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Daymar Rally

the filthiest race in the verse



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Daymar Rally

Rule Book Version 3.0

rocks.dust.guns

THE HISTORY OF THE DAYMAR RALLY

Everyone knows the seedy story of the Stanton Annexation. What you might not know is that the Daymar Rally's story starts at nearly the same point.

By 2903, when the UEE finally got around to annexing the system, Stanton's green belt was home to tens of thousands of squatters, covering all three of its terrestrial planets and quite a few of the smaller bodies, including the moons of what would soon be named Crusader. At that time, Daymar was still uninhabited - it wouldn't be until three years later that Darnell Ajay would build the first permanent settlement.

From that point on, Daymar slowly gained its filthy reputation. The moon was one of the hotter pirate havens by 2912, when Advocacy agent Crista Tamdon was ambushed and killed while chasing a suspect across the plains that now bear her name. In the years since, we've seen scandal after scandal in the Crusader neighbourhood: Covalex shipping lost its main Stanton hub to an "accident" and chose to move the entire operation rather than investigate fully. Sataball star Jett Barnes was killed when his ship was attacked and apparently shot down near Cellin. Drug trafficking and piracy are commonplace in the rings around Yela. Crusader industries has even gone so far as to admit that its ability to enforce any kind of law in orbit around the giant is pretty near zero.

So why would anyone want to race there?

Because racing, by its very nature, is filthy. Right down to its earliest roots.

Smugglers and pirates on the high seas of 18th and 19th century Earth learned quickly that avoiding the law was fairly simple - be the fastest boat, and don't get caught. Bootleggers would operate on the same premise barely 100 years later -- and their custom-built, high-performance stock racing machines would lay the groundwork for some of the most storied and celebrated forms of racing in history.

A few even speculate that Norman Eager's massive sculptures on Daymar weren't just visible from orbit as a means of expression. They may have pointed the way towards landing sites for "aspiring entrepreneurs" who pulled ore and machinery from Shubin's nearby SCD-1 mine and high-tailed it into the desert for quick pickup.

Norman's artwork has since been consumed by the desert, but the legend remains: It's no coincidence that the Daymar Rally with a mad dash for Eager Flats. Ever since, the short span has been known as the place where an aspiring driver tests his or her mettle against brutal sun, relentless terrain, and limited oxygen. If you can't make it through "Hell's Half-Hour", you may as well stay home.

The first years of the Daymar Rally were, not surprisingly, private affairs. A group called "the Daymar Seven" are credited with the first successful run of the official route, in 2917. It wasn't so much of a race as a tour, though - the group wanted to take in the massive art installations close-up, and then added Wolf Point as an added goal, when they learned the site of the historical prank was also relatively nearby. After a few years in relative obscurity, breathtaking shots from those first few trips started to circulate, and it had become something of an event in the span of five years. Even if it wasn't competitive yet, though, those early 'Daymar Rally' experiences were still dangerous - smugglers and outlaws were still taking their chances against Shubin's security, so the whole thing was live-fire before it was even a race.

The first real competition year was 2922, when Nils Lawrence, one of the original "Seven", met with other racing enthusiasts and put together a four-team promotional event -- with the winners gaining the honour of naming the trophy. However, when the first-place team finally arrived after the gruelling, poorly-organised mess, driver Jenny McKay famously spit in the trophy cup and said, "I don't care what you call the thing. Just get me out of here." The quote and later accounts of the 2922 run solidified the Rally's reputation as a nightmare of rocks, dust, and guns -- but in the end it paid off. 11 teams signed up to race the following year, competing for a racing trophy that remains nameless to this day.

From there on, the Daymar Rally roared. McKay's mechanic, Danny Roth, won the next two Daymar Rallies in a row, and three out of the first five. Jenny herself made big news when she finally deigned to return to the route in 2929, after years of denouncing the race as an "amateur hour" whenever she had a chance. To everyone's delight, her triumph was spoiled and her spotlight completely stolen by the Stranger, whose dramatic and fatal victory made headlines across the UEE.

No race is without controversy, though. The late 20's and early 30's were the heyday of the big Rally teams like Ars Celeritas, Clockwork Innovations, MANTIS racing, and Golden Arrow. They were pushing the limits of rover, buggy, and bike tech - and stabbing each other in the back to gain any kind of advantage. Then came 2935, The Race With No Winner. The blame for the disaster fell on everything from corruption in the rally commission, to corporate espionage. In less than two decades, the race had gone from an escape route for smugglers and thieves to a whimsical tour of art installations, then to the inspiring sacrifice of the Stranger, and finally the dark depths of the worst kind of sportsmanship. The Daymar Rally was born filthy, and it died filthy.

