

MANDALORIAN MERCS

BATTLE CRY



ISSUE 5

TROOPING TIPS

Sensible trooping on hot days.

MANDALORE MEMORIES

Mandalore's first major Celebration.

REMO JADD

A retrospective of a fallen friend.

BASIC HELMET PREP GUIDE

Weathering tips and tricks for you to try.

INTRODUCING
THE STORY THAT NEVER WAS...

IRON
CRUSADE

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WELCOME

Welcome to 2014!

This year marks two big milestones for Mandalorian Mercs, our 7th birthday and the 1st year of BattleCry. It's hard to imagine back 7 years ago, MMCC has grown so much since the early days. In my time here I've been a party to many great events; babies being born, children growing up, college graduations, and marriages. I've also had the unfortunate experience in sharing the passing of members with you. While we miss those whom have passed, we honor them through our brotherhood and camaraderie.

2013 was a record year for LWI. We raised a \$8600 this year that went directly to help children and families affected by tragedy, poverty, and sickness. You should all be proud of yourselves, and being part of our commitment to help our communities.

2014 will be a busy year, as we start working toward Celebration 2015 and our appearance at the show. I expect us to reach the 1000 Official Member mark this year, so if your working on applying for membership then you may be #1000.

I look forward to working with you in making 2014 our best year yet!

Tom Hutchens
Mandalore the Uniter
Founder/CO MMCC



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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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IRON CRUSADE



PART 1 - WORST DAY EVER!

Iron Crusade was the name of a Mandalorian-centric game that, as sadly seems to be the case with most great ideas, never saw completion. However, we at Battle Cry don't let a story go to waste, so we asked Kell Ordo to rewrite his script as a story and every issue we'll get to play the game in our imaginations!

Cheers and merriment rolled through the pirate vessel. Voices echoed off the bulkheads of the aging Kuat freighter, past the cargo hold and through the door of the makeshift slave pen. Kael Khan ignored this as he worked, fingers painfully jammed into a mechanical lock.

With his arm stretched up through the bars of his cell to reach the crude device, every inch of him hurt. His fingers were probably bleeding by now, his shoulder had locked up, and his back had seized hours ago...or was it minutes. Time had become secondary to Kael's desire to escape

'Flex...flex...shift...pull...' Kael thought to himself as he tried anything he could think of to get through the lock. The unexpected click from the lock brought about sudden confusion. Sure he had misheard, he pulled at the lock which gave and fell to the floor. Problem solved, Kael pushed the door open and moved toward his next barrier.

The pressure door was sealed from the other side; apparently nothing was going to be easy today.

"Hey!" The sharp, hushed voice sent a lance of panic up Kael's back as he jumped and turned. "What do you think you're doing?" Questioned another prisoner.

"Getting out of here." Kael looked around for something he could use finding only trash, discarded cables, and a toolkit!

"And then what?" Continued the prisoner. "If they find you they will kill you."

"Then I won't get caught." Kael retorted as he pulled out a cutting torch and went to work on the bulkhead.

"If you haven't noticed, we're in space. Where are you going to go?"

"I don't know yet." With his hole finished Kael reached into the structure for the unmistakable feel of hydraulic cables.

"What a plan!" The prisoner retorted sarcastically.

"Better than being sold to the Hutts." Kael found the cables and yanked hard spilling warm, red fluid over his hand. The prisoner seemed to reconsider his arrangements with a glance around his cell.

"Hey, get me out!"

"If they find you they will kill you." Kael parroted as he levered the door open. "It's for your own good." with a snicker he slid under the door.

Kael shimmied into the black of the cargo hold, then pushed the door back down cutting off the pleas of the prisoner. Moving by the light of his cutting torch he checked the many containers only finding supplies and nothing else of immediate use.

"Please let it be unlocked." He begged the empty darkness as he approached the last barrier between him and the crew deck. Slowly peering at the small illuminated display attached to the door frame hoping beyond hope that...

‘LOCKED’

Kael’s heart dropped out the bottom of the ship as his head dipped forward into the locked door with a mute thud. With a deep inhale followed by a deep groan Kael flopped to the deck. Pulling open a panel, he set to the tedious work of slicing a lock mechanism. The lack of light required him to put the cutting torch closer to the circuit panel than he would have preferred, but survival required risk.

