MANDALORIAN MERCS

“Mercenary Manual”
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Introduction

Su cuy'gar! A phrase you will hear often in the Mandalorian Mercs. It is the common greeting used between those who, like yourself, have chosen to become a member of the Mandalorian Mercs.

The Mandalorian Mercs Costume Club is the largest Mandalorian costuming organization on the planet, and is recognized for being the “Elite Mandalorian Costuming Organization”. Inside this manual you will learn what the Mercs expects of you and what you can expect of the Mercs. In the following pages you will find policies, procedures and tools that have been available in various forms on the Mercs website and forum.

History

(As told by Tom Hutchens, Founder of the Mandalorian Mercs)

The history of how the Mandalorian Mercs formed as a community began with the game “Star Wars Galaxies”. In 2004, a small group of players and I formed the guild “Mandalorian Mercenaries” and role-played as a small Mandalorian force for-hire.

September of 2006 would be my first experience with custom Mandalorian costumes at DragonCon in Atlanta, Georgia, USA. Before this time I really had no experience with Star Wars costuming, or any real desire to do it. I spoke to several of the individuals in custom Mandalorian armor, as a “Mando” fan it was interesting to me.

I spent the next few weeks wrestling with the idea of making my own set of armor and whether or not there was enough interest in a Mandalorian-based costume organization. Once I decided to go through with making the armor, I checked everyone online for help putting my armor together. I found two online forum resources: Heroes Villains and Mandalorians, and The Dented Helmet. Whilst building my armor, I began to conceptualize and write down the structure for an organization for custom Mandalorian costumes that would become the Mandalorian Mercs.

The organization’s structure would be written out in our founding document we know as the Mandalorian Mercs Codex, named after the Super Commando Codex written about in Star Wars lore.

The Codex defined membership requirements, member roles, command offices, chapter details/officers and the general running of the organization. While trying to stay as close to EU canon as I could, I broke the organization down into 3 levels; International (Council), Regional (Regional Command), and Local (Clan/Squad).
The name Mandalorian Mercs was derived from two sources. First, the previously mentioned Star Wars Galaxies group and the second came from the Star Wars Insider #80 article titled “Mandalorians 101” by Able Pena. In April of 2007, a small makeshift website was launched along with a small forum. By June of 2007, four of us would gather at AdventureCon in Knoxville TN for our first “official invasion”.

In Star Wars canon, Mandalorians do not have a legislative body and there were examples of issues in other Star Wars-based groups that steered me away from that ideal. I concluded that having a mid-level legislative body for Mercs was not in the best interest of the organization. However Mercs does have a “Clan Roundtable” and “Commander Conclave” for Clan, Regional and Command Officers to come together for discussion on various topics and policies that impact both the local and international levels.

In 2008 we began to notice that small pockets of Mandalorian costumers were popping up in places that either had very little population or very little interest in Mandalorian costuming. Due to the adaptive nature of the organization’s structure, the Mercs were able to adopt a smaller local chapter concept for areas that had less than the required number for a full-fledged Clan. We called these Squads and each Squad is a chapter unto itself. Many squads have grown to become full-fledged chapters.

2010 saw the new concept of “Brigades” launched in the Mercs. It was recognized that people had specific goals and ideals but had issues visualizing them or getting the “feeling” right. Brigades give up-coming members and official members a step-up and a set of goals for their armor building by defining a profession-specific look within the organization. Heavy Infantry/Assault, Medics, Pilots, Mechanics, and Snipers are just a few of the professions that can be found within the Brigades.

Lastly, in late 2011 the first Regional Commanders and Freelancers Guild came online. Both of these new programs helped the organizational command Council spread out the work load, and support clans with more available PR, CRL compliance, and leadership support. Both of these programs also introduced an elected position within Mercs that sits above the Clan/Squad leader positions.

Well, that about sums up the history of Mandalorian Mercs. If you’ve made it this far, I assure you that it only gets better. Mercs is an organization that gives back exactly what you put into it, nothing is given here...everything is earned.

Tom Hutchens

A.K.A: Novall Talon

Mandalore the Uniter, Founder of the Mandalorian Mercs
Mission

The Mandalorian Mercs (a.k.a the Mercs) is a professional community and fan-based Star Wars costuming club. Our aim is to celebrate the Star Wars movies, books, comics and video games through the wearing of costumes and to promote quality and creativity in costumes and props. The club’s secondary intent is to promote community interaction with charity organizations and the betterment of our local communities around the world through volunteer work.

