

GALACTIC CIVIL WAR: FLAMES OF THE REBELLION

Galactic Civil War: Flames of the Rebellion (Episode IV) Wayne's World of Paintball, January 17-18, 2026 \$55 online pre-registration / \$65 onsite registration

Welcome to Altoona IV!

Welcome, adventurer, fugitive, smuggler, or—Force help you—wannabe hero. You've made it to Altoona IV, a planet so far off the galactic radar that most nav charts forget it exists. The air is damp, the jungles hum with life, and everything that breathes out here is either poisonous, criminal, or both. This world doesn't care who you were before you arrived. On Altoona IV, survival is the only currency—and everyone's running from something.

We're excited to announce that MindGame Productions next Flames of the Rebellion installment and our second event in 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 continue developing Florida as a new GCW event destination. This players' pack provides information on the setting, factions, and the Galactic Civil War rules set.

Galactic Civil War: Flames of the Rebellion (Episode IV) is a two-day event at Wayne's World of Paintball in Ocala, FL. This well-established scenario paintball and airsoft field is home to many MindGame Production events. There are deep woods, trails, a city, and multiple villages and structures scattered across 80 acres in Central Florida. The game is tied in with the GCW economy and database so GCW veterans have the opportunity to bring their developed GCW characters and previously earned GCW credits to Altoona IV, to continue their adventures and advancement in the GCW universe.

Game Aesthetics

The event replicates a gritty civil war in 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: There are many options to put together a simple and inexpensive kit to meet the requirements of the Rebel, Imperial, or Unaffiliated factions. 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.



EVENT SETTING

[Galactic Civil War](#): *Flames of the Rebellion* (Ep, IV) brings MindGame Production's FotR event to Altoona IV. Deep in the forgotten folds of the Outer Rim, Altoona IV is a temperate, overgrown world where civilization clings to the edges of dense forests and steaming jungles. The air is heavy with moisture and the hum of unseen creatures, and the canopies are so thick they block long-range scanners — perfect for anyone looking to disappear.



The planet lies along a major artery of the spice trade, a crucial route threading between Hutt-controlled space and the shadowy holdings of Black Sun. Both syndicates have carved out influence here, though neither has managed to dominate completely. The Hutts prefer open control — sprawling jungle refineries that belch smoke into the humid air and riverports where spice is traded openly under the watch of hired muscle. The Black Sun, meanwhile, operates with more subtlety and precision, exploiting Imperial corruption for information and favors, infiltrating corporations with their agents to shift situations to their advantage, or sending discrete assassins to solve problems when manipulation and bribery fail to do so.



The Imperial presence on Altoona IV is token at best: a small garrison stationed in Outpost Trellon, surrounded by a wilderness that swallows patrols whole. The stormtroopers rarely leave their fortified compound except for an occasional performative shows of force, or if a crime occurs so blatant and egregious that it cannot be ignored. Most locals assume the commandant is either corrupt, incompetent, or both.

The population is a patchwork of smugglers, outlaws, refugees, and settlers trying to make a living at the edge of known space. Communities are built deep in the primal forest, hidden by mist and moss, connected by overgrown trails and rumors. Others live near the great rivers, where ancient alien structures half-buried in vines hint that Altoona IV has seen civilizations rise and vanish long before even the Old Republic.

Altoona IV's locals have a saying: "The forest keeps secrets." For spice runners, fugitives, and those avoiding the Empire's gaze, that makes it the perfect place to call home — or to vanish forever. To the wider galaxy, Altoona IV is a footnote: a world not worth conquering, only exploiting. To those who live there, it's a place where survival depends on who you know, what you can hide, and how fast you can disappear when the wrong transponder code shows up on the scanners.

Environment:

A lush, temperate jungle planet with massive forests that stretch for hundreds of kilometers. The terrain alternates between misty highlands, deep ravines, and ancient ruins swallowed by vegetation. The wildlife is... enthusiastic about biting. Humid and temperate year-round, with frequent rainstorms that wash away tracks, evidence, and sometimes entire outposts. Summers commonly range above 92° F (33° C), while winter highs may average 75° F (24° C).

Technology Level:

Standard Outer Rim: blasters, starships, and plenty of tech that only works if you kick it first.

Settlements & Key Locations:

- Port Sleen: The biggest town on the planet. A chaotic sprawl of cantinas, chop shops, and smugglers' docks. If it's illegal, it's for sale here.
- Outpost Trellon: Crumbling Imperial fortress. Power flickers more often than morale.
- The Broken Helm: Hidden Mandalorian enclave deep in the forests of the Karran Expanse. Invisible from the air.
- The Veiled Spire: Ancient pre-Republic ruins. Occasionally odd relics and mysterious pieces of pre-Republic technology are unearthed here by scavengers or a rare archaeological team.
- N'thil Basin: Valley hosting a settlement occupied primarily by logging and mining company employees.
- Verrin's Fall: Overgrown ruins filled with half-buried technology from a pre-Republic civilization. Local legends say it's haunted by "metal ghosts."