Or did it?

A lot of things have changed, over the last decade or so. In 2949, the Daymar Rally will return after a hiatus of fourteen years, under new management, with new rules and racing classes. Competition promises to be fierce, and the field is literally wide open. Now is your chance.

Put the hammer down and burn your way through Hell's Half Hour. Turn left at Eager Flats, and power up your weapons. Tighten your aim and pour on the speed - it's your turn to spit in Racing's only nameless trophy cup . . .

. . . and win the Filthiest Race in the Verse.

I'll see you out there,

Billy Hyde



state of the rally

why so early?

When I began writing the rules for the Daymar Rally, 3.0 had recently dropped and the development roadmap was released. Looking at the release schedule for the year, it became clear that in 2019 we could potentially hold the rally with most of the mechanics required to complete an endurance race of this scale.

Throughout 2018 we have taken some hits with features like repair, refuel and server meshing all being pushed back to the first quarter of 2019.

This, however, has not changed our ability to hold a complete race minus these crucial mechanics that will make the Daymar Rally 'the filthiest race in the verse'.

The teams that have attended our practice runs have taught us many tricks using current builds of Star Citizen that band-aid the missing mechanics for the first rally on the 27th of January 2949 (2019). Avoiding repair altogether and relying on spare vehicles has been integral so far in a support pilot's role. Refuelling currently doesn't affect the distance a ground vehicle travels or the speeds that support craft travel to stay with it's driver.

We caught a lucky break when 3.2 dropped, limiting the massive amount of rocks that littered Daymar's surface. The sheer amount of rocks that were once only for the most daring drivers have now been reduced significantly to allow for an easier path to Eager Flats and beyond. But for every lucky break and up-tick in performance came additional challenges like the above-mentioned loss of repair and refuel in the time-line as well as other challenges. One major change impacting the drivers and support was the loss of ground base navigational markers.

There are still two major roadblocks that challenge organisers and that is the way in which wheels easily fall off a Rover or Cyclone, and the population of our current servers.

The upcoming 3.3 patch is introducing 'Scramble Races' to the verse and it looks like we may see changes to wheel loss with this implementation.

Rovers are also gaining the use of all six wheels instead of just four. This may make the Rover one of the more popular division choices for drivers.

At the time of writing this Server Meshing had been completely removed from the 2018 roadmap and only a lobby refactor in patch 3.5 added in preparation for server meshing which is no longer listed. Therefore, we will not see large population servers for the first Daymar Rally.

Once again the Daymar Rally team is prepared and our intermediary plan for 2019 is to hold a server per division. Each server will have a Daymar Rally organizer for teams and staff to join on.

All-in-all Star Citizen alpha is still in a state where we can run all divisions in a full course race. We have held practice events every month for the past six months leading up to January race day. We have seen every bug imaginable and are well prepared for the worst.

Organizers are seasoned and are confident in a successful first implementation of the Daymar Rally into the universe of Star Citizen.

See you on Daymar.

- Cor5aire

divisions

rover.buggy.bike.support

This choice will determine the type of racing experience you have. Each vehicle has a different value of speed, durability, storage and fire power.

The Ursa will take a beating but is the slowest vehicle of the three types.

Cyclones are quick, less durable than the Ursa, but more durable than bikes, and they pack a decent punch.

Bikes are by far the quickest way to traverse terrain - but be careful because it won't take much to end your rally.

The support role is your eyes in the sky, an angel when that wheel inevitably fall off from the shear harsh terrain. There are many options when choosing the correct support ship.



divisions

rover.buggy.bike



my ride

No matter which division you choose, these basic rules will guide you on your journey to victory.

When Star Citizen is full featured each division is run staggered 1 hour apart on race day. The Bike Division starts the day off, followed by the buggy division and lastly the rover division rolls out of the blocks. Each team is comprised of a maximum of two race drivers and two support crew members.

