

OP: HAVOC WIND



RULES AND REGULATIONS

Introduction

We're dedicated to bringing premium Airsoft experiences to players of all skill levels.

Mission:

Vision: To become a standout brand in the Airsoft industry.

Why We Are Different

Innovative Games | Created by Veteran Players | Value

By signing up for one of our events, you understand and accept that you will respect the other players & event staff, follow the letter and intent of the rules, and arrive prepared to play an extended format game. Come prepared and open the new experiences.

Players are asked to use common sense and play within the spirit of the game. Just because a rule is not written down, doesn't make it OK to circumvent the spirit of the game. In our view, bending the rules in order to squeak out a win is cheating. If your actions go against what is intended, then it probably isn't allowed.

The integrity of our events and the positive experience of the players is paramount to us. Therefore we reserve the right to expel any player, without refund, for any reason we deem detrimental to the safety and enjoyment of other players, equipment or venue. If this sounds confusing, feel free to contact us with your questions.

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

1. Conduct, Honour and Integrity

- 1.1. It is expected that you read ALL the rules before playing.
- 1.2. Violations of the rules may result in dismissal from the game without refund.
- 1.3. Players are expected to conduct themselves in a mature, respectful and safe manner both on and off the field.
- 1.4. In order to report a rule or safety violations, immediately seek out a game Marshal. Under no circumstances should you

confront the player directly during a game. When reporting a player, please ensure you can positively identify the individual.

- 1.5. Op: Havoc Wind is an alcohol and drug free event. Zero tolerance for intoxication and behaviour that disturbs or detracts other players from an enjoyable event.

2. Safety and Rule Brief

- 2.1. Players must attend the Safety and Rule Brief before entering the playing field.
- 2.2. Players that arrive late will have to wait for an Admin to go through the brief with them.
- 2.3. Players are expected to have reviewed the rules prior to arriving.
- 2.4. Players can expect to be quizzed about the rules.
- 2.5. Staff will review safety rules and protocols. Staff will review specific concerns, considerations, obstacles and objectives.
- 2.6. Come to the Brief ready to deploy.

3. Safety

- 3.1. The game organizers have taken reasonable steps to provide an environment that is safe, but this does not guarantee your safety.
- 3.2. There may be inherent danger by being in close proximity to props, vehicles and equipment. Leave these items alone unless you have received proper instruction.
- 3.3. In the event of a real world emergency, get the attention of the nearest Field Marshal. Provide the location of the emergency so that we can be dispatch medics or the necessary personnel to deal with the situation.
- 3.4. Numerous first-aid personal will be on hand at the event.
- 3.5. **"Stand Down"** - This command is issued by the Admin team when game stoppage is required. All players "Stand Down" in their current location and await further instructions.
- 3.6. **"Make Safe"** - This command is issued by the Admin team for medical emergencies or other serious situations. When this command is issued, all weapons will be cleared and made safe (i.e., mag out, safety on, and muzzle cover installed). All radio traffic is to cease until further notice. All players hold in their current location and await further instructions.
- 3.7. **"Blaze"** - In the event of a fire, players will yell "Blaze" and attempt to put out the fire. Game play in that vicinity

will temporally cease in order for players to attempt to put out the fire. Admins will attend to the area with water and/or fire extinguishers.

3.8.

4. Emergency Contact Card (ECC)

- 4.1. We recommend players have a 3x5 inch laminated ECC.
- 4.2. Carried on the left side of your body (sleeve or pocket).
- 4.3. A template can be found on the OLS website.

5. Eye & Face Protection

- 5.1. Eye protection must be worn at all times. Never remove your eye protection while on the battlefield, whether a game is on or not.
- 5.2. Eye protection must meet **ANSIZ87.1** standards and wrap around the face.
- 5.3. MESH EYE PRO IS PROHIBITED.
- 5.4. Questionable eye protection is subject to inspection and testing by an Admin.
- 5.5. We encourage the use additional head protection, such as mesh masks, paintball masks or mouth guards to help minimize potential injuries.

