

# OP: HAVOC WIND

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# RULES & REGULATIONS

## INTRODUCTION

Havoc Wind is designed to deliver immersive, memorable experiences for players of all skill levels. By registering for this event, you acknowledge that you understand and agree to follow both the **letter** and the **intent** of these rules.

Players are expected to arrive prepared for an extended-format game and to conduct themselves with common sense, integrity, and respect toward fellow players, staff, equipment, and the venue.

Attempting to exploit loopholes or bend rules to gain an advantage is considered cheating. If an action goes against the spirit of the game, it is likely not permitted—even if it is not explicitly written here.

Event Staff reserve the right to remove any player, without refund, whose actions are deemed detrimental to safety, fair play, or the enjoyment of others.

**NO EXCEPTIONS**  
**NO EXCUSES**  
**DON'T BE THAT GUY**

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## 1. CONDUCT, HONOUR & INTEGRITY

- 1.1. Players must read and understand **all rules** prior to participation.
- 1.2. Rule violations may result in removal from the event without refund.
- 1.3. Players must conduct themselves in a mature, respectful, and safe manner.
- 1.4. To report a rule or safety violation, immediately contact an Admin. **Do not** confront players directly during gameplay. You must be able to positively identify the individual involved.
- 1.5. **Drugs and alcohol are prohibited.** Any behaviour that detracts from the experience of others will not be tolerated.

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## 2. SAFETY

- 2.1. Event organizers have taken reasonable steps to create a safe environment; however, participation involves inherent risk.
- 2.2. Props, vehicles, and equipment may pose hazards. Do not interact with them unless instructed.
- 2.3. In the event of a real-world emergency, notify the nearest Admin and provide the location immediately.
- 2.4. First-aid personnel will be available on-site.
- 2.5. **"Stand Down"**— Issued by Admin when gameplay must pause. Players freeze in place and await instructions.

- 2.6. **"Make Safe"** - Issued for medical or serious emergencies. All weapons must be cleared (mag out, safety on, barrel cover installed). Radio silence is mandatory.
- 2.7. **"Blaze"** - In the event of fire, players will call "Blaze" and assist in extinguishing it if safe to do so. Gameplay in the area will cease.

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### 3. SAFETY & RULE BRIEFING

- 3.1. Attendance at the Safety and Rule Brief is mandatory prior to entering the field.
- 3.2. Late arrivals must receive a briefing from an Admin before playing.
- 3.3. Players are expected to have reviewed all rules in advance and may be quizzed.
- 3.4. Staff will review safety protocols, terrain considerations, and objectives.
- 3.5. Arrive ready to play.

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### 4. MEDICAL CONDITIONS

- 4.1. Players with medical conditions or allergies must notify the Organizer and Medic prior to registration (e.g., EpiPen, inhalers, insulin).
- 4.2. Failure to submit medical directives releases the Organizer from responsibility.

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### 5. EMERGENCY CONTACT CARD (ECC)

- 5.1. A laminated 3x5 inch ECC is strongly recommended.
- 5.2. ECCs should be carried on the left side of the body.
- 5.3. Templates are available on the Havoc Wind website.

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### 6. EYE & FACE PROTECTION

- 6.1. Eye protection must be worn **at all times** on the field.
- 6.2. Eye protection must meet **ANSI Z87.1** standards and provide full wrap-around coverage.
- 6.3. Mesh eye protection is prohibited.
- 6.4. Admin may inspect and test eye protection.
- 6.5. Additional face and head protection is strongly recommended.

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### 7. NO-FIRE ZONES

- 7.1. Dry firing is not permitted in Safe Zones, including staging, parking, and camping areas.
- 7.2. Designated test-firing and chronograph areas will be provided.

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### 8. GUN SAFETY

- 8.1. Magazines must be removed before entering a Safe Zone.

- 8.2. Weapons must be cleared before entering a Safe Zone.
- 8.3. Safeties must be engaged.
- 8.4. Barrel blocking devices are mandatory. Improvised covers are not acceptable.

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## 9. VELOCITY

- 9.1. All weapons must comply with FPS, MED, and ROF limits.
- 9.2. All weapons are measured in joules.
- 9.3. AEG/C02/GBBR/SMG/Battle Rifles: **1.64 joules** max.
- 9.4. DMRs: **1.88 joules** max.
- 9.5. Bolt-action rifles: **2.28 joules** max.

