





STAR WARS FURDPE CELEBRATION EUROPE

MESSE ESSEN, GERMANY · JULY 26 - 28, 2013



THE PARTY COMES TO GERMANYI
DIE PARTY KOMMT NACH DEUTSCHLANDI

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WELCOME

With Celebration Europe II around the corner, it's hard to believe that July is already upon us. Our Euro Clans are working hard putting together a great set-up for CEII, and I'm proud to see so many countries pulling together for Mercs. CE2 will be a great example of what we can all accomplish together.

I had the honor of spending time with Shonare Vhekadla Clan in Arizona USA for Phoenix ComicCon. One common feeling present in every Clan I spend time with is one of family. The Mercs is a family, and you feel this in every Clan and member of our great organization. While we will have moments that test our ties, just like any other family, we always bounce back and are there for each other.

I want to say how proud I am that our group can come together for those who need our help. On May 20th one of the largest Tornadic storms ripped through Moore, Oklahoma. 25 people lost their lives, including 10 children. Members and friends from around the world donated money raising over \$2000.00 in less than 2 weeks. By the time you read this, we will have already used that money to help the children of Moore either on the ground or through a larger charity.

No matter where you are in the world, in the Mercs you are part of our family.

Tom Hutchens
Mandalore the Uniter
Founder/CO MMCC



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15 - Dear Gabby

Mercs members have their troubles and concerns answered.

Battle cry has a UK English Editor but all US English contributions have not been changed. The Mercs are an International club where all cultures and languages are respected.

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LET US WELCOME

We've had a busy quarter this year, with the Council roles nearly all swapped out and several clans/squads showing up as well, let's take a look at the updates!

Personnel Officer - Responsible for creating and maintaining the Costume Requirement Lists and Official Membership database, overseeing the Applications team and advising Ruus'alors in their role.



Outgoing: Chris Brown (Remo Jadd)

Finding the time is always difficult, so realising he wasn't able to devote the time needed as Personnel Officer Remo chose to step down as leader, but continues to work on the Apps team..

Incoming: Sarah Nichols (Seugtai)

Sarah has gained a lot of respect as a costume maker and it's her eye for detail that convinced the Council she was the person to lead the apps team.



Quartermaster - Responsible for creating and distributing Official Mercs merchandise, is the go to person for advice on Mercs and LFL copyright issues...



Outgoing: Abby Lusk (Arden Fisk)

Abby has been a rock in the Council and has been responsible for the design, production and distribution of most of the Mercs goodies for years, however, as real life creeps up, Abby has had to recognise that she needed to concentrate on things outside the Mercs, but fear not, Abby has moved to the Art Team and will still be helping to design all the goodies.



Incoming: Corey Applegate (Coreysnaps)

Corey entered the Quartermaster running, already making an impact by setting up recent merchandise runs. She has alread proved the Council's decision to appoint her was the correct one.



CLANS AND SQUADS



Diryc Vhetin - Netherlands

Well, they did it! Led by Nayru Kar'ta, the Dutch clan are now ready to invade CE2 with a growing membership.

Taakure - Indiana

Having been on the cards for a while, Taakure have finally gained the members needed to form their own clan. Lead by Darth Mayhem, the Freelancers' loss is the clan's gain.

Warriors of the Red - North Dakota, South Dakota & Minnesota

Led by Sevador Til, the Warriors of the Red are starting out small, but with several potential members may build up to a full clan very quickly.

THE FAR WARS EUROPE CELEBRATION LUNOPE

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With the wait for space going on, in typical fashion for the German clan, Jai'galaar decided to crack on, Chris, also known as Nirob took over the planning and construction of the bunker, providing a plan and working with the PR Officer to help the final negotiations for space.

Meanwhile, interested in the Mercs doing a panel, LFL requested that the UK Vok'chi provided a small synopsis of the panel discussion. At last discussion it appeared that David, also known as Nate Jangotat would be leading the panel, with Niabi, Ratiin Aden and Saz backing him up.

However, once the final negotiations were complete, the PR Officer was then able to give the clans definite plans of what should be going on. Keenly aware that most of the work had been laid on the German and UK

clans, the newly formed Diryc Vhetin Clan from the Netherlands stepped up to take on the production of some of the ideas.

One of these was making basic plates mounted on straps for members of the public to wear for photos within the Mercs compound. It was amazing how quickly Tenoth got them out and the quality of the paint work as well really boosted the morale of the organisational team.