Gravity suddenly reversed as Kael lifted off the deck. A wet thump rolled through his body as he came back down as fast as he went up. Sparks erupted around his head sending him into a scramble out of the panel opening. Kael shot to his feet coughing and cursing, but stopped when he noticed the display flicker.



‘UNLOCKED’

He wanted to make some quip about things finally going right but could only manage a sigh. Standing next to the wall, Kael triggered the open button.

The door slid open to several pirates frantically running down the corridor. He wondered what caused the bounce of the ship and all this action as speakers blared to life.

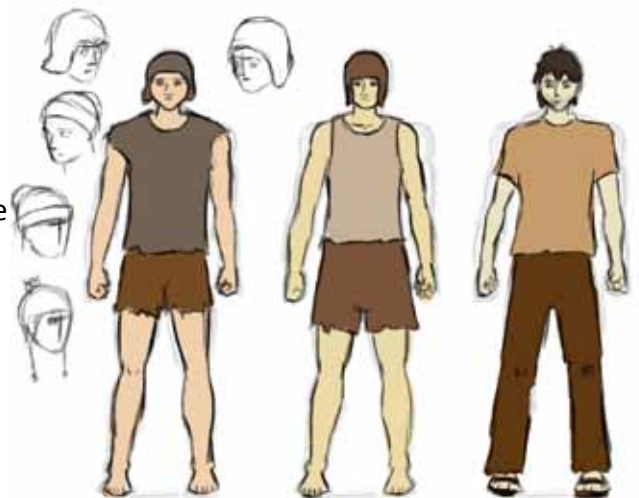
“We’re under attack! All hands to the port side airlock! Repel the invaders!” Kael leaned out the doorway but could only see a line of silhouettes cast against the curved bulkhead as the corridor arched around the corner. He heard the hiss of the airlock, then chaos.



The corridor lit up with blaster fire and death screams sending a cold wash down Kael’s spine. His ears picked out several new footfalls moving with controlled precision. Leaning out the door further he could hear light taps of metal but no voices or anything else that he could use to identify the attackers. Then, Kael’s brain shutdown as doom made flesh rounded the corner.

The T-visor was all he really saw. That black-as-void mirror which held Kael’s eyes. Tan armor, the oversize blaster, even the half meter blade coated in crimson were all elsewhere. Something from an old nightmare rather than a present threat tried to intrude on the moment... But the only thing that mattered was the T-visor.

“You!” The nightmare being yelled as it pointed the tip of the blade at Kael. “Get out here and die with pride.” Kael froze and couldn’t manage anything but a jaw tremble as he thought to himself ‘Worst day ever.’



Focus on Jacob

Where should I start? I guess at the beginning.

An event request came to the Vhett Manda Clan section. In June, The CORE Comic book shop was holding a two-day event: a Jeremy Bulloch autograph signing.

The Jeremy Bulloch? In little ol' Iowa? The red carpet had to be rolled out for this one!

Cajun, who was my clan officer at the time, and I started planning. I was in contact with the CORE owner, Mike. He sent me an e-mail telling me about a little boy name Jacob who had terminal cancer. He was fighting back tears when he met Jacob and wanted to do something special for him.

Jacob was the guest of honor at the Jeremy Bulloch event.

We had to do something special for him too. He loves Boba Fett. BedlamX of Yustapir Clan attended the event and had a Rubies two piece Jango he used as his first helmet. He painted it up like Boba Fett's helmet and gave it to Jacob.

We inducted him to Mandalorian Mercs and made him honorary members of our clans. With helmet in hand, BedlamX presented the helmet to Jacob. BedlamX wrote up a speech for his induction.

BedlamX's speech was about how Jacob had the courage and bravery of a Mandalorian, how he wanted to give Jacob his first helmet and dubbed him Kodo Fett (Jeremy coined Jacob Fett and it stuck). During the speech, BedlamX was speaking quietly. Afterwards, I asked him why he was so quiet, he said "I was trying to not to cry". Jeremy signed his helmet.

