

MANDALORIAN MERCS

BATTLECRY

ISSUE 7

MANDALORE MEMORIES

Making big props for big events.

RED FIST

The Mercs welcome Russia to the family.

ORDER OF THE ORI'RAMIKAD

An introspective into the Mercs' highest award.

IRON
CRUSADE

PART 3 OF THE EPIC MANDO TALE

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by the Force of Imagination!*

**Rancho
OBI-WAN**



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You can arrange a tour with master collector and author Steve Sansweet, plan a birthday party, or organize a corporate event at **Rancho Obi-Wan** by emailing info@ranchoobiwan.org

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WELCOME

Summer is upon us, and the busy season for events has begun. If you live in an area that is prone to heat during these months, make sure you're staying hydrated and watching out for your brother/sister Mercs member. It's very easy to over-exert yourself when it's hot, so let's make sure to keep that in mind at any outdoor events.

MMCC is gearing up for Celebration Anaheim in a big way, and several Clans are already hard at work making set pieces and large props for our area at the show. MMCC Birthday Bash details are being worked out, but we do have a venue to be announced (that I think everyone will LOVE). We are also releasing a good amount of Celebration-specific member merchandise to help fund MMCC's appearance at the show, so keep your eyes glued to the MMCC store for those limited items.

We've had two big milestones in the last three months with the founding of Twin Suns Squad in Belgium, and Red Fist Squad in Russia. Congratulations to our new Squads who will hopefully soon be Clans.

Thank you all for your continued dedication and commitment to the Mandalorian Mercs

Tom Hutchens
Mandalore the Uniter
Founder/CO MMCC



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Yes, she's back! But not happy about it!

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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RED FIST

As the Mercs continues to grow, its reputation is beginning to reach all the corners of the globe. With the Mercs putting on an outstanding display at Celebration Europe 2, Europe has begun to show signs of growth, within Belgium and, most notably Russia.



The Red Fist Squad (Russian chapter of the MMCC) emerged from Celebration Europe 2 in Essen, Germany; when two Mandalorian enthusiasts happened to be on the same flight back to Russia.

After its inception, Red Fist quickly recruited ten members in less than six months.

Currently the Red Fist Squad has three official members as well as two kits nearing completion, and eighteen supporters from Moscow, St. Petersburg, and Novosibirsk.

The squad was unofficially formed in January 2014.

So far, Red Fist's most notable event has been their first event as a squad: the Star Fans Party.

Four months after the squad was unofficially founded, members ambitiously decided to not only attend the convention in armor, but to build and staff a fan table to recruit local costumers.

The Star Fans Party drew over 400 Star Wars fans from across Russia for costuming, lightsaber dueling, and charity.

Recently, Red Fist organized their own charity tournament: The Red Fist X-Wing Game Cup. Red Fist hopes to have ten official members by the end of the year.

- Atin

WELCOME TO THE COUNCIL

Personnel Officer



Ulrik Kanteer

Filling the role of Personnel Officer is Tony “Ulrik Kanteer” Johnson. He said “I saw the PO position as a challenge and many have said it is one of the most difficult positions within the MMCC.” He is proud to have served in the U.S. Army and enjoys his role on the Council.

He applies his eye for detail and hands-on approach to the new applicant process and encourages those who submit to be patient with the Application Team as they process every applicant to ensure the highest quality costumes.

Conclave Minister

The newest Council member is the elected Conclave Minister, Ken “Niabi” Giles. Acting as a liaison between the Regional Commanders and the Council, it is his job to bring things to the Council from the RC’s and vice versa. Not only is he (and his wife) a major fan of Disney and the Disney Theme Parks, but he is also a Lord of Britain, formally known as Lord Kenneth RH Giles of Muncie.

He loves to help out the club in any way possible; “As RC of Europe. . . I have had to deal with both the best and worst that this club has to offer.” That experience and his commitment to the club make him the ideal candidate for the position.