6. No-Fire Zone

- 6.1. No "dry firing" in the Safe Zones, which include parking area and camping area.
- 6.2. There will be designated test firing and chronograph areas set up

7. Gun Safety

- 7.1. Remove magazines before entering the Safe Zone.
- 7.2. Ensure weapons are empty by firing a few rounds into the ground before entering the Safe Zone.
- 7.3. Safeties **MUST** be engaged.
- 7.4. The use of a barrel blocking device is mandatory.

8. Velocity Limits (FPS/ROF/MED)

FPS:

- 8.1. All weapons will be measured in joules.
- 8.2. All weapons will comply with set velocity limits(FPS), Minimum Engagement Distances(MED)and Rate of Fire(ROF);

- 8.3. The maximum energy limit for a Rifle/SMG/AEG/GBBR/Propane/Air/CO2 operated guns is 1.64 joules
- 8.4. The maximum energy limit for DMR rifles is 1.88 joules
- 8.5. The maximum energy limits for Bolt Action rifles is 2.28 joules
MED: (Minimum Engagement Distance)
- 8.6. Players with rifles shooting over 1.64 joules must observe a MED of 50 feet.
- 8.7. Players with rifles shooting over 1.88 joules must observe a MED of 100 feet
ROF: (Rate of Fire)
- 8.8. **All weapons are limited to semi-auto fire, at all times.**
- 8.9. The ROF is limited to a 25 RPS.
- 8.10. "Rocking" the trigger to exceed the ROF rule will be considered contravening the rules.
- 8.11. Binary Trigger or Burst is considered Full Auto.

FPS/Joules Calculator: http://www.asiaairsoft.com/index_topic.php?did=23&didpath=/23

9. Chronographing

- 9.1. Players must chronograph their weapons before being allowed on the field.
- 9.2. Weapons will be chronographed with a .30 gram BB
- 9.3. BB's will be provided at the Chronograph station.
- 9.4. All compliant chronographed guns will be marked for easy identification.
- 9.5. Guns may be randomly chronographed, by Field Marshals during the game.
- 9.6. Players found tampering with their gun to contravene the velocity limits will be removed from the event.
- 9.7. HPA Systems: Once chronographed you will have a zip tie and tamper proof tape put on your regulator that will not be removed until the game is over. If you have to do repairs then once repairs are complete come see admin to be chronographed again and have another zip tie put on your regulator.

10. Blind Firing

- 10.1. Blind firing is defined as firing without identifying what you are shooting at first.

- 10.2. Blind firing includes, but is not limited to; firing around corners without aiming, or ducking under a window while firing through it.
- 10.3. Shooting through a crack or hole (in a building or structure) smaller than a clenched fist is not allowed. In addition, you must be able to form a proper sight picture to shoot through a crack or hole.
- 10.4. BB's shot from a legal position, passing through a small crack or hole and striking a player will count as a "hit".

11. Elimination Rules

- 11.1. A bright red or blaze orange **Dead Rag** is mandatory equipment.
- 11.2. The Dead Rag must be prominently displayed until the player is fully revived.
- 11.3. **"Dead man walking"**, should be used when an eliminated player is emerging from behind cover or when the view of the Dead Rag could be obstructed.
- 11.4. **Dead men don't talk!** Players that are eliminated or "wounded" may not communicate strategic/tactical details until they have been revived.
- 11.5. Under no circumstances are "live" players to mingle with eliminated players while they are moving towards their reactivation point.
- 11.6. Under no circumstances are eliminated players to be used as cover by live players.
- 11.7. **Walking Dead;** Live layers found pretending to be eliminated or walking with the eliminated, in order to gain a tactical advantage, will be considered cheating.