Nirob released the basic plan for the bunker to give people a visual idea of how it would look including the detailing of the panel.

With things coming together, it was now a matter of getting everything together and consolidating the work, ensuring that everyone knew what they were responsible for.

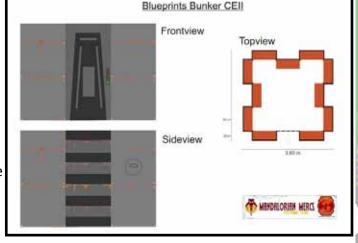
In the US, Mandalore has been busy prepping all the items that needed to be sent to Germany for the show, these included the pamphlets, banners, posters and one special surprise organised by the Mandalore and Saz.

Whilst it would be inaccurate to say that the clans are fully ready for Celebration Europe 2, it would be fair to

say that they are now on the final push to get the items finished for the show. The setup crew who volunteered have been rewarded with event passes and will converge early to set up and break down the event.

Celebration Europe 2 will be the first opportunity for every European Merc to meet up and troop with each other, a prospect every member is looking forward to.





Focus on Brigades

Through 2010, the idea of the Brigades was first formed and developed, which eventually became a bastion for Official members who wished to give their kit a bit more purpose.

As with all works in progress, the Brigades has developed and changed to become an entity in itself and, with the appointment of Rokeim Gekla, has really pushed to become a popular fixture within the club. He discusses with us some of the aspects of the project.

As Bigadier my duty is to ensure the smooth running of the Brigades, overseeing the suggestions for new Brigade divisions and leading our small Brigade "Apps" team in approving Official Members into the Brigades. I have been an Official Member since since 2010 and joined the Brigades almost immediately. I came into the position of Brigadier in January 2013, taking over from the previous Brigadier Slade Kel.

The Brigades was started as a program to encourage members to further improvement on their kits and reward them with some extra perks for going above and beyond.

Perks include the ability to receive one of our forum awards, based on which brigade they are a part of, access to exclusive merchandise and, of course, recogniton of being a Brigade member.

We've made some considerable changes with Brigades 2.5, including looking back at past agreed Brigade Requirement Lists

(BRLs) as a few canon events in shows, such as the Clone Wars have really changed the way we look at a profession. Canon always trumps opinion.

BRLs work by agreeing with Members the correct items needed to best describe a certain profession or career and these are placed as a list of requirements and suggestions. For a BRL to be completed, 5 members need to submit applications based on those agreed BRLs.

We've recently started releasing some merchandise for the general member base to acquire in order to further interest in the brigades and raise awareness of the program.

Last month we had a very successful patch run of 100 brigade patches which sold out in under eight hours. It completely surprised us, and we were delighted to see the level of enthusiasm for the merchandise and program.

We will be also implementing brigade specific merchandise. If people want it they'll need to be in the brigades or trade with someone who is.

The Brigades is growing, not only in size, but in acceptance as a credible part of the Mercs, with members starting their kits with a specific Brigade in mind and older members changing loadouts to modify their kits into an acceptable BRL frame work.







The Brigades prove so popular the patch sold out within a day!

MANDALDRE

The Mandalorian Mercs Costume Club first opened its doors in March of 2007. However, very few people in the MMCC know the earliest origins of Mercs, or the inspiration behind the organization. Let me be your guide on this short flashback in time, as we travel back to the origin of the Mandalorian Mercs.

It all began in mid-2004, with an on-line game named "Star Wars Galaxies". After spending time in the Rebellion, Novall Talon had become tired of the Galactic Civil War. With no end in sight, he decided that the best side of this war was his own. He resigned and took up the life of a Mercenary and Bounty Hunter. He became quite the name for hire when jobs such as assassination, kidnappings, bounty hunting, and property retrieval were required.

During his galactic travels, Novall picked up a small band of associates who had proved useful as Mercenaries. This group worked under the name of "Mercenaries" (guild abbreviation: MERCS). Over the next few months, MERCS would become one of the more well-known guilds in the RP/PvP community. In late 2004/early 2005, the MERCS guild centered around the "Mandalorian" warrior culture and the name was changed to "Mandalorian Mercenaries".

Getting members in Mandalorian armor was a main goal of the guild. Gathering the ingredients and crafting Mandalorian armor was a huge undertaking, as both of these events took place within the infamous Deathwatch Bunker on Endor. By early 2007, MERCS had become not only one of the largest guilds but also one of its most active with MERCS hosting regular guild and community events. 2007 would also be the year Mandalorian Mercs began its life as a real-world Star Wars™ costume club.