Niabi

Quartermaster’s Corner

Summer releases and upcoming projects

- As of the time of publication, the 11” back patch pre-sale will be closed. A few extras will be available through the Club Store on the Merc’s page by the end of the month. The next back patch pre-sales run should begin in January of 2015.
- Club T-shirts should be available for pre-order this month! Keep an eye on the Quartermaster’s Announcement thread so you don’t miss out!
- Club Coins for specific member groups are being designed and we hope to have them ready for pre-order before summer is over. Expect to see three different colors of coins for the different tier groups and be quick to place your order, these things are going to be hot!
- PATCHES PATCHES PATCHES PATCHES!!!! Yes, four different patches are planned to release in the next two months. Expect to see at least one fundraiser patch, an Official Member/Tier 3 level patch and maybe some Social Societies patches. These won’t all be pre-sale patches, so keep your eyes peeled because when they’re gone, they are gone!
- MMCC Hats should be in the store at the time of publication; if you haven’t stopped by yet to get yours, you may be too late!
- There are also a lot of table and convention items hitting the store shelves soon: Handler buttons and con-packs (stickers, pens, tattoos and more) will be available for Officers to purchase on behalf of their areas for use at events to promote the Club.
- The supply team also has a special surprise in the works for avid collectors of Mercs Merch.

AP ARMOUR PARTIES

IN THE WORKSHOP

SAZ OFFERS TIPS AND TRICKS TO HELP YOU BUILD YOUR KIT

Yeah I know that I promised tips and tricks from the membership, but someone mentioned to me that armour parties are a great resource for learning new skills and tricks from other people.

Human beings naturally work better in groups, so here are some reasons why you should consider attending.



Talon Clan gets the benefit of Mandalor's workshop. And his concentraion face.

Location, location, location

Depending on the amount of Mercs who want to turn up, organising a place to hang can be tricky. Usually, it's someone's back yard or garage, however, if you're really lucky, you may be invited to someone's workshop to use their machinery.

Space is always going to be a factor at an AP (yeah, we even have an acronym for it and everything!), so if you find space is tough, wait your turn for the space, enjoy the company of your other Mercs, or, even better, go and watch one of the guys working, you may learn a new technique or handy hint!

Experience

The great thing about an AP is that you will most definitely benefit from learning the skills of all the members with experience in doing things. They will usually sort things out for you, help you with your endeavours or, even better, show you how to do it, so you can do it yourself.

Whilst I have a lot of experience with helmets and what makes them tick, I know my clan also relied on Remo for armour placement. Yes, it's a bonus when one of your members is high up in the Mercs rank chain, they can give you better insight, or even help you to find the right person to help you.

An experienced member often goes out of their way to help others, I know I usually do a helmet seminar for members just to show them some of the things I talk about on the Mercs. It's so much easier to be shown something than have it all described to you.



Camaraderie

It's a big word, but its meaning has so much worth in the Mercs. Because you, as a group get together, help each other, cover each other's weaknesses you find that you gel as a group so much easier.

I know from personal experience that meeting people face to face is a wholly better experience than typing in on a keyboard, you pick up on body language and inflection that you just can't get through the internet.

Plus people are less likely to be confrontational, which is always a bonus.

The best thing is it helps you get to know your clan mates and find ways of trusting each other. My clan has become a family based on APs alone and many new member have been initiated into the family based on the strength of working together to build a better kit.

And sometimes you don't have to be physically there!

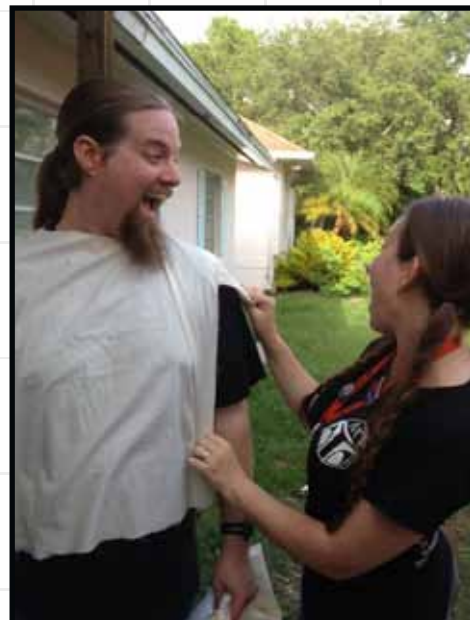
Kensnaps writes - Even if you're in a larger clan with more members living within your city, there are just some times where spending a day together just doesn't work. It is not always feasible to get the group together. There are some avenues available with technology available to allow you to accomplish armor projects without being in the same place.

