

# The Ultimate D6



## Sourcebook

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## With

## Mandalorian

## Dictionary

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# 1. Mandalorian History:

## Historical Archives: 0-2500

A freak accident caused the onboard computer of one of the first human colony ships to miscalculate a hyperjump, sending the ship and the passengers aboard off in a direction opposite of the one intended. The result left thousands stranded in a previously uncharted solar system with only one inhabitable planet, a world the colonists christened 'Mandalore' after the ship which had stranded them there. With communication outside this planet cut off completely, the colonists had to fight to survive, braving the harsh environment of their new home and, over generations, developing into the race now known as the Mandalorians, a race which survived their struggle for life.



That struggle was not an easy one. A period of intense famine and bigotry quickly followed the initial crash on the planet, and within a year, approximately fifteen hundred colonists had died either from starvation or due to carnivorous animal attacks. Political dissent was high, and several strong personalities gathered support for their own plans for survival, splitting the few remaining colonists into five large groups of approximately eight hundred, all of differing opinions where plans for the future were concerned. Ulyna the Wise traveled north with his followers into the plains. Opy're the Powerful took preference to the mountains in the south. Aconouran the Deft went into the vast desert in the east. Finally, Lyrr'va the Inventor traveled west toward the vast ocean. The fifth group, lead by Sti'va the Equate, stayed at the crash site. These five groups were the first five clans of Mandalore, each developping under the influence of their chosen leader and becoming more of a personification of his or her strongest traits as a whole.

Two millennia passed, and all five of the first clan 'colonies' survived, each suffering extreme technological degradation due to the new living conditions and way of life following the great

crash. The population of the Mandalorian people at this time was approximately eighty six thousand, which was double the number it had been only a quarter of a millennium ago, signifying clearly for the first time that the Mandalorian people were to survive.



It was also the first time the five great cities clashed. The only civil war in Mandalorian history erupted during this time, stretching out over the next five hundred years. Each clan desired dominance over Mandalore, and set out for victory. What had become the Sti'va den by this time suffered the largest losses, and was almost destroyed, but due to one young Sti'va clansman named Pq'narc, the war was ended and thousands of years of peace followed.

## Historical Archives: 2501-7600

After the end of the 500 year war, Mandalorians began finding strange scripts containing messages in broken Mandalorian writing describing the existence of another species who called themselves the Juannar and resided on a nearby gas giant. (The Mandalore space system had a white dwarf as a star. In orbit around the sun, named Trnar, are five planets. One is Mandalore, ranging equal distance from the Earth to our sun. There are twin planets on the outskirts of the system, covered in ice. Another molten mass sits in orbit around Trnar. A medium size planet named Io'son follows Mandalore in orbit in a slow dance. Io'son is the home of the Juannar.) These scripts continued to appear over the next four years, eventually telling of a day when the aliens would visit Mandalore. Indeed, as was foretold in the scripts, ten years after the 500 year war a small shuttle landed in the Sti'va clanlands next to the original transport, which had been turned into a monument of heritage.

The Warrior Eminence Pq'narc, five prominent den leaders, and many Mandalorians were on hand at the landing site, waiting for a glimpse of these strange people, and strange they were indeed. The Juannar were large spheres,

approximately three feet in diameter, which moved through manipulating their skin to roll themselves along at various speeds. Their skin was black, a protective coating which allowed them to endure the atmosphere of Mandalore. Several sensors and extrusions on their body would move in and out of this black skin, allowing them to gain information about the Mandalorians and their planet.

Relations with this new species were difficult at first, remaining that way for nearly two hundred years. Many of the Mandalorians, upon the Juannar's arrival, were prepared for war with these alien 'intruders', and acceptance of them did not come easily. Furthering the difficulty there, the Juannar themselves could only communicate with the Mandalorians through hindered writing, as they had not yet found a way to speak the Mandalorian language. The Mandalorians discovered the Juannar were a fairly sophisticated society, with technology enough to provide them limited space travel and a means to cloak themselves from the dangers of exposure to environments unlike the gas giant that was their home. After two hundred years of peaceful exposure and communication with the Juannar, the Juannar had learned to speak the Mandalorian language and the majority of the Mandalorian populace had accepted them as friend rather than foe.

Over the next five thousand years, the Mandalorians and Juannar lived together, sharing both culture and moral beliefs. The Juannar imparted their amazing technology to the Mandalorians, and after two thousand years or so, the two species started researching together, enabling the Mandalorians to begin making incredible improvements. The government and social unity remained, and even improved during this transitional time. The Mandalorians began to develop space travel, and soon spanned three planets in three different solar systems (Mandalore, Aldacor, and Thaldoria) as well as the moon orbiting Mandalore (Luna). Aldacor and Thaldoria, mining planets also used for food production and refineries, held the same social unity as Mandalore, developing their own clans and keeping close ties with their cultural base on the Homeworld. At this time, the Mandalorians also began to develop beautiful space stations, most of which were deployed in the Mandalore system, though a few others were spread out to neighboring systems. Using probes, the Mandalorians searched the galaxy habitable areas

they could colonize, and at the same time, developed a complex system of transit between the planets they controlled.

Both the Mandalore and Juannar society were prospering. Biological organisms had been engineered to create energy. Sickness was treated by inserting microbes into the body. By the year 7600, Mandalorian society had become a near utopia, expanding into the stars.

### **Historical Archives: 7601-13429**

The Mandalorians had finally achieved peace, unity and happiness... and then the Vuana came. The Vuana were lanky and tall with a skin color of deep turquoise, ranging from eight to ten feet in height and possessing two legs used to walk and two arms to manipulate objects. The Vuana's skin was completely smooth, and they contained no facial features or sexual organs. To consume food, the Vuana placed their arms into a liquid and would suck out the nutrients.

In the year 7603, after over five thousand years of peace, the Mandalore system came under siege. Out of nowhere, the Vuana attacked viciously for a period of twenty years, and the Mandalorians and Juannar had to fight to survive, spending all their resources and time to developing technology in weapons and defense measures. After twenty years, the Vuana mysteriously disappeared without a trace, and a stretch of subdued peace began, full of anxiety and preparation for war. The peace lasted only two hundred years, after which the Vuana returned.

The Mandalorians and Juannar together fought the Vuana for a hundred and sixty three years, the Juannar having more success than the Mandalorians at surviving the massive assaults. The hundred and sixty fourth year of the war saw the Vuana attack the Mandalore system with three tremendous ships comparable to a dreadnought-class. These dreadnought-like alien vessels sped toward the Juannar's home planet, and even though the combined strength of the Mandalorians and Juannar succeeded in disabling one of the massive ships, it was not fully destroyed and ended up drifting into the planet's surface below. The devastating results of the impact were felt over the next ten years as Io'son slowly drifted out of orbit from the impact and became desolate and barren from the climate change.

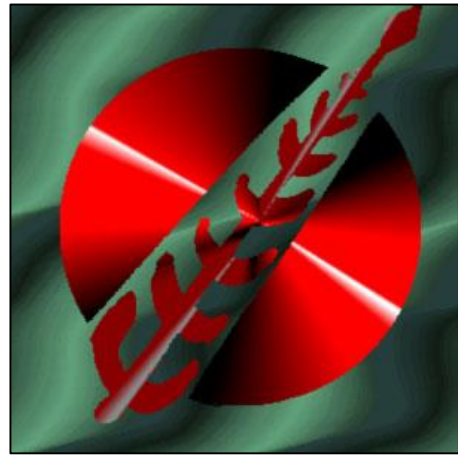
Another three hundred years lapsed, and the war between the Mandalorians, Juannar and Vuana continued, even after the Mandalorians destroyed the two dreadnought-like ships which

remained. The Juannar who survived the Io'son disaster had relocated to other planets in the system by this time, but soon died out after extreme inbreeding and lack of tolerance for the atmospheres they were forced to endure. This left the Mandalorians alone in their fight for survival.

In the year 7983, the Mandalorians launched a huge offensive against the Vuana, successfully taking an outer planet the Vuana had been using for ship manufacture. This enabled the Mandalorians to study the technology and ship capabilities of the Vuana, and develop an understanding for such weaponry and ship design features as hyperdrive systems, ion cannons, and several other powerful and previously unheard of weapons. The Mandalorians began to implement this technology in their own war fleet, using the Vuana's own advances against them on the battlefield.

The intense war continued until the year 13295, when the Mandalorians finished the mass production of several biological agents designed to annihilate the Vuana and implemented them along with a colossal assault upon the aliens. The Vuana's space defenses were taken out by the Mandalorian fleet while planetary defenses were destroyed by hundreds of elite warriors wearing the special Mandalorian Battle Armor. After the Mandalorian teams were exfiltrated from the Vuana planets, the Mandalorians sent mechanically controlled battleships to all Vuana planets to crash into the surfaces and release the deadly biological agents. By the year 13300, xenocide upon the Vuana was complete.

In the wake of victory, the Mandalorians began assessing their losses. Much of Mandalore was destroyed, as well as huge sections of the other planets that had been in their control. Their armies had taken heavy losses, every space station they had owned was destroyed, and their Naval fleet was crippled. The Mandalorians began to regroup immediately, the next hundred and fifteen years devoted to completely rebuilding their section of the galaxy. Throughout the entire war and recovery period, the social unity of the Mandalorian people never faltered, it merely grew stronger.



Then came the rule of Dy'eDrin in the year 13419, the first period of peace encountered for six thousand years. This time of external peace lasted only until Dy'eDrin's death at the hands of Tm'halk Emig, who challenged the pacifist and his ways. When Tm'halk Emig perished several months later due to an unforeseen event, Simone Dra'kmus of the clan V'rcaah assumed the title of Warrior Eminence to continue the push for Galactic domination.

Now begins Mandalore's greatest hour, its call to arms, to battle against and rid the galaxy of the Humans and all whom live in the region of space governed by the Republic. Thus the Epic continues...

**The Mandalorian Empire History:** The Mandalorian Empire's history begins with the Old Republic; the Republic was expanding as colonists left the core worlds settling new worlds. Many new colonies were being set up successfully, and the routine was becoming perfected with planets such as Corellia, Alderaan and Chandrilla being founded around this time. The Starship Mandalore set off for a new system filled with ten thousand colonists, but a malfunction in their hyperdrive unit forced a massive mis-jump carrying the ship a large distance across the galaxy. Emerging from hyperspace they found themselves in a star system with a single habitable planet, landing on this world their drive systems failed completely causing the ship to plummet onto the surface killing almost 50% of the people aboard.

The time following the crash was difficult for the survivors, while the planet was habitable it was not a comfortable world to live on. They had crashed in a large desert so the survivors split into three groups, the first decided to remain with the wreck of the Mandalore, the second headed west towards a set of mountains, and the third headed a great distance to the south towards an ocean. These groups were the beginning of the Mandalorian clan structure that still exists, the



largest group that had headed for the mountains became the mining clan Ar`Klim, the religious clan D`ael`mor. Those that headed for the sea became the hunter clan Krei`ger and the warrior clan Par`tay`on. Those that remained with the ship became the warrior clan S`badai, the engineer clan Du`trachek and the clan of the emperors K`yltek. Because the S`badai, Du`trachek and the K`yltek clans remained with the wreckage of the Mandalore they gained a control over the other clans, using the ships wreckage to maintain and build technology. As the population grew and the planet became more heavily populated the K`yltek clan used this to form the Mandalorian Empire, passing from their more ancient tasks of trading and negotiating to the task of rulership a hold that still is maintained now.

After a thousand years on their new homeworld the five thousand original surviving colonists had grow to 5 million, but the small gene pool that they were all descended from caused the traits of the original five thousand to become magnified. Firstly the harsh conditions, and the feeling the republic had abandoned them became the foundations of a violent temperament that exists throughout the Mandalore. To counter this their civilisation became very honour driven formalising combat and battle to a point where it no longer endangers their entire civilisation. The fact that none of the colonists were force users or even force sensitive has become magnified into a strong resistance to the manipulations of the force.

Also around this period they were contacted by the Juannar, the first contact did not go easily and the Mandalore resisted their first urges to destroy these visitors. They accepted that the Juannar were not hostile, and even though it took the Juannar fifteen years to learn how to communicate with the Mandalore, peaceful contact was eventually established. The Juannar lived on one of the gas giants within the Mandalore system, and were an advanced technological species although very poorly adapted to living in environments that differed to their own, requiring protective suits to survive the atmosphere of the Mandalore homeworld. The two species found that they complemented each other very well, the Juannar could create technologies that the Mandalore couldn't even comprehend the principles behind, where the Mandalore were a tough and robust species capable of operating in environments that the Juannar could not.

With the help of the Juannar the Mandalore prospered over the next two millennia, their

population climbing into the billions, as they constructed massive cities and space stations throughout the Mandalore system. Then the Vuana arrived, a war like species they had conquered themselves a moderate sized empire of twenty or so systems, and had enslaved four species. They attacked the Mandalorian system and although the Juannar and Mandalore managed to fight them off, their system was in ruins, many cities had been bombed into oblivion, and none of the settlements they had constructed still existed. As they rebuilt they also prepared for war, if one attack could happen they reasoned they others could. So for the next three thousand years they rebuilt and armed, expanding beyond their system for the first time they came into conflict with the Vuana and finally destroyed the last Vuana and the species that had aided them in their attack on the Mandalore. This set the Mandalorian psyche for generations to come, to protect themselves they would have to be more powerful than anyone else. So they began to expand carving out colonies in star systems around their home, and expanding outwards so they would never have to suffer an attack like the one they had from the Vuana.

For almost two thousand years this continued, the Mandalorian Empire expanding until it contained over fifty star systems, then their expanding border met with that of the Republic. The Mandalore incensed over their abandonment by the Republic began to wage war on their former homelands, a condition that continued for thousands of years, however compared to the countless systems that made up the Republic the Mandalore were small indeed. The only time over the following millennia that the Mandalore even slowed their attacks and wars with the Republic was to battle an ecological menace when a meteorite caused serious damage to the Juannar homeworld, which took all of the Mandalorian Empires resources to combat.

Recently the Mandalore were forced to turn their attentions away from the Republic as they faced a new enemy on their other border, The Sith. The Sith Empire's borders were also expanding, and when the two empires found they were competing for the same star systems then a war began. This has continued for fifty years, for although the Mandalore have a far superior technology to the Sith, they have no force users and they number far less than the Sith and their subject races. This situation led to the Mandalore seeking alliances for the first time in their long history, the perfect alliance seemed to be with the

remnants of the Galactic Empire. Like the Mandalore this was a military empire that held was an enemy of the newly reborn Republic, but the Mandalore found the Empire to be treacherous and lacking in honour. When they discovered that the Galactic Empire was having discussions with the Sith, it was the final straw for the Mandalore, they had always found the Republic to be an honourable enemy, and they now faced the same enemies, so the Mandalorians began to seek conciliation with the Republic. At first this was tentative, with an agreement to exchange information on the Sith being as far as the Mandalore were willing to go. But when the Republic ambassadors intervened in an attempt on the Mandalorian Emperor's life, an alliance to defeat the Sith was formed, which has at least managed to survive its first year.

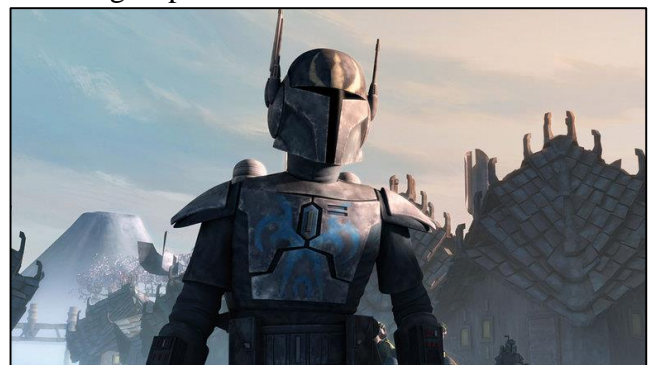
**Current Situation (ToJ Era):** The Mandalore are actively working to maintain their alliance with the Republic, as they have been impressed with the honour and bravery of the Republic officers and men they have worked with. They are attempting to wipe out the Sith completely, and could be interested in making their arrangement with the New Republic a permanent situation, although they have no intention of joining the Republic as this would threaten their independence. The Juannar are still interested in maintaining their friendship and mutual aid agreements that they have with the Mandalore, although they have little interest in the Republic beyond its help in protecting the Mandalorians and Juannar.



Elements of the Mandalorian Empire respect the power and strength of the Greater Sith Empire, and would like to ally with them instead of the Republic, keeping the hostilities going as they have for countless millennia. However this is a point of view that disgusts most of the military, and is totally contrary to the Emperor's wishes so

these factions remain quiet. As the war against the Sith drags on, the Mandalore feel that it may be necessary to begin sharing some of their technological breakthroughs with the Republic, and as the alliance lasts longer the trust necessary to do this stands a better chance of existing. However the independence of the Mandalorian people would mean that they would object to a complete hand over of all technology and specifications, so this exchange of technology would likely be a slow process.