Mandalorian Mercs Costume Club (and its members) recognize that it holds no claim over the costumes and characters it portrays. The members of the Mercs acknowledge and accept that, while in costume, we represent the Star Wars brand and will do so professionally and responsibility at all time.

Organizational Structure

Mandalorian Mercs is organized in the following manner:

- Mercs
  - Mandalore
  - Council
  - Regional Commanders
- Clan
  - Clan Leader
  - Clan Officers
- Squad
  - Squad Leader
- Brigade (no official structure at this time)

Mercs Council

The Mercs Council is the chief administrative and management group of the Mandalorian Mercs. Its duties are encompassed by the members, elected by the Council to its offices:

- Mand’alor (Mandalore)- Permanent
- Alor – Appointed by the Mandalore
- Communications Officer (CommO) – Elected by the Council
- Personnel Officer (PersO) – Elected by the Council
- Clan Administration Officer (CAO) – Elected by the Council
• Public Relations Officer (PRO) – Elected by the Council
• Quartermaster (QM) – Elected by the Council
• Brigadier – Elected by the Council
• Charity Liaison Officer (CLO)– Elected by the Council
• Council Advisor (Appointed by the Mandalore)

Council Offices Explained

Mand’alor (Mandalore) – The Mand’alor is the chief executive and administrative officer of the Mandalorian Mercs. The Mand’alor coordinates the Mercs as a whole, is the chief policy-maker, and gives the final approval to new members of the Mercs.

Alor – The Executive Officer of the Mercs. They are tasked with resolving issues that cannot be resolved at the Clan/Squad level. The Alor also assists with duties as tasked by the Mand’alor.

Communications Officer (CommO) – Coordinates, manages and maintains the Mercs presence on the Internet.

Personnel Officer (PersO) – Responsible for all items membership related, including the approval of new members. The PersO is also tasked with periodically evaluating costume requirements and presenting changes in those requirements to the Council.

Clan Administration Officer (CAO) – Responsible for helping create new Clans and Squads in areas where the creation of such organizational entities are required. The CAO also administrates all Clan/Squad level statistics related to the Mercs and, when necessary, aids Clans/Squads in officer voting procedures.

Public Relations Officer (PRO) – Responsible for the public face of Mercs and oversees publications, media and art. The PRO is responsible for celebrity, charity, press, and fan group relations.

Quartermaster (QM) - Manages and maintains the Mandalorian Mercs brand as it relates to club merchandise, outside use of the Mercs images, logos, and material. The QM also approves monitors and oversees the creation, sale or distribution of Mercs branded merchandise.

Brigadier – Responsible for coordinating and managing the Brigade program. Responsible for submitting new Brigade divisions to the Council for approval as necessary. Approves requirement lists for Brigade membership.
Charity Liaison Officer (CLO) – Responsible for assisting in overseeing the Little Warrior International charity, as well as helping clans and squads liaise fund-raising for local, national, and international charities.

Council Advisor (CA) - Acts as administrative aid to the Council and Mand’alar. Acts in an advisory capacity on issues/decisions as necessary, and performs administrative duties as assigned.

Regional Commanders

The Regional Commander is an elected position that serves both the Council and the Clans/Squads represented within their region of coverage. Region Commanders are responsible for aiding Clans and Squads in managing their members, ensuring CRL compliance and working alongside Public Relations on a regional level. Regional Commanders are elected and reviewed yearly by the Clan/Squad Leaders within their regions and have a vote on issues that pertain to Codex, and Policy changes.

Clans and Squads

Clans are the local community units that group individual members by geographical location and are responsible for maintaining the Mercs’ reputation when attending events at the local level. Squads perform the same role, but on a smaller scale due to a fewer amount of members.

Clans and Squads are staffed by locally elected officers and their appointed staff. In the case of Squads, the elected officer performs all the duties assigned to the appointed officers.

