

BATTLECRY

FALL 2015



THE MANDALORIAN

AQUATIC SPECIALISTS

MEET SHONARE VHEKADLA CLAN

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I was proven wrong, and I'll be the first to admit it!

Something I never thought we would ever see was live-action entertainment featuring a Mandalorian character, and Lucasfilm goes and proves me 100% wrong by announcing the FIRST live-action streaming STAR WARS™ production will feature a Mandalorian. In fact, they wanted to prove me so wrong that they named the production "The Mandalorian"!

This is one time when I can absolutely thank someone for proving me wrong, I take my serving of humble pie on a beskar plate.

2019 is a HUGE year for STAR WARS™ and fans, especially for Mandalorian fans. We have our show coming and all the new material it's going to create for us. When you're watching The Mandalorian, I hope you feel a sense of pride because it's fans like us that are the reason the show exists.

We have a lot of change coming down the pipe, not just with STAR WARS™ but also within MMCC itself. I hope you have a good seat because we're going to be driving down the road of change together.

OYA!

Tom Hutchens
Mandalore the Uniter

MEET SHONARE VHEKADLA CLAN

Article by Tek Sa'an



BattleCry: Tell us about Shonare Vhekadla Clan - when did SVC become a clan?

Shonare Vhekadla: We are the clan for the entire state of Arizona. We have been a clan since 2006.

BC: What does Shonare Vhekadla mean? You also go by the Dune Sea Clan. Why?

SVC: Shonare Vhekadla means "Dune Sea" in Mando'a. Our clan was named by Karen Traviss: "Now...Dune Sea Mandalorians; I reckon that translates as - Mando'ade the Shonare Vhekadla (Man-do-AH-day tay show-NAH-ray fey-KAHD'lah). Shonar - from the words for ocean and movement, therefore "waves". Vhekadla - sandy, from the words for sharp and soil, because sand is sharp soil." Therefore: Mandalorians from the sandy waves (Dune Sea.)" The perfect name for an Arizona clan.

BC: How does it feel to have one of the largest clans in the MMCC? You currently have 100 (and counting) members. That's a big deal.

SVC: It's awesome to welcome new members, but also hang on to some of the original members who really understand the history of our clan and all the many changes it's seen over the years.

BC: Are there any plans to branch off like House Buure-naar Verda? Why or why not?

SVC: If the size becomes unmanageable as we keep growing and other regions feel they need their own representation, then we'll approach the idea.

BC: How do you maintain such a large clan? Phoenix is the fifth largest city in the US (Tucson is listed as 33rd). With members all over the state, how do you do it?

SVC: We have events in all the major metropolitan areas in Arizona: Phoenix area, Tucson, Yuma and Flagstaff. We currently have members in Phoenix, Tucson and Yuma and many of us travel to other parts of the state for both invasions and social events.

BC: Are there any future plans that we can see from SVC?

SVC: We are currently growing pretty fast with many people close to or ready to apply for membership. None of the SVC Aliit Kara expect this to change anytime soon. Especially since we expect to be more popular with the airing of The Mandalorian in November.



NEW BRIGADE MEMBERS

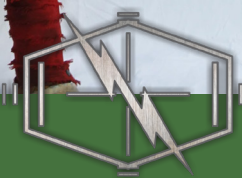
Welcome our latest brigades members!



SIL STRIBOUGH
Clan/Squad: Kranak Clan
Brigade: Airmobile
Profession: Pilot



AZRAYEL
Clan/Squad: Tra'Cor
Brigade: Special Ops/Special Weapons
Profession: Privateer/Gunslinger



In 2010, Mandalorian Mercs instituted a program that allows Official Members to strive beyond just having an approved costume by joining one of several profession-based groups called "Brigades". Each Brigade consists of a set of professions that require certain costume customizations to be recognized as a member of the profession and Brigade Requirement Lists (BRL's) are listed for each profession within the Brigade, and official members striving for Brigade membership must apply under these requirements.

Once you are accepted as a Brigade member, you will be issued a special Brigade Armor Sigil that can be applied to your armor, which will let everyone in Mercs know you have committed yourself to a Brigade.

Brigade membership is voluntary for Official Members, and you do not have to be part of a Brigade to be an Official Member. However, Brigade membership is ONLY open to Official Members.

AQUATIC SPECIALIST

Whether operating along the shoreline or well into the ocean depths, the Aquatic Specialists are Mandalorians who are more at home in the seas than on land or in deep space. They are accustomed to working under pressure and in darkness, utilizing their strength, speed and stealth as denizens of the water.

This profession will fall under the Environmental Specialist Brigade within the Field Operations Division.

ARMOR REQUIREMENTS

- Armor - Light to Heavy. This includes the minimum of knee, groin, torso/chest, shoulder, back, collar, and gauntlet armor. All armor must be streamlined for ease of movement underwater.
- Helmet - Helmet must fit the helmet of Era specific CRL's.
- Helmets should be streamlined with no bulky or flimsy tech.
- Helmets must be fully enclosed & sealed (no vents/key slots, seal or skirt recommended)
- Helmets require a minimum of one hose that connects to a breathing apparatus/air tank
- Streamlined helmet crest or fin are allowed.
- Backplate - A back plate is required.
- Cod - A cod plate is required.
- Colors - Must match an aquatic environment- primarily greys, blues, blacks, greens and tans. Colors may match any water depth, but should be neutral and able to easily blend into the environment.
- Weathering - Should include underwater wear, "rash" scraps from impacting coral, and other similar wear. Kits should be free of mud, grime and other weathering that would wash away.