You'll need to plan and decide on a topic of focus that the majority of people "attending" will need to work on. You will also need to work out the items needed for the process, for example: creating a set of armor pieces from Sintra you'd be using Sintra, an x-acto knife or box cutter, a pen, pencil or marker, templates for the armor, a heat gun or oven and gloves or hot mitts for protection.

Next you need to agree a time and date. This doesn't have to be an all-day affair, so a couple of hours are typically enough to show and tell and answer questions for most any project. With the convenience afforded to us by using the technology of today, most everybody has a means for allowing a multitude of video call options. My favorite is the Google Hangouts app; other options include Skype, Facetime (iOS based), or even Facebook.

Once all the pre-event work is done, then the easy part begins: doing the project! Having someone lead the tutorial is always a wise decision and ensure that you have chat protocols in place so no one is speaking over each other. Don't speak over anyone else; turn off your camera when you don't need it and muting your microphone helps the event go smoothly.

Ensure you have a plan to familiarize everyone with the components you're working with before diving into the feature presentation. I like to start at the beginning and show everyone what pieces we'll be working on, and continue with talking them through each step of the process. As everyone's processes vary slightly, be prepared to learn something new and be able to answer questions regarding clarification of your own process as you continue through the lesson.



- Saz
- Kensnaps

MANDALORE

Memories

I love building props; sometimes I even like it more than building Mando armor. While that may sound like sacrilege, the best explanation I can give is that building props gives you total freedom and creativity to do what you want.

One thing I'm always attracted to is building props that are somewhat obscure in their universe, but look cool and are functional for people wearing rigid armor. For Celebration VI, I put my thinking cap on to find a really cool 1-person vehicle design within Star Wars that had never been done before. The light-bulb came on while I was rummaging through some of my old Star Wars figures from the 90's, and I decided that our major prop for CVI would be a 1:1 version of the Expanded Universe "Speeder Bike" toy.

What's cool about this toy is that it's based on a concept sketch for Return of the Jedi. Joe Johnston sketched this speeder as a Rebel speeder to counter the Imperial Biker Scouts. Unfortunately it was never realized for the movie. With some hard work and help I was able to get a life-sized replica built just in time for the show.



Storm Warrior Clan (FL) and I have added some upgrades to the speeder since Celebration VI, but she's small enough to use at local conventions and events without having to use a trailer. A good portion of deciding what type of large prop to build should revolve around whether or not you can get the prop to and from an event easily. Always attempt to build props so they can be broken down into smaller pieces for transport, then reassembled on-site at the event.

Another type of prop is your environmental props. These are props that help make an area look less like "Earth" and more like "Star Wars". A good example

of an environmental prop is a data terminal I put together for Celebration VI.

I used the data terminal from "A New Hope" as the inspiration for the above prop.

Of course I wanted our terminal to actually "do something", so I installed a working LCD computer monitor that can be hooked up to small PC or laptop. This way the terminal can display images or even be interactive with the public.



A good reason for building props is to get the public immersed in Star Wars, and in MMCC. If you can give the public a working prop piece to play with, then you're going to get people's attention much easier.

The props don't have to be super-big to make an impact, and don't think that props need to drain your bank account, because some of the best props are made out of bits of junk. For instance, I made a small diagnostics terminal a couple years back.

That prop was built entirely out of junk, and cost around \$50 to build. It consists of an old monitor, 8 inch digital picture frame, old laptop keyboard, and plastic parts from junked electronics. I keep boxes of scrap electronics stored just for prop building and kit bashing, you'd never realize how often they come in handy.

People get really intimidated by large props, but there's nothing very intimidating about them. However, Star Wars props are all mostly made out

of junk, and the best props (in my opinion) were built for the Original Trilogy (Ep 4-6). Most of those old props were built out of everyday items and leftovers from WW2, which is why it's not hard to see some recognizable greeblies when you look at the details of those props.

Old furniture can find new life as a prop, and it doesn't take a lot of work to make that happen. The below image is a good example of a simple cabinet prop that was made from an old (and FREE) computer desk. 1/8in wood paneling was used on the front to close the cabinet in, then a piece of 1/2 inch foam insulation was cut out and glued on the front of the paneling. Wheels were added to the bottom so the cabinet could also be used as a cart (which always comes in handy), finally it was hit with a couple coats of grey latex paint.