Chris Palmer (Jaminos Talon) of Seron Clan has many memories:

"The Mandalorian Mercs were famous for two things, being outstanding Roleplayers and bearing the signature armor that backed up our name. Outstanding members were awarded a Mandalorian armor helmet. However this was no easy task but, once was it was finished, we had a symbol of our work and love for what we did.

I still remember my ceremony as Novall Talon handed me the components to make a helmet. The day I stood in front of my fellow Mercs with my new helmet was one of my proudest achievements."

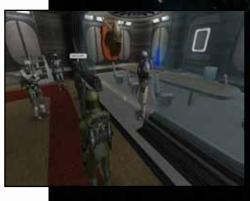
In 2008, Mandalore's duty to the real-life Mandalorian Mercs prevented him from spending as much time with the online MERCS. Much like the MMCC, MERCS was a group of friends who looked after each other while having fun being part of Star Wars.

The dedication, camaraderie, and hard work of Mandalorian Mercs members past, present, and future is why the MMCC is here today. It's been an honor to watch that story unfold over the years.









- Tom, Mandalore the Uniter

THE

CHARITA SPECT



Back in November of 2007, the Mandalorian Mercs was a young community for Star Wars costuming. They were receiving a good amount of traffic to their website and were growing in membership. The Mercs wanted to use this popularity to give back to the community in some way. The idea was conceived that it should be their duty as costumers to be able to help the most important fans of Star Wars: the children.

The Mercs were already working in conjunction with other costume clubs, like The 501st Legion and the Rebel Legion who also participated in many charity events. The Mercs wanted to do something similar that would raise the standard from these other two great costume clubs. In late 2007, the Mercs decided that they wished to go outside of the box and, instead of selecting a charity, they would sponsor their own.

The Mercs council came up with 'Help a Verd'ika' Fund.

The main goal of the fund was to provide toys for underprivileged children throughout the regions of the Mandalorian Mercs Costume Club. This focused on giving out Star Wars toys; as well as books, clothing, and gift cards.

The name of the fund was derived from the Mandalorian term 'Verd'ika' which means 'Little warrior'.

In November 2011, with the rapid growth of the club, discussion and ground work began for the founding of "Little Warrior International" (LWI) a not-for-profit charity founded and run by Mercs members to replace the Verd'ika Fund.

2012 saw another record year for the 'Verd'ika' fund, now known as 'LWI', as chapters raised a combined total of

\$4000 (\$1000 over the 2011 goal). Three families benefited from the fund that year, including two families within the club itself. Half of the funds raised were held back to pay for transforming LWI into a 501c3 non-profit charity.

The Mercs have also been known to join in local, national and international relief efforts in the wake of multiple disasters. Most recentlyt being the 'Moore, Oklahoma Tornado Victim Relief' fund, where the Mercs have set a goal of \$5,000 to donate to the victims of the tornado on May 20th.



7 Mandalorian Mercs Battle Cry

THE CLANS

Many clans have also helped other organizations such as 'Toys for Tots', the United States Marine Corps Reserve, the Salvation Army Bell Ringers and the March of Dimes, which raises awareness for premature babies; and many more at local levels.

The Mercs are currently compiling a comprehensive list of charities they have given aid to and hope to publish the list before the end of 2013.



Mercs around the globe have developed different ways to raise funds. Rav Sta'is of Australia's Sandhawk Clan says, "We have never done a bounty hunt here in Australia. We usually just rattle a tin can along with the other [costuming] clubs." At a recent convention they were able to raise over \$3,000 in one day using this method.

In the United States, Baelin Halon of Texas's Murraan Clan has used the "Bounty Hunter Bingo" method. For a minimum donation, players are given a "Mando Bingo Card" and are sent to find the Mandos pictured on the card. As the Mandos are found, they'll mark the card and after all pictures have been marked, the player returns the card to the Mercs' Table for a small prize.

Another popular method of fundraising is the "Jail and Bail" where convention attendees come to the Mercs' table and place a bounty on a willing friend or relative. The Mandos then go out and track down the bounty, detaining them in a homemade jail cell prop until the fee is paid.

