

Daymar Rally

Rule Book

Version 2.0



Daymar Rally

The filthiest race in the galaxy



Stanton System Rules and Regulations



300 kms. three outposts. one moon.

Every year Star Citizens flock to the Crusader moon of Daymar in the Stanton System to participate or spectate 'the filthiest race in the galaxy'.

Stanton is where it all began, even if you explored the far reaches of the galaxy with your Carrack crew or found a plot of land deep in Xi'an territory there will always be a reason to come home to Stanton.

Daymar is a dusty and dirty environment, almost purpose-built by the gods, for what seems it's rightful place as the home of Rally. It's 100% covered in dirt, dust, and rock and is ideal for the toughest test of humanoid endurance.

Throughout this manual, you will be taken on a subliminal tour of Daymar and you may soften to it's subtle beauty, please don't be too distracted that you forget that any infraction of the rules and regulations will mean that last 5 hours you spent in a hard seat, on a rocky road, in your trusty Cyclone has been for nothing when you are pulled aside by an official and disqualified.

**Rules and regulations are subject to change as the development of Star Citizen progresses.*



avoid disqualification by following these simple rules

The big four

- ✗ Do not fire weapons until past checkpoint one
- ✗ One team member must enter each outpost to qualify and continue
- ✗ Maximum two drivers & two support pilots per team
- ✗ Deliver your unique item to the finish line

divisions

rover.buggy.bike

my ride

This choice will greatly change 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 slower vehicle of the three types. Cyclones are quick, less durable than the Ursa but more durable than bikes, they also pack a decent punch. Bikes however are by far the quickest way to traverse terrain but be careful because it won't take much to end your rally.



rover

This division only currently contains one vehicle which is the RSI Ursa Rover. The Ursa was not built for racing but is durable and stable in any kind of terrain which makes it suitable for the Daymar Rally.

Attributes

- Multi-crew for on-site repair and refuel, even fire a railgun out the back door.
- Cargo capacity.
- Largest shield and armour.



buggy

The Tumbril Cyclone is also the only vehicle in this division but comes in a large range of variations. You may want to take down a competitors support spacecraft so go with the 'AA' variant or you may want to detect where all your competitors are so go with the 'RC'. There is a Cyclone for every situation.

Attributes

- Multi crew for on site repair and refuel or man a machine gun.
- Variants to suit your style.
- Medium shields and armour.



bike

Origin, Drake and Aopoa give this division the largest variety of options. Whether you need weapons, speed or a co-pilot, there is a manufacturer for you. This division will always be the first to finish the Daymar Rally.

Attributes

- Manufacturer and variant to suit your style.
- Light shields and minimal armour allow for top speeds on land.
- Gravity propulsion means there is no bumps and canyons are a breeze.

start to finish

how long, how far



START - 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 its 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 see the official to qualify and 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.