I'm working on converting an old metal laptop stand w/ wheels into a small rolling armory cabinet. My advice on furniture is to stick with pieces that can have some utility factor. I've found computer tables work best, as they only need some paneling and wheels added to make a versatile utility piece. Hopefully you'll get some inspiration from this, and build your own props.



Happy Building!

Tom Hutchens
Mandalore the Uniter



The interactive terminal I built for C VI



This terminal cost \$50 and was made out of junk.



ORDER OF THE ORI'RAMIKAD

4 6 11 1 6 4 7 2 11 1 6 7 1 7 1 11

Have you seen a Merc with this symbol on their chest diamond or kit?

The Mandalorian letters “OR” and Fett clan icon are used together to identify an individual whose actions have received special recognition.

This insignia is the mark of a warrior that has been recognized with the highest award available for a member of the Mandalorian Mercs: the Order of the Ori'ramikad.

Mandalore explains that the Order was created in 2011 to ‘highlight those members of MMCC who have shown a commitment to MMCC that goes beyond that of the average Official Member.’

Biohazard (Ian Lusk) was the first recipient of the award, presented with the inaugural induction into the Order to recognize the years he spent managing the MMCC's website and working on the forums.

For example, recent incutees Bubba D. Fett (Robert Hennessy) and Kora (Nicki Brown) were acknowledged for their effort working together to reunite Washington's Oceanhawk Clan.

Additional Ori'ramikade, meaning "SuperCommandos" in Mando'a, have received the honor for outstanding clan leadership, putting in great efforts to help with Celebration events, and even setting a wonderful example guiding new recruits.

The Mercs truly believe in rewarding members of the club who go above and beyond the call of duty and hope the awards system encourages members to think outside the box and to grow as individuals.

Do you know a Merc who's deserving to be added to the Order? Each month, a new member is accepted. You can send in your nominations, including the reasons you think the individual is worthy of the award, via private message to Mandalore.

- Misha

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



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!

Musky air flowed into Kael's chest as his eye lids drifted open. He shifted reflexively and instantly regretted it. Skull and spine howled in agony as darts of pain lodged in swollen muscle. Face half buried in a hard mattress, Kael arched an eye around to see where he was.

The room was small and sparse, coated in warm creams and browns. Sun beamed through a window behind him filling the room with sharp yellow light. Fear clinched his chest as his gaze shifted to an occupied chair at the foot of the bed.

A female clad in green armor, except for a helmet, sat in the chair. One hand held up a datapad as she read from it. The other, casually draped over her leg, clutched a blaster pistol. Her crimson hair was pulled back, framing a lean and hard face. The armor looked about ten generations old with scorch marks and scrapes covering every exposed plate.

"Don't move." She said without looking up from the datapad. "I want to finish this chapter without the distraction of having to shoot you." Kael did as she asked, having to remind himself to breathe, as the seconds ticked by.

"Alright," She finally said, standing and sliding the datapad into a pouch. "Get up. The Alor'ad wants to see you."

"No threats about trying anything funny?" Kael asked as he got up and led the way.

"Go ahead, this day's been kind of boring." Her bland, self assured tone was somehow far worse than any cantina posturing Kael had ever heard.

His captor led him down a wide hall, through a large domed common room, and finally to sunlight.

"Welcome to Mandalore." She said as his eyes adjusted to unfiltered sun.

The land was arid as far as Kael could see and the air held a dry, dusty smell. There were few plants, and what could be seen was surely not something anyone would eat. His gaze panned around until it fell on a figure in tan armor sitting on a rock, a matching helmet sitting beside him.

His captor called out something to the man in a language Kael couldn't recognize. It was hard and sharp, seeming to convey more idea than any simple context. A rough language the likes of which Kael had never heard. The man turned to look, then stood as Kael reluctantly walked towards his one time attacker.

His face was one of worn leather, topped with a sprawl of white hair. He looked ancient but moved with a fluidity that spoke of decades of unseen vitality. His armor was pock-marked with scrapes, cuts, and burns giving it the same worn appearance as his face. Kael's eyes fell to his near by helmet and the fresh carbon scoring of the left side cheek plate.