The comic book shop owner, Mike, treated Jeremy, his wife Maureen, Jacob's family and the Mercs to dinner. Jacob sat next to Jeremy Bulloch. A couple moments from the dinner I can remember was Jeremy entertaining Jacob. Jeremy was acting like he could do magic tricks with the napkin. There was a piano song playing on the intercom, Jeremy started tapping the table like he could play the piano. One of us asked if he could play piano and Maureen responded, "Absolutely not".

The smile on his face was ear to ear the whole day. And it was one of the greatest moments in my life to say I was a part of that. It was most definitely the greatest time of his life too. I think it was a proper way to let him have a great time while he was still well.

A couple of months later, Jacob's health was failing. In August 2013, Jacob passed away at the age of 8. There is a Facebook page called Jacob's Ladder dedicated to random acts of kindness in his memory. The family requested our presence at the memorial, but none of us was able to make it. I felt terrible that I couldn't go. To pay our final respects to Jacob, his memory also lives on in the patch run the Mandalorian Mercs did.

Being a part of organizing for this event, I hold all of it close to my heart. I want to thank the Mandalorian Mercs for doing the patch run. I want to thank the Yustapir Clan, the Nexu Clan, the Wisconsin Freelancers, and the Ne'tra Vhipir Clan for coming to the event and making it a memorable time. Thank you to Mike for holding the event and making Jacob the guest of honor and to Jacob's family for having such a brave little boy.





Jacob Fett Memorial patches are still available in the Mercs store!

SAFETY ASPECT

Trooping is great fun, but when it is hot outside it can sometimes be dangerous. Convention halls can be bad enough, but parades and outdoor events can be dangerous during the summer. Knowing how to keep cool can be very important. For an example, let's assume the worst: you are marching in a parade on a hot summer day, and you might not be able to go inside for an hour or two. Knowing how to keep cool and deal with overheating will make your troop much more bearable.

There are several methods employed by club members to keep cool while trooping. Small fans, such as computer fans, can be mounted inside your bucket to circulate air. Brand name water bladders can be mounted underneath backplates, capes, or inside jetpacks; this is a great way to stay hydrated and keep cool. Body movement can also help keep cool while trooping, subtle swaying can get air moving and keep temperatures down. There are examples of people running liquid cooling systems similar to computers in larger armor builds. Whether you prefer the high tech computer cooling techniques or the humble trooper sway, keeping cool is important.

Dealing with heat related sicknesses can be tricky in trooping situations. You might not be able to de-kit or go inside easily, especially if it is a parade type situation. The first and preferred way to deal with heat related situations is to try to avoid them in the first place. If you feel like you or somebody else is getting too warm, try to cool off before the problem worsens. Early signs of overheating are profuse sweating and cramps. Easy ways to cool off are to get out of the sun and drink plenty of water. Suumpir'ade clan Ver'alor (and RL paramedic) Bazii Malric, "I recommend some people look at costuming like they were getting ready to run a marathon. Drink lots of water before, during and after the event." Taking off easy pieces of your kit can also help cool you off: helmet, gauntlets, gloves, neckseal, etc. Taking off these pieces will also help later on if the situation gets worse.

Heat exhaustion is when the body is having trouble regulating its temperature. Signs of heat exhaustion include: cool, pale, moist, ashen or flushed skin, headache, nausea, dizziness, weakness, exhaustion, and heavy sweating. If heat exhaustion goes untreated it can quickly escalate into heat stroke. The recommendations above are now requirements. Get the overheated person into the shade if possible, give them cool water, and get those pieces of their armor off of them. You can take cold bottles of water (or something else cool) and put them in between their wrists and on their neck; this will carry cool blood back into their core, allowing them to cool off without having to de-kit completely. At this point it really is best to call it quits. Once you have overheated once, it is easier to overheat again.

Heat stroke is the severe version of heat exhaustion and is a medical emergency. If the patient stops sweating, starts vomiting, or has changes in consciousness, get professional help. Call your local emergency number as soon as possible.

Regardless of where you are, find some shade (or make some) and get as much of their armor off as possible. Do just about anything you can to cool them off: put ice wrapped in cloth on their wrist and neck, pour water on their head, fan them, etc.

As always, yield to more qualified caregivers, and if you at any point think that somebody might be in danger do not hesitate to act. It is always better to be safe than sorry. Call your local emergency number, give the patient water, and get them into a cool shady spot.