BRINGING THE FUND BACK HOME

Tom Hutchens announced "We're going to be absorbing LWI back into Mercs with the change in [the club's] 501(c) tax-exempt status." Meaning the Mercs would be able to absorbe LWI as its charity instead of a standalone organization.

Since the 'Verd'ika' fund surpassed its original goal of \$150 by \$50 in 2007, the goal has been to beat the amount from the previous year. To date, the Mercs have never failed to raise their LWI yearly goals, totaling approximately \$10,000 over five years.

New goals are set every year and new innovations on the horizon. For example, a 'mobile app' for bounty hunts and a standardized Mandalorian back drop with official LFL artwork for photo shoots to help our efforts.



For more information on how you can help the Mercs, visit www.LittleWarriorInternational.org or the Mercs website to see current donations for the Moore, OK relief fund.

For more information about fundraising at your event or more details about any type of fundraiser method, visit www.MandalorianMercs.com.

Because Children matter.

IN THE WORKSHOP

SAZ OFFERS TIPS AND TRICKS TO HELP YOU BUILD YOUR KIT

ASIC

People are not making it up when they say that the helmet is the most important part of your kit and it really needs some extra time ensuring that your helmet is perfect. It's the way you communicate your character to convention goers.

I'll be taking you through the basic prep steps of a cast bucket, though many of these tips can be used in scratch builds too. As usual I will be joined by experienced members of the Mercs who will offer their tips as we go along.



Remember the '5 P's': Proper Planning Prevents Poor Performance.

First thing I will throw your direction is never, ever expect a perfect cast to come through to you, your helmet will always need some work done on it and depending on how it has been made there are several things that need doing prior to you even thinking about painting. Some makers do the basic prep for you, others don't, but even if they do, you should follow through these steps to ensure there are no issues further down the line.

STEP 1 - Remove the base ring by using your Dremel with a decent cutting disc at the tideline, then use your mouse sander to straighten the bottom lines.

STEP 2 - Whilst this seems a little weird, test your rim with a blade to find air holes, tap the point of the blade around areas that seem odd to you and see if the outer coat cracks. These are airholes, they are totally unavoidable.

At this point I will address a few things regarding thickness. Remember, regardless of the thickness of a bucket, you should always handle it with care, one drop could mean a cracked or broken bucket regardless of material used. Thin fiberglass is not a crime, it in fact saves on weight and breathes better when it is thin, if you feel anything is too thin then you can add extra fiberglass to the area.



TIP

Without the ring and visor, the helmet is at its weakest. Handle with care. -Hondo Karr STEP 3 - Any holes found should be filled with car body filler (which is usually referred to by the brand name Bondo) and sanded back.

STEP 4 - I like dents and dinks in the bucket, they add character, but, if you don't like them, use bondo to smooth out the helmet to your preference.



As a precautionary measure I always like to place a ring of Bondo on the inside of the base of the bucket, which will add as an extra supporting layer where the helmet is mostly going to be handled. Experience has taught me that picking up a helmet at the base causes a lot of stress to the bottom and can crack the bucket. Placing some bondo there not only adds support but also forces the person picking the helmet up to move their fingers further inside the bucket so all the weight to point of contact (i.e. your fingers) is not on the outside edge.

Helmets are traditionally made upside down and, unless they are made using a centrifuge, gravity will always bring the resin to the bottom of the bucket. Whilst helmet makers all have their tricks to minimise this, thickening the base is always a good idea.

STEP 5 - Wash your bucket before painting. Whilst you have been working on it you have been getting dust, grease and sweat onto the bucket, which will affect the way your primer coat goes on. Remember, primer is a base coat which gives the paint something to grip to, so it is the most important layer.

STEP 6 - Following the instructions on the can, lightly dust your helmet with primer, as shown in the first photograph to the right. You really want to just speckle the primer onto the helmet for the first coat.

As you can see in the second photo, when coated you will see that the layer of primer has a speckled effect under the light. However, as the paint dries, the speckling smooths and evens out.

STEP 7 - When the primer is dried, check your bucket for imperfections and issues, start again from step 2 if necessary. Only move onto step 8 when you are totally happy.



If you are painting under cover, like a garage, make sure there is plenty of ventilation. -Taglar Dreskk STEP 8 - Use a drill to take out any corners or angles that your Dremel cutting wheel may not be able to reach. What this does is protects the area from damage by the dremel wheel as you cut the straights out. It keeps the wheel away from the edge.