12. Hits

- 12.1. **CALL YOUR HITS!**
- 12.2. The definition of being "Hit" is when the Airsoft BB hits any part of a player's clothing or body.
- 12.3. If you are hit, you are considered wounded. You must **LAY DOWN** , shout **"HIT"** and display a Dead Rag/Dead Light.
- 12.4. Call for a Medic. You will have a **2 minute bleed out** time before you are dead.
- 12.5. Gun hits count. If the weapon is struck with a BB then the player must transition to a secondary weapon, such as a pistol or knife (this reflects real-world scenarios).
- 12.6. The hit weapon will be considered back in play once a player revives at a reactivation point or CCP.

13. Bleed Out.

- 13.1. The bleed-out time is a mandatory **2 minutes**.
- 13.2. Players may not get up and reactivate before the 2 minutes
- 13.3. Players may not extend longer than 2 minutes, waiting to be revived by a medic.
- 13.4. Players found not abiding by the 2 minute bleed-out will be issued a 15 minute sit-out penalty.

14. Medic

- 14.1. Every live player is a medic; AKA Buddy Aid.
- 14.2. Players must utilize a **Milsim tourniquet** in order to revive on the field. Players that don't have a tourniquet won't have the option to revive on the field and will have to walk to the nearest reactivation base, after their 2 minute bleed-out.
- 14.3. To revive a wounded player, the medic must apply a tourniquet. At that point the wounded player is considered revived.
- 14.4. If you are wounded a second time you must observe the 2 minute bleed-out and go directly to your reactivation point or CCP.
- 14.5. Wounded players may not assist the medic in applying the tourniquet.
- 14.6. You may drag a wounded player to cover, to a maximum of 10 feet. Wounded players may assist being dragged but may not walk or crawl to cover.

15. Mercy Rules

- 15.1. There is no standing mercy rule in effect at Operation: Havoc Wind.
- 15.2. "Mercy!" is completely optional, but recommended in order to minimize potential injuries. Mercy is only to be invoked when a player is within 1 meter, or less, from the enemy.

16. Reactivation

- 16.1. Eliminated players can reactivate by returning to their Reactivation Base or CCP.
- 16.2. Reloading is allowed while reactivating, however you must keep your Dead Rag on until you are done.

17. Reactivation Base(s) - FOB

- 17.1. **Forward Operating Bases** are designated, permanent or temporary, structures or areas, where players can reactivate and reload.
- 17.2. Commanders often conduct operations from these points.
- 17.3. Your Team's flag will be raised at the FOB.
- 17.4. Havoc Wind Reactivation Bases are touch'n go. KIA players do not need to observe a 2 minute wait in order to re-enter the game. This is different than the rule for a CCP.
- 17.5. Reactivation Bases are different from a Casualty Collection Point (CCP), in that they are not mobile, nor can they be captured, destroyed, contested, "rolled" or camped.
- 17.6. The physical differences between a **Reactivation Base** and a **CCP** are obvious and the differences will be discussed during the mission brief.

18. Casualty Collection Point (CCP)

- 18.1. A CCP acts as a mobile reactivation point that cannot be moved or hidden by the enemy, but may be "destroyed".
- 18.2. Attackers will not actually physically damage a CCP while simulating "destroying" the CCP. This will be demonstrated at the Operation briefing.
- 18.3. There will be marker to designate the CCP area.
- 18.4. Each team will be issued a CCP. Teams are free to use and deploy their CCP within scenario parameters.
- 18.5. An active CCP is also a reload point.
- 18.6. Players must be sitting/kneeling and have a Dead Rag displayed, while reactivating at a CCP.
- 18.7. The reactivation period is 2 minutes.
- 18.8. Absolutely NO SHOOTING into or out of a CCP.
- 18.9. To destroy (aka "roll") an active CCP, the attacking force must collect the stakes and flags, and stack them together next to the ammo tube.
- 18.10. Eliminated players cannot inhibit or interfere with the attackers while they are attempting to "destroy" a CCP.
- 18.11. Attackers cannot move, relocate or hide a destroyed enemy CCP.
- 18.12. A "destroyed" CCP is out of service for 15 minutes before it can be put back into service.

19. Safe Zones

- 19.1. Safe Zones are designated areas where players may rest, camp and store gear.

