

**MANDALORIAN MERCS**

# BATTLE SCRY

**Issue 19**

## **BLASTER BOLT DAMAGE**

A tutorial for realistic, detailed weathering.

## **RECOVERY**

Tips for taking care of your body while trooping.

## **MANDO MYTHBUSTER**

Adam Savage becomes an honorary member.

## **EARLY CRUSADERS**

Get a glimpse of armors from Mandalorian history.

## **CLAN SPOTLIGHT**

Meet the trilingual Mercs of Belgium's Twin Suns Clan.

# MERCS CON

# INFORMATION INSIDE



# MERCS CON

A chance for all Mandalorian Mercs members to meet socially, to discuss the organization face-to-face. This is an opportunity for all members to learn more about the structure of the club and to get more involved, to help the Mercs grow and improve as the elite Mandalorian costuming organization in the galaxy.

## Daytona Beach, FL November 9-11, 2018 Shores Resort & Spa

For FAQs, comments, and ticket information, please visit

<http://mandalorianmercs.org/forum/index.php?board=541.0>



# WELCOME!

Celebration Orlando has come and gone, one more for the history books. On behalf of the Mandalorian Mercs Costume Club, I'd like to personally thank every member who donated time and/or money to making our Celebration Orlando experience the best one yet.

Looking back across the years to MMCC's first organized appearance at Celebration 5, we've accomplished so much together since that time. What we accomplished in Orlando is a testament to what we as an organization can achieve when we unite as a family. Of course there are always bumps along the way, but the most important idea we can hang on to is that we all love Mandalorians and "Star Wars."

Now we must look forward and work towards our next accomplishment; MercsCon. This event is unlike anything done before, a conference for MMCC members by the MMCC. The idea behind MercsCon is much more than just having fun together; we're working on an event that also focuses on costume and prop construction, team building/ leadership skills, and having a "family" conversation about what we can all do to make MMCC better than it already is.

MMCC is also working on some major changes that we hope will give its members a greater role in helping guide the organization's future. One thing that is absolutely critical to any organization is its evolution, and that evolution includes more opportunities for MMCC members to be involved. While it may be my dream, MMCC is your organization.

**Tom Hutchens**  
**Mandalore the Uniter**



## On the cover

Cin'Ciri Verda Ruus'alor Krie Takuur patrols the desert as a member of the Enviromental Specialist: Desert Ops Brigade.  
Photo by Ori'Kotir.

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# BLASTER BOLT DAMAGE TUTORIAL

Take your weathering and battle damage to the next level with detailed scars from blaster bolts and other projectiles.

By Reyk Jaro, Wolves of Mandalore

Photos by Reyk Jaro

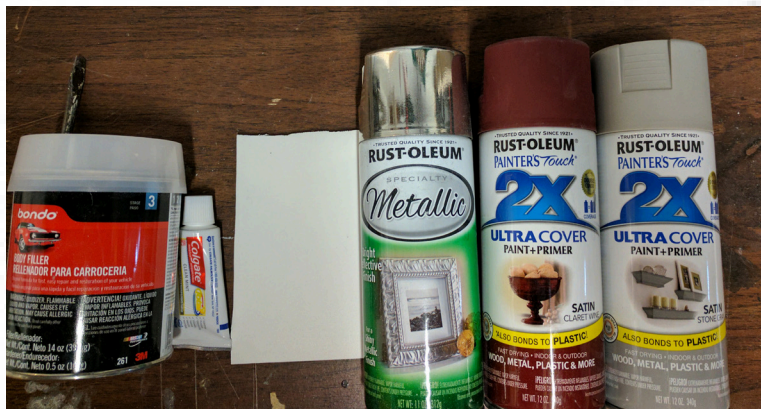
I wanted to add a distinct sort of scarring to my armor, but just gouging into the plates wasn't enough. While I was redoing my knee plates for Celebration Orlando, I wondered if it was possible to use Bondo to get a realistic, bubbling, melted metal look.

Some fiddling around and a couple of new Dremel bits allowed me to create exactly what I was imagining. This was also a good chance to try out some toothpaste for weathering, which works fantastic.

I wanted to put together a tutorial for some of you filthy Mercs to achieve similar results on your own or future kits. Thinking about this further, you can probably use this technique to create large gouges or holes all the way through the plate like what a lightsaber may cause.

## NECESSARY SUPPLIES

- Armor plates in need of weathering and scarring.
- Bondo + cream hardener
- Dremel or equivalent
- Dremel Bits used: 9909, 9905, 971, 7134
- Mouse sander or sandpaper grits 100, 220
- Toothpaste or silicon masking fluid
- Spray primer, silver spray paint, and color top coat
- Brown, Black, Rust/Orange acrylic paints.
- Stiff bristle paint brush for dry brushing



1. Start off by rough sanding your armor plate with 100 grit sandpaper or a "mouse" sander. You don't need to get super-aggressive, we just need to rough up and clean up the surface of the plate.