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## 10. MINIMUM ENGAGEMENT DISTANCE (MED) :

- 10.1. Over 1.64J - 50 ft MED.
- 10.2. Over 1.88J - 100 ft MED.

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## 11. RATE OF FIRE (ROF) :

- 11.1. Semi-auto only.
- 11.2. Maximum ROF is 25 RPS.
- 11.3. Trigger manipulation to exceed ROF limits is prohibited.
- 11.4. Binary and burst modes are considered full-auto.

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## 12. CHRONOGRAPHING

- 12.1. All weapons must be chronographed before gameplay.
- 12.2. Chronographing will be conducted using .30g BBs provided by staff.
- 12.3. Compliant weapons will be clearly marked.
- 12.4. Admins may re-chrono weapons at any time.
- 12.5. HPA systems will be sealed and re-chronosed if adjusted.
- 12.6. Tampering with weapons will result in immediate removal.

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## 13. BLIND FIRING

- 13.1. Blind firing is prohibited.
- 13.2. Players must identify targets and maintain a proper sight picture.
- 13.3. Openings smaller than a clenched fist may not be fired through.
- 13.4. BBs passing legally through openings still count as hits.

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## 14. ELIMINATION RULES

- 14.1. A bright red or blaze orange **Dead Rag** is **mandatory**.
- 14.2. A **Dead Light** is **mandatory** for all night Ops.
- 14.3. Dead Rags \ Dead Lights must be displayed until fully reactivated.
- 14.4. "Dead man walking" must be announced when visibility is limited.
- 14.5. Eliminated players may not communicate tactical information.
- 14.6. Eliminated players may not be used as cover or mingle with live players.

- 14.7. Players pretending to be eliminated in order to gain a tactical advantage, will be considered cheating.

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## 15. HITS

- 15.1. Players must call their hits immediately.
- 15.2. Any BB striking body or gear counts as a hit.
- 15.3. Wounded players must **go prone**, call "**Hit**", and display a Dead Rag.
- 15.4. **Bleed-out time is two minutes.**
- 15.5. Medics must reach the player within the bleed-out window.
- 15.6. Weapon hits disable the weapon until reactivation.

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## 16. BLEED-OUT

- 16.1. Bleed-out time is strictly two minutes.
- 16.2. Players may not shorten or extend bleed-out.
- 16.3. Violations result in a 15-minute sit-out penalty.

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## 17. MEDIC

- 17.1. All live players may perform buddy aid.
- 17.2. A **milsim tourniquet** is required for on-field revival.
- 17.3. Second wounds require return to a CCP or FOB.
- 17.4. Wounded players may not assist in their own treatment.
- 17.5. Casualty drag is limited to 10 feet.
- 17.6. Wounded players may assist being dragged but may not walk or crawl to cover.

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## 18. MERCY RULES

- 18.1. There is no standing mercy rule in effect at Havoc Wind.
- 18.2. Verbal mercy may be offered at distances of 1 meter or less and is optional, though encouraged to reduce injury risk.

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## 19. REACTIVATION

- 19.1. Eliminated players may reactivate by returning to their FOB or an active CCP.
- 19.2. Reloading is permitted while reactivating; Dead Rags/DeadLights must remain displayed until reactivation is complete.

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## 20. REACTIVATION BASES (FOB)

- 20.1. Forward Operating Bases (FOBs) are fixed or semi-permanent structures used for reactivation and reloading.
- 20.2. Command staff may operate from FOBs.
- 20.3. Team flags will be displayed at FOBs.
- 20.4. FOBs are touch-and-go; no mandatory wait time applies.
- 20.5. FOBs cannot be captured, destroyed, camped, or contested.
- 20.6. FOB distinctions will be explained during mission briefings.