- 19.2. Safe Zones are generally an area where it is safe to remove Eyepro.
- 19.3. No dry firing in the Safe Zones.
- 19.4. No firing from the Safe Zone.
- 19.5. No firing into the Safe Zone.
- 19.6. No reactivation from the Safe Zone! Players utilizing the Safe Zone have taken themselves out of active play and must reactivate by making their way to a Reactivation Base before entering the game.

20. Spawn Camping

- 20.1. Spawn camping is prohibited.
- 20.2. Spawn camping is defined as a player who takes up a shooting position outside reactivation bases for the sole purpose of shooting players as they return to the game.

21. Stealth Kills

- 21.1. Stealth kills are silent. Anyone eliminated by a melee weapon attack **must not** call hit, and **must not** scream.
- 21.2. Stealth Kill victims **cannot** be revived by a Medic.
- 21.3. Anyone eliminated by a Stealth Kill **MUST SIT DOWN**, where they were eliminated, and observed the 2 minute bleed-out.
- 21.4. Rubber training knives may be thrown softly at an opposing player up to 3 meters away. Do not throw tactical tomahawks.

22. Reloading

- 22.1. Players are prohibited from reloading on the field and may only reload at their FOB or CCP.

23. Ammo Limits

- 23.1. Havoc Wind is a limited ammo event.
- 23.2. Players are limited to **1000 rounds** at any given time, while on the field.
- 23.3. The use of mid-cap or low-cap magazines are preferred.
- 23.4. **Hi-caps** - 2 magazines maximum (any winding magazine with a capacity no greater than 500 rds.). The use of hi-caps by riflemen is discouraged.
- 23.5. **Drum Mags** - Box Mags or drum magazines are limited to LMG's. The use of a Box-mag or drum magazines, in a battle rifle is prohibited.
- 23.6. **Mid-caps** - 6 magazines maximum (non-winding magazines with a capacity between approx 90 and 180.)

- 23.7. **PTS EPM1** - 250 round mid-cap. Limit of 4 magazines max.
- 23.8. **Lo-caps/real caps** - limited to 30 magazines.

24. Pistols

- 24.1. All pistols must be chronographed.
- 24.2. Unlimited pistol magazines or
- 24.3. 4 Mid-cap rifle magazines with an HPA mag adapter.
- 24.4. The use of a box mag or drum magazine in a pistol is prohibited.

25. Rifles

- 25.1. Players may use battle rifles and SMG's anywhere on the field.
- 25.2. The use of a **box mag** or **drum magazine** in a battle rifle is prohibited.
- 25.3. The use of **Hi-cap** Magazines in a battle rifle is discouraged.

26. Bolt Action Rifles

- 26.1. Snipers must adhere to a 100 foot MED (minimum engagement distance).
- 26.2. Snipers must use secondary weapons to engage targets closer than 100 feet.
- 26.3. A secondary weapon may only be a pistol or sub-machine gun.
- 26.4. Players will not use sniper rifles in CQB situations.
- 26.5. Snipers may engage targets outside of a secured building, as long as the barrel passes the threshold of the window, door, or opening.
- 26.6. Snipers are to refrain from taking head-shots whenever possible.

27. Designated Marksman Rifle (DMR)

- 27.1. A Designated Marksman Rifle is a special purpose weapon; it is a standard infantry rifle that has been enhanced for longer range and accuracy.
- 27.2. The DMR is required to be mechanically or electronically locked to semi-auto only and limited to 1 shot per second.
- 27.3. The required minimum barrel is length 14. 5" or longer. This may include suppressor.
- 27.4. Required 4x optic, or greater.
- 27.5. A magazine size of a real world calibre of 7.62x51 (.308) or larger.

- 27.6. The minimum engagement distance is 50 feet
- 27.7. Operators of a DMR are required to carry either a sub-machine gun or pistol to engage targets within the minimum engagement distances.
- 27.8. Players will not use a DMR in CQB situations.
- 27.9. DMR's may engage targets outside of a secured building, as long as the barrel passes the threshold of the window, door, or opening.

