

OPERATION: BLACK REACTOR

An Immersive Airsoft Experience in the Cold War Era

Operation: Black Reactor


Welcome to "Operation: Black Reactor," an immersive airsoft op that takes place in a historically inspired setting during the late Cold War era. Participants will be thrust into a high-stakes scenario in the Chernobyl Exclusion Zone, navigating complex objectives and strategic missions.

Background

In a covert operation during the late Cold War, Western intelligence has uncovered a Soviet initiative to divert nuclear reactor fuel for weaponization. The mission involves a NATO task force operating clandestinely within the Chernobyl Exclusion Zone to intercept the Soviet plan without escalating into open conflict.

Teams and Missions

Western / NATO Task Force (WNTF)

- **Markers:** Tan / Blue 
- **Uniforms:** Solid Tan, Multicam, Desert Patterns, Jeans
- **Role:** Special Operations / Intelligence

Mission Intent:

- Prevent the removal of nuclear fuel rods
- Secure evidence of illegal weapons development
- Sabotage Soviet extraction operations
- Protect the physicist
- Delay Soviet forces for international exposure
- Defend the gold treasury
- Capture and control territory
- Attempt to trade gold for nuclear weapons
- Sniper directive: Eliminate designated Soviet leader

Narrative Angle:

The NATO Task Force operates as a precise and politically restrained unit, focusing on capturing

proof of Soviet activities.

🚩 Soviet Forces (SF)

- **Markers:** Green ■
- **Uniforms:** Solid Green, Multicam Tropic, Woodland Patterns, Solid Black
- **Role:** Internal Security / Spetsnaz

Mission Intent:

- Extract reactor fuel rods
- Transport nuclear material to refinery
- Refine fuel rods for weaponization
- Eliminate NATO interference
- Maintain secrecy
- Capture and control territory
- Attempt to trade nuclear weapons for gold

Narrative Angle:

Classified.

Victory Conditions

Soviet Victory

- Successfully extract and deliver fuel rods
- Prevent NATO documentation
- Refine and prepare uranium rods
- Assemble nuclear missiles
- Capture and control territory
- Demolish radio tower

NATO Victory

- Secure fuel rods
- Capture Soviet intelligence
- Hold reactor zone
- Defend treasury
- Capture and control territory
- Assemble and defend radio tower
- Assassinate designated Soviet leader

Optional Side Objectives

- **Defector Asset:** Protect or control a Soviet scientist

- **Radio Intercept:** Control a radio tower to call in “international observers”
- **Sabotage:** Plant charges on transport vehicles or radio towers
- **Black Site Documents:** Recover evidence of weapons diversion

Tone & Rules

- No modern technology (e.g., drones, GPS)
- Radios are limited and unreliable
- Command decisions are crucial
- Expect confusion and misinformation as part of the game

Prepare for an exciting and challenging experience as you navigate the complexities of Cold War espionage and combat!