## 21. CASUALTY COLLECTION POINT (CCP)

- 21.1. CCPs are mobile reactivation points that may be deactivated.
  - 21.2. Team flags and markers will designate CCP locations.
  - 21.3. CCPs may be deployed within scenario limits.
  - 21.4. Active CCPs also function as reload points.
  - 21.5. Players must kneel or sit and display Dead Rags/Dead Lights while reactivating.
  - 21.6. Reactivation time at CCPs is **two minutes**.
  - 21.7. No shooting into or out of CCPs is permitted.
  - 21.8. CCPs may be deactivated by collecting and stacking all markers.
  - 21.9. CCPs under attack or enemies within 50 meters are inactive.
  - 21.10. Deactivated CCPs remain offline for 15 minutes.
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## 22. SAFE ZONES

- 22.1. Safe Zones are designated rest and gear storage areas.
  - 22.2. Eye protection may be removed only in Safe Zones.
  - 22.3. No firing into, out of, or within Safe Zones.
  - 22.4. Players entering Safe Zones are removed from active play and must reactivate properly.
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## 23. SPAWN CAMPING

- 23.1. Spawn camping is prohibited.
  - 23.2. Shooting players returning to play for a tactical advantage is considered spawn camping.
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## 24. STEALTH KILLS

- 24.1. Rubber or training melee weapons may be used.
  - 24.2. Stealth kills are performed by touching the opponent and stating "**Stealth Kill**".
  - 24.3. Approved rubber knives may be thrown softly up to 3 meters.
  - 24.4. Stealth kills are **silent** and eliminated players **must not scream** or yell "hit"
  - 24.5. Stealth kill are fatal; no medic revival permitted.
  - 24.6. Eliminated players must sit and observe full 2 minute bleed-out.
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## 25. RELOADING

- 25.1. Loose ammunition may be carried, but field reloading is prohibited.
  - 25.2. Reloading is permitted only at FOBs or CCPs.
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## 26. AMMUNITION LIMITS

- 26.1. Havoc Wind is a limited-ammunition event.
- 26.2. Mid-cap and real-cap magazines are preferred.
- 26.3. Mid-cap limit is six magazines unless otherwise specified.
- 26.4. Hi-cap magazines discouraged but are limited to two per player, if used.

26.5. Drum and box magazines are restricted to LMGs.

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## 27. PISTOLS

- 27.1. Pistols must be chronographed.
  - 27.2. Box or drum magazines are prohibited.
  - 27.3. HPA rifle magazine adapters are not permitted.
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## 28. RIFLES

- 28.1. Battle rifles and SMGs may be used anywhere on the field.
  - 28.2. Drum or box magazines are prohibited on battle rifles.
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## 29. BOLT-ACTION RIFLES

- 29.1. Bolt-action rifles require a 100 ft MED.
  - 29.2. Secondary weapons are required inside MED.
  - 29.3. Bolt-action rifles may not be used in CQB environments.
  - 29.4. Headshots should be avoided whenever possible.
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## 30. DESIGNATED MARKSMAN RIFLES (DMR)

- 30.1. DMRs must be locked to semi-auto at one shot per second.
  - 30.2. Minimum barrel length is 14.5 inches.
  - 30.3. Optics of 4x or greater are required.
  - 30.4. Secondary weapons are required inside MED.
  - 30.5. DMRs are prohibited in CQB.
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## 31. SUPPORT WEAPONS / LMG

- 31.1. LMG's must be capable of semi auto fire for Havoc Wind.
  - 31.2. LMGs must have real-world equivalents.
  - 31.3. Bipods are required
  - 31.4. Box or drum magazines are required.
  - 31.5. 3x or greater optics are required.
  - 31.6. Maximum ammunition load is 3000 rounds.
  - 31.7. LMGs are prohibited in CQB and night operations.
  - 31.8. Admin reserve the right to pass or deny a weapon based on modifications.
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## 32. GRENADE RULES

- 32.1. Commercially produced BB fragmentation grenades, flash-bang grenades and smoke grenades are authorized, depending on fire hazard conditions at the venue on the day of the event.
- 32.2. Flash-bang grenades have the same effect as a BB fragmentation grenade.
- 32.3. TAGINN FBG-4, FBG-6 and Tag-18 are the only TAGINN products permitted.
- 32.4. TAGINN Tag-67 and Tag-19 are **prohibited**.