**Who are the Mandalorians:** The Mandalorians were a fearless group of people led by a warlord named Mandalore. That's where the Mandalorians got their name. Mandalore conquered a whole planet now named after him. He started the army of the Mandalorians about 4,000 years before the battle of Yavin (when the original Death Star was destroyed). Mandalore was defeated by Jedi Ulic Qel-Droma and then willingly became a follower of the fallen Jedi. When Mandalore died, a new leader was chosen, then when he died, another was chosen, etc. This continued up to the time of about 25 (said to be 36) or so years before the Clone Wars when the Mandalorians were fighting another group called The Death Watch.



The Death Watch leader, Vizsla, was willing to do anything to rid the Mandalorians of the galaxy. Vizsla started accusing the Mandalorians of things they didn't do (such as murder). By doing this, Vizsla had a motive to go by and kill the Mandalorians. Vizsla found it wasn't easy destroying the Mandalorians and got help from the Jedi. The Council dispatched Count Dooku and many Jedi Knights to dispose of the Mandalorians. All of the Mandalorians, and half of the Jedi Order, died in this huge battle that took place on the planet of Galidraan. Soon, the Mandalorians were all but extinct except for one young Mandalorian named Jango Fett. He was the only one left to carry on the name of the Mandalorians. The Jedi realized their mistake after they had already killed everyone except for Jango. Jango

went straight to slavery after the battle between the Mandalorians and Jedi was over. Pirates raided a slave ship that Jango was on, and Jango was able to escape in the chaos.



He decided that he could use his Mandalorian armor for bounty hunting. During the Clone Wars Jango was killed and it was up to his son to carry on the name of the Mandalorians. Now, Boba Fett lives as the most feared bounty hunter in the galaxy. He wears the Mandalorian armor and he is the only one to carry on the name of the Mandalorians. Once Boba dies there will be no one left to carry on the name unless Fett gets a son of his own.



## 2. Mandalore Planetary System:

The system was home, some 4,000 years before the Galactic Civil War, to fierce masked warrior clans led by the mysterious warlord Mandalore. The Mandalorians, made up of deadly but honorable crusaders, rode semiintelligent Basilisk war droids, boasted cutting-edge weaponry, and were considered the best fighters in the galaxy. During the Sith War, the Mandalorians conquered the Kuar system and struck at the neighboring Empress Teta system, forcing the Tetan leader Ulic Qel-Droma to battle Mandalore in one-on-one combat. Mandalore was defeated, and he swore his armies' allegiance to Qel-Droma and the forces of the mystical Krath sect. The warlord was made Qel-Droma's war commander, and they won many victories. At the close of the Sith War, however, Mandalore's armies were defeated in their attempt to capture the planet Onderon. Mandalore and his surviving warriors were forced to flee to the Dxun moon, where Mandalore was killed by a pair of the moon's deadly beasts; a new warrior donned his mask and assumed his title. Millennia later, the warlike Mandalore people exterminated the Ithullan race, several hundred years before the Battle of Yavin, then shortly before the events of the Clone Wars, the Mandalorians were killed by the Jedi.

### Mandalore



**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type 1

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Varied (but mainly desert)

**Length of Day:** 28 hours

**Length of Year:** 420 local days

**Sapient Species:** Mandalorian (human)

**Starport:** Stellar

**Population:** 6 Billion

**Planet Function:** Homeworld, Manufacturing, Agricultural, Government

**Government:** Mandalorian Empire

**Tech Level:** Space

**Major Exports:** Weapons, Starships, Food

**Major Imports:** Fuel, Weapons, Starships

**Description:** Mandalore is the Homeworld of the Mandalorian people, and is the second world out from its star in a system that contains two gas giants (Juanna is one of these). Mandalore became inhabited when a colony ship suffered a hyperspace malfunction and crashed leaving the colonists stranded.

The planet has a variety of different terrain types and has 60 percent of its surface covered by oceans, but the continents are mainly desert with only thin strips of forests, jungles and vegetated plains around the edges. Most of the planet has been tamed and is safe for its inhabitants to walk around unarmed, however an entire continent, Verrakas has been left untamed, and the young warriors are sent here unarmed when they come of age, if they survive then they have passed their test and can be considered full warriors of the Mandalorian Empire.

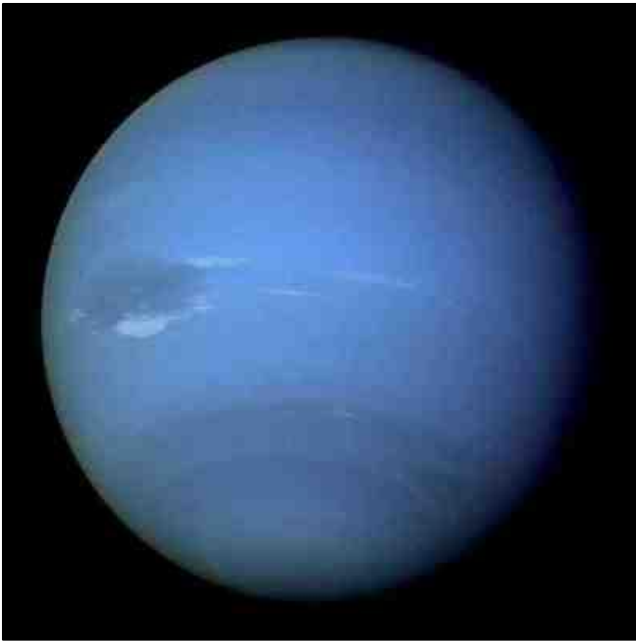
Because the Mandalorian people are split into different clans, they occupy different areas and environments, eg the clan that mined most of the metals required for the Mandalorian people live in underground cities built into massive caves where they once mined. Most of the surface cities however were originally built by the ruling clan, and the warrior clans, so are combinations of military bases and memorials to the great warriors of the past. The largest of these is the Imperial City of Fernalate, named after the first Emperor, and different for the capital city of a large empire since it has very few high rise buildings, since it is in the middle of the desert at the site of the original crash the builders did not have to worry about lack of space. The city is filled with towering sandstone and white marble statues of the past Emperors, and many large sprawling administration and

government buildings made up from large airy chambers their ceilings supported by many pillars.

Speeders are commonly seen and used by the inhabitants of Mandalore, and spacecraft are often used as well, since space travel is a common part of Mandalorian life.

There are a few spaceports and starship manufacturing facilities in orbit around Mandalore, however most of the starship construction actually takes place around Hyperius the outermost gas giant and elsewhere in the Mandalorian Empire.

## Juanna



**Type:** Gas Giant

**Temperature:** Cool

**Atmosphere:** Type IV

**Hydrosphere:** Moist (mainly ammonia)

**Gravity:** Light

**Terrain:** Gas Giant

**Length of Day:** 6248 hours

**Length of Year:** 6 Local Days

**Sapient Species:** Juannar

**Starport:** Stellar Class (orbital station)

**Population:** 680 Million

**Planet Function:** Homeworld, Research, High Technology

**Government:** Unknown (although theoretically under control of Mandalorian Empire)

**Tech Level:** Space

**Major Exports:** High Technology

**Major Imports:** Defence Technology

**Description:** Juanna is the homeworld of the Juannar and orbits the same star as the planet Mandalore. A Gas Giant with an extremely hostile atmosphere, Juanna is a strange environment for any species to live on, but the Juannar cannot

survive on a normal terrestrial planet so most of their species remains on their homeworld away from prying eyes. The planet is the 4th planet in the Mandalore system, and one of the two gas giants, but since it is an inhabited planet it does not suffer the gas mining that happens around most other gas giants.

The Juannar can float in the thick atmosphere of their homeworld, so their own structures and homes are quite different to those required by the majority of species in the galaxy, there are a number of stations similar in design to Bespins Cloud City, where humanoid visitors can stay while they are on Juanna. However the Juannar are not a hospitable species and visitors will not find themselves welcome even if they do manage to get authorisation to get past the massive Mandalorian defences around the planet.

The majority of Juannar structures that have been seen are bubble like, and use advanced energy fields to hold them in place and protect them from the floating predators that exist in the vibrant ecosystem of this world. But humanoid visitors cannot survive the crushing atmosphere at the lower levels of the habitable zone, so have never witnessed what the majority of Juannar structures look like.

The animal life of Juanna is varied, but mainly consists of flyers and floaters, and since the biosphere is not limited by a ground level still contains many more uninhabited areas and wildernesses than a terrestrial planet with a similar population would.

Juanna is protected by the Mandalorian Navy, a job they take very seriously, with gravity well generators stopping hyperspace traffic while it is still at least a hours sublight travel away. The area is well patrolled and has an advanced sensor net around it which is yet to have failed to detect any ship entering the area. But for all of this protection there are only two permanent structures in orbit around the world, the first structure is the Mandalorian Starport facility which also houses the hub of the sensor network and the long distance communication facilities for the entire planet. The other structure is a Juannar space station, the Juannar claim this is abandoned a claim that is supported by sensor scans of the station, however the Juannar will not allow any non-Juannar to board the station a fact they are extremely touchy about, so the Mandalorians have never pressed the point.

## Capella



**Type:** Terrestrial

**Temperature:** Frigid

**Atmosphere:** None

**Hydrosphere:** Arid

**Gravity:** Standard

**Terrain:** Crater Field

**Length of Day:** 68 hours

**Length of Year:** 120 local days

**Sapient Species:** Mandalorian (human)

**Starport:** Stellar

**Population:** 90 Million

**Planet Function:** Manufacturing, Mining

**Government:** Mandalorian Empire

**Tech Level:** Space

**Major Exports:** Starships, Minerals, Metals, Fuel

**Major Imports:** Food, Luxuries, Textiles, Personell

**Description:** Capella is the main production facility for Capital Ships in the Mandalorian Empire, and although the planet Capella 1 is a barren rock the system contains enough minerals and gas giants to make it the ideal place for large scale production. This combined with the fact that the Capella star system is deep within Mandalorian space, but away from other worlds so not easily located by their enemies, has lead to the exploitation of this star system like no other in the Mandalorian Empire.

The Capella star system is unusual in that it has more gas giants than ordinary planets, it also features two asteroid belts that are convenient for mineral exploitation. The Capella star itself is a unremarkable red star, which emits a large amount of radiation making it a navigation hazard for ships emerging too close to the star itself. The inner most planet Capella 1, is a small rocky world with

a stable orbit far from the star, this accounts for its low temperature and the fact that whatever atmosphere once existed has long since bled off into space. Capella 2, 3 and 4 are gas giants, which vary in size but are all fairly large examples of gas worlds. The atmospheres of these worlds are heavily mined for gas fuel, but the fact that only Capella 3 has any moons hampers these activities as artificial stations have had to be set up in orbit around the other two worlds. Between Capella 2 and 3, and 3 and 4 are asteroid belts, which are generally believed to be worlds torn apart by the gravity of their gas giant neighbours. Capella 5 is another small rocky world, which is thrown around in its orbit by the gravity fields of the inner gas giants, leading to an erratic orbit around the star and causing the world to be virtually ignored by the Mandalorian presence in the system.

Because of the massive exploitation of the asteroid belts and the gas giants, the 8 moons around Capella 3 have all been used as staging areas for these activities. Making the area extremely busy with tankers and transports, as well as a small Juannar presence in certain protected areas of the Gas Giant.

Capella 1 itself, is the most populated part of the system with 90 million of the 200 million Mandalorian occupants of the system living here. About 40 million of these are employed mining the planet of its valuable metals and materials, which are mainly used by the orbital ship yards. The core of the world is now riddled with tunnels and mines, while the upper areas of the planets crust is taken with the living areas for the population which cannot live on the hostile surface of the planet. A thousand years of occupation has turned the cities into comfortable environments for the inhabitants to live and raise their families in. Huge caverns with parklands and dwellings mimic surface life, lacking only wildlife to fill the illusion. Warrens of tunnels provide plenty of room for the dwellers to live full lives, and the universities on Capella 1 are among the best the entire Mandalorian Empire has to offer. Although mining is being transferred more to the asteroid belts, as resources on the world itself are becoming more depleted, the occupants are more often transferring to new careers in manufacturing and space construction.

In orbit around the planet are the massive shipyards, these look like a huge ring system to any observer and stretch out for many millions of kilometers. The shipyards produce 90% of the ships needed by the Mandalorian navy, with 5% of

the remainder being produced in the Mandalore system itself and the rest being produced at several colony worlds spread throughout the Mandalorian Empire. The loss of these shipyards would be as great a loss to the Mandalorian Empire, as the loss of Kuat would be to the Galactic Empire.

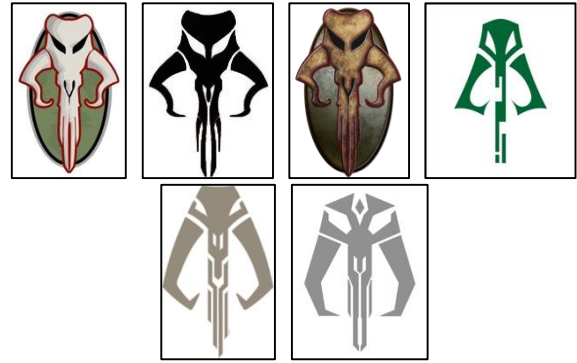
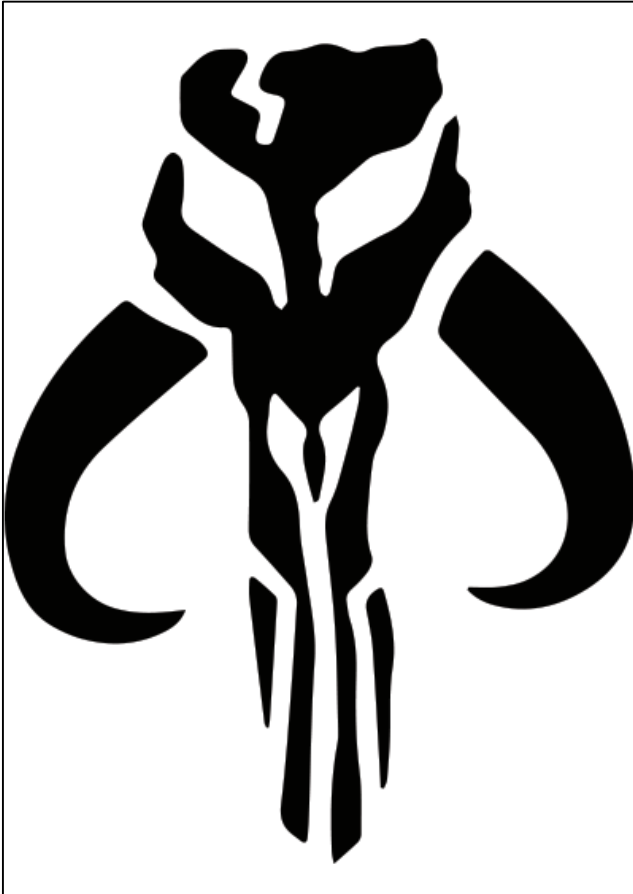
Because of the strategic importance of Capella, its existence and location are kept secret, with the hyperspace co-ordinates only being given to transports and vessels which have an immediate need to travel there. They hyperspace in by a long and tortuous series of hyperspace jumps, the last of which passes through a heavily secured checkpoint deep within Mandalorian territory. However not even these precautions stopped the Sith from determining its location and capturing

the Silver Castle superweapon shortly after its completion. However, not even the massed forces of the Empire and the Sith could capture the shipyards themselves due to the massive fortifications and armaments mounted on the construction platforms themselves. But by the time the Mandalorians managed to retake and secure the system, the manufacturing output of the shipyards had been set back by over a year, causing supply problems for the Mandalorian Empire for a period of several years.

The Capella system remains a remote and heavily protected area, with visitors being met with force, and destruction almost certain, unless authorisation from the Mandalorian government has been given.

### 3. Mandalorian Symbols:

**Mandalorian's Symbol:** This is the Mandalorian's symbol. Many believe it to be the skull of a Tauntaun or Bantha, however, they are misinformed. This is actually a representation of a mythosaur skull, a dragonlike creature that once roamed the wastes of Mandalore. The Mandalorian's wear this symbol on their shoulders, like Boba Fett does. There are many variations of this symbol.



