



RA KURA BASE – REBEL FIELD MANUAL

GUIDE TO TROOPING

RA KURA COMMAND STAFF
RA KURA BASE - FLORIDA



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About this manual

This Rebel Field Manual has been compiled from various Rebel Legion and Florida Garrison (501st) resources and the input of many troopers. It is meant to serve as a foundation for current and future troopers and to promote safe and fun trooping.



Our Mission

The mission of The Rebel Legion is threefold. First, we offer the costume enthusiast of the Star Wars hero characters a global community to enjoy, express, and share their costume talents. Secondly, the Legion also promotes the quality and improvement of Star Wars costumes. Thirdly and most importantly, we follow the lead of Lucasfilm Ltd. by giving back to the community through works of charity and volunteerism.

Rebel Legion History

Much like the Rebellion in the Star Wars movies, an alliance of rebel costumers first appeared in mid-1999; thanks to a handful of brave individuals who responded to the rise of the 501st and wanted to celebrate the heroes of the Star Wars saga. By 2001, Rebel Legion had multiplied in numbers and launched their own website and message boards. Although started in the United States, the Legion is now an international club that encompasses multiple nations worldwide and has become the premier Rebel costuming group in the Star Wars community

January, 2000: The Rebel Legion was officially founded by Tony Troxell (LCO), Richard Fairbrother (LXO), Doug Fesko, and Ed O'Connell.

The first bases were:

- Brazilian Base
- Canadian Base
- Central Base (Joe Selle as CO: ND, SD, NE, MO, KS, IA, MN)
- Echo Base (Richard Fairbrother as CO: NY, NJ, MA, RI, PA, CT, ME, NH, VT)
- Evergreen Base (Erica Mahood as CO: WA)
- Florida Base (Ken Ograyensek as CO: FL)
- Georgia Base (Brandi Messee as CO: GA)
- Midwest Base (MI, OH, IN, IL, WI)
- Mountain Base (MT, WY, CO, UT, AZ, NM)
- NoCal Base (Northern California)
- SoCal Base (Jeff Teel as CO: Southern California)
- Southern Base (KY, TN, AL, MS, NC, SC, VA)
- Star Base (Richard Bruner as CO: TX, OK, AR, LA)
- Western Base (AK, HI, OR, ID, NV)

Information from: <http://www.rebellegion.com/about-us/history/>



Fun Fact: Initially, the Legion members had ID numbers just like the 501st.

Rebel Legion Command Structure

As with all organizations, there must be someone in charge. The Rebel Legion is no exception. Below is the command staff for the Legion and Ra Kura Base. These are the individuals that are ultimately responsible for the day to day operations of their respective group.

The Commanding Officer (CO) for each level is elected by popular vote in September of each year with their term running from October to September of the next year. The Executive Officer (XO) is selected by the CO to assist them in the running of the group. Typically, there are two members are the “Command Staff” and they carry the authority to administer the operations of their respective component (Legion/Base/Outpost/Detachment). There may be other members that serve in various positions, but they are traditionally “Support Staff” to the Command Staff and have no decision-making authority beyond their specific tasking.

Rebel Legion Command Staff: 2019-2020

Title	Acronym	Name
Rebel Legion Commanding Officer	LCO	William Holmes
Rebel Legion Executive Officer	LXO	Herve Cotton

Rebel Legion Charter

How does the Legion and the Bases operate? You are encouraged to read the Legion charter and operation guidelines. The charter can be located at:

<http://www.rebellegion.com/legion-charter/>

The charter governs all legion operations, membership requirements as well as the requirements for base operations. All troopers should be familiar with the charter, the expected behaviors and the requirements for continued membership in the Legion.



Ra Kura Base History

Ra Kura is the second largest base in the Rebel Legion. Because of the size of Florida and the concentrations of troopers in diverse areas, the command staff includes the roles of Captains for the various regions of Florida in addition to the regular command roles and support staff. Regional captains are responsible for coordination and planning within their regions.

