



Galactic Civil War: Flames of the Rebellion
DV8 Airsoft Field, February 22-23, 2025
\$55 online pre-registration / \$65 onsite registration

Special Announcement!

We're excited to announce that MindGame Productions will be bring the Flames of the Rebellion events into the [Galactic Civil War](#) event series! This airsoft-based science fiction LARP has been running successfully for many years and we're very excited to work with the GCW team to establish Florida as a new GCW event destination. This players' pack introduces the Galactic Civil War rules set... bringing in some new elements to our regular players. We think this will be a great rules model and national community to enhance this science fiction airsoft LARP.

Galactic Civil War: Flames of the Rebellion is a two-day event at the DV8 field in Lithia, FL. It is a "transition game" in which we bring in the core GCW ruleset and introduce many GCW elements, with more features and elements added in 2026. For GCW veterans... you will be bringing your current Chain Code upgrades to Lithia Prime, although for this first event we'll have an "isolated economy". You will be bringing credits out of Lithia Prime for future GCW events, subject to a possible "exchange rate" adjustment, but we won't be bring previously earned GCW credits into Lithia Prime for this first event. This helps us to calibrate our mission rewards and payouts to make sure they're synced with GCW norms and helps us build up our credits prop bank to be able to field far more physical credits by 2026.

Game Aesthetics

The goal of the event is to try and replicate a Galaxy far, far away. The event team provides many props as well as a cast of role-players to try and make that possible. It is up to you as a player to try and match the aesthetics of the universe as much as possible, via clothing, armor, weapons and gear.

Covering picatinny rails, wrapping weapons with cloth or leather strips, are all things that can easily help hide some of the "earth" aesthetics.

IMPORTANT: It is your responsibility to follow the uniform rules of your faction. Earth-y clothing like Jeans, T-shirts with print, shorts, baseball caps and hoodies are not allowed. Players will be turned away if they do not meet requirements and your tickets will not be refunded.



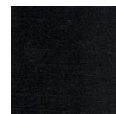
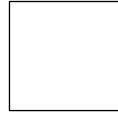
There are many options to put together a simple and inexpensive kit to meet the requirements of the Rebel, Imperial, or Unaffiliated factions.

UNIFORMS AND UNITS

Galactic Empire

Troops of the [Galactic Empire](#) wear solid, matching White, Black, OD Green, or Grey tops and bottoms, Solid color flight suits/coveralls of the same color, and/or solid colored "Trooper" armor. White armor is reserved for Imperials, Beskar or Plastoid. It doesn't need to be convention-level cosplay... just a matching uniform top and bottom in these colors! Galactic Empire recruiters offer a 200 credit enlistment bonus! The Empire needs you!

NO CAMOUFLAGE PATTERNS
Solid color Vests, belt rigs, chest rigs.



The Rebellion

Soldiers of the Rebellion wear non-matching earth-tones top and bottoms, orange jumpsuit (pilots), and ATACS FG/AU. OD pieces may be worn as long as they are mixed with other non-matching earth-tones. It doesn't need to be convention-level cosplay... just a non-matching top and bottom in these colors!

NO EARTH CAMOUFLAGE PATTERNS
except ATACS FG/AU
Solid color vests, belt rigs, chest rigs.



Unaffiliated

Players falling outside the Imperial, or Rebel uniform requirements. Galactic denizens, mercenaries, bounty hunters, and outlaws. These players carve their own path through the Galaxy. Players wear a range of creative sci-fi civilian attire, alien cosplay, and special faction garb.

For FotR3, there are three Unaffiliated sub-groups; an enclave of Mandalorians, the Black Sun crime syndicate, and truly unaffiliated citizens and adventurers.



Mandalorians

This enclave of Mandos are required to wear Mando armor; Helmet, chest, back, gauntlets and at least two pieces below the waist as a minimum. Custom color schemes are permitted but this enclave incorporates a purple accent in their gear/armor to identify themselves.

The Black Sun

The Black Sun is a criminal syndicate competing with the Hutts for regional dominance. They wear scifi civilian-style cosplay. It is recommended that the Black Sun incorporate a blue costume accent to assist in team identification, such as a blue scarf, bandana, armband or sash.

Unaffiliated

The galaxy is full of individuals just making an honest (or not so honest) living. They owe no specific allegiance in the galactic civil war or to political or criminal intrigues around them. They can still find themselves pulled into dangerous situations by fate, their line of work, or bad life choices.

EVENT BACKGROUND



Galactic Civil War: Flames of the Rebellion will be bringing MindGame Production's FotR event series into the [Galactic Civil War](#) universe with adventures and battles on the Outer Rim world of Lithia Prime.

Lithia Prime is a remote planet on the edge of the galaxy's Outer Rim Territories, in the Lithia system of the Elloraan Sector. Lithia Prime's surface is covered in jungles, oceans, and forests with swaths of prairie. Lithia Prime orbits two suns—Kara I and Kara II, making the sweltering Lithian summers uncomfortable to off-worlders, but the winters on Lithia Prime can be pleasantly mild.

Lithia Prime was a prominent trade post before advancements in hyperspace technology. It was used as a popular stop-off along older routes for those who headed into Wild Space. However, after new well-charted hyperspace routes were established, the planet was bypassed by most travelers. It became a port for smugglers, gamblers, and explorers who traveled from the galactic frontier further into Wild Space and a haven for those preferring life in the shadows.

One of the larger settlements on the planet is Endres Station. This outpost serves as a modest star-port and transshipment point through the Elloraan sector and a popular refueling point enroute to Altoona IV. Endres Station is a rough place, largely built from the very containers used to ship goods throughout the galaxy, and salvaged hulls from broken down ships. The outpost is a notorious smugglers' haven, dominated by the Black Sun crime syndicate.

"It's a sort of crossroads where everyone is way too busy with their own business and secrets to worry too much about any of yours."

—Kraton Wagner, "*A Travelers Guide to the Elloraan Sector*"

The Empire maintains a small garrison on Lithia Prime, although it maintains a contract with the Mercenary Guild to augment Imperial troops in local policing duties. The Black Sun maintains an uneasy balancing act, considering the volume of smuggled goods it passes through the Lithia system. If a reasonable semblance of order is maintained in the streets, the Empire doesn't spend a great deal of effort clearing out the less savory elements on Lithia Prime, but occasionally the regional governor elects to make a show of force and cracks down on organized crime in the system.



The presence of the Black Sun syndicate and countless other smugglers, criminals, and renegades led the Bounty Hunters Guild to establish a presence. Hunters operate on Lithia Prime and use it as a launch point for tracking wanted criminals into Wild Space. But an abundance of bounty hunters in the system can be bad for business. It's not uncommon for patrols to find the body of a brash bounty hunter dead in a back alley after taking on more than they could handle or for notable hunters to earn the ire of the Black Sun and find that they have a price on their own heads.

There has been speculation that the Rebellion may have established outposts in the forests of Lithia Prime and may be trying to take advantage of the planet's well-known smuggling trade to organize shipments of weapons and the safe, anonymous transport of agents and troops outside Imperial-controlled shipping routes. This could be a potential windfall for the Black Sun if the Rebels can deliver the credits needed for their services, but this could easily awaken the wrath of the Empire and destroy the current balance under which the syndicate operates.



WEAPONS

Certain weapons have Character Class limitations or must be “unlocked” on the character’s Chain Code card. Most players are limited to a personal carry loadout of 500 rounds. They may replenish their loadout at their basecamps but should limit personally carried ammo to 500 rounds unless permitted to carry more by their character class.



