

Gaslin VII Episode 4 - A new departure

IT Introduction:

Much has happened since the last time people headed for Gaslin. The inhabitants of Gaslin were fed up with the corrupt rule of the Hutts and their henchmen and, with the help of the local Imperials, the Mandalorians and other mercenaries, drove the Hutts from Gaslin and proclaimed their own Gaslin Republic. Complete with its own administration, its own citizenship and its own institutions under the leadership of the Council. The old Lieutenant Governor of the Hutts, Chesterfield, has left Gaslin for Nal Hutta to convince the Hutts that Gaslin is more trouble than gain and to find out what happened to Madame Zoe. He has since disappeared, and the government is run by his former assistant Keh, who is endeavouring to consolidate the Gaslin Republic. Imperials and Mandalorians have each been given an extraterritorial enclave on Gaslin.

The banking clan also seemed to be involved, as a separate credit currency and banking system, connected to the Holonet, was simultaneously introduced on Gaslin. Unfortunately, the Hutts don't seem to want to put up with this and have already sent threats and also cut off Gaslin from all supplies from Hutt space. Reorganising and securing supplies and trade will certainly be one of the biggest challenges for the new government.

At the same time, there have been incidents that have damaged, if not ended, the Imperials' temporary partnership with the Mandalorians. Rumour has it that unsettled old scores, the NR secret service or even an Imperial splinter group of hardliners had something to do with it.

The Chetons also raised their ugly heads again. The moment the sun went down their raids on the settlement started again, their attacks increasing in frequency. There are various rumours as to the reasons and their origin, as well as investigations being conducted to look into the matter. Are they indigenous? Did some clueless guests bring them there? What is the story behind the old research station on Gaslin? And what about the old Imperial base in the asteroid belt? Who are the figures inhabiting the old cult site in the darkness?

Questions upon questions...

We'll see what happens next on Gaslin.

Will the conflict between the individual factions escalate? Will the Hutts try to reclaim their domain? Can the government guarantee stability and prosperity on Gaslin? What are the New Republic and the Empire planning? Will Gaslin flourish under the new leadership? Are other cartels or large trading companies trying to gain a foothold to establish Gaslin as a secure storage and trading centre in the Arcane sector? Are expeditions to the outer system being prepared?

Only time will tell.

OT Information:

Gaslin VII - Episode 4 - A New Dawn is a sandbox LARP according to YAATPWYACP with our own rules concerning character deaths and our additional rulebook.

There are certain restrictions that apply to players wanting to portray force users/force sensitives, Imperial officers and Mandalorians: These are casting roles. This means that a confirmed registration for the con does not ultimately mean that your character concept got approved!

The event will take place **from 1st NOVEMBER 2024 to 3rd NOVEMBER 2024** at Stöffelpark, Enspel (RLP).

It will be possible to arrive early on **31st OCTOBER 2024**, albeit only in consultation with the orga at a specified time.

The address of the venue is: **Stöffel - Park, Stöffelstraße in 57647 Enspel**

This event is a self-catering LARP. However, it will be possible to buy drinks and small snacks in our cantina at fair prices. Otherwise, food can be prepared on gas cookers in front of the buildings and barbecues can be held in front of the Nissenhalle (IT Cantina). We will communicate further catering options before the event. Smoking inside the buildings as well as taking along pets of any kind is prohibited.

Further information:

Tickets available: 199

Price per ticket and season as follows:

Season 1: **1st FEBRUARY 2024 – 30th APRIL 2024** EUR 100+ EUR 10 for early arrival

Season 2: **1st MAY 2024 - 30th SEPTEMBER 2024** EUR 120 + EUR 10 for early arrival

Season 3: **1st OCTOBER 2024 - launch date** 140 Euro "Con-payer" price + EUR 10 for early arrival

ATTENTION!

Your registration is only valid once the ticket price has been paid in full. If the payment isn't received within 14 days upon having received the payment information, the registration will be cancelled and the reservation will expire. Likewise, tickets that are not paid for until the end of the season in which they were initially booked, will automatically be upgraded at the start of the new season. The 14 days-restriction does not apply here. The ticket price depends on the date the payment was received.

For additional combat characters (Empire/Alliance/Chtone) we offer a refund of EUR 20 that will be refunded after the con. Those places are limited to a total of 10 combat characters per faction.

NEW! Stagehands for setup and deconstruction: We offer a ticket refund of EUR 30 on the chosen ticket season, as well as full catering if the following conditions are met:

Setup: Attendance on 31st OCTOBER at 10 a.m. until dismissal by site coordinator.

Deconstruction: Attendance on 3rd NOVEMBER until dismissal by site coordinator.

Stagehand tickets available: 15

Ticket prices for children under 18:

Tickets for children available in total: 15

Up to 14 years: 50,00€

15-17 years: 80,00€

All children need a supervisor. No guarantee can be given for supervision by the orga.

Free without age restriction (individual areas may have an age restriction)

Early arrival by arrangement (only in consultation with the orga): 30th OCTOBER 2024, 3 p.m

“Standard “ Arrival: 31st OCTOBER 2024, 10 a.m

Start of the event: 1st NOVEMBER 2024 10 a.m

End of the event: 3rd NOVEMBER 2024, 2 a.m

Departure: 3rd NOVEMBER 2024 until 2 p.m

Sleeping will take place in heated buildings or in tents, please indicate your preferred type of accommodation while filling out the registration form.

The allocation of accommodation is managed invariably by the orga. Side agreements are void.

You must bring your own air mattresses / camping mats / camping beds. Places in the areas will be allocated in the order in which registrations are received:

OT area (smithy): 20 places (camping beds!)

OT area (building around the café): 15 places (camping beds!)

IT area Empire (workshop): 25 places (camping beds!)

More sleeping places are currently in the process of being arranged. We will keep you updated.

Own tents/campers (area around the Nissenhalle for IT and in the OT campsite): no limits

If possible, the tents should be designed or camouflaged to suit the STAR WARS setting.

You will need pegs for solid soil and a strong drilling machine. The orga does not provide any tools.
Heating: Gas heating is viewed as standard, electric heating is only permitted in exceptional cases and via approval by the orga.

Covid - 19 concept: You will be tested for Covid on site at the check-in. Please be reasonable enough to cancel in advance in case of illness. Cancellation at check-in due to Covid does not entitle you to a refund of the con fee.

Your Outer Rim e.V.

By registering, I confirm that I have read and understood this introduction and the current rules and regulations for the Gaslin VII event series and for all Outer Rim e.V. events.

Rules and regulations: <https://outerrimev.de/#DownloadundMedien>