As you can see in the photos to the right, this is brilliant for keyslots and the edges of the T-visor, as well as the curve in of the Night Owl helmet.

STEP 9 - Remove the keyslots and the visor area using your rotary cutting blade on your Dremel. TAKE YOUR TIME doing this, as slips can ruin the effect of the bucket, most helmets do have a line to follow, so lightly score the path with your dremel first to get an indent rather than trying to take it out in one go.

STEP 10 - Using a straight file, straighten the rear of the bucket where the T-visor sits to ensure a good fitting (Bottom right picture).

Step 11 - Sand your bucket with a high grit sandpaper or wet and dry paper, remove the dust and give a more liberal coating of primer. Repeat until the bucket is smooth and none of the base bucket can be seen after sanding.

Step 12 - With your silver spray paint, give a light speckling, as you did with the primer at first. Once dry, sand back and spray again more liberally. Repeat until vou are satisfied with the finish.

TIP

so not to have any

adverse chemical

reactions when ap-

plying paints

-Uneek Top'El



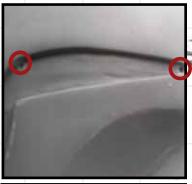
As is the theme of most building, take your time and ensure you follow the steps right the way through. If you make a mistake, the Dremel slips or you find another issue,

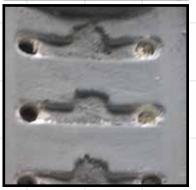
just work your way back to the step where you can cor-When painting , try rect the problem to be brand specific, and go from there. Easier than you

- Saz











think!

NEXT WORKSHOP: Painting

MEMBER IGHLIGH

They say every Mandalorian is an unsung hero at some point in their lives. This issue we take a look at those who won the voted categories in the May the Fourth awards.

LIKE A BOSS - THE COOLEST PICTURE KELAN ORD

The pic was taken just in front of a large light box. The flowing cape is kinda funny, we had my boss (yes the guy that pays me at the end of each week) hold the cape up and then "flick" it up and get out of the frame just before the photographer took the shot.

The pic was a courtesy of Éric Lajeunesse He is a world renowned photographer that I have the privilege of working with at my job. I asked him if would take a few shots of me in my kit and he was thrilled, he even told me we should have another photo shoot at his place at some point.

Am I glad I beat Tom's sippy cup photo? Haha! Yes of course I'm glad, but Tom IS the boss, so in a way every picture of him should be considered "like a boss"! It's really gratifying to have people respond so positively to your work, even though we do this for fun, the "likes" and the nice comments are most welcomed and very much appreciated!

BEST NEWCOMER VHETT NAAST

It took me about three months to make my kit barley wearable, and another eleven months of upgrades and improvements to become an Official Member.

Almost all my armor parts needed adjustment, particularly the leg pieces. I've found that placement of each piece in general is the key, if one is out of whack that tends to throw the whole suit off. One of the major things I really had to work on was making everything easier to put on and more comfortable to wear for several hours.