Story LARP Mechanics

Immersive, always-on roleplay where the galaxy runs 24/7. Players stay in-character during the event, taking jobs, running missions, trading, following their faction's chain of command and shaping the story through their actions.

Key Features:

- **Continuous Play** – The game never pauses; events unfold in real time.
- **Faction Missions & Jobs** – Contracts, smuggling, bounty hunts, and diplomacy affect the war.
- **Economy & Upgrades** – Earn and spend credits on gear, intel, and influence.
- **Dynamic NPCs** – Merchants, officers, and underworld figures react to your choices.
- **Lasting Consequences** – Your successes and failures change the game world.

Unaffiliated Players: Role & Mechanics

- **Who counts as Unaffiliated?**
Anyone whose costume doesn't clearly follow Imperial or Rebel uniform standards—think mercenaries, bounty hunters, Mandalorians, outlaws, and other galactic drifters.
- **What gameplay functions do they have?**
 - **Independent path:** Unlike Rebel or Imperial players, they have no faction allegiance or steady income. They must seek gigs from NPCs—such as shopkeepers, guilds, or local citizens—to earn credits.
 - **High cost of downtime:** Upon elimination, Unaffiliated players respawn at a Bacta Clinic—but must **pay credits** to do so.

MAJOR FACTIONS

The Imperial Garrison

Motto: Order through survival.

Leader: Commandant Alester Vorn, who insists the garrison is “strategically positioned” and not “abandoned.”

Personality: Paranoid, undermanned, and corrupt.

Agenda: Maintain Imperial authority in name only while staying alive.

The Imperial presence on Altoona IV is a tragicomedy in uniform. Their supplies are thin, morale is thinner, and half the troopers are secretly on someone's payroll. A lonely detachment of stormtroopers occupies Outpost Trellon, a jungle fortress perched just on the outskirts of Port Sleen. Their numbers are dwindling, morale is abysmal, and supply lines are unreliable. Rumors suggest the commandant is accepting bribes from both major syndicates just to keep the garrison operational.



- **Objective:** Maintain an illusion of Imperial control while minimizing direct engagement in anything that could become a losing battle.
- **Base of Power:** Outpost Trellon. A decaying Imperial fortress, more rust than durasteel, surrounded by motion sensors that fail as often as they work.
- **Key Personality:** Commandant Alester Vorn, an ambitious officer exiled here after a political blunder on Corellia.

Rebel Partisans

Motto: We are the spark.

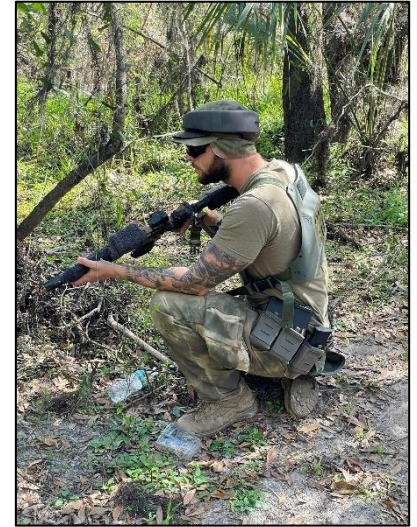
Leader: Captain Cian Shay, tough, tired, and done losing.

Personality: Idealistic, desperate, disillusioned.

Agenda: Build a hidden supply hub and link with the broader Rebellion.



Operating from the rumored base Haven Red, the partisans conduct hit-and-run strikes against Imperial patrols and syndicate convoys. They're under-supplied but rich in idealism and dynamite. Whispers speak of a Rebel Alliance cell operating somewhere in the central jungles, possibly near the ruined city of Verrin's Fall. The base's location is unknown even to most locals — some say it's underground, others claim it's mobile. The partisans conduct sabotage missions against Imperial patrols and occasionally raid Hutt and Black Sun convoys.



- Objective: Disrupt Imperial operations and gather intelligence for the larger Rebellion.
- Base of Power: Unknown location (rumored to be called Haven Red). Alternately reported to be an underground base, a deep forest camp, or a base hidden in the overgrown

ruins of a pre-Republic settlement.

- Key Personality: Captain Cian Shay, a veteran of early Rebellion skirmishes who believes Altoona IV could become a critical supply hub if liberated.

The Hutt Syndicate

Motto: Profit is loyalty.

Leader: Gorga the Hutt (rarely seen; operates through lieutenants).

Personality: Loud, oily, and pragmatic. Violence is a form of negotiation.

Agenda: Expand spice refineries and crush Black Sun competition.

The Hutts are the oldest and most entrenched criminal empire, virtually functioning as a sovereign power. Operating locally under the bloated authority of Gorga the Hutt, this syndicate controls several open-air spice refineries. The air there shimmers with chemical haze, and the rivers run strange colors. Gorga's enforcers — mostly Nikto, Weequay, and human mercs — maintain "order" through intimidation and very public executions. Feudal, decadent, and brutal; the audacity of Hutt syndicate operations on Altoona IV is remarkable. The Empire may rule the Core, but Hutt Space bows to no one.