- Atin Skorda

MANDALORE

Memories

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 recount Celebration V.

Celebration V was to be the first large-scale presence of MMCC at a Celebration. Celebration IV had been in May of 2007, and I think we had maybe 10-15 members at that time. We were lucky enough to have UK members around in time for Celebration Europe in 2007, but it wouldn't be until 2010 that we would muster enough members for an actual presence at Star Wars Celebration.

I remember arriving in town with Elisha late on Wednesday morning, we had left NC around midnight and drove straight down to Orlando in about 10 hours. We stopped a couple times for gas, and ate breakfast at our favorite Waffle House in Palm Bay FL. Elisha's grandfather was still living in Ft. Lauderdale at the time, so we were used to making this trip semi-often. My green mini-van was packed tight; but that's all we had to worry about.

Walking into the Orange County Convention Center, I was immediately overwhelmed with all the Star Wars exhibits. I hadn't really been around this much "Star Wars" outside of the Lucasfilm Ltd's pavilion at San Diego Comic Con. This was light-years beyond that; it was like walking into a dream from my childhood. Seeing the life-sized TIE Interceptor being put together was jaw-dropping, because I didn't people had made life sized props of that size. It was just completely amazing; there is no other word for it.

MMCC had a small 10x20 foot area, which seemed like such a large area considering I was used to "table room" at the local small conventions. We were able to fill that area with tables, a 10x10 foot banner for photo ops, 2 PVC jail cells for the Bounty Hunt, and a GoNK droid.

One of my more fond memories was the Friday night "pool party" at the DoubleTree. I'm sure those in attendance will not soon forget my Chris Farley impression (the blond Luke Skywalker wig didn't help). We had a great time, and it was fun just hanging out with fellow Mercs members. We also had a great "outdoor" dinner on Saturday and although Star Tours was having it's reopening at the same time, we still had a great dinner party.

All in all, Celebration V was a huge success for Mercs. It showed the Star Wars community that we were a force, and were serious about our place in the Star Wars Universe. While it was a bit mentally and physically taxing, I learned a lot about our first Celebration and would use that knowledge in planning for Celebration VI "Mandalorians Strike Back"!

- Tom, Mandalore the Uniter



Artist Jamie Snell receives his honorary member award



IN THE WORKSHOP

SAZ OFFERS TIPS AND TRICKS TO HELP YOU BUILD YOUR KIT

BASIC PAINTING

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.

In the final part, I'll be talking about some of the tips and tricks I use to paint a helmet. Now, some of these may not be for you, but have a look and see, as you may want to try these out.



There's no right way to weathering, but there are many wrong ones.

The first thing you should ever do when weathering is do your research, pop onto the forums and have a good look at how everyone else has done theirs. Is there a particular thing you like? Has someone really knocked it out of the park and you want to emulate it?

Most often than not, just speaking to other members will get you ideas and tips on how to give your kit the look you want.

Think about the damage- It is really easy to jump in with both feet and start weathering, and, if you get good results from it, congratulations. However, with a bit of planning and forethought, you will get brilliant results.

Really think about your helmet in a battle, where is it most likely going to get damaged? What kind of scrapes has your Mando gotten into? Where would the paint begin to rub off due to excessive handling?

Edges and corners are always the first to get scraped, there will probably be rubbing near the bottom of the bucket where the Mandalorian holds their helmet and everything else is incidental damage, a brush past a wall, a blaster shot or even being rolled around by a Ronto.

Weathering is also useful for covering up those mistakes, remember, you are making a custom Mando, there are no real rules regarding how a helmet should be done.

And finally, think about the skill of your Mando, Mandalorians are warriors and only some are great at painting their own kits, so don't feel pressured to get your work done as well as those who have had years of experience.

Latex - Pretty much the "go to" material for causing paint chips and is also the one that requires a little bit of skill with its use. I like to use it to mask large complicated shapes (as shown last issue) and incidental damage. The one thing I don't use is a brush to splodge it on as all you get are patches of rounded damage on the helmet. I actually use the back of the brush and dip it into the latex and streak it across the helmet in different directions. I sometimes let it pool, but gravity is usually responsible for the pattern. If I get a big blob, I'll streak it out to give it a direction and not just leave it as a round gap. It is also very good to use this method for edges, such as the tusks. Another good effect is to add latex for each layer of paint, which will add a richer sort of damage. Just have fun with it.



