

13SEP21
101st Airborne
506th IR, 2nd Battalion
2nd Lt. C. McHellsten

--- 101st Airborne Division ---
[Administration Instructions - Operation Resurgence 21](#)

Date: 23OCT21, 2000BST

Type: Company Raid Lane

Ideal Numbers: BLUFOR 50-60, OPFOR 30-35

Terrain: SE Angola 1974

Weather: Attacker's Preference

[Map](#) | [Satellite Image of Objective](#)

Scoring Method: Victory Points

Setting: Modern

Game Time: 120 minutes

[Workshop Modpack](#)

Arma 3 Sync Modpack: <http://74.91.116.134/101main/.a3s/autoconfig> (TvT Modset)

Factions:

BLUFOR - US Army Rangers

OPFOR - [FAHP](#) Motorized Infantry

Summary:

The scenario simulates a Company sized force conducting a Raid.

The aim of **BLUFOR** is to INTERDICT OPFOR'S OPERATIONS without sustaining crippling losses.

OPFOR is to PROTECT VITAL ASSETS without sustaining crippling losses.

This simulation will offer significant tactical freedom and flexibility for both sides - enabling the respective commanders to devise a plan suiting their tactical preferences.

Points System (BLUFOR Perspective):

BLUFOR needs 1VP or higher to win

+30VP for Cash & Drugs Destroyed

+5VP for Destroying Enemy Recon Plane beyond Repairs

-1VP for every BLUFOR Fatality

-5VP for every BLUFOR Vehicle Destroyed beyond Repairs

Major Server Setting Tweaks:

- Slightly lowered stamina, can jog almost indefinitely, can sprint for circa 175 meters with a 48lbs kit
- ACE Advanced Medical
- Splints heal, but cannot sprint
- Fatal Damage Source: Either
- Player Fatal Injuries: Always
- Cardiac Arrest Time: 3 minutes
- Doctor can use use PAK and Surgical Kit
- Medic can use Surgical Kit anywhere
- Player Critical Damage Threshold: 2.90
- PAK at Medical Vehicle/Facility
- Surgical Kit Anywhere/Anytime
- Bleed rate: 1.5