"Alright di'kut," The elder Mandalorian snapped as Kael was clearly not worth wasting time for pleasantries. "I'm Beviin Ferro, and you've slept long enough for my generosity. If you don't want us to sell you to the Hutts, make yourself useful. Walk around and see what you can do to help Tal'kara." Elation shot through Kael's shoulders. He was going to be allowed to wander without a guard! He would be able to escape at any moment.

"Wander too far outside the camp and you will find that the wildlife of Mandalore is not as agreeable as I." His spirit once again sank into dejection as Kael understood the score.

"Alright." Kael glumly agreed. A balled fist thumped into his ribs from behind, sending a shock through his chest.

"Yes Alor'ad." His guard corrected.

"Yes Alor'ad." Kael repeated.

"Get to it then di'kut." The Alor'ad dismissed him and turned back to the horizon.

Kael's short wandering of the camp gave him the impression of a military camp rolled in the trappings of an underdeveloped civilization. Blaster repair and speeder maintenance were being performed along side leather working and metal smithing. He could see conservers set up on one side of the camp, and a heard of nerf penned up on the other. Everything here was a culture of stark contrasts. His ears picked up more of that strange language.

Looking inside a rough built building, he was surprised by the interior. A series of wooden and metal book cases lined all walls. Books of varying color and backing protruded from the shelf in a true display of disorder. In the center of the room sat a human female hunched over a table, reading from one of the books.

"Hey di'kut," She called out as Kael looked in. "Perfect timing. I could use a hand."

"Well I was told to help."

"Yep, and the more you help the less we wonder if you're worth feeding. Grab that book over there and come give me a hand." Kael did as he was bid, grabbing an old leather bound book and bringing it to the table.

"Alright, now translate the following. Bah runi lo ner Aliit." Kael transcribed gibberish that the mandalorian rattled off, and set to work with the translation. After some skull work and a touch of trial and error, he managed to work through the odd language.

"My soul into my Clan." Kael recited.

"Well done di'kut, that didn't take you long at all. Thats all I need from you." Kael stood up to do so, then thought for a moment and turned back to the book he had used. Flipping through pages, he came to the set of words where di'kut could be found. His shoulders slumped as he read the word aloud.

"Di'kut means idiot or useless?"

"Yep. The two words tend to go hand and hand so we combined them into one." She replied with far too much cheer in her voice. "Now get moving di'kut."

A rushing of air caught Kael's ear. It was deep and rhythmic with an undertone of power. Homing in on the source, he found a lighter constructed building. The layers of thin, metal sheets and makeshift windows and doors made the building look more like a shack than a habitation. Smoke, heavy with ash, rolled slowly from a wide pipe on the roof.

Kael peered through the doorway, startled to find the trappings of old world metalworking. A forge roared in the corner sending waves of dry heat through the room. The anvil look like chunks of starship hull welded into a workable form and mounted to a wooden stump of some kind. Tools of varying shapes and styles lined the wall, hanging from a cobbled together peg rack.

A broad shoulder man with long dark hair pulled back in a tail, stood over the forge pumping bellows. Unlike everyone else in this camp he wore no armor, only a sleeveless tunic and thick pants of muted color. His big hands, clad in thick leather gloves, seemed disproportionate despite his bulk.

"Ah, di'kut," The big man called in a heavy voice. "Here to help with the beskar?"

"I've never really..." Kael stammered as his mind tried to fathom how to even begin working metal.

"You can pump a handle right?" He asked which Kael nodded in reply. "Good. Here it is."

Kael took his place and, under the guidance of the master smith, began feeding the furnace air. The embers in the forge began to glow bright as hot air flowed out the opening. Searing heat crawled up Kael's unprotected hands and arms, biting into his flesh as it moved. It felt like he was shriveling up like some sort of dried, preserved meat. Not wanting to seem weak to these people, he pressed on.

The smith went to work on a rectangular piece of metal, slowly hammering it into a cylinder. He snatched a bowl shaped metal piece and as he fitted the two pieces together, Kael could see what he was making. Still glowing red, the smith lifted the item from the anvil and dunked it into a near by barrel of water. With a hiss the water protested the arrival of such an item until slowing to a muted bubble.

With a yank the smith pulled the tongs out of the barrel sending water gushing in all directions. Turning back to the anvil, the smith dropped a newly forged helmet. Its concave cheeks and empty T-visor caused a hollow sense of fear to crawl up Kael's back.