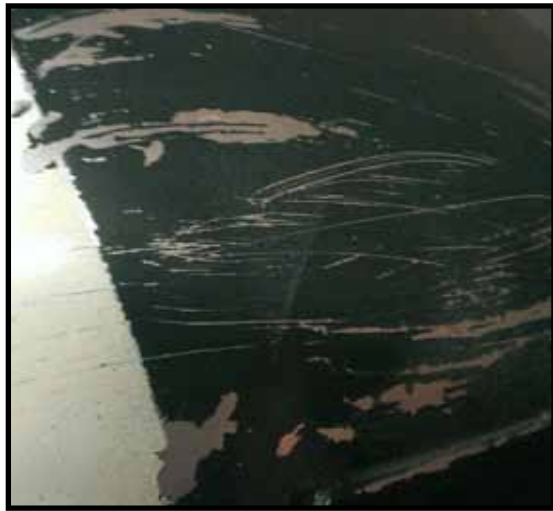
Scratching - I can understand why people are not eager to put sandpaper to their hard work, masking and spraying a bucket takes time, planning and patience. Some also prefer their helmets to weather naturally and that is perfectly fine, but if you want something to really make your helmet seem used, then sandpaper is the material for you.

Let me start straight off by saying that I am not talking about constant rubbing back and forth on a bucket, I am talking about one or 2 passes over the paint with a low grit paper in different directions leaving the paint slightly damaged, as shown in the picture to the right, that is all, don't go overboard.

Rubbing damage is slightly different, where you use a high grit paper to take the edge off the paint and lighten it slightly.



RubNBuff- Whilst some use RubNBuff for plain plates, it has quite a few different applications when it comes to painting and weathering. The first thing you should know is that RubNBuff is wax based, which means that quite a few things are going to have difficulty sticking to it, including paint and your black wash. But this can be used to an advantage. I like to place a bit of RubNBuff around the helmet just after it has had its last silver coat, which means that any paint put over it will not bond completely to the helmet. This tends to lead to thicker damage lines when you go over with sandpaper, but best of all, it will ensure there's a surface underneath when you scratch it. RubnBuff can also be used topically and , depending on how you apply it can give you straight line scratches or, when used lightly on a cloth, can give a nice "rubbed-off" effect.



Black/brown wash

The wash is the stage where you bring a bit of dirt and grime to your helmet. If you want something that looks particularly dirty, I would suggest using a brown wash as well as a black wash to get that caked look.

The most accepted way of doing a wash is to use acrylic paint partially mixed with water, layer it on, leave a short while then use a cloth or towel to remove. I have used liquid boot polish in the past, which gives a very similar feel and look.

The important thing to remember is that most washes will come off sooner or later, so it is important to ensure that you have sprayed the surface with a matt lacquer after each wash.



As you can see, black wash really brings out those scratches you made with the sand paper.

Other methods

Of course there are many more different ways to weather your bucket, so it is important to check the forums regularly so you can learn the other different ways you can add an element of realism.

Remember, some of the best mistakes are called weathering!

- Saz

NEXT WORKSHOP: Detailing

Mandalorian Mercs Battle Cry 10

MEMBER HIGHLIGHT

They say every Mandalorian is an unsung hero at some point in their lives. This issue we honour our fallen friend Remo Jadd

I first met Chris at Collectormania in Milton Keynes, it was my first troop ever and, looking back at those early days, I have to smile. We were both eager new recruits, excited about the prospect of a massive convention and, to be fair, we both looked shiny as our kits had not been battle worn and we were both yet to suffer major breakages and lessons in designing your kit for comfort.

Now, many would mistake Remo for being quiet, yes, he didn't say much to people, but he never minced his words and there was always that dry sense of humour of his that added to the Vok'chi clan's modus operandi. We all love a good laugh and whilst he didn't have Nate's or Niabi's natural charm, or perhaps my willingness to humiliate myself for a laugh, he contributed as the guy who usually had the funniest thing to say.

Many of you reading this will have interacted with Chris, as he loved the Mercs. He loved the Mercs because it was a place that allowed him to be strong, a place where he knew he was able to contribute and a place he could escape from his depression.

