

Raptor's Black Reactor Operation

Date: Sat & Sun, December 5-6, 2026

Location: Raptor Airsoft Field and Shop, 29540 Fullerville Rd. Deland, FL 32720

Registration & Payment Deadline: Call before Thursday Dec 3

Call Alcira Samson: 9049103308 to register and pay over the phone

Payment Dec 3 or before: \$100 per person (& field bbs)

Payment discounted if after deadline, on Dec 4: \$130 per person (& field bbs).

Admission Includes: all day 10am-5pm, map, water, truck to fields & raffle ticket

Walk-ups day of: Not accepted.

Extra Costs: shop opened, gift certificates, rental guns & rental masks (if needed)

Gift Certificates: available for purchase

Food: available purchase prior at registration (chips, drink & hotdog/hamburger) at \$12 / plate

Air: \$10 **per** tank good all day

Age Limit: No minimum (ages 13 and below must have guardian present during games)

Lodging: Raptor is **not** responsible for your camping arrangements. Organize in advance.

Camping Nearby Suggestion:

5 miles away: Clearwater Lake Rec Area / 352-669-0078 / 24511 County Rd 42, Paisley, FL

Federal camp ground has fishing, bathrooms, hot showers & electric hook ups. As low as \$38 per night.

Schedule for December 5-6

Location: Raptor Airsoft Field and Shop, 29540 Fullerville Rd. Deland, FL 32720

SATURDAY

9:00AM Gates Open / Check – in / Chrono Starts

10:00AM Formation for Inspection (battle ready)

-Eye protection

-Admission wristband

-x1 Tourniquet, x1 ace bandage

-OP MAP (included)

-Meal

-Water (free water available)

-Dead rag

-Chrono tag

-Uniform

-Gear

-Grenades

-Technicals (med kit, fire extinguisher, radio)

-Inspection stamp wristband

10:10AM Field Marshal Safety Briefing

If late to inspection and briefing, make contact with Field Marshal before transporting out to FOB

10:20AM Roll Out (Transport trailers begin moving infantry to base)

10:30AM Command Briefing, Squad Designation and training at base

11:00AM Start of operation (rev 1)

5:00PM End of rev 1 / Transport Back to Staging

6:00PM Gates Closed

SUNDAY

9:00AM Gates Open / Check - in / Chrono Starts

10:00AM Formation for Inspection (battle ready)

10:10AM Field Marshal Safety Briefing

If late to inspection and briefing, make contact with Field Marshal before transporting out to FOB

10:20AM Roll Out (Transport trailers begin moving infantry to base)

10:30AM Command Briefing, Squad Designation and training at base

11:00AM Start of operation (rev 2)

5:00PM End of operation rev 2 / Transport Back to Staging

5:15PM Raffle, points announcement.

6:00PM Gates Closed

Late Cold War (circa 1983–1987)

Location: Raptor Airsoft Field and Shop, 29540 Fullerville Rd, DeLand, FL, ***Chernobyl Exclusion Zone***

Environment: Soviet reactor complex, abandoned villages, industrial ruins

Background: Western intelligence confirms the Soviet Union, strained by tightening fiscal realities, has begun a covert diversion of reactor fuel assemblies from a secured nuclear installation near Chernobyl. This is not an energy operation. The material is being funneled into a black-level weapons initiative—nuclear refinement and missile systems designed to shift the strategic balance.

NATO cannot intervene openly without escalating into full-scale war.

Instead, a covert Western task force, operating under NATO authority, has been inserted into the exclusion zone to intercept and deny Soviet nuclear material while gathering intelligence.

The mission must remain deniable.

Teams:

UN WESTERN / NATO TASK FORCE

WNTF: Tan / blue markers

Uniform: Solid Tan (Sand, Coyote), Multicam, Multicam Arid, AOR1, Desert Digi, Desert Tiger Stripe, 6-Color Desert (Choco Chip), 3-Color Desert, DCU Desert, Blue 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 long enough for international exposure
- Defend gold treasury

Capture and control territory (11 flag poles)

- Attempt to trade gold for nuclear weapons
- **Sniper Directive:** Eliminate designated Soviet leader

Narrative Angle: WNTF is acting as NATO's forward blade—quiet, precise, and politically restrained. Capture proof, not headlines.