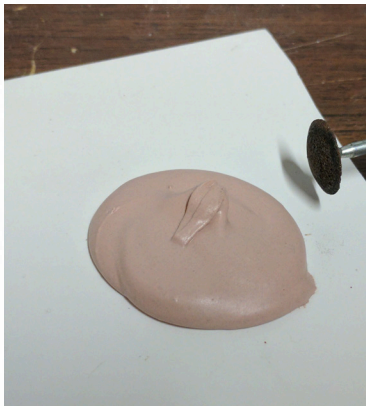


2. Mix up your bondo until it's a greyish-pink, too red and it'll set too fast, and too gray and it'll take forever to harden. Once you've got the Bondo mixed, just lay down a nice roundish glob on the armor and press in the center lightly with whatever you're using to apply. There is no need to smooth down the edges as we're going to want them mostly rounded. Allow the Bondo time to harden, roughly 30 minutes.

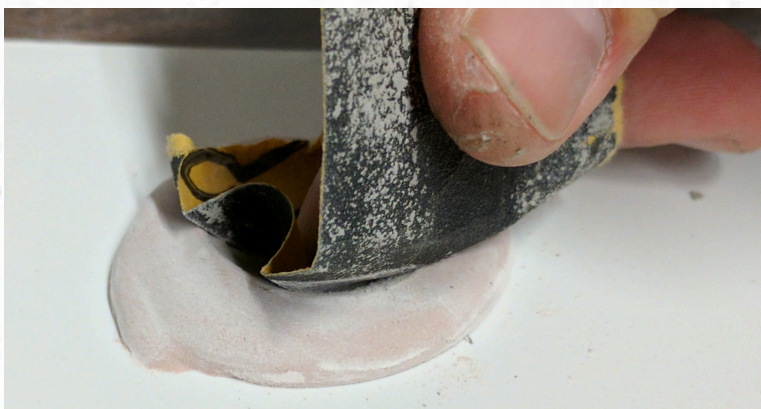




3. Use the Dremel with the 971 bit to bore a convex pit into the Bondo until you begin to see the armor material itself.



4. Use sandpaper to smooth out the pit, don't worry if you run into any bubbles as those will just make the blaster bolt scar better.



5. Draw out the individual bubble lines you're going to follow with the Dremel. Try to avoid uniformity by varying size and shape of the bubbles.



6. Use the 9905 carbide bit to rough shape the outer edges of the bubbles.



7. Use the 9909 or 7134 bits to do the finer line work from the inner edge of the pit to the outer edge. Add some smaller pitting to random bubbles, these imperfections will catch the black wash or dry-brushing later and add to the realism of the scar.



8. Round out the individual bubbles with 220 grit. This is time consuming but luckily you don't need to sand hard as Bondo is really easy to shape.



**CONTINUED ON NEXT PAGE**



## BLASTER BOLT TUTORIAL CONTINUED

9. After you have every bubble rounded, clean off the surface with a dry rag or compressed air to remove the sanded-off Bondo.

10. Lay down your base coat of primer or light colored primer and paint combo. Let dry for 30 minutes or until dry to touch (no fingerprints).

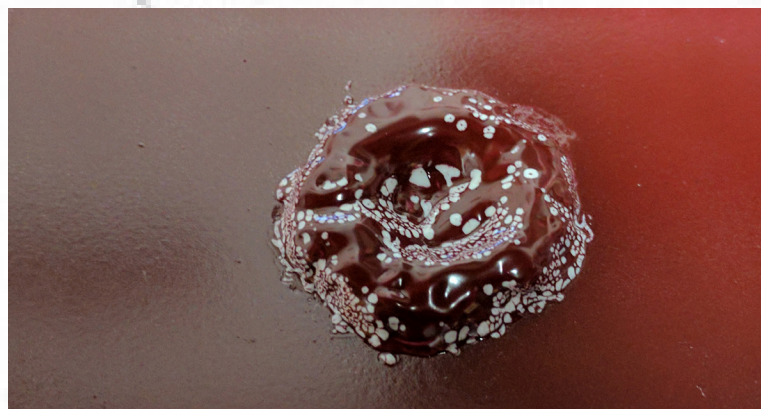


11. Lay down your silver coat and let dry until dry to touch. Is it just me or do metallic paints always take longer to dry? Go grab a drink or some grub while waiting.

12. Mask off the bubbles using toothpaste or silicone masking fluid. I prefer the toothpaste method due to being able to immediately paint after application. Silicone can get you better edges but it's also a hassle to remove after paint, plus toothpaste is minty fresh.



13. Apply your topcoat color. Now... don't freak out, there will be some bubbling from the toothpaste covered area. Don't worry, it's cool. Wait 30 minutes or until dry to the touch.



