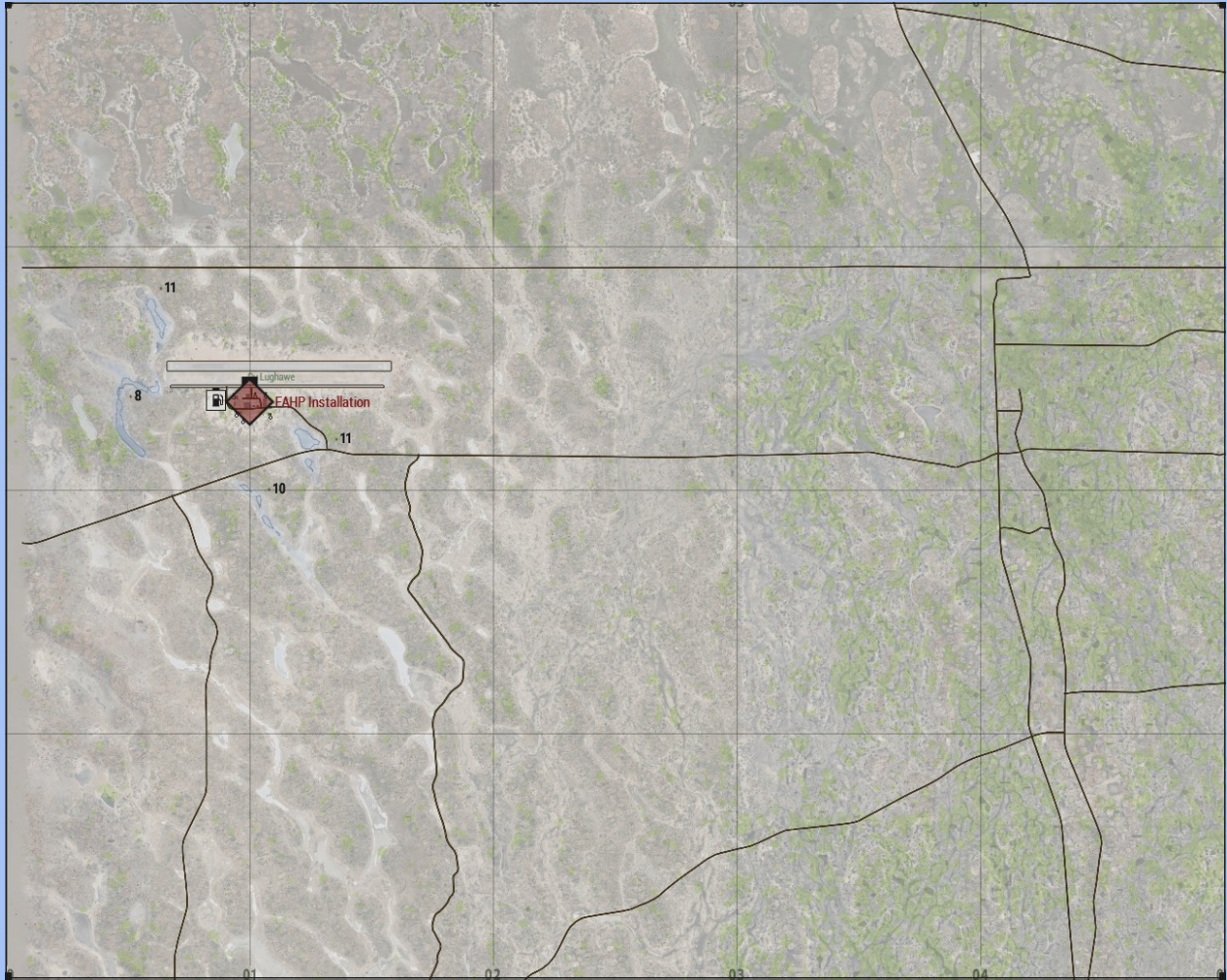# WARNO - Operation Resurgence

Situation:

- The Task Force Commander intends to ASSAULT the enemy held AIRSTRIP in order to INTERDICT funding of further enemy operations.
- Ground: See map above - Conditions of the terrain is a relatively flat savannah with light brush on the western half of the AO, and a more vegetated scrubland in the east that defines its overall landscape.
- Enemy: The enemy is thought to be between 30 - 35 experienced militiamen from the FAHP 73rd Regiment of Foot. They are known to make use of the 5.56 M-21 Rifle, Various western world 7.62 Machine Guns and an assortment of soviet vehicles and civilian cars. They are typically dressed in tiger stripe camouflage battle dresses, helmets and olive chest rigs.
- Weather will be randomized by dice roll.
- In Game Time of Attack is decided by the BLUFOR commander.

Probable Mission:

- **LEGION Bn: RAID - You are to FIND and DESTROY the VITAL ASSETS within boundaries in order to INTERDICT EN DRUG OPERATIONS.**

Timings (23OCT21):

- *0000BST - Server up for testing*
- *1930BST - Players can connect to game server to create kits*
- *2000BST - Mission Load*
- *~2030BST - Attackers may leave staging area 15 minutes after READY has been called*
- *~2230BST - Mission END unless active fighting is still occuring*
- *In Game time: Time of day decided by Attackers.*

Event Support and information:

- Game Master: 2nd Lt. C. McHellsten (Discord: McHellsten#5687)
- Friendly supporting assets. Requests for support/equipment to be submitted to 2nd Lt. McHellsten No Later Than October 17.
- Victory 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

Server Information:

TS IP: *74.91.116.134*

Server IP: *74.91.116.134:2302*

Password: *Narnia*

Modpack: [TvT Alpha](#)

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

Notes on Play:

1. BLUFOR starts in its Assembly Area in GS 05 01 (Fort Rev).
2. BLUFOR has freedom of action, but must attempt to stay within boundaries once committed to the attack.
3. Be aware that you are assaulting a prepared defense. Also be aware that the main defensive element may not be actually located on the objective.
4. *FAHP traditionally makes use of fast soft-skinned technicals due to their maneuverability and ability to move heavier equipment around quickly. Overwhelming firepower and rapid reaction to enemy maneuvers has served as an effective counter to the enemy's numerical superiority.*
5. *FAHP cannot move outside of the boundaries.*
6. *ONE LIFE ONLY.If the ArmA engine kills you unfairly, reslot into a "Reserve Slot" and contact your Chain of Command and they will give you instructions.*

Basic Rules:

1. No harassment of participants.
2. No additional mods or programs that would alter the gameplay and/or give you or you or your fellow comrades an unfair advantage.
3. Do not communicate out of game with your teammates or opponents (Steam Chat, Teamspeak, Discord, Snapchat etc.).