**Jaster Mareel's Feather:** Jaster Mareel's Feather Crest stands for a code of honor.



The main components of the crest are the wheat symbol, tear drop and what looks like a cursive "F" symbol. Worn by Boba Fett in Star Wars, the crest represented the Fett clan and stands for a code of honor set by the Madalorians. Take a look at what each individual aspect of the crest represents below:

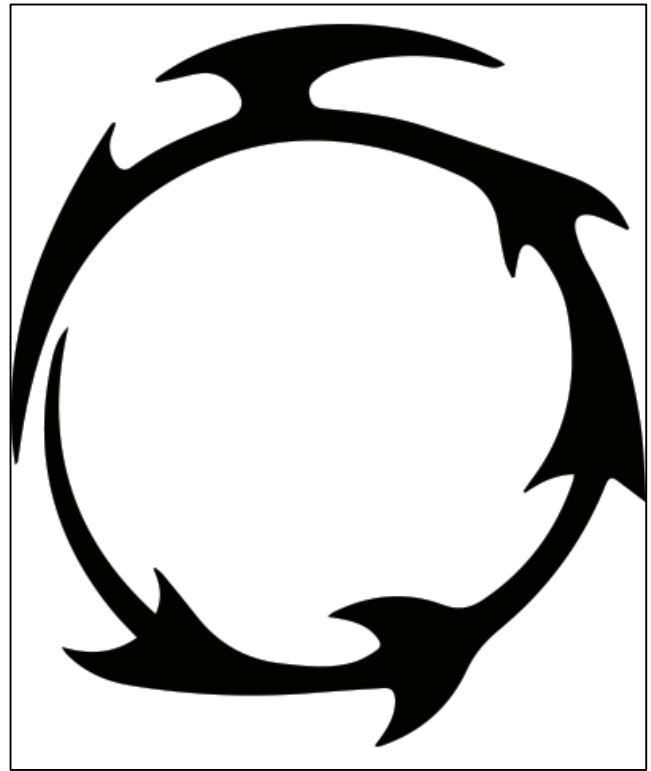
- **Wheat:** The name Fett is said to have come from the Mando'a word vhatt meaning farmer and is thus where the wheat symbol originated. The symbol itself stands for a warrior's ability to live off the land and their prosperity and tenacity.
- **Crescents:** Each crescent shape on the blade of wheat represents the Mandalorian territories. The largest at the base of the stalk, represents Mandalore (where the others have sprouted from). The following four represent the other Mandalorian territories including: Gargan, Ordo, Shogun and Concord Dawn.
- **Drop:** The red drop in the top right is a symbol of the warrior's willingness to lose every drop of their blood to fulfill their mission.



- **Mandalorian:** Cursive “F” symbol: What looks like a cursive F is the Mandalorian letter Roh that stands for fidelity and is demonstrated by loyalty to the cause.
- **Spear:** The spear that extends outside of the crest represents the Supercommando code (Mandalorian soldier’s code) and how it is not bound by time or territory and reaches beyond Mandalore in both the past and future.

This Crest signifies a warrior’s simple beginnings, their prosperity, tenacity, fidelity and willingness to die fighting. It is relatable to many who have similar values as the Mandalorians and who will go down fighting for what they believe is right. This is the symbol seen on Boba's chest plate, and also on some Mandalorian's chest plates. This has become a Boba Fett insignia because once the Mandalorian's were extinct, Boba Fett was the only one seen wearing this symbol. The symbol was originally made to show the rank of the Mandalorian wearing the armor. This symbol was only worn by the Mandalorian super commandos. These super commandos seemed to never die, so, the symbol makes sense that it is on Boba Fett as he never dies.

**Mandalorian Crusaders:** The Mandalorian crusaders were a group of sword-wielding Mandalorian warriors who once fought against the Jedi. Although they rejected the violent ways of their ancestors, the pacifist New Mandalorians placed a mural depicting the crusaders doing battle with Jedi below the throne room balcony on the outside of the royal palace that overlooked the main square in their capital city of Sundari on the planet Mandalore. A similar mural of a single crusader slaying a Jedi and being fired upon by an individual wielding a blaster pistol was located in the dining hall of the governmental complex on Mandalore's moon of Concordia.



**Neo-Crusaders:** The Mandalorian Neo-Crusaders were an order of Mandalorians sponsored by Mandalore the Ultimate following the end of the Great Sith War and his own ascension to the position of Mandalore. Named after the original Mandalorian Crusaders, they fought the Mandalorian Wars, and were later regrouped and reformed under Mandalore the Preserver.

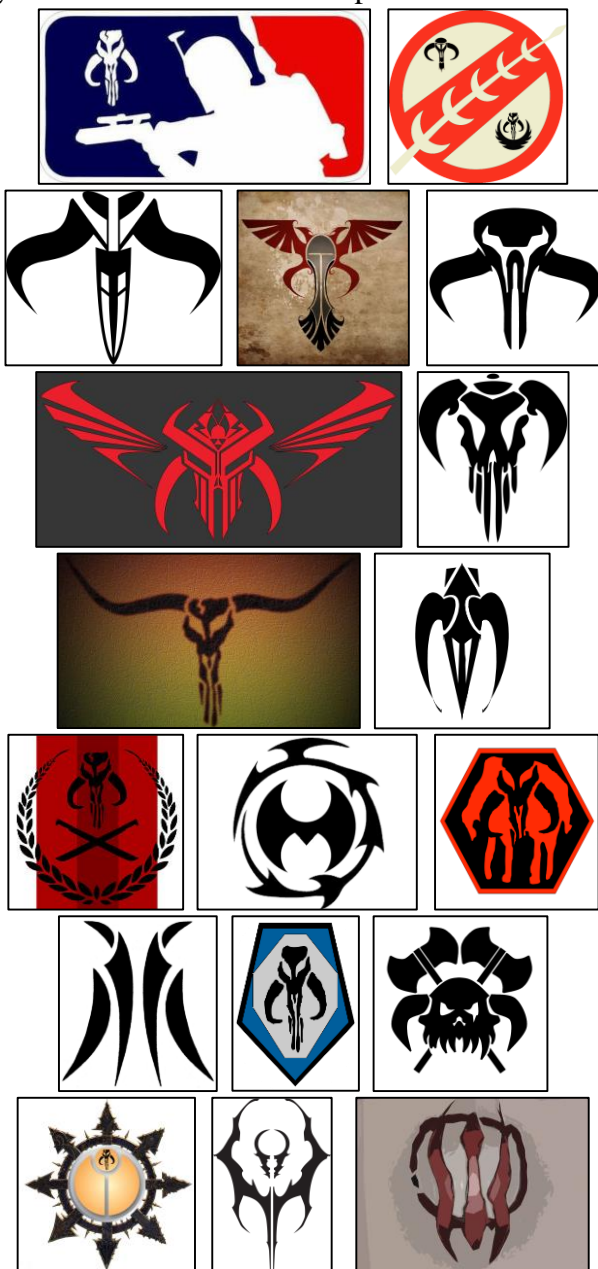


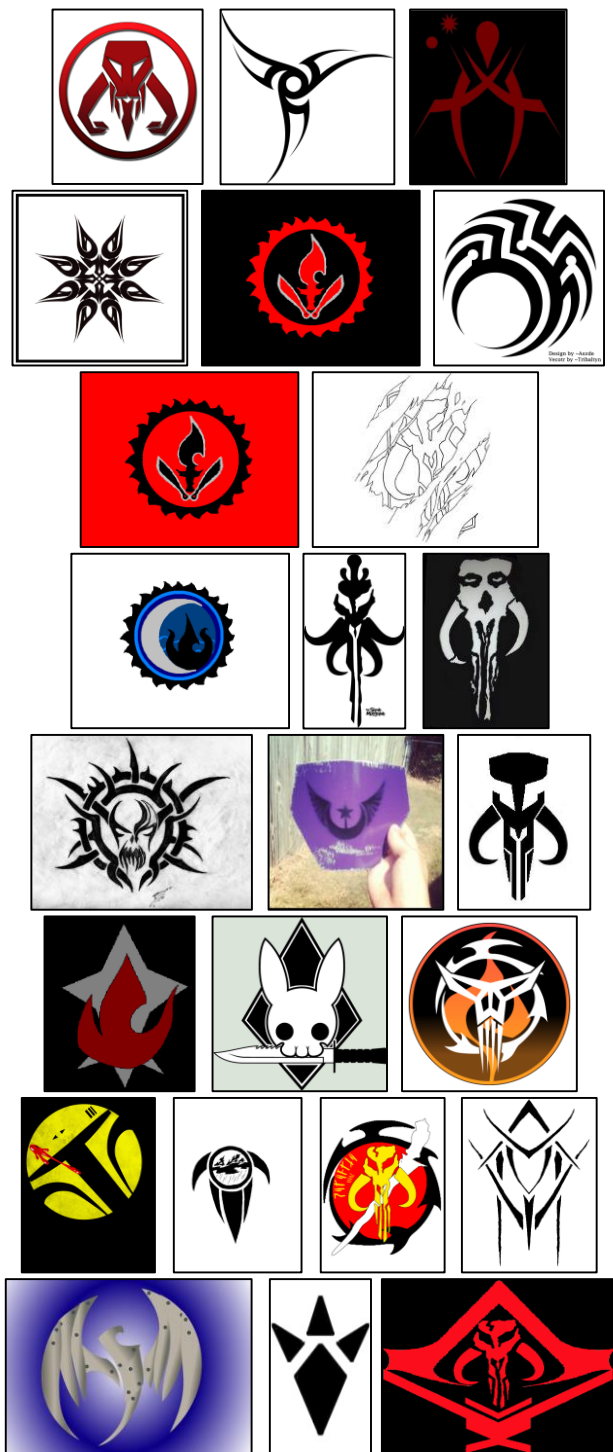
The headquarters of the Mandalorian Neo-Crusaders, while under the command of both Mandalore the Ultimate and Mandalore the Preserver, was a sprawling complex that was built amidst the dangerous jungles of Dxun.

Cassus Fett considered the Neo-Crusaders to be a New Order in contrast to the Republic, which

he saw as the Old Order. Ironically, despite the fact they were the ones who started the Mandalorian Wars and fought against the Republic and the Jedi, after they were rallied by Canderous Ordo, they indirectly aided the Onderon Royalists in their civil war, and ultimately fought alongside the TSF and Republic forces in the Battle of Telos.

**Clan Symbols:** There are a great many clan specific symbols, like Jaster Mareel's Feather. Some are elaborate, some mimic military unit crests, others are simple symbols. Some symbols adopt part of their history, for instance, a family that was part of the Mandalorian Crusaders may have that symbol intertwined with their own symbol. Here are some examples:





**Note:** Most of these symbols were found at <http://deviantart.com>. Players are highly encouraged to design a symbol for their clan.



## 4. Famous Mandalorians

### Boba Fett



**Gender:** Male

**Species:** Human

**Home Planet:** Kamino

**Height:** 1.83 meters

**Vehicle(s):** Slave I

**Weapon(s) of Choice:** Mandalorian Body Armor, EE-3 Blaster Rifle, and various weapons

**Affiliation:** Bounty Hunter

**Features:** His helmet has a macrobinocular viewplate, motion sensors, sound sensors, infrared capabilities, and internal comlink with his ship, and a broadband antenna used for intercepting and decoding transmissions. Plus his helmet gives him a 360 degree view of his surroundings; wrist gauntlets that house lasers, a miniature flame projector, and a fibercord whip/grappling device; a backpack jet pack with a turbo-projected magnetic grappling hook with a twenty meter lanyard; knee-pad rocket launchers; spiked boots; a concussion grenade launcher; and a cape. He also has braided wookie scalps hanging over his right shoulder.

**Being Raised:** Boba Fett was cloned from Jango Fett. Jango Fett had been recruited to live on Kamino and give his DNA and genetics to make a clone army. Apart from the pay he received he demanded only one thing...a clone for himself. He named this clone Boba and brought it up as if it was a son, and he was practically a son. Jango

raised Boba in the Mandalorian ways on Kamino and Boba learned all the skills of the Mandalorians. Jango had been a part of the Mandalorians who were now extinct. There was nothing for Jango Fett to do so he had to make money and maintain his life. He took up bounty hunting and taught Boba to be good at it. Jango was a top-notch bounty hunter but met his match when he challenged Mace Windu. Boba sat there on the battlefield in grief holding Jango's helmet.

**After the Clone Wars:** The events in Boba's life after the Clone Wars remains a bit foggy. It was said that Boba became a Journeyman Protector but more recent sources are saying that this information is false. After the Clone Wars Boba didn't really have anywhere to go. He joined the Imperial Academy and became a stormtrooper. Not to long after he took after his father in the career of Bounty Hunting. Boba Fett used Jaster Mereel's old Mandalorian combat armor. The days flew by and soon Boba Fett was known and feared through out the galaxy as the most legendary Bounty Hunter to ever live.

**The Legendary Hunter:** Boba was becoming exceptionally good at bounty hunting and would take a job from anyone willing to pay. He started with jobs from the Hutt's until his popularity grew and he started working not only for the Hutt's, but bigger organizations such as the Empire. Boba grew to be the most feared bounty hunter in the galaxy and always caught his prey, except for one (Han Solo).

**Jodo Kast and others:** Boba Fett soon discovered that he, although the Mandalorians were extinct, was not the only one who possessed Mandalorian armor. Fenn Shysa and Tobbi Dala, supercommandos from Mandalore (the planet where the Mandalorians originated from), patrolled their planet's space but seldom interfered with Fett's hunts. But there was one hunter named Jodo Kast, who, unlike Fenn Shysa and Tobbi Dala, would compete with Fett and try to beat him to the bounty. Kast wore Mandalorian armor and imitated Fett. Kast was often getting mistaken as Fett and Fett was getting blamed and credited for things Jodo Kast had done. This annoyed Fett badly so he had to get rid of this poser named Jodo Kast. Fett was able to rid Kast of the galaxy so he could no longer interfere with his hunts.

**Lando's interference:** The first time Fett had ever seen Han Solo is on the planet of Jubilar. Han Solo was a young teen who had cheated at a game of

cards. On the specific planet where Solo cheated, it was a felony. Solo was sent to this planet for a Free-For-All. It was Han vs. 3 others. All the others were big bruisers and it looked as if Solo didn't stand a chance. Fett stood in the audience with his macrobinoculars zoomed in on the ring. He saw Solo beat the big-bruisers and claims it to be the bravest thing he ever saw. Some time after Teroenza, high priest of Ylesia, hired Fett to capture Solo as revenge for embarrassment Solo had caused him. Fett was able to capture his target but Lando Calrissian's interference led to Solo getting away. Fett learned to hate Solo because of this bounty that was spoiled by his friend. Some time after this event Fett had another bounty, which Lando spoiled. Fett was hunting Bria Tharen and Lando interfered...Fett would have killed him...but he paid Fett off with a large amount of cash.

**Vader vs. Fett:** Darth Vader hired Boba Fett to go and retrieve a box. Fett would have to kill the man owning the box and then give it to Vader for a bounty. Vader feared that once Fett got the box, he would realize the value it had and just keep it for himself. So, Vader dispatched some murderers to follow Fett, and, as soon as Fett got the box, the murderers would take the box then give it to Vader. It didn't take long for Fett to realize that assassins were following him. Fett took care of them and got the box. He was mad at Vader for betraying him so he decided to kill him. Fett had a green lightsaber from a recent battle with a Jedi that he used to go up against Vader with.



Vader came out the victor just barely, but they both got out of the fight alive.

**Han Solo, the one he couldn't catch:** Han Solo was a cunning smuggler, who seemed to always be running from the Imperials or Bounty Hunters. Fett encountered Solo plenty of times but Solo was the one person that Boba Fett could never catch. The one time he did catch him, his friends came and rescued him. Fett had tracked Han Solo to Cloud City on a Bounty Hunting mission for Darth Vader. Vader froze Solo in carbonite and gave him, along with a high amount of credits, to Fett. Fett then took Han Solo to Jabba the Hutt for another huge bounty. It wasn't long before he was freed from it and Jabba sentenced him to be digested in the Pit of Carkoon. Before the day was over, Boba Fett was in the belly of the Sarlacc. He let off a bomb later and got out. 15 years passed. Fett had just finished a 5,000,000 credit bounty when the Bounty Hunters Guild sent him a message telling where Solo was.

Fett rushed to the planet so he could finally kill Solo. Han was not prepared for Fett so he had lousy weapons and was not going to be able to put up much of a fight. Fett was laying on his stomach in a sniping position and shot a cord that made all the lights go out. Then he fired into the darkness where Solo was standing. He missed...for the first time in his whole life. Solo started running away trying to find his speeder. Fett had hit an obese



woman that had been standing next to Solo. Fett knelt beside her and was going to apologize, but, decided that her subtraction from the galaxy would be a good thing, so he stood back up and looked for Solo. It wasn't long before they saw each other and pointed their blasters at each other at the same time. They were 5 yards away at the most but both of them held their fire. They knew that if one shot, the other would shoot them back before they died. Fett's combat armor would do him no good at this close of a range. Han Solo told Fett to shoot him. Fett insisted that Solo shoot first. They began to argue about why Fett was chasing Solo and why he was after him...with every word said, they took a step closer. Before long they were pointing their blasters at one another's chest. They were eventually able to get out of the situation alive and go on about their lives.

