

Gaslin VII Episode 6- Time of Changes

Gaslin VII is facing tough times. The former leaders of the Free Republic of Gaslin remains missing. Some say they have been kidnapped. Others say they are long dead. One thing is clear: the Hutts are back, and they are unlikely to leave again any time soon. Although the formation of a council of the most important representatives of the population of Gaslin VII has enabled cautious talks with the Hutts, it remains unclear to what extent this still very brittle alliance will last. Moreover, what remains of the Free Republic of Gaslin VII is unlikely to give in so quickly... After all, ideals only die when there is no one left to defend them.

And then there is the ominous Red Path. A militaristic group of disillusioned former rebels and other freedom fighters who have sworn revenge. They've recently demonstrated to the occupiers of the Imperial Base stationed on Gaslin VII how far they are willing to go. One thing is clear: something is brewing here that could gain traction. From all those who have lost too much in the war and no longer see the New Republic as the beacon of hope it promised to be. The fact that the Mandalorian enclave has, at least temporarily, placed itself in the service of the Empire to maintain 'order' has also caused discontent. The citizens of Gaslin VII are increasingly unsettled. Questions arise: What are the Hutts' ulterior motives?

What does the Red Path plan to do next? Who will ultimately hold power on Gaslin VII? Who can still be trusted?

The tensions between the various parties are palpable, and Gaslin VII's political situation currently appears highly unstable.

In addition to this very real threat, the Chton's attacks seem to be growing increasingly violent, with their incursions into densely populated areas of Gaslin VII becoming ever more daring. The number of victims of their attacks is rising steadily. Residents of the planetoid are also said to have observed a strange encounter between Jawas and Chtons...

The statements of two workers at the Coaxium refinery also give cause for concern. After months of declining coaxium yields, a new problem now seems to be emerging. During the extraction of this important raw material, steel walls are said to have been encountered. The discovery raises questions. Was the raw material unknowingly being extracted all along from a kind of chamber of unknown origin? What is the refinery dealing with here?

Does this discovery also pose a security risk? Is the era of coaxium mining on Gaslin VII slowly but surely reaching its zenith? What is the significance of the chamber? Further research is needed here, as coaxium still accounts for a significant portion of the planetoid's economic output. The loss of this source of income at this point in time? Well, there could be disastrous consequences!

And then there's the strange cult that often meets at night in the wasteland of the planetoid to gather around the strange rock formations there like followers of an ancient, obscure religion. It seems to have been up to its old tricks again under the cover of night. There is talk of maintaining balance, if one is to believe the snippets of whispered conversation that have been overheard. Balance of what? What forces lie dormant in the stones out there in the vastness? What does the cult want? What does its existence mean for the planetoid?

Questions upon questions, and the answers are slow in coming...

OT information:

Gaslin VII – Episode 6 – Time of Change is a sandbox LARP based on DKWDDK with character sacrifice rules (your character cannot die unless you want it to kick the bucket) and our own set of rules.

Restrictions apply to Force users/sensitive individuals, Imperial officers and Mandalorians. These are casting roles. A confirmed registration for the convention does not guarantee a casting- character acceptance! With your registration confirmation, you will also receive information about the casting periods.

The event will take place from 5th November 2026 to 8th November 2026 at Stöffelpark in Enspel (RLP). It will be possible to arrive early on 4th November 2026 from 4 p.m. onwards by prior arrangement. The address of the venue is: Stöffel – Park, Stöffelstraße in 57647 Enspel

This event is a self-catering LARP, but it will be possible to purchase drinks and small snacks inside 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 and bringing real pets of any kind is prohibited.

This year there will be a shower container with 3 cubicles on site. Please remember to bring your own towels, etc.

Further information:

Available places: 199

Seasonal prices per ticket:

Season 1: 2nd March 2026 – 31st May 2026 €150 + 10€ for early arrival

Season 2: 1st June 2026 – 31st August 2026 €170 + €10 for early arrival

Season 3: 1st September 2026 – 15th October 2026 €190 + €10 for early arrival

Day tickets are not available this year!

Ticket prices for children under 18 years of age:

Up to 14 years: 60.00€

15-17 years: 90.00€

All children must be accompanied by a guardian. The organisers cannot guarantee supervision. Free admission with no age restriction (individual areas may have age restrictions).

Early arrival via prior arrangement: 4th November 2026, 4 p.m.

Arrival: 5th November 2026, 10 a.m.

Start of the event: 5th November 2026 at 6 p.m.

End of the event: 8th November 2026 at 2 a.m.

Departure: 8th November 2026 by 2 p.m. sharp

PLEASE NOTE!

Registration is only valid once the ticket price has been paid in full. If payment is not made within 14 days of receiving the payment information, the registration will be deleted and the reservation will be cancelled. Similarly, tickets that are not paid for in the ordered season will automatically be upgraded at the start of the new season. The 14-day period does not apply here.

NEW! Set-up/take-down helpers: We offer free participation for our helpers. However, we'll charge a deposit of 80€ in case you are unable to attend. The deposit will be returned to those able to attend after the event has been wrapped up.

Set-up: Attendance from 2nd November 2026 at 2 p.m til 5th November and on 8th November 2026, both until dismissal by the construction coordinator.

Persons who register as childcare providers or as companions of a severely disabled person participate free of charge.

Check-In:

For early arrival on Wednesday: 4:00 p.m. to 9:00 p.m. The Check-In desk is only staffed at certain times, so please give us a call if no one is there. (Phone number will be on display at Check-In bureau).

Arrival day: Thursday from 10:00 a.m. to 8:00 p.m.

On Friday the Check-In will only be opened in exceptional cases for players in special professions (e.g. teachers) or for parents with children via a quick call!

There will be no check-in on Saturday!

Please note that in case of illness, you can only transfer your ticket until October 15th!

Accommodation: In heated buildings or your own tents/campers; please specify when registering. All places are allocated ONLY by the organisers. Any other arrangements are void.

You must bring your own folding cots for out indoor areas.

Available places in bunk beds will be announced and allocated by the organisers. For these, you will need your own padding or mattress measuring 200x80 cm. Don't forget sleeping bags, duvets, pillows and other bedding.

Places in all areas will be allocated in the order in which registrations are received:

OT area (forge): 18 places (folding cots)

OT area (buildings around the café): 18 places (folding cots)

IT area Empire (workshop): 26 places (20 with folding cots + 4 bunk beds)

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

Tents in the IT area must be set up by 6 p.m. on Thursday and any vehicle must be removed from the site.

Where possible, tents should be designed or camouflaged to fit into the STAR WARS setting.

Ground pegs for hard ground and a powerful drill are required. The organisers do not provide tools. Electricity requirements must be specified in good time before the event and IP44-approved distribution cables must be brought along.

There will be an OT campsite for OT tents/camper vans. Heating: Gas heating is standard; electric heaters with external connections are not permitted.

IT play areas (infirmary, market, cantina, Imperial Base) must be vacated by 10 a.m. on the day of departure.

Covid-19 and flu policy: testing will be carried out on site at Check-In. Please be sensible and cancel in advance if you are ill and stay at home. Rejection at Check-In due to a positive Covid/Flu-test does not entitle you to a refund of the convention fee.

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, and that I will take note of any future changes to the rules and regulations.

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