- Objective: Expand spice production and eliminate Black Sun competition. Deal with Rebel harassment of local convoys.
- Base of Power: Port Sleen, the planet's largest settlement, built along a winding river delta. It's a wild blend of cantinas, spice docks, and crumbling architecture. Stormtroopers occasionally patrol, but mostly for bribes. Half the locals are smugglers and the other half are pretending not to be. The Hutt syndicate is known to be based in a crumbling, former municipal building uncomfortably close to the Outpost Trellon. Many suggest that was an intentional show of Gorga's disdain for local Imperial power.
- Key Personality: Vikka Dar, Gorga's human lieutenant, a ruthless former Imperial logistics officer who still organizes shipments with military precision.

The Black Sun

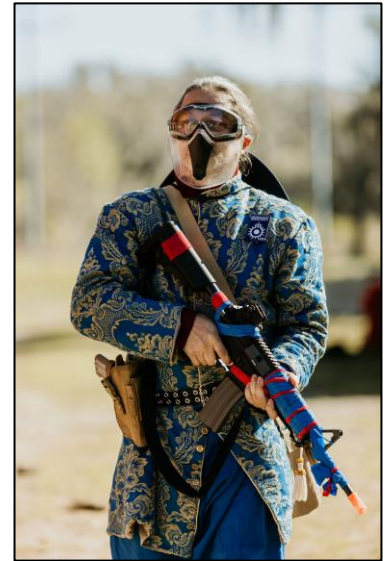
Motto: Control through silence.

Leader: Zyrix Ten, Local Black Sun Vigo with a smile like a vibroblade.

Personality: Cold, patient, corporate.

Agenda: Expand into the Outer Rim, targeting Hutt trade routes; infiltrate Imperial logistics and security sectors; control the flow of information and build an intelligence network capable of surviving the fall of any regime.

The Black Sun is the galaxy's most elegant cancer. On Altoona IV, they hide behind corporations and logging fronts, using quiet control rather than open dominance. The Black Sun's presence on Altoona IV is subtle but deeply rooted. They operate through a network of "front companies" — logging camps, research stations, and spice transporters — all funneling profit and intel back to Zyrix Ten, the local Vigo. Their operations rely on stealth and leverage rather than open confrontation.



- Objective: Undermine the Hutt syndicate while avoiding Imperial notice. Establish points of control over and within local Imperial forces.
- Base of Power: The Veiled Spire, a haunting, half-organic tower overtaken by moss and vines, used as a base for Black Sun operations. Inside, it's filled with dim light, cybernetic guards, and encrypted comm hubs.
- Key Personality: Zyrix Ten, a Vigo known for his calm charm and absolute lack of empathy.

Mandalorian Enclave

Motto: Iron endures.

Leader: Gonda Sarson, ex-commando, proud and haunted.

Personality: Proud, disciplined, fractured.

Agenda: Survive, rebuild, and protect the survivors of Lithia Prime.

Hidden deep in the Karran Expanse, a dense forest region shrouded in constant mist, lies a small enclave of Mandalorians who fled from Lithia Prime after Imperial crackdowns. They live in secrecy, repairing armor from scavenged parts, and training in the old ways. Their numbers are few but fiercely loyal, bound by shared exile and loss. They are still regrouping and trying to find their way after their flight from Lithia Prime and have had minimal contact to date with other residents and factions on Altoona IV so far. Many of the younger Mandos have taken great delight in proving their mettle in hunting some of the more dangerous and aggressive fauna of Altoona IV.



- Objective: Survive, rebuild, and one day reclaim a future for their people.
- Base of Power: The Broken Helm, the hidden Mandalorian enclave, its walls camouflaged with jungle growth. Its forge still burns beneath the canopy, a rare symbol of resilience.
- Key Personality: Gonda Sarson, the enclave's leader — a former commando who hides her grief behind a calm, resolute exterior.

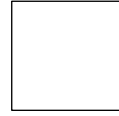
UNIFORMS AND UNITS

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 FotR4, there are four Unaffiliated sub-groups; an enclave of Mandalorians, the Black Sun crime syndicate, the Hutt syndicate, and truly unaffiliated citizens and adventurers.



Hutt Syndicate

The Hutt criminal syndicate is powerful and shamelessly audacious in flaunting their power and violence. They wear sci-fi civilian-style cosplay and include many alien races. It is suggested that Hutt syndicate members incorporate a crimson costume accent to assist in team identification, such as a crimson scarf, bandana, armband or sash.

The Black Sun

The Black Sun is a criminal syndicate competing with the Hutts for regional dominance. Their tactics are sometimes more subtle than their thuggish rivals. They wear sci-fi civilian-style cosplay. It is recommended that the Black Sun members incorporate a blue costume accent to assist in team identification, such as a blue scarf, bandana, armband or sash.

<u>Mandalorians</u>	<u>Unaffiliated</u>
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 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.

WEAPONS

All weapon replicas must be chronoed before use at a Galactic Civil War event.