SOFT PARTS REQUIREMENTS

- Soft parts must be within the same color range allowed for armor.
- Flight suit must be fully enclosed (exceptions on a case-by-case basis for aquatic species)
- Kama, loincloths, capes, or any loose, dragging cloth is not allowed.
- Flight suits and gloves should be form fitting and resemble a wet/dry suit.
- Boots should be lightweight. Avoid overly large, chunky or bulky boots.
- Diving belt and harness is required.

WEAPON(S) REQUIREMENTS

- Blaster rifle fitted/associated for underwater use
- Can double as melee weapon
- Harpoon or Spear Gun
- Spear or Trident

REQUIRED SECONDARY WEAPON

- Survival/Diving knife

REQUIRED ACCESSORIES - PRIMARY

- Spotlight. This may be helmet or gauntlet mounted
- Illuminated or Mirrored visor
- Propulsion system (i.e. boots or back mounted)
- Rebreathing or air supply tanks/devices visibly included on kit

SECONDARY (3 REQUIRED)

- Aquatic themed trophy
- Sonar display screen
- Plasma net
- Dart launcher
- First Aid Kit
- Sealed suit repair items/kit
- Diving fins / flippers

EVERYTHING WE KNOW ABOUT THE MANDALORIAN

The Mandalorian is a live action Star Wars TV show coming this fall to the new Disney+ Streaming service! Here is everything we know so far. Helmets on, range finders engage!

WHEN AND WHERE TO WATCH:

The Mandalorian will be available for Subscribers to the new Disney+ Streaming service on the day of its launch, November 12th, 2019. The show will be released on a weekly release schedule to start. So no, you won't be able to binge the full series right out of the gate Netflix style. The Disney+ service will cost just \$7 a month to subscribe. A reasonable price for even the stingiest of Bounty Hunters.

SHOWRUNNERS:

The show will be written and Executive produced by Jon Favreau, who is no stranger to Mandalorians. Favreau voiced the leader of the Clone Wars Mandalorian Deathwatch, Pre Vizsla. Joining in to add even more Mandalorian experience will be Clone Wars show runner Dave Filoni, who will be directing the premiere episode of the new show along with assisting with Executive Producer duties.

CAST:

The Mandalorian himself will be played by Pedro Pascal. Pascal is most known for playing the suave and deadly Prince Oberyn Martell on Game of Thrones. Joining him for the premiere season of the show will be a cast including: Gina Carano playing Cara Dune, a former Rebel forces Shock Trooper adjusting to life after the Empire. Carl Weathers, the head of a Bounty Hunters Guild named Greef Carga. Carga was seen giving the title character bounties to fulfill in the footage shown exclusively at Celebration Chicago last month.



TIME PERIOD:

The Mandalorian will take place in the Era of the New Republic or about 5 years after Return of the Jedi, according to executive producer Jon Favreau. In an era that has barely been explored in the post Disney merger/new canon experience, this is an exciting time period for our soon to be icon to show us around in.

ARMOR AND PROPS:

Yes, The Mandalorian will upgrade his armor throughout the season. The first full photo of the title character was shown at Celebration Chicago in his brown mix and match armor and chrome helmet. The setup appears to me a mixture of custom Mandalorian armor and imperial Shoretrooper pieces. There were also images shown that appear to be later in the season of the Mandalorian wearing a chrome set of armor that matches his helmet in scheme. Favreau confirmed that the Mandalorian's primary rifle seen at the panel and from promo images released on Starwars.com is indeed inspired by Boba Fett's weapon from The Holiday Special cartoon.

That about covers what we know so far. For more information keep your T-visors tuned to Starwars.com as well as Jon Favreau's social media pages for behind the scenes looks and be sure to tune in this November for an exciting new chapter in Mandalorian History!

NERF CONVERSIONS

Tutorial by Raestin Ke'Varek

This tutorial will help guide you through the process of modifying a NERF weapon with the goal of getting the weapon approved. It is not a complete guide but when used together with the **Nerf Tutorial Video**, you should be well on your way to creating a successful conversion!



The Beginning - a Nerf Sledgefire as the base for your potential blaster. Note all of the brand markings, screw holes, lettering and small details that clearly mark the brand.



Starting to come together!

Words and details removed. Some parts of the blaster (stock, trigger guard etc) removed.

Star Wars inspired scope assembly added, along with some sintra panels.



Adding a new custom built foregrip using 6mm Sintra, along with some small details.



Custom barrel made from a travel hairspray can added!



Trigger cut, then gaps in the grip filled in and shaped.



Adding further small details and greeblies for detail on the blaster.



Base coats of black and silver primer.