14. Time to wash off that toothpaste, use an old soft bristled toothbrush and a faucet. The paint will easily wash right off.



15. (Optional) Use 400 grit sandpaper or fine steel wool to dull down the top coat. Use a light touch here, or you'll remove too much paint. Or go nuts, it's your kit.

16. (Optional) Black wash time because being shiny is dumb. I just use a dish sponge and dab my black wash acrylic and water mix right onto the plate. In order to get a dark color into the bubble grooves I just sponge a little unmixed black acrylic into them and wipe away the excess.





17. Dry brush that rust and blast pattern. This is purely optional. If you like the shiny pit, congratulations, you're done. Circle around blaster scar with black paint and then brush outward. The paint will naturally form a star pattern and if you continue to brush over the area you'll create and inner cleaner area inside your star pattern. Mix brown and orange to your liking and dry brush the bubbles and pit to your liking. (Optional optional) brown wash as your final step.



Congrats you're done! Enjoy your blaster bolt scar.



Total time spent is roughly five or six hours, but that includes waiting for paint and washes to dry.

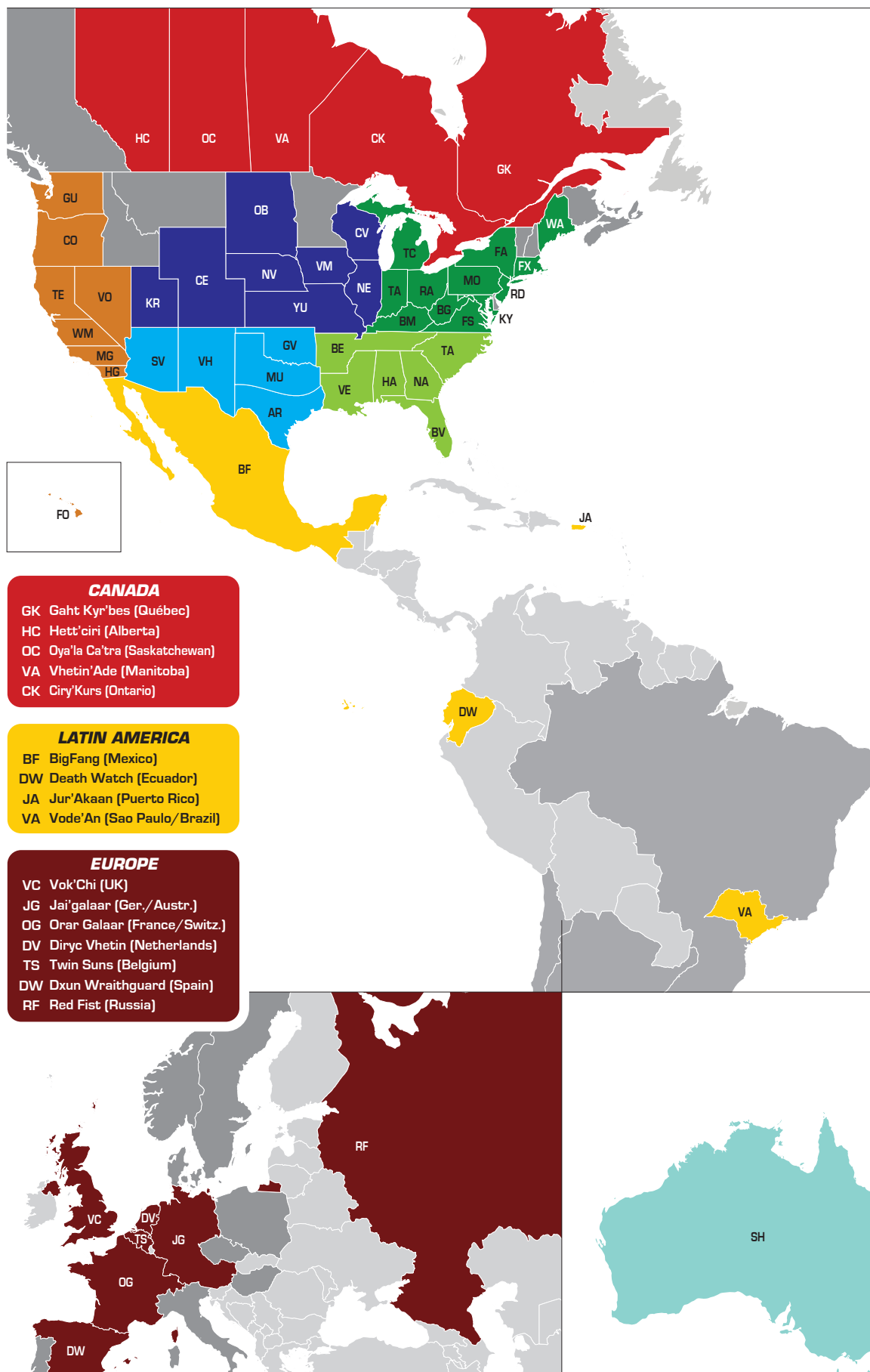
Some final thoughts: Definitely look at pictures of "rough welds" on Google as they provide great references on how to shape your bubbles. Pits in the bubbles will catch the washes and highlight the damage. Carving and sanding Bondo does get pretty messy so wear a mask, especially if you're susceptible to respiratory problems.