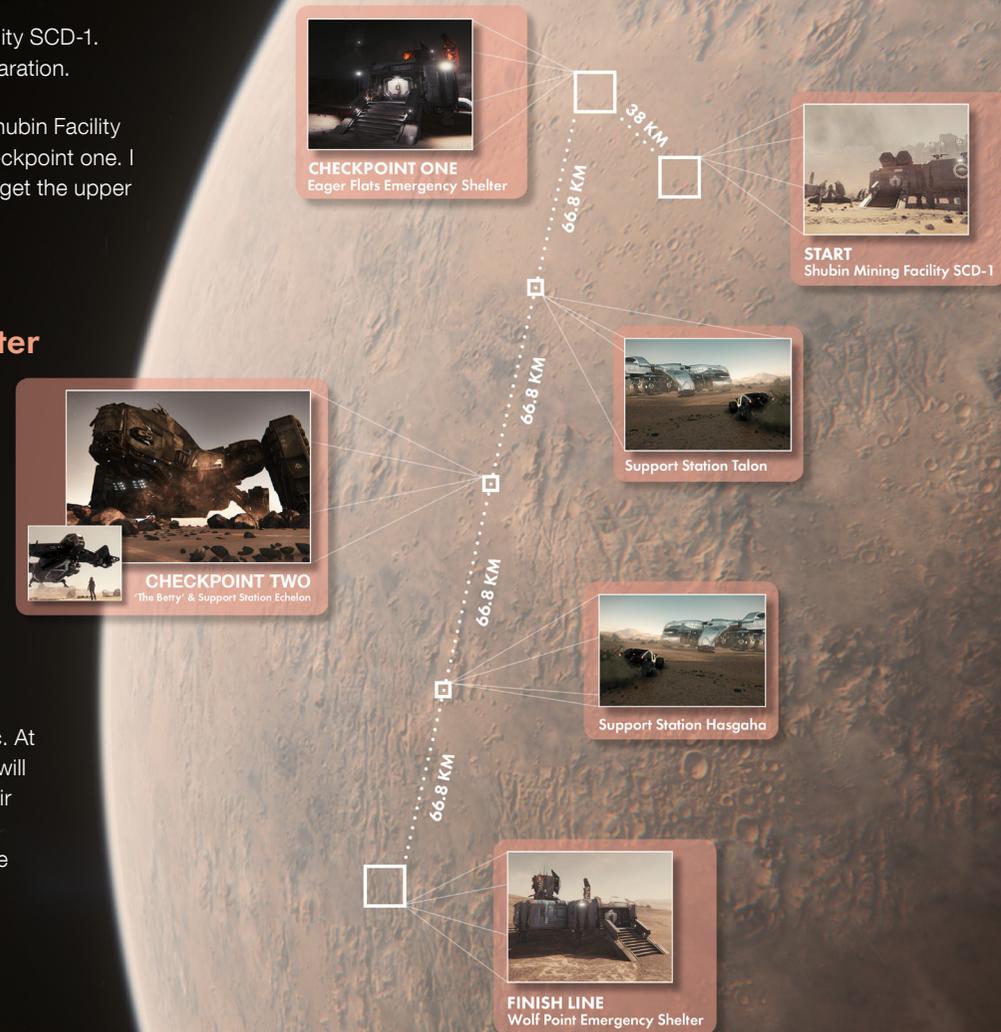
133.5km



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.

The 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 Ursa Rover is approximately 5 hours. This does not include time lost for refuel and repair.*

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 will 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 to interfere with the progress of another race team utilizing a support vessel will

result in immediate disqualification. **NOTE:** While support craft **CANNOT** interfere with opposing racers, they can 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 dispatch a service beacon (set to Officials Channel) so that an official can verify the replacement vehicle is not advanced further along the course.

Only two crew may man a support craft, all support craft will be inspected before the race by officials. Officials will be scattered along the course in Aegis Avengers. If you need to speak to an official, you can launch your flares near an Avenger, launch a beacon or jump into the Discord/Spectrum security channel.

Choose wisely.

Officials man i'm in trouble

who is watching

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

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

If you find you need to report an incident, connect to the Discord security channel.

An officials ruling is final unless video evidence is submitted to back your claim. An official can issue a warning which will incur a 1 minute time penalty. You must be stationery until told to continue. Multiple warnings or a severe offence will incur immediate disqualification.



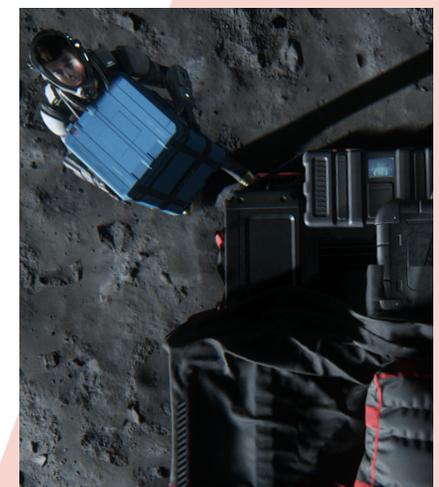
the spoils championship rewards gib loot

There is no credits but there are ships!

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

A list of the prizes will be posted each July before the next January Daymar Rally. So keep an eye out in July for the announcement.

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



'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'.

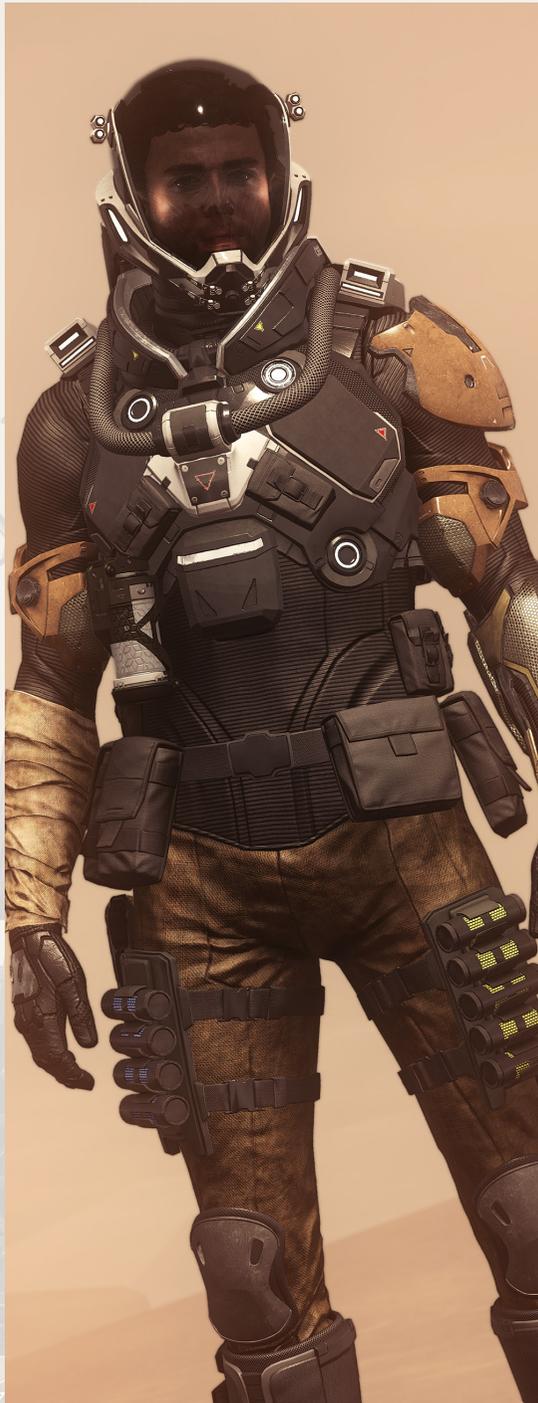
Before starting the rally, a unique item was allocated to your team for collection. The unique item needs to be delivered to the finish line to complete the rally. Only one team member can enter 'The Betty' to retrieve the item, tampering with another teams item is instant disqualification.