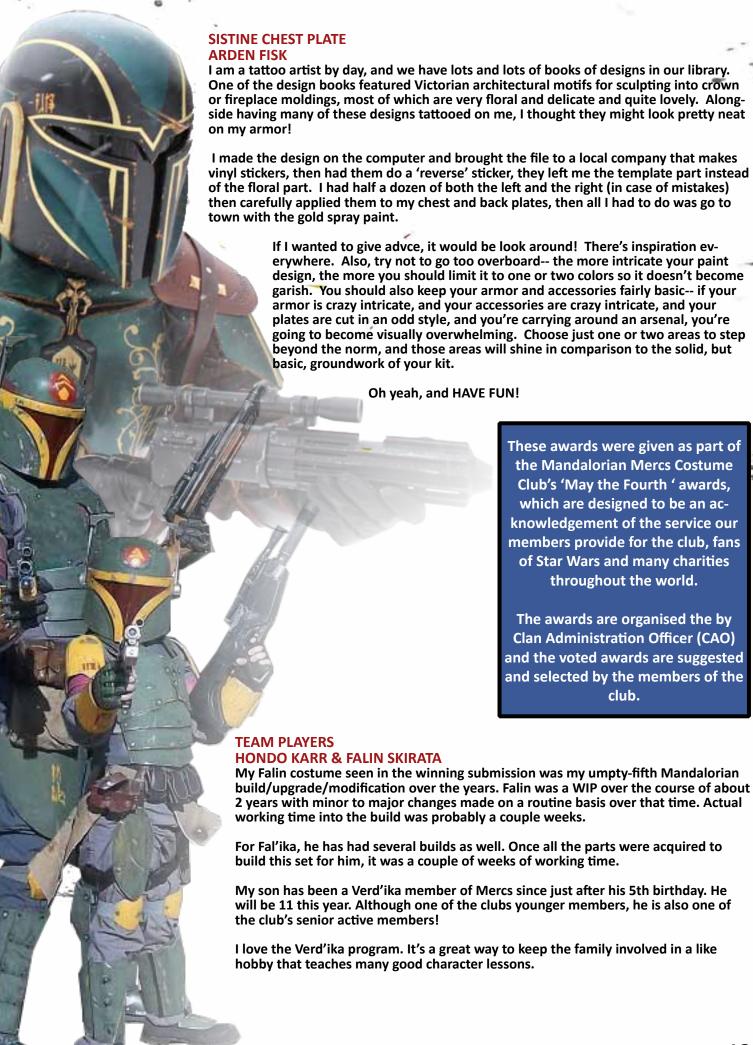
If I have advice for all of those members hoping to become Official it would be keep working away, try to get one thing done on your kit everyday, even if it is something small. Speaking from experience on my kit, try to build your armor how you will permanently want it the first time. Don't go the easy route and hot glue something down when it really should have a rivet in it, or whatever the case may be. You will thank yourself later that you went the extra mile and built it sturdy the first time. Part of that involves doing a lot of research into the designing element of your kit.!

BEST BLASTER - VERPINE

Remo Jadd made the basic model, to which I added the scope. a light up LED display and a paint job, Remo and I tend to swap work a lot and I admire his skill with Verps. Overall I think it took 2 weeks to get it finished.

I specifically asked for a longer barrel, as I've never been too keen on the short barrel design, especially if the gun was used as a sniping weapon, I'd always intended to have an LED display so having a compartment to put the electronics in was important.

I think the photo helped in that I am holding it one handed, but it is a great photo. The photo was taken at an invited troop at an air museum, they actually opened up the helicopter for Remo and I to use for promo shots. I think because most of the body is removed it leaves the viewer to swarzify the helicopter body in their imaginations.



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Utah North - Krayt Clan facebook.com/KraytClan Washington State South - Terentatek Clan

facebook.com/Terentatek
Individual members - Freelancers
Guild

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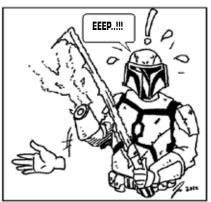
ALITTLE BIT OF FUN...

LIGHTSABER









Opposit Mando

PHOTOPALOOZA!

What ho Chaps!

Whilst we like catching bounties as much as the next Mandalorian, members of the Elegant Mando's Tea Society do rather enjoy a spot of tea when socialising with the gentle-folk of the costuming world.

Here are some splendid examples of our members in action!



PRACTICAL ADVICE FOR THE PRACTICAL WARRIOR

You lot are really not helping you know! Here I am trying to get out of this job/life debt to the Editor and all you lot do is send me more questions!

What's wrong with you people? You're all supposed to be big, tough Mandalorian warriors, so let's make a deal huh? You lot STOP SENDING ME LETTERS and I can justify there being no reason for me being here and I can get back to shooting Jedi!

However, seeing as I am contractually obigated to respond:

To Jetpack or not to Jetpack!

Dear Gabby:

Which do you prefer, jetpack or speeder?

Mandalore.

Oh you had to chime in didn't you? Especially with a subject that causes so much discussion and argument amongst Mandalorians!

But, seeing as I *have* to respond, the answer is "it depends", sorry to sit on the fence here Mandalore, but the fact is that I don't need no stinkin' MAJIC or MABEL badges to prove whether I am a certain type of Mandalorian, I am a Mandalorian and that's all that matters.

So yeah, there is the argument that a Mandalorian stares death in the face and the idea of not wanting to risk your life in combat seems a little out of sorts with the Mandalorian way, but in the same context, there's nothing wrong with using your feet if the situation dictates!



Yes, these two again!



That's not a blaster....

Dear Gabby,

Is it true that if my gun only scratches the paint on something, i should run away? Or should I do what my buir told me to do, and get a bigger gun?