Founding Date: January 2000
First Base CO: Ken Ograyensek
Current membership (approximate): 170 members

Ra Kura is a Maori phrase translates directly to “Red Sun”. Fans of ‘A New Hope’ may recognize the binary sunset scene over Tatooine with its red sun appearing in the distance. Long time inhabitants from Florida surviving the summertime may have other names for the sun that can’t be printed in this manual. Still, ‘red sun’ perfectly describes the area where our base resides with a Star Wars vibe.



Logo History



Florida has a special place in human history because of its connection to NASA and its space program.

Kennedy Space Center represents both the past and the future of human space flight and our destiny in the stars. To that end you’ll see many NASA influences in the Ra Kura logo and branding. For instance, the Rebel starbird is combined with the “chopsticks”, a design element straight from the current NASA logo.

The original logo was a triangle. The shape harkens back to the targeting computer in the Death Star attack in ‘A New Hope’ and the somewhat triangular shape of Florida. Surrounding the Ra Kura variant starbird in the center are 7 stars on top and 3 on the bottom, representing the seven astronauts lost in the Challenger disaster of 1986, and the Apollo 1 disaster of 1967.

The current logo shifts from the original triangle to round but retains triangle details in the border. The number of stars changes from 10 to 17 to represent those lost on the shuttle Columbia in 2003. The name of the base and Rebel Legion names were added for Legion branding rules and finally ‘Florida’ in Aurebesh was added to the sides.





Ra Kura Base Command Staff: 2019-2020

Ra Kura Base Commanding Officer: Ann Collins (Sabino)
Ra Kura Base XO: Philip Casesa (Bolt23)

Ra Kura Base Support Staff

Base Membership Officers [BMO]: LaVonne French, Elizabeth Martinez
Base Merch + Branding Officer [BMBO]: Paul Domalavage
Base Public Relations Team [BPRO]: Laurel Milovac, Logan Orrell, Chris Beaman

Ra Kura Base Regional Captains

North West Florida Regional Captain [NWFLRC]: LaVonne French
North East Florida Regional Captain [NEFLRC]: Daniel Andersson
Central Florida Regional Captain [CFLRC]: Erin Foster
West Florida Regional Captain [WFLRC]: Natalie Black
South Florida Regional Captain [SFLRC]: Lindsey Reo



Ra Kura Detachments

Ra Kura base also contains several detachments. Detachments are costume-class specific groups within a base. Each detachment has a commanding officer that organizes activities and general promotion of that costume class.

Phoenix Squadron [Pilots]

CO: Ashley Sutherland

Sawgrass Clan [Fringe]

CO: Paul Domalavage

Stormfront Temple [Jedi]

CO: Lyn Adams

Endor Bushwhackers [Commandos]

CO: Tim Balski

Vanguard [Rebel Fleet Troopers]

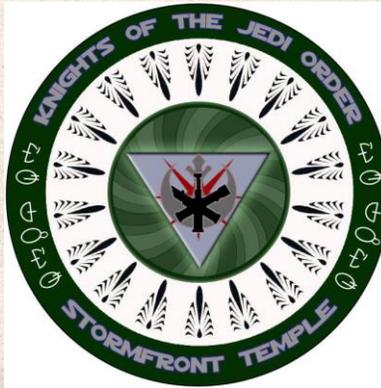
CO: Sean Phillips

Zillo Defenders [Clone Troopers]

CO: Ben Faircloth

Red Sun Delegation [Galactic Senate]

CO: Elizabeth Martinez





Rebel Legion Detachments

At the Legion level, each costume type is contained within a “Detachment”. This is the resource for parts, armor (if applicable), weapons and support gear. Each Detachment has its own command staff.

Additionally, each “detachment” (costume type) has its own board; they are listed below with a description of the main costumes covered and a link to the detachment’s board.



Starfighter Command

Rebel Pilots

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=10384>

Knights of the Jedi Order

Jedi

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=12290>



Rebel Alliance Infantry Detachment

Rebel Troopers

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=10067>

Clones of the Republic

Clone Troopers

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=25144>



Galactic Senate

Royalty and Senatorial

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=23743>

Galactic Strategic Command

Rebel commanders

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=39480>



Docking Bay 94

Fringe characters

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=35458>



Wretched Hive
Rebel supporters

<http://www.forum.rebellegion.com/forum/viewtopic.php?t=10114>



United Citizens of the Galactic Republic
Human rebel supporters

<http://www.forum.rebellegion.com/forum/viewforum.php?f=716>



Communications

There are numerous methods of communications within the Legion, and the Base.

