SECRET · REL NATO · EXERCISE · FICTIONAL DOCUMENT



OPERATION LAST MILE

CAMPAIGN EUROPE 2026 · SCENARIO 6

RZESZÓW GATE, 2026

The Last Mile — one night over the hub, the airlift and two trains out of Ukraine

START	DURATION	COMMAND	ROE
3 DEC 2026 · 1900Z	14 HOURS	COM ES-SE · CRC WARSAW	WEAPONS TIGHT

TITLE PLATE — SOUTH-EAST POLAND, 3 DEC 2026. SATELLITE IMAGERY: NASA EOSDIS WORLDVIEW (MODIS/VIIRS TRUE COLOUR), RENDERED MONOCHROME; BORDER, BASES, RAILWAY LINES AND ASSESSED ROUTES DRAWN OVER IT.

OPORD 26-061 · BRIEFING PACK · SERIAL 06

Rzeszów Gate, 2026

The Last Mile · Operation LAST MILE · 3–4 December 2026

Originator
Armed Forces Operational Command, Warsaw, within NATO's Eastern Sentry activity

Support
CRC WARSAW · Netherlands detachment, Jasionka · Swedish detachment, Kraków-Balice

For
Commander, EASTERN SENTRY South-East (COM ES-SE), at the Control and Reporting Centre

As of
3 DEC 26, 1900Z

Order
DO-RSZ/OPS/ES/26-061, DTG 031000ZDEC26

Campaign
Europe 2026 · scenario 6

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Tonight Russia strikes western Ukraine again, and this time it has said in advance that the roads, railways and airfields that feed Ukraine from Poland are targets. You command the air defence of south-east Poland for fourteen hours. You may fire without asking anybody, on your own identification, and you will answer for every shot afterwards. What you protect is one airfield, the aircraft that land on it, and two trains; what you protect them with includes thirty-six missiles that cannot be replaced and that are the only answer to the one weapon that gives you twelve minutes.

THE SCENARIO, FOR THE PLAYER RATHER THAN THE COMMANDER

COMPLEXITY

3/5

Ready patrols and free fire, but four kinds of threat at once, a ballistic missile, aircraft and trains to protect that you do not command, mobile batteries, and twelve special actions in five families.

DIFFICULTY

4/5

Most tracks are not identified for you; a wrong mark shoots down an airliner. PAC-3 are counted. Wreckage must not fall on a town. The night is not the same from one game to the next.

DURATION

14 h

1900Z on 3 December to 0900Z on the 4th: nearly ten hours of darkness, then the morning. Five to six hours of play at compressed time.

1 Situation

1.1 The end of a long chain

Most of the military aid that reaches Ukraine by air lands on one runway in south-east Poland: **Rzeszów-Jasionka**, about a hundred kilometres from the border. From there it goes on by road and rail. The same corner of Poland carries the passenger trains that still link Kyiv with Warsaw,

through the crossings of **Dorohusk** and **Medyka**. Since 2022 allied air-defence units have taken turns round the airfield; since December 2025 it has been a Dutch detachment.

In the summer and autumn of 2026 the war came closer. On 30 July a Russian cruise missile flew nearly a hundred kilometres into Poland and fell in a field at Tarnawa-Kolonia; two Polish F-16s followed it with leave to fire and did not, because it threatened nobody. On 13 September a drone hit the locomotive of the Kyiv–Warsaw train two kilometres short of the Polish border, and Moscow called the railway a military target. On 17 September the sirens sounded in Rzeszów and Lublin. On 29 September Poland changed its rules: its pilots and batteries no longer have to see a target before they fire.

1.2 Tonight

A mass strike on western Ukraine is expected during the night of 3 to 4 December, in several waves: slow **Geran** drones, jet-powered **Geran-5**s, **Kh-101** cruise missiles, and **MiG-31K** aircraft with **Kinzhal** ballistic missiles over Belarus. Most of it is bound for Lviv, Lutsk and Kovel. Some of it will cross into Poland. Poland's Operational Commander has put everything that defends this corner of the country under one officer for the night, within NATO's Eastern Sentry activity: the Polish fighters and batteries, the Dutch detachment at the hub and the Swedish Gripens. That officer is you, at the Control and Reporting Centre, from 1900Z.

Three things move tonight that you do not command and must not lose: the **C-17s of the allied airlift**, which land at the hub through the night; and **two trains coming out of Ukraine**, one through Dorohusk and one through Medyka. One of the two trains carries a foreign delegation back from Kyiv, with a connection to make in Warsaw. You will be told which when Warsaw knows. Moscow says the trains are targets on both sides of the border.

> ON THE PUBLIC RECORD, AND IN THIS EXERCISE
>
> **Real (public sources):** the missile of 30 July at Tarnawa-Kolonia, the train of 13 September, the alerts of 17 and 28 September, the new identification rules of 29 September, the Dutch detachment at Jasionka until 31 December 2026, the Swedish Gripens from 1 October, the eight Polish F-35As at Łask.
>
> **This exercise:** the night of 3 to 4 December 2026 and everything in it, the ballistic strike on the hub, the delegation on the train, and the fault that leaves the Patriots without reloads. Section 9 gives the dated record with its sources and draws the line in detail.

1.3 At 1900Z

It has been dark for more than three hours. **Three fighter patrols are ready**: a pair of F-16s is launching from Mińsk Mazowiecki for **CAP NORTH**, a pair of F-35As from Łask for **CAP CENTRE**, a pair of Gripens from Kraków-Balice for **CAP SOUTH**. Ten more fighters wait on the ground. The Saab 340 early-warning aircraft is on its orbit. Twenty-four ground-based air-defence units stand round the hub, the towns, the stations and the two crossings, and eight radars are radiating.

Every unit is on WEAPONS TIGHT, except the three Patriot sections, which are held for ballistic missiles. Airliners fly between Kraków, Rzeszów, Lublin and Warsaw as on any evening. The two

trains are standing on the Ukrainian side; nobody can tell you yet when they leave.

If you come to this night from the Baltic in October, Ushant, Sardinia, the North Sea and the Baltic states in November, the autumn follows you: the mood in the capitals, how hard Moscow's line has become and what NATO can still spare carry over, and an opening message says what has changed.

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2 What intelligence believes

The staff knows what is coming and roughly from where. It does not know how many waves, at what time, how many objects in each, which of them will cross, or what those that cross are aimed at.

2.1 Four objects

OBJECT	ON YOUR SCREEN	FLIES	WHAT IT IS
Geran	DRN-nn	about 80 kt, about 300 m	Slow piston-engine strike drone with a warhead. **Some are foam decoys with no warhead**; nothing tells them apart in flight
Geran-5	JET-nn	about 320 kt, about 600 m	Jet-powered drone with a warhead: the type reported to have hit the train on 13 September
Kh-101	MSL-nn	about 500 kt, about 300 m	Cruise missile. From the border to the hub in five to thirteen minutes, according to where it crosses
Kinzhal	seen late	ballistic	Released by a MiG-31K over Belarus. **About twelve minutes from launch to impact at Jasionka.** Only a Patriot with PAC-3 can stop it

2.2 Most of it is not for you

The targets of the night are in Ukraine. Tracks will come down from the north-east, run along the Polish border for long minutes and go on to Lviv, Yavoriv, Lutsk, Kovel or Yahodyn. A few will cut a corner of Poland and leave again by themselves. **A track beyond the border is never a target**, and a track that has left Poland is no longer one.

Some will cross and stay. The staff expects them on four stretches of the border: near **Włodawa**, at the **Hrubieszów** salient, near **Lubaczów** and at **Medyka**. Of those that cross, some fall in open country, some are aimed at a town, some at a site (Lublin airport, Przemyśl station, a crossing), some at the hub. From Medyka the hub is 41 nautical miles away; from Włodawa, 107.

2.3 The missile aimed at nothing

On 30 July a Kh-101 crossed near Włodawa on a steady heading and fell in a field. Nobody knows whether it was a fault or a message. **It may happen again tonight**, and a missile on that heading looks exactly like one that turns for the hub at the last moment. Shooting it costs interceptors and

may drop wreckage on a village; following it costs nothing if it was aimed at nothing, and a great deal if it was not.

2.4 The ballistic missile

A year ago the Patriots at Jasionka went on alert when MiG-31s carrying ballistic missiles flew inside Russia. Tonight the carrier is assessed to be over Belarus. **It is a manned aircraft, it stays far beyond the border, and it is not a target.** When it releases, the CRC tells you at once and gives the expected time of impact. From then on the only thing that matters is whether a Patriot section stands in battery at the hub with PAC-3 on its launcher.

2.5 The railway

The drone of 13 September followed the line and struck on the Ukrainian side, a mile or two short of the crossing. The same may be tried tonight on either line. **You cannot fire there.** If a drone is seen on a railway line the Ukrainian Air Force will say so, name the crossing and give the time at which the drone reaches the last mile of track. What you can do with that warning is in section 5.8.

> WHAT THE STAFF DOES NOT KNOW
>
> — The time of any wave, the number of waves, the number of objects.
>
> — Which objects carry a warhead.
>
> — Whether a cruise missile on a steady heading is aimed at anything.
>
> — How many Kinzhals, and when.
>
> — When each train leaves, which one the drone on the railway is meant for, and which one carries the delegation.
>
> — Whether a drone will go after a train once it is inside Poland, and which one.