28. Support Weapon / LMG

- 28.1. Havoc Wind is a semi-auto only event. Your LMG must be able to shoot in semi-auto in order to be utilized at this event.
- 28.2. We reserve the right to pass or deny a weapon based on modifications.
- 28.3. Support Gunners must use weapons that have a real-world equivalent (e.g., M249, RPK, MG36, M60, etc.).
- 28.4. Maximum 2500 rounds.
- 28.5. Must use a single box mag or drum mag.
- 28.6. No midcaps or winding hicaps
- 28.7. Must have an 3X Optic, or greater, affixed to the weapon
- 28.8. Must have a bipod or fore-grip, affixed to the weapon.
- 28.9. Players will not use LMG's in CQB situations. Upon entering a building, an LMG user must transition to a pistol or SMG.
- 28.10. LMG's may engage targets outside of a secured building, as long as the barrel passes the threshold of the window, door, or opening.

29. Grenade Rules

- 29.1. Use of commercially produced BB fragmentation grenades, flash-bang grenades, smoke grenades are authorized.
- 29.2. TAGINN Grenades are authorized. The FBG-4, the FBG-6 and Tag-18 are the only TAGINN products allowed at Havoc Wind. The **Tag-67** and **Tag-19** are prohibited.
- 29.3. Players are not authorized to use pyrotechnics not classified for gaming use.
- 29.4. Homemade pyrotechnics are not authorized.
- 29.5. Players must yell "**FRAG OUT**" prior to throwing the grenade
- 29.6. Grenades must be thrown underhand
- 29.7. Grenades have a "kill" radius of 10 feet from where the grenade detonates.
- 29.8. Players positioned behind hard cover (rocks, walls, hills, vehicles etc.) and is not in the line of fire when the grenade detonates, are considered live. [know the difference between 'hard' and 'soft' cover].

- 29.9. If the grenade fails to detonate, it is considered a dud and has no effect on opposing players.
- 29.10. Players may not use discharged grenades to create diversions to gain a tactical advantage.

30. BB Fragmentation Grenade

- 30.1. Grenades that expel BB's (e.g., AI Tornado, AI Cyclone, ASG Storm, ERAZ, Avatar Grenades) are approved for use at Op: Havoc Wind.
- 30.2. Grenades that expel BB's have a "kill" radius of 10 feet from where the grenade detonates.

31. Flash-Bang Grenade

- 31.1. Flash-Bang grenades (AI Bang 22, AI Burst, Thunder-B) are considered to have the same effect as a BB fragmentation grenade.
- 31.2. Flash-bang grenades have a "kill" radius of 10 feet from where the grenade detonates.

32. Smoke Grenades

- 32.1. Cold smoke grenades only (e.g. Enola Gaye). They must be watched in order to prevent fires.
- 32.2. Orange smoke is limited to Admin use only.

33. Dummy and Replica Grenades

- 33.1. Foam, plastic replica or other similar dummy grenades are not permitted.

34. Bear Bangers

- 34.1. Players may not shoot bear bangers or flares at another players

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.

36. Reloading Grenades

- 36.1. Players may only reload their spent grenades at their reactivation point or CCP.
- 36.2. Players may not capture other player's spent grenades.

37. Rocket launcher / LAW / RPG usage

- 37.1. Not permitted.

38. Claymore / Landmine usage

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

39. Vehicles

- 39.1. Game organizers may use multiple vehicles (Technicals) to help create an immersive and dynamic game environment.
- 39.2. Only trained and authorized personnel are permitted to operate the vehicles.
- 39.3. Vehicles will be limited in speed to ensure the safety of the players riding in the vehicles and those players on foot.
- 39.4. 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.
- 39.5. Vehicles involved in game play will be marked by a team coloured flag to establish which team it is operating for.
- 39.6. Disabled or Out-of-Service vehicles will display a **WHITE FLAG**. Shooting at an Out-of-Service vehicle is prohibited.
- 39.7. A vehicle will not be considered Back-in-Service until the white flag is down and has been replaced by a team coloured flag.
- 39.8. "Camping" an Out-of-Service vehicle is prohibited.