Official Forums / Boards

The Forums are our main method of internal communication at all levels (Legion all the way to Base). There are at least two forums that you must acquaint yourself with.

1. Rebel Legion Forums (also known as Main Legion Boards)

Rebel Legion Boards - <http://www.forum.rebellegion.com/forum/index.php>

1. Go to the forum using the link above
2. In the center of the menu items in the main header. Click on "Register"
3. Follow directions as stated

2. Ra Kura Base Forum

Within the main Legion forum, Ra Kura maintains a forum specifically for our members and recruits. This board will contain local announcements and important information for members. There are both member-only and "public" boards. Use your Rebel Legion forum credentials to access.

Ra Kura Boards:

<http://www.forum.rebellegion.com/forum/viewforum.php?f=18&sid=b1d3c50aa82e1cd9acd712fa8e2d1f7e>

3. 501st Florida Garrison Forum

Technically, this forum belongs to the 'bad guys'. In Florida we work in proximity with our 501st partners. To that end, the Florida Garrison forum will be where troops are posted, even if the request comes through the Rebel Legion. We can usually troop their events, and they can troop ours. This means you will need to have an account there and be granted Rebel Legion access to be able to sign up for troops.

Florida Garrison Boards - www.fl501st.com/boards

1. Go to www.fl501st.com/boards
2. Click the "Register" link
3. Follow directions as stated

Once registered you will need to request Rebel Legion access. To do this, follow these steps.

1. Go to: <https://www.fl501st.com/boards/> and login
2. In the General Discussion section, click on the forum for: [Forum Support, Suggestions and Feedback](#)
3. Enter the forum for: [SW Costuming Groups Request Access Thread](#)
4. Follow the instructions in the first post to request access.
5. When access is approved, this logo will be added to your member profile.





Tapatalk

Many of the forums including the main Florida Garrison forum can be accessed via the Tapatalk app on your phone or tablet. After installing and registering the app, search and subscribe to The Florida Garrison.

Facebook

Ra Kura Base also maintains a closed Facebook group for all members of the squad and additional group for Ra Kura Recruits. If you are on Facebook, once you become a squad member you may request access to this group. While not mandatory or a replacement for the forums, this group is a useful and easy means of communications within the base. Typical items found here include:

- Upcoming troops
- Trooper recognition
- Pictures from recent troops
- Notices of upcoming events
- Upcoming merchandise runs

Ra Kura Members Only Facebook Group:

<https://www.facebook.com/groups/rakuramembers/>

Ra Kura Recruits Facebook Group:

<https://www.facebook.com/groups/RaKuraRecruits/>

Troop Tracker

Ra Kura Base utilizes an online troop tracker where you can see and keep track of the number of events that you've trooped. If you see any missing troops or other concerns, contact the regional captain, CO or XO, they have the authority to update information.

To get credit for a troop, you must sign up for the troop on the Florida Garrison forum and attend the event in a Rebel Legion costume. Troopers in another legion costume or non-Star Wars costume will not receive credit for the troop from Ra Kura. A picture from the troop is handy in case there are any discrepancies.

Ra Kura Troop Tracker

<http://www.rakurabase.org/rebeltracker/index.php>



Event Listings and Sign Up

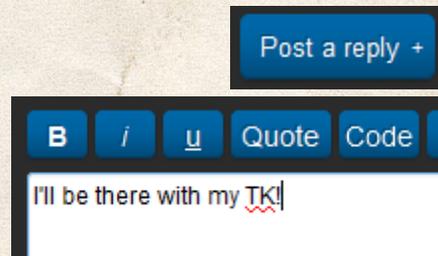
Once you are a member and have been given full membership access to the Florida Garrison, you will be able to see the Events section on the Boards. This section includes sub forums for the North East Florida, North West Florida, East Central Florida, West Central Florida, South Florida squads and any other garrison wide events (like Mega Con or Star Wars Weekends at Legoland). Within each sub forum, you will find events listed for each area.