Each division has pros and cons to vehicle choice but all vehicles share these same guidelines.



the basics

- Two drivers maximum per race vehicle
- No live fire before checkpoint one
- Live fire ON after checkpoint one outside the 200m armistice zone
- Race vehicles can fire on opponent support craft - this includes hand weapons
- Drivers can alternate during the race
- If both drivers die during the race your rally is over
- Race vehicle class/variant/manufacture can change during race
- Spare vehicles allowed to the maximum capacity of support craft
- Only one vehicle may race per division at a time
- Repairs may be made during the race
- Spare parts may be carried by vehicle or passenger
- At least one crew member must enter a checkpoint to complete a check or finish the race
- If all race vehicles are destroyed a driver may continue on foot
- If a team member dies, he or she is permanently removed from the race
- All drivers must be in the server party group
- Drivers can carry supplies eg. OxyPen.

rover division

Class: Exploration
Manufacturer: RSI



The only current contender for the Rally's Rover division is RSI's scrappy six-wheeler. Don't let the uniformity of the field make you think the race won't be exciting, though - The Rover division is likely to be action-packed, as the whole pack may well stay within firing range of each other, from start to finish.



RSI - URSA ROVER

STRENGTHS

- Rugged. Course-proven chassis
- Strong weapon options
- Less reliant on support
 - Cargo capacity for spares
 - Co-driver
 - 6 wheel drive

WEAKNESS

- Larger size means fewer options
- Harder to recover from breakdown
- Requires endurance minded teams

SPECIFICATIONS

Length: 8.0m	Beam: 5.0m
Height: 3.5m	Mass: 11,732kg
Cargo Capacity: 4	SCM Speed: 40m/s
Min Crew: 1	Max Crew: 2
Radar: V	Computers: V
Power Plant: V	Coolers: V
Shield Generators: V	Fuel Intakes: V
Turrets: 2/size 1 Remote	



buggy division

Class: All Classes
Manufacturer: Tumbril

TUMBRIL

A lot of attention is focused on the Rally's buggy division and its stars, Tumbril's many cyclone variants. With options for everything from speed to firepower, the cyclone remains the machine of choice for most teams, despite diverse strategies. Will speed be the key to victory in the buggy division? Or will superior firepower win the day?



TUMBRIL

TUMBRIL - CYCLONE

STRENGTHS

- Excellent speed and handling
- Easy for support to repair / replace
- Change strategy and variants in the field

WEAKNESS

- Limited vision & weapon arcs
- Prone to breakdowns & wheel loss

TUMBRIL - CYCLONE
TR/RC/RN/AA
COMING SOON

SPECIFICATIONS

Length: 6.0m	Beam: 4.0m
Height: 2.5m	Mass: 3,022kg
Cargo Capacity: 1	SCM Speed: -m/s
Min Crew: 1	Max Crew: 2
Radar: V	Computers: V
Power Plant: V	Coolers: V
Shield Generators: V	Fuel Intakes: V



bike division

Class: Racing/Pathfinder/Touring
Manufacturer: Drake Interplanetary/
 Aopoa/Origin



The Dragonfly may not be the flashiest or best-looking qualifier in the Bike division, but its proven performance and utilitarian design give it a few unexpected advantages. It may not be able to keep up in an all-out sprint, but when things get rough and tumble, the Dragonfly may prove to be the best bike for the job.

- | | |
|--|---|
| STRENGTHS | WEAKNESS |
| <ul style="list-style-type: none"> • Only two-seat bike in qualification • More forgiving in rough terrain | <ul style="list-style-type: none"> • Lower overall performance • Rock impact due to straight line speed |

SPECIFICATIONS

Length: 6.0m
 Beam: 2.5m
 Height: 1.5m
 Size: Snub
 Mass: 2,169kg
 Cargo: 0
 SCM Speed: 255m/s
 Min Crew: 1
 Max Crew: 2
 Pitch Max: 115 deg/s
 Yaw Max: 105 deg/s
 Roll Max: 175 deg/s
 X-Axis Acc: 50.6m/s/s
 Y-Axis Acc: 67.4m/s/s
 Z-Axis Acc: 60.8m/s/s

Radar: V
 Computers: V
 Shield Generator: V
 Collers: V
 Power Plant: V
 Fuel Intake: V
 Weapons: 2/Size 1



DRAKE - DRAGONFLY

The menacing look and astonishing speed of the Xi'an-built Nox took fans by storm when it was introduced, and it's expected to be one of the top contenders in the Rally's bike division. With its focus on straight-line speed, however, some have wondered whether the fussy alien bike will be able to survive the heat and dust of Daymar, come race day.