40. Disabling Vehicles

- 40.1. Vehicles and modified technicals will be rendered inoperable from multiple direct hits from BB's, to a specific target affixed to the vehicle.
- 40.2. After being destroyed the vehicle will return to the Admin area to be "repaired".
- 40.3. Vehicles can be repaired on site, if the scenario dictates.

- 40.4. Vehicle objectives and repair rules will be provided prior to game start.

41. Juggernaut

- 41.1. A Juggernaut is a fully armoured player and can not die.
- 41.2. Juggernauts are strategically deployed by Game Admin to eliminate spawn camping/stalemates or as game parameters dictate.
- 41.3. Juggernauts may not attack FOB's or Reactivation Bases.
- 41.4. Juggernauts may not run.
- 41.5. To temporally immobilize a Juggernaut, players must a designated target affixed to the Juggernaut.
- 41.6. Hitting the designated target will result in the Juggernaut going into sleep mode for 20 seconds.
- 41.7. To signal sleep mode, the Juggernaut will drop his head, take a knee and lower his weapon.
- 41.8. While in sleep mode, players will not shoot the Juggernaut.
- 41.9. If the Juggernaut becomes injured, he will deploy his Dead Rag and players are to stop shooting him immediately.

42. AIRSTRIKE

- 42.1. Havoc Wind has added a simulated airstrike as a remedy for congestion on the field by strategically eliminating enemies from a large area of the playing field.
- 42.2. An Airstrike or Close Air Support (CAS) is an air-to-ground warfare action conducted by military aircraft against hostile targets in close proximity to friendly forces.
- 42.3. **JOINT TERMINAL ATTACK CONTROLLER (JTAC)** - A player who directs the close air support from a forward position. A Commander may assume the role of JTAC or assign it to a player.
- 42.4. **TACTICAL OPERATIONS CENTRE (TOC)** - The Admin acting in the role of TOC officer will usually be positioned in a way that enables line-of-sight observation of the field, as well as direct communication with the JTAC.
- 42.5. JTAC will identify a location on the field and communicate that location to TOC on the assigned radio channel.
- 42.6. Airstrikes may not be used on an enemy FOB.
- 42.7. Admins will go to the location and designate a point of impact with a marker.
- 42.8. Players may not evacuate a position when they see Admins setting up for an airstrike.

- 42.9. An effective Airstrike will eliminate all players within a 25m radius from the point of impact and Admins will identify casualties within the zone.
- 42.10. Every player (friend or foe) within the airstrike zone is immediately vaporized and does not have to observe a 2 minute bleed-out.
- 42.11. If there is a discrepancy, Admins will use a 25 meter line to measure the zone.
- 42.12. The zone affected by the airstrike will be considered "hot" for 3 minutes after impact. Admins will start a 3 minute timer to track the amount of time the impact zone is hot. Any player entering the hot zone in that time will also be considered eliminated.
- 42.13. Players hit while transporting an [object] must relinquish the [object] where they stand.
- 42.14. There may be delays. As in war, things don't always happen quickly or smoothly. The Admins may be busy dealing with other matter which may cause a delay.
- 42.15. Airstrikes aren't always precise. Admins will attempt to get as close to the desired location but sometimes Airstrikes miss their mark.
- 42.16. There will be a time delay between Airstrikes while the "aircraft" reload.
- 42.17. After the Airstrike, TOC will provide the Commanded with an estimate on enemy, friendly and civilian casualties.