- Alor’ad- Elected by clan members.
- Squad Leader –Elected by Squad members
- Ver’alar –Appointed by Alor’ad
- Ruus’alar –Appointed by Alor’ad

Clan and Squad Officers Explained

Alor’ad – Coordinates the activities and members of the Clan.
Squad Leader – Coordinates the activities and members of the Squad.
Ver’alar – Assists the Alor’ad, coordinates activities and members of the Clan and ensures that the clan’s public image is in line with the organization’s goals.
Ruus’alar – Primary contact for new members at the Clan level. The Ruus’alar also insures all Clan members’ costumes are within current Mercs approved standards.
**Freelancers Guild**

The Freelancers Guild is a place for Official Members who are in areas that are not yet covered by a Clan or Squad. Freelancers are led by a member-elected individual called the “Guild master” who is voted in yearly from the ranks of the Freelancers Guild. Once a Clan or Squad is formed in a Freelancers area, then those Freelancers leave the guild and become an official chapter of the Mandalorian Mercs.

The Freelancers Guild gives every Mercs Member representation within the club and aids them in helping them create new clans and squads.

Members within a clan or squad’s catchment area will not be accepted into the Freelancers guild.

**Brigades**

The Brigade system introduces groups based on popular profession-oriented costumes in Mercs. Only official members of Mercs can join a Brigade.

Members are not required to join a Brigade.

To join a Brigade, you must first be an Official Member with a Mercs approved set of armor. Official Members can apply to any Brigade as long as they meet the requirements of the desired Brigade and are not presently members of another Brigade with the same armor. You can find out more about Brigades at the Mandalorian Mercs website:  www.mandalorianmercs.com

**Honorary Members**

Honorary Members are individuals who have helped create the Star Wars Universe, or individuals who have had a great influence on the Star Wars Universe. While Mercs is proud to honor all Star Wars personalities with honorary membership, it should be noted that Mercs primarily targets individuals whose Star Wars influence has been Mandalorian-centric.
Joining the Mercs

How do I Join Up?

Research

When joining the Mandalorian Mercs, your first step should be research.

Unlike other Star Wars costume groups, the Mercs offers a more creative and open approach to what is accepted as an approvable costume. There are many tools and references available to you in the various books, comics, films, television shows and web material that compromise the Star Wars Universe. The first two resources you should acquaint yourself with are the Costume Requirement List (CRL) and the Mandalorian Mercs Forum.

The Costume Requirement List (CRL) is a list of required parts, accessories, configurations and visual quality based on your armor’s era (time-line in Star Wars).

The CRLs are maintained at the Mercs website (www.mandalorianmercs.com).

Please be aware that the CRLs cover an ever-evolving list of eras and characters, just because you don’t see your favorite Expanded Universe or The Clone Wars cartoon series on the list doesn’t mean your idea is not approvable. It merely means that no one has submitted that costume for approval, or the CRL for that costume is currently being compiled.

For the first-time costumer, it is recommended that you start with a “Modern Era” set of Mandalorian armor. This is the Mercs’ staple style of armor, and one in which you will find an abundance of resources. If you are a more seasoned costumer, then try your hand at building a “Canon” set of armor such as Boba or Jango Fett.

How can I join?

If you own a high-quality costume that follows the Costume Requirement List (CRL) for that era of character, follow the steps below. There is no fee for joining the Mandalorian Mercs, and the only requirements pertain to age and costume quality. The Mandalorian Mercs is a fun, all-volunteer charity organization made up of fans honoring the Mandalorian sub-genre within the Star Wars Universe.

For information regarding our mission, please refer to Section 1 of the Mandalorian Mercs Codex.
Do you qualify for membership?

- Do you own a professional quality costume representing a Mandalorian warrior from the Star Wars Universe?
- Are you at least 18 years old, or have a parent who is an official Mercs member?

Note: Imperial/Villain costumers should join the 501st Legion (www.501st.com) and Rebel or Jedi costumers should join the Rebel Legion (www.rebellegion.com). Canon/Custom Sith characters can join The Dark Empire (www.the-dark-empire.forumotion.com).

Star Wars costumes that are commercially available may not be acceptable for membership! Please contact the Mandalorian Mercs Personnel Officer, or contact a Clan/Squad Officer in your area before purchasing a retail costume.

Apply now by going to the Mandalorian Mercs website (www.mandalorianmercs.com).

Question: What are the “Eras” of Mandalorian costumes?