- | | |
|---|---|
| STRENGTHS | WEAKNESS |
| <ul style="list-style-type: none"> • Tremendous top speed • Compact and easily replaced | <ul style="list-style-type: none"> • Poor visibility • Rock impact due to straight line speed |

SPECIFICATIONS

Length: 5.5m
 Beam: 1.5m
 Height: 1.5m
 Size: Snub
 Mass: 1,394kg
 Cargo: 0
 SCM Speed: 275m/s
 Min Crew: 1
 Max Crew: 1
 Pitch Max: 125 deg/s
 Yaw Max: 110 deg/s
 Roll Max: 175 deg/s
 X-Axis Acc: 56.0m/s/s
 Y-Axis Acc: 70.7m/s/s
 Z-Axis Acc: 60.6m/s/s

Radar: V
 Computers: V
 Shield Generator: V
 Collers: V
 Power Plant: V
 Fuel Intake: V
 Weapons: 2/Size 1



AOPOA - NOX

Many eyes will be on Origin's new X1 at the Daymar rally - an event which could very well make or break the company's reputation in the bike category. High hopes (and expectations) have been placed on the racing leader's bikes. Which of the three variants will stand out, if any? Will the X1 be yet another example of Origin's return to racing dominance?

- | | |
|--|---|
| STRENGTHS | WEAKNESS |
| <ul style="list-style-type: none"> • Excellent components on specialized models • Very compact & lightweight | <ul style="list-style-type: none"> • Unproven, experimental design • Rock impact due to straight line speed |

SPECIFICATIONS (Velocity)

Length: 5.5m
 Beam: 1.3m
 Height: 1.5m
 Size: Snub
 Mass: 1,528kg
 Cargo: 0
 SCM Speed: TBCm/s
 Min Crew: 1
 Max Crew: 1
 Pitch Max: TBC deg/s
 Yaw Max: TBC deg/s
 Roll Max: TBC deg/s
 X-Axis Acc: TBCm/s/s
 Y-Axis Acc: TBCm/s/s
 Z-Axis Acc: TBCm/s/s

Radar: V
 Computers: V
 Shield Generator: V
 Collers: V
 Power Plant: V
 Fuel Intake: V

ORIGIN - X1
FORCE/VELOCITY/BASE
COMING SOON



ORIGIN - X1

support craft

who you gonna call



help is on the way

Your choice of support craft and crew is integral to completing the Daymar Rally. Not only are they a source for refueling, restock and repair, they are your eyes and ears when traversing difficult terrain. In the pitch black of night, your support craft can lead you through difficulty terrain and get you out of canyons when you are unable to see the way.

Support craft can supply you with anything you may need, fuel, ammo, repair, medical attention, oxygen and even a spare vehicle.

Your support craft can be any spacecraft - The MISC Freelancer, RSI Constellation and Drake Cutlass are very popular choices. Support Craft cannot interfere with other racers. This includes ramming, crashing into or blocking the path of other race vehicles.

Any attempt by a support craft to interfere with the progress of another race team will result in immediate disqualification. NOTE: While support craft CANNOT interfere with opposing racers, they can however be utilized to flip, move or otherwise assist their own team's vehicle in the event it becomes lodged or overturned.

Support Craft are permitted to carry a replacement vehicle for any vehicle destroyed or otherwise rendered inoperable during the course of the race. Support Craft or Team Drivers must notify an official that they are switching over vehicles by entering the 'Officials Channel' in Discord.

Only two crew may man a support craft, and all support craft will be inspected before the race by officials.

Choose wisely.

guardian in the sky

- Two personnel maximum per support craft
- Support vehicles and crew may NEVER fire on anything....ever
- Support craft may not block or nudge an opponent
- A support craft may be any type of space craft
- Only one load of repair, refuel and stim spares may be taken
- Teams may take more than one spare vehicle
- Support pilots may give directions and instruction
- Support pilots may not drive ground vehicle
- A support pilot may not be used to check in at a checkpoint or finish line - drivers only
- Ground vehicles may be refueled and repaired by support craft
- One support craft per race team, no substitutes
- Your support craft can leave you to refuel at a designated refueling station
- Support craft will start the race at an altitude designated by officials to separate you from the camera, security and official craft
- All support crew must be in the server party group



support craft

Class: Support
Manufacturer: Various

Throughout Daymar Rally history different support crafts have come and gone as the meta of the race has evolved over the years. At the core of this integral role stand a few ships that have become staples of a drivers guardian in the sky.

This is not to say we haven't seen some unique choices in support craft over the years. No one will forget the year an Idris-P frigate was used as a portable Cyclone spares warehouse.

This intimidating workhorse is the go-to support ship for many teams in the bike division, especially since its compact interior is perfectly laid out to hold multiple spare vehicles, while still keeping enough room for repairs and other work, without cluttering up the hold, making loading and unloading more time-consuming.