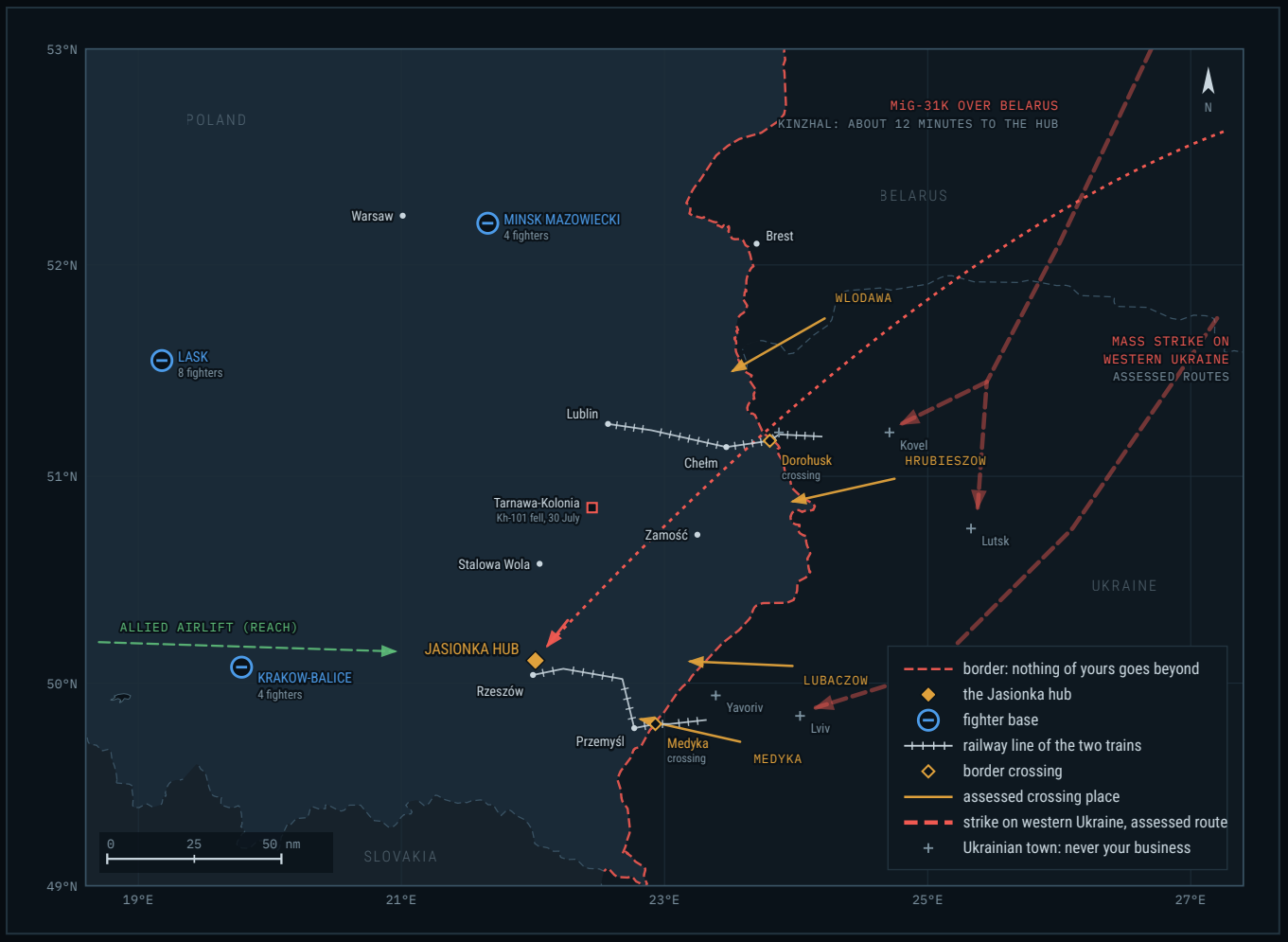
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3 Area and geography

3.1 From Włodawa to Medyka

The area is the Lublin region and Podkarpacie: flat farmland and forest in the north, hills in the south, some two hundred miles of border with Belarus and Ukraine. The border runs south from the Bug near Włodawa, bulges east at Hrubieszów, then slants south-west to Medyka and the Carpathians.

FIGURE 1 — SOUTH-EAST POLAND, 3 DECEMBER 2026



The red dashed line is the border: nothing of yours goes beyond it, and nothing beyond it is a target. The broad red arrows are the staff's assessment of where the strike on western Ukraine will fly; the amber arrows mark the four stretches of border where crossings are expected. The dotted line is the Kinzhal's path, drawn for the idea only.

3.2 What there is to protect

The hub. One airfield with one runway, marked JASIONKA HUB. Anything with a warhead that reaches it does harm; a cruise missile or a Kinzhal closes the runway for about two hours and destroys any C-17 on the apron.

Four other sites, highlighted on the map: PRZEMYSL STATION, MEDYKA CROSSING, DOROHUSK CROSSING and LUBLIN AIRPORT.

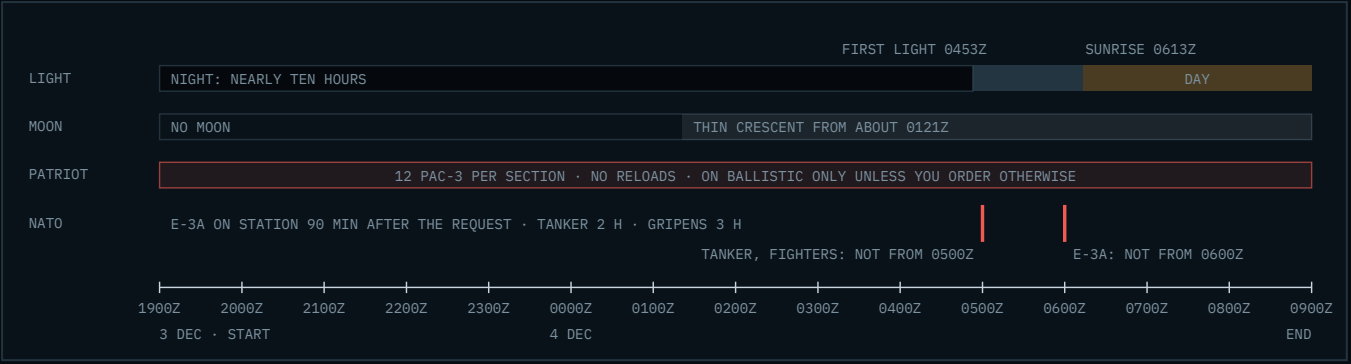
The towns. Lublin and Rzeszów first, then Chełm, Zamość, Stalowa Wola and Przemyśl, each with a unit or two of its own; and sixteen smaller towns with nothing but the fighters: Jarosław, Łańcut, Tarnobrzeg, Kraśnik, Hrubieszów, Tomaszów Lubelski, Lubaczów, Biłgoraj, Włodawa, Łęczna, Krasnystaw, Biała Podlaska, Mielec, Dębica, Krosno and Sanok.

What is not yours. LVIV, YAVORIV, YAHODYN, LUTSK and KOVEL are on the map so that you can see where the night's tracks are going. They are in Ukraine.

3.3 Light, weather and the clock

Every time in this pack and in the game is **Zulu**; local time in Poland is one hour later. At 1900Z the sun has been down for four and a half hours. **There is no moon before about 0121Z**, and then only a thin crescent above broken cloud. First light is at about **0453Z**, sunrise at about **0613Z** at Rzeszów and 0616Z at Lublin; the operation ends at **0900Z**. The air is about −2°C, with no precipitation and light wind.

FIGURE 2 — THE FOURTEEN HOURS



No time is shown for a wave, a train or a launch: none is known. What is fixed is the light, the stock of PAC-3, and the latest times at which NATO still accepts a request.

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4 Forces

You command **fifty-five units**: sixteen fighters on three bases, one early-warning aircraft, twenty-four ground-based air-defence units, eight radars, the three bases and the hub itself, and the two trains, which are shown as yours so that you can follow them.