- 32.5. Homemade pyrotechnics and pyro not classified for gaming are prohibited.
- 32.6. Players must yell "**FRAG OUT**" prior to throwing the grenade.
- 32.7. Grenades must be thrown underhand.
- 32.8. Grenades have a kill radius of 10' from where the grenade detonates.
- 32.9. Players not in the line of fire when the grenade detonates, are considered live. [know the difference between 'hard' and 'soft' cover].
- 32.10. Players may only reload their spent grenades at their reactivation point or CCP.
- 32.11. Players may not capture other players' spent grenades.

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### **33. SMOKE GRENADES**

- 33.1. Cold smoke grenades are authorized (e.g. Enola Gaye).
- 33.2. Smoke grenades must be watched in order to prevent fires.
- 33.3. Orange smoke is limited to Admin use only.

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### **34. BEAR BANGERS**

- 34.1. Bear bangers or flares may not be shot at another players.

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### **35. M203 GRENADES**

- 35.1. M203 grenades may be used anywhere on the field.
- 35.2. BB's that ricochet or bounce and strike a player will count as a "hit".
- 35.3. Grenadiers must not engage targets at ranges less than 5 feet and must make a concerted effort to avoid head shots.

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### **36. ROCKET LAUNCHER / LAW / RPG USAGE**

- 36.1. Anti-Tank Gunners(AT Gunners) may be used in scenarios that utilize rocket launchers. Admins will supply the launcher.

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### **37. CLAYMORE / LANDMINE USAGE**

- 37.1. Spring or CO2 powered Claymores and Landmines are permitted.
- 37.2. Claymores or landmines that have an explosive source are not permitted.

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### **38. LOW / NO-LIGHT OPERATIONS**

- 38.1. Dead Lights - Red beacons or red chem-lights are mandatory at night.
- 38.2. Tracers or weapon lights are mandatory at night.
- 38.3. Players utilizing a weapon light instead of tracers must have their weapon light active while firing their weapon.

- 38.4. Tracer magazines must be 100% tracer BBs. No mixing tracer and non-tracer BBs in the same magazine.
- 38.5. Night vision and thermal devices are permitted.

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### **39. FLASHLIGHTS**

- 39.1. It is recommended that players have a flashlight in addition to a weapon light or Tracer, for their safety.

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### **40. LASERS**

- 40.1. Class IIIb and IV lasers are prohibited.
- 40.2. Only lasers under 5mW are permitted.
- 40.3. Lasers may not be aimed at eyes or faces.

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### **41. ROLE PLAYERS**

- 41.1. Role Players may be embedded within each team, depending on the scenario. Role Players will act as agents of the Organizer to aid in the flow of the scenario and assist in the game running smoothly.
- 41.2. Role Players will be clearly identified.

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### **42. EMBEDDED ADMINS**

- 42.1. Admins will be embedded into the game. These are players who have the additional responsibility of maintaining fair game play and safety. The Embedded Admins will address routine concerns and take significant issues to Admin Staff. Embedded Admins do not have the authority to eject players from the game.
- 42.2. Embedded Admins will be clearly identified.

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### **43. JUGGERNAUTS**

- 43.1. Juggernauts are Admin-controlled entities used to break stalemates.
- 43.2. Juggernauts may not run.
- 43.3. Juggernauts may not attack FOBs or CCPs.
- 43.4. Juggernauts can be temporarily disabled by striking designated targets, resulting in the Juggernaut going to sleep for 20 seconds.
- 43.5. Players will not shoot the Juggernaut while he is in sleep mode.

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### **44. PHOTOGRAPHERS**

- 44.1. Photographers must pre-register for events. No walk-ons.
- 44.2. There is no fee.
- 44.3. Photographers must complete the onsite registration and waiver.
- 44.4. Photographers must attend the Safety Briefing.
- 44.5. Photographers must have proper eye protection on at all times.
- 44.6. Photographers are not be shot. Penalties will be issued for deliberately shooting photographers.

- 44.7. Photographers will not engage in espionage or gameplay.
- 44.8. Photographers can wander the field at will.
- 44.9. UN Photographer Theme: UN markings are encouraged. Light blue or white MICH helmet or ball cap. Black or Dark Blue pants. Plate carrier with PRESS patches on front and back.