- Characters default to semi-auto only (no binary triggers) unless they are Heavy Class using a Heavy Repeater Blaster or have purchased a Custom Repeater Mod (short bursts only).
- Rate of fire capped at 25 RPS.
- Admins will spot check throughout the event.
- External HPA Adapters which feed from an AEG magazine mounted below the grip are not allowed at GCW Events, for any class. HPA Shotgun adapters and other solutions where the BBs are stored inside the grip are highly encouraged for Pistol Primary usage.
- Ammo limit: 500 rounds total; reload only at base unless player's class allows special ammo rules.
- Loaded 40mm shower shells don't count toward ammo limit.
- Low-capacity mags (≤ 50 rounds) can be reloaded anywhere.
- Blaster / Scattergun / Blaster Pistols:
- 317fps (1.5j) or lower. Semi auto only.
- Blaster Pistol: Can be easily wielded with one hand and holsterable, maximum of 50 round magazines.
- Thermal Devices
 - Allowed types: Enola Gaye EG67, Taginn Tag67, CO₂ grenades (Thunder B).
 - 20-foot kill radius at detonation if not behind hard cover.
 - One device limit; can upgrade carry capacity to max 5.
 - Thermal kills bypass BB hit; self-revives disabled. No Bleed-Out... just dead.
 - Loot remains after thermal kill.
 - Juggernauts: thermals stun, not kill; closer = longer stun.
 - 40mm pyro rounds count toward carry limit; BB shower shells do not.

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 Summary

Weapons and Gear: May use Blasters, Scatterguns, Blaster Pistols and shower shells. Can carry up to 2,000 rounds (loaded or unloaded). May reload THEIR OWN magazines anywhere on the field. They also gain 5 additional Thermal Detonator (grenade) slots. They may carry up to 2,000 rounds on their person (loaded or unloaded) instead of the standard 500 rounds. They cannot use their ammo load to replenish another player. Assault class may reload THEIR OWN magazines anywhere on the field.



Heavy Class Summary

Weapons and Gear: Unlocks the ability to use a Heavy Repeater Blaster with 1 drum magazine or up to 4 high-caps in addition to the player base 500 round carrying capacity. May carry and arm proton charges. Heavy Class characters may use Blasters, Scatterguns, Blaster Pistols and shower shells with the standard player capacity of 500 rounds if they choose to have a back-up weapon. Heavy class characters whose Heavy Repeater Blasters cannot be switched to semi-auto should carry a backup weapon for close range encounters. Heavy Repeater Blasters

should meet 3 of 4 of the following: Over 36" length; Over 12 lbs loaded; Lore-accurate replica; In-universe appearance



Medic Perk Summary

Weapons and Gear: 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. Medics receive a bacta sprayer at check-in but may bring their own, as long as the water reservoir is 200ml or less.

Abilities: Medics revive bleeding-out allies by placing a hand on them and spraying with a bacta sprayer for 20 seconds. Sprayers can also refill bacta vials.



Operative/Scoundrel Perk Summary

Weapons and Gear: Operative/Scoundrel characters are limited to blaster pistols only, with the standard maximum of 500 rounds on their person. If the Skirmesh system is used at the event, Operatives are equipped with a computer spike that allows them to increase or decrease stabilization time of Skirmesh capture points.

Abilities: Can physically hide purple-stickered loot or personal items (with consent). Only other Operatives can loot hidden items. Can reveal hidden intel, repair juggernauts or vehicles, and modify Skirmesh point timers using a computer spike (speed up or slow down capture

times).



Recon Perk Summary

Weapons and Gear: 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. Recon also grants use of DMRs, sniper rifles, night vision, thermal imaging, and drones (must follow field safety rules).

Abilities: Stealth Elimination- A Recon player can eliminate an unaware enemy by placing a hand on them, saying "stealth elimination," and counting to 10 out loud while maintaining

contact. If completed, the target is silently eliminated with no bleed-out and must quietly return to respawn.

If interrupted, the target enters bleed-out and can call a medic.

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.



revive 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



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)