**The fall into the Sarlacc:** Fett was standing on the view deck of the skiff, watching the executions be held on the planet of Tatooine. Han Solo and his Rebel friends were supposed to be dropped into the belly of the Sarlacc, which lay beneath them. Luke Skywalker was ordered to be put in by Jabba, but got a hold of a lightsaber. Fett didn't want to see Han Solo and his friends escape, so he flew down to the other skiff to confront Luke Skywalker. He aimed his blaster, but only to have it cut in half by Luke. Boba Fett used his fibercord whip/grappling device to wrap Luke and enable him to move. But Luke was able to cut it and sent Boba flying to the ground of the skiff. Luke jumped to another skiff while Fett rised to his feet. Boba holsted his grappling device once again but Solo bumped Fett's jetpack with a vibro-axe and sent Fett flying down inside the belly of the Sarlacc.



After Jabba was dead and all the Rebels had escaped, Fett let off a bomb that blew up the Sarlacc and allowed him to free himself. Boba laid there totally nude until a speeder bike came. Dengar was the one on it. Dengar helped Fett by getting him on his ship and then nursing him back to health. The two became partners and good

friends. It was about the only person Boba Fett ever trusted.

**Boba Fett's Allies:** Boba Fett didn't trust anyone, it's probably what helps keep him alive. But, the closest thing that Fett had to an ally/friend was another bounty hunter named Dengar. The only other comrade Fett had was D'harhan, a cyborg with a laser cannon in place of a head. Fett paired with him in several missions. During a guild mission against the Shell Hutts of Circumtore, D'harhan lost his life.

## Jango Fett



**Gender:** Male

**Species:** Human

**Home Planet:** Concord Dawn

**Height:** 1.83 meters

**Vehicle(s):** Slave I

**Weapon(s) of Choice:** Mandalorian battle armor, twin blaster pistols, numerous hidden "extras"

**Affiliation:** Bounty Hunter

**More:** Jango Fett was the best bounty hunter in the galaxy until he died at the hands of Mace Windu. Jango Fett wears the armor of the Mandalorians. He was even a part of the Mandalorians at one time, until the Jedi made them extinct. Jango Fett grew up as a farm boy. One day, The Death Watch, a rogue Mandalorian group came and murdered his parents.

The Mandalorians adopted the boy and offered him revenge on the murderers. Jango Fett accepted it and the Mandalorians began teaching him their ways. He learned how to survive on his own, withstand torture, he learned great fighting skills and he learned to be an excellent shot.

Jango Fett ended up getting revenge on the murderer of his family when he escaped slavery and got his armor back (all this happened after the Mandalorians were gone). The Death Watch accused the Mandalorians of killing people and doing stuff they really didn't do, so the Republic

sent the Jedi to wipe them out. Count Dooku led the attack along with many Jedi Knights.

Before long the Mandalorians were all but extinct, except for a few survivors, Jango being one of them...the only reason the others survived is so the Jedi could interrogate them. Jango became a bounty hunter after the Mandalorians no longer existed. He became the best bounty hunter in the galaxy because of his Mandalorian armor and equipment, and of course because of all the skills the Mandalorians had taught him.



All that ended at the beginning of the Clone Wars when he got into a fight with Mace Windu, who cut off his head with his lightsaber. Then, there was only Boba Fett left to carry on the name of the Mandalorians.

## Mandalore



**Gender:** Male

**Species:** Human

**Height:** unknown

**Home Planet:** unknown

**Vehicle(s) of choice:** unknown

**Weapon(s) of choice:** unknown

**Affiliation:** Founder/Leader of the Mandalorians

**More:** Mandalore is a mercenary warlord that created the Mandalorians. Mandalore conquered a whole planet that now bears his name. He lost a forced confrontation with Jedi Master Ulic Qel-Droma at the Harkul plains, and became a willing servant to him. He and all his Mandalorian commnados joined Ulic and Exar Kun in the Sith War against the Republic. At the close of the Sith War, however, Mandalore's armies were defeated in their attempt to capture the planet Onderon. Mandalore and his surviving warriors were forced to flee to the Dxun moon, where Mandalore was killed by a pair of the moon's deadly beasts; a new warrior donned his mask and assumed his title.

## Montross



**Gender:** male

**Species:** human

**Height:** unknown

**Home Planet:** unknown

**Vehicle(s) of choice:** unknown

**Weapon(s) of choice:** Blaster Pistol

**Affiliation:** Member of the Mandalorian army

Montross is a traitor that is jealous of all the other Mandalorians with a higher rank than him. Montross left Jaster Mereel, the Mandalorian leader, to die alone on the battlefield. The Mandalorians sent Montross running becuase of what he did. After Montross left, Jango Fett became the leader of the Mandalorians.



## Myles



**Gender:** Male  
**Species:** Human  
**Height:** unknown  
**Home Planet:** unknown  
**Vehicle(s) of choice:** unknown  
**Weapon(s) of choice:** Blaster Pistol  
**Affiliation:** Member of the Mandalorian army

Myles is a Mandalorian soldier that stuck by Jango's side. Myles died when one of Dooku's Jedi Knight's sliced him in half with a lightsaber.

## Jaster Mereel



**Gender:** Male  
**Species:** Human  
**Height:** unknown  
**Home Planet:** unknown  
**Vehicle(s) of choice:** unknown  
**Weapon(s) of choice:** Blaster Pistol  
**Affiliation:** Leader of Mandalorians

It is thought by a lot of people that Boba Fett is Jaster Mereel and changed his name to Boba Fett. More recent stories and other sources are saying that Jaster was once a Mandalorian Leader...never Boba Fett. Jaster Mereel adopted Jango Fett and raised him after his parents were killed when he was just a boy. When Jaster died, Jango Fett was appointed leader of the Mandalorian army. Jango Fett was leader until he led the Mandalorians into a battle that would make them extinct.

## Silas



**Gender:** Male

**Species:** Human

**Height:** unknown

**Home Planet:** unknown

**Vehicle(s) of choice:** unknown

**Weapon(s) of choice:** Blaster Pistol

**Affiliation:** Member of the Mandalorian army

Silas was a young Mandalorian soldier who was faithful to both Jaster and Jango. In the battle that cost Jaster his life, Silas saved Jango's life by knocking him out of the line of fire. Silas died after the battle at the hands of Dooku. Silas feared that Jango would be ashamed of him so he tried his best to endure the torture that Dooku put on him before he killed him for good.

## Canderous Ordo



**Gender:** Male

**Species:** Human

**Height:** unknown

**Home Planet:** unknown

**Vehicle(s) of choice:** unknown

**Weapon(s) of choice:** Blaster Pistol

**Affiliation:** Member of the Mandalorian army

Canderous Ordo makes his living as a mercenary, selling his services to the highest bidder. Most often this turns out to be an underworld figure wanting to capitalize on his considerable skills as a combatant, tactician, and outright thug. If his criminal clients knew where he learned his trade, however, even they might have second thoughts about hiring him.

Canderous is a Mandalorian, and as such, he was on the losing side of the Mandalorian Wars with the Republic. He was no foot soldier, however, and had an active hand in the planning and execution of many battles that did not go in the Republic's favor. There is a lot of blood on his hands, and he doubts that enough time has passed for people to view his actions as he does, with the impersonal eye of a career soldier. Likewise, he takes no insult from the defeat of his people. It was all just business.

Shortly after the devastating war against Exar Kun, the still vulnerable Republic was faced with a new threat: a Mandalorian invasion on the Outer Rim. United under Mandalore (the ceremonial name given to their leader), the ruthless warrior



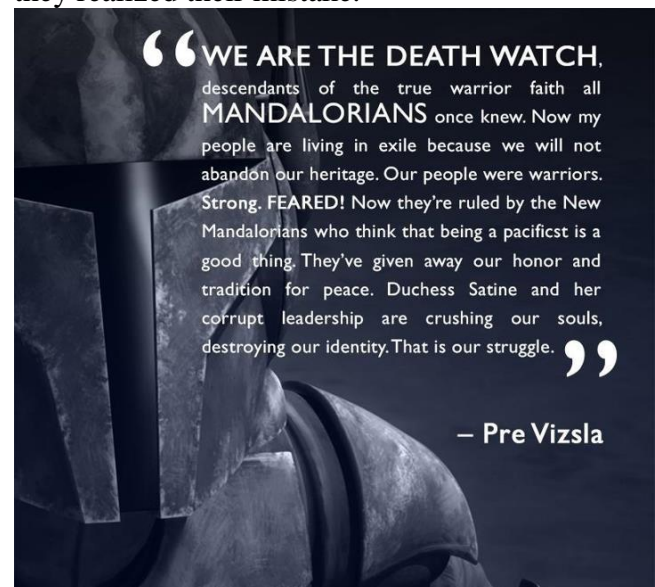
clans descended en masse on an unsuspecting galaxy.



Countless lives were lost in the fierce battles, and dozens of worlds were ravaged by the would-be conquerors. In the end the Republic - with the aid of many young Jedi - defeated the invaders. But though the horde was scattered, many of the soldiers escaped the slaughter. The surviving Mandalorians - identifiable by their distinctive weapons and armor - can often be found working as mercenaries, bodyguards and other similar professions well suited to their violent natures.

## MANDALORIAN ENEMIES

**Death Watch:** The Death Watch are a break off of the Mandalorians, who are led by a former Mandalorian leader named Vizsla. The Death Watch soldiers look very similar to the Mandalorians at appearance, but the intentions of both of the groups are the exact opposite. The Death Watch have fought the Mandalorians in many battles. Eventually, after a lot of battles, the Death Watch accused the Mandalorians of murder and things like that. This way they had a motive for killing the Mandalorians. The Death Watch got the Jedi to help them kill the Mandalorians. As a result, the Mandalorians were wiped from the galaxy, and only after the Jedi killed them all had they realized their mistake.



## 5. D6 – Mandalorians

**Mandalorian:** The Mandalorians are a hardy people with a strict warrior culture descended from human colonists from Coruscant. They are famous throughout the galaxy for their armoured suits and skillfull warriors, long in their past they raided the Republic on a regular basis, but now are involved in a war against the Sith and the Empire.



Gamesmasters considering allowing Mandalorian Player Characters should consider whether they think that the lack of Force Points and the ability to double their skills when spending them balances out the extra attribute points or not.

**Attribute Dice: 14D**

**DEX: 1D/5D**

**KNOW: 1D/5D**

**MECH: 1D/5D**

**PERC: 1D/5D**

**STR: 1D/4D+2**

**TECH: 1D/4D+2**

**Special Abilities:**

- **Resistant to Force Use:** Mandalorians are immune to some of the effects of the Force, and their minds cannot be read using the force, or modified using the force. However precognitiant abilities such as LightSaber Combat work perfectly well.
- **Inability to use the Force:** The Mandalorians have a genetic defect inherited from their

ancestors and compounded by the small genepool that they have grown from. They cannot use the force. Not only does this mean that they cannot become Jedi, they cannot earn or spend Force Points (they will always have only one Force Point).

- **Genetically Superior:** Due to the harsh circumstances the Mandalorian people grew from, they are a much hardier people than most species in the galaxy. While the Mandalorians like to see this as Genetic Superiority, it is perhaps more linked to their inability to use the force, so they have had to rely on themselves more. This "superiority" gives them a bonus 6 Attribute Dice when starting play, this is already incorporated in the attribute dice figure above.

**Story Factors:**

- **Feared:** Enemies facing the massed forces of the Mandalorian Empire will quite rightly fear them, this makes the forces opposing the Mandalorians more difficult to Command.
- **Honour:** Mandalorians base their lives around the concept of honour, while part of this honour is serving and obeying the Mandalorian Emperor and his representatives, it is also a personal honour requiring them to protect it with deed and action.

**Note:** Other races were able to become Mandalorians, more by title than by race. Mandalorians are always active in adopting children, especially those displaced by wars. As such, other races have been adopted by Mando families. They take on their adopted clan name as their own. They do not gain the Racial Hit Dice, instead, using their primary racial dice, but they do gain force resistance, and once adopted, they can never use the force. Some of the more notable races that have joined the Mandalorians are: Humans, Iridonians, Twileks, and Wookies. Some of these adopted children have so integrated with their adopted family that they have married full Mandalorians.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

**Average Mandalorian Soldier:** The Mandalorians are a hardy people with a strict warrior culture, famous throughout the galaxy for their armoured suits and skillfull warriors.



#### **DEX: 3D**

Blaster: 7D

Dodge: 5D

Brawling Parry: 5D

#### **KNOW: 2D**

#### **MECH: 3D**

Armour Weapons: 6D

#### **PERC: 3D**

Search: 4D

#### **STR: 4D**

Brawling: 6D

#### **TECH: 2D**

Armour Repair: 3D

#### **Special Abilities:**

- **Resistant to Force Use:** Mandalorians are immune to some of the effects of the Force, and their minds cannot be read using the force, or modified using the force. However precognitiant abilities such as LightSaber Combat work perfectly well.
- **Inability to use the Force:** The Mandalorians have a genetic defect inherited from their ancestors and compounded by the small genepool that they have grown from. They cannot use the force. Not only does this mean that they cannot become Jedi, they cannot earn or spend Force Points (they will always have only one Force Point).
- **Genetically Superior:** Due to the harsh circumstances the Mandalorian people grew from, they are a much hardier people than most species in the galaxy. While the Mandalorians like to see this as Genetic Superiority, it is perhaps more linked to their inability to use the force, so they have had to rely on themselves more. This "superiority" gives them a bonus 6 Attribute Dice when starting play.

#### **Story Factors:**

- **Feared:** Enemies facing the massed forces of the Mandalorian Empire will quite rightly fear them,

this makes the forces opposing the Mandalorians more difficult to Command.

- **Honor:** Mandalorians base their lives around the concept of honor, while part of this honor is serving and obeying the Mandalorian Emperor and his representatives, it is also a personal honor requiring them to protect it with deed and action.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

**Force Sensitive:** No

#### **Equipment:**

Mandalorian Armour (+3D,+2D No Dex penalty)

M-9 Blaster Assault Rifle (6D)

Compression Grenades (8D)

**Mandalorian Pilot:** The Mandalorians are a hardy people with a strict warrior culture, famous throughout the galaxy for their armoured suits and skillfull warriors.

#### **DEX: 3D**

Blaster: 6D

Dodge: 4D

Brawling Parry: 4D

#### **Know: 2D**

#### **Mech: 3D**

Armour Weapons: 5D

StarFighter Piloting: 7D

Space Transports: 6D

Astrogation: 5D

#### **Perc: 3D**

Search: 4D

#### **Str: 4D**

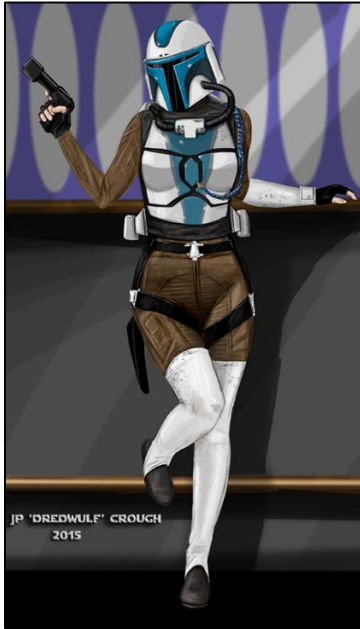
Brawling: 5D

#### **Tech: 2D**

Armour Repair: 3D

Starfighter Repair: 4D

Space Transports Repair: 4D



### Special Abilities:

- **Resistant to Force Use:** Mandalorians are immune to some of the effects of the Force, and their minds cannot be read using the force, or modified using the force. However precognitiant abilities such as LightSaber Combat work perfectly well.
- **Inability to use the Force:** The Mandalorians have a genetic defect inherited from their ancestors and compounded by the small genepool that they have grown from. They cannot use the force. Not only does this mean that they cannot become Jedi, they cannot earn or spend Force Points (they will always have only one Force Point).
- **Genetically Superior:** Due to the harsh circumstances the Mandalorian people grew from, they are a much hardier people than most species in the galaxy. While the Mandalorians like to see this as Genetic Superiority, it is perhaps more linked to their inability to use the force, so they have had to rely on themselves more. This "superiority" gives them a bonus 6 Attribute Dice when starting play.

### Story Factors:

- **Fearred:** Enemies facing the massed forces of the Mandalorian Empire will quite rightly fear them, this makes the forces opposing the Mandalorians more difficult to Command.
- **Honor:** Mandalorians base their lives around the concept of honor, while part of this honor is serving and obeying the Mandalorian Emperor and his representatives, it is also a personal honor requiring them to protect it with deed and action.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

**Force Sensitive:** No

### Equipment:

- Mandalorian Scout Armour (+2D,+1D No Dex penalty)
- K8 Disruption Pistol (5D)

**Story Factors:** Believed to be a long dead or lost civilization, the Mandalor were a race of near human, genetically enhanced warriors. Through cloning and genetic manipulation their society became one of the most powerful in the pre Clone War galaxy. They vanished into unknown regions of space with their clone tanks long before the Clone Wars began. Somehow, in transit, the ability reach hyperspace velocity was lost and they were left in their remote solar system to continue developing their culture and society.