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### 45. AIRSTRIKES

- 45.1. Airstrikes are Admin-simulated, JTAC-directed events that eliminate all players within a 25-meter radius.
- 45.2. Every player (friend or foe) within the airstrike zone is considered vaporized and **does not** have to observe a 2 minute bleed-out.
- 45.3. The airstrike zone is considered "**hot**" for **3 minutes** after impact.
- 45.4. Players entering the hot zone during that time will also be considered eliminated.
- 45.5. Admins will start a 3 minute timer to track the remaining hot zone time.

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### 46. VEHICLES

- 46.1. Admins may use multiple vehicles to create an immersive game environment.
- 46.2. Only trained and authorized personnel are permitted to operate the vehicles.
- 46.3. Vehicles will be limited in speed to ensure the safety of the players riding in the vehicles and those players on foot.
- 46.4. Players on foot must stay at least 20 feet from the front, and 6 feet from the sides of a moving or stationary vehicle, unless the scenario dictates otherwise.
- 46.5. Vehicles involved in game play will be marked by a team coloured flag to establish which team it is operating for.
- 46.6. Disabled or Out-of-Service vehicles will display a **WHITE FLAG**.
- 46.7. A vehicle will not be considered Back-in-Service until the white flag is down and has been replaced by a team coloured flag.
- 46.8. Camping or shooting at an Out-of-Service vehicle is prohibited. All vehicle, UAV, and UGV rules apply exactly as written, including safety distances, disabling mechanics, pilot requirements, and recovery procedures.
- 46.9. **Tanks** may be utilized during game play but are governed by a completely different set of rules \*(see Tank Rules).

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### 47. DISABLING VEHICLES

- 47.1. Vehicles will be rendered inoperable by;
- 47.2. Multiple direct hits from BB's, to a specific target affixed to the vehicle,
- 47.3. A hit by a powder based TAGINN grenade, or
- 47.4. A grenade detonates within .5 metres of the undercarriage of the vehicle.

- 47.5. After being destroyed, the vehicle will return to the Admin area to be repaired.
- 47.6. Vehicles can be repaired on site, if the scenario dictates.
- 47.7. Vehicle objectives and repair rules will be provided prior to game start.

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### 48. DRONES

- 48.1. Drones are approved until such a time that their use becomes detrimental to the enjoyment, fair play and safety of the event.
- 48.2. All Drones **MUST** be approved by Organizers prior to deployment.
- 48.3. Drone pilots must sign a waiver prior to deployment.
- 48.4. Pilots utilize drones at their own risk.
- 48.5. Organizers assume no liability for lost or damaged property.
- 48.6. Drones will be used by the Organizer to gather promotional footage.
- 48.7. Offensive or defensive weapons may not be added to drones.

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### 49. DRONE SAFETY GUIDELINES

- 49.1. Drones must never be used in a manner that puts the safety of players in jeopardy.
- 49.2. Players must stay at least 20 feet away from a drone while it is taking off or landing.
- 49.3. Gas powered aerial drones are not allowed.
- 49.4. Drone pilots must follow the rules in the Canadian Aviation Regulations (CARs). Part 10 contain most of the rules that apply to drones up to 25 kilograms. Pilots should read these regulations in full before they operate their drone.
- 49.5. Drone pilots must be at least 18 years old.

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### 50. DRONE GAME PLAY

- 50.1. Drones can conduct remote surveillance or battlefield reconnaissance.
- 50.2. Drones must be operated within game parameters.
- 50.3. Drone pilots will be designated Intelligence Specialists for game play purposes.
- 50.4. If a pilot is hit while flying a drone, they are allowed to land the drone in a safe LZ.
- 50.5. They are to yell "**hit**" followed by "**recovering drone**".
- 50.6. If a drone comes down unexpectedly, the pilot may recover the drone immediately. They will display their Dead Rag, forgo a bleed out time, yell "dead man walking" followed by "recovering drone",.
- 50.7. Pilots then follow standard reactivation procedures like any other KIA player.
- 50.8. Pilots may not redeploy their drone until they reactivate at a CCP or FOB.
- 50.9. Players **MAY NOT shoot down**, knock down, or otherwise damage, capture, move, hide or interfere with the operation of a drone.