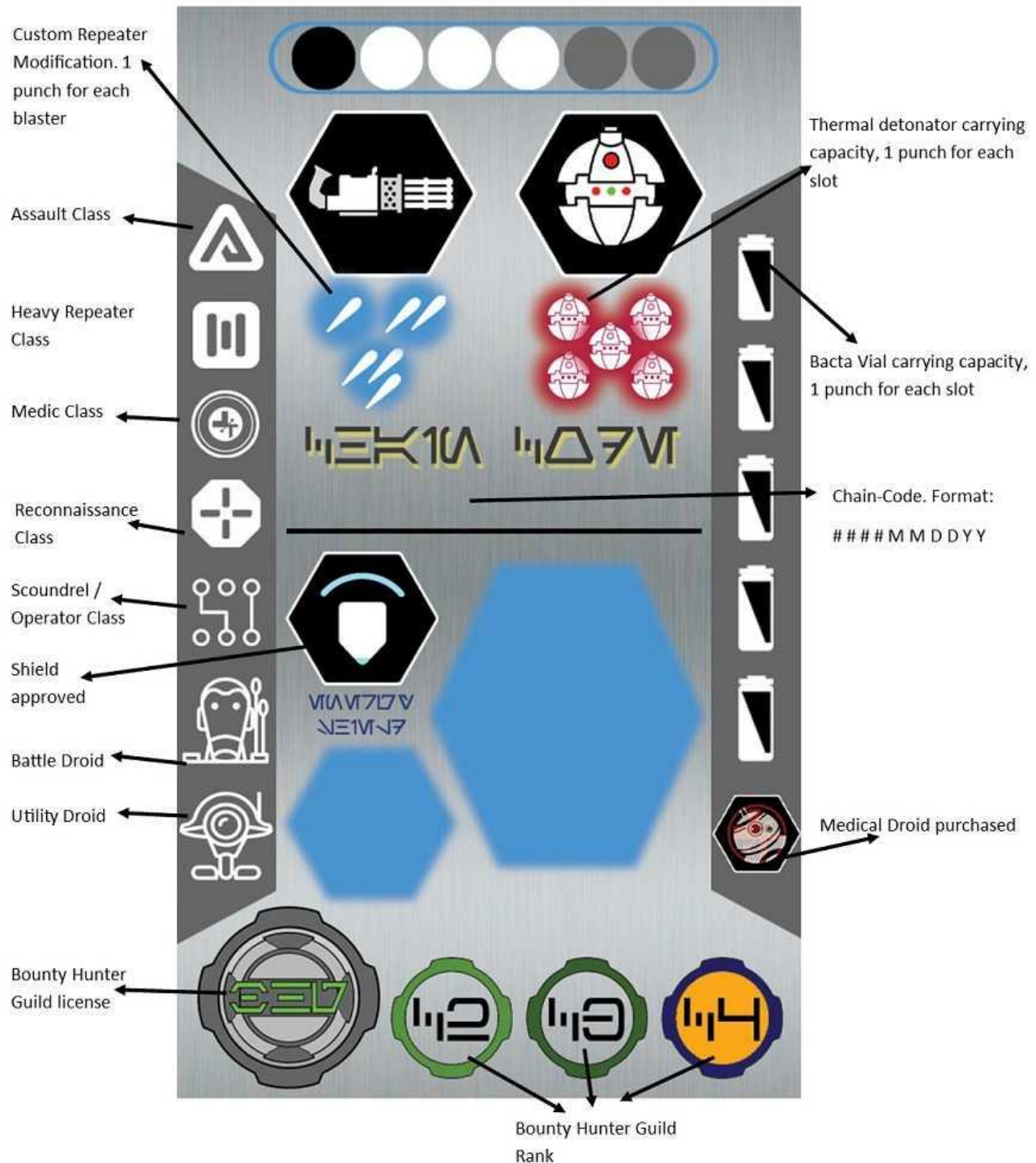


Since the GCW ruleset allows you to develop your character over time, some long-term players have managed to work themselves up to Hero Character status.

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 "programed/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.

Companion specializations include:

Medical – May use the player's bacta vials to revive other players or can apply owner's full bacta vial at end of their bleedout to self-revive. Unlocks an additional bacta vial slot and gains a bacta vial.

Slicing – Player may slice terminals

Repair – Can repair droids, juggernauts, capture points and vehicles

Ammo – Gain 1000 additional ammo carrying capacity and can reload magazines on the field.

Explosives – May arm Thermal Charges. Explosives companion may self-destruct while player is in bleedout using a thermal detonator. Gain an additional Thermal Detonator carry slot while you have an explosives companion.

Scout – Player may control a drone in the field.



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.

Combat Summary

Character Status

Alive:

A character who is fully active in the game.

They can move, fight, use abilities, and interact with objectives.

This is the default state until they are put into bleedout or eliminated from play.

Bleed-Out:

By default, characters are put into bleedout by a single bb strike anywhere on their body, unless they have a special rules unlocked on their character such as resilient, headshot immunity, riot/energy shield, or Juggernaut (detailed below). NPC creatures/special melee NPCs can cause bleedout; player melee cannot.



In bleedout, a character must immediately take a knee or lay down and cannot fight, use abilities, or equipment. They can call for a medic, crawl (as long as they HEAVILY role-play their wounds) or await aid from teammates. Do not shoot characters in bleedout unless they hide their sash. If revived during this state, they return to Alive with gameplay restrictions based on revival rules.

Characters in bleedout can be eliminated early if enemy characters place their hand on their shoulder for 10 seconds, or roleplay melee for 10 seconds (no actual strikes), if eliminated this way Character should hand over visible loot-able props, then return to respawn.

If left unattended for the full bleedout timer (or finished off according to the rules), they transition to Eliminated.

Eliminated:

A character who has fully bled out, been executed, or otherwise taken out of play for the current life.

They must follow respawn rules (e.g., return to their command post, wait out a respawn timer, or other event-specific mechanics). While eliminated, they may not interact with the game in any way until they have respawned.

Keep sash visible at all times until respawned.



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.