EVENTS		TOPICS	POSTS
	NORTH EAST FLORIDA Upcoming events for North East Florida Moderators: Moderator - Squad Seven, Moderator - Parjai	28	222
	NORTH WEST FLORIDA Upcoming events for North West Florida Moderators: Moderator - Squad Seven, Moderator - Parjai	11	131
	EAST CENTRAL FLORIDA For Makaze area events Moderator: Moderator - Makaze	54	260
	WEST CENTRAL FLORIDA For TBS area events Moderator: Moderator - Tampa Bay	48	443
	SOUTH FLORIDA Upcoming events for south Florida Moderator: Moderator - Everglades	28	274

Before signing up for any troop, you should read the posting in its entirety since often additional information about the event can be found throughout the thread.

To sign up for an event:

1. Enter the sub forum and event thread that you would like to attend
2. Click on the "PostReply" button at the bottom of the thread
3. State that you are interested in attending and state the costume that you would like to wear. **This is important, especially for one-in-a-universe characters!**
4. If you have any questions about the event, please ask them before committing to the troop. Questions can be asked by posting the in the thread. It stands to reason that if you have a question, someone else will too!
5. If you are unsure as to whether you will be able to attend, state that you would like to be marked "Tentative". By selecting tentative, you are not reserving a spot. Your attendance to an event is only guaranteed when you confirm for an event. Just to clarify, a "tentative" only means that you might be able to attend. In order to be counted in the troop, you need to confirm that you will be attending by posting in the thread.
6. If at any time after committing to an event you find that you cannot attend, please post as soon as possible, especially if you have a high-profile character. All you need to do is post another response stating that you will not be able to attend. Be careful of posting that you will attend and then saying that you can't. It can give you a reputation for being unreliable.



****Look for the forum that matches your location to sign up for local troops****



Handler Guide

All troopers are responsible for handling, even when in costume. This section deals mostly with handling while not in costume, but the same principles apply, if you see something unsafe, say something!

The handler or Imperial Support Staff is a vital part of any successful troop. You are the eyes and ears of your fellow troopers. It is your job to keep everyone safe, on time and damage-free. You will likely be asked questions about the Legion and be asked to take photos of people with the troopers. This is why understanding the history and structure of the Legion is important. If you don't know the answer to a question, be honest and say so. Always try to answer questions honestly and directly.

Some of the duties of a good handler are:

- Be the eyes and ears of the armored troopers:
 - Watch out for children that get underfoot easily, so they don't get stepped on or whacked with a blaster or backpack. Children are a big part of any event, since they love stormtroopers, and are usually a little too overjoyed to see them. (Some adults act the same way too)
 - Stop the troopers when someone wants a picture and you have time, if not try to play ambassador and let them know you're in a hurry to get somewhere.
If the event has specific times and places for things "herd" the troopers to where they need to be when.
- Be the timekeeper, keep the troop on schedule. Often troopers will need to be somewhere specific at an event. If the troops need to be somewhere, keep an eye on the time, at a reasonable time before they need to be there, politely inform the people around the troops that they need to go and escort the troopers to their new destination. You might want to add some extra time because invariably they will get stopped along the way for "just one more picture"
- Remind the troops of breaks and make sure they take them. From time to time, about every half hour or so, check in with your helmeted characters to make sure they are doing ok, this can be as simple as a look and a "thumbs up sign" or discreetly stepping up and asking how they're doing.
 - If the troops need a break politely let the public know that your trooper needs to go for a few minutes and escort them back to the pre-event staging area / dressing area.
- Act as a buffer / body guard for the troop. (Someone always wants to push Vader's Buttons or try to "steal" a nice E-11 Blaster, hijack a thermal detonator, or stick stickers on the armor.)
 - This is when a handler is really needed. They should step in between the costumer and the child and the costumer should then turn their back and walk away. You don't want to touch the child if you can avoid it, but you want to become a barrier between them and the costumer.