"Thats it for today di'kut. Go see what else you can do around camp."

To be continued...

Australia**Sandhawk Clan**

facebook.com/SandhawkClan

Brazil**South East - Vode An Clan**

facebook.com/vodeanbrasil

Canada**Alberta - Hett'ciri Clan**

facebook.com/HettciriClan

Manitoba - Vhetin'Ade Clan

facebook.com/VhetinAdeClan

Quebec - Gaht Kyr'bes Clan

facebook.com/quebecmandos

Europe**Germany - Jai'galaar Clan**

facebook.com/jaigalaar

Holland - Diryc Vhetin Clan

facebook.com/clandirycvhetinr

United Kingdom - Vok'chi Clan

facebook.com/VokChi

Mexico**BigFang Clan**

facebook.com/BigFangClan.Mexico

United States of America**Arizona - Shonare Vhekadla Clan**

facebook.com/azmandomercs

California (LA) - Manda'galaar Clan

facebook.com/mandagalaarclan

California North - Teren Clan

facebook.com/TerenClan

California South East - Skirata Clan

facebook.com/SkirataAliit

California (San Diego)

facebook.com/harangalaarclan

Colorado - Cerar

facebook.com/CerarClan

Florida - Buurenaar-Verda Clan

facebook.com/BuurenaarVerdaClan

Georgia/Alabama - Naast Clan

facebook.com/NaastClan

Hawaii - Five-O Clan

facebook.com/MMCCFiveOClan

Illinois - Nexu Clan

facebook.com/nexuclan

Indiana - Taakure Clan

facebook.com/groups/TaakureClan

Iowa- Vhett Manda Clan

facebook.com/vhettmandaclan

Kansas & Missouri - Yustapir Clan

facebook.com/YustapirClan

Kentucky - Blue Moon Clan

facebook.com/bluemoonclan

Maine - Wampa Clan

facebook.com/wampaclan

New Jersey - Raquor'daan Clan

facebook.com/RaquordaanClan

North Carolina - Talon Clan

facebook.com/talonclan

Ohio - Rancor Clan

facebook.com/rancorclan

Oklahoma - Ge'tal Vheh Clan

facebook.com/okmercs

Oregon - Seron Clan

facebook.com/seronclan

Pennsylvania - Mav'oyala Clan

facebook.com/MavoyalaClan

Tennessee - Besuliik Clan

www.facebook.com/BesuliikClan

Texas North - Murraan Clan

Facebook.com/ClanMurraan

Texas South - Zakkeg Clan

facebook.com/ZakkegClan

Texas East - Arqet Clan

facebook.com/ArqetClan

Texas West - Vhe'rang Clan

facebook.com/ElPasoMandalorian-Mercs

Utah North - Krayt Clan

facebook.com/KraytClan

Washington State - Oceanhawks Clan

facebook.com/oceanhawksclan

Individual members - Freelancers Guild

facebook.com/FreelancersGuild



A LITTLE BIT OF FUN...



THE CRL 5 COMPETITION



Last month's competition was won by Dose Ordo, congratulations.

The answers were (From left to right): Kensnaps, Kyp Vok'chi, Kebii'tra Verda, Slade Kel and Tasson Phoenix



EAR GABBY...

PRACTICAL ADVICE FOR THE PRACTICAL WARRIOR

I really thought I'd gotten away with it, but yet again, here I am having to deal with your piffling and trifling queries about real life as a Mando. Here's a tip: SUCK IT UP PEOPLE!

Right, let's see what drivel we have this time around!

Sticky Fingers

Dear Gabby,

I have been having trouble typing lately I think it's maybe because of my boxing gloves. But it only started since I stuck fingers on them.

Strongbad

Strongbad, report to your nearest recycling centre and check yourself in!

Weeping Issue!

Dear Gabby,

What is the preferred way to handle "small child armor freak out syndrome" - that awkward moment when a little one sees you and starts crying and screaming? Also, if they punch you is it considered rude if you don't punch them back?

I don't see why you find a weeping child awkward, clearly their parents haven't taught them to be defiant to every obstacle like a good Mandalorian child.

Personally, I would kill the parent and take the child on as my own, bringing them up as a stronger person and as a true Mandalorian, though that might be a little difficult at a convention.