Hopefully this tutorial lets you create some awesome scarring. PM me on the forums if you need any opinions or have questions!





# MMCC CLANS LOCATOR MAP



## WESTERN USA

CO Concordia (Oregon)  
 HG Haran'galaar (San Diego)  
 MG Manda'galaar (Los Angeles)  
 GU Gurreck (Washington)  
 TE Teren (Northern California)  
 VO Vornskr (Nevada)  
 WM Wolves of Mandalore (Cent. Calif.)  
 FO Five-O (Hawaii)

## NORTH CENTRAL USA

CE Cerar (Colorado/Wyoming)  
 CV Cin'ciri Verda (Wisconsin)  
 KR Krayt (Utah)  
 NV Ne'tra Vhipir (Nebraska)  
 NE Nexu (Illinois)  
 OB Oyu'baat (Dakotas/West Minn.)  
 VM Vhett Manda (Iowa)  
 YU Yustapir (Missouri/Kansas)

## SOUTH CENTRAL USA

AR Arqet (Southern Texas)  
 GV Ge'tal Vheh (Oklahoma)  
 MU Murraan (Northern Texas)  
 SV Shonare Vhekadla (Arizona)  
 VH Vhe'rang (El Paso/Tex./N. Mex)

## NORTH EASTERN USA

BG Black Mountain Guard (W.Va)  
 BM Blue Moon (Kentucky)  
 FA Falco (New York)  
 FX Firaxan (New England)  
 FS Firestorm (Virginia)  
 KY Kyrimorut (Maryland)  
 MO Mav Oya'la (Pennsylvania)  
 RA Rancor (Ohio)  
 RD Raquor'daan (New Jersey)  
 TA Taakure (Indiana)  
 TC Tra'cor (Michigan)  
 WA Wampa (Maine)

## SOUTH EASTERN USA

BU Bes'uliik (Tenn./ Ark.)  
 BV Buurenaar Verda (Florida)  
 HA Haaranovor (Alabama)  
 NA Naast (Georgia)  
 TA Talon (Carolinas)  
 VE Veshok (Miss./La.)

## OCEANIA

KA Kamino (New Zealand)  
 SH Sandhawk (Australia)

## CANADA

GK Gaht Kyr'bes (Québec)  
 HC Hett'ciri (Alberta)  
 OC Oya'la Ca'tra (Saskatchewan)  
 VA Vhettin'Ade (Manitoba)  
 CK Ciry'Kurs (Ontario)

## LATIN AMERICA

BF BigFang (Mexico)  
 DW Death Watch (Ecuador)  
 JA Jur'Akaan (Puerto Rico)  
 VA Vode'An (Sao Paulo/Brazil)

## EUROPE

VC Vol'Chi (UK)  
 JG Jai'galaar (Ger./Austr.)  
 OG Orar Galaar (France/Switz.)  
 DV Dirc Vhettin (Netherlands)  
 TS Twin Suns (Belgium)  
 DW Dxun Wraithguard (Spain)  
 RF Red Fist (Russia)

Map by Wak'Rust Atin



# POST-TROOP RECOVERY TIPS

Like any strenuous activity, conventions and troops tax the body of even the strongest bounty hunters and demand preparation and recovery.

By Vorir Gah'Kurs, Ciry'Kurs Clan

Photo courtesy of Mandalore the Uniter

My first convention in armour was one of excitement, nervousness and worry all rolled into one during the fleeting hours before I kitted up and took to the floor. I didn't hydrate, or eat properly, that morning, and through the convention, with all the activities, I ignored what my body was asking for.

Cut to eight hours later and as the convention closed down, I crashed hard and it took nearly two days to recover. From that experience I learned through talking with dieticians, and my wife who is a physiotherapist, how I should properly train my body for the strain of conventions, and what to do afterwards. This is their advice, and while it works for me, it may not work for you. I highly recommend, if you suffer strains and pains after a convention, to seek out your local professional physician and discuss as I have what you can do to better recover from these exciting events.

## HYDRATE

From some discussions with other Mandalorians, we tend not to drink fluids during the convention to avoid having to go to the bathroom and the process of armour removal to complete the task. This however is a bad idea, as our bodies need an estimated two to three litres of water a day to function properly, and more during vigorous activity. We lose water through breathing, and sweating, two main things we Mandalorians face when wearing 10 to 80 pounds of armour. Continuous hydration through the event is recommended, and taking small sips of water will help your body process more easily than finishing a bottle of water in 20 seconds. After the convention, I would drink a bottle of Gatorade to replace the electrolytes that were lost during activities. Choose your brand on preference and flavor, and just as with water throughout the event, consume slowly to let your body digest it.