## 51. RADIO COMMUNICATIONS

- 51.1. Admins use UHF/VHF radio bands exclusively. The use of dual band (UHF/VHF) radios are strongly encouraged, vs FRS radios.
  - 51.2. Monitoring or jamming enemy channels is prohibited.
  - 51.3. Eliminated players may not communicate over the radio.
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## 52. WATCH

- 52.1. Each player requires a watch. It will be used to time bleed-outs as well as mark times at certain objectives.
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## 53. KNIVES

- 53.1. Real knives, machetes and axes are not to be carried on to the field.
  - 53.2. Multi-tools and Swiss Army knives, are permitted if properly stored.
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## 54. LOAD-OUT/KIT

- 54.1. There are no restrictions on load-out, kit or camouflage colours.
  - 54.2. No furry, fantasy or superhero costumes are permitted.
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## 55. BALLISTIC SHIELDS

- 55.1. Ballistic shields are not permitted.
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## 56. FOAM SWORDS

- 56.1. Foam, plastic replica or other similar swords are not permitted.
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## 57. PHYSICAL CONTACT

- 57.1. Physical, verbally abusive or threatening behaviour, of any nature, is strictly prohibited and is grounds for immediate dismissal from the field, and/or a ban from future events.
  - 57.2. If a dispute or altercation occurs, the Admins will remove the players from the field for mediation, with the intent to resolve the matter. If a player refuses, they will be removed the game and banned from future events.
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## 58. SUBSTANCE ABUSE

- 58.1. Op: Havoc Wind is an alcohol and drug free event.
- 58.2. Players showing signs of intoxication or impairment may be asked to sit out for an extended period of time at the discretion of the game admins.

## 59. TRANSPORTING

- 59.1. It is recommended that players transport Airsoft weapons in a gun case, or the original factory box.
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## 60. PERSONAL EFFECTS

- 60.1. Opposing forces may not capture, hide or touch the other team's personal effects.
  - 60.2. Damaged, lost or stolen personal effects are the sole responsibility of the player; the game organizers and field owners are not liable for compensation.
  - 60.3. Any person found stealing or vandalizing property will be prosecuted.
  - 60.4. All found items must be turned in to the game organizer.
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## 61. PETS

- 61.1. No pets of any kind are allowed.
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## 62. FIELD MODIFICATION

- 62.1. Players must be respectful of the property and acts of vandalism will not be tolerated.
  - 62.2. Smoking is permitted in designated areas.
  - 62.3. Players will not move or alter any of the buildings or structures.
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## 63. GARBAGE

- 63.1. Pack out what you pack in. Packing in and packing out is an essential environmental practice that will help preserve the natural environment for wildlife and future generations. This practice refers to taking all the items you brought on your outdoor excursion and leaving no unnecessary items or waste behind.
  - 63.2. Bring all garbage to the bins provided in the safe zone or parking lot.
  - 63.3. In most instances, portable toilets will be available.
  - 63.4. If portable toilets aren't available, toilet paper must be disposed of properly! It should either be thoroughly buried in a hole or placed in plastic bags and packed out.
  - 63.5. Do not dispose of empty propane or pressurized cylinders in the garbage. Specially designated milk crates will be set out to collect all pressurized cylinders.
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## 64. REGISTRATION

- 64.1. All participants must pre-register. No walk-ons or pay-at-the-gate. This allows us to accurately gauge attendance and all the things that are required to put on a well-run event.
- 64.2. Waiting until the last minute to purchase a ticket may result in not receiving an event patch or other related swag.

## 65. CHECK-IN

- 65.1. Upon arrival, it is recommended players proceed to their faction's registration area ASAP.
  - 65.2. Bring ID or proof of purchase.
  - 65.3. Players will receive their wrist band, patch and misc items.
  - 65.4. To ensure as much playing time as possible, the time table will be strictly adhered to.
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## 66. REFUND

- 66.1. The Organizer does not offer refunds unless we cancel the event.
- 66.2. We allow ticket transfers if players can not attend the event.
- 66.3. Ticket transfers are the responsibility of the player.
- 66.4. Players must notify the Havoc Wind organizer of the name change, prior to the event.

**END OF RULES & REGULATIONS - VERSION 9.7**

# BLACK DEVILS AIRSOFT