“Blasters” are built on assault rifles and SMGs, “Scatterguns” are airsoft shotguns, “Blaster Pistols” are airsoft semi-auto pistols and revolvers. These are limited to semi-automatic fire only and should chrono at 1.5 joules or less (approximately 401fps with .2 BBs or 317fps with .32s) They don’t need to be at a cosplay level, but ideally, they should have some visual modifications to look less like a modern Earth weapon. Consider masking rails with cloth or leather, attaching unusual scope configurations or using “short” magazines to help add to the illusion.

“Heavy Repeater Blasters” are fully automatic support weapons allowed to Heavy Weapons Class characters. Approved base weapons include MG42/43, Zb-26, M240s, M242s, RPKs, mini/micro guns, but consider some level of visual modification as noted above for blasters. All Heavy Repeater Blasters must be approved by admin at the event. Heavy repeater blasters may only be fired in CONTROLLED FULL-AUTO BURSTS when hand carried. They may be fired in CONTINUOUS FULL AUTO if it is mounted on a deployed bi-pod or tripod. They should chrono at 1.5 joules or less (approximately 401fps with .2 BBs or 317fps with .32s). Full auto is limited to a 50-foot engagement distance. The player must carry a sidearm if their Heavy Repeater Blaster cannot be switched to semi-auto for close-range engagements.



“Designated Marksman Rifles” and “Sniper Rifles” can only be used by the Recon character class. DMRs must be semi-auto only and are limited to 1.88 joules or lower (450 fps with .20 BBs or 355 fps with .32 BBs). 75ft min engagement distance, so a back-up sidearm is required. Bolt Action Sniper rifles are limited to 2.8 joules or lower (548 fps with .20 BBs or 435 fps with .32 BBs). Bolt-action sniper rifles have a 100-foot minimum engagement distance, so a back-up sidearm is required.

“Thermal Detonators” are Enola Gaye EGs, Taginn AFGs, and Co2 operated grenades such as Thunder Bs. They have a 20-foot kill radius. Most characters may only carry one Thermal device on them at a time, although they may upgrade their carrying capacity with credits at the munitions vendor or if they are a member of the Assault Class. More details on thermal devices will be in the Combat rules section. 40mm shower shells and launchers may be utilized by all classes. Shower shells do not count towards your thermal carry total nor do the BBs in the shower shell count toward personal BB loadout.



Weapons must be chronoed with provided .2 BBs before use. Players remain on semi auto (no binary triggers) for the event unless they are Heavy Class and are using a Heavy repeater blaster, or they purchase a Custom Repeater Mod (must fire in short bursts) from the Upgrade Vendor.

HPA: All Weapons systems that use an external air source (i.e. PolarStars / Wolverines/ ect.) will be required to use a "tournament" lock on their in-line regulators.

Loaded 40mm shower shells do not add to your ammo cap total. Players using low-capacity magazines (50 rounds or less) may reload their magazines anywhere but are limited to carrying 500 rounds loaded or unloaded.

CHARACTER CLASSES

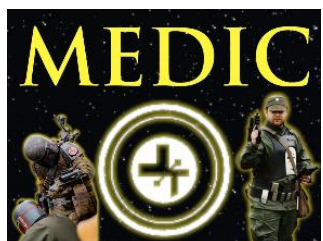
Besides their affiliation in the Galactic Civil War, characters are categorized into Classes describing their combat roles and allowable weapons. Players select their class during registration and are locked to their class for the duration of the event. Players may change their character's class for a fee at future events during registration, starting at 200 credits. This fee doubles every time a player changes their class.



Assault Class characters may use Blasters, Scatterguns, Blaster Pistols and shower shells. They may carry up to 2,000 rounds on their person (loaded or unloaded) instead of the standard 500 rounds. Assault class may reload **THEIR OWN** magazines anywhere on the field. They cannot use their ammo load to replenish another player. They gain 4x additional Thermal Detonator slots (for the game maximum of five grenades).



Heavy Class characters may use Blasters, Scatterguns, Blaster Pistols and shower shells with the standard player capacity of 500 rounds. However, the Heavy Class also unlocks the ability to use a Heavy Repeater Blaster with 1 drum magazine or up to 4 high-caps in addition to the standard base 500 round carrying capacity. Heavy class characters whose Heavy Repeater Blasters cannot be switched to semi-auto should carry a backup weapon for close range encounters. Heavy class characters may also carry and arm proton charges for special mission events.



Medic characters may use Blasters, Scatterguns, Blaster Pistols and shower shells. They have the standard limit of a maximum of 500 rounds on their person. This character may use bacta sprayers to revive organic allies by placing a hand on a person in bleed-out and spraying the wounded player with bacta for 20 seconds. A medic may also use the sprayer to refill bacta vials. Medics are issued a bacta sprayer during registration, but they may bring or utilize their own nano sprayer as long as the water reservoir is 200 ml or under.



Operative/Scoundrel characters are limited to blaster pistols only, with the standard maximum of 500 rounds on their person. This class can visibly and physically conceal purple-stickered loot items, personal possessions, or another player's possessions with their consent. Once a loot item is concealed, it may only be looted by another Operative/Scoundrel. They can reveal hidden intel, repair mechanical juggernauts or vehicles, Operatives are equipped with a computer spike that allows them to increase or decrease stabilization time of Skirmish capture points (if used).



Recon class characters may use Blasters, Scatterguns, Blaster Pistols and shower shells, and are limited to carrying a maximum of 500 rounds on their person. This class also unlocks the ability to use DMR & Sniper rifles, whose ammo is included in their 500 round limit. DMRs and Sniper rifles are **NOT** allowed to shoot inside buildings or connexes, but can be used to shoot building to building. The Recon character should have a backup weapon for close engagements. May use drones but must follow field specific guidelines (outlined under safety).

DROID (Exclusive Classes)

Droid character costumes MUST be submitted for approval at Gcwcostumes@gmail.com, ALL exposed skin must be covered (body suit underneath). Droid plating should be made of a hard material, or coated with a hard material. Removing the droid mask while seen by other players results in the player being killed instantly and will require a revive.

All droids gain the Resilient benefit and cannot use plastoid or beskar armor. Bacta vials and Bacta sprayers cannot revive droids. Operatives / Scoundrels and Droid-smith NPCs may revive Droids by using droid repair kits. Medical droids used by droid characters perform repairs on their master when needed, allowing them to self-revive after two minutes.

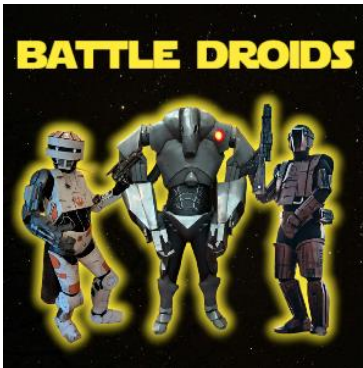


them*

Utility Droids cannot use any weapons. However, they may carry up to 10,000 rounds and reload allies' magazines/box mags and use repair kits.

They can translate the language of any sentient species and reveal hidden intel. They can visibly and physically conceal purple-stickered loot items, personal possessions, or another player's possessions with their consent. Once a loot item is concealed, it may only be looted by an Operative/Scoundrel.