43. Reconnaissance Drones

- 43.1. UNMANNED AERIAL VEHICLES - UAV;
- 43.2. UNMANNED GROUND VEHICLES- UGV(S);
- 43.3. Havoc Wind will allow the use of private UAV/UAG during events until such a time that their use becomes detrimental to the enjoyment, fair play and safety of the event.
- 43.4. All private UAV/UGV(s) MUST be approved by Event Staff prior to deployment.
- 43.5. UAV/UGV pilots must sign a waiver prior to deployment at Havoc Wind.
- 43.6. UAV/UGV pilots utilize their UAV/UGV with the full knowledge that they do so at their own risk. Operation Havoc Wind assumes no liability for lost or damaged property.
- 43.7. UAV / UGV(s) will be used by Event Staff to gather footage for promotion.
- 43.8. Offensive or defensive weapons may not be added to UAV / UGV's.

44. Drone Safety Guidelines.

- 44.1. UAV / UGV must never be used in a manner that puts the safety of another player in jeopardy.
- 44.2. Players must stay at least 20 feet away from a UAV while taking off or landing
- 44.3. Gas powered aerial UAVs are not allowed.
- 44.4. UAV pilots must follow the rules in the Canadian Aviation Regulations (CARs). Part IX - Remotely Piloted Aircraft Systems contains most of the rules that apply to AUV up to 25 kilograms. Pilots should read these regulations in full before they operate their UAV.
- 44.5. UAV pilots must be at least 18 years old to fly at Havoc Wind.

45. UAV / UGV Game Play

- 45.1. UAV / UGV(s) can be used as a means to conduct remote surveillance or battlefield reconnaissance.
- 45.2. UAV / UGV(s) must be operated within game parameters.
- 45.3. UAV / UAG pilots will be designated "Intelligence Specialists" for game play purposes.
- 45.4. If an Intelligence Specialist is "hit" while flying a UAV, they are allowed to land the UAV in a safe LZ.
- 45.5. They are to yell "hit" followed by "recovering drone" so players understand what is happening.
- 45.6. In the case of a UAV coming down unexpectedly, the Intelligence Specialist may recover the UAV while they still have the crash site in their line of sight. They will display their Dead Rag, forgo a bleed out time, yell "dead man walking" followed by "recovering drone", and immediately recover their UAV. They then follow standard reactivation procedures like any other KIA player.
- 45.7. A KIA Intelligence Specialist may recover a UAV / UGV, but the UAV/UGV may not be redeployed until after the Specialist returns to a CCP or reactivation point.
- 45.8. Players MAY NOT shoot down, knock down, or otherwise damage, disable, capture, move, hide or interfere in any way with the operation of a UAV/UGV.
- 45.9. It is considered honourable for an opponent to identify, or point out, the location of a crashed UAV to its operator.

46. Low Light/No Light Operations

- 46.1. The use of a red beacon or chem-light in place of a Dead Rag, is **mandatory** for all night ops.

- 46.2. Tracer units and/or weapon lights **are mandatory** for all low light/no light operations.
- 46.3. Players utilizing a weapon light instead of tracers **must** have their weapon light active while firing their weapon.
- 46.4. It is recommended that players have a flashlight or headlamp, in addition to a weapon light, for their safety.
- 46.5. The use of Night Vision, Thermal or other type of NVG is allowed.

47. Laser Devices

- 47.1. Lasers Class IIIb and Class IV are prohibited on the field.
- 47.2. Lasers Class I, Class II and Class IIIA (under 5mW) are permitted.
- 47.3. Players wishing to use laser devices on the field will have to prove the laser is of the permitted class and power. If the player cannot prove the class and/or power of the laser device, it will not be allowed on the field, operational or not.
- 47.4. Players will not intentionally shine lasers in the face or eyes of other players.

48. Radio

- 48.1. The event organizers use UHF/VHF radio bands exclusively. The use of dual band (UHF/VHF) radios are strongly encouraged, vs FRS radios. Players choosing to use FRS radios do so with the knowledge that organizers will not address concerns of players broadcasting on the wrong channel or listening to FRS radios.
- 48.2. Each team will be assigned specific UHF/VHF frequency ranges.
- 48.3. No listening to the enemy radio channels. No jamming of the other teams radio calls.
- 48.4. Please remember that dead men do not talk. Therefore, you may not scream for a medic over the radio.

49. Watch

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

50. Knives

- 50.1. Real Steel Knives are not to be carried on to the field.

