answer takes time, longer as tension grows; once given, it lasts **2 hours**. One request at a time.

Sagittaire - Inspect cable segment

FS SAGITTAIRE inspects the cable. **Needs:** SAGITTAIRE within **1.5 nm of CABLE SEGMENT** when you use it, then held there at **4 knots or less for 45 minutes**. Leave the circle or speed up and the inspection stops. **Inspect after the ship has passed**: before, there is nothing to find.

7.4 Intelligence

`Intelligence - Assess Russian intent`

Opens the box of section 6.6. One answer, before 20 January 0000Z.

`Intelligence - Assessment Estonia · Intelligence - Assessment Atlantic`

A graded summary (B2: usually reliable source, probably true) within 30 to 60 minutes: on the Russian force near Narva, or on the Russian submarines off Brest. **Three per theatre**, one at a time. Intelligence can be wrong: weigh it against what you see.

7.5 The staff

Either theatre can be handed to the staff, and taken back at any time, with "Staff - Estonia: delegate / resume command" or "Staff - Atlantic: delegate / resume command" (two clicks). The staff is cautious and goes by the book. There is no fixed price for delegating: **the staff simply does less well than a good commander**, and the debrief says how long each theatre was in its hands. When you take a theatre back, the staff's missions stay in place.

THEATRE	WHAT THE STAFF DOES	HOW IT ANSWERS THE BOXES
Estonia	Sends VAB 1, MISTRAL 1 with the GM60 and VAB 2 to waiting positions west of line L, near Narva, Auvere and Vasknarva; flies the Patroller on a support mission well clear of the border; brings back west of the line any unit found beyond it; never fires	Drones: asks Tallinn for authorization. Vasknarva and the lake: "Hold". The cable: reports to Paris. Vaindloo: leaves it to NATO
Atlantic	Sweeps the channel; sails LE TEMERAIRE in the first tide window and routes her slowly and deep to the south-west; brings LE VIGILANT towards EXIT 7 at her radio schedules and asks for her entry in a window once LE TEMERAIRE is diluted; flies an Atlantique 2 on an anti-submarine patrol over the shelf west of Ouessant; places the frigates and FS SUFFREN; jams the drones over Île Longue	The Tu-142: lets them pass

7.6 A worked sequence: the first night at Brest

1. Afternoon of the 18th: FS CEPHEE sweeps the channel east to west at 3 knots. FS BRETAGNE and a Caïman watch the approaches; an Atlantique 2 goes out over the shelf.
2. Trawlers near the channel and within 12 nm: put a frigate within 1 nm and inspect them, one by one.
3. Drones over Île Longue: jam them, again thirty minutes later if some remain.
4. 2223Z, the window opens: "SSBN B - Request departure". The pilot takes her out at 10 knots.
5. At EXIT 7: 150 m, 6 knots, a route south of the channel then out to the deep water, away from the last Russian reports. She hears nothing more until her first radio schedule, four hours later.

6 Meanwhile at Narva the night's test is coming: your troops should already be waiting behind line L.

7.7 Common refusals, and what to do

THE MESSAGE SAYS	DO THIS
FOST - We are outside the tide window (next high water …)	Wait for the window, or use the action again within 10 minutes to sail with tugs
FOST - Entry refused: LE VIGILANT must be within 2 nm of EXIT 7	Bring her closer at her next radio schedule
TALLINN - Your request is already being considered	Wait for the answer
SAGITTAIRE - Not on the CABLE SEGMENT (1.5 nm)	Bring her inside the circle first
SAGITTAIRE - Inspection interrupted	Back inside 1.5 nm, 4 knots or less, and start again
MARITIME AUTHORITY - No uninspected trawler within 1 nm of one of our ships	Bring a frigate or the minehunter alongside her
MARITIME AUTHORITY - … is outside our territorial waters (12 nm)	Wait until she comes inside, or leave her
BASE SECURITY - The jammer needs 30 minutes between uses	Wait
CECLANT - No Tu-142 to escort at the moment	Nothing to do
CPCO - No more intelligence assessments available for this theatre	Three were used
PARIS - Too late: LE VIGILANT is no longer at sea on her way home	The posture can only be chosen while she is at sea

7.8 What they do not do

No special action moves a unit of yours, except the pilot in the Goulet and the staff when you delegate; none fires; none changes a weapons setting except the Rafale's escort mission, which holds their weapons.

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8 The forty-eight hours

The operation runs from **1200Z on 18 January** to **1200Z on 20 January**. What is fixed is the light, the tide, LE VIGILANT's radio schedules and the distances. The Russian tests have their own hours, which nobody can give you; the Estonians will warn you of each.

FIGURE 7 — THE FORTY-EIGHT HOURS



LE VIGILANT's schedules are shown for as long as she is at sea. LE TEMERAIRE's depend on the hour she reaches EXIT 7. Night is from sunset to sunrise.