STRENGTHS

- Compact landing footprint
- Spacious hold & work area
- Quick loading & unloading

WEAKNESS

- Less support for rovers & buggies
- Poor race visibility



DRAKE - CUTLASS

Some crews prefer the lowered, focused profile of the Freelancer for bike-division support. With easier rear entry and exit for bikes, it makes switchouts in the field more manageable, and has more room for crew and parts in case of field repairs. While it can't fit in quite as tight a space as a Cutlass, if it CAN fit in a landing spot, it can do its work more quickly.

STRENGTHS

- Wide, shallow rear ramp
- More room for parts & crew

WEAKNESS

- Limited to bike division support
- Large landing footprint for its size
- Base model limited to bike and buggy division



MISC - FREELANCER

Starfarers are something of a surprise to some at rally events, but these big refuelers can work wonders when re-purposed as flying workshops. Although the ship can be difficult to land and manage, a Starfarer's vast hold and large loading ramp can mean the difference between a quick turnaround or a time-devouring field repair in the buggy and rover divisions.

STRENGTHS

- Carry multiple larger vehicles
- More space to repair, refuel, resupply
- Nearly invulnerable to racer attack

WEAKNESS

- Massive landing footprint
- Costly & difficult to operate



MISC - STARFARER

Constellations may be the most numerous and popular support vessels for all three Rally divisions. With an excellent blend of race surveillance and field support abilities, a race team's Constellation can easily keep tabs on race leaders while switching out a vehicle or racing to handle an emergency.

STRENGTHS

- Excellent race visibility
- Able to carry any size vehicle
- Quick vehicle switchouts

WEAKNESS

- Limited space for parts & repairs
- Landings can be difficult



RSI - CONSTELLATION

start to finish

how long.how far

Once the cannons from the 'Tonks' fire either side of the start line, your race begins!

The rally is long and hard and if you don't have the fortitude for a five hour endurance race then don't mount that driver seat. If the duration doesn't end you, your opponent will help you out by firing into your cockpit to put you out of your misery.

Don't forget your OxyPen.





START LINE

Shubin Mining Facility SCD-1

The start line takes place 100 meters within the vicinity of Shubin Mining Facility SCD-1. This facility gives racers access to landing pads and vehicle garages for preparation.

When Daymar Rally organizers scouted for potential locations, the Daymar Shubin Facility was chosen due to the amount of daylight it receives and it's proximity to checkpoint one. I doubt many teams could wait any longer to open fire on their opposition and get the upper hand in this 5 hour endurance test.

38km



CHECKPOINT ONE

Eager Flats Emergency Shelter

A 30-60 minute journey will bring you to Eager Flats. One team member from your race vehicle (support craft not included) must enter the outpost and cross the threshold of both airlock doors to continue.

Weapons are now active for ground vehicles, you may use any method necessary to stop your opponent. A ground vehicle may fire upon a support craft, it may turn the tide in removing an opponent from the race.

133.5km

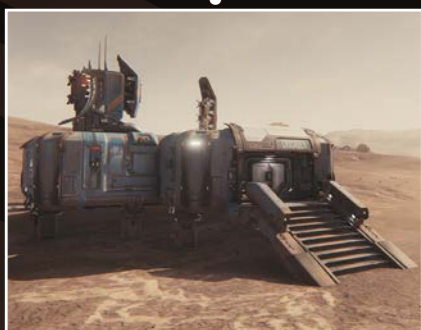


CHECKPOINT TWO

'The Betty'

Half way between checkpoint one and two will be a 'leader chaser' mechanic. At the beginning of the rally you will be tasked with retrieving a unique item that will be hidden on 'The Betty'. Only one team member may enter to search for their item which will be hidden in a random location. The Reclaimer will be located 113.5 kms from the Finish Line and your support craft will be needed to locate 'The Betty' in the area. Make an error here and it could cost you the lead.