4.1 The fighters

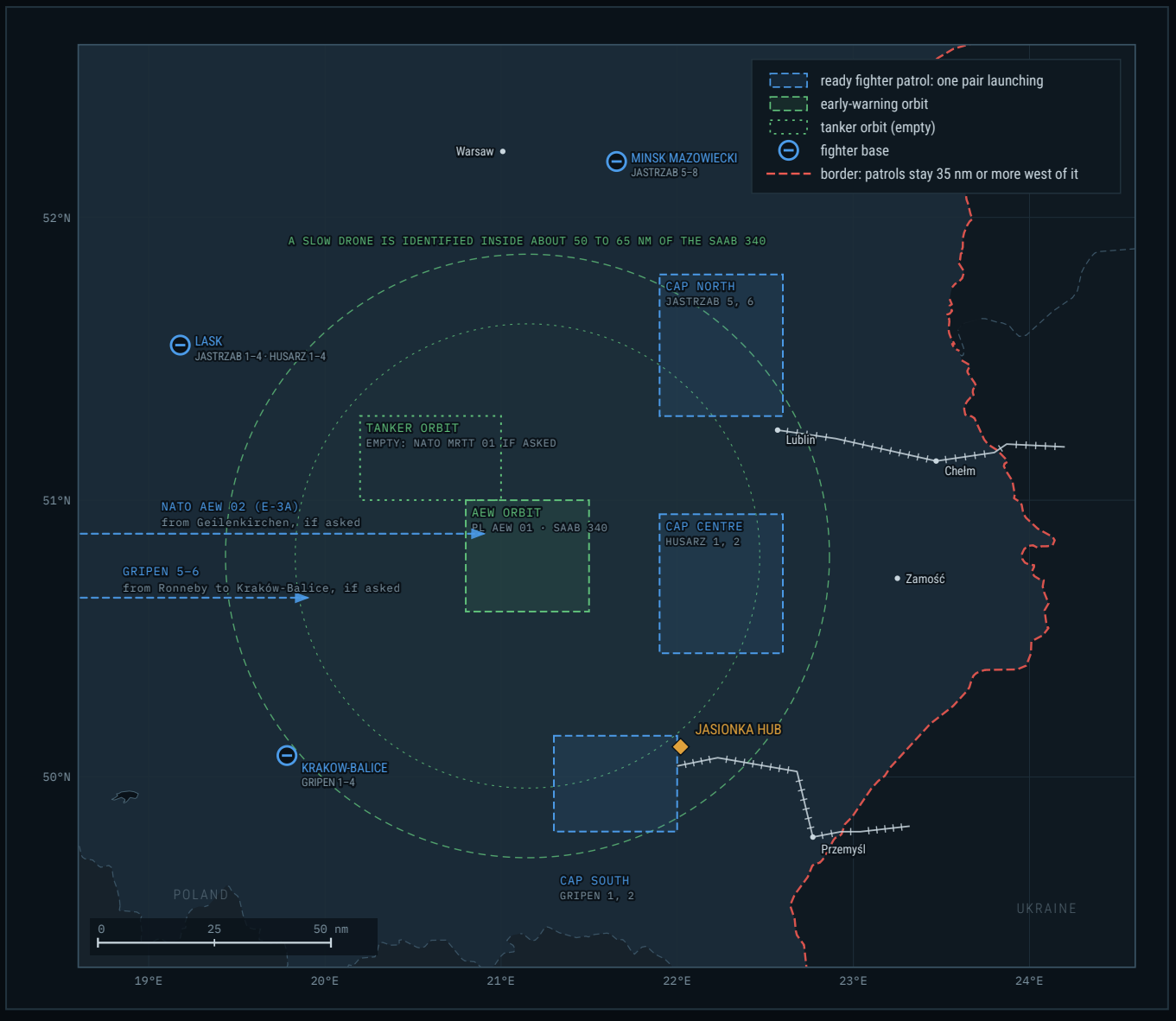
CALL SIGN	AIRCRAFT	CARRIES	BASE	AT 1900Z
JASTRZAB 1–4	F-16C Block 52+, Poland	AIM-120C-5 ×4, AIM-9X ×2, gun, two drop tanks	LASK	On the ground, unassigned
JASTRZAB 5–8	F-16C Block 52+, Poland	the same	MINSK MAZOWIECKI	**5 and 6 launching for CAP NORTH**; 7 and 8 on the ground
HUSARZ 1–4	F-35A, Poland	AIM-120C-5 ×6, AIM-9X ×2, gun	LASK	**1 and 2 launching for CAP CENTRE**; 3 and 4 on the ground
GRIPEN 1–4	JAS 39C, Sweden	AMRAAM ×2, IRIS-T ×2, gun, one drop tank	KRAKOW-BALICE	**1 and 2 launching for CAP SOUTH**; 3 and 4 on the ground

Missiles are counted. Each base magazine holds about one rearming per aircraft and nothing more arrives: at Łask 40 AIM-120C-5 and 16 AIM-9X; at Mińsk Mazowiecki 16 AIM-120C-5 and 8 AIM-9X; at Kraków-Balice 8 AMRAAM and 8 IRIS-T. Gun ammunition is not rationed.

4.2 The ready patrols

Unlike the Baltic night, **this one starts with its patrols built**. Four missions exist when you take over: CAP NORTH, CAP CENTRE, CAP SOUTH and AEW ORBIT, and a fifth, TANKER ORBIT, waits empty for a tanker you may ask for. The patrol areas lie thirty-five miles or more west of the border, and the patrols are set **not to leave their area to look at a contact**. Keep it that way this close to the border.

FIGURE 3 — THE READY PATROLS AND THE EARLY-WARNING ORBIT



Fourteen hours are longer than any fighter's fuel. The ten aircraft on the ground are your reliefs: assign a fresh pair to a patrol before the pair in the air runs short (section 6.5). Łask is 115 to 135 miles from the patrol areas, Mińsk Mazowiecki about 45 from CAP NORTH, Kraków-Balice about 70 from CAP SOUTH.

4.3 Ground-based air defence

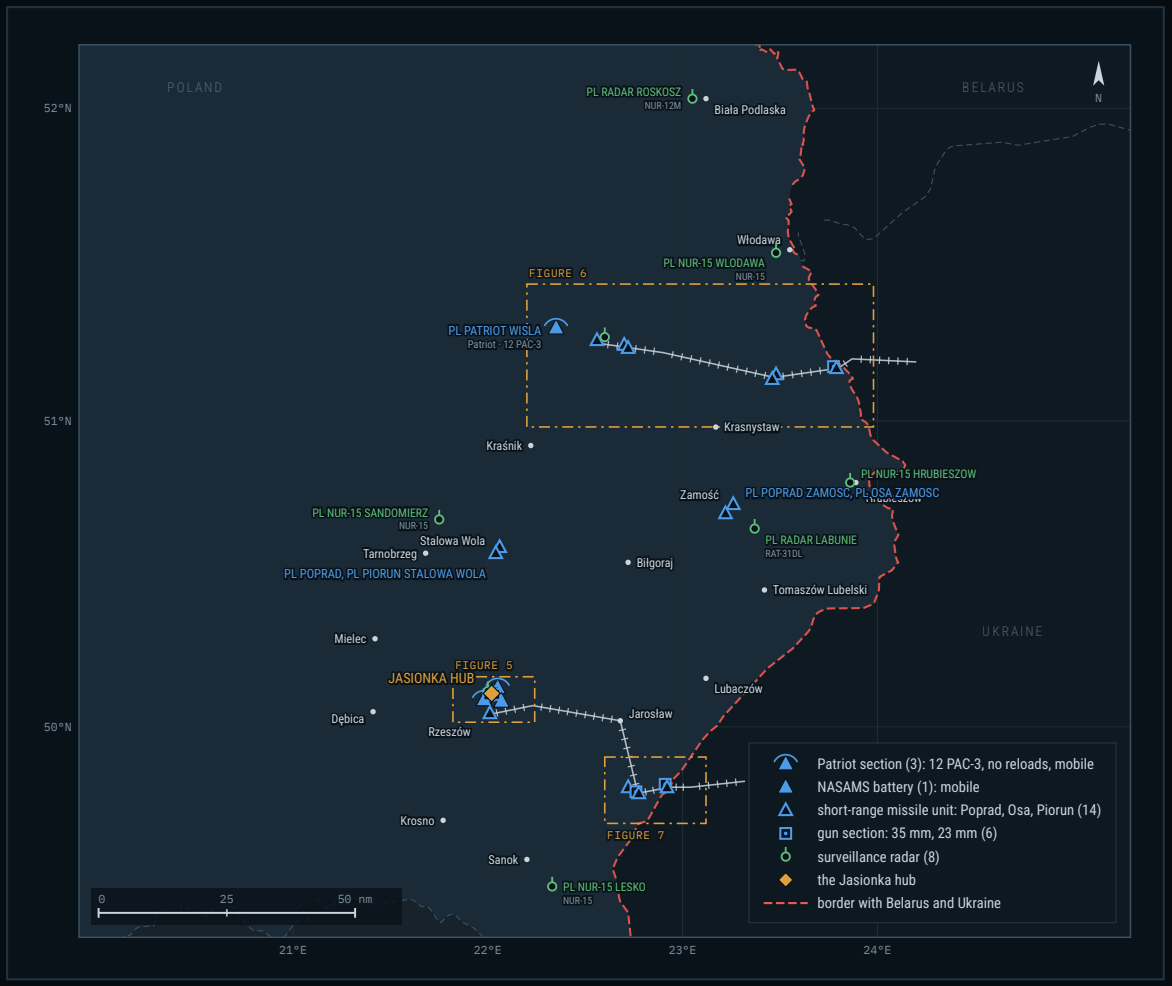
Twenty-four units in three layers. **Three Patriot sections**: two Dutch at the hub, one Polish (WISLA) west of Lublin. **One NASAMS battery**, Dutch, at the hub. **Twenty short-range units**: two Dutch 35 mm gun sections and four Polish 23 mm Jodek gun sections; six Poprad vehicles, two Osa batteries and six Piorun sections with short-range missiles.

THE PATRIOT SECTIONS HAVE TWELVE PAC-3 EACH AND NO RELOADS

A technical fault has grounded the reload vehicles of all three Patriot sections. The replacement parts are on order and cannot arrive before the end of this operation. Each section has one serviceable launcher with twelve PAC-3; its other launchers and its magazine are out of service.