ACT	WHEN	WHAT TO EXPECT	WHAT TO DO WITH IT
I · Setting up	18th, 1200Z – 1800Z; dark at Narva from 1350Z	The Russian force leaves its garrisons. The first drones over Narva at dusk, before your troops can be there. The cable ship approaches	Troops on the road east; the GM60 and a Mistral together. The Patroller up. The channel swept. LE VIGILANT given her course at 1220Z. Air patrols over the approaches
II · The first night	18th, 1800Z – 19th, 0600Z	Drones may come over Île Longue. A tide window round 0023Z. The larger drone operation over Narva and Auvere	The decision of the night: sail LE TEMERAIRE in the window, under the moon, while Narva needs you
III · Consequences	19th, 0600Z – 2200Z	What Moscow decided in the night arrives: aircraft, a submarine moving. A crossing at Vasknarva by day. A tide window round 1306Z. The Russian force reaches the border	Watch the force and decide what it is. Decide LE VIGILANT's fate: home in the last window, or the reinforced posture
IV · The second night	19th, 2200Z – 20th, 1200Z	The peak of the exercise: groups on the ice of Lake Peipus. The last tide window round 0137Z. Your assessment due at 0000Z	LE VIGILANT in, once LE TEMERAIRE is diluted; troops ready behind the line at the lake end

Forty-eight hours are longer than any crew's day and any aircraft's fuel. Plan the Atlantique 2 reliefs and keep one for the moment the Russian submarine must come up. The operation can end early once everything is done (section 9.3).

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**: the CPCO's, and the CARRY-OVER if you play the campaign. Note the weather forecast.
2. **LE VIGILANT**: her first radio schedule is at **1220Z**. Decide where she should be at 1640Z, and at what depth, and be ready to give it.
3. **Estonia**: send the troops east now, by road, to waiting positions behind line L — one towards Narva and Auvere, one towards Vasknarva. **GM60 1 and a Mistral platoon together.** Check that each stops on arrival.
4. **PATROLLER 1**: a support mission over an area of your own, more than 20 km from the border. Check its weapons and its endurance.
5. **Ask Tallinn early** if you expect the first drones before your troops arrive.
6. **FS CEPHEE**: sweep the channel from CHANNEL E to CHANNEL W at 3 knots, on the latitude of the two points.
7. **The approaches**: an Atlantique 2 on an anti-submarine mission over the shelf; FS BRETAGNE and FS SUFFREN placed; a Caïman ready for the Goulet. **Every mission you create: weapons held.**
8. **FS SAGITTAIRE**: ready to sail for the CABLE SEGMENT.
9. **Trawlers**: the frigates within 1 nm of those near the channel, then inspect.
10. Nothing else to change: the rest is on HOLD, and should stay so.

9.2 How you will be judged

At the end the government reads the operation under two heads: the deterrent and the front. No figures are given here. What it wants is this.

PARIS WANTS	WHICH MEANS
LE TEMERAIRE lost in the ocean	Diluted beyond the shelf, untracked, as early as the tide and Narva allow. Tracked at the end is the worst outcome of the relief
LE VIGILANT home, unseen	Alongside before her deadline, not followed to her landfall. Or, if you chose the reinforced posture, diluted again
The patrol never broken	No moment with no SSBN at sea
The Russian hunter caught	A Russian submarine held by your units for long enough counts in your favour
Narva held, calmly	Present at the key points when it matters; no test left unanswered; no group reaching Auvere; no unit beyond line L without cause
Lawful force only	Drones down only with Tallinn's leave, over Estonia, never on a town; the Patroller clear of the border; innocent trawlers left alone
The right judgement	The Russian intent rightly assessed, in time; the cable inspected and the truth established
Tension kept low	The highest point the tension reached is what counts, not where it ends
No shot at a Russian unit	The gravest fault of the operation: it ends it

A perfect relief with Narva abandoned is not a success. Neither is a firm Narva paid for with a tracked SSBN. The order asks for both, without giving Moscow the incident it is looking for.

9.3 The end, and the debrief

The exercise ends at **1200Z on 20 January**. It ends earlier, with the words **EXERCISE ENDED EARLY**, once LE TEMERAIRE is diluted, LE VIGILANT is alongside (or diluted again in the reinforced posture), the cable is inspected, your assessment is in Paris, the last Narva test is over and the front has been quiet for two hours. The closing message, the **DEBRIEF**, gives the grade, the state of the relief, what the Russian force really was, how high the tension went, what happened on the front and with your means, and how long the staff held each theatre.

If you play the campaign, the grade, the Russian posture, your losses, the state of the relief and of the Narva front, and what was learnt of the Russian submarine go with you to the last operation. The training version hands nothing on.

Narva, 2027 — Final Warning, ninth scenario of the *Europe 2026* campaign for Command: Modern Operations. Designer: totobimbo. The snap exercise of 18 January 2027, its incidents, orders, ships, messages and quotations are invented. Coastlines: GSHHG (Wessel and Smith) and Natural Earth 1:10 m; state borders: Natural Earth. Tides of Brest after the published predictions. Title plate imagery: NASA EOSDIS Worldview.