## EATING

Do as the hobbits do, and eat throughout the day at even intervals. Fruits like strawberries and blueberries are high in vitamin C, and nuts such as almonds or walnuts contain protein to keep your muscles working smoothly.

After the convention finishes, one would assume that greasy food such as burgers or salty treats like pretzels would be the go-to choice for a reward. In truth, our

bodies crave healthier food to replenish what we have lost. A personal favourite of mine is spinach salad with fruit, nuts and chicken. A side of garlic bread and cheese wraps up the meal. It may not appeal to most, but it helps rebuild muscle tissue, and helps the body after expending energy at a convention. You can have your favourites afterwards, but the main point is that your body is on a deadline for a proper recovery. If you can eat within 30 minutes of finishing your activity, you'll be able to decrease the risk of cramping, strains and stiffness in your joints for the coming day at convention, or back to work.

## STRETCHING

It's important to stretch after any period of time of extreme physical exertion. Many Mandalorians realize that standing, walking, crouching and talking exerts pressure on your body and, like those who exercise, a cool down stretch is a welcomed need for your body. Through conventions, I've discovered that wearing compression socks has decreased inflammation in my feet, and reduced soreness from being on them for eight or more hours. Every garment is different, so speaking with a professional is suggested before buying them. After you eat, find a relaxing place and run through a few stretches. Personal choices include "Runner's Lunge," shoulder stretching with one arm behind your back and switch. Calf raises are great for stretching out your feet as well as toe crunches, much like Bruce Willis from "Die Hard."

Everyone is different, and your choices and routines may be altered dramatically to suit your lifestyle from what is written here, but the important thing is to be safe, have fun and keep active for the next convention you attend.



Mandalore the Uniter demonstrates the pre-troop stretches and push-ups he used in the early days of his bounty hunting career.



# California Clans Get

Mandalorian Merc OM Nokka Tarc based the initial design of Adam Savage's helmet on the crash test dummy striping of the infamous "Buster" dummy from "Mythbusters."

Tarc presented Savage with the helmet at Silicon Valley Comic Con on April 22.





# SAVAGE

By Coryn Jusik, Wolves of Mandalore

Photos courtesy of Nokka Tarc and Sierra Haworth

With the number of weapons he's fired, vehicles he's destroyed, explosions he's walked away from and helmets he's worn, former "Mythbusters" host, prop-maker and costumer Adam Savage seems a natural fit for the Mandalorian Mercs Costume Club.

And while he's not yet clad bucket-to-boot in beskar'gam, Savage's workshop now includes a scratch-built, rusted, heavily-weathered helmet and T-visor, as a "thank you" from two MMCC clans for all the inspiration he's provided over the years.

At San Jose's Silicon Valley Comic Con, the Mercs' northern California clans, Teren and the Wolves of Mandalore, inducted Savage as the club's latest Honorary Member, a prestigious group that already includes several Fetts: Temuera Morrison, Jeremy Bulloch and Daniel Logan, Lucasfilm legends Mary Franklin, Steve Sansweet and Dave Filoni, and authors including Karen Traviss, Timothy Zahn, and Kevin J. Anderson.

"For me, being able to induct Adam Savage is amazing. He inspires me to do (costuming and prop-making) and I know that all of us feel the same," former Teren Clan Alor'ad Thraxus Ky'ram Vorpan said. "What I've taken from him is that there's always a way to achieve what you want to make."

In addition to the ceremonial plaque presented by Vorpan, Savage received a scratch-built Mandalorian helmet from OM Nokka Tarc, who joined the MMCC as a member of Teren and is now part of the Wolves.

"The whole helmet thing came just as an idea from me because I thought, 'He's someone really special, he likes these costumes, what if I just make him something completely from scratch?'"

Upon receiving the helmet, Savage excitedly inspected the craftsmanship - it was made from a modified bike helmet and expanded PVC foamboard - before donning it for photos with the assembled Mercs.

"I can't see a thing out of this!" he said once the bucket was on his head, eliciting laughter from the crowd, and knowing nods from the armor-clad legion behind him.

"It's no wonder the stormtroopers can't hit anything," he joked, before pausing and noting, "By the way, I know this is not a stormtrooper helmet."

The plan to induct Savage began more than a year ago, at 2016's SVCC. At the time, Wolves of Mandalore and Teren were still one clan under the Teren banner. Vorpan and Tarc noted Savage's influence on costumers while watching him sign autographs near their booth.

Prop-maker, Mythbuster, and life-long "Star Wars" fan Adam Savage joined the Mandalorian Mercs at Silicon Valley Comic Con.