Lead by a general into this backwater wilderness the natural social structure became feudal. Warlords and clans evolved from the small numbers that left known space. These clans and warlords then began endless cycles of "trial by fire" and "survival of the fittest". Utilizing their cloning technology, elite warriors and powerful leaders were cloned to assure the best genetically engineered soldiery for the conflicts. This genetic tinkering has left even naturally conceived children superior to normal humans.



**Resol'nare:**



*"I adhere to the Resol'nare. The core of what it means to be Mandalorian. A sacred law giving us direction and purpose. Education and armor, self-defense, our tribe, our language, our leader—all help us survive. We must educate our children as Mandalorians, obey the commands of Mandalore, speak Mando'a and defend our clans."*

—Akaavi Spar

The Resol'nare, or Six Actions when translated from Mando'a into Galactic Basic Standard, were the central tenets of Mandalorian life. They consisted of wearing armor, speaking the language, defending oneself and family, raising your children as Mandalorians, contributing to the clan's welfare, and when called upon by the Mand'alor, rallying to their cause.

Tradition dictated that anyone who wished to be considered Mandalorian were to abide by these guidelines and live these actions daily. Mandalorians whom did not follow the Resol'nare were considered to be dar'manda—someone who was ignorant of their Mandalorian heritage and bereft of their Mandalorian soul. The status of dar'manda was widely feared within Mandalorian society due to the belief it meant they were soulless and had no place in the Manda, the Mandalorian afterlife. Before and during the Mandalorian Wars, any and all non-Mandalorians were considered dar'manda and soulless from birth, until they joined the Mandalorians and lived by the Resol'nare. Groups of captured individuals would often be forcibly inducted into Mandalorian culture, and made to swear by the Resol'nare with or without their consent under the threat of death. Such zealotry faded over time as the Mandalorians became a less religious and more secular society.

Young Mandalorian children were taught a rhyme to help them learn the tenets of the Resol'nare, and their parents would explain the cultural significance of each tenet as they grew.



**Physical/Biological Description:** Through cloning and advanced genetic manipulation Mandalorian society was engineered into a strict caste system. Warlords rule, Warriors defend and attack, Scientists develop new weapons and technology and Drones fill all the other niches of society. It is possible to advance in rank through the caste system but only the Warriors and Warlords are allowed to command. A scientist or drone that proves him or herself in battle can be advanced to the rank of Warrior. Warriors are the only caste who can advance to Warlord status.

Physically, Mandalorian were tougher and more dexterous. This could be attributed to denser bones and finer toned muscles. Traits between castes are also genetically evolved so that an individual's caste is identifiable by their appearance. Skin pigmentation and hair color as well as patterns of pigmentation all provide this encoded caste identification.

Warlords, being from the Warrior caste appear as warriors. However they possess an item or symbol of power within their clan. Warriors are most often marked with stripes, spots or other color variations in their skin pigmentation. Eye coloration is varied as well. In some clans they color one eye differently in their children. The particular pigmentation style or design is dependent on the clan.

Scientists are all genetically bald and most frequently have gold irises. Drones are all uniformly designed depending, once again, on the clan. Drones are sterile and thus cannot breed or interbreed with other clan's drones, they can, however, be cloned. Warriors and Warlords are allowed to take spouses and produce children. Frequently though, cloning is used to maintain the population levels and the purity of the bloodlines.

**History/Background:** Before the great conflict known as the Clone Wars the Mandelore were an elite military force of 'near humans' who were nomadic on their large carrier ships. The Mandelore Clan Ships were on the scale of Victory Class Star Destroyers. Clan Ships were large, well armed and dedicated to carrying the Mandelore into battle. Very seldom were these ships found in more than pairs due to the typical infighting between the Mandelore Clans. These were the only ships the Mandelore Clans constructed with hyperdrives.

Effective as warriors and mercenaries their social beliefs were too harsh to set well with the rest of the galaxy. Through their mercenary exploits they amassed a great deal of wealth. They began to buy old capital class starships and cloning



tanks then suddenly they vanished into unexplored regions looking for a system to call home. This is where galactic history lost track of the Mandelore Clans.

Unknown to galactic historians, the Mandelore traversed unexplored space where they finally discovered a habitable solar system and established permanent colonies. Unfortunately meteorite storms and inter-clan sabotage damaged most of the larger, hyperspace capable starships beyond repair. Inhabitation of the three planets in this solar system sparked feudal battles over territory and eventually destroyed the rest of the starships, which brought them to this remote system. With hypervelocity technology gone it was up to the Warlords to maintain the civility of their various colonies.

Most scholars refer to the Mandalorian penchant for violence and say they destroyed themselves. Others argue that the Mandelore still exist and will return to begin conquering worlds. Only time will tell.

**Mandalorians:** Shortly after the devastating war against Exar Kun, the still vulnerable Republic was faced with a new threat: a Mandalorian invasion on the Outer Rim. United under Mandalore (the ceremonial name given to their leader), the ruthless warrior clans descended en masse on an unsuspecting galaxy. Countless lives were lost in the fierce battles, and dozens of worlds were ravaged by the wouldbe conquerors. In the end the Republic - with the aid of many young Jedi - defeated the invaders.



Even though the horde was scattered, many of the soldiers escaped the slaughter. The surviving Mandalorians - identifiable by their distinctive weapons and armor - can often be found working as mercenaries, bodyguards and other similar professions well suited to their violent natures.

The first contact with the Mandalorians came when they reached out of the vast empty uncharted reaches of the Outer rim to invade and pillage the civilized regions of the galaxy held by the Republic 35 years ago. In that time period they came into contact with the Sith, and banded joined them during the Great Sith Wars. The original Mandalore was defeated by Ulic Qel- Droma, and agreed to help Ulic during the Sith War. The Mandalore sent his forces to invade Kemplex Nine, while he went to Coruscant to rescue Ulic and Exar Kun. After regrouping their forces, the Sith Lords ordered the Mandalorians to descend on Onderon. While Mandalore attacked Iziz his forces were overcome and defeated during a pass of the Dxun moon. They subsequently fled to the moon for refuge.

When they arrived on Dxun, Mandalore was killed by one of Dxun's fierce beasts. After this encounter the Mandalorian forces withdrew from the war. About ten years ago the Mandalorians reemerged, raiding systems in the Outer Rim and capturing many planets. The Republic decided that they needed to prepare to confront the Mandalorians; last remaining threat of the Great Sith War. Three years after their reemergence,

when word reached the Senate of destruction and havoc the Mandalorians had caused after a coordinated attack on three sectors of Republic space, the Republic assembled a strike force to face the Mandalorians. Several Jedi, among them Revan and Malak, joined the Republic fleet against the wishes of the Jedi High Council. The Jedi lead the armies of the Republic against the Mandalorians and prevail in the conflict, but they do not destroy the race. When Revan and Malak disappeared beyond the Outer Rim, the vanquished Mandalorians were scattered across the galaxy. Some return to Mandalore, while the others stay in the Republic working as mercenaries, bounty hunters, hired muscle, or continue to raid weak settlements and defenseless targets in the outer sectors of the galaxy. The Mandalorians are a near-human race from the planet Mandalore that is near the Gargon system in the Mandalore Sector. Mandalore is a lush jungle planet world in the far reaches of the outer rim. The Mandalorians developed into an honor bound culture with a fierce warrior ethic. While capable of cruelty and ruthlessness in battle, most consider them better than the Sith, because of their sense of martial honor. They care not about winning or losing but for the battle itself, believing honor and glory are won by engaging in battle. Even losing gains Mandalorians honor, if they lose fighting a worthy enemy. The Mandalorians divide themselves into major clans. Members of a Mandalorian Clan are born, raised, and trained to reach the pinnacle of combat ability. Those who were too weak or unwilling to fight die young, leaving only the strongest to reach adulthood. There are about two hundred individual clans. Those clans are made up of five thousand 'tribes' each, with a tribe encompassing one distinct family and extended family. For the most part, Mandalorians are defined by their clan, and then by tribe/family within that clan. The dominant Clans are the Ordo, Fett, Kalta, Hogra, Shysa, Dala and many others.

Their leader is called The Mandalore. He represents all the Mandalorian clans and is the head of the military. The first Mandalore known by the Republic died on Dxun and another took the helmet and mantel after a long right of succession. The next Mandalore lead his forces out to raid and pillage and died in the Mandalorian Wars, at Revan's hands. There is no know current Mandalore as the rights of succession have not been confirmed among the Mandalorian clans.



Some believe that the scattered Mandalorians are members of multiple clans attempting to continue the fight in order to gain the prestige and prowess in battle to claim the Helmet and Title of Mandalore. Most of the massive Mandalorian fleets and fighters were confiscated and absorbed into the Republic fleet after the battle of Malachor V. However, the signature war craft of the Mandalorian Warrior remains in their arsenal; the Basilisk War Droid.



**Mandalorian Sympathy:** Either actively promoting the Mandalorian goals, or acting in a manner that is consistent with their code gains sympathy.

**Mandalorian Code:** Their code is composed three simple facets of life: Strength, Honor, and Death. To A Mandalorian, strength is equated with life. The strong have the right to rule and conquer the weak. If an opponent fights back then they are not seen as weak, even if they can not defeat the Mandalorians; the act of defending oneself instead of capitulation is seen as giving one both spiritual strength and honor.

To the Mandalorian honor is very important. Honor is gained by fighting, no matter the odds or situation. Once battle is engaged, victory brings honor. And while defeat is not desirable, even fighting and losing gives honor to the defeated for at least they acted and fought. It is considered

more honorable to die fighting than to survive though dishonorable means. Death is another important part of the code. Everyone dies. But what matters to the Mandalorian Warrior is how a person dies. Do they pass on with Strength and Honor, or some other way.

**Joining the Mandalorian Clans:** Joining a Mandalorian clan is a problem because there are few remaining Clans are seen in Republic space. Most have retreated back to their home or rim world planets. However, if an individual with great skills gains the notice of one of the clan members and if the clan leader considers the person worthy of acceptance, the clan leader will extend an invitation to join their clan. The candidate is given a mission that involves a serious threat to that person's life and the clan observes how the candidate handles the situation. If the candidate survives and proves themselves honorably, they are offered the chance to join the

clan. If the candidate accepts, they are offered a series of partners for marriage. Typically they choose humans or near humans, but someone who has shown great personal honor of another species is eligible to join. Once accepted and married into the clan he is eligible to become a Mandalorian Warrior.

**Leaving the Mandalorian Clans:** If the clan member ever dishonors the clan, or violates martial code as seen by the Mandalorians they are outcast, this does not stop them from advancing in Mandalorian society, but it can limit or stop access to some of the items specific to them. When outcast they are stripped of any armor and equipment that they achieved in the class, as well as loss all sympathy they are able to earn or acquire more later on there is no prohibition against it, nor will action be taken against the outcast.





## ORIGINS

Mandalorians are people of contradictions. They have an unmistakable identity, yet they're not a true race. They have no country in the conventional sense and are scattered across the galaxy. These feared warriors have a savage reputation but they cherish family life and will adopt children orphaned by war, rather than kill them as other species might. This odd blend of tough pragmatism, brutality and affectionate family life makes them a mystery to many.

And they're probably not even the *original* Mandalorian race. Anthropologists disagree about their roots: did they begin as humans or, as a few academics still claim, a gray-skinned non-human species? Whichever theory you find most convincing, they became a species of predominantly human nomadic warriors.

For the vast majority of species, culture is the unique expression of their being. When species are overrun by other cultures, and adopt their beliefs and practices, they still retain something of their old ways.

But the Mandalorians are an exception. They adopted a culture and became completely defined by it. Their nearest parallel, ironically, is the Jedi—with whom the Mandalorians have had so much antagonism and conflict.

Whatever drove the first humans to adopt Mandalorian customs and language, they remain a people who will accept anyone willing to follow their code, and non-human species are welcomed into the community. Mandalorians believe that you are what you do, not what an accident of birth dictates.

But they're still predominantly human, and a large percentage of the population shows genetic markers typical of the peoples of Concord Dawn and nearby planets. Although there is no true Mandalorian ethnic type, the prevalence of common gene clusters indicates that specific populations were either absorbed by the Mandalorians or joined them.

Concord Dawn is a good example. Jango Fett, one of the icons of Mandalorian history, was adopted. And yet his genome already shared many markers with his adopted community. Without deliberate planning, Mandalorians nevertheless selectively bred themselves for certain traits that are now considered their defining characteristics: discipline, close family bonds, extraordinary physical fighting skills, and intense loyalty.

## WARRIOR NOMADS

Nomadic peoples prize portable skills more than possessions, and this aspect of the *Mando* mindset still underpins their society even when settled on Mandalore. Even when living in settled communities on Mandalore, their nomadic warrior ethic remains.

Inevitably, a nomadic warrior race with no fixed territory to defend becomes associated with mercenary activity. For centuries the *Mando'ade*—or children of Mandalore, as they call themselves—have been seen as little more than bounty hunters, assassins, and mercenaries.

But not all *Mando'ade* spend their lives as hired soldiers. Their mercenary history is very recent and relatively brief, and they have other trades related to soldiering that earn them a living when they aren't at war.

Many, scattered across the galaxy in small communities, earn their living as weaponsmiths, bodyguards and other occupations that the host population finds too dangerous or too dirty. Many remain in the Mandalore sector, working the land or laboring in factories and workshops. All of them, though, are capable of becoming an army at a moment's notice.

Over the centuries, some have questioned the Mandalorian compulsion to cling to nomadic ways despite having a home world in Mandalore. The practice, though, is more than attachment to tradition. Mandalorians





spread themselves to avoid presenting enemies with a convenient target. Despite repeated attacks that were thought to have wiped them out, the resilient Mandalorians keep coming back.

While they have earned their living more recently as soldiers of fortune, most of the Mandalorians' history has been spent fighting for their own purposes, not for others'. But although they're a ruthless enemy, they display an unexpectedly gentle side in warfare by adopting war orphans.

## WHAT MAKES A MANDALORIAN

Geography has played a nebulous role in Mandalorian identity. Although Mandalore is regarded as their home world, many Mandalorians were not born there and many have never even seen the planet.

Their society places no emphasis on birthplace, species, or citizenship, and so *Mando'ade* have no "state" as modern galactic politics understands it. They ignore rank and status and prefer to judge by actions and achievements, a true meritocracy; the *Mandalore*, or leader of the clans, is the nearest they have to a head of state. And yet nobody mistakes Mandalorians for any other people when they see them.

*Mando'ade* regard the following six acts—known as the Six Actions, or *Resol'Nare*—as central to Mandalorian identity: wearing armor, speaking the Mandalorian language, defending themselves and their families, raising their children as Mandalorians, contributing to the clan's welfare, and rallying to the *Mand'alor* when called to arms. Anyone who practices them is considered a *Mando'ad*. The emphasis is on carrying out these acts daily, not simply paying lip service to them.

For a people who appear to have little interest in rank and hierarchy, Mandalorians are extremely co-operative in combat. The rugged individuality so marked in their approach to most things is set aside to reach a common goal, and they'll do whatever it takes to achieve their objective. Their fighting forces settle into informal command structures almost without thought or effort, focused on the outcome and not personal ambition. This instinctive flexibility is also what makes them superb mercenaries.

Because they're self-selecting, they attract and retain people with the same mindset and genetic predisposition, which reinforces these traits. The more that soldiers are inclined to co-operate on the battlefield, the more likely they are to survive and produce children with the same characteristics.

## MANDALORIAN SOCIETY

There is no gender in the Mandalorian language. This mirrors the equal status of men and women and the general flexibility of societal roles, despite what appears to many to be a traditional division of tasks along gender lines.

Men are expected to be warriors and to raise and train their sons to be the same. Women maintain the home wherever the nomads happen to travel, and raise daughters. But women also are expected to have the combat skills of a man in order to defend the homestead when the men are away. Women also fight alongside men on the battlefield (next page, above right). If they have no dependent children to care for, they're expected to share the responsibilities of defense and warfare.

Not surprisingly, the Mandalorian female ideal that men respect is not fragile and graceful but physically strong, enduring and gritty. The word *laandur* (delicate), is a common insult among women. If you imply that a Mando woman is a bad mother, a poor fighter, or a *laandur* (weaking) you'll find out the hard way that she's none of these things.

Marriage is expected to be for life—which is sometimes prematurely short for warriors—and usually takes place soon after Mandalorians turn 16 (below right). A couple enters into a legal commitment simply by making the following pledge to each other:

Mandalorian	Translation
<i>Mhi solus tome</i>	We are one when together
<i>Mhi solus dar'tome</i>	We are one when parted
<i>Mhi me'dinul an</i>	We share all
<i>Mhi ba'juri verde</i>	We will raise warriors

Despite their emphasis on fidelity and chastity before marriage, Mandalorians are surprisingly forgiving and relatively unconcerned with parentage. As they prize action and pragmatism above words and intentions, they take the view that *aliiit ori'shya tai'din* (family is more than bloodline). It's the daily affirmation of family life that matters to them, which explains their propensity for adoption and even welcoming adults into the *Mando* fold. With many widows and orphans in the Mandalorian community, suitable foreign adult males are not only welcome but also necessary.