I respected Chris because he managed to function and be a well liked person despite his disabilities, trust me, I spent a good hour waiting outside his house once because he couldn't face getting out of bed and, on days, he would just ignore everyone and everything. Yet, as soon as he donned his armour, he was Remo Jadd and the true Chris Brown turned up.

It was normal for us to see Chris slowly come out of his shell every weekend event, but I think it was fair to say that regardless of his disabilities, he put everyone else (and their kit) first, always stopping to help people with advice.

It was no surprise that Remo rose in the ranks the way he did, his knowledge and willingness to part with advice found him quickly as the clan Ruus'alor, his tactful and inciteful posts lead to his being placed on the Applications team and his dedication to the club earned him his Order of Ori'ramikad and his place on the Council as the Personnel Officer.

Of course it was that same dedication to the club that saw him step down citing that his depression was getting in the way of serving the club correctly, but that made him down to earth and his decision to step down was reluctantly accepted, but as we know, whilst a hero never quits, it takes a wise man to know when enough is enough.

Chris was my best friend in this club, he was pretty much everyone's friend, but didn't suffer fools gladly, he worked hard on his armour, bringing it up from good to one of the top 5 kits in the club; his dedication and love for Mandalorian Costuming went so far and I know this because I spent hours in the car with him, talking Mercs stuff. The last time I spoke to him, he told me he had never been so happy.

So how do we move on from the loss of such a good friend and experienced costumer? We honour him by remembering him and trying to live up to his standards, it's very hard to argue lack of quality when you went out of your way to look good; he advocated revisiting things you thought were good just in case, he also felt that a lot of the work was in the attitude and your body language at events.

As tradition dictates, his clan and friends took a piece of his armour, I hold his ka'rta beskar and Steve Sansweet has kindly accepted his helmet as a memorial to Remo, a fitting tribute to the Warmaster Remo Jadd.

-Saz



MANDALORE THE UNITER

The one thing you try not to think about as member of the community is that there will be times when one of our family passes. Chris' death hit me like a brick wall, because it had only been a few days since we had spoken on the Apps Team. Chris was more than the "Model Member" in life. He inspired people to chase their dreams and harness their imagination.

What many don't know about Chris was his constant battle with depression. Chris' battle highlights something we should all remember about ourselves; the initiative to better yourself comes from the desire to help others. I feel like that simple thought is the best way to highlight Chris' time in Mercs and as part of our family. While we miss him, we will never forget him.

NIABI - EUROPEAN RC

The first time I helped out at an event Remo was there helping and encouraging me not only to get my kit approved but to strive to have the best kit I could make, and do my best as a member of the Mercs community. Once I was Official he encouraged me to give back to the Mercs by helping and encouraging as many people as I could. This is what made him such a great member.

We often chatted, and I truly miss our conversations. He was an inspiration to me, I would not be the person I am today if I had never met Remo, and I am sure that there are many members of the Mercs who feel the same. This is what made him such a great friend and I count myself amongst the lucky ones who call themselves a friend of Remo Jadd.

NATE JANGOTAT - VOK'CHI ALOR'AD

For me, I still can't quite believe that Chris has gone. Model member for the Vok'Chi, but also, just a genuinely nice guy. As we return to familiar venues each year, it is strange without him: propping up a pillar, looking amazing in his kit that was his passion. I feel privileged to have trooped alongside him, and very lucky to have so many pictures and memories of Chris with the group.

The last time I was with Chris, I won't forget how happy he was, kitted up at Celebration Europe. He helped me with my gear and we joked together. He was complementary about my kit, as he was with others, always there to encourage and help people. His passion to build a Mandalorian kit inspired others and I know how many people he helped on and off of the forum. I will think of him every time I kit up.