"He's the whole reason why I moved from Chicago to specifically San Francisco for art school," said Tarc, "I thought a great out-of-school job would be to apply for "Mythbusters" when it was still on the air. He specifically has been a really big inspiration as far as cosplay and his whole philosophy of making costumes."

Savage, best known for more than a dozen years as host of "Mythbusters," is no stranger to the world of "Star Wars." Before "Mythbusters" he built models for the first two "Star Wars" prequels and was inducted as an honorary member of the 501st Legion in 2013. He has also started a tradition of walking around at conventions in disguise, and was seen as Chewbacca - carrying a broken C-3PO on his back - at SVCC.

"I think it's really terrific. I love the practice of finding like-minded people, I love how widespread these (costuming) groups can be. I really dig it." Savage said after the ceremony. "I would have killed for that kind of community when I was 18 or 19. At 16, I was a very lonely kid, as I think a lot of us are, a lot of the geeks with the weird hobbies that nobody's going to understand."

Savage recognized the inspiration he's had on the group that inducted him, noting that he needed to invite Tarc back to "his cave" to look at other weathering techniques, including Barnard clay.

"It's bizarre but it's also something I've been trying to do so it's deeply satisfying. Once I started putting on costumes and realizing that I could normalize this indefensibly weird hobby, I realized that I was talking to 10-year-old me, and I was telling (him) 'this is cool, it's all right, you can let your freak flag fly, find your people, and it'll be all right.'"

**"I THINK IT'S REALLY TERRIFIC. I LOVE THE PRACTICE OF FINDING LIKE-MINDED PEOPLE, I LOVE HOW WIDESPREAD THESE (COSTUMING) GROUPS CAN BE. I REALLY DIG IT, I WOULD HAVE KILLED FOR THAT KIND OF COMMUNITY..."**



# MANDALORIANS OF THE EARLY CRUSADES

Modern members go for an ancient look with their dramatic, organic kits.

By Naran Baatar, Tra'cor Clan

Photos courtesy of Maldemar Layari, Tracyn Jasra and Rose Christensen

While most people immediately think of Modern style when they imagine what a Mandalorian looks like, Mandalorians have a much deeper history, one with roots reaching back before even the Jedi and the Sith. Unique in its barbaric, organic style, the “Early Crusader” armor showcases Mandalorians at the height of their power, making war to glorify their ancient, forgotten gods, unchecked by any galactic regime, and unbroken in their spirit. With this in mind, let’s take a closer look at the Early Crusader era and its warriors.

## BACKGROUND

In both Legends and canon “Star Wars” lore, the timeline of the Mandalorian people is long and storied. In canon, the early Mandalorian crusaders were swordsmen of such skill that they could best a Jedi while armed with nothing more than their cunning, their prowess with the blade, and their signature helmet.

In “Star Wars” Legends, Mandalorian culture begins with the Taungs. After warring with early humans, the Taungs were driven from Coruscant, and they found themselves on the Outer Rim planet of Roon. There, they encountered the massive Mythosaurs, beasts the size of a city. Under the leadership of a Taung warrior who took the title Te Sol’yc Mand’alor, or Mandalore the First, the Taung people were united and the Mythosaurs driven to extinction. Mandalorians continue to revere the symbol of these fearsome creatures to this day. Mandalorian culture and its homeworld take their name from Mandalore the First, and later, under Mandalore the Conqueror, the crusaders were born, expanding their reach across the stars.

In the Mandalorian Merc Costume Club, the Early Crusader CRLs allow a person to explore these ancient warriors. Armored in bone, leather, and rough-crafted Mandalorian iron, they strike an imposing and barbaric figure whose ferocity remains unmatched.



OMs Seugtai (above) and Kris Jasra show off their crusader kits. Instead of the common metal look of modern armor, crusaders simulate bone and other organic materials to honor the ancient Mandalorians.

## BUILD

From a construction standpoint, the Early Crusader era allows unique freedom to a builder, more so than some of the other eras. For example, kits from this era are free to use leather, fur, and even bone. The design of Early Crusader plates are wide open as there is no single design that is iconic to these ancient warriors; each crusader crafted their armor to specifically suit their personal needs, skills, and tastes, and there is much variation. The Early Crusader CRLs, however, are not without their limitations: a builder cannot use modern materials like nylon in the kit, which means that, for items like pouches and holsters, the only option is leather. Additionally, kits of this era may not include any sort of design from Modern style armor, which means no chest diamonds, modern helmets, weapons, etc. So in many ways the freedom





is a double-edged sword. Early Crusader era offers the room to really create something that stands apart, but the builder has to walk that path alone, which can make for a very challenging first-time build — one that is all the more rewarding when finished.

For anyone who wishes to take on this challenge, here are a few things to keep in mind:

## ORGANIC, ORGANIC, ORGANIC

Above all else, organic material is the key to an Early Crusader kit. Bone is the most common material chosen, and there are a variety of ways to style plates; bone can be anywhere from polished and bleached to aged and cracking. Not all Early Crusader armor needs to look like it is made from bone; however, it does need to look organic, whether carapace, roughly-hammered metal, or leather. Think space barbarian and you're in the right ballpark.