The adoption process, like marriage, is a simple statement of intention: the *gai bai manda* (name and soul) takes its place in the declaration *ni kyr'tayl gai sa'ad* (I know your name as my child). That, and the ongoing adherence to the six tenets of Mandalorian life, is all it takes to become Mandalorian.





Just as it's possible to become a Mandalorian, it's also possible to lose your Mandalorian status, renounce it, or even have it taken from you. Exile is a rare but feared punishment.

### THE MANDALORIAN FAMILY

*"Their definition of offspring or parent is more by relationship than birth: Adoption is extremely common, and it's not unusual for mercenaries to take war orphans as their sons or daughters if they impress them with their aggression and tenacity."*

*(Mandalorians: Identity and Its Influence on Genome, published by the Galactic Institute of Anthropology.)*

In exceptional circumstances, such as abandonment or a failure to live up to responsibilities, partners can divorce each other simply by declaring that they are *shuk'la riduurok* (a broken love). Children may also disown their father or mother by declaring them *dar'buir* (no longer a parent). This is rare and usually only follows abandonment or an act of cowardice that shames the family.

If the first child is a son, parents may wait eight years before having another child so that the first is old enough to accompany his father and be trained as a soldier for five years until he reaches adulthood at 13. Then his father is free to train a younger son. At 13, both girls and boys undergo a rite of passage in military and survival skills that makes them legally adults (previous page, above left).

If the firstborn is a girl, the couple may try for a son soon afterwards. A daughter will usually stay with her mother until she marries. But if a couple has only daughters, the girls will be trained as warriors by their father exactly as boys would be. Boys learn their earliest lessons from their mothers before the age of eight, so her fighting skills are critical; a couple pledges to raise warriors, and this is a joint commitment.

Women are expected to train their daughters in combat skills, but fathers also take part in their daughters' education. Despite their fiercely masculine reputation, Mandalorian men play an active role in raising their families. Most have a strong parenting instinct, one of the reinforced genetic traits from absorbed populations.

The parents' duty is to train their child in survival skills and Mandalorian culture and language, and to prepare them to raise the next generation of warriors. Elders imbue children with the essential Mandalorian ideals of loyalty to clan and family, personal discipline, courage, and respect for their heritage.

The Mandalorian way of life is a dangerous one and widows and orphans are a fact of life. Families never hesitate to adopt orphans, and unmarried men and women regard it as their duty to take widows and widowers as spouses.

### RELIGION AND SPIRITUALITY

Mandalorians were once intensely religious but disillusionment with the old fanaticism and worship of war itself gave way to a far less supernatural belief system among modern Mandalorians. They now regard creation tales, such as *Akaanati'kar'oya* (The War of Life and Death), as parables to illustrate a deeper philosophical meaning rather than literal supernaturalism. The stars were mythologized as fallen kings of Mandalore, and there are tales of the mythosaurs, but the pragmatic and skeptical Mandalorians look for allegory in these stories.

The *manda*—best described as a combination of the collective state of being, the essence of being Mandalorian, and an oversoul—is not viewed as a literal heaven. Traditionally, the Mando afterlife is seen as a plane of spiritual energy in constant conflict between stagnation, and



the opportunity for change brought about by destruction—a parallel with modern theories of cosmology. In Mandalorian myth, this conflict is symbolized by the eternal war between the sloth-god *Arasuum*—the personification of idle consumption and stagnation—and the vigorous destroyer god *Kad Ha'rangir*, who forces change and growth on the universe.

Every Mando warrior who dies is said to add to the army of the afterlife, defending wives and children living in its permanent, peaceful homestead—the only place Mandalorians believe they can ever reach a non-transitory state of existence.

### THE CONCEPT OF DAR-MANDA

Mandalorian spirituality has its roots in pragmatism. Living the Mandalorian way and believing in the community's ideals are all that keep a nomadic people together and preserve its identity. Without a commitment to those principles, the community either perishes or is subsumed into the host population. In the absence of a single species, ethnic heritage, and fixed territory, only values and culture survive to pass from generation to generation. If they are not rigorously maintained and reinforced, the community is doomed.

Traditional Mandalorians regard being a *dar'manda*—someone ignorant of their Mandalorian heritage—as the worst fate imaginable. It's a difficult concept for non-Mandalorians (*aruetiise*, which can mean anything from non-Mando to enemy) to grasp, but it's the equivalent of having no soul and no afterlife. The obliteration of personal identity mirrors the real obliteration that faces a people who lose their defining culture. Although few Mandalorians believe in a literal afterlife, they do believe in the *manda*.

To be part of the *manda*, the communal spiritual state of being *Mando'ade*, a man or woman must understand the basics of their culture



and embody the ideals of the Mandalorian *kar'ta*—the heart, or in this case the soul. This means responsibility for the next generation, loyalty to their people, and a fighting spirit. Without this, a person is considered lost for eternity.

The duty to ensure children know enough of their heritage to be part of the *manda* motivated the *Cuy'val Dar*—the Mandalorian instructors recruited to train clone troops for the Grand Army of the Republic—to educate their men in Mando customs as they would their own sons. The instructors believed that even if the troops died in combat and never lived in a proper *Mando* community, they would have an eternal place in the collective consciousness.

## DAILY LIFE AND DEATH

The *Mando* concept of home (*yaim*) describes the sense of safety and comfort that can be found even in temporary settlements. For a Mandalorian, home is where the armor lies.

Some nomadic races carry tents, but *Mando'ade* prefer either to build temporary structures, known as *vheh'yaim*, from woven green wood and mud, or to take over the homes of enemies defeated in combat (next page, below right). "Temporary" can mean any period of time from overnight to years. The only certainty is that the *Mando* soldier or family never expects any home to be a permanent one. They're ready to move at a moment's notice.

Settled races usually derive their annual festivals from the cycle of the seasons on their home world, but because *Mando'ade* travel from world to world, they have often become disconnected from these cycles. Those from Concord Dawn—traditionally a farming community—do still mark the end of harvest by that world's calendar, but generally the life-cycle

events—birth, coming of age, marriage, death—have become the only ones celebrated. The uncertainty of nomadic warrior existence means most Mandalorians celebrate life whenever they get the opportunity, enjoying ale, communal singing, and relaxing with their families and clan.

For professional soldiers, sudden death is an occupational hazard. But Mandalorians don't take it quite as calmly as *aruetiise* might imagine.

Burial is unusual—*Mand'alore* and other people of national importance are exceptions—because nomads traditionally had no cemeteries. It's also impractical to carry dead bodies with the army when men die in combat. Communities cremate their dead if they can recover the body, scatter the ashes, and keep one of the deceased's possessions as a memorial. This is often a whole suit of armor, which is valuable. In cases where the armor can't be recovered or kept, parts such as helmets, gloves or buckles will be taken instead. *Mando'ade* recite the names of dead loved ones and comrades each night before sleep as a conscious act of keeping their memories—and so their existence—alive.

There is a single *Mando'a* word, *aay'han*, which describes the state of mind when Mandalorians savor a peaceful moment with family and comrades and also grieve for those who've died. The nearest Basic translation is "bittersweet," but it hardly comes close to defining what a significant concept it is for Mandalorians. The emotion's duality is very much in keeping with a people who are a mass of contradictions.

## FOOD AND DRINK

Soldiers and nomads both need their food to be portable, nourishing, and preferably to require little cooking. Mandalorians are no exception. They have a few distinctive dishes that are, at best, an acquired taste but that fit the need for food that's more like field rations.

*Gihaal* is a dried fishmeal mixture like pemmican, a nutritious blend of fat and protein that lasts for years without refrigeration but that has a pungent, clinging aroma many find offensive.

*Aruetiise* find some other Mandalorian foodstuffs more acceptable. *Uj'alayi* (uj cake) is a dense, flat, and extremely sweet cake made of ground and crushed nuts, dried fruit, spices, and scented *uj'yai* syrup. *Tihaar* is a strong, colorless spirit made out of any fruit that's available, like an eau-de-vie. While *Narcolethe* is often seen as the quintessential Mandalorian alcoholic drink, many *Mando'ade* prefer *net'ra gal* (black ale) which is a sweet beer very much like stout or porter. *Shig* is any infusion of herbs or spices drunk hot, and is often made from a quick-growing citrus-flavored herb called *behot*.

## ARMOR

Ask anyone what they associate with Mandalorians, and they'll probably say armor. The *Mando'ade* call it *beskar'gam*, which means iron skin—an indication of how central it is to their life.

Armor, especially the distinctive full-face helmet with t-shaped visor, is the enduring image the galaxy has of *Mando'ade* (left). Armor is prized, especially if it's made from near-impervious *beskar* (Mandalorian iron), a metal that gets its remarkable strength not only from its natural properties but also from Mandalorian metalworking techniques. The addition of carbons in the foundry creates a molecular cage structure—lighter than normal metals and yet still remarkably strong. Repeated folding of the metal during forging further enhances *beskar's* strength. It's still regarded as more desirable than durasteel and even cortosis.

Armor is often handed down between generations, especially the *beskar* type. It's intricately customized to suit the wearer's needs and tastes and is worn by both genders.

Armor colors and markings can indicate many things, from clan or family to more ephemeral concepts such as state of mind or a particular







mission. Sand-gold represents a quest for vengeance; black, for justice. Mando'ade will often repaint their armor with new colors if they're on a particular task or have changed clans. With the exception of the Mandalore, markings never correspond to fixed rank—a concept they find hard to accept.

Sometimes, though, colors on armor simply express personal preference. Blue and green are especially popular. While other soldiers opt for camouflage, Mandalorians seem not to care about being conspicuous: "It's one thing to see us coming, and another to do something about it" is a common Mando saying.

Sigils—symbols painted on the helmet or chest-plate—often identify the wearer's allegiance, lineage, or loved ones. But they can also be marks of honor, such as the *jai'galaar'la sur'hail'ae* (shriek-hawk eyes). *Jai'g*, as they're better known, are bestowed as awards for bravery by some clan leaders.

But however central armor is to the Mandalorians' culture and self-image, they never forget that it's what lies beneath the armor that makes a soldier. "*Verd ori'shya beskar'gam*" (a warrior is more than his armor) is a popular Mando saying.

Mando'ade are a frugal people, and many amass sizeable fortunes. Although modern banking practices mean most put their credits into shares and savings, they still invest much of their wealth in their armor and their weapons (left). Jewelry, when worn, is plain and functional. It's often a heavy belt of precious metal—a very portable form of currency—or a collar.

Ear piercing is especially frowned upon because earrings can be torn off in a fight, causing injury. If you ever encounter a Mandalorian with pierced ears, and they remove their earrings, run for it. It's a sign that they plan to fight.

### MIXING WITH MANDO'ADE

Mandalorians are much more sociable than generally supposed. Most *aruetiise* encounter them at the point of a blaster, but if you meet them in a more peaceful setting they're usually gracious hosts and honest business associates. As long as you observe the following rules, you need never discover their aggressive side.

- Say what you mean.
- Never refuse the offer of a drink or a meal—for nomadic people, who live hand to mouth, this is the greatest compliment they can pay a guest.
- Never make a pass at a Mando'ad of either sex unless you intend to offer marriage and become Mando.
- Look them in the eye or, if they're wearing helmets, look straight into the horizontal section of the visor.
- Take off your boots when entering their home.
- Pay your debts immediately.
- Make a fuss of their children.
- Treat elderly Mando'ade with reverence. Any Mando who survives to a venerable age must be an exceptional warrior, and will still be capable of making you regret your lack of respect.

Some *aruetiise* find the Mandalorian character and culture so appealing that they join them. This life is not for the faint-hearted, but those who value loyalty, commitment to family, and a passionate zest for life will find the Mandalorian way irresistible.

After all, *aliiit ori'shya tal'din*—family is more than bloodlines.





# D6 – Mandalorian Armor & Equipment

With the fame of Boba Fett, and the appearance of Jodo Kast, the interest in the armoured battle suits of the Mandalorian Warriors have received a great deal of public interest. We, the staff of Men at Arms datalog would like to thank his Imperial Majesty, Emperor Palpatine, for allowing us to use his private collection for research into this file. We would also like to extend our thanks to the Curators of the Galactic Museum, particularly those in the Clone Wars and Arms & Armor departments, and his Majesty's Royal Guard for assisting us with our research, allowing us to actually handle these priceless suits and even providing demonstrations of their capabilities for us.



We also wish to make a point of not thanking Mr. Fett and Mr. Kast, the only people known to have Mandelore armor outside of a museum, for not assisting us with our article, rejecting our offers to pay for their time, and putting our personnel in bacta tanks. We do understand the meaning of the words "No Thank You". You didn't have to shoot at us.



First, a note should be made about the Mandalorian. No one really knows where they came from or what they were. There are many conflicting stories and legends, but they all agree on three points: they were mercenaries, they were elite and they were good enough to hunt down and kill many of the Jedi. They used several different variants of the same suit of armor for several

different units. The issue notes are included with each suit's description.

**Colors of Mandalorian Armor:** Mandalorian armor colors have their own meaning, here are the colors and their meanings:

Black = Justice

Blue = Reliability

Gold = Vengeance

Gray = Mourning a Lost Love

Green = Duty

Orange = A Lust for Life

Pink = Respected or Respecting Someone

Purple = Luck

Red = Honoring a Father

White = Purity

**Note About Colors on Mandalorian Armor:** A Mandalorian can use any color on their armor. They are not restricted by any color scheme, and may do as they please as far as colors are concerned. There is no conformity in the Mandalorian Military.

**Mandalorian Light "Scout" Armour** Following the typical pattern of the Mandalorian Warriors, the light suit covered only the torso, head and arms. While heavy for its day, the light suit is about equal to the suits worn by Stormtroopers today. Based on the surviving records, it seems that these were issued to members of training cadres, vehicle and starship crews, and non-combat support units. It contains a short range defensive laser and flame projector, light weight sensors and broadband transceiver. It is believed that Jodo Kast's suit is a modified specimen of this armor. These new recruits were roughly as efficient as the Desert and Arctic Stormtrooper legions. Personal equipment is believed to have consisted of a survival kit, a blaster pistol and a knife. They remained in the training cadre for an unknown period of time, were they acted as sweepers and beaters, messengers and emergency reinforcements. Ship and vehicle crews were similarly equipped.



**Model:** Mandalorian Light Battle Armour

**Type:** personal battle armour

**Cost:** not for sale

**Availability:** nearly unique

**Game effects:**

- **Basic Suit:** +2D phys, +1D energy, no DEX penalties. Head, torso and arms Wrist
- **Laser:** 5D damage, 3-5/15/25m range. Right forearm. Armour Weapons skill
- **Flame Projector:** 5D damage, 1m diameter, 1-5m long. Left forearm. Armour Weapons skill.
- **IR/motion Sensor:** +1D PERC in darkness and/or against moving targets, ahead and to both sides.
- **Sensor Pod:** +2D Search, 50-100m
- **Macrobinoculars:** +1D Search, 100-200m
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

### Mandalorian "Infiltrator" Armour:

Mandalorian Infiltrator Armour is the latest design from the designers of the Mandalorian Empire, designed to incorporate a personal cloaking field, this armour is not as heavy as some of the other designs of Mandalorian Armour, however its stealth capabilities more than compensate for this deficiency. The armour has only been issued to some scout, sniper and infiltration units, but is reporting a high degree of success with operators managing to avoid unnecessary combat and strike targets with more accuracy and speed. However the expense and relative weakness of this design of armour means that it will never replace the various other variant designs of armour used by the Mandalorian Empires military forces.



**Model:** Mandalorian Light Stealth and Infiltration Battle Armour

**Type:** Personal Battle Armour

**Cost:** not for sale

**Availability:** nearly unique

**Game effects:**

- **Basic Suit:** +2D to Strength vs Physical Damage, +1D to Strength vs Energy Damage, No Dexterity penalties
- **Extendable Wrist Blades:** *Skill:* Melee Weapons, *Damage:* Str+1D
- **Enhanced IR/MacroBinocular Sensor Pod:** +2D PERC in darkness and/or against moving targets, ahead and to both sides, +3D Search, 50-100m +2D Search, 100-200m
- **Environmental Filter:** Blocks most harmful molecules in the atmosphere or seal with a 1 hour air supply.
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.
- **Personal Cloaking Field:** +4D to Sneak and Hide skills when Cloaking Field is active, the cloaking field uses extremely large amounts of energy and therefore can only operate for 30 Minutes before it requires recharging and also registers of some short range energy scanners. The Cloaking field is disrupted by energy weapon use within the field, so the operator is limited to physical weapons if they wish the cloak to remain intact.