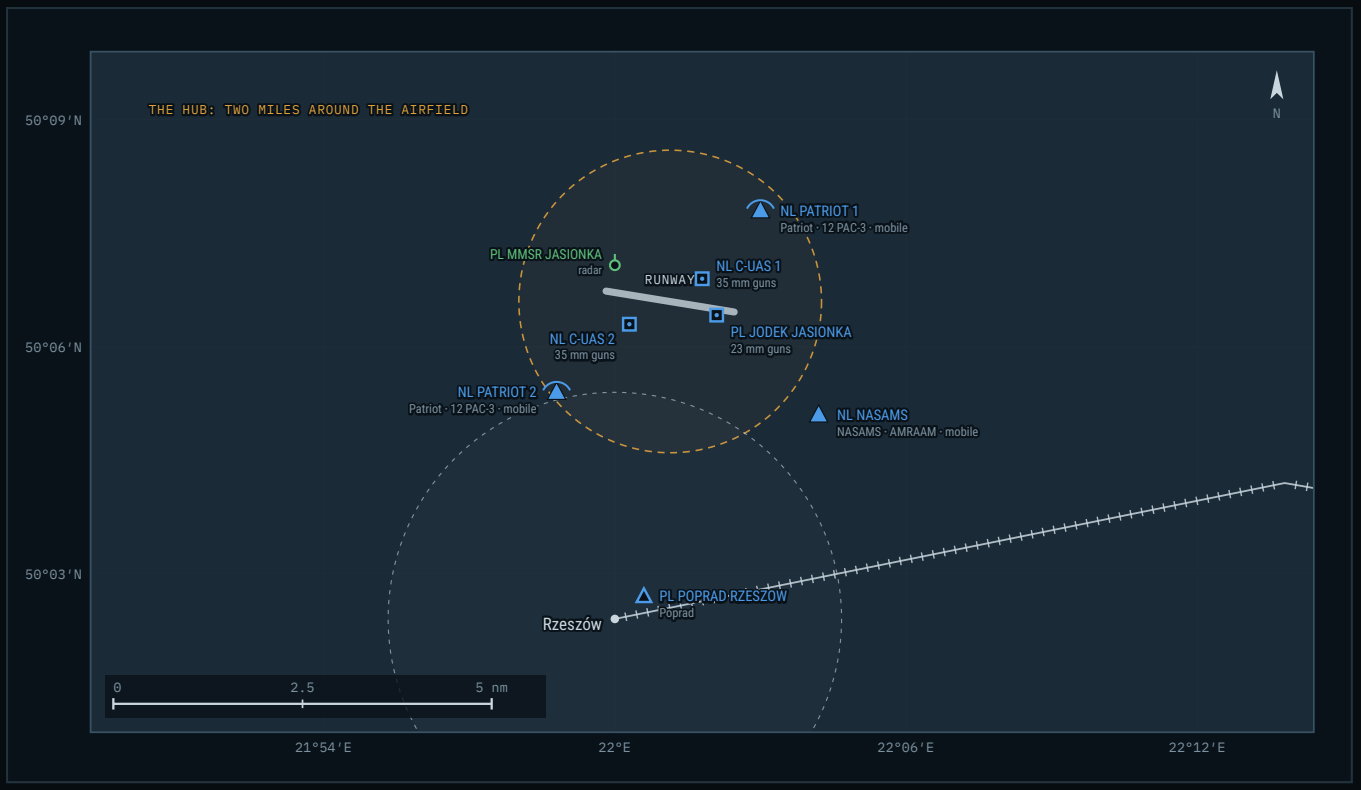
What is on the launchers is all there is: thirty-six rounds in the whole command, twenty-four of them at the hub. A section that fires its twelfth round goes to WEAPONS HOLD and has nothing left against a ballistic missile. PAC-3 are the only weapon you have that can stop a Kinzhal.

FIGURE 4 — GROUND-BASED AIR DEFENCE AND RADARS



Three boxes show the areas enlarged in figures 5 to 7. Outside them stand PL POPRAD ZAMOSC and PL OSA ZAMOSC, PL POPRAD and PL PIORUN STALOWA WOLA, and six of the eight radars.

FIGURE 5 — THE HUB



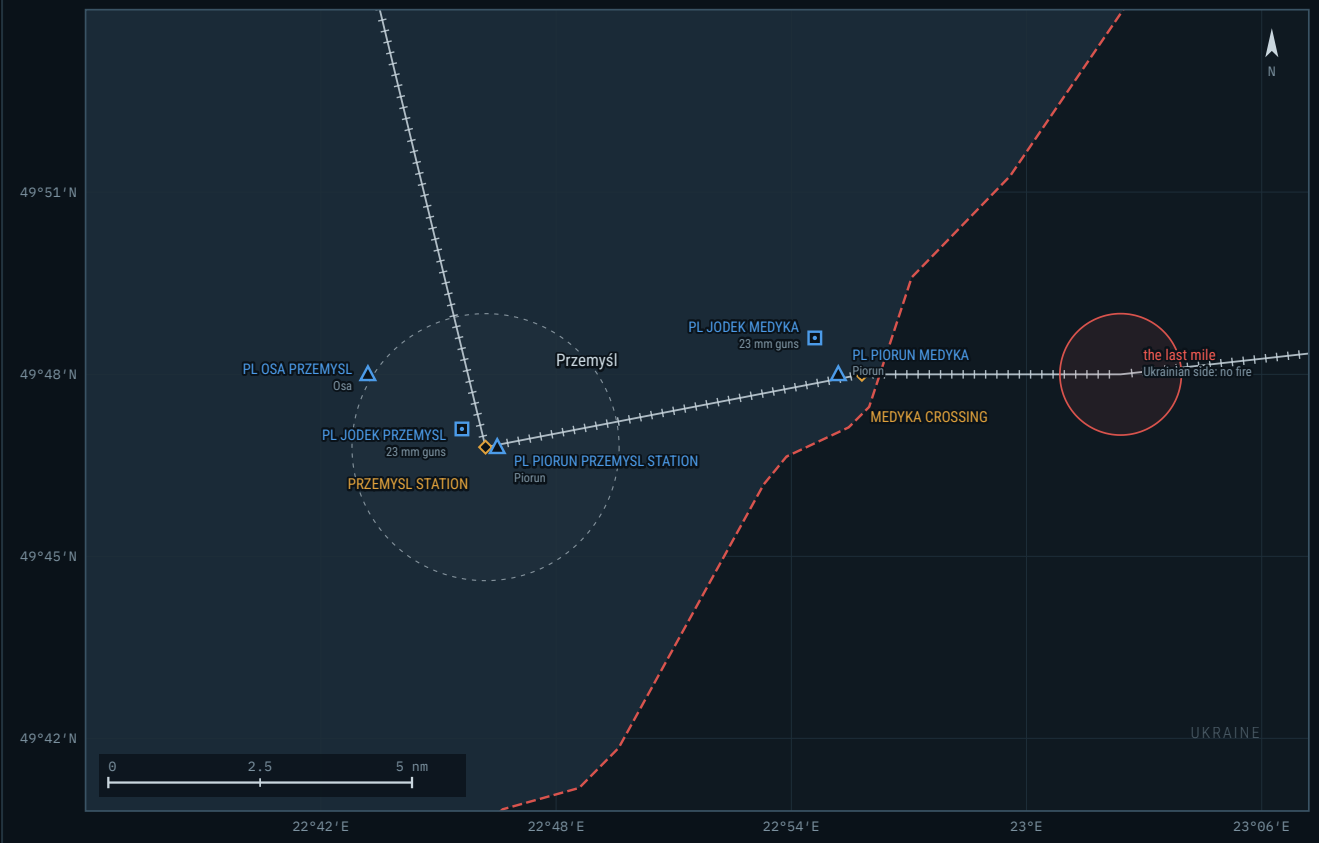
NL PATRIOT 1 and NL PATRIOT 2 stand either side of the runway, NL NASAMS to the south-east, the two gun sections NL C-UAS 1 and 2 and PL JODEK JASIONKA on the airfield, with the radar PL MMSR JASIONKA. PL POPRAD RZESZOW covers the town, four miles to the south.

FIGURE 6 — LUBLIN, CHEŁM AND THE DOROHUSK CROSSING



PL PATRIOT WISLA is 73 miles from Jasionka: from where it stands it cannot defend the hub. The railway from Kovel crosses at Dorohusk and runs through Chełm to Lublin.

FIGURE 7 — PRZEMYŚL AND THE MEDYKA CROSSING



Five units cover the station and the crossing. The red circle is the last mile of track on the Ukrainian side: nothing of yours may fire there.

DEFENDS	UNITS
The Jasionka hub	NL PATRIOT 1 · NL PATRIOT 2 · NL NASAMS · NL C-UAS 1 · NL C-UAS 2 · PL JODEK JASIONKA
Rzeszów	PL POPRAD RZESZOW
Przemyśl and its station	PL OSA PRZEMYSL · PL JODEK PRZEMYSL · PL PIORUN PRZEMYSL STATION
The Medyka crossing	PL JODEK MEDYKA · PL PIORUN MEDYKA
Lublin and its airport	PL PATRIOT WISLA · PL POPRAD LUBLIN · PL POPRAD LUBLIN AIRPORT · PL PIORUN LUBLIN AIRPORT
Chełm	PL POPRAD CHELM · PL PIORUN CHELM
The Dorohusk crossing	PL JODEK DOROHUSK · PL PIORUN DOROHUSK
Zamość	PL POPRAD ZAMOSC · PL OSA ZAMOSC
Stalowa Wola	PL POPRAD STALOWA WOLA · PL PIORUN STALOWA WOLA

4.4 Radars, and who identifies what

Eight ground radars radiate all night: PL RADAR LABUNIE and PL RADAR ROSKOSZ, long range; PL NUR-15 WLODAWA, HRUBIESZOW, LESKO and SANDOMIERZ; PL MMSR LUBLIN and PL

MMSR JASIONKA. They detect and track. **They seldom say what a slow, small target is.**

Identification comes from the air. The Saab 340 (**PL AEW 01**) identifies a fast track from far away and **a slow drone at about 50 to 65 miles**. Its orbit is 75 to 130 miles from the four stretches of border where crossings are expected. So a slow drone that has crossed is often shown as a **BOGEY**, not as HOSTILE, and nothing on WEAPONS TIGHT fires at it until it comes within the Saab's reach, until a fighter closes on it, or until you mark it yourself (section 5.2).

4.5 What NATO can add

NATO holds a small reserve for the night, counted in points: an **E-3A** to double the Saab 340 (2 points), a **tanker** (1 point), **two more Gripens** (2 points). The reserve does not cover all three. Section 7.6.

4.6 What you see but do not command

The airlift. C-17s, call sign REACH, on a side of their own (AIRLIFT), shown FRIENDLY. Each is announced as it comes in from the west, lands, **stays about ninety minutes on the apron** and leaves. While it is on the ground it is not on the map; the landing message gives the time it leaves.

The airliners. About one an hour, shown NEUTRAL, at about 9,000 metres and 430 knots, with call signs LOT, RYR, WZZ, ENT or DLH.

The trains. TRAIN IC KYIV-WARSAW and TRAIN PRZEMYSL-RZESZOW are on the map at their true position. You cannot drive them; you can hold them and let them pass (section 7.5).

Damage markers. When something falls or explodes, a marker appears on the spot for 45 minutes: **orange** for wreckage or an explosion in open country, **red** for a town, a site, the hub or a train. They are shown as contacts and they are not targets.