## COLOR

Natural colors are always best with an Early Crusader kit. Browns and tans are preferred. Other colors can be used, but as a general rule of thumb stay away from full black, pastels, or neons. Small amounts of rich color can be used as accents and details to bring more color into the kit. For example, adding colorful fabric strips or using non-standard leather in the form of faux exotic hides such

as snakeskin, alligator, or sting ray can break up the more neutral tones. Different types of metal can also provide color variations. Playing with texture is another good way to make up for the narrower range of color used in an Early Crusader kit.

## THINGS TO AVOID

There are some pitfalls to avoid, because you are building an ancient Mandalorian, not a Mandalorian/Skyrim crossover after all. Materials like chainmail, for example, push a kit away from space barbarian and towards fantasy barbarian and are highly scrutinized. While horns on the helmet and armor are encouraged, tread carefully not to cross the line into fantasy or viking, and as always, make sure to avoid anything that looks too Earthy.

There are only a handful of Early Crusader kits within the MMCC; it is as an era not yet fully explored. If you are looking for a place to really challenge yourself and you also happen to really like the idea of space barbarians, then the Early Crusader era may be just the place for you.

For more information, visit the forums and check out our "Crusader/Neo Crusader" forum at:

<http://mandalorianmercs.org/forum/index.php?board=85.0>



# TWIN SUNS CLAN



## SPOTLIGHT



**By MishaKitty, Buurenaar Verda Clan**  
**Photos courtesy of Alexander Provoost**

At the recent Celebration Orlando extravaganza, members traveled from far and wide to share their love of Star Wars and the Mandalorian Mercs. From locals who drove a mere 20 minutes to international folks who flew over several days to attend, members of the club gathered together to enjoy the event. One group of visitors made a particular impact on their stateside family, impressing everyone they met with stories of their unique take on the structure of their clan. Coupled with their outgoing friendliness, their willingness to share their ideas, and their wicked humor, the Mercs from Belgium's Twin Suns Clan proved that our club has spectacular membership regardless of the location. Regional Commander and original Twin Suns founding member Dex shares his perspective on the growing clan in this article.

**When was Twin Suns first formed? What was your role in the Clan?**

Twin Suns was founded as a squad back in 2013. We achieved our clan status in the fall of 2014, reaching the count of five members, which was the requirement at the time.

I myself am "First 5" and served three years as the club's Ver'alor.

I surrendered my commission as Ver'alor in the beginning of 2017 to let the next generation take over, because we wanted to make sure if one of our officers retires the next generation upholds the same structure and values we do.

I went on to become the regional commander for the EU territory.

**I understand that the Suns have a unique way of identifying each member's language via your clan logo. How do you differentiate?**

Since Belgium is a tri-lingual territory, but mostly French and Dutch, and the country is split in a North and a South we went with the name Twin Suns. Our in-universe logo which we fly on our armor indicates which part of the territory we are from. The north (Flanders, Flemish speaking) carries the yellow sun on top, the south (Wallonia, French speaking) the red sun. This way we know if an opposite sun is present we go to our go-to language: English. Not everyone speaks both languages properly so we chose the language that's most accessible for all as our go-to way of communicating.

**At Celebration, you mentioned that your clan has regular meetings. Can you tell us the**





**intention behind them and how you set them up? How has the membership responded to them?**

The brothers try to get together at least every other week, mostly on a weekly basis. Of course this does not entail the entire clan each time but we try to get together as much as possible. The intention is to have fun and get to know each other better. On some of these club nights we open the doors to visitors and people who are curious about the club, they can get to know us and the club outside of the armor. The armor is what we have in common, the club is what connects us.

**I also remember you mentioning a “clubhouse” that Twins Suns is building. Is that right?**

Twin Suns indeed has a clubhouse in Belgium. Some of our club nights happen there behind closed doors. If you want to know what goes on behind them, I suggest you come visit us in Belgium.

**You mentioned that you had original members and you recognize them accordingly. Can you tell me a little more about how that works and the overall structure of your recognition program?**

The colours were brought to life in Belgium around 2014. Members of the MMCC were looking for a new way to distinguish themselves amongst other fan clubs within the “Star Wars” universe. Given the current tendency to go “scrapbooking” for all possible patches and blatant disregard for the “less is more” principle on current vests within the fan clubs, the Twin Suns decided to go for a uniform look that would work well with the image of the Mandalorian Mercs: the outlaw biker three-piece patch. Being inspired by a fictional TV series and real world motorcycle clubs; Tom, a member, cartoonist and tattoo artist, set about designing a “reaper” which would work in universe. We started with the father of all



Mandalorians, Boba Fett, sporting his signature EE3 and thermal detonator. After doodling on a few coasters during a member meet, we came up with the design we proudly fly at the center of our colours today.