Answer: The “Eras” of Mandalorian costumes are the points throughout the Star Wars Universe time-line where visual references can be found for Mercs’ Costume Requirement Lists. The “Eras” are as follows: Early Crusader, Late Crusader, Neo Crusader, Modern, and Canon.

Question: Does Mercs accept costumes from the movies, television, and expanded universe?

Answer: Yes. Mercs accepts all Mandalorian costumes from the movies, television, and expanded universe provided that enough “canon” visual evidence exists to make the costume approved.
**Applying for Membership:**

Fill out the Mandalorian Mercs online membership application (English Only) found at [www.mandalorianmercs.com](http://www.mandalorianmercs.com). All information submitted will be kept confidential and will be used only by the Mandalorian Mercs for registration and communication purposes.

**Character Name**

Your “Character name” is your identification within the Mercs. It will come to be your name while doing anything related specifically to Mandalorian Mercs. It is suggested that you choose a name that sounds as if it could be a name in the Star Wars Universe. Remember: Members of the Mercs will know you by this name, so choose carefully.

**Armor Type**

Armor types are broken down into 3 groups: Light, Medium and Heavy. Light armor is armor that provides minimal coverage of your body. A good example of Light armor is Boba Fett. Medium armor is armor that covers roughly 50% of your body. Jango Fett is a great example of Medium armor. Heavy armor is armor that covers greater than 50% of your body. Good examples of Heavy armor can be found within the Forward Assault Brigade.

**Work in Progress**

We strongly suggest that you use our forums to create a “Work in Progress” (WIP) thread within the armor building section to chronicle your armor build. This way, experienced official members of the Mercs can give you opinions, ideas and tips that can help you build your armor in a shorter amount of time and prevent potential mistakes that may prolong your application process. Your armor will be approved at the international level, not the local level, so a WIP will allow the applications team to monitor your progress, which will help you to pass application first time.

**Application Photographs**

Your application photographs are the most important part of the application process. Good photographs can make the difference between getting approved as an Official Member and bad photographs will likely get you sent back for more work on your costume. Because Mercs approves ALL new members at the international level, there is no possible deviation in CRL or quality interpretation. It is suggested that your photos be taken against a neutral background and in good light so that all details can be seen during approval. Your application photographs will consist of 6 separate photos: Front, Back, Left side, Right side, Front with helmet off, and weapon(s). If necessary, have someone help take your application photographs.
Wait for communication from the Mandalorian Mercs Personnel Officer.

If your application is approved, you will receive a confirmation letter via email. Your character name will be added to the Member Catalogue as an active member of Mercs. You will also receive the Official Membership stamp on the Mercs website, as well as special access to “Members Only” areas on the website. Typically, applications take approximately 72 hours to complete the approval process. However, we ask that you allow for a maximum of 5 days before contacting the Personnel Officer on the status of your application.

If your application is put into “pending” status, then the Applications Team has found enough errors in your costume to not approve you, but feels the errors are minor enough to be corrected within 10 days. If errors are not fixed within the 10 day allotment, then your current application will be denied.

If your application is not approved for membership, the Personnel Officer and Applicant Team will be happy to assist with recommendations and resources for improving your costume to meet Mercs requirements.

Please be aware that in the process of fixing any found errors, it is possible to create new errors that may be found by the Applicant Team during further application attempts. You are urged to meet and overcome these obstacles, because Mandalorians never surrender!

Membership Expectations

As an official member, Mandalorian Mercs expects you:

- To take a positive, active role in the organization.
- To present yourself in a professional manner at all times during events.
- To remember that you are an ambassador of Star Wars ™ the Mercs and your Clan/Squad.
- To always keep your Mandalorian Armor within the clubs Costume Requirement List.
- To stay in contact with your Clan/Squad Officers or immediate Commanding Officer.
- To take an active role in your local Clan/Squad.

As an official member, you can expect:

- To be part of an elite, world-wide organization of fellow fans and enthusiasts.
- To be allowed access to special events and activities only official Mercs members partake in.
- To be eligible for officer and staff positions at the Clan/Squad, and International level.
- To be allowed to purchase special “member’s only” items unavailable to anyone else.
• To be treated as part of the “Mercs Family” of Star Wars fans.

Part of being in the Mercs family also means that at times you may be subjected to squabbles, disagreements, and tension. As a member of Mercs, you will need to remember that we are all “adults in costume, portraying a character we love for the public’s enjoyment”. You will always treat your fellow Mercs member with respect at all times, and Mercs expects no less of you as an official member.