They may use bacta sprayers to revive organic allies by spraying the wounded player with bacta for 20 seconds.
*The droid does not need to place an arm on allies to revive



Battle Droids, on the other hand, can use a combination of ANY of the blaster types and have a base BB carrying capacity of 2,000 BBs.

Battle droids may choose to self-destruct while in bleed-out by dropping a thermal device at their location. They may not be repaired after a self-destruct action and must return to respawn.



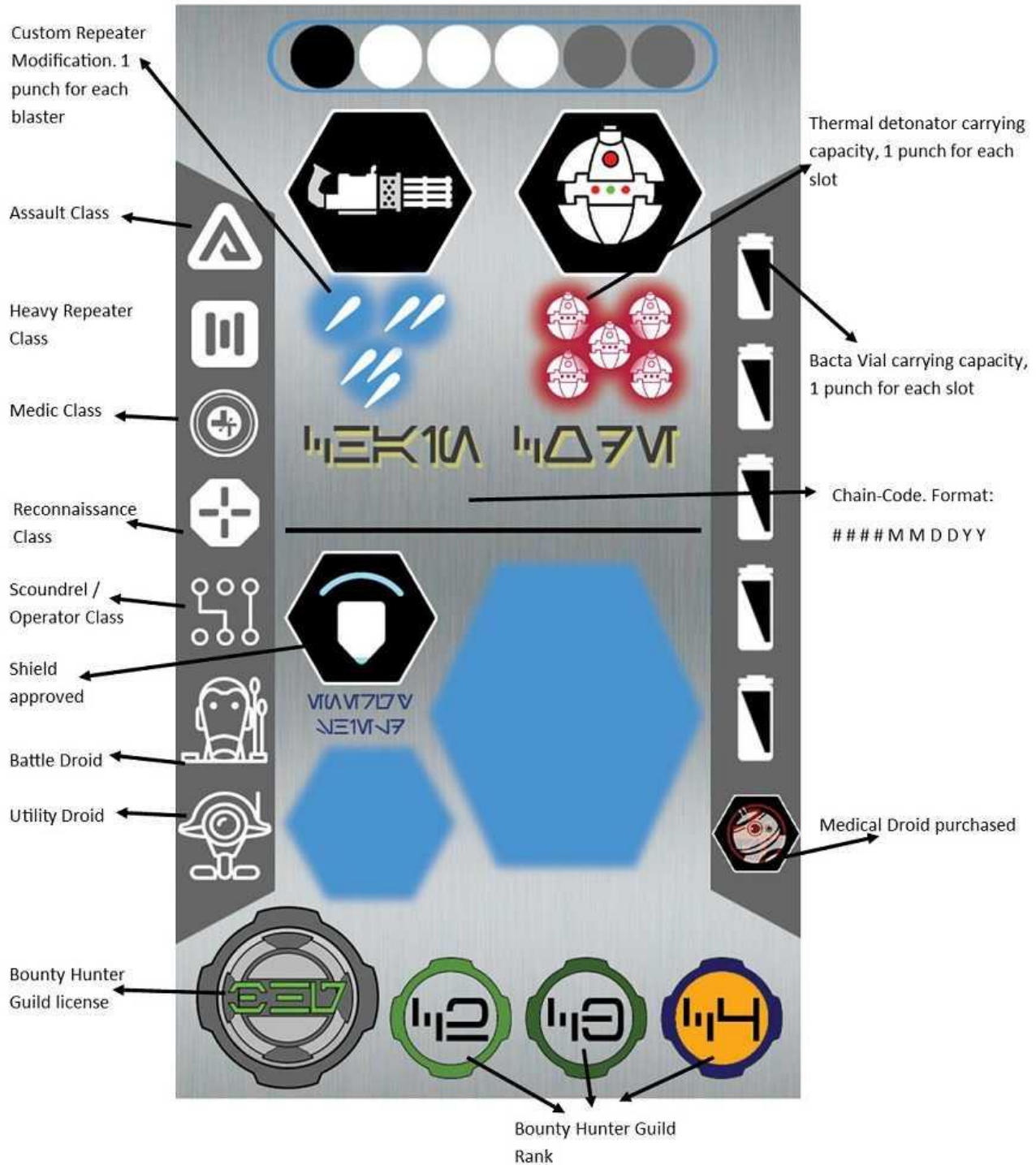
HERO CHARACTERS (Advanced Class)

Since the GCW ruleset allows you to develop your character over time, some long-term players have managed to work themselves up to Hero Character status.

Years of fighting the Galactic Civil War has had you expand your skillset. For 10,000 credits you may unlock another class and you are able to utilize all the perks of the classes you have unlocked. This is a permanent upgrade. Hero Characters will have their character profile and photos loaded onto a page on the Galactic Civil War website.

Wanted by the Galactic Empire
Cian Shay – A so-called Hero of the Rebellion known to be operating in this quadrant.

CHAIN CODE CARDS AND CHARACTER UPGRADES



All Players will be issued a unique Chain Code Card at registration that is linked to their character. When you purchase an upgrade in game, you will be asked for your Chain Code Card, these upgrades are PERMANENT. Unspent credits will be able to be banked at the end of the event for future Galactic Civil War games. Players are to keep this card on them at all times for the duration of the game. Note that your personal Chain Code number an eight-digit number made from the last four digits of your phone number and your birthdate in the format of #####MMDDYY

At the end of the Event you will turn your Chain Code card and credits in. Upgrades and credits will be added to your unique chain code in the GCW database. You start the next Galactic Civil War event you attend with those upgrades and credits earned. All players start with a carrying capacity of 1 Bacta Vial (issued) and 1 Thermal Device (not issued).

Custom Repeater Mod: Unlocks the use of controlled bursts on your replica if fires under 1.5j. The custom repeater mod can be unlocked on up to 3 different blasters at 1,500 credits each. Full Auto has a 50ft min engagement distance. Must switch to semi-auto if closer than 50ft.

Emergency Bacta Vial: increases EBV capacity by 1:

- 2nd slot unlocked 150 credits
- 3rd slot unlocked 300 credits
- 4th slot unlocked 600 credits
- 5th slot unlocked 1200 credits

Player Companion: Players may make and bring their own droid/creature if it looks realistic and fits the event theme. The companion can be "programmed/trained" to specialize in a task for 750 credits, companions may only have one specialization at a time. Discounts may be offered depending how capable the companion looks at doing that specialization. Specialized companions may be available in limited quantities for 1,500 credits. For a companion capable of providing a perk, it must be visible on the player from multiple angles.



Energy Shield: Unlocks ability to use an energy shield. Must follow size restrictions found in combat rules. 2,000 credits

Thermal Slot Upgrade: Increases the number of Thermal Devices that you can carry by 1.

- 2nd slot unlocked 150 credits
- 3rd slot unlocked 300 credits
- 4th slot unlocked 600 credits
- 5th slot unlocked 1200 credits

Hero Character: Unlock another class and you are able to utilize all the perks of the classes you have unlocked. Hero Characters will have their character profile and photos loaded to a page on the Galactic Civil War website. 10,000 credits.



GAME ECONOMY

Advance online registration provides a 200-credit bonus. Galactic Empire recruiters offer a 200-credit enlistment bonus to Imperial players. Finally you may be eligible for a cosplay starting credit bonus. Submit a photo of yourself in your game cosplay, with your Chain Code to Gcwcostumes@gmail.com no later than February 15th! The GCW staff will determine if your outfit is eligible for a cosplay bonus and the amount.