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5 Constraints: the rules of the night

5.1 Free fire on positive identification

Nobody has to authorise your fire. Every unit starts on **WEAPONS TIGHT**: it fires at a contact shown as HOSTILE and at nothing else. You hold and release units as you judge. **You answer afterwards for every shot**: to Warsaw, to the allies whose weapons you fired, and to the towns under the wreckage.

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RULE 1 · NEVER A MANNED OR CIVIL AIRCRAFT
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Not an airliner, not a C-17, not the MiG-31K. **Mark an airliner or a C-17 hostile and it will be shot at within the minute.**

RULE 2 · NOTHING OF YOURS BEYOND THE BORDER

No aircraft, no missile. An aircraft that strays across is called by the CRC at once and has **two minutes** to come back before it is an incident; it is one again every half hour it stays.

RULE 3 · BEYOND THE BORDER IS NOT A TARGET

A track still beyond the border is shown UNFRIENDLY: most of them are bound for Ukraine. It turns HOSTILE when it has crossed into Poland. A track that leaves Poland again is no longer a target.

RULE 4 · WHERE IT FALLS IS YOURS TO ANSWER FOR

Wreckage comes down close to where the target is hit. Over open country it harms nobody. On a town or a site it is your doing.

RULE 5 · PAC-3 ARE FOR BALLISTIC MISSILES

Twelve per section, no reloads. The Dutch and Polish staffs count them one by one.

5.2 UNFRIENDLY, then HOSTILE — or BOGEY

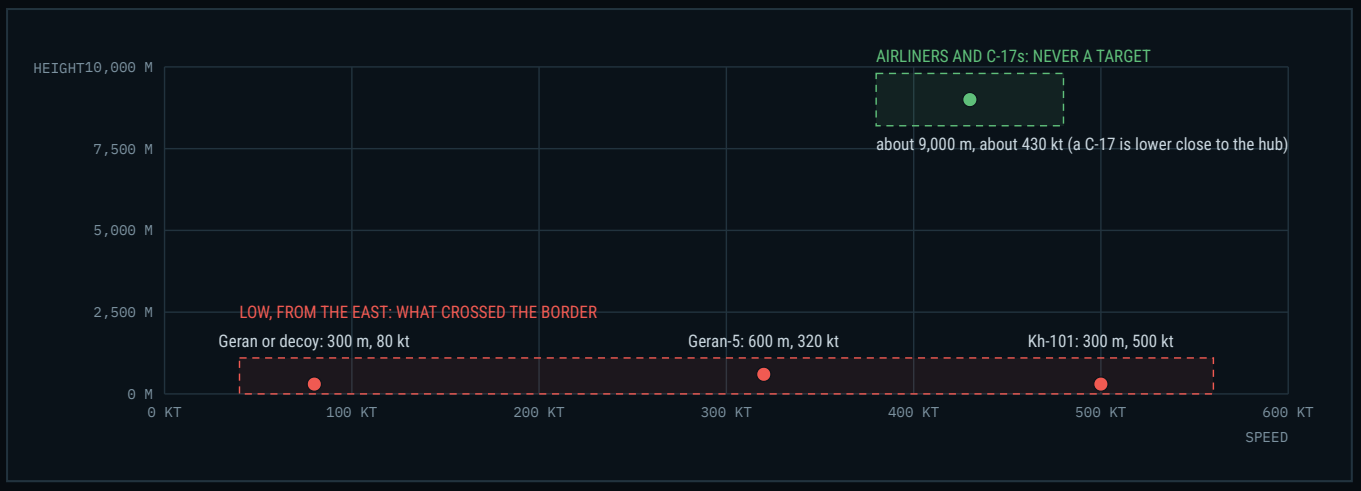
SHOWN AS	WHAT IT IS	UNITS ON WEAPONS TIGHT
UNFRIENDLY	Anything still beyond the border	Do not fire
HOSTILE	Something that has crossed **and** that a sensor, or you, has identified	**Fire**, within reach
BOGEY	Something that has crossed and that nobody has identified. **Most slow drones, away from the Saab 340**	Do not fire
FRIENDLY	A C-17 of the airlift	Do not fire
NEUTRAL	An airliner	Do not fire

If you are sure of a track that has crossed, mark it hostile yourself. That is the positive identification the new rules ask of you, and for most slow drones it is the only way anything will ever fire at them. Look at its height and its speed first (section 5.3). Marking a track that is still beyond the border does not hold: it is UNFRIENDLY again within the minute. A track that is lost and found again is a new track and must be marked again.

The CRC helps with the fast ones: **it reports every jet drone and every cruise missile that crosses**, with its position and heading, and with a time over the hub if the heading points there. It does not report slow drones, and it never says what a track is aimed at.

5.3 What is never a target

FIGURE 8 — HEIGHT AND SPEED: WHO IS WHO



Everything high and fast in this sky has people in it. Everything that came low from the east does not. A C-17 is lower when it descends towards the hub and when it climbs away from it: it comes from the west and leaves to the west, and it is shown FRIENDLY.

5.4 The border

The border is held in the game as a line of twelve points, BORDER 01 to BORDER 12, from the Bug to the Carpathians. Your patrols stay well west of it. A fighter you send east by hand to catch a track can cross without your noticing; the CRC names it the moment it does. **A missile fired at a track close to the line can bring it down on the other side**: that is a shot beyond the border, and one of the gravest faults of the night. Let a track come a few miles inside before you engage it.

5.5 Where a drone comes down matters more than whether it does

A Geran stopped over a field is a success. The same Geran stopped over the edge of Zamość puts its wreckage on the town. The units that defend a town cannot always choose: they fire when the track comes to them. You can choose for the fighters, and you can hold a battery for the two minutes a track takes to clear a town. A decoy carries no warhead; shot down over a town, it is wreckage on a town all the same.

5.6 PAC-3: BALLISTIC ONLY, or ALL TARGETS

The three Patriot sections start on **BALLISTIC ONLY**: they hold their fire, **are released by themselves for the length of each ballistic alert**, and are held again when it is over. You need do nothing: when a Kinzhal comes, NL PATRIOT 1 and 2 engage it if they are in battery and have rounds.

The Special Action **Patriot - ALL TARGETS** hands the sections to you: they go to WEAPONS TIGHT and fire at anything hostile in reach, a foam decoy included. From that moment nothing is released for you any more, not even during a ballistic alert: a section you have put on HOLD yourself stays on HOLD when the Kinzhal comes, unless you release it. **Patriot - BALLISTIC ONLY** takes them back. Section 7.3.

5.7 Mobile batteries

The three Patriot sections and the NASAMS can be moved with ordinary course orders (section 6.4). They travel at about 30 knots, in a straight line to the end of the course you plot. **A battery is out of action while it moves, and for 60 minutes (Patriot) or 30 minutes (NASAMS) after it stops.**

FIGURE 9 — WHAT MOVING A BATTERY COSTS



Six miles of road put a Patriot section out of action for more than seventy minutes. Move one only well before it is needed, and never both Dutch sections at once: the hub would have nothing against a Kinzhal.

5.8 The trains and the last mile

Each train takes about 23 minutes from its starting point to the border and about an hour and a half to its destination. The railway announces each departure with the times at the crossing and at destination. The danger is on the Ukrainian side, on the last few miles before the crossing, where you cannot fire.

What you can do is **hold the trains**: a train that has not left stays in its station, a train on its way stops where it is. **A train less than 8 miles from the border is committed and crosses anyway.** A held train is out of reach of what is aimed at the last mile; but every half hour of delay is counted by the allies, and counted double for the train with the delegation. The hold is one order for both trains.

Inside Poland the hold does nothing. Once a train has crossed, it runs to its destination. If a drone comes after it along the line, the CRC reports it when it crosses the border, with the time at which it would catch the train. That one you can fire at, but **its wreckage falls where it is hit**: anything brought down within a few miles of a running train can hit the train. Bring it down well clear of the train, and of the towns on the line.

The delegation has a connection to make in Warsaw. When Warsaw names its train, it gives the latest time at which the train must reach its destination. Its capital calls when that train stands still, and a missed connection is counted by the allies and by Warsaw.