Sometimes it’s necessary to remind ourselves of why you joined the Mercs and that your reasons and goals may not be the same as everyone else’s. Respect, accountability, and integrity are “must have” qualities if you plan on enjoying your career in the Mercs.
Invasions

What are “Invasions”? 

“Invasions” are the Mercs’ label for events, whilst, in the 501st Legion and Rebel Legion, events are labeled as “Troops”. An invasion can be any event ranging from a single member appearing at the local comic book store, to several clans and squads appearing for a parade. Invasions only differ in the nature of “Official” or “Unofficial”.

Official and Unofficial Invasions

There are two types of invasions in Mercs: Official and Unofficial.

Official invasions are classified as events where “Official Members” only are allowed to attend in their Mercs officially approved armor costume. These are normally events where Official Members are invited or requested by a fellow costume group, charity entity, public/business entity or any event where mass-media coverage is possible.

Unofficial invasions are classified as events where “Official Members” and non-members (forum members) may attend in armor costumes that may not be approved by the Mandalorian Mercs (within reason). These events are normally limited to conventions and events where the general public is invited to attend without an invitation.

Any event you attend as a member of the Mandalorian Mercs requires a professional attitude, and attention to detail. Remember that you’re representing not only the Mercs, but also Star Wars.

A detailed instruction guide on conducting and participating in Invasions is included within this manual as “Training Manual Appendix 1.a: Invasion Preparedness Guide”.
Handlers

As with any invasion, a trooping force is only as good as its support corps. Handlers are Official Members and forum members who are unarmored during an event to support the Official Members who are armored for the event. Handlers make events much easier for the armored troops, and should be considered part of the invasion force at any event. Below is a short list of duties commonly assumed by a Handler:

- Helps official members into, and out of armor costumes.
- Help man a clan/squad event table.
- Help keep troops hydrated.
- Pick up dropped armor/props/items.
- Help insure the safety of the troops.
- Take pictures for invasion reports.

As you can see just by the short list above, the job of a Handler is extraordinarily important to having a successful invasion. Always make sure to treat your handler(s) with the same respect that you would an official member in armor.

Remember that a Handler is also promoting the Mandalorian Mercs Costume Club and should take their role seriously; it is strongly recommended that Handlers wear official Mandalorian Mercs T-shirts (or, if available, clan/squad T-Shirts) to advertise the club and look “in uniform”.

Don’t be afraid to offer prospective official members a taste of what life is like as a Mandalorian Merc in the form of working as a Handler. It is a positive experience that clans can offer, which can encourage prospective members to work towards their goal of becoming a member.

Organizational Rules

As with any large group of people, rules must exist to manage the way people act while representing the group during events. While rules are not meant to be restrictive, they do illustrate the type of professional behavior we expect in our Official Members. Rules for Mercs consist of Organizational Rules set forth by our “Codex” or governing document, and Local Rules or “Bylaws” set forth by each clan/squad during inception.
Codex Violations

While all rules are important within Mercs, the most important rules are set forth in the Codex. These rules are here to protect both Mercs the organization, and the members. Codex Violations are serious offences, and hence require serious consequences if they are broken.

Codex rules are as follows:

1.) Foul language, obscene gestures, and use of alcohol or tobacco are NOT ALLOWED while in costume in view of the public (ESPECIALLY CHILDREN) as they jeopardize the club’s image. Any convention or gathering where adult content is prevalent can be considered a private venue and a non-Mercs event and behavioral standards are relaxed.

2.) Acting in a threatening or violent manner, sexual harassment or misconduct, theft and illegal substance abuse are all prohibited as they are unacceptable behavior. This applies to members in or out of costume at Mercs events or otherwise.

3.) Any misconduct not specifically covered by rule 1 or 2, but sets a bad example within the organization and could cause damage to the reputation of the organization either internally or externally.

4.) Breaking of forum rules and policies, either numerously or grossly in nature that would cause a member to be banned.

5.) Creating and distributing unauthorized merchandise which contains the “Mandalorian Mercs” name or logo is forbidden.