Players earn credits during the event by completing missions and tasks for commanders and various NPCs. You can use credits to purchase some items and props during the game. Players may also spend credits on snacks, drinks, or bet against other players in games of chance, purchase upgrades for your character, and bribe fellow players or NPC characters.

All currency will be provided, do not try and pass your own homemade currency or alter them in any way. Participants may not steal credits from any source in-game. Doing so will get you banned from the event and future events.

Credits come in the form of credit ingots, there are 4 different colors and values of credit ingots used in the event:

- Copper: 10 Credits
- Silver: 50 Credits
- Gold: 100 Credits
- Ebony: 500 Credits

At the end of the Event all players are to turn in any unspent credits along with their Chain Code card, these credits will be issued out to the player at the next event they attend.

COMBAT RULES

Actual Medical Emergency

If eye protection is lost or if at any time a real injury occurs on field and medical help is needed, shout **BLIND MAN**. When heard, everyone must echo the call and then pull mags from weapons and put weapons on safe until "Game On" is reinstated by an Admin.

Bleed-Out

After being struck by a BB or caught in the blast radius of a Thermal Device, Characters must raise their hand to the air and give their best blood-curdling scream. Afterwards they must display their dead rag/sash and enter their 2-minute bleed-out.

While in bleed-out you may not use weaponry or equipment. We encourage players to act out their bleed-out period if it can be done safely, crawling is allowed only while roleplaying the wound. You may not climb rocks, ladders, or stairs while bleeding or communicate to others beyond calling for aid.

If touched by an enemy while in bleed-out the player must hand over any lootable items they are carrying, they are eliminated from gameplay, and must immediately return to a respawn. Do not shoot a player during their bleed-out, unless they put away their Dead Rag/Sash.

After two minutes if you have not been revived, you must return to respawn. Keep your Dead Rag/Sash on and visible from all sides until you have respawned into the game.

Players may roleplay melee (no real strikes) to finish off players in bleed-out, it is the same as simply touching a player and ends their bleed-out. NPC Creatures and Special NPC that use Melee do put players into bleed-out. But player melee does not put other players into bleed-out.



Thermal Devices

Enola Gaye EGs, Taginn AFGs, CO2 operated grenades such as Thunder Bs and Taginn launchable pyro (when allowed) all have a 20-foot kill radius at the point of detonation, They are referred to as Thermal Devices, at the event and must have a loud audible detonation. Primer or blank fire grenades are not allowed.

All characters may only carry one Thermal device on them at a time. They may upgrade their carrying capacity with credits at the munitions vendor to a maximum of 5 slots.

A BB strike does not have to occur on thermal detonation, those within 20 feet of the loud, audible detonation are put into bleed-out if not behind hard cover such as the wall of a building. If the grenade has BB fragmentation, those BBs act as regular BB-strikes against armor if struck outside the 20-foot radius. Grenades that do not have a loud audible detonation, such as spring or green gas-powered grenades, only injure via BB strikes.

Players put into bleed-out by a thermal detonation may only be revived via a Bacta Vial or sprayer, all self-revives are disabled. Thermal Devices eliminate characters already in bleed-out, the same as being touched by an enemy character.

Thermal Devices do not put juggernaut characters into bleed-out. Instead, they are stunned. Duration of stun increases based on proximity of the detonation.

40mm shells and launchers may be utilized by all classes. BB shower shells do not count towards your thermal carry total, only pyro 40mm rounds.



Resilient

Characters in full Beskar Armor, distinctly non-human species, and droids take three (3) consecutive BB-strikes before they start their bleed out. These three BB-strikes need to happen in rapid succession... typically within about 3 seconds. So if a resilient character is shot once or twice and ducks behind cover for a few seconds, their Resiliency is “reset”. They will again be back in the fight and requiring three hits in rapid succession to enter bleed-out.

Beskar wearers must have helmet, chest, back (or jetpack), gauntlets, and at least 2 pieces of armor below the waist visible to gain Resilient. Armor plates should be made of a hard material, or coated with a hard material. If a character wearing Beskar armor removes their helmet, the RESILIENT bonus is also removed until they put their helmet back on.



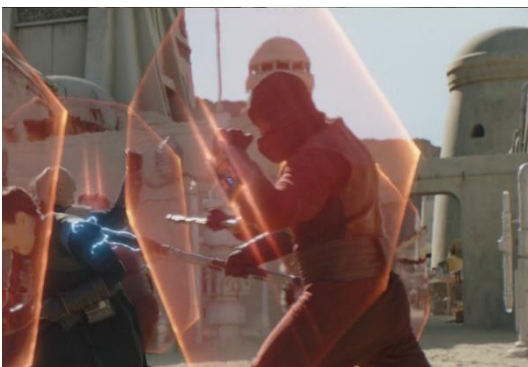
Resilient characters gain no additional protection against Thermal Devices.

A single blast from a tri-shot scattergun will take resilient targets into bleed-out if all 3 BBs connect. However, armor and fur do not have nerve endings in them, it may be hard for resilient users to register the hit as more than one BB strike. Keep blasting until your target calls their hit and enters bleed-out.

Headshot Immunity

Characters wearing canon style helmets (those that appear in film or TV) that cover the entire head/face, and Droid heads are immune to headshots, BB strikes against their head do not count. However, after taking a headshot the character must attempt to take cover.

Please contact gcwcostumes@gmail.com if you have a unique helmet that fits the theme and want to confirm that it qualifies for Headshot immunity. “Tactical” Mandalorian helmets, for example, are not canon and would not be eligible for headshot immunity. They still count toward Beskar Resilience rules if the character is wearing other armor pieces, but a shot to the tactical Mando helmet would count toward the three-strikes for Resilience bleed-out.



Riot / Energy Shield

Users that have unlocked Riot/ energy shields ignore BB-strikes taken to the shield. Shields do not count as hard cover, they do not ignore thermal detonator explosions.

Riot/energy shields are limited to 36in tall x 30in wide. If the riot shield has a viewport, it must be open and the user may not shoot through it. Users must purchase the Energy shield upgrade at the munitions vendor before using.

Canon riot/energy shields may be larger than riot shields and must be submitted to gcwcostumes@gmail.com for approval and the upgrade purchased before use.

Players that have purchased this upgrade in previous events will have been issued a credit refund to their chain-code

Self-Revive

Wearing the minimum amount of Plastoid armor, or those with a Medical Droid gain SELF REVIVE. At the end of their 2-minute bleed-out they can self revive, allowing them to “spawn in place” after a short countdown. After the bleed-out is over and while counting down their self-rotate time, players are encouraged to step into a nearby building or at least behind a large tree or bush to help with the illusion of a new combatant suddenly emerging.



This is a great perk for armored Imperial troops, helping to simulate waves of responding troopers without the armored Imperial player having to walk across the field to a respawn point.



Those put into bleed-out by a Thermal Device may not self-rotate.

Minimum plastoid armor required for the self-rotate perk is Helmet, Chest, and one of the following: Back, Shoulders, Shins. Armor plates should be made of a hard material or coated with a hard material.

Adding additional plastoid armor past minimum requirement reduces the self-rotate timer by 10 seconds for each armor set added to a maximum of 1 min. Types of additional armor may include Shins, shoulder, forearms, thighs, Feet, knees, elbows, and hip armor. All plastoid armor must remain visible to function.