- Group Handler:
 - Remember that as a handler, you will typically be responsible for a group of troopers
 - If you came with a specific trooper, you'll likely have that trooper as part of your group, but you will not be their private handler
 - There are exceptions to this rule such as for very popular characters such as Darth Vader or Chewbacca, or in the case of very small troops
- Street Sweeper / Pack Mule:
 - Pick up various random pieces of armor that may fall off during the troop.
 - Carry look after, wallets, watches, cell phones etc.
 - Purveyor of Water (giver of life)
- Act as "official" photographer:
 - Take lots of trooping shots.
 - Offer to help take shots for the public. "Hey, would you like to get in the picture too?"
- Be aware of the surroundings:
 - Photographs with visible alcohol or alcohol branding are not permitted. If someone is holding a drink, ask them to either set it down or hide it behind them.
 - Avoid pictures with specific corporate brands, mascots, etc. in the photo
- Dresser:
 - Help people armor/de-armor if needed.
 - Carry a fix-it kit (this may not be feasible for everyone).
- Legion and Base Ambassador
 - Answer questions on the Base / Legion, why we are there, etc so the people in costume can act that character...
 - Hand out PR stuff like stickers, temporary tattoos, business cards, flyers, etc.

A note on First Aid: You should only be providing medical care in certain situations.

- You are a family member of the afflicted individual and you know what their condition is and are authorized to assist.
- You are a qualified individual, i.e. First Aid/CPR certified.
- Some of our members are military corpsmen/women, police officers, or firemen/EMT's. These folks are qualified to assist.
- If you are not a qualified individual, please stay with the injured member and immediately send another bystander for help.

One part of being a handler, is to be mindful of where you are. When we make an appearance, those in costumes should be up front and center. You want to make sure when you're a handler, you're not "in the



shot” when people take photos or video. Group shots for us are different obviously. However, when walking in parades or mingling at events, you want to stay behind those in costumes so you’re not blocking someone’s shot or having someone try and figure out why that trooper is hanging out with someone in civilian attire.

Trooper Etiquette

Trooping requires that certain “rules” be followed. Every situation will present unique challenges and require members to think on their feet to adapt. In all cases below, the Event Coordinator (EC), the Base, or CS member that is responsible for the event, and Command Staff have authority.

1. Keep the Event Coordinator (EC) informed of your availability. When signing up for troops, indicate whether you are tentative or confirmed. If your status changes, make sure to inform the EC promptly by posting in the event thread. Some troops have a limit as to how many troopers can participate, so this can be very important.
2. Do not abandon one troop for another, more high profile one. If you sign up for a troop, you are committed, unless there are extenuating circumstances, or you let the EC know. If another troop comes up, and you wish to troop that one instead, you must check with the EC. Bouncing from troop to troop in order to do the "coolest" troops is bad form and shows a lack of respect for the EC and the group that has for us. Likewise, it is bad form to guilt someone into participating in your troop; i.e. "Hey, how come you are doing his troop and not mine?" One exception is if a troop needs more members than the troop you signed up for, and you wish to help provide a bigger turnout. High profile characters may be requested at a specific troop and the EC's (with Command Staff assistance) will be expected to handle scheduling, etc. for those characters.
3. Do not show up too early or late to troops. You should arrive at a troop roughly a half hour to an hour before it officially begins unless you require more time to get into costume, or event instructions say otherwise. Most events should have a report time and an 'in costume' time posted. Please try to follow those times as much as possible. Arriving too early can cause confusion and complications for both the troop host and the EC. Arriving late causes disruptions to troops, something to be avoided at all costs. If you are running late, call/text/post to the EC to let him/her know. Please note that there are times that time is of the essence and if you arrive late, you might not be allowed to troop at all.
4. Typically, the Event Coordinator (EC) is to be the only one to interact with the troop host(s). The only person who should be interacting with event requesters and troop hosts is the member who set up the troop so that there is a single point of contact between us and them. When you arrive at a troop, you must defer to the EC, even if that person is not present yet. If questions are asked, or decisions about the event need to be made, it is up to the EC (or command staff) to proceed. If you arrive at a troop and the EC is not there, find a place out of the way to wait until other members arrive. Do not take actions on your own.