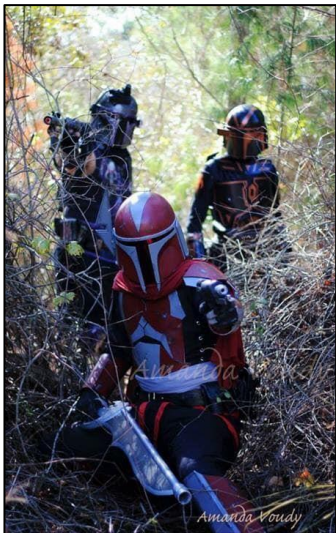
All characters may only carry one Thermal device on them at a time. They may upgrade their carrying capacity with credits at the munitions vendor to a maximum of 5 slots.

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 (updated rules)

Characters in full Beskar Armor, distinctly non-human species, and droids may take between 2 to 7 consecutive BB-strikes before they start their bleed out. Level to be assigned by GCW Staff. These three BB-strikes need to happen in fairly rapid succession. So if a resilient character is shot but ducks behind cover for a few seconds, their Resiliency is “reset”. They will again be back in the fight and requiring a rapid succession of hits to enter bleed-out.

Beskar Armor: Level 2–5 (helmet, chest, back/jetpack, vambrace, 2+ lower-body armor pieces). Resilience for Beskar wearers is calculated off of practical body coverage, which means things like inner elbow, neck, back of knees, armpits, inner thighs will not count against you. This means the more visible armor covering your body the higher the resilience rank you will get assigned.

Aliens/Droids: Level 2–7 (higher for non-humanoid, quality builds).

Imperial Plastoid: Level 2–3 if full canon armor + helmet.

Submit kit photos (front and back) to gcwcostumes@gmail.com to be assigned your value. Photos should reflect the way you are going to wear it during the event, soft parts and all. Remember only visible armor counts towards the resilience ranking.



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. The plastoid dispersed the blaster heat across your body. Get up, groan, stow your dead sash and get back in the game.



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

Minimum plastoid armor required for the self-restore 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-restore 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 microbiotic 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-revive.



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

What It Is:

- Shows how notorious your character is in the criminal underworld.
- Represented by **orange armbands/leg bands** (1 per HEAT Rank).
- More HEAT = more jobs & payouts, but also marks you as a target for Bounty Hunters.

Getting HEAT:

- +1 HEAT issued for completing NPC criminal jobs (smuggling, burglary, piracy, unauthorized slicing, assassinations).
- Imperial/Perla characters issue +1 HEAT on players that touch eliminate them during their bleedouts. The HEAT band is to be issued while the touch elimination is occurring.
- Imperial/Perla Officers may issue multiple HEAT bands if they catch you committing illegal acts. These bands can be issued while the offending player is alive, in bleedout or eliminated.
- Certain NPCs can also issue HEAT if they witness crimes.

Max HEAT:

- 4 bands (one per limb).
- At 4 HEAT, you may get a **tracking FOB** placed on you. HEAT bands are removed, but you stay at Rank 4 until a Bounty Hunter with a tracking remote captures you.

Losing HEAT:

1. **Lay Low** – Interact with certain NPCs/immersion players (e.g., Casino safehouse). Band marked with removal time: 45 min per band.
2. **Brought in by Bounty Hunter** – Pay:
 - 1 band: 200 credits
 - 2 bands: 400 credits
 - 3 bands: 800 credits
 - 4 bands: 1600 credits
3. **Can't Pay** – 30 min jail time per HEAT band (BHG or Imperial cell).
4. HEAT bands must stay visible.





BOUNTY HUNTERS GUILD

Bounty Hunters' Guild (Story LARP) Joining:

- No HEAT? Buy a license from Quarry Master for **1000 credits**.
- Start at **Rank 1**, max Rank 4.
- Can only capture targets with HEAT $\leq$ your Rank (teams can combine ranks).

Ranking Up:

- Bring in a bounty with HEAT equal to or higher than your Rank.

On the Hunt:

1. Check in as **ACTIVE** at the Guild (get blue armband – must be visible).
2. Go off-duty by returning armband.
3. Receive tips on high-value targets at the guild.
4. Imperial command may put out bounties on specific characters through the BHG. These targets must have HEAT to be captured by Hunters and should be brought directly to Imperial Command to be completed.

Capturing:

- Targets may surrender or resist.
- If in bleedout, place a hand on them and state you're bringing them in (Rank must be sufficient).
- In safe zones, same process without combat.
- Weapons disabled in custody.
- If Hunters die before reaching the Guild, quarry escapes.

Payouts:

- 1 HEAT: 100 credits
- 2 HEAT: 200 credits
- 3 HEAT: 400 credits
- 4 HEAT: 800 credits
- Teams split rewards.
- High Rank Hunters may get tracking remotes for high-value targets.

Losing Your License:

- If you gain HEAT while ACTIVE, you lose your ACTIVE band and license.
- The ACTIVE band can be turned into the Guild for a 200-credit reward by person who confiscated the band.
- Hunter Rank resets; you can't buy a new license for the rest of the event.