Medical Treatment (Bacta Vials and Sprayers)

For most organic life-forms, the microbotic gel known as Bacta is the most effective, immediate first aid treatment available to help close wounds and regenerate damaged tissue. All characters start with one Bacta Vial, and an additional four may be purchased for your character, however the cost of each subsequent bacta vial purchase increases by 100%.

A live character may administer a bleed-out character's full Bacta Vial by pouring out the bacta while placing their free hand on them. After the bacta is administered, the character in bleed-out stashes their kill rag/sash and they immediately re-enter the game.

Medic Class characters are equipped with a bacta spray device, which restores a bleed-out player when the Medic places a hand on them and sprays the bacta for 20 seconds. Only Medic Class personnel may use sprayers, which have a larger reservoir of bacta than standard vials.

Bacta Vials and sprayers may be refilled at Bacta Stations. Imperial and Rebel forces have free refills available to them at their main spawns.

Medical Droids must consume the character's personal full Bacta Vial at the end of bleed-out to complete the self-rotate.

Those that have purchased a medical droid unlock an exclusive sixth Bacta Vial slot and may now also choose to administer their own personal full Bacta Vial in order to revive a character in bleed-out.



Repair Kit

Repair kits (puzzle): can be bought at the Droid Shop or some other merchants for 500 credits by Operative/Scoundrels, or Utility Droids. Inside the puzzle are 5 vinyl repair stickers. Place a vinyl repair sticker on the Damaged Droid to get it back up and running. There is no limit to how many times a droid may be repaired.

Reset the puzzle before starting a repair on another droid.

Players may trade a consumed repair kit for a new one for 100 credits at the Droid Shop.

HEAT

HEAT identifies characters as notorious in the criminal underworld and is represented by an orange band on the arm or leg. Each band represents their current HEAT Rank. Players unlock more jobs and higher payouts the more HEAT Ranks they accumulate; however HEAT bands also flag that player as a target for active Bounty Hunter's Guild members.



Generating Heat

After successfully participating in criminal activities such as smuggling, thieving, piracy, unauthorized slicing and assassinations, the player will be paid out after returning to the NPC or faction lead that assigned them the criminal task. Then that player will roll a chance cube, if the roll is red (50/50) chance, the player generates 1 HEAT band on their character. Heat may also be assigned by an admin if criminal acts are witnessed.

Losing HEAT

Heat bands may not be hidden and must remain visible. HEAT bands may not be removed by the player, HEAT bands may only be lost 1 of 3 ways.

- When a Player with HEAT is brought in by a Bounty Hunter or Hunters, the player must pay 200 Credits for each HEAT band they have accumulated. If the player doesn't have the credits to cover their bounty, they must enlist in the Mercenary Guild for 1 hour of service for each HEAT band they haven't paid off.
- A player may voluntarily enlist for service in the Mercenary's Guild, for each 30 minutes signed up for enlistment will remove a HEAT band from their person.
- A select NPC may have a way to remove HEAT from a player.

BOUNTY HUNTERS GUILD

Membership

Players without any HEAT on them may buy a Bounty Hunter's License from a Quarry Master at the Bounty Hunter's guild for 1,000 credits, that will last for the duration of the event. If a licensed bounty hunter accumulates any HEAT on them the remainder of the event their license is forfeit and they are expelled from the Guild for the remainder of the event and current Hunter Rank will be lost.



Hunter Rank

Bounty Hunters start in the guild as a Rank 1 Hunter and may max out at Rank 4. Hunters may only bring in bounties with HEAT equal or lesser than their current Hunter Rank. Multiple Hunters may join together; adding their ranks together in order to bring a Bounty that has higher HEAT than their Rank.

Example, a Rank 2 Hunter may bring in a bounty that has 1 or 2 HEAT bands. Two, Rank 2 Hunters may work together giving their hunting party Rank 4, allowing them to work together to bring in a target that has 4 HEAT bands.

Completing a bounty at the bounty hunter's guild with target HEAT equal or greater than your Hunter Rank will level up your Hunter Rank.

Starting the HUNT

Bounty Hunters must check into the Bounty Hunter's Guild before going active. They will be issued a blue armband, only active Hunters may bring in bounties. At the Bounty Hunters Guild, the Hunter will receive info and tips on players that are high priority targets. Bounty Hunters must check into the guild every 2 hours to stay an active Hunter.

Completing the HUNT

Bounty targets may choose to go willingly if approached or engaged by a bounty hunter or may try to escape or resist capture.

If a bounty with HEAT is put into bleed-out a bounty hunter may take custody of the quarry by placing their hand on them and state they are bringing them in. The quarry must accompany the Hunter back to the Bounty Hunter's Guild, so long as the Hunter's Rank is sufficient.

The quarry's weapons are disabled while in custody, if the bounty hunter or hunters are killed before returning to the Bounty Hunters' Guild, the quarry escapes custody.

When a quarry has been brought in the bounty hunter is paid out based on how much HEAT the character had.

- 1 HEAT band: 100 credits
- 2 HEAT bands: 200 credits
- 3 HEAT bands: 400 credits
- 4 HEAT bands: 800 credits

Hunters that have teamed up to bring in a quarry will split the rewards.

Quarry Masters of the Bounty Hunters' Guild may issue Tracking remotes to high Rank Bounty Hunters to aid them in tracking down high-ranking targets.

Reporting Onsite

When reporting to the registration table, we will be able to check you in faster if you have completed online registration and payment. This will also earn you a 200 credit bonus!

Walk-on players may pay in cash or credit/debit card. Please be sure your waivers are completed online before you come to the desk.

Please complete U waivers online before the event!

DV8 Field Waiver [DV8 AIRSOFT WAIVER \(smartwaiver.com\)](https://waiver.smartwaiver.com)

MGP Event Waiver <https://waiver.smartwaiver.com/v/2024to2025>

Chrono Procedures

You will need to take all of your weapons, INCLUDING backup weapons, to the Chrono station. We recommend going through chrono and registration as early as possible to give you ample time to prepare you gear and link up with your squad mates and faction leaders.

The chrono station is a short distance from the main staging area, near the trash receptacles. We will provide 0.2gram BBs for the test. Several different types of magazines are available at the chrono station, but players are asked to bring one **empty** low or mid-cap magazine with you for each weapon you need to chrono.

Staff members fire several rounds with each weapon, taking the average score as the chrono result. If you feel the results of one chrono are inaccurate, you have the option of testing from any of the other chronos as well and averaging the results. The chrono personnel have the final say if a weapon will be allowed onto the field.



<p>Blaster (Assault Rifle/SMG) OK < 401 fps with .20 gram BBs</p>	<p>Heavy Repeater Blaster (Support Weapons) (50 Foot minimum engagement) OK < 401 fps with .20 gram BBs</p>
<p>DMR (physically locked in semi-auto / 75 ft min. engagement) OK < 450 fps with .20 gram BBs</p>	<p>BOLT / SINGLE ACTION SNIPER WEAPONS (100 Foot minimum engagement) OK < 550 fps with .20 gram BBs</p>

Weapons using an external gas source must have locked regulator to prevent field adjustments.

Timeline

Saturday, 22 Feb	Sunday, 23 Feb
0800 – Gates Open	0800 – Gates Open
0800 – Registration and Chrono Open	0900 – Game Start
0900 – 1 st Safety Briefing	1600 – (Approximately) ENDEX
0930 – Game Start	
1830 – (Approximately) Cease Fire	

Communications

Very Important: UHF frequencies listed below are for these *specific* FCC-designated FRS/GMRS radio channels. If you have an out-of-the-box BaoFeng... that channel 1 is NOT the same freq FRS/GMRS channel 1. Program your BaoFengs to the UHF frequency as listed below to speak to those FRS/GMRS channels.