VN SOVIET FORCES

SF: Green Markers 

Uniform: Solid Green (Ranger Green, OD), Multicam Tropic, M81 Woodland, AOR2, Jungle Tiger Stripe, DNC, MARPAT, Digital Flora, EMR, Green Flecktarn, Solid Black, Multicam Black, Russian EMR

Role: Internal Security / Spetsnaz

Mission Intent:

- Extract reactor fuel rods from Chernobyl (control physicist)
- Transport nuclear material to refinery
- Refine fuel rods for weaponization (control physicist)
- Assemble nuclear weapons at strategic sites
- Eliminate NATO interference (radio tower demolition)
- Maintain secrecy at all costs
- Capture and control territory (11 flag poles)
- Attempt to trade nuclear weapons for gold

Narrative Angle: *(Intentionally classified)*

Primary Objectives

Soviet Victory Conditions

- Successfully extract X fuel rods from the reactor zone
- Deliver fuel rods to the refinery
- Prevent NATO from documenting the operation
- Refine and prepare uranium rods
- Assemble nuclear missiles using refined material
- Capture and control territory (11 flag poles)
- Demolish radio tower

NATO Victory Conditions

- Secure X fuel rods
- Capture Soviet intelligence (maps, documents, officers)
- Hold the reactor zone until the mission timer expires
- Defend treasury
- Capture and control territory
- Assemble and defend radio tower
- Assassinate designated Soviet leader

Optional Side Objectives (Highly Cold War)

- **Defector Asset:** A Soviet scientist may be protected or controlled
- **Radio Intercept:** Control a radio tower to call in “international observers”
- **Sabotage:** Plant charges on transport vehicles or radio towers
- **Black Site Documents:** Recover folders proving weapons diversion / photographic evidence

Tone & Rules Notes

- Radios are limited, noisy, or unreliable
- Command decisions matter
- Confusion, fog of war, and misinformation are intentional

RAPTOR OPS RULE SET

Essential Guidelines for a Safe and Fair Airsoft Adventure

Welcome to the comprehensive guide for Raptor Ops, an airsoft experience designed to ensure safety, fairness, and enjoyment for all participants. Please read the following rules carefully before participating in any operation.

GENERAL RULES

- All participants (Players, Spectators, Media) are required to wear ANSI Z87.1 rated eye protection.
- Participants **under the age of 18** are required to wear a **FULL FACE mask. Zero exceptions.**
- All replicas must pass a **chrono test**. Chrono is completed using joules.
- **ALL GUNS MUST REMAIN CLEAR AND SAFE IN STAGING AREAS**
(Magazines out, chamber clear, selector on safe, always mind your muzzle, NO dry firing).
- All participants on site must have a completed waiver — this includes players, spectators, and media.
- All operations are **6mm replica only**.
8mm BB replicas are not allowed. No steel BB weapons or converted weapons.
- Participants under the age of 18 must have **guardian supervision**.

EYE PROTECTION MALFUNCTION – “BLIND MAN”

- “BLIND MAN” is called **ONLY** when eye protection has lost its ability to protect your eyes.
- If your eye protection fails:
Cover your eyes with your hands and yell “BLIND MAN” three (3) times.
- On call of “BLIND MAN,” **ALL participants must:**
- Stop moving
- Take a knee
- Place replicas on the ground, **off body, out of hands**
- Raise both hands
- Echo “BLIND MAN” three (3) times
- Wait for a Field Marshal to resolve the situation.
- Calling “BLIND MAN” for any reason other than a legitimate eye protection failure is grounds for **immediate ejection**.

REAL WORLD EMERGENCY – “CORE-MAN”

- On call of “CORE-MAN,” this indicates a real-world emergency requiring a 911 call.
- Procedures are the same as “BLIND MAN.”
- Follow staff instructions immediately to escort emergency services to the injured person.