6.) Mandalorian Mercs is strongly against and prohibits the use of "Functional Projectile Weapons" of any variety at any event. The Mercs defines "Functional Projectile Weapons" as: Any toy, prop, costume part, or costume accessory that launches projectiles of any nature as well as any prop bladed weapons that use a spring and/or projectile mechanism to eject forward from housing.

Members found using functional projectile weapons are subject to punishment up to/including dismissal from the organization.

7.) Official Members must carry prop weapons considered "legal" within the country, state, or province to which they are taking part in events. Any official member asked to remove their prop weapon from an event MUST do so immediately and without question. Official Members who fail to do so may be punished up to and including removal from the Mandalorian Mercs.
8.) Mandalorian Mercs officers and members will not discriminate based on race, nationality, creed, color, gender, disability, or sexual orientation.

Members who engage in such conduct may be subject to disciplinary action, including expulsion from the Mandalorian Mercs. This code is meant to give fair warning and not restrict freedom. Out of costume, members are still required to observe reasonable behavioral standards towards fellow club members and the general public.

Punishment for violating the Codex can range from a short suspension from club events, to being terminated from the club. We hope that you, as a professional-minded member will always work towards being the best example of the Mercs.

**Final Orders**

As you can tell after having gone through this guide, Mandalorian Mercs expects the very best out of our official members. We also expect our members to have fun, because at the end of the day we’re all doing this because it’s fun. We, here in the Mercs, hope that you will take the information you’ve read here and apply it to your life in the Mandalorian Mercs as an Official Member.

Remember to always use your Chain of Command, and always know that the chain is here to ensure you and every other member of Mercs is having fun, staying safe, and following the proper procedures.

OYA!!

Additions/Corrections may be submitted to: novall@mercs.firespray.net
Rev 1.0
Training Manual Appendix 1.a
Invasion Preparedness Guide

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1. Planning your Invasion

To have a successful invasion of any venue, planning is the first step in ensuring a fun and potentially recurring event. Large or small, invasions give Mercs members the ability to interact with the community, recruit new Mercs members and raise money/awareness for charity.

Requested Invasions

A requested invasion is defined as: An event where the presence of Official Mercs members has been requested by the event organizer and/or venue owner(s).

Requested events are considered to always be “Official Events” in nature, where Official Members of the Mandalorian Mercs may participate only in Mercs approved costumes. Invasion requests generally come through the Mandalorian Mercs website and are disseminated out to the Clan/Squad/Member stationed closest to the requested invasion location.

Invasion requests from fellow costuming groups (501st/Rebel Legion) are also very common and may come directly from the 501st/RL command staff. These types of requested invasions are also considered “Official” in nature.

Initiated Invasions

An initiated invasion is defined as: Any event created by an Official Mercs member where Mercs presence may not have been initially requested, but has become requested by an event organizer and/or venue.

Initiated events are not always considered “Official Events” in nature. It is entirely up to the Clan/Squad officers to decide on the official validity of an initiated invasion. Initiated invasions generally are organized by Mercs members by communicating directly with event/venue staff. Examples of Initiated Invasions are (but not limited to) convention appearances and parades.

Initiated Invasions may benefit from the inclusion of the 501st and/or Rebel Legion, and it is suggested that any initiated invasion be followed by an invitation to your local Garrison or Base.

“Invasion” is not a term used in Mercs to describe the disruption of fellow costume organization events. “Invasion” is the Mercs label for all sanctioned events, official or unofficial in nature.
2. Pre-Invasion Communications

Good communication is essential when planning a successful invasion. Communication between the organization, venue, Mercs contact, attending Mercs members and other attending costuming groups is paramount to making sure everything runs smoothly at your Invasion.

Gathering the troops

It’s always a good idea to ask and gauge your clan/squad members’ interest before committing to any event, be it requested or initiated in nature. You’ll need enough Mercs members to make the event successful and fun. Any event can be draining and frustrating without enough hands willing to make it a success, so gauge interest first before committing.

Some things that make invasions more attractive to members are secure changing areas, having plenty of hydration on hand, food, and transportation. While these items are in no way required for a successful event, they do help your attending members feel like the venue/event cares about their attendance.

Inviting other groups

While not mandatory, it is suggested that invasion invitations to other costuming groups be given for Initiated Invasions. This suggestion is made in the hopes that in doing so, positive relationships may be built between organizations.