Radio Nets	FRS/ GMRS	UHF Freq		Radio Nets	FRS/ GMRS	UHF Freq
	1	462.562			8	467.562
	2	462.587		Empire	9	467.587
Black Sun	3	462.612			10	467.612
	4	462.637		Bounty Hunter Guild	11	467.637
Rebel Forces	5	462.662			12	467.662
	6	462.687		Admin Net	13	467.6875
Mandalorians	7	462.712				

DV8 Airsoft Field 3399 Gina Trail, Lithia, Florida 33547



Field Location

DV8 Airsoft Field is located east of Tampa and south-west of Lakeland and Orlando. Follow the entrance drive through the gate and turn into the camping and parking area.

***** Camping Onsite is Available – clean up your area and no open fires*****

Check list for Flames of the Rebellion

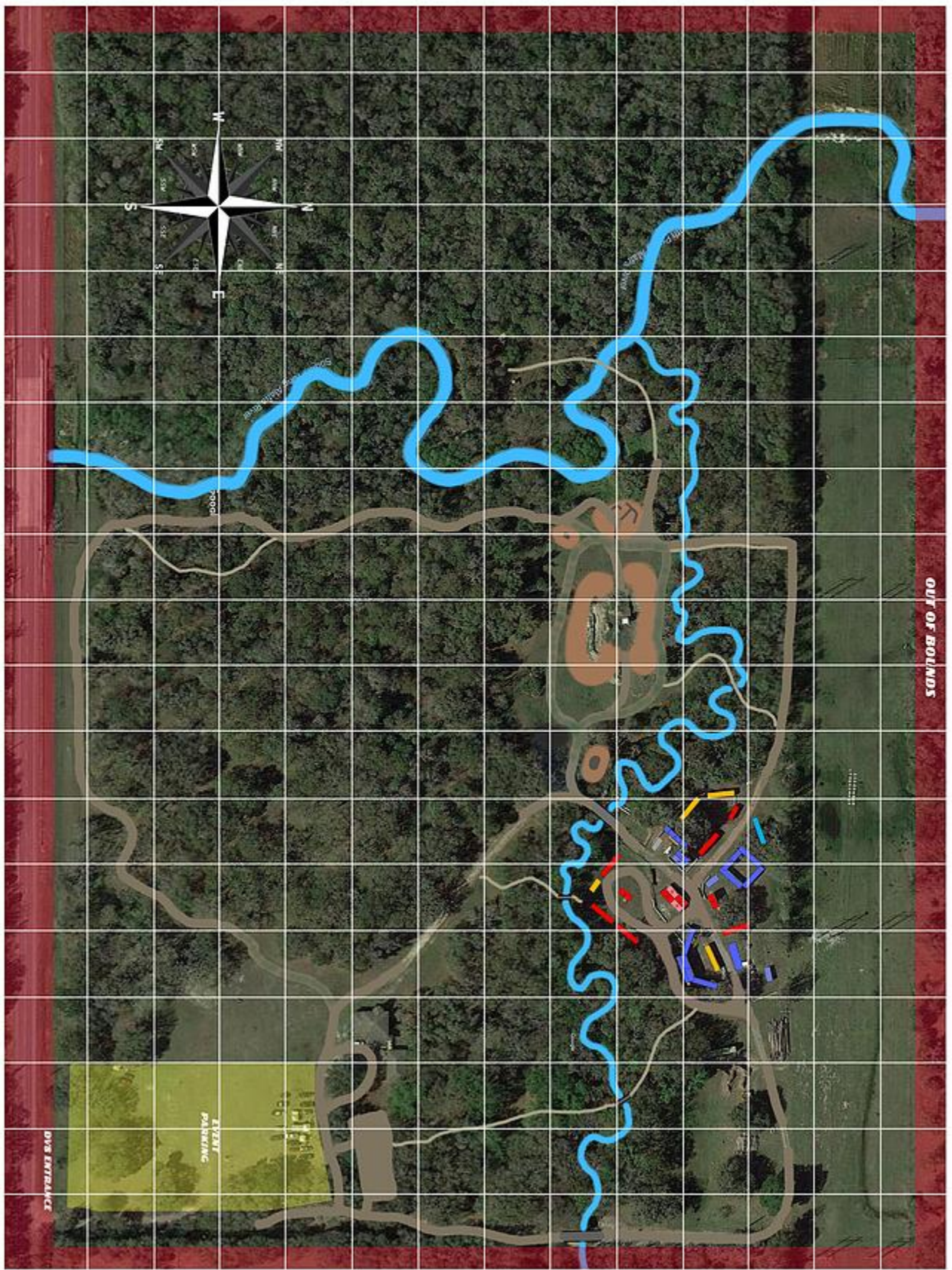
- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- Optional gas mask or respirator
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other backpack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag or Dead Sash
- Anti-fog
- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Field Map
- Completed online MGP Waiver
- Completed online DV8 Waiver
- Admission fee if paying onsite
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera

This is a generic list that includes some of the 'basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last minute items to be found in time.

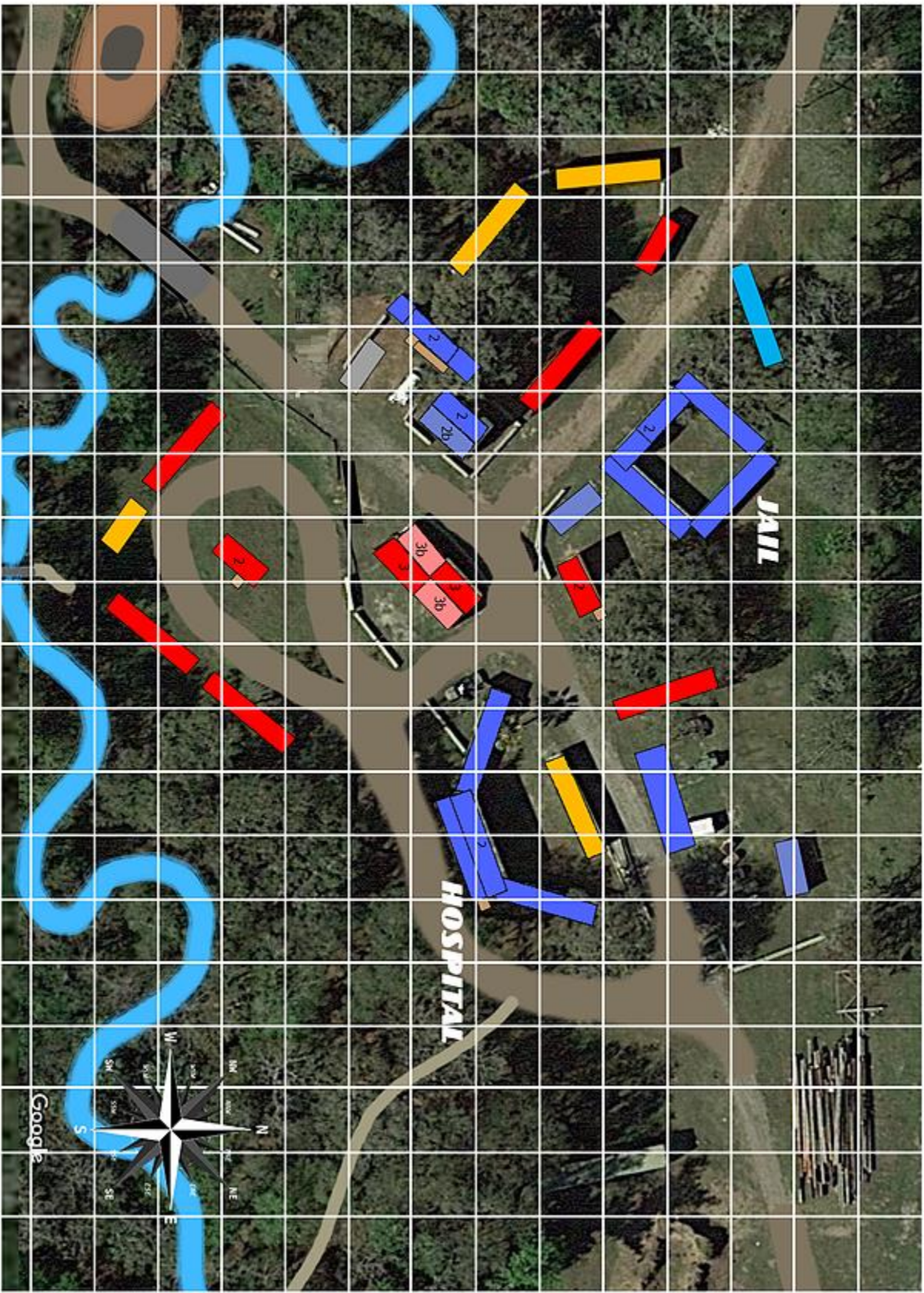
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19