Rokeim

You know, I could go on and on about tactics when facing a bigger opponemt, but I think it's robably best to simply say "Buir knows best!"

Wheeeeeee!

Dear Gabby,



Why did we stop using the Bes'uliike? Did aruetiise have a problem with us dropping down from orbit on a giant war droid or something?

Anon.

I hate to bring them up again, but if we have a movement that wants Mandalorians to stop using jetpacks, you might think that they would be opposed to riding on the backs of giant ward droids whilst plummetting through the atmosphere as well!

Truth be told though, the war droid was 'acquired' technology, which meant that spare parts were going to become a rarity at some point, and, like all machines, there's only a finite amount of centuries before they go beyond repair!

Oh Poodoo!

Dear Gabby,

I was recently tracking a bounty in the Jungle on Malastare, and I stepped in something nasty. I'd rather not describe detail, so let's just say it stinks. Could you recommend anything to remove the stench? I don't want my bounties smelling me before I catch them.

- Kal-Goorar

Yikes! There is nothing worse than stepping insomething that smells worse that a Hutt's armpit! There are several chemicals that you can buy over the counter and some swear by scrubbing your feet with an Ewok.

However, I personally prefer Gungans, I don't know what it is but they attract bad smells and you can bet whatever is on your boot will get on that Gungan before you know it.

Now, I tend to bring a Gungan along with me as a forward scout in boggy and Gundark infested swamps, as you know, they'll find the gunk first.

Plus I can run faster than them...



Launched on December 1st 2007, Keldabe Talk Radio discusses all things Mandalorian and Mandalorian Mercs related. With a dedicated team made up of Mercs members, the show airs once a month and is ready to tackle the hot topics regarding Star Wars.

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FROM THE



I know a lot of people are looking at Disney out of the corner of their eyes right now. I think the new Disney Star Wars film will make or break the reputation of the 'House of Mouse' in regards to making fan-friendly films.

I think it's safe to say that everyone is taking this new movie seriously, everyone wants the film to be a success as much as everyone expected the first three episodes to be a success. I think we all have learnt that sticking the name 'Star Wars' on something does not guarantee success, even if it guarantees revenue.

I was heartened to hear Dave Filoni mention that George Lucas came up with the idea of expanding the story on Mandalorians in the Clone Wars cartoon series, it said to me that Mandalorian culture is a story of interest to George and I think there is a lot to explore now with the

culture and its prime character, Boba Fett.

So will Boba be making a comeback in the new film? That's a tricky one to answer, from a marketing perspective, the fact that Robot Chicken joked that they stuck Boba Fett's picture on the front because it drove sales up wasn't too far off the mark. Boba Fett is an iconic character that reflected in the decision to have him appear in Star Wars: A New Hope, so you would like to think that they will find a way to bring the moneymaker back.

On the flip side has been the refusal to allow Han to 'shoot first' in popular opinion shows that in some cases George knows best.

I had a sudden realisation when I connected 2 pieces of information together, first was reading that George Lucas employed a child psychologist to help him being the only reason Yoda was in Return of the Jedi and the sequel to Caravan of Courage known as 'Battle for Endor'. If you'll excuse 28-odd year old spoilers, in the first 5 minutes of the film the whole family we met in the first film get brutally murdered in front of the youngest child, Cindel.

I remember watching the Star Wars films as a child, yet I grew up with the threat of being blown up by the IRA or the Russians sending a nuclear missile over to turn me into a shadow against a wall. I think all the death and destruction in Star Wars was an accepted part of life, it's what made it realistic. Today all that has changed, it's all about protecting the child from bad influences and I suspect that episodes 1 to 3 all had children's psychological welfare in mind as it's been clear for a while now Star Wars is for kids. I could be wrong.

As an ex-professional wrestler, I understand the value of telling a story, of the psychology that is involved and the most simple one is make the antagonist unbearable so you root for the protagonist, which is why orphaning a child in 'Battle for Endor' worked. I know that the Clone Wars 'grew up' as its initial fan base did, hence why the show became more adult as you went along. It showed a development in thinking and one that is really to Lucasfilm's credit.

All in all, I am hoping that lessons are learnt and I hope that Boba Fett does make an appearance, but, frankly, I would love that Mandalorian culture be explored as a facet and, for bonus points, I hope that Cindel as an adult will also make an appearance, she was a child during the ROTJ period, and I would hope that the script writers have enough humour to nod towards older Star Wars references. Only time will tell.

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