SEUGTAI - PERSONNEL OFFICER

It's strange to call someone you've never met one of your closest friends, but that's what Chris was to me. He was a good friend, one I will never forget. Trying to write this has been really hard as I feel his absence everyday and I miss him. I didn't have much interaction with Chris before joining the team other than his encouraging words during my build. But, from day one on the Applications Team we just "clicked". Seeing things through similar eyes I know helped as we always had each others backs so to say. I also personally understood his battle with depression as it is something I have gone through myself. Because of that I became his cheerleader, sending him little encouraging messages from time to time and letting him know he could beat it and that I believed in him. He told me once that he couldn't believe someone cared for him that much but, he's the one who really cared. He cared for every single member of this community. Even though he struggled on a daily basis to find the motivation, he always did and took the time to try and help as many people as he could even though he was struggling himself. Chris really was one of those once in a lifetime kind of people and I envy all of those who actually got to meet him face to face. I'm still holding out hope that one day we will meet again and I'll get that great big hug he was always promising me. Until then he will always stay in my heart.





MERCHANDISE

(AND OTHER FILTHY LUCRE)

Yes folks! It's shameless plug time!

Mercs Merchandise is awesome, the Skull King or Kyram says so; so it must be true. Beat Niabi to the punch by collecting them all quicker than he. All you have to do to get any of this funky gear is to join the Mandalorian Mercs and click on the store tab.

But wait! THERE'S MORE! If you're an Auxiliary Member or an Official member, there are some exclusive items just for you! How cool is that?

Dragon Con Patch

Even if you didn't make the 2013 DragonCon, you can still claim a patch from the event. A must for anyone collecting the official Mercs event patches.



Jacob Fett Patch

The Mandalorian Mercs don't just troop for charity causes, they also support good purposes through the sale of merchandise. This patch is an example; it was created to support 8 year old Mandalorian and Fett fan Jacob Flesher in his battle against kidney cancer. Unfortunately Jacob lost his battle in August, but the Mercs created this patch to help his family with medical and funeral costs. Help celebrate Jacob's love of Star Wars and his strong spirit; 100% of the proceeds are donated to the family.



Oya Patch

What better way to cheer on the clans than with the official "Oya" patch? According to our fearless Mandalore, Oya is mandalorian for "Huzzah" or "Hip Hip Hooray" or just generally a sort of fist pump. Show your Mando pride with the 2013 oya patch, on sale now for a limited time.



Mercs Lanyard

Carry your Official Member or Auxiliary Member Badge in style with the club's official lanyard. Featuring the club logo and title, in a bright blood red, the lanyard's clip can also carry your con badges, car keys, security badges, or thermal detonator.

Brigades T-Shirt

Members of the Merc Brigades go above and beyond in their kit design, crafting specialized armor for unique professions. Tell the world you are part of this elite group with the 2013 Brigades t-shirt.



LFL Approved Artwork for Celebration Europe II

For each Celebration convention, the Mandalorian Mercs have released special artwork licensed by Lucasfilm LTD. This year's piece for Celebration Europe II depicts Mandalore the United and the "Return Movement" of 1050bby, and looks great hanging next to other Star Wars art or your framed Picasso.

Members Only Items

You may have seen special items, like coins and patches, that were only available to Official Members. But did you know that there is also special merchandise in the store that can only be purchased by forum members? You can become a Supporting or Auxiliary member by contributing a donation to the running of the club. Supporting members can join for as little as a donation of \$0.50 and have access to the social areas of the website and Pepakura patterns too. Auxiliary membership is only \$12 a year and includes the ability to purchase exclusive members-only items in the store. Visit the website at www.mandalorianmercs.com to join today!

13 Mandalorian Mercs Battle Cry



A LITTLE BIT OF FUN...

LESSON LEARNED



**ARE YOU LOST IN THE FORUMS?
DO YOU THINK OF NOTHING BUT
THE MMCC?
DO YOU HAVE TO REPLY TO
EVERY THREAD?
CONSTANTLY SEARCHING
FOR MORE OPINIONS?**



DRAMATIC RECONSTRUCTION



WE CAN HELP!

MERCAHOLICS ANONYMOUS
THERE WHEN YOU LEAST EXPECT IT



DEAR GABBY...

PRACTICAL ADVICE FOR THE PRACTICAL WARRIOR

I got a whole quarter off last month due to there being a truck load of things to say about important stuff, so I've just been told to answer the last lot sent.

So this quarter I'm a little more mellowed, I've hunted down all the people who think fat people can't costume and sold them to the Empire to help build some sort of space station to help deaf people or something.

It feels good to help the community.