### Mandalorian Standard "Trooper" Armor:

Worn by almost everyone in the Mandalorian legions, the "trooper suit" provides a great deal of protection, and a large quantity of firepower. Issued to line troopers, junior NCOs and Officers regardless of their unit, and starship command crews, these suits expanded on the light armor. Having 50% greater armor, they also contained a basic jump pack (deleted for ship board personnel), a second arm laser, more powerful sensors and an atmospheric filter. They were common teamed with a light environmental or climate control body suit for ground side operations, or with a light vac suit, similar to those worn by fighter pilots, for boarding operations. Although more of these suits were made, they are no less rare than the scout suits.

A standard Mandalorian trooper was roughly as effective as the elite Storm Commandos, making them far from common troops. They carried all of the equipment used by the



probationary trooper, as well as grenades, a blaster rifle and a variety of melee weapons.



**Model:** Mandalorian Standard Battle Armor

**Type:** personal battle armour

**Cost:** not for sale

**Availability:** nearly unique

**Game Effects:**

- **Basic Suit:** +3D phys, +2D energy, no DEX penalties. Head, torso and arms
- **Wrist Lasers:** 5D damage, 3-5/20/35m range. Both forearms. Armour Weapons skill
- **Flame Projector:** 5D damage, 1m diameter, 1-5m long. Left forearm. Armour Weapons skill.
- **IR/motion Sensor:** +1D PERC in darkness and/or against moving targets, ahead and to both sides.
- **Sensor Pod:** +2D Search, 50-100m
- **Macrobinoculars:** +2D Search, 100-300m
- **Jetpack:** 70m horizontal, 50m vertical range. Has 10 charges, may expend one charge every other round. (Deleted from suits worn by ships' command crew.)

- **Environmental Filter:** Blocks most harmful molecules in the atmosphere, or seal with 30 minutes air.
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

#### **Mandalorian Heavy "Commando" Armor:**

Made for the Mandalorians' best troops, these priceless suits were issued to senior NCOs and officers, commandos, snipers and recon troopers. Twice as strong as the light suit, and more than twice as heavily armed, these suits would have cost a fortune to make. Today, the few remaining specimens would sell for as much as an Imperial Star Destroyer. They contained the best sensors of any the suits, a grapple, a very fine jetpack and a vertically fired grenade launcher. Surprisingly, the grenade launcher used the long standard 35x40mm shells, the same as used in the popular Zone Control line, which should be familiar to all our readers. It is widely believed that Boba Fett uses one of the suits.



facebook.com/gregory.vlasenko



The Mandalorian Super Commandos were among the best troops ever, almost as, if not as, good as His Majesty's Royal Guard. They carried and used whatever the mission called for and was available. It is a pity that the Jedi exterminated these noble people. Their assistance would be greatly appreciated in these times of open revolt against the lawful government of the galaxy.

**Model:** Mandalorian Heavy Battle Armour

**Type:** personal battle armour

**Cost:** not for sale

**Availability:** nearly unique

**Game Effects:**

- **basic suit:** +4D phys, +3D energy, no DEX penalties. Head, torso and arms
- **Wrist Lasers:** 5D damage, 3-5/25/50m range. Both forearms. Armour Weapons skill
- **Flame Projector:** 5D damage, 1m diameter, 1-5m long. Left forearm. Armour Weapons skill.
- **Grenade Launcher:** 1-50/200/300m, 4 shots. Damage varies with grenade type. Fire Rate: 1/2. Uses Missile Weapons skill.
- **Turbo-Projected Grapple:** Uses either a physical or magnetic grapple. 0-3/10/20m range. Mounted on the right arm. Missile Weapons skill.
- **Winch:** Attached to grapple, has 100kg capacity (wearer and his equipment).
- **IR/motion Sensor:** +1D PERC in darkness and/or against moving targets, ahead and to both sides.
- **Sensor Pod:** +2D Search, 25-100m
- **Macrobinoculars:** +3D Search, 100-500m
- **Sound Sensor:** +1D PERC in quiet situations only.
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.
- **Environmental Filter:** Filters out most harmful particles from the air, or can seal with two hours of air.

### **Mandalorian Powered "Engineer" Armour**

This is the least well known of the Mandalor suits, as had the lowest production run. Meant for combat engineers and limited issue with heavy weapons units and commando units, these actually covered the whole body. Many of their sensors came from the heavy suit, while the weapons systems came from the scout suit. They also included high-intensity work lights mounted on each shoulder, servo-systems, a cutting/welding laser and a climate control body suit.

These troopers had to be as good a soldier as his line brethren, but he also had to know how to fix and use almost any piece of machinery in existence, build field fortifications, prepare landing sights and handle explosives. All under fire. It is believed that in addition to combat maintenance and construction, they also were tasked with fire fighting and ground transportation duties, making them some of the most well rounded troops in the Mandalor Order.



**Model:** Mandalorian Powered Battle Armour

**Type:** personal powered battle armour

**Skill:** Powersuit Operations

**Cost:** not for sale availability: nearly unique

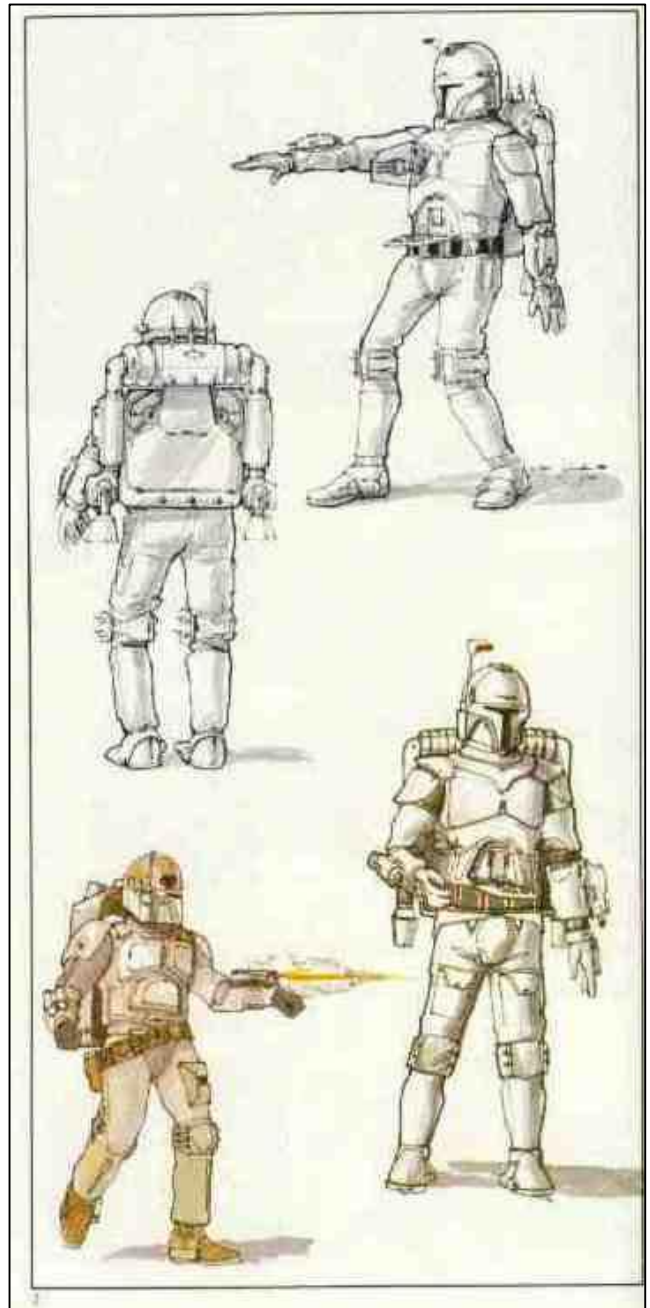
**Game Effects:**

- **Basic Suit:** +2D phys, +1D energy, arms and legs. +3D Physical, +2D Energy, head and torso. -1D DEX and all related skills servo systems:

provides +2D to the Lifting skill and all STR based damage rolls.

- **Wrist Laser:** 5D damage, 3-5/15/25m range. Right forearm. Armour Weapons skill
- **Flame Projector:** 5D damage, 1m diameter, 1-5m long. Left forearm. Armour Weapons skill.
- **Cutting/Welding Laser:** variable damage (3D Character scale to 5D Walker scale), 25cm range. Mounted on the right arm, uses Melee Combat, Moderate difficulty.
- **IR/Motion Sensor:** +1D PERC in darkness and/or against moving targets, ahead and to both sides.
- **Sensor Pod:** +2D Search, 50-100m
- **Macrobinoculars:** +2D Search, 100-500m
- **High-Intensity Worklights:** mounted on each shoulder.
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.
- **Environmental Filter:** Filters out most harmful particles from the air, or can seal with two hours of air. climate control
- **Body Suit:** provides comfortable operating conditions in extreme heat to moderately cold environments. May be pressurized for vacuums operations (treat as pilot's vac suit).

**Mandalorian Heavy "Regency" Armour:** The best armor that the Juannar and Mandalorian technicians could build, these suits cost millions of credits to construct. These suits are only issued to members of the Mandalorian Imperial Government, and the Mandalorian Emperors Elite Guard. Not only because of the value, but because of the honor attached to this armor it is NEVER allowed into the hands of non-mandalorians, since this would be considered a surrender of their Imperial power, and an insult to the Mandalorian people.



**Model:** Mandalorian Imperial Battle Armour

**Type:** personal battle Armour

**Skill:** Powersuit Operations

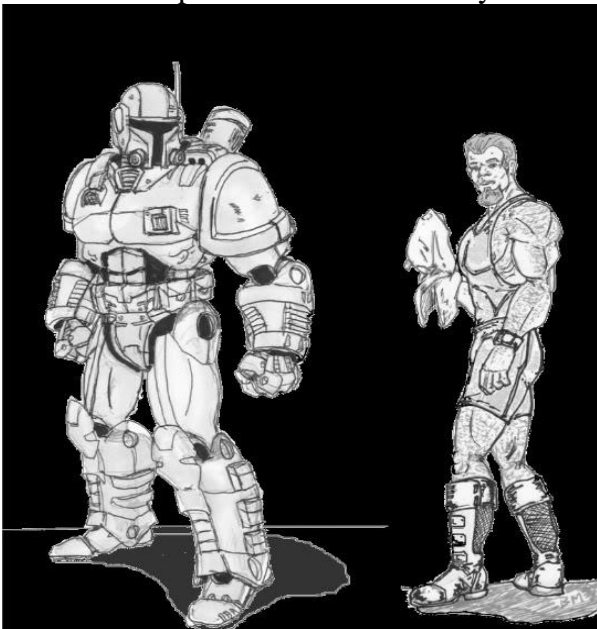
**Cost:** not for sale availability: nearly unique

**Game Effects:**

- **Basic Suit:** +5D Physical, +4D Energy, +2D Strength (used for physical activity, not resisting damage), -1D Dexterity
- **Wrist Lasers:** *Skill:* Armour Weapons, *Ammo:* Powered from armour power supply, *Range:* 3-5/25/50m, *Damage:* 5D
- **Missile Launcher:** *Skill:* Missile Weapons, *Ammo:* 5, *Range:* 50-200/500/1km, *Damage:* 8D
- **Grenade Launcher:** *Skill:* Missile Weapons, *Ammo:* 4, *Fire Rate:* ½, *Range:* 1-50/200/300, *Damage:* Varies

- **Jetpack:** Allows 70m horizontal or 50m vertical jumps. Has 10 charges, may expend one charge every other round.
- **IR/motion Sensor:** +1D PERC in darkness and/or against moving targets, ahead and to both sides.
- **Sensor Pod:** +2D Search, 25-100m
- **Macrobinoculars:** +3D Search, 100-500m
- **Sound Sensor:** +1D PERC in quiet situations only.
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.
- **Environmental Filter:** Filters out most harmful particles from the air or seal with three hours of air.

**Mandelorian "Boarding" Armour** We are most gratefully in the debt of our beloved Emperor for allowing us a chance to examine this so-far unknown specimen of Mandelorian armour. Believed to have been in the final stages of evaluation at the time of the Order's destruction, these ten powered armour suits are based on the engineer's suit. Carrying a powerful sensor suite, thrusters and heavy weapons, these would have been murderously efficient in space boarding. There is little doubt that these suits would have been reserved specialized missions only.



**Model:** Mandelorian Powered Battle Armour

**Type:** personal powered battle armour

**Skill:** Powersuit Operations

**Cost:** not for sale Availability: nearly unique

**Game Effects:**

- **Basic Suit:** +3D phys, +2D energy, arms and legs. +4D Physical, +3D Energy, head and torso.

-1D DEX and all related skills servo systems: provides +2D to the Lifting skill and all STR based damage rolls.

- **Wrist Lasers:** 5D damage, 3-5/25/50m range. Both forearms. Armour Weapons skill
- **2 Mini-Missiles:** speeder scale, does 5D damage. Range 0/1/2 (25-50/100/200). Carried on either side of the thruster pack.
- **Turbo-Projected Grapple:** Uses either a magnetic grapple. 3-12/30/100m range. Mounted on the left arm. Missile Weapons skill.
- **Winch:** Attached to grapple, has 100kg capacity (wearer and his equipment) (in 1G).
- **Cutting Laser:** does 2D+2 starship scale damage, 25cm range. Mounted on the right arm, uses Melee Combat, Moderate difficulty.
- **Thruster Pack:** provides space move of 1.
- **Sensor Pod:** uses Sensors skill. Passive 1/0D, Scan 2/1D, Search 4/2D.
- **Macrobinoculars:** +3D Search, 100-500m
- **High-Intensity Worklights:** mounted on each shoulder.
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.
- **Environmental Systems:** Provides air, power and climate control for up to 5 hours.

### **Mandalorian Super Commando Powered**

**Battle Armor:** Similar to the Heavy Commando Armor, this is a heavier powered set used exclusively by the Mandalorian Super Commandos who specialise in assaulting enemy positions and working behind enemy lines. With many similar features including sensors and weapons, the Super Commando armour has more powerful muscular enhancement and advanced stealth systems which help the wearer avoid detection. These suits are not available to anyone outside of the Mandalorian Super Commando corp's, and are rarely seen in operations as the Mandalorian government would like to keep the technology and capability of these suits as secret as possible.

**Type:** Personal Battle Armour

**Skill:** Powersuit Operations

**Cost:** not for sale Availability: nearly unique

**Game Effects:**

- **Basic Suit:** +4D Physical, +3D Energy, +2D Strength (used for physical activity, not for resisting damage), -1D Dexterity penalties

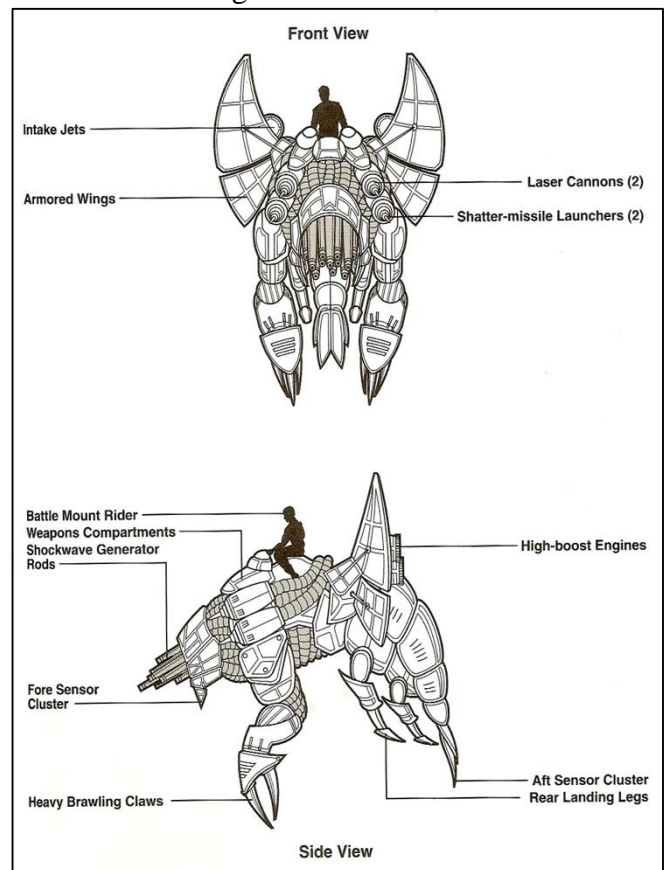


- **Wrist Laser:** *cSkill:* Armour Weapons, *Ammo:* Powered from armour power supply, *Range:* 3-5/25/50m, *Damage:* 5D
- **Wrist Flame Projector:** *Skill:* Armor Weapons, *Ammo:* 20, *Range:* 1m diameter 1-5m long, *Damage:* 5D
- **Grenade Launcher:** *Skill:* Missile Weapons, *Ammo:* 4, *Fire Rate:* ½, *Range:* 1-50/200/300, *Damage:* Varies
- **Turbo-Projected Grapple:** Uses either a physical or magnetic grapple, 0-3/10/20m range, Mounted on the right arm, Missile Weapons skill.
- **Winch:** Attached to grapple, has 100kg capacity (wearer and his equipment).
- **IR/motion Sensor:** +2D PERC in darkness and/or against moving targets, ahead and to both sides.
- **Sensor Pod:** +2D Search, 25-100m
- **Macrobinoculars:** +3D Search, 100-500m
- **Broadband Antenna:** Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.
- **Environmental Filter:** Filters out most harmful particles from the air or seal with five hours of air.
- **Stealth System:** Boosts Sneak and Hide skills by +2D.