Requested Invasions are different in that, before an invitation is sent to another group, you must clear that group’s presence with the event organizer and/or venue. Never assume that an event wants more characters than requested. If space or resources are limited, adding more groups to an attendance list without first communicating with the organizers could be disastrous.

You can invite the following groups by going to their prospective websites:

501st Legion: www.501st.com
Rebel Legion: www.rebellegion.com
The Dark Empire: www.the-dark-empire.forumotion.com
The Jedi Assembly: www.thejediassembly.com
3. Commencing your Invasion

You’re about to participate in your first organized invasion! This is an exciting, but often stressful time for the organizing or “point-of-contact” Mercs member. Your ability to be a communicator, organizer, and diplomat are likely going to be tested. To help, this section is filled with tips and instruction based off years of event planning and execution.

Set up

Setup should be the first hour in your pre-invasion schedule. This is when you will set up your Mercs table (if there is one), communicate vital event info with the event organizer or venue owner, and meet up with your fellow Mercs members participating in the invasion.

It is paramount that you communicate with the event organizer or venue owner over details like changing area(s), food/water, off-limits areas, and staging areas. Much of this should be communicated in the initial event planning phase, however it is always necessary to have the most up-to-date information in the event something has changed.

Kit up

Once you’ve completed your table/area set up, communicated with the event staff and wrangled up your invasion participants, it’s time to start kitting up. It’s a good idea to have at least one handler on-hand for every two to three Mercs members. A handler is a person not in costume, participating in the invasion on Mercs behalf, whose duty is to support the invading members. While most members in costume can help each other, there’s always a need for someone more mobile to lend a hand.

Take note of everything you leave behind in your changing area, in the event anything might be missing. Help your follow members kit up and allow them to help you kit up. One thing for sure is that help getting into and out of armor should be valued. Once you’ve kitted up, make sure to marshal at the Mercs table or designated staging area.

Acting the part

When kitted up for an event, remember that you’re a character from the Star Wars Universe. You’re representing Mandalorian Mercs, Lucasfilm Ltd and yourself. Always keep this in mind when trooping an invasion, because how you act reflects and resonates with Star Wars fans.

Unlike Stormtroopers or characters we see constantly helmeted in Star Wars, Mercs members may de-helmet in public view during any type of invasion. The exceptions to this rule are for official members
portraying Boba Fett and events where it’s been specifically requested/required that members remain helmeted in public during an invasion.

Don’t be afraid to “get in character” or act like your Mandalorian character. This enhances the invasion experience for the fans and can be fun for you as well. Remember though that, even though your character is fictional, it doesn’t give you license to misrepresent Mercs.

**Promoting the Mercs**

Make sure you stock up on the latest and greatest Mercs promotional items. Banners, business cards, leaflets and other promotional media can be acquired through the Mandalorian Mercs Art Team. It’s a very painless process and can add a level of professionalism to your invasion.

Be sure to save an ammo pouch for business cards. When you pose for a picture with a fan, make sure to give them, or their parent(s), a Mercs business card. Not only will this help build interest for new invasion venues, but it also helps recruit new members to the Mercs and your local clan/squad.

When questioned by fans/public about whom or what you represent, make sure you give brief yet knowledgeable answers. You don’t want to bore them to death, but you also want to answer the question as best you can.

**Invasion events**

Depending on the venue, sometimes it’s a good idea to plan and conduct events during an invasion.

Here is a short list of example events that have been run at invasions:

Mandalorian Bounty Hunt (Mercs signature charity event)
Mandalorian Training Camp (Mock “Mandalorian” training for children)
Armor Building Instruction (Speaking about costume construction)
Fan Group Panel (Talking about Mercs in a sit-down session at conventions)

Situational Awareness

Keeping a good sense of situational awareness at an invasion is another paramount duty that falls on the shoulders of ALL attending Mercs members and handlers. Remember that our costumes decrease mobility, vision, hearing and reaction time. Each member and handler should be constantly keeping their eyes on the fans/public around them, the ground/floor for trip hazards and the surrounding environment for potential hazards.