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 checkpoint 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)



security armed and ready

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 'State of the Rally' section of the rule book but the solid answer to this question is easy.

Currently there are two scenarios:

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

To prevent griefers, Daymar Rally organizers 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. If server meshing is in game by January 2949 we have two entire organizations dedicated to the protection of Daymar Rally pilots and support crew. At any time you can report an incident in the Discord security channel.

Inspection. Security will be inspecting ground vehicles and support vehicles. Making sure weapons are removed from support craft and that no one is carrying their unique on board before the rally begins.

state of the rally why so early?



feature obstacles

Let's talk about all the obstacles facing Daymar Rally right now this far away from release. One of the more important obvious obstacles is successfully including everyone who wants to participate to populate the same server. Whether you want to race, support, help organize or spectate we need to be able to include everyone who wants to make the Daymar Rally great.

Server meshing is key to this, currently slated for a 3.4 release but allowing for expected delays. We hopefully have allowed enough time for the 27th of January race day. In the event server meshing doesn't come online, we can still run the teams that have enlisted. Spectators though will have to watch on Twitch only and couldn't be on site to follow the action.

3.1 has given us access to the Cyclone, Daymar Rally organizers have put it through its paces and

are finding that the repair mechanic is needed more than ever at this stage. A few hard bumps to a wheel will leave you limping along at a snail's pace.

Service beacons have also hit the ground running and we are looking at the best way to use them in the rally.

More on game state in the next version of the Daymar Rally rulebook.

See you in the verse
(probably on Daymar).



thank you for your contribution



honored community contributions

Did you make the list

- **Mr Hasgaha** (flickr) - Donated his professional in-game images for the website and rule book.
- **Penfold** (Discord) - Rules and regulations.
- **Dr Zeb Vance** (Twitter) - Writes short stories and interviews for the website.
- **Lorin Halpert** (Discord) - Suggested rule book page additions on security and server population.
- **Notoriousdyd** (Reddit) - Updated the wording on the support role in the rule book.
- **LowZone** (Spectrum) - Made corrections to rule book accuracy.
- **Tammath** (Reddit) - Corrections to text in the rule book.
- **Ocypeta & Echelon News 7** (Twitter) - Principle journalist for the Daymar Rally
- **The Huntress** (Discord) - Radio content and project advisor.
- **Cantar** (Spectrum) - Suggestions that led towards the implementation of Support Stations.
- **Splatter_Goo** (Discord) - Donated merchandise and time.
- **Choobakka** (Discord) - Europe representative and business advisor.
- **BigPete** (Discord) - In-game film contributions.
- **Reuben Wharerau** (Twitter) - Writes short stories for our blog page on the website.

how you can contribute.

The Daymar Rally team is always scouring Spectrum, Reddit and Twitter for comments by the community on different aspects of the Daymar Rally development.

If you make constructive valuable feedback we may just include it in the rule book. Keep an eye out here to see if you made the list.

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 ship weapons are removed before beginning.
- Support can bring back up vehicles and stock.
- Ground and support vehicles will be inspected by security.

on your marks

- The start line is located in front of Shubin Mining Facility SCD-1, Daymar.
- The start line will be indicated by two Tumbri Nova Tonks.
- A count down will be initiated and the two Tonks will fire their cannons to signify the beginning of the race.
- Your navigation markers are only listed by Daymar Outpost HUD indicators. Use your support craft to help navigate through difficult terrain.

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 you can connect to the Discord security channel.
- An officials ruling is final.
- All support stations and checkpoints are protected by a 200m armistice zone.

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 you fire a weapon at an opposing team between the start line and checkpoint one you will be disqualified.
- Ground vehicles may fire upon other team ground vehicles and support craft.
- Support craft CANNOT fire any weapons.
- Support stations are scattered evenly between checkpoint one and the finish line.
- Only support craft can use support stations to restock, refuel and repair.
- Ground vehicles can only be restocked, refueled or repaired via the team support craft.
- If your vehicle is destroyed you can replace it at the same location if you have 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.





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**Rules and regulations are subject to change throughout the course of development.*

**In game screen shots from Star Citizen by Mr_Hasgaha and Cor5aire.*



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