133.5km

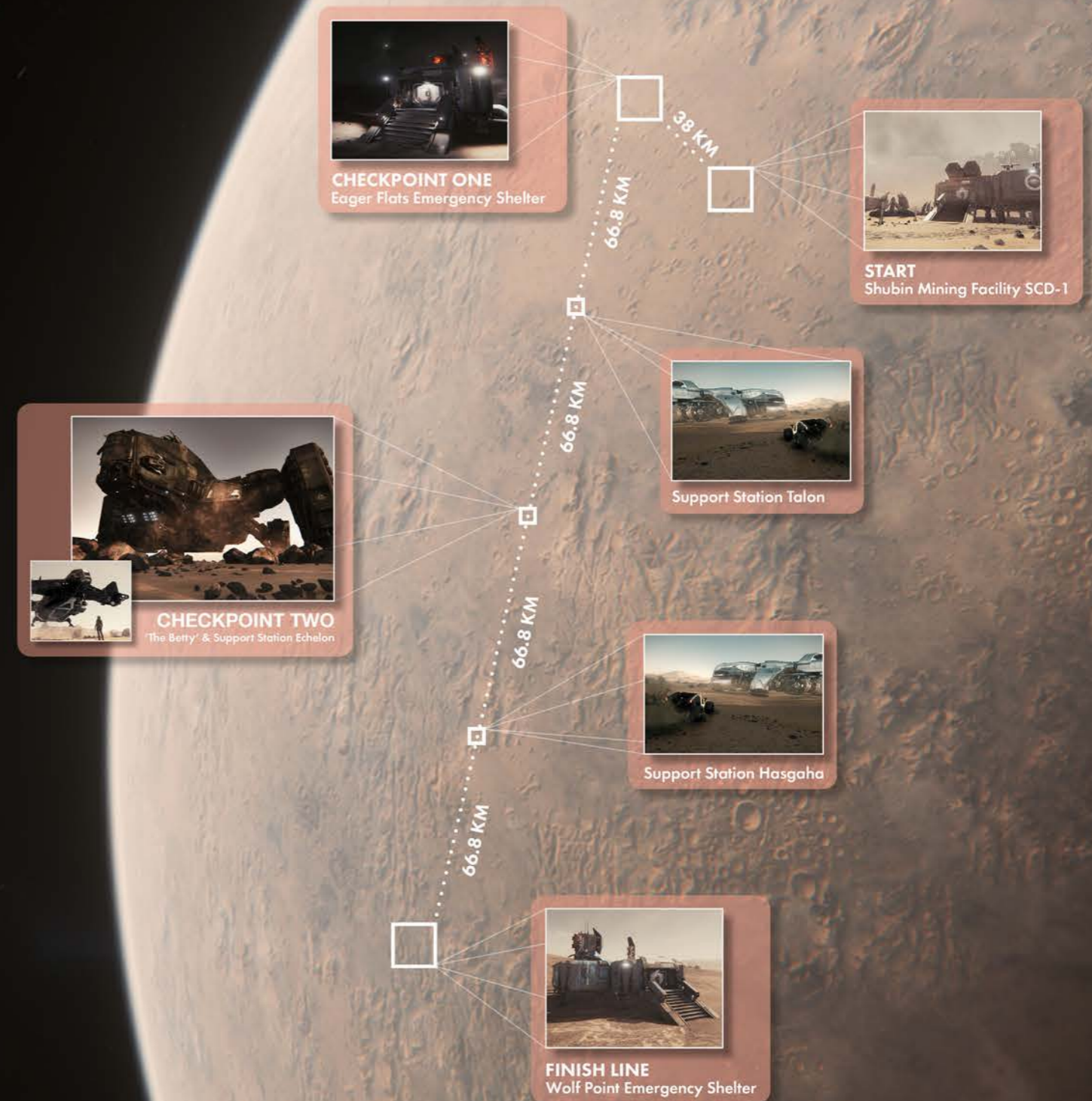


FINISH LINE

Wolf Point Emergency Shelter

To reach Wolf Point you will need to cross three canyon fields and a long ride in the filthiest, rockiest conditions known to Stanton. This will test your team's patience, 4.5 hours is a long journey for any driver in this terrain. Just wait until the sun drops below the horizon, you may never be seen again.

One driver of the vehicle from each division must enter the Wolf Point Outpost to be the crowned the champion of the Daymar Rally.



*Course route and rules may change during development.

*Race duration by Urso Rover is approximately 5 hours. This does not include time lost for refuel and repair.

'the betty'

the key to victory

reclaim the lead secure the package

The Daymar Rally Reclaimer, otherwise known as 'The Betty', and Station Echelon are located exactly 133.5 kms from Checkpoint One and is a 200m armistice zone. Use your support team to locate the exact location of 'The Betty'.

Before starting the rally, a unique item was allocated to your team for collection. The unique item needs to be delivered to the finish line to complete the rally. Only one team member can enter 'The Betty' to retrieve the item, tampering with another teams item is instant disqualification.

Make an error here and it could cost you the lead.

support stations

refuel. repair. restock.