Compulsive Project Disorder

Dear Gabby,

I keep starting new projects before I can complete what I am currently working on, and to make matters worse when I am not building I am looking for other projects to start, lately I keep re-viewing the HIC builds. What can I do, it's getting out of control.

Please Gabby help me!.

STOP STARTING NEW PROJECTS!

Did that help?



Though the ladies love a bit of Han.

Baby grows...

Dear Gabby,

Some of the local clans are trying to fight over who gets to have my daughter as a member of their clan! How do you recommend I resolve this?

Sincerely,

The blaster in my back tells me Vok'chi, yes, definitely Vok'chi!

Evil Ewoks!

Dear Gabby,

I seem to have a furry ewok problem on my hands. I've tried a few things to get ride of the critters out of my food stores but nothing seems to work. I even tried my flamethrower that other vodes said normally work. I get ride of the pesty fellow that day to find a new one the next day. What can I do?

Udesii

Perhaps you can give them a job to earn that food, maybe look after the pet strill or something? I don't know, its not like the answer falls on my lap!

Still, a Strill.

Dear Gabby,

My pet Strill wont stop doing things to my shin armour, help please.

Kyp Vok'chi.

Really? Wow!

Ok, call Udesii and see if he has any Ewoks it can rub up against!

Still, still, a Strill!

Dear Gabby,

What would you say is the best scratching post for a strill? I bought one off the late night holovids for Fluffy and he destroyed it within minutes! I'm about to go on a hunt and need one for our trip so he doesn't shred my ship.

Signed,

Desperate in the Dagobah System

I would say that Kyp Vok'chi would be a good start, as his leg seems to outlast the amorous advances of a Strill. Failing that, call up Udesii, he may have an Ewok spare!

KELDABE TALK RADIO

OFFICIAL PODCAST OF THE MANDALORIAN MERCS

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.

FIND US ON THE MERCS



REBELSCUM.COM

STAR WARS COLLECTING NEWS

FROM THE EDITOR



It's been a year of highs and lows for all of us, but in the true Mandalorian spirit, 2014 will be about how we all deal with the disappointment and live up to our responsibilities as Mandalorian Mercs.

I would like to start this year with a "thank you."

Yes, being a Merc is a privilege, not a right, and everyone works hard to be where they are; this club being a meritocracy, people are recognised by their deeds and not what they say.

So it is with the deed of you joining this club and being a part of the fabulous camaraderie that I thank you. I thank you for taking the time to build your armour, I thank you for taking the time to help that one guy who is stuck on what helmet style they should go for and I most sincerely thank you for the thousands of dollars raised for charities

throughout the world.

The Internet, however, conspires to screw it all up!

It's a lot harder to get things wrong face to face, which is why Celebration Europe was such a success, it was one of the few times that members from so many different countries (and certainly differing points of view) got together to do something that created friendships beyond the veil of the keyboard.

So this year, I am going to ask you, as a member of the Mandalorian Mercs, to look past your own agenda within the club. I'm working hard to see things from other people's points of view, which can be a very hard thing to do, I know, but stopping and asking yourself if what you are doing is the right thing to do, it can save you a lot more hassle than exercising your right to free speech. The people you talk to want the exact same thing as you.

I admit that I won't back down from an argument if there is an argument thrown my way; I never used to be like that, but some of the blazing rows on the Council have taught me the lesson of persistence when trying to get your message across. There are also the times where I have to argue points about things I don't even believe in, however, as I was part of a group decision that decided against my point of view, I still have to push the idea on regardless.

So where am I going with this?

Costuming is fun, if you want it to stay that way, if you ever use that argument in any discussion, do not lament it from a position of responsibility, if you want costuming to be fun, don't ever take a position of responsibility. Responsibility will burn you out unless you take a different tack.

Responsibility is making sure other people have a fun costuming experience, it's taking the flak for things that went wrong and it's sometimes accepting that you are going to be disliked by those who disagree with you, such is the way of the internet. I remember when I got a staff writing job on a popular wrestling website and it was commented by one of my fellow wrestlers "You must be enjoying all of that power!"

There's no such thing as power, there is responsibility and authority and they go hand in hand, but power? It's the thing that keeps the internet running and computers whirring, nothing more, nothing less.

THE END CREDITS

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