Final finished, weathered blasters - a few small details picked out with accent colours and dirtied up all over!

There are more ways to modify nerf weapons for approvability than could possibly be listed. Let your creativity go wild...just keep the Star Wars aesthetic in mind, make sure you eliminate the distinctly Nerf features, and keep a WiP so you can get feedback and advice. And most of all, have fun!

CONVERSION TIPS

- ⬡ Remove ALL functional equipment inside the gun. Club rules prevent us from using functional weapons, even toy weapons.
- ⬡ Do what you can to simplify the weapon. NERF weapons are generally way too busy. Try and think "70's future tech". The goal here is to make it look like it's from the SW universe....NOT Starship Troopers.
- ⬡ Remove ALL lettering from the weapon.
- ⬡ Do your best to identify the trademark NERF features from the weapon, and remove/modify them. (See reference images)
- ⬡ Use things like sintra to create custom panels and pieces for the gun. Changing the shape & profile of the weapon goes a LONG way.
- ⬡ Remove as many of the rails as you can. If you need one for a scope that's one thing... but you don't need 20 rails on it...
- ⬡ Greeblies! Seriously... the quickest and easiest way to swarz up a weapon is greeblies. Try and integrate them well. Don't just stick them in weird places.
- ⬡ Fill ALL of the "toy" screw holes. Real weapons have screws holding them together. But we don't want to see any of the holes that say "I'm a toy"....
- ⬡ Add a custom barrel. PVC pipe and fittings are perfect for this.
- ⬡ Open up the gun, and modify the trigger. Cut it down, so it looks more like a realistic trigger. This seems like a small thing, but it has a HUGE effect.
- ⬡ Remove things like the access panel/vent, charging handle, and/or revolver section.
- ⬡ Scopes are always a great addition to a weapon. Star Wars loves scopes... Even backwards mounted scopes... Just DON'T use an unmodified NERF scope...
- ⬡ The stocks on NERF rifles ALWAYS need to be heavily modified. They're just too easily recognized. If you can... remove the stock, and switch it to something else.
- ⬡ Paint your weapon to look realistic. Weather it appropriately to match the weathering on your kit. There are TONS of great videos online of how to paint/weather NERF guns.

But what about the Star Wars line of NERF guns you ask? Surely they're good to go right out of the box, right? Well... they're almost ready. While the Star Wars line has indeed been modeled using existing canon references, and they're very close to being ready to use, there are still things that you will need to do to make them passable. Some of the things listed above, still hold true.

- ⬡ You still need to fill any of the "toy" screw holes.
- ⬡ You still need to remove any lettering on the weapon.
- ⬡ You might also need to look over the gun for any distinguishing NERF features that weren't present on the canon weapon. NERF loves putting those little triangles on things... PLEASE remove those.
- ⬡ Finally... you still need to paint & weather the blaster in a realistic manner.

TROOPING SAFETY

While most troops are safe, family or public events, there is unfortunately an outside risk of an armed attacker attempting to disrupt the event or endanger the public.

This article is going to give some basic advice for what to do in these types of situations to keep yourself safe. In no way is this guide to be viewed as complete or perfect. This guide just represents the best information available at this moment.

1. The first step to protect yourself in a hostile situation is to drop your weapon/s. Any weapon fake or not, orange tipped or not, could be confused by the proper authorities as a real weapon.
2. The second step is to remove your helmet. The helmet both limits your visibility and could be confused by any responding authorities as marking you as a threat.
3. If possible, drop any remaining belts and ammunition pouches as well.
4. Attempt to leave the area as quickly and calmly as possible via the nearest exit.
5. If unable to leave the area, find a safe place to hide yourself and others with you until the situation is resolved. Once secured in one of these areas wait for authorities to instruct you to leave.
6. Finally, follow all instructions provided to you by people in authority, whether they are police or event security / safety staff. Many convention spaces have their own plans and procedures for what to do in case of one of these types of situations, and it is best to always follow the instructions provided. In these circumstances it is best to follow instructions as these spaces have spent a lot more time working on this sort of thing than you realize.

This advice has been checked by a current Official Member who is also a serving police officer, and while nothing can ultimately guarantee safety in such an event we hope this information will provide some benefit.

FROM THE EDITOR



Image © JohnathanGoldsmith

Hi! If you've read this far, thank you!

I'm Jaryn Solus on the forums, and your new BattleCry editor. I also currently work with the Education Team for Training and Tutorials, and have one Brigade cleared armour as a Pistoleer (with more on the way...)

I'd like to give a massive thanks and shout out to everyone who has submitted material and helped to bring this new issue of BattleCry together - without your support this wouldn't have happened!

Hopefully, you've enjoyed reading through what we've compiled for you in this issue, but if you have any thoughts or ideas on things we could add or improve, feel free to drop me a message!

Jaryn

"If one stops at the minimum, then one can only hope to get the minimum out of life." - Mandalore the Uinter

GET IN TOUCH

Got something you want to tell the club about? Got an interesting new build in progress or been to an amazing troop or event?

We want to hear about it!

Send your feature to pr@mandalorianmercs.com or by direct message to Jaryn Solus



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