The second leg of the Daymar Rally is long...three stations dedicated for use by team support craft will be evenly scattered between checkpoints one and two. Support craft may only use these stations, free of charge to refuel, repair or restock along the way. Use them wisely, a 200m radius of armistice zone surrounds each point which can also be used to protect yourself from threats. Your support team will have to scout the area to locate the exact location of the stations

- Station Talon (67 kms from Checkpoint One)
- Station Echelon (Checkpoint Two)
- Station Hasgaha (67 kms from Finish Line)

spectating. security. officials. did you get an invite

We take the protection of our race teams very, very seriously. To this date not a single team has been lost to pirates or local threats.

If you are spectating make sure you are on the party list or you may find you are being tailed by a security patrol.



security forces put down the railgun!

A big question around the operation of the Daymar Rally we often receive is “how will you prevent griefing?”

Part of this question is answered in the server population section of the rule book but the solid answer to this question is easy.

Currently there are two scenarios:

1. Before server meshing hits, we are currently loading into servers that are capped at 50 or with any luck 100 by January 2949.

To prevent griefers, Daymar Rally organisers will simply party lock the server. This means all pilots, support crew, staff and spectators will be invited to party and join a server together. Filling a server and locking out any griefers.

2. When server meshing is in game before or after January 2949, Frontier17 is the chosen organisation for all security requirements. This professional security force has been our eye in the sky for the better part of a year and has yet to lose a team to pirates.

All teams will need to make sure they are included on the party list to pass security, otherwise you may be left wondering why you just exploded...



officials man i'm in trouble

Daymar Rally officials will be located at regular intervals throughout the course on land and in the sky.

Each outpost will have a designated team tracker to account for every vehicle that started and to make sure no one entered illegally.

There will be regular patrols from Frontier17 along the course route who will have officials flying with them. Officials will also be located at the head of the pack for each division.

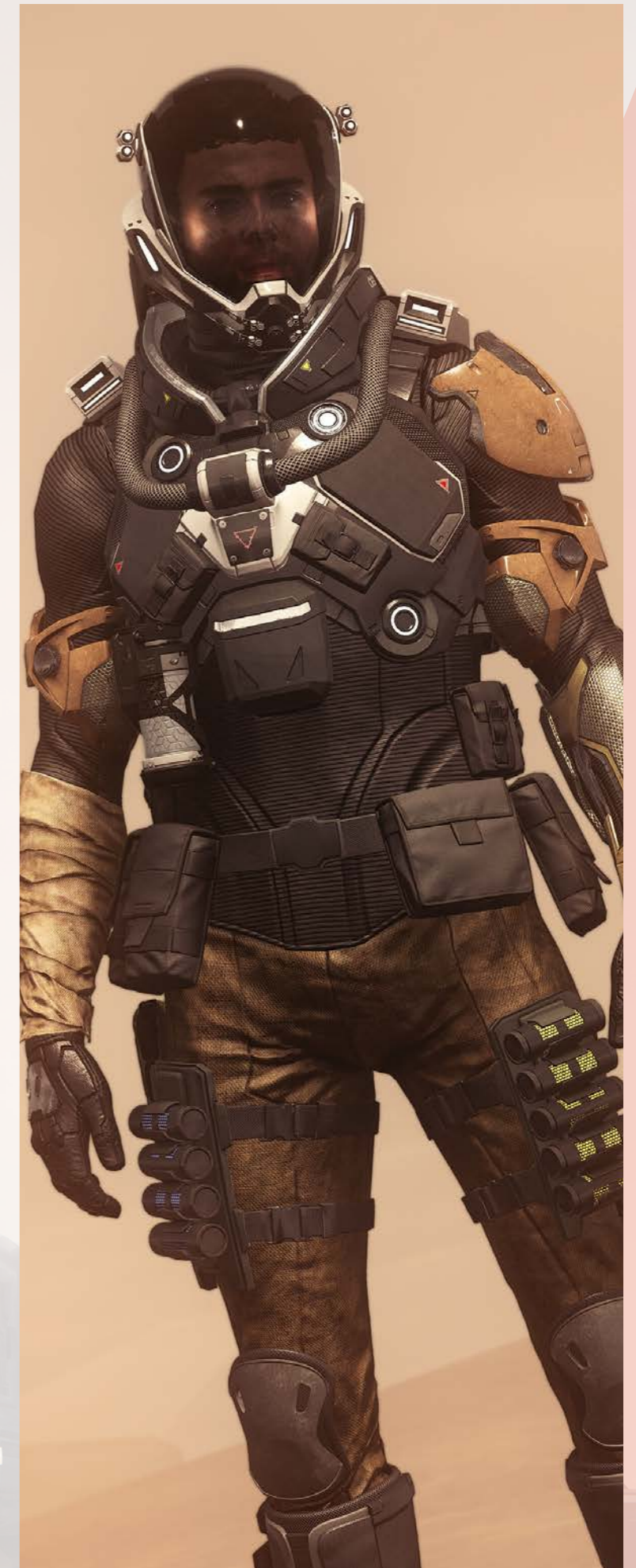
If you find you need to report an incident, you can join the security/officials channel in Discord to report an incident or ruling.

spectating are you on the door?