A B C D E F G H I J K L M N



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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20



Event Rules for DV8 AIRSOFT FIELD (with Galactic Civil War Amendments)

GOLDEN RULE

- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this ruleset, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.
- Games are designed by and administered by experienced players. If you are shrugging off hits, disrespecting other players or breaking the rules, you will be called out by other players on the field. Be a part of the solution and encourage your fellow participants to play honorably.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating, disrespecting the staff and other participants or violating safety protocols will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

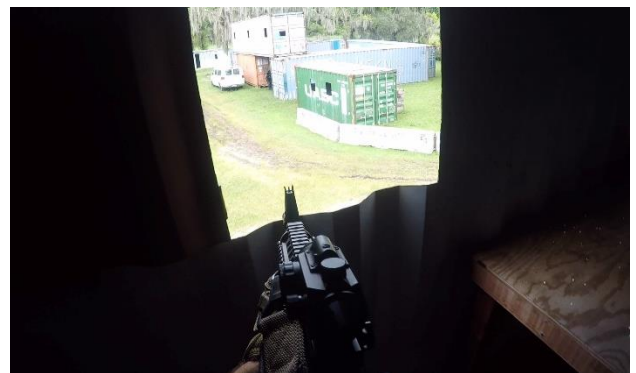


LOST AND FOUND

- If you come across any items that were obviously dropped by another participant please pick it up and turn it into game coordinators or to the Check-In table so it may be returned to its rightful owner. We recommend marking any equipment with a name or callsign that may come loose or be thrown, such as Thunder B grenades.

AGE RESTRICTIONS

- We allow participants as young as 10 at our events. All participants under the age of 18 must have their waiver signed by their parent or guardian. Note that while we allow minors to attend, our events are designed for a mature audience and require a level of self-control and respect not typically found in minors. Please consider this before signing up minors as it can negatively affect your experience and the experience of those around you. Additionally, anyone under the age of 18 needs to wear lower face protection and hearing protection in addition to their required eye protection. This is for their safety and non-negotiable.



ALCOHOL & DRUGS

- Events are alcohol and drug free.

REQUIRED EQUIPMENT

EYEPRO

- Eyepro will remain on at all times on the field. No exceptions! If your lenses fog, do not remove them from your face. Move around to increase airflow and consider anti fog/ ExFog systems. Fogging lenses are a natural part of running around in Florida. Accept that it will always be an issue and move on.
- MGP and DV8 will not be responsible for injuries caused by participants who take their eyepro off during games. You only get one pair of eyes, do not play around with their safety.
- Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. If your eyepro is “on the border” of this standard then we will err on the side of caution and disapprove them. Ensure you have a backup that you know will 100% pass inspection. While not required for players over the age of 18, a mesh or other type lower face mask, a balaclava, bandana or mouth guard is suggested for protecting against dental injuries.



SUGGESTED EQUIPMENT

HEARING PROTECTION:

- Hearing protection should be worn at all times. You could be subject to noises in excess of 120 db's at any time during an event. This includes but is not limited to: Propane cannons, artillery simulators, commercial 1.4G pyro (such as Enola Gaye or Taginn products), flashbang simulators, dummy land mines and loud electronic sound effects. MGP and DV8 will not be responsible for injuries caused by participants who choose not to use hearing protection during any games.
- Any military style hearing protection is appropriate however foam earplugs work just fine.

TACTICAL UNIFORMS:

- This game is designed to offer a higher level of Team ID than normal airsoft games. Please adhere to event uniform guidelines. Sci-Fi Galactic Civil Warfare cosplay is strongly encouraged. Imperial forces must otherwise wear matching tops/bottoms in white, black, OD green or grey. Rebel forces must wear non-matching solid earth-tones or ATACS FG/AU. Unaffiliated forces should wear sci-fi civilian, alien, or faction-specific garb. No Earth camouflage patterns except ATACS FG/AU for Rebels.

FACE PROTECTION:

- BB's at any velocity can cause damage to your teeth, or break the skin. It is highly recommended that players wear lower face protection. Players under 18 must wear lower face protection at all times.

APPROVED OPTIONAL EQUIPMENT:

- Participants are authorized to bring and use any kind of pyrotechnics classified as 1.4G and marked for airsoft gaming use. Examples of authorized brands are Enola Gaye, Taginn and TLSFX. These pyrotechnics should be used with care and responsibly deployed. Be mindful of where your grenade is going before you throw it, and try not to have them land on or under/behind someone in a seated or lying down position.
- Homemade pyrotechnics are not authorized under any circumstances.

- Cold Burning Smoke Grenades are approved. Cold burning means that they do not require a lighter or fire source to ignite. Smoke grenades that require a lighter or striker are not allowed. Smoke grenades may still become warm or hot, please use caution when deploying these. Smoke grenades are never allowed to be used inside a structure. If a smoke grenade is causing smoke to enter a building in a large volume, immediately evacuate the structure and move the grenade further from the building. Smoke displaces breathable air and causes a substantial reduction in visibility, it should only be used in open and well-ventilated outdoor areas for concealment.
- Night Vision, Thermal and IR Equipment is authorized for use in games. Lexan or steel mesh lens protection is highly recommended. MGP, DV8 nor other players are responsible for damage to your equipment through the normal course of gameplay. Use this equipment at your own risk.
- Claymores, Land Mines, Tripwires and other unmanned equipment may be used subject to approval by game staff. Please speak with the game coordinators before deploying any of this kind of equipment.
- Lasers MUST be eye safe and not aimed at heads. Participants need to try their best and aim lasers center mass on the human body in a momentary function. There is no need to keep an active laser on permanently. In the event of signaling, the user is authorized to designate targets in a circular or moving motion. For example, identifying a target on the objective and / or shifting fires as another element moves into the "Killzone"
- Fake Knives may be used as a prop to kill players in bleed-out, although a simple touch is sufficient. Melee kills are not otherwise part of GCW and there will be no "silent knife kills". Any rough handling of another player will result in removal from the field and contact with law enforcement if necessary.