- 50.2. multi-tools and Swiss Army knives, are permitted if properly stored.

51. Load-out/Kit

- 51.1. There are no restrictions on load-out, kit or camouflage colours. However try to emulate a real-world military look. Therefore no furry, fantasy or superhero costumes.

52. Ballistic Shields

- 52.1. Ballistic shields are not permitted at Op: Havoc Wind.

53. Foam Swords

- 53.1. Replica foam, plastic or similar swords are prohibited.
53.2. Leave your Nerf swords at home.

54. Role Players

- 54.1. 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.
54.2. Role Players will be clearly identified.

55. Embedded Admins

- 55.1. 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.
55.2. Embedded Admins will be clearly identified.

56. Photographers

- 56.1. Photographers must pre-register for events. No walk-ons.
56.2. There is no fee.
56.3. Photographers must complete onsite registration and event waiver.
56.4. Photographers must attend the Safety Briefing.
56.5. Photographers must have proper eye protection on at all times.

- 56.6. Photographers are considered civilians and should not be shot.
- 56.7. Penalties will be issued for deliberately shooting photographers.
- 56.8. Anyone uncomfortable with being shot at an Airsoft event should opt to stay off the field.
- 56.9. Photographers can wander the field at will but will not interfere with game play.
- 56.10. Photographers will not engage in espionage or gameplay.
- 56.11. UN Photographer Theme** - UN markings are encouraged. MICH helmet or ball cap. Light blue or white shirt. Black or Dark Blue pants. Plate carrier with PRESS patches on front and back.

57. Personal Effects

- 57.1. Damaged, lost or stolen personal effects are the sole responsibility of the player; the game organizers and field owners are not liable for compensation.
- 57.2. Any person found stealing or vandalizing property will be prosecuted to the full extent of the law.
- 57.3. All found items must be turned in to the game organizer.
- 57.4. Opposing forces are not be allowed to capture, hide or touch the other team's personal effects.
- 57.5. Opposing forces are not allowed to enter the other teams Safe Zone.

58. Field Modification

- 58.1. Players must be respectful of the property.
- 58.2. Acts of vandalism will not be tolerated.
- 58.3. Smoking is permitted only in designated areas.
- 58.4. Players will not move or alter any of the buildings or structures to suit their needs.

59. Garbage

- 59.1. 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 the field and leaving no unnecessary items or waste behind.
- 59.2. Do not leave empty water bottles or food packaging on the field.
- 59.3. Bring all garbage to the bins provided in the safe zone or parking lot.

59.4. Portable toilets will be available.

60. Pets

60.1. No pets allowed.

61. Physical Contact

61.1. Physically or threatening behaviour of any nature is strictly prohibited and is grounds for immediate dismissal from the field and property, and/or a ban from all future events.

62. Substance Abuse

62.1. Op: Havoc Wind is an alcohol and drug free event.

62.2. 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.

63. Transporting

63.1. It is recommended that players transport Airsoft weapons to and from the playing field in either a gun case, or the original factory box.

64. Registration

64.1. All participants must pre-register for Havoc Wind events. Payment is due at time of registration. No walk-ons or pay-at-the-door. This allows us to accurately gauge attendance and all the things that are required to put on a well-run event.

65. Check-in

65.1. Upon arrival to the field, it is recommended players proceed to the registration area ASAP.

65.2. Players will receive their wrist band, patch, armband and misc items.

65.3. To ensure as much playing time as possible, the time table will be strictly adhered to.

66. Refund

- 66.1. We do 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 players.
- 66.4. Players must notify Havoc Wind staff of the name change, prior to the event.

67. 2025 RULE CHANGES

- 1. Havoc Wind Administration amends rule 14.2; The use of the 3-knot rule have been discontinued.
- 2. Havoc Wind Administration adds rule 41; *regarding the use of Juggernauts.*
- 3. Havoc Wind Administration adds the rule 42; regarding the use of Airstrikes.

BLACK DEVILS AIRSOFT