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 your waivers online before the event! MGP Event Waiver <https://waiver.smartwaiver.com/v/2025to2026>

Timeline

Saturday, 17 Jan	Sunday, 18 Jan
0730 – Gates Open	0800 – Gates Open
0800 – Registration and Chrono Open	0900 – Game Start
0900 – 1 st Safety Briefing	1500 – (Approximately) ENDEX
0930 – Game Start	
1830 – (Approximately) Cease Fire	

Chrono Procedures

We recommend going through chrono and registration as early as possible to give you ample time to prepare your gear and link up with your squad mates and faction leaders.

The chrono station is a short distance from the main staging area. 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.



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

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

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
Hutt Syndicate	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
Mandolorians	7	462.712				

Wayne's World of Paintball
4841 S. Pine Street
Ocala, Florida 34480

Field Location



Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

From the south - **Exit 341 (Old 67)** - make a right turn and travel east approx. 5 miles until you reach Hwys. 441/301/27, turn left (we are located about 10 miles north).

From the north - **Exit 350 (Old 68)** - make a left turn onto Hwy. 200. Travel east until you reach 441/301/27. Turn right, and travel about 3 miles south. (If you turn right at the Walgreen's/Target Stores **YOU ARE NOT ON** Hwys. 441/301/27. You **must turn right again** when you reach the Popeye's Restaurant - Pine Street.)

The entrance to the field is located at 4841 S. Pine Street, directly across the street from the Ocala Drive-In Movie Theater screen. Located between Factory Direct Mobile Homes and Raintree Mobile Homes the entrance drive will be clearly marked. Follow the entrance drive through the gate at the top of the hill.

Dixie Motel
1539 S. Pine Ave
352-629-1590

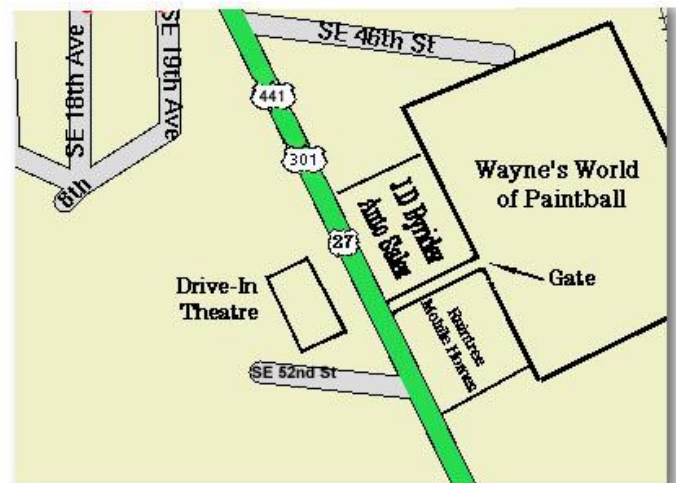
Travel Lodge
1626 S. Pine Ave
352-622-4121

Holiday Inn Express
1212 S. Pine Ave
877-410-6681

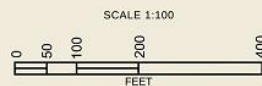
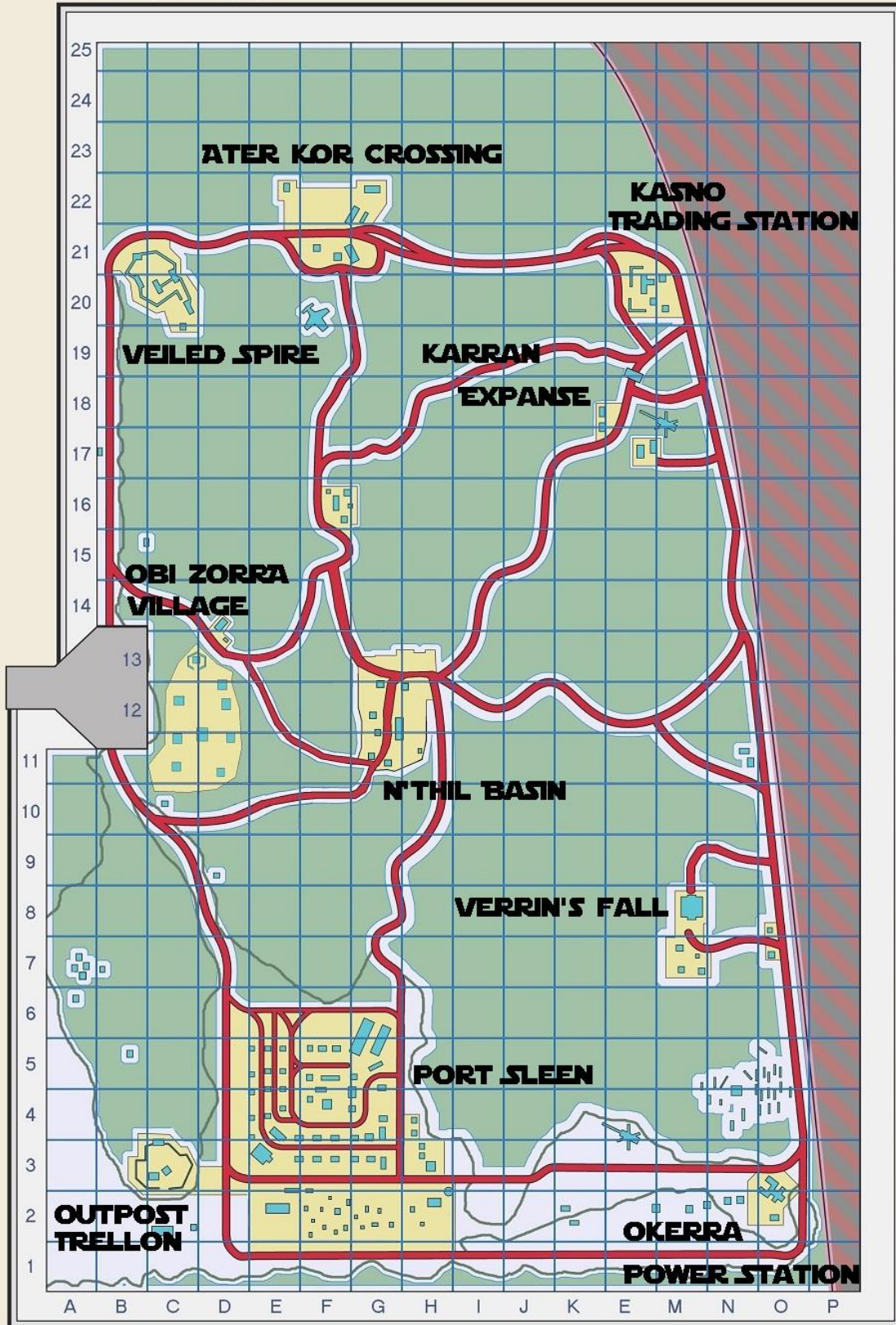
Hilltop Motel
5801 S. Pine Ave
352-867-1137