The dream was that one day other clans of the MMCC might adopt this look. For this reason “BELGIUM” was chosen as bottom rocker rather than “TWIN SUNS.” Since we are a proud clan and like to promote ourselves, the clan name was promoted to side rocker.

If this idea were ever to catch on we would like it if there were always a link to the clan who came up with the idea hence we all fly “Black Sands Original” on the front of our colours.

The black sands in reference to the origins of Twin Suns, the original as sign we were the original clan to start with these colours.

**If you missed the Suns on their last US invasion, they plan to return in August for DragonCon and will also be back for 2018’s MercsCon. Look for their idea of the “colors” to be piloted here in the US in late 2017 too. And if you’re curious about the Club House, well, that will simply require a trip to Europe to meet the Suns on their home turf.**



# FROM THE EDITOR

It's been a bit of a roller coaster since I last wrote this section. Not only have we had two terrorist attacks in the UK, there was an attempt in Paris and another in Iran.

Not only that but someone brought real guns into a convention in the US. The real tragedy is, because they have to, security is going to get tighter and queues are going to get longer.

What we need to understand is that with that scrutiny will come restrictions, and, as Mercs we have a duty to lead the way in following those restrictions and demonstrate what good costuming is all about.

The Mercs have been leaders in making positive change and growth, I could tell you a few stories about some of the biases we had to fight in the early years of the club, but with our acceptance comes the responsibility that we are an all-encompassing and inclusive club.

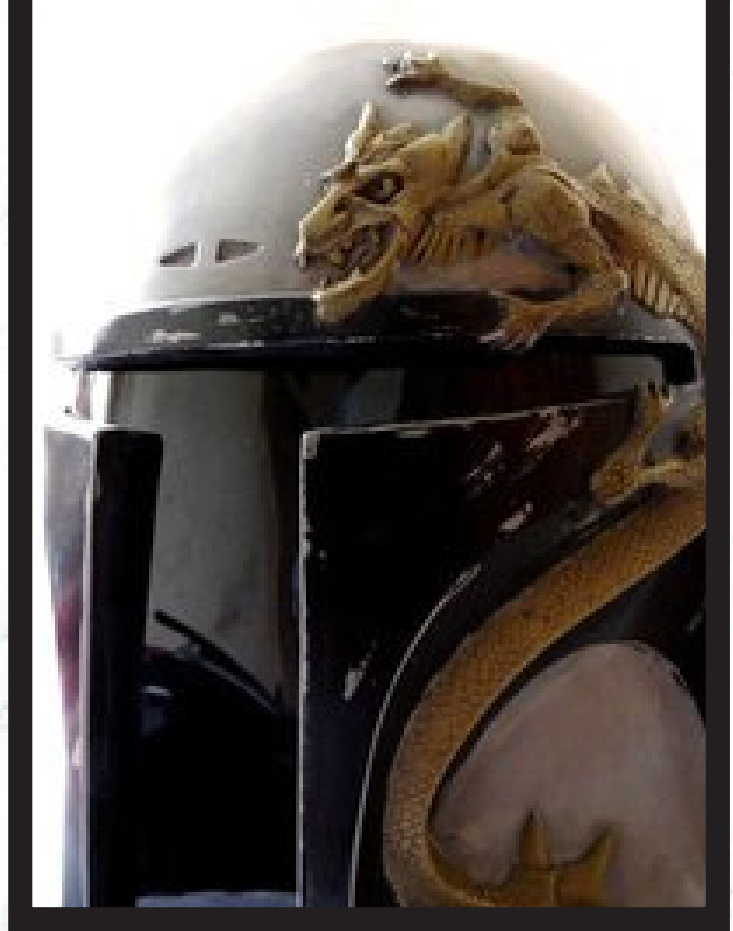
My goal for this club is to bring the club closer together as a family unit and it has always been the desire of Tom and I that we could create an event where we could just hang out together, have an event based on the fun of a con and less of the costuming and work. Interestingly, a few people came to the same conclusion about the same time and MercsCon has grown into a larger-than-life event.

Granted, it's grown bigger than all of the original conceptions as people came on board and brought new perspective to what we intend. But I like that people want to contribute and make things happen, it makes my job easier when people actively want to help.

I'm also sad to hear that long-time friend of the Mercs, Steve Sansweet, had issues with thefts from Rancho Obi-Wan. It comes as a bit of a shock to many of us, Steve is such a genuine and giving member of the "Star Wars" community it seems totally off that someone should take advantage of it.

Steve has Mandalore's old bucket and Rancho Obi-Wan is the final resting place of Remo Jadd's helmet. I think Chris would love to know his work was being kept as a display for future generations.

Anyhoo. Wherever you're trooping, take care.





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