REAL WEAPONS

- **No real weapons or firearms** are allowed on any Raptor Airsoft property.
- If you have a legal permit to carry or possess a firearm, it **must remain locked in your vehicle at all times**. If a real firearm is found in an **in-play technical vehicle**, the vehicle owner **and all occupants** are subject to **immediate ejection and permanent ban** from future operations.

CODE OF CONDUCT – ALL PARTICIPANTS

- All participants are expected to show **respect** to guest and staff at every operation.
- Respect the authority of staff and follow instructions at all times.
- **Call your hits.**
Do not call other players' hits. If there is an issue, report it to the field marshal.
- A hit is defined as a BB striking **any part of the player**, including backpacks or helmets.
Weapon hits disables weapon.
- Dead or hit players **do not talk**. Remain silent while out. Use this time to take a 3 min nap.
- Act responsibly. **Physical altercations are strictly prohibited.**
- Bullying, verbal abuse, or fighting (physical or verbal) will result in **immediate ejection without refund** and banning from future operations by **Raptor Airsoft Field and Shop**.
- **Use of controlled substances is strictly forbidden** on Raptor property.

SPECIFIC RULES

- Altering the field layout or damaging property is strictly prohibited.
This includes (but is not limited to):
- Moving bunkers or props (unless specified)
- Shooting wildlife
- Shooting holes through bunkers or signs
- Ripping or shooting flags
- Kicking doors
- Breaking glass
- Any of the above actions are grounds for immediate ejection.
Please report vandalism to staff immediately.
- **No blind fire** — rifles must be shouldered and shots tracked.
- Pistols must be fired with eyes aligned to the sights.
- Dead players may not talk after bleed-out.
- Operations are **MID-CAP MAGAZINE ONLY**.

NO HI-CAP MAGAZINES ALLOWED DURING OPS.

- **Red dead rags are required** at all operations.
- Dead lights (flashing lights) are required for all night operations.
- Sportsmanship is mandatory at all times.

CAMO SETS – RAPTOR AIRSOFT OPERATIONS

This list is the ONLY approved camouflage for operations. Do not register unless proper uniform requirements can be met.

GREEN TEAM

- Solid Green (Ranger Green, OD)
- Multicam Tropic
- M81 Woodland
- AOR2
- Jungle Tiger Stripe
- DNC
- MARPAT
- Digital Flora
- EMR
- Green Flecktarn
- Solid Black
- Multicam Black
- Pants, shirt, and helmet or head covering must match faction.
- Gear color does not matter.

TAN TEAM

- Solid Tan (Sand, Coyote)
- Multicam
- Multicam Arid
- AOR1
- Desert Digital
- Desert Tiger Stripe
- 6-Color Desert (Chocolate Chip)
- 3-Color Desert
- DCU Desert
- Blue Jeans
- Pants, shirt, and helmet or head covering must match faction.
- Gear color does not matter.

MEDIC RULES

Players must carry **TWO (2)** approved bandages to use medic rules.

x1 tourniquet, x1 ace bandage

HIT SYSTEM

- **1st Hit:** Buddy aid (any player).
Player may crawl to cover.
Call out: "I'm hit, I need buddy aid." (Player applies TQ to teammate)
- **2nd Hit:** Designated medic required.
Call out: "I'm down, I need a medic."
Player may **NOT crawl**, but may be dragged to cover.
Designated medic must apply ace bandage after 2nd hit
- **3rd Hit:** Dead. Display dead rag immediately
Remain laying in place for 3 minutes with dead rag displayed. This allows time for enemy to scavenge dead players for items

APPROVED BANDAGES

- x1 Tourniquet (teammate application)
- x1 Ace bandage (minimum 3 ft long)(designated medic application)
- **Tape is NOT approved**

BLEED OUT 3min to be revived or you have died

- Stay in the general area where you were hit x2
- You may crawl to cover/team if hit only x1
- To drag a wounded player, **TWO hands must be placed on the player.**
- Single-hand dragging is not allowed.
- Mandatory dead with rag displayed is **3 minutes** before returning to FOB.