Silver Princess Motel
3041 S. Pine Ave
352-622-7186

Budget Inn Ocala
2901 S. Pine Ave
352-351-2131



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



MindGame Productions 2026 Event Rules (w/ GCW amendments)



General

1. We reserve right to revoke play from players who break our stated and in-game rules during the event.
2. We reserve right to revoke play from players who are disruptive, uncooperative, and refuse to listen to game admins.
3. Players under 18 must have waivers co-signed by a legal guardian.
4. Read the player's pack. Be familiar with the event rules!

Personal Protection

1. Full sealing eye-protection required (Impacted rated with gasket seal)
2. Mesh goggles worn only in with shooting glasses or prescription glasses
3. Dead Sash mandatory
4. Red flashlight or chem-light to signal "dead status" for night games
5. Uniforms appropriate for selected faction are required
6. All players must have at least one canteen or hydration pack
7. Radios recommended
8. Driver's license or other form of ID should be kept on person at all times

Personal Gear/Uniforms

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

Weapon Rules

1. Blasters (Rifle/SMG) 1.5 joules or less (approximately 401fps with .2 BBs or 317fps with .32s) 10' min engagement distance
2. Precision Blasters (DMR) 1.88 joules or lower (450 fps with .20 BBs or 355 fps with .32 BBs). 75' MED
3. Heavy Repeater Blasters (Support) 1.5 joules or less (approximately 401fps with .2 BBs or 317fps with .32s) 50' MED
4. Sniper -2.8 joules or lower (548 fps with .20 BBs or 435 fps with .32 BBs) 100' MED
5. Weapons with external gas tanks must have regulator locks
6. Weapons on safe with magazines out in the staging area
7. No blind firing. Eyes should be looking down the barrel when engaging a target
8. If target is within 10', please use safety kill and "bang" out the enemy (max 2x enemies)



Wounds and Medic Rules

1. A hit anywhere on body or gear is a valid hit
2. Ricochets are not counted, but if in doubt, call the hit
3. Friendly fire counts as a hit
4. Thermal Device (Grenade) casualty radius is 20', if in doubt, assume you're in the radius.
5. No melee, knife, or touch kills in GCW but a victor may kneel beside an enemy in "bleed-out" to finish them off
6. The first hit or burst that hits you leaves you wounded. Note some characters may be *resilient*
7. Yell "HIT!". Go prone or take a knee. Put on your dead-sash or red dead-light
8. You MAY call for medical assistance but don't point or call out enemy positions to team mates
9. If finished off while wounded or fully bleed out, you are dead and must go to respawn
10. Note some characters may have *self-revive* ability
11. You may "buddy-carry" a casualty with one hand must be on casualty's vest. Both may move at a walk
12. Each player should carry at least two ACE bandages in a personal IFAK
13. Only someone with the "First Aid" perk may administer first aid.

14. 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.
15. 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.
16. Return to the designated respawn location. Drink water. Reload. Return to play.

Pyro/ Smoke

1. Due to fire concerns, only pull-ring (cold-burning) pyro may be used
2. Players may bring smoke to the field but eyes must be kept on the smoking grenade
3. Smoke may not be thrown into buildings