FACILITY

- The DV8 Field is a premier AO with multi-story buildings, roads, alleys, balconies, creeks, foxholes and trenches. It has taken over a decade to build this extremely unique facility.
- Never climb on top of containers, over fences or through windows.
- Do not add graffiti to any part of the field for any reason.
- Never tear or move sandbags.
- Never shoot at livestock or animals on the property for any reason. You will be immediately handed to local authorities and will be banned from DV8 permanently. Do not use animals for cover. This land is where they live, do not stress them out.
- Do not cross any water feature that you cannot see the bottom of. Creeks are typically shallow enough to cross safely on foot. Do not cross the large river on the property on foot. Always use a bridge.
- The DV8 property is surrounded by a fence on the East, North and West. Lithia Pinecrest Road is on the South and is completely out of play.
- Stay at least 150 feet from the residence and parking lot on the property at all times. Never shoot towards the house or parking lot for any reason.



VEHICLES

- The games at DV8 may include the use of real military vehicles, armored personnel carriers and tanks. All players MUST be aware of the safety protocols around vehicles and abide by all rules related to their use. This is for all players' safety and enjoyment. Safety is more important than any game objectives. Act accordingly.
- 1) NEVER get within 20 feet of any moving vehicle. Visibility is limited from these vehicles. Do not assume the driver or crew can see you. Vehicles will be limited in speed, if you are in

their path move immediately out of the way, even if you are hit and awaiting a medic or bleed out. Be aware that tanks with treads have a 0° turn radius.

2) Vehicles can be disabled by opposing forces via launchable rounds (Ex: Chalk/ Approved Pyro Rounds) or based on the game rules such as an air horn or detonation box. Specific anti-vehicle rules will be laid out ahead of any game involving vehicles.

3) NEVER approach a vehicle, even if it is parked, unless you are specifically beckoned by a crew member to get closer. Never climb on a vehicle for any reason.

4) If you are invited into a vehicle, be respectful of the equipment inside and crew. The inside of an armored personnel carrier is cramped, dark, and disorienting. If you are claustrophobic, experience motion sickness or have safety concerns about being in such a vehicle, opt out of entering.

5) Vehicles outfitted for airsoft are designed to enhance the excitement, realism and cool factor of our games. These are extremely expensive pieces of equipment that their owners have spent hundreds of hours designing and building. It is a privilege to use these vehicles for airsoft, and they create unique and interesting objectives for all participants, including their crews. Although powerful, the vehicles are not introduced to crush their opposition or act as some “Juggernaut” unkillable object. Coordinated planning from a capable anti-tank ground team will defeat them.

6) If you would like to bring your own military vehicle to the field, please speak with DV8 staff ahead of time, and be prepared to send photos, proof of insurance and a list of capabilities and crew members. You will be held to an extremely high safety standard, be prepared to demonstrate your safety protocols to DV8 staff before games.

7) Vehicle mounted weapon systems must follow all Weapon Joule, MED and ROF requirements.

UNIVERSAL MEDIC RULES

- There is no “Safety Kill” or “Surrender” rule at our games. Players may offer a courtesy to other players by not shooting them, but the other player has the choice to accept the kill or not. It is best practice to shoot the enemy once, in the leg or backside to ensure a clean kill without contest.
- All BB hits to any part of your body and any gear/equipment secured to your person count as a hit whether it’s a ricochet or direct hit. Weapon hits do not count.
- Blind fire is not authorized and strictly prohibited at DV8. Friendly fire counts! Check your targets!
- If two participants fire simultaneously and both are hit, BOTH participants are out.
- Airsoft is a hobby of integrity. Call your own hits. Never call opposing participants hits.
- When you are hit immediately fall to the ground and simulate being shot for real – the louder the better. Often it is difficult to hear participants over the noise of firing AEG’s and/or through brush even at short distances, so do your best to let opposing participants know you have been hit otherwise they may continue to inadvertently fire at you. BE AS LOUD AS YOU CAN.
- While waiting in place, please do not reload magazines and/or grenade shells, test-fire your weapon or anything else other than calling for a medic* - reloading sounds and “testfiring” cause a distraction for live participants in the area who may inadvertently believe you are still in-event and therefore shoot at you.
- Never seek a medic towards an objective. Direction should always be both away from your given objective and away from the action.
- When hit, you must stay in place and request medical assistance. You may not move until another player has both hands on you to simulate a “drag”. You can walk with the rescuer to a new location, or they can treat you in place with Bacta Vials or Bacta Spray.
- There is a 2-minute bleed-out. If a medic has not reached you in 2 min, you are dead and need to follow respawn procedures.
- Some game scenarios may include player elimination, or “hit you’re out.”



WEAPON RESTRICTIONS

WEAPON JOULE LIMITS:

Rifleman (1.5J) A magazine fed replica carbine.
No MED.

Includes the M4, AK, HK416, SMGs, etc.
Semi-automatic only
Note ammo load-out restrictions by
character class

DMR (1.88) – 75ft+ minimum engagement
distance.

Unlike sniper rifles, DMRs are always
semi-automatic replica rifles. SVD, etc.
Semi-auto only.

Mid or low capacity magazines only.

Must have two of the three following requirements to qualify as a DMR:

Bipod

Magnified optic

Extended barrel 16+ Inches

LMG (1.5J) – 50ft minimum engagement distance

Must have a bipod if not a Belt fed weapon.

Full auto allowed outdoors. Includes shooting outside a container. No engagement allowed within
the same structure.

Sniper (2.8J) 100ft+ minimum engagement distance (bolt action)

ROF is not to exceed 25rps for all guns.

MGP and DV8 reserves the right to spot check guns for compliance with rules as required.

- Launchable 40mm grenades are approved for use against vehicles. If commercially available, pyrotechnic launchables with time delay fuses may be used against other players. Grenadiers need to follow all weapon restrictions of the Rifleman class. Grenadiers should never fire rounds directly at other players, they should aim to land rounds at their feet or inside of a structure.



GRENADES

- Grenades have a 20 Foot Kill Radius, even if you are not hit by debris or BB's. If you are struck by a BB from a grenade beyond 20 feet, this counts as a hit. Grenade damage does not translate through hard cover (wood walls, heavy military crates, container walls, concrete barriers.) Grenade damage translates through soft cover (branches, leaves, underneath vehicles, furniture, other players.) Grenades are expensive, limited in their use and a powerful tool to use in CQB environments. If you find yourself on the receiving end of a grenade blast, offer the benefit of the doubt to the thrower and call your hit.

- If you are shot while holding a grenade and the pin has ALREADY been pulled you may:
 - 1) If the grenade has a spoon (ex: Taginn, Thunder B)
Replace the pin and reholster your grenade.
Drop the grenade where you stand. You may not throw the grenade.
Lay on the grenade holding the spoon. You may only drop the grenade if you are "searched" by another player for intel or objectives. If you bleed out, you must replace the pin and reholster the grenade.
 - 2) If the grenade does not have a spoon (ex: Enola Gaye, TLSFX) Drop the grenade where you stand.
You may not throw the grenade.