FIGURE 10 — THE DOROHUSK LINE

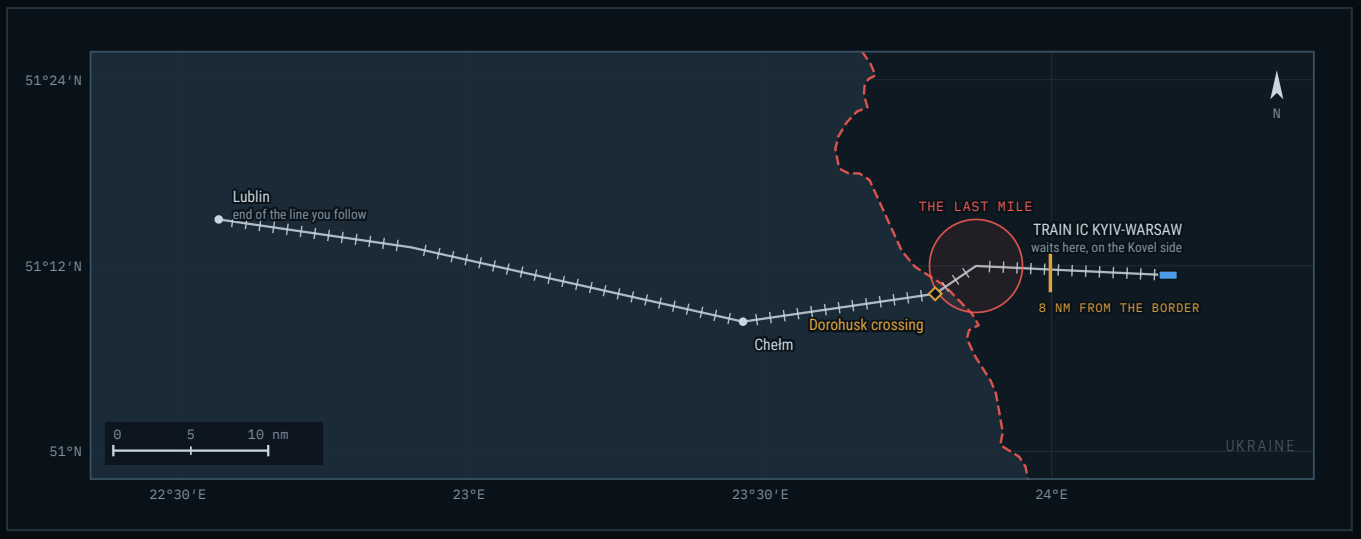
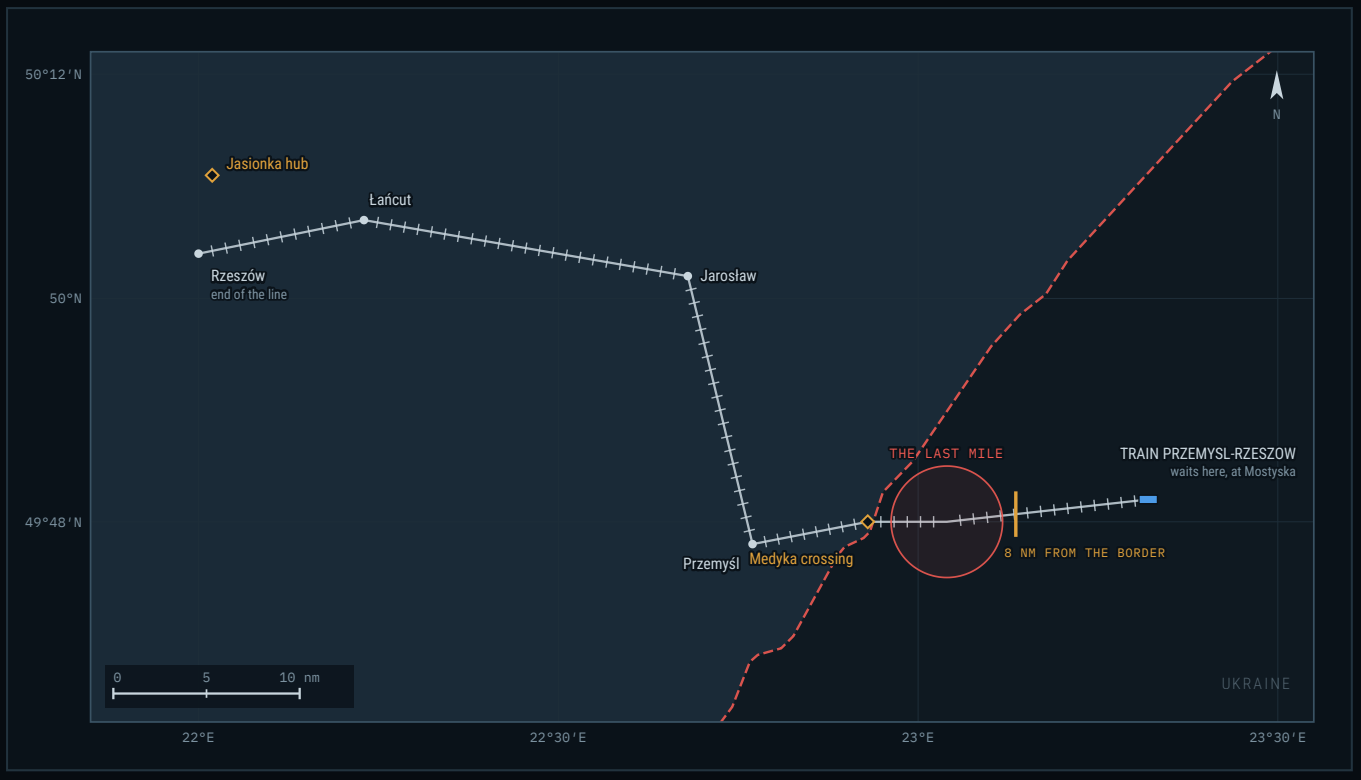


FIGURE 11 — THE MEDYKA LINE



The amber mark is eight miles from the border: a train that has passed it no longer stops. The red circle is the last mile. Each train waits at the blue bar until the railway reports its departure.

5.9 The airlift

A C-17 on the apron when a cruise missile or a Kinzhal hits the hub is destroyed. You can **hold the inbound flights** in the west, **let them come in** again, or **send the next one to Kraków**. A flight less than 40 miles from the hub lands anyway; aircraft already on the apron stay there. Every hour of delay is counted by the allies, a flight held two and a half hours gives up, and a diverted cargo is lost for the hub. Section 7.4.

You can also **close the airspace of the hub** to civil traffic: airliners for Rzeszów go to Kraków and none is routed over the hub. It costs money and public patience for every hour it lasts. Section 7.2.

6 Commander's advice, and how to do it in Command

6.1 What is expected of you

The hub intact and open at 0900Z; every C-17 landed, unloaded and gone; both trains in Poland; nothing exploding on a Polish town and no wreckage of yours on one; nothing of yours beyond the border; PAC-3 still on the launchers. Nobody expects every drone to be shot down. **A drone that gets through is better than a shot that should not have been fired.**

The procedures below are those you will use all night. Menu names are those of Command: Modern Operations 1.09 and may differ slightly on your build; where a label is uncertain the path is described rather than quoted.

6.2 How to mark a contact hostile

1. Select the contact and read it: **height** and **speed** in the contact panel, where it came from, and that it is **inside** the border. About 300 metres and 80 knots is a Geran; about 600 metres and 320 knots a Geran-5; about 300 metres and 500 knots a Kh-101. About 9,000 metres and 430 knots is an airliner or a C-17: leave it.
2. **Right-click the contact** and choose **Mark contact as hostile**; or select it and press **H**.
3. The contact turns red. Every unit on WEAPONS TIGHT that can reach it will now engage it.
4. To take it back, use the same right-click menu and mark the contact unfriendly or neutral again. Do not count on being quick enough.

It does not hold beyond the border. A track still on the far side that you mark hostile is UNFRIENDLY again within the minute. **Lost and found again**, a track is a new contact for the game and your mark is gone.

6.3 How to put a unit on WEAPONS TIGHT or HOLD

1. Select the unit on the map: a battery, or an aircraft. To act on several at once, drag a box round them or Ctrl-click them.
2. Open its doctrine window: **Ctrl+F9**, or the doctrine entry ("Doctrine / RoE / EMCON") in the unit's right-click menu or in the **Unit Orders** menu.
3. On the first tab, find the line **Weapon Control Status, Air**.
4. Choose **TIGHT** to let the unit fire at contacts shown as hostile, or **HOLD** to stop it. Never choose FREE.
5. Close the window. The unit's status changes at once.

Set it on the unit, not on the side or on a mission. The scenario sets each unit's own status, and a unit's own setting overrides its mission and its side.

The Patriot sections are a special case. While they are on BALLISTIC ONLY the scenario holds them again every minute, whatever you set by hand, and releases them itself during a ballistic

alert. To hold or release a Patriot section yourself, first give **Patriot - ALL TARGETS** (section 7.3); from then on its doctrine window is yours. The same goes for a battery on the move: it is held until it is back in battery.

6.4 How to move a battery

1. Select the battery: NL PATRIOT 1, NL PATRIOT 2, PL PATRIOT WISLA or NL NASAMS.
2. Press **F3** (plot course) and click the place where you want it. You may click several points; **only the last one counts**: the battery goes there in a straight line.
3. End the plot.

What you will see. The unit's speed shows **0** and the course you plotted disappears: that is normal. Within a minute the battery reports "On the move, ... nm at 30 knots: OUT OF ACTION, weapons held. Back in battery at about ...", with the time. It then **advances by steps**, half a mile each minute, in a straight line. When it arrives it reports "In position. Setting up: back in battery at ...", and at that time "Back in battery and READY". A Patriot section on BALLISTIC ONLY comes back held, as before.

There is no order that stops the clock: every move ends with the full setting-up time.

6.5 How to assign waiting fighters to a patrol

1. Open the Mission Editor: **F11**, or the **Missions + Ref. Points** menu.
2. Select the mission on the left: CAP NORTH, CAP CENTRE or CAP SOUTH.
3. In the list of **unassigned units**, select the aircraft you want (JASTRZAB 1 to 4 and HUSARZ 3 and 4 at LASK, JASTRZAB 7 and 8 at MINSK MAZOWIECKI, GRIPEN 3 and 4 at KRAKOW-BALICE) and move them to the mission with the assign button. They take off by themselves and fly to the patrol area.
4. Leave **"Investigate contacts outside the patrol area"** unticked, as it is. This is what keeps your fighters on the right side of the border.
5. To bring a pair home, select the aircraft and give the **return to base** order (RTB) in the **Unit Orders** menu or the right-click menu; or unassign them in the Mission Editor.

Any fighter may fly any patrol. An aircraft that has landed needs time to refuel and rearm before it can fly again; the base magazines hold about one rearming per aircraft.

If the CRC calls "CROSSING THE BORDER", select the aircraft it names and order it to return to base, or press **F3** and plot a course back west. You have two minutes.

6.6 How to refuel in the air

There is no tanker unless you ask NATO for one (section 7.6). If you do, NATO MRTT 01 arrives two hours later and joins the mission **TANKER ORBIT**, west of Radom, under your orders for eight hours.

1. Select the fighter that is short of fuel.

2 In the **Unit Orders** menu or the right-click menu, choose the refuel order (“Refuel / UNREP”) and let Command pick the tanker automatically, or pick NATO MRTT 01 yourself.

3 The fighter leaves its patrol, joins the tanker, refuels and goes back to its mission.

A patrol can also be allowed to refuel by itself: in the Mission Editor, the mission’s doctrine has a setting for air-to-air refuelling.