5. Disruptions to troops must be avoided at all cost. This very rarely happens, but it's worth emphasizing. We are all professionals. Event hosts may sometimes make decisions that seem arbitrary, illogical or just plain wrong, but it is not our place to question those decisions. Cordial relations must be maintained with event hosts at all costs, regardless of the damage to anyone's ego. At any event we do, we are guests, and arguing with, or questioning the motives of event hosts is strictly forbidden. If any difficulties arise during a troop (any safety issues, for example), it is up to the EC (or Command Staff) to address them with the event host.
6. Children at troops. Although we are a family-oriented group, not all events allow or want troopers' children at the event. The EC/CS has final say on whether children are permitted at the troop. When children are permitted, they must be cared for by a parent or guardian other than the person trooping the event. At no time should the trooper be caring for their children while trooping the event. This can cause disruptions to the event. Allowing the child to wear a costume does not cancel this, though if permission is given by the EC, exceptions can be made.
7. Pets/Animals are not allowed at troops.
8. At no time should you disrobe, de-helmet or any other type of undressing in view of the public while trooping. As stated before, we are all professionals, playing a part from the Star Wars Universe and we destroy that when we take our helmets off or disrobe in front of them. There are few exceptions to this, such as medical emergency, a non-secure dressing room (parking lot suit up) or the need to calm a child down by showing a "real" face (hospital troops for example). If a person approaches you and has questions, fight the urge to de-helmet! Instead, direct them to a handler that can better address the person's questions.
9. Never troop alone. Always have a partner/handler with you.
10. Weapons. The policy on blasters, pistols, even lightsabers can vary from one troop to another. In some cases, there may be no restrictions at all, in others they may not be allowed. If in doubt, ask the event coordinator. In all cases though, be aware of how you handle and point your weapon. In no circumstances should it ever be pointed at another person, even if they request it such as in a 'prisoner' photo op. Also avoid pointing it directly at the camera. The best approach is to either hold it against your chest with both hands or hold it with one hand pointed towards the ground or the sky.



Event Coordination

As you become a more experienced trooper, you may be interested in or will be asked to take on the duty of coordinating troops/events that members will attend. You will be responsible for communicating with the Event Point of Contact (POC), the person that has asked us to attend, the posting of the event on the boards, completing updates to the event, tracking who is attending, who is tentative and finally all troopers that attended.

Information for the troops will be provided by a member of Command Staff and you will be responsible, with the assistance of Command Staff, to verify and obtain any missing information. Once all information has been obtained (or is in the process of being obtained), you can post the event in the Events thread under the appropriate regional event board.

The format for all events posted should be:

(DATE) Event Name – City, ST	
Event Coordinator:	Board name of member that is coordinating this event
Date:	Sunday, February 22, 2015
Arrival Time:	Time when troopers should be on scene at the event
In Armor Time:	When everyone should be in armor
End Time:	When the event ends (this is not necessarily the time that we will be out of armor)
Location:	Physical Address of the event
Map Link: enter a google map link to the location	
Parking: Let members know where to park, if you aren't sure at least post that you will advise or find out	
Ok to Cross Post RL: Yes/No	
Ok to Cross Post MM: Yes/No	
Handler(s)/#?: Yes/No #:how many handlers should we try to get?	
About this troop:	
Provide general information about what the POC of the event would like us to do, about the event, etc.	

As members sign up for the event, you will need to update the "Attending/Tentative" section. At the conclusion of the event you will need to post "ATTENDED" and enter the board names of all of the members that attended.



As the event coordinator, it will be your responsibility to make sure everyone has the information that they need to successfully participate in the troop. This includes any specific arrival or parking instructions. Most coordinators find the most effective method of communication to be a group chat via Facebook or Facebook Messenger. While not required, it's a quick and convenient method for reaching everyone at once and conveying the necessary information regarding a troop. It's also an effective method for catching any problems before it's too late. This is not a replacement for the forum updates, but an additional troop organizing tool that you have at your disposal.

Once a troop is complete, regional captains or command staff will then update the Troop Tracker and mark the thread/event "COMPLETE" and move it to the appropriate archives.

Questions

If you have any questions at all regarding trooper training, please reach out to the base command staff listed at the beginning of this document.

Ra Kura Base – Rebel Legion

“We are the heroes!”

This document is compiled and distributed by the Ra Kura Base of the Rebel Legion. The preeminent Star Wars hero costuming group in the world. This group has no official affiliation with Lucasfilm, Ltd.© or Disney©.

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