All spectators can tune in to [twitch.tv/daymarrally](https://www.twitch.tv/daymarrally) or you can sign up at daymarrally.com to become a live spectator.

Similar to the party list for server invites, live viewers will need to be on the 'spectator list' to gain entry to the race server. List what division you wish to watch via the website and be available on race day and security will let you through.

Head on over to Eager Flats where our luxury viewing platform and bars will be stationed to watch the teams pass the first checkpoint. Once all teams have passed through you will be taken to the finish line to catch all the action.



PRIZES

the spoils
championship
rewards

Every division winner will receive a shiny new ship donated by community sponsors and Star Citizen organizations. Each ship will come with a skin and a physical Daymar Rally trophy.

A list of the prizes is available to view on the Daymar Rally YouTube Channel with an explanation by Cor5aire.

This is a broadcast event and interviews with the winning teams will take place immediately after the conclusion of each division.

2

DIVISION VEHICLE

DAYMAR RALLY T-SHIRT
(per team member)

DAYMAR RALLY PATCH
(per team member)

1

THE "TROPHY WITH NO NAME"

AEGIS VULCAN

CHAMPIONSHIP JACKET
(per team member)

3

MR HASGAHA POSTER

DAYMAR RALLY T-SHIRT
(per team member)

DAYMAR RALLY PATCH
(per team member)



ALTAMA
ENERGY & ELEMENTS



omg
boy
man



thank you for
your contribution

Penfo1d - Notoriousdyd - LowZone - Tammath - Ocpeta - The Huntress - Cantar - Choobakka - BigPete - Reuben Wharerau - Momotaro - Segellion - N0rgeek - Vengeance - Estamel - Rosseloh - Tumblr - ArieNeo - Damn Shames - Monk Gaming - CzenStar - Rambo1369 - Dr Zeb Vance - Nighthawk_Zale - Fallhard - Chain

preparation

- Three Divisions - rover, buggy or bike
- One ground vehicle and one support craft per team
- Maximum two drivers and two support crew
- Make sure you know what your unique item is to retrieve from 'The Betty'
- Support ships cannot fire
- Support may carry one load of additional vehicles & supplies
- Ground and support vehicles will be inspected by security

on your marks

- The start line is located at Shubin Mining Facility SCD-1, Daymar
- The start line will be indicated by two Tumbril Nova Tonks
- Each division will race separately but on the same course
- Navigation markers may be limited or unavailable. Use your support craft to help navigate

officials and security

- Daymar Rally officials will be located at every checkpoint, outpost and station
- Officials will be counting teams as they pass each checkpoint to make sure no one is skipping the track way points
- If you need to report an incident, connect to the Discord security channel
- Any officials ruling is final
- All support stations and checkpoints are protected by a 200m armistice zone imposed by event security

the ride of your life

- After the start cannons are fired no vehicle may fire upon another until the team has reached checkpoint one (Eager Flats)
- One ground vehicle team member must enter the outpost at checkpoint one to continue
- Once checkpoint one is reached, weapons for ground vehicles are now live
- If any team member fires on any other team between the start line and checkpoint one the team is disqualified
- After the first checkpoint, ground vehicles may fire upon other ground vehicles and support craft
- Support craft MAY NOT fire any weapons
- Support stations are scattered evenly between checkpoint one and the finish line
- Only support craft may use support stations to restock, refuel and repair
- Ground vehicles may only be restocked, refueled or repaired via the team support craft
- If your vehicle is destroyed you can replace it at the same location with a backup. An official will need to be called to officiate
- If you die, your race is over

reclaim the lead

- A Reclaimer called 'The Betty' will be located half way between checkpoint one and the finish line
- Before the race begins each team will be notified on what unique item they need to retrieve from 'The Betty'
- You will need your support craft to locate the Reclaimer, no way point will be available
- When you reach 'The Betty' you will need to locate your unique item hidden on the Reclaimer
- Return the unique item to the finish line to be able to complete the rally
- A support station also accompanies 'The Betty'

TL:DR quick guide.

Is there a rule you can't find or don't have time? We have compiled all the intricate rules into one easy to read section.

*Do you have a question about the rules?

Let us know via Discord, Spectrum or Twitter.