Hit and downed players waiting to be revived can still be shot/killed.

GRENADE RULES

All grenades must be inspected, approved and tagged before use by field marshal.

- Grenades detonating within a **15-foot radius** kill all players.
- **Hard cover ONLY** protects from grenades.
Hard cover includes walls or separate rooms.
- Desks, doors, bushes, or loose barriers are **NOT** hard cover.

APPROVED GRENADES

- EG67 (Recommended)
Thunder-B co2
Thunder-C green gas
- Only approved smoke grenades allowed: **Enola Gaye (cold burning)**. **not approved in buildings or brush.**
- **No fuse-burning/striker smoke grenades**

LAUNCHABLES

- 40mm grenades and Nerf rockets are **restricted to technical vehicle targets only.**
Nerf rockets
Tagin 40mm chalk,ect

HIT DETAILS

- Friendly fire **counts as a hit.**
- Gun hits disables weapon.
- Ricochets **do NOT** count.
- If in doubt — **call the hit.**
- Any BB striking gear, backpack, clothing, or headgear counts as a hit.

CHRONO & WEAPON SYSTEMS

- All participants must pass chrono and register upon arrival.
- Chrono performed with your weight bb, measured in joules.
- Chrono tag must remain on replica.
- Random chrono checks may occur during play.
- Rate of fire cap: 25 RPS max.

CHRONO LIMITS – Raptor OPS

PISTOLS

- 1.0j g-gas/co2 / 0.7j hpa
- Stock green gas / CO₂ / HPA
- .28g bb limit
- 5 ft MED

RIFLEMAN

- 1.9j AEG / 1.7j HPA
- Semi-auto only
- Mid-caps only
- .32g bb limit
- 10 ft MED

SMG

- 0.99j AEG / 0.7j HPA
- Over 1j follows rifleman rules
- Full auto unless specified
- Mid-caps only
- .30g bb limit
- 5 ft MED

LMG

- 1.9j AEG / 1.7j HPA
- 25 ft MED
- .36g bb limit
- Required secondary (5 ft MED)
- No indoor engagement
- Must be real-world purpose-built LMG
- Minimum length: 16.5" trigger to barrel end
- Raptor reserves final approval rights.

DMR

- 2.5j AEG / 2.3j HPA
- .36g BB limit
- Semi-auto locked
- No indoor engagement
- Required secondary (5 ft MED)
- 75ft MED
- Minimum length: 18" (receiver to barrel end)
- Required magnified optic

SNIPER

- 3.5j Spring / **2.3j HPA**
- .46g BB limit
- **bolt-action only**
- No indoor engagement
- Required secondary (5 ft MED)
- 100 ft MED

FULL THRUST

- Novritsch Full Thrust platforms allowed
- Must pass chrono
- Inspection required
- Player must provide BBs

SHOTGUNS

- Allowed

MAGAZINE ADAPTERS

- Not allowed except same-mag-to-same-mag adapters
- No M4 or SMG adapters on pistols, Hi-Capas, or shotguns

TECHNICAL vehicle RULES

- All technicals must be approved prior to the operation.
- Limited slots per operation.

TECHNICAL TYPES

UTV, ATV, SXS, TRUCKS, HUMVEES

- NATO Tan: 2-person battle tank (driver + gunner)
- Soviet Green: 2-person dune buggy
- Soviet Green: Artillery cannon (3-man crew)

REQUIREMENTS

- Operator test required
- Only paid participant may drive
- Driver & front passenger must wear full face protection
- All riders must wear helmets
- Radio required (direct command comms)
- Idle speed under 10 mph
- First aid kit & fire extinguisher required
- Max 8,000 rounds per mounted gun
- One mounted gun only
- Forward-facing shields only
- No medicing inside vehicles

ANTI-VEHICLE RULES

- Vehicles disabled by:
- Grenades
- Foam rockets
- Chalk rounds
- Nerf rockets
- **First hit:** Vehicle immobilized for 3 minutes
- **Second hit:** Vehicle destroyed — all occupants killed within 15 ft radius