7 Special Actions guide

7.1 How they work

Command cannot close an airspace, stop a train or ask NATO for a tanker. Those acts are **Special Actions**, in the Special Actions window of the **Game** menu. There are **twelve**, in **five families**, and their names begin with the family: **Airspace**, **Patriot**, **Airlift**, **Rail**, **NATO**. None acts on a selected unit; each is an order given now. The answer comes back as a message, and when an action cannot be carried out the message says why.

Before the clock is started every action answers “Start the clock first.”; after the debrief, “The operation is over.” There is **one action per state, never a toggle**: one to hold, another to release. The names below are exactly those of the game. For each: what it is for, what it needs, what it costs or risks, and when to use it.

FAMILY	ACTIONS	NUMBER	IN ONE LINE
Airspace	ACTIVATE hub no-fly zone; LIFT hub no-fly zone	2	Civil traffic kept away from the hub
Patriot	BALLISTIC ONLY; ALL TARGETS	2	Who holds the three Patriot sections: the scenario, or you
Airlift	HOLD inbound flights; RESUME inbound flights; DIVERT next flight to Krakow	3	C-17s kept off the apron
Rail	HOLD trains at the border; LET trains pass	2	Trains kept off the last mile
NATO	AWACS; Tanker; Fighters	3	Reinforcements from a small pool; each is run twice

7.2 Airspace: the hub no-fly zone

`Airspace - ACTIVATE hub no-fly zone`

Closes the airspace around Jasionka to civil traffic. Airliners bound for Rzeszów go to Kraków and none is routed over the hub.
For: fewer chances of a mistake when the batteries fire, and an empty civil terminal if the hub is hit.
Needs: nothing. The C-17s of the airlift are not affected.
Costs or risks: money and public patience for every hour it stays active.
A second click: answers that the zone is already active.
When: when a fast track points at the hub or a ballistic launch is reported; not for the whole night.

`Airspace - LIFT hub no-fly zone`

Reopens the airspace around Jasionka to civil traffic. Airliners use Rzeszów again.
For: ending the cost of the zone.
Needs: an active zone.
Costs or risks: nothing; airliners fly over the hub again.
When: as soon as the threat to the hub has passed.

7.3 Patriot: fire orders

`Patriot - BALLISTIC ONLY`

The three Patriot sections hold their fire and are released by themselves for the length of each ballistic alert, then held again. **This is how they start.** No PAC-3 is spent on a drone or a cruise missile.
For: keeping the twelve rounds of each section for the Kinzhal.
Needs: nothing. It is useful only after ALL TARGETS; given at the start, it answers that the sections are already on BALLISTIC ONLY.
Costs or risks: a cruise missile that reaches the hub is left to the NASAMS, the guns and the fighters.
When: always, unless you have a reason; and again as soon as that reason has passed.

`Patriot - ALL TARGETS`

Hands the three Patriot sections to you: they go to WEAPONS TIGHT and fire at anything hostile in reach, drones and cruise missiles included, until you hold them unit by unit. Twelve PAC-3 per section, no reloads.
For: stopping, with a Patriot, something that is not a ballistic missile: in practice a cruise missile that will reach the hub and that nothing else can stop.
Needs: nothing. A section on the move, or one that has fired its last round, stays held.
Costs or risks: nothing is released for you any more, a ballistic alert included: from now on each section does what its doctrine window says, and if you have put one on HOLD it stays on HOLD when the Kinzhal comes. On WEAPONS TIGHT a Patriot fires at every hostile track in reach, a foam decoy included, and a PAC-3 fired at a slow drone is noticed.
A second click: answers that the sections are already yours.
When: seldom, briefly, and with your hand on “Patriot - BALLISTIC ONLY” to take them back.

7.4 Airlift: inbound flights

`Airlift - HOLD inbound flights`

Holds the C-17s that have not landed yet: those still far out wait in the west, those not yet in sight are delayed.
For: nothing new on the apron when the hub is hit.
Needs: nothing. **A flight less than 40 nm from the hub lands anyway**, and aircraft already on the apron stay there.
Costs or risks: every hour of delay costs allied cohesion, and a flight held two and a half hours gives up and goes to Kraków.
A second click: answers that the flights are already held.
When: on a ballistic launch report or when a fast track points at the hub, and for as short a time as you can.

`Airlift - RESUME inbound flights`

Lets the held C-17s come in to Jasionka again, one every twelve minutes.
For: ending the delay.
Needs: flights held.
Costs or risks: each aircraft that lands is on the apron for about ninety minutes.
When: as soon as the alert is over.

`Airlift - DIVERT next flight to Krakow`

Sends the next C-17 that has not landed yet to Kraków instead of Jasionka. One flight per order.
For: putting one aircraft out of danger for good.
Needs: a flight that has not landed. **Run it twice**: the first click shows the cost and how many flights are still to land, the second confirms.
Costs or risks: its cargo is lost for the hub: it costs points and allied cohesion.
When: when you cannot make the hub safe in time for that aircraft and holding it would cost more.

7.5 Rail: the trains

`Rail - HOLD trains at the border`

Stops the trains on the Ukrainian side: a train that has not left stays in its station, a train on its way stops where it is. One order for both trains.
For: keeping a train out of reach of what is aimed at the last mile of track.
Needs: to be given in time: **a train less than 8 nm from the border is committed and crosses anyway**.
Costs or risks: every half hour of delay costs allied cohesion, twice as much for the train with the delegation; its capital calls when that train stands still, and it must still make its connection in Warsaw. The hold does nothing for a train already inside Poland.
A second click: answers that the trains are already held.
When: on the Ukrainian Air Force's warning that a drone is following a railway line.

`Rail - LET trains pass`

Lets the held trains run again towards the border and into Poland.
For: ending the delay; a train that never arrives is noticed.
Needs: trains held.
Costs or risks: the train is back on the track; make sure the drone has passed.
When: once the time given in the railway warning is behind you, or the drone is reported down.

7.6 NATO: reinforcements

The three NATO actions draw on the **NATO reinforcement pool**, counted in points. The first click of each action tells you how many you have: the pool is small, and it does not buy all three. **Each is run twice**: the first click shows what would come, when, and what it would cost, and ends with "To CONFIRM, run this same action once more."; the second click orders it. Each can be ordered **once**. NATO refuses when allied cohesion is too low, and refuses a request made too late in the night to be of use. Allies who like what they see add a point to the pool.

`NATO - AWACS`

An E-3A (NATO AEW 02) from Geilenkirchen, to relieve or double the Saab 340 on the AEW orbit.
For: identifying further out, so that fewer tracks stay BOGEY.
Needs: ninety minutes: it is on station 90 minutes after the request, for eight hours, under your orders, on the mission AEW ORBIT.
Costs: 2 points of the pool. Once.
When: early. In the first hour if you mean to have it for the first wave.

`NATO - Tanker`

An A330 MRTT tanker (NATO MRTT 01) from Eindhoven, west of Radom.
For: keeping fighters on patrol longer.
Needs: two hours: it is on station two hours after the request, for eight hours, under your orders, on the mission TANKER ORBIT.
Costs: 1 point of the pool. Once.
When: two hours before you need it.

`NATO - Fighters`

Two more Swedish JAS 39C Gripens (GRIPEN 5 and 6) from Ronneby, with AMRAAM and IRIS-T.
For: two more aircraft and their missiles for the second half of the night.
Needs: three hours: they land at Kraków-Balice three hours after the request, and wait there on the ground, unassigned, until you give them a mission (section 6.5).
Costs: 2 points of the pool. Once.
When: early enough to have them in the air when you need them.

THREE THINGS THAT ARE EASY TO GET WRONG

ALL TARGETS is not "more protection". It takes away the automatic release during a ballistic alert. After it, the Patriots defend the hub against a Kinzhal only if you have left them on WEAPONS TIGHT.

A hold is not free and does not end by itself. Trains and flights stay held until you give LET trains pass or RESUME inbound flights, and the delay is counted for as long as it lasts.

A hold given too late does nothing. A train inside 8 nm of the border crosses; a flight inside 40 nm of the hub lands.

7.7 What they do not do

No Special Action identifies a contact, marks a track hostile, chooses a weapon, launches an aircraft or moves a battery. None can make a unit fire beyond the border. The picture is the radars' and the Saab 340's; the decision to mark, to fire, to hold and to let pass remains yours.

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8 Warsaw, the allies and the press

You do not ask a government for leave to fire tonight. You answer to one afterwards, and it answers to others. Three things hold it up.

WHAT	WHO JUDGES IT	WHAT IT WANTS
International legitimacy	Kyiv, Minsk, Moscow, Brussels	Nothing of yours beyond the border, aircraft or missile
Public opinion	The Sejm, the press, the airlines	Nothing exploding on Polish towns, no wreckage on them, the hub and the trains safe
Allied cohesion	The Hague, Stockholm, Ramstein, the allied capitals	The airlift on schedule, the PAC-3 kept for missiles, no allied aircraft or delegation harmed

Warsaw warns you when one of the three is eroding fast, and again when it is critical, and says what it takes to mend it. **If one of them collapses the government falls**: the caretaker cabinet orders all weapons held and the operation is over.

During the night the capitals ask questions. The Sejm's defence committee wants to know what has fallen on Polish soil; The Hague, how many PAC-3 its detachment has left and what they were fired at; Stockholm, what the Gripens are firing at and at what price; Ramstein, whether the airlift is on schedule; the airlines, whether Rzeszów is still a safe place to land; Moscow and Minsk accuse; Kyiv thanks and asks that nothing fired from Poland falls on its soil; a radio station reports explosions; Brussels will want figures. **Nobody waits for an answer in words.** Each of them looks at the record a little later and draws its own conclusion: a question that finds a clean record helps you, one that finds a bad one hurts.

The delegation aboard one of the trains is British, French, German or from the European Parliament. Warsaw names the train and the delegation when it knows, with the latest time at which it must arrive to make its connection to Warsaw. Its capital calls when its train stands still, more insistently each time. If that train is hit, every allied capital is on the line to Warsaw.