If anyone punches you then it's your sworn duty as a Mandalorian to punch them back, at least maim them a little. Anyone dumb enough to punch a Mando is asking for natural selection to get involved anyway, so always give a receipt!

It's the only way to be sure.

Period Troubles!

Gear Gabby,

I've lately been more and more aware of other mandos wearing crusader armour and sometimes earlier armour! At first it was only one or two and I brushed it off, but I'm finding lots now. this is the modern era and the crusades are long gone so are they trying out some trend of dressing like they're from years ago? Can I trust them? I definitely know that armour isn't genuinely from the crusades, what else could they be lying about?

Have you taken a moment to wonder if you're actually travelling backwards in time? If the accursed Jedi know how to leap tall starships in a single bound whilst swinging their home-made torches around, you can bet your last credit they've found a way to send a Mando back in time just to confuse you. However, to answer your question, you can't trust anyone, so if in doubt, kill them.



MERCS CHECKLIST

Kit Items

- ☐ Helmet
- ☐ Boots
- ☐ Flight Suit
- ☐ Weapons
- ☐ Armor
- ☐ Vest

Daily Survival

- ☐ Refillable Water Bottle
- ☐ Snacks
- ☐ Small Hand Towel
- ☐ Any medicines you may need

Emergency Fix It Items

- ☐ E6000
- ☐ Glue Gun
- ☐ Extra Velcro, Screws, Magnets
- ☐ Needle and Thread
- ☐ Safety Pins
- ☐ Extra Batteries
- ☐ Electrical Tape
- ☐ Paint Marker

Give Away Items

- ☐ Trading Cards
- ☐ Clan Business Cards
- ☐ Clan Flyers

Before you leave for an event be sure to:

- Make sure you have everything you need for your kit - all items present and accounted for
- Carefully examine your kit - do you need to make any repairs?
- Make any necessary repairs to your kit
- Be sure to hydrate beginning the night before if you can

After the event:

- Lay your soft parts, such as flight suit and vest, out to air out
- Wash soft parts as necessary
- Repack any armor pieces that may have been quickly stored or thrown in your bin
- Restock any items such as trading cards

CUT THIS OUT AND TAKE WITH YOU ON YOUR TROOPS!

FROM THE EDITOR



So, Harrison Ford has broken his leg.

Now, this will cause a lot of issues for the production, if, as the rumour mill is running, he's one of the lead characters in the film. He's not going to be able to do any Han Solo type stuff, or any full body shots, unless he's sitting down and we know sitting and talking was a massive criticism of the prequels!

However, this could yet be another ruse from JJ Abrams, the director who hasn't told the truth about films for a while now, just to throw the scent off the internet spoilers people.

Problem I see that, if it is indeed the case, it'll be a boy who cried wolf scenario in the future.

My Nibblings are really looking forward to Star Wars Rebels, we've started to get the adverts on Disney XD and already my Nephew has shown an interest in Star Wars, this makes an Uncle so proud!

In the meantime, I won't be joining you all at Anaheim in 2015, but I'll still be working behind the scenes to help you guys have a great one. It is disappointing that I won't be able to meet so many of you face to face as I enjoy the social aspect of the Mercs so much and is why I put in a lot of work.

But, as usual the people who need to be congratulated are the members who are doing all the work on the ground level. It was a lot of work to organise Celebration Europe 2 and, with our display space rumoured to be much bigger, you will be blown away by what the guys have gotten planned, so will the visitors and that's what is important.

I also have to give props to my PR team, who really took up the mantle whilst I spend some time away from the Mercs to organise buying a house. They have worked dilligently and hard on a lot of things back stage which they don't get credit for, so here's me publicly thanking them for all their hard work over the last year.

They also did a load of work on the Battlecry magazine.

As for the club, we are in what people tend to coin as "interesting times", the balance is shifting more and more into our favour as we show people around the world how hard we work and how good we are, especially as we are a custom costume club.

We're expanding further, with the introduction of our Belgian and Russian squads, we're giving out a firm message that politics matters not to the Mercs, just camaraderie, family and friends.

We will start to see more invites to events, as our scope has massively increased due to Disney's interests and business partners, whilst most of it will occur in the US, I've already seen some clans in Europe suddenly have a lot more events on their calendars.

You're doing us proud!

THE END CREDITS

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