Any Mercs member exhibiting a change in behavior, or potential health issues of ANY KIND, should be treated with the utmost seriousness. Members in hot climates should monitor each other for heat stress/stroke at all events and always keep water on-hand for hydration. You can educate yourself on the symptoms and treatment of heat-related illness by going to the Oklahoma State University webpage on heat related illness: http://ehs.okstate.edu/kopykit/HEAT.HTM

DO NOT ATTEMPT TO ADMINISTER FIRST AID OR CPR UNLESS YOU ARE CERTIFIED AND QUALIFIED TO DO SO. SEEK EMERGENCY ASSISTANCE FOR ANY LIFE-THREATENING INJURY.

When trooping large invasions such as conventions, or large public gatherings, it is advised that the “Buddy System” is used to ensure member safety while trooping. The “Buddy System” operates by grouping all members in pairs for excursions away from the general staging area. The “Buddy System” ensures that a member is always watching out for another member and no member is alone at any time while in costume at the invasion. Member safety is the highest concern at any invasion and should be the highest concern of all members while attending an invasion.

4. Invasion break-down

Your invasion is coming to a close. Now it’s time to de-kit, and break down any and all tables or accessories you brought as part of the invasion set-up. Leaving the venue looking the way it did when you arrive will ensure future invasions happen.

Tear-down

Tear-down should be done as quickly as possible. Get help from members/handlers, and make sure to clean up any bottles, wrappers, disposable set-up material, or trash from the Mercs staging area.

Look around the immediate area for stray promotional materials that patrons may have dropped or left lying around. While you may not have dropped it, the polite thing to do is pick up errant trash, especially if they are discarded Mercs items or table media.
Report any property damages to the event organizer/venue owner. Even if the damages aren’t the result of Mercs members, often times the organizer will appreciate knowing about a problem before stumbling upon it.

**Exit Strategy**

Once the Mercs staging area is packed up and stored for transport, make sure to make one final pass both around the staging area, and the changing area to look for any items left behind. Do a final check with your fellow members, and inform the event organizer/venue owner of any final issues, as well as the group’s departure.

Finally, gather the Mercs members and handlers together for a final thank-you. If after-invasion plans are to be made, then this would be the appropriate time to do so.

**5. Invasion Report**

At the completion of your invasion, if you are the invasion organizer then you will need to submit an invasion debriefing to your clan officers that will become an “Invasion Report” featured on the Mercs website and throughout social-media sites around the world.

Your invasion debriefing should include the following:

1. Venue/Event name
2. Group picture (official Mercs members only. 501st/RL/TDE members acceptable also)
3. Location
4. Date
5. Official members attending event
6. A third-person summary of the objective. Avoid words like "I" and "we". Also feel free to include links to other clubs or organizations that participated in the event.
7. Feel free to include two short paragraphs in your report, but put a space between the two of them. Include any smaller events or celebrities that the Mercs came in counter with, as well as any (family friendly) after hours activities the group took part in.
Invasion Checklists

Armor

- Unpack everything.
- Inspect armor, weapons and accessories for broken parts or cracked areas.
- Inspect soft parts for rips, tears or storage damage.
- Wash/Clean flight suit, neck seal and vest after every invasion.
- Inspect attachment points (Velcro, snaps, magnets, etc.) for breaks, lose areas or detachment.
- Inspect strapping for breaks, tares or frays.
- Inspect footwear for damage. Install after-market insoles for comfort.
- Repair any damage.
- Always double-check to make sure everything is fixed and repacked for the next invasion.
- There’s no such thing as an unprepared Mandalorian!

Material Checklist

- Mobile Emergency Repair Kit (fully stocked and ready for emergency repairs).
- Water for hydration.
- Field rations (small snacks you can carry on your armor).
- Table for staging area (check with event organizer prior).
- Large table cloth (black preferred).
- 2 Chairs for staging area (check with event organizer prior).
- Trash Receptacle/bin bags.
- Accessories for staging area table. (Props/extra armor/extra weapons for public to inspect).
- Electrical drop cord (for any electronic devices at the staging area table).
- Duct tape (for utility use), Orange tape (for blaster barrels).
- Plastic zip-ties to secure accessories.
Propaganda Checklist

- Current Mercs business cards (standard or personalized for clan/squad available).
- Current Mercs banner (standard or clan/squad specific available).
- *Optional* Current Mercs promo leaflet(s).
- *Optional* Current Mercs rack cards.
- *Optional* Photo book showing local Mercs events and official members.
- *Optional* Computer slide show and/or Mercs website.
- *Optional* Fun hand-out items (stickers, temp tattoos, coloring pages)