What ends the operation at once: an airliner shot down; a government that falls.

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9 On the public record

Everything before this section is written as though it were real. This section takes the mask off. The year 2026 has given this scenario most of what it needed; the table below is public reporting, read on 4 October 2026. Each line carries a mark: CONFIRMED by an official source quoted or by several sources; REPORTED by a single source read; GAME ASSUMPTION for what the scenario adds.

9.1 The record

DATE	FACT	SOURCE
2022–2026	Rzeszów-Jasionka receives 90 to 95 % of the Western military aid delivered by air; its runway is 3,200 m long; it lies about 80 to 100 km from the Ukrainian border CONFIRMED	Kyiv Post, AeroTime
2022–2026	Allied units defend the airfield in rotation: US Patriots, the British Sky Sabre (to the end of 2024), two German Patriot batteries, Dutch and Norwegian F-35s (1 September to 1 December 2025), then the Netherlands CONFIRMED	Strefa Obrony, Kyiv Post
1 December 2025	Patriot alert at Jasionka when four MiG-31I carriers of air-launched ballistic missiles fly, staying in Russian airspace REPORTED	Military Watch
8 July and 25 September 2026	**The Dutch detachment at Jasionka**: two Patriot systems, a NASAMS battery, a counter-drone unit, about 300 soldiers. Planned from 1 December 2025 to 1 June 2026, **extended to 31 December 2026** CONFIRMED	Strefa Obrony, WP Tech
September 2026	According to one source the Dutch NASAMS and counter-drone unit went home in June 2026 and only the two Patriots stay, “until early December”. This contradicts the line above REPORTED	AeroTime
25 September 2026	The relief in 2027 will be by an ally not yet named, with Patriots that are “allied, not Polish” (Defence Minister Kosiniak-Kamysz) CONFIRMED	WP Tech
22 May and 28 August 2026	**Eight Polish F-35A “Husarz” at Łask** (32nd Tactical Air Base): three arrived on 22 May, five on 28 August CONFIRMED	Migflug, Overt Defense, Janes

DATE	FACT	SOURCE
30 July 2026	**A Russian Kh-101 flies nearly 100 km into Poland and falls at Tarnawa-Kolonia** (Lublin region): a large crater, nobody hurt. Two F-16s scrambled at 0159 local time follow it, **had leave to fire and do not**. The minister: had it headed for an inhabited area it would have been shot down. Protest to the Russian ambassador on 31 July CONFIRMED	Al Jazeera, WNP
13 September 2026	**At about 0400 local time a Russian drone hits the locomotive of the Kyiv–Warsaw passenger train**, on the Ukrainian side, one to two kilometres from the Jagodzin–Dorohusk crossing; a second drone falls about 5 km away. **206 people aboard, no casualties**; the train reaches Dorohusk about 370 minutes late. Moscow speaks of "objectives of a military character" CONFIRMED	Defence24, Zero.pl, Polsat News
13 September 2026	The drones were of the jet-powered Geran-5 type, according to the Deputy Prime Minister REPORTED. A train carrying foreign dignitaries had passed the same place shortly before (headlines only; neither the identity nor the delay was verified) REPORTED	Defence24; Washington Post (headline)
13 September 2026	The same morning a filling station at Jagodzin (Yahodyn), about 800 m from the Dorohusk crossing, is hit; lorries burn; sirens sound in six districts of the Lublin region CONFIRMED	Interia, Kurier Rzeszowski, Defence24
17 September 2026	**Mass attack on western Ukraine with jet-powered drones**; one comes down 3 to 4 km from the border. **Sirens in Rzeszów and Lublin**, a text-message alert, schools and offices evacuated, **both airports closed** for about 40 minutes CONFIRMED	Rzeczpospolita, Euronews, Super Nowości
28 September 2026	Another jet-powered drone at Jagodzin, 2 km from the Dorohusk crossing; two alerts at about 1700 local time; Lublin and Rzeszów airports suspended for 30 minutes REPORTED	Kurier Rzeszowski
29 September 2026	**New Polish identification rules**: visual identification is no longer required; positive identification on a set of indications is enough (direction of the crossing, no valid transponder reply, several radars agreeing, the speed, height and track of a missile or a drone, Ukrainian reporting). Decided by the Operational Commander, announced by the Deputy Minister; applies to the F-16, the F-35A, Patriot, Poprad and Osa. No-fly zones are to be defined to protect allied aircraft and aircraft in difficulty CONFIRMED	Outono, AeroTime
From 1 October 2026	**Swedish Gripens** of the F 17 wing (Ronneby) assigned to the protection of the hub from 1 October 2026 for two months, under CAOC Uedem; main base in Sweden, forward base in Poland REPORTED	AeroTime
In force	**The closed strip of airspace along the eastern border**: a restricted area from the ground to flight level 95, 20 to 50 km deep, closed to civil flights by night. Taken from the scenario's design notes, which give it as a real fact without naming a source REPORTED	design notes; no source listed
Earlier	Railway sabotage on the Warsaw–Lublin–border line in November 2025; an incursion of about twenty drones on 10 September 2025, four airports closed; Eastern Sentry launched on 12 September 2025 CONFIRMED	news summary; sources not listed singly

9.2 What is real and what is a game assumption

— **Real:** the incidents and dates of the table; the hub and its role; the Dutch detachment and its end date; the Swedish Gripens; the F-35As at Łask; the F-16s scrambled at each Russian strike on western Ukraine; the rules of 29 September; the places.

— GAME ASSUMPTION **The night of 3 to 4 December 2026 and everything that happens in it**: the waves, their make-up, the crossings.

— GAME ASSUMPTION **A ballistic strike on the hub.** No Kinzhal has been fired at Poland. The 2025 alert shows that the hub's defenders take the possibility seriously; the scenario makes it happen.

— GAME ASSUMPTION **A foreign delegation aboard one of the trains on this night**, its nationality, its connection to Warsaw, a drone sent along the railway while the train is on its way, and another that may follow a train into Poland. The only public trace is the headline of 13 September.

— GAME ASSUMPTION **The Patriot fault**: the grounded reload vehicles, the parts on order, twelve PAC-3 per section and no reloads. It is a device of the game to make the missiles scarce.

— GAME ASSUMPTION **The Dutch NASAMS and counter-drone unit still at the hub**: the sources disagree, and the author chose to keep them. **The Swedish Gripens still there on 3 December**: two months from 1 October end about then.

— GAME ASSUMPTION **One commander for everything**: Operation LAST MILE, OPORD 26-061, the post of COM ES-SE, the Dutch and Swedish units under a single Polish-led command. Every order, message and quotation of the night is invented.

— GAME ASSUMPTION **The positions** of the Polish Patriot section, of every short-range unit and radar, and the presence of the Polish Saab 340 on that orbit; the three ready patrols; the E-3A, the tanker and the two extra Gripens on request.

— GAME ASSUMPTION **The Przemyśl–Rzeszów train from Mostyska**, the times of both trains, the number and times of the C-17s, and the MiG-31K over Belarus rather than over Russia.

— **Stand-ins in the game:** the objects of the night are played by other units of the database. The slow drone is an Orlan-10, and both the jet drone and the cruise missile are a **Tu-141 Strizh**, a Soviet jet reconnaissance drone, flown at two different speeds. The Dutch counter-drone unit is played by 35 mm Skynex gun sections. Unit names in the game are written without Polish diacritics.

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10 Glossary

AEW Airborne early warning: a radar aircraft (here the Saab 340, and the E-3A if asked for).

AMRAAM, AIM-120 Medium-range radar-guided air-to-air missile; also fired by the NASAMS.

BOGEY A contact nobody has identified. Units on WEAPONS TIGHT do not fire at it.

CAP Combat air patrol.

CRC Control and Reporting Centre: your command post. Signs its messages CRC WARSAW or CRC.

C-UAS Counter-unmanned aircraft system: here, 35 mm gun sections.

Geran, Geran-5 Russian strike drones: the first slow with a piston engine, the second jet-powered.

HOSTILE A contact that units on WEAPONS TIGHT will engage.

HUSARZ Polish name and call sign of the F-35A.

IRIS-T, AIM-9X Short-range infrared-guided air-to-air missiles.

JASTRZAB Polish name and call sign of the F-16.

Jodek Polish 23 mm anti-aircraft gun.

Kh-101 Russian air-launched cruise missile.

Kinzhal Russian air-launched ballistic missile, carried by the MiG-31K.

MMSR, NUR-15, NUR-12M, RAT-31DL The ground radars of the command, from the shortest range to the longest.

MRTT A330 Multi Role Tanker Transport of the multinational fleet at Eindhoven.

NASAMS Ground-based air-defence system firing AMRAAM missiles.

Osa, Poprad, Piorun Polish short-range air-defence systems: a tracked missile battery, a missile vehicle, a shoulder-launched missile.

PAC-3 The Patriot missile that can stop a ballistic missile.

REACH Call sign of the C-17s of the allied airlift.

RTB Return to base.

UNFRIENDLY A contact that is watched but not engaged on WEAPONS TIGHT: here, anything still beyond the border.

WEAPONS HOLD The unit does not fire.

WEAPONS TIGHT The unit fires only at contacts shown as hostile.

WISLA The Polish Patriot programme; here the Polish Patriot section.

ZULU UTC. Local time in Poland in December is Zulu plus one hour.

Rzeszów Gate, 2026 — The Last Mile, sixth scenario of the *Europe 2026* campaign for Command: Modern Operations. Designer: totobimbo. Written from inside COM ES-SE's picture at 1900Z: what the commander is told, not what is true. The night of 3 to 4 December 2026, its orders, events,

messages and quotations are invented; the incidents of 2026 listed in section 9 are on the public record. State borders: Natural Earth 1:10 m.