**Basilisk War Droid:** These weapons of war where developed by the Mandalorian warriors and serves as mounts to both ride into battle and as automated attack ships in their quest to conquer star systems. A Basilisk War Droid is an enclosed mobile space suit, with enough weapons to pose a threat to even a small capital ship. They are launched from a carrier ship and the warriors ride them though space to their objective. They are capable of atmospheric flight as well as short range space operations. Basilisk droids are designed to look like animals ranging from predatory animals like wolves and panthers to even insect like creatures. Basilisk War Droids can operate on their own or be operated by a Mandalorian warrior. There were several models of Basilisk droids produced, with different mission profiles such as bombers, stealth ships, and combat strike craft. Each clan typically chooses a style and mission type for use as their mounts depending on the mission objectives.

The Mandalorian Basilisk War Droid was used by the Mandalorian Raiders many centuries ago, and are still remembered in some areas of the

galaxy. These large early walkers were not actually droids at all, lacking any kind of intelligence in themselves, however they were extremely efficient walkers, and although they lacked an enclosed cockpit they still increased the combat effectiveness of their pilot by many times. The Mandalorian pilot would wear sealed armour, and the Basilisk would aid them in the drop from their orbiting ship, as well as helping to attack any orbital defences. The mass of weapons equipped to a basilisk allowed it to do a great deal of damage to opponents, however the majority of its weapons are close ranged due to the Mandalorian preference for fighting their opponents close up, and while this hampered the vehicles in ranged combat, the sheer terror value of these walkers made them hugely successful and long remembered in legend.



**Craft:** Mandalore Raider Basilisk Droid

**Type:** Light Walker

**Scale:** Walker

**Length:** 7 Meters Tall, 6 Meters long

**Skill:** Walker Operation; Basilisk

**Crew:** 1

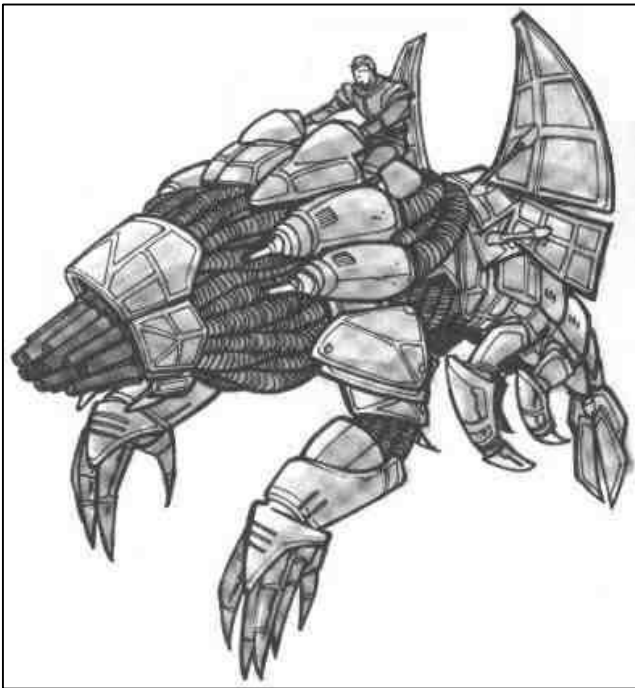
**Cargo Capacity:** 10 Kg

**Cover:** 1/4

**Maneuverability:** 0D+1

**Move:** 10, 30 kmh (using legs); 160, 400 kmh (using rockets)

**Altitude Range:** Ground-10Km Body Strength: 3D+1



### Weapons:

#### Twin Laser Cannons

**Fire Arc:** Front

**Scale:** Speeder

**Skill:** Vehicle Blasters

**Fire Control:** 1D

**Range:** 50-200/400/800m

**Damage:** 4D

#### 2 Shatter Missile Launchers (2 missiles each launcher)

**Fire Arc:** Front

**Scale:** Walker

**Skill:** Missile Weapons

**Fire Control:** 2D

**Range:** 50-300/500/1km

**Damage:** 6D

#### Brawling Claws

**Fire Arc:** Front

**Scale:** Speeder

**Skill:** Walker Operation

**Fire Control:** 1D

**Range:** 0-2m

**Damage:** 7D

#### Shockwave Generator \*

**Fire Arc:** Front

**Scale:** character

**Skill:** Vehicle Blasters

**Fire Control:** 4D

**Range:** 1-5/10/20m (blast)

**Damage:** 10D

\*-The Shockwave Generator creates a gravitic shock that causes damage to an area, tearing things in its area of effect apart with gravity waves. While not very efficient on its own, multiple Shockwave Generators can act in

harmony to tear a larger target to pieces. Every even numbered Shockwave Generator attacking the same target increases the damage by one scale (as high as Capital Scale), while every odd numbered Shockwave Generator adds its range to the total. (eg so 1 does 10D character scale to a 20m area, 2 do 10D speeder scale to a 20m area, 3 do 10D speeder scale to a 40m area, 4 do 10D walker scale to a 40m area. Right up to 8 doing 10D capital scale to a 80m area.) Although damage may not be taken above capital scale, the area of effect may be increased as high as 1km by 99 working together.

### Melee Weapons:

#### Mandalorian Crushgaunts

**Model:** Mandalorian Crushgaunts

**Type:** Gloved Strength Enhancer

**Scale:** Character

**Skill:** Brawling and/or martial arts

**Cost:** Not available for sale

**Availability:** 4, X

**Difficulty:** Easy (holding)

**Damage:** STR+2D (grasp/hold)

**Game Notes:** Add 2D Strength to all grapple rolls, and to damage when used to crush.



**Capsule:** The crushgaunt was a gauntlet designed to augment its wearer's strength.

Developed by the Mandalorians, the armored glove used a reactive fabric that exponentially enhanced the natural hand-arm strength of its wearer. Its name was earned from the wearer's new ability to crush bone, metal, or any other material

with relative ease. Made of micronized Mandalorian iron, a crushgaunt was difficult to damage or destroy. Crushgaunts were used to collapse throats, crush skulls, and shatter bones. Also, due to the unique properties of the micronized Mandalorian iron, also known as beskar, the user of a crushgaunt could easily catch and hold a lightsaber blade in his grasp, or summarily block an opponents blade. The crushgaunt was later outlawed by the Mandalorians themselves at least 250 years before the Battle of Yavin, although it was brought back into use by the Death Watch. Unconfirmed reports hinted that at least one of Darth Vader's black gauntlets was a long-lost Sith-imbued crushgaunt. This is possibly his right hand, as it was rumored to be "indestructible", a most likely exaggerated legend attributed to the durability of proper beskar crushgaunts. During the Yuuzhan Vong War, Boba Fett and various Mandalorian commandos ensured the protection of Mandalore by serving the Yuuzhan Vong as saboteurs. Secretly, however, they used this as an opportunity to gather intel on the Yuuzhan Vong to aid the New Republic. During one mission, Fett and a team of Mandalorian commandos were forced to kill a Yuuzhan Vong soldier wearing Vondun crab armor. Goran Beviin buried his beskad into the Vong, and was unable to remove it. Releasing his saber, Beviin immediately gripped the warrior's neck with his crushgaunts. After a short time, and with great effort, Beviin caused the Vong's armor to crack, killing both the armor and its owner. Fett then said he would rescind the ban on crushgaunts due to their effectiveness against the Vong.

#### **Mandalorian Axe**

**Skill:** Melee Combat: Mandalorian Axe

**Difficulty:** Moderate

**Damage:** Str+4D

**Availability:** 4, X (Extremely hard to find)



**Capsule:** These are the vicious weapons of choice for the Mandalorian Warriors of the Sith War. They are large axes with a long shaft and a crescent blade made of Mandalorian Iron. The axes are almost impossible to find, but it may be possible.

**Source:** <http://rpggamer.org/>

#### **Mandalorian Bes'bev**

*"It's made for stabbing. Bleeds someone out very efficiently."*

*"Why have a flute that's a weapon?"*

*"Maybe we just don't like music critics."*

—Wad'e Tay'haai and Bardan Jusik,  
discussing a bes'bev

**Model:** Mandalorian Bes'bev

**Type:** Flute & Melee Weapon

**Scale:** Character

**Skill:** Melee combat: Bes'bev

**Cost:** 3,500

**Availability:** 3, R

**Difficulty:** Easy

**Damage:** STR+1D



**Capsule:** A bes'bev was a traditional Mandalorian flute. Forged from beskar iron, a bes'bev was a combination of musical instrument and melee weapon. At one end, a bes'bev was cut to a sharp



tip, similar to a quill stylus, and this bladed end made the instrument ideal for stabbing and drawing blood. A bes'bev was also hard and sturdy, and could be hefted as a club should the need arise.

By the year 20 BBY, the Mandalorian soldier Wad'e Tay'haai had come into possession of an ancient bes'bev. Tay'haai's flute was colored the same dark violet as the plates of his Mandalorian armor, and he took to carrying the instrument on his belt. Tay'haai was a skilled bes'bev player, and knew how to play a number of songs including Vode An. In 19 BBY, at the home of his former Cuy'val Dar contemporary Kal Skirata, Tay'haai played for the Skirata clan, and encouraged Skirata's adopted son Bardan Jusik to give his bes'bev a try.

During the reign of the Galactic Empire, the underground musical group known as Boba Fett and the Assassin Droids came into possession of a bes'bev, incorporating the instrument into their performances. While on a promotional tour for the release of their first album, the group came to blows with their opening act, fellow band Dead Rebels. In the midst of Dead Rebels' rendition of "Death Star Diva," their lead singer was struck and rendered unconscious with the bes'bev by a member of Boba Fett and the Assassin Droids.

The bes'bev first appeared in Star Wars canon in the Republic Commando novel Order 66, authored by Karen Traviss and published September 16, 2008. The Mandalorian instrument appeared again in Traviss' subsequent novel, Imperial Commando: 501st. In 2014, a bes'bev was mentioned in Edward Erdelac's StarWars.com blog entry.'

### **Mandalorian Beskad**

**Model:** Mandalorian Beskad

**Type:** Sword

**Scale:** Character

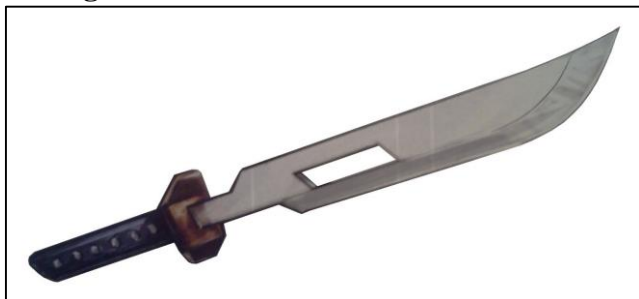
**Skill:** Melee combat: sword

**Cost:** 1,250 (includes shoulder scabbard)

**Availability:** 3, R

**Difficulty:** Difficult

**Damage:** STR+2D



**Capsule:** A beskad was an ancient Mandalorian sword made of beskar. Beskade could also be made from durasteel, but Mandalorians preferred to use beskar in their forging. Their construction from the Mandalorian iron gave them a natural strength and resistance to lightsabers.

Beskade were ancient, traditional swords used by Mandalorians in combat. Usually made from Mandalorian iron, beskade had a blade length of forty-five centimeters, and a blade width of nearly six centimeters. The blade itself was sharpened on only one edge, and curved upwards to a point. The feel and look of the weapon was described as being similar to a farming or growth clearing tool. The hilt was usually wrapped with leather, and was similar in feel to a well-balanced hammer. Weighing two kilograms, beskade were in fact wielded like hammers, with the wielder using the heftiness of the blade to overcome an opponent. Because beskade were about half of the length of lightsabers, beskad users often learned to perfect techniques that allowed them to get inside the reach of their opponent. In duels with both combatants wielding beskade, the advantage went obviously to the fighter with greater skill. In the hands of masters, beskade can be formidable weapons against lightsabers. Used properly, a swordsman can effectively eliminate a lightsaber user's ability to perform long strokes by exploiting their opponent's reach, and depriving them of ample attacking distance. While training on the planet Mandalore under Boba Fett, Jaina Solo learned to handle a beskad to some degree. Goran Beviin, also a forger of the ancient swords, gave the young Jedi Solo lesson in rudimentary techniques with a beskad. Jaina immediately realized the difference in handling the weapon, and resorted to using the Force to help balance her. Beviin also illustrated to Jaina that Jedi dueling was predictable, and in order for her to confront her brother she would need to learn to fight in ways that he had not.

### **Mandalorian Dagger**

**Type:** Standard Mandalorian Dagger

**Scale:** Character

**Skill:** Melee Combat: Knife

**Cost:** 50

**Availability:** 1

**Difficulty:** Easy

**Damage:** STR+1D+2



**Capsule:** Based on the combat knife, the Mandalorian Dagger is a weapon generally given to a child on their twelfth birthday, or when they show that they are capable of handling the responsibility of owning and using a knife.

### **Mandalorian Mythosaur Axe**

**Model:** Mandalorian Mythosaur Axe

**Type:** Axe

**Scale:** Character

**Skill:** Melee combat: Axe

**Cost:** Not Available for Sale

**Availability:** 2, F

**Difficulty:** Very Difficult

**Damage:** STR+2D+2



**Capsule:** The Mythosaur axe was a weapon used by the Mandalorian Crusaders, named after the extinct Mandalorian monster, the Mythosaur. It was most notably used by Mandalore the Indomitable.

The axe was made of overlapping blades of calcified Mythosaur bone constructed on either side of the handle. The weapon was a ceremonial weapon but could be deadly if used in combat. Mandalore the Ultimate had a modernized version of a Mythosaur Axe forged from the scrap of the starship *Courageous*. The modern metals combined with an energy cell produced a greater damage capability.

On the Plains of Harkul on the Mandalorian world of Kuar, Mandalore the Indomitable challenged Ulic Qel-Droma to a duel, inviting the Sith to put away his lightsaber and fight using only Mythosaur axes. Qel-Droma agreed to these terms, fought against Mandalore using the traditional weapon, and eventually defeated him. As a result, Mandalore pledged his loyalty to Qel-Droma, thereby allying the Mandalorian clans with the Sith, thus escalating the events of the Great Sith War.

**Source:** Tales of the Jedi: The Sith War 1: Edge of the Whirlwind, Tales of the Jedi: The Sith War 2: The Battle of Coruscant, Tales of the Jedi: The Sith War 6: Dark Lord, Star Wars: Knights of the Old Republic 19: Daze of Hate, Part 1, Star Wars: Knights of the Old Republic 48: Demon, Part 2

**Mandalorian Iron:** A metal that is virtually indestructible, even to a lightsaber blade. Jedi Master Arca hid Freedon Nadd's Sith artifacts in a storehouse built from Mandalorian Iron in an effort to seal it forever, but Exar Kun used the Dark Side of The Force to penetrate it.

**Mandalorian Manacles:** Locking devices used to clasp a captive's wrists together, these strong cuffs are made from Mandalorian Iron and are virtually inescapable. They come in many sizes to fit all kinds of races.

# Adventures module with Mandalorians

## Mandalorian Revenge

This campaign is for four or more characters of any experience/level (the gamemaster modifies how hard the enemies and encounters are) and to be played in the **Sith War Era** or the **Rise of the Empire Era**.

**Backstory:** The Mandalorians are down to four planets left under their control in the Mandalore sector: Mandalore, Mandagore, Manarez (Man-are-ez), and Marezec (Mar-a-zekk). With the elections for Warmaster coming up the two candidates are at each others throats' them being 4th Prince Verith Mareel, and Warlord Serex Amor. Mareel has a royal heritage, and has better strategic training, and skills.

Amor has better combat skills, and training. The elite mercenary group "The Mandalorians" are trying to ignore the elections as long as they can, and when the voting comes, to not effect them. Verith's son Jaster is leading "The Mandalorians". Secretly Serex puts his son Vizsla Amor and nephew Serren Amor into "The Mandalorians" trying to gain more powerful supporters. During this time Vizsla planed to take control of "The Mandalorians, and turn against Serren and his father killing them, and turning "The Mandalorians into a free mercenary group.

Then on a mission on Concord Dawn Vizsla tried to kill Jaster but was instead critically wounded, and Jaster left him to die, and with him his dream of ruling them, as Jaster exposed him as a traitor to "The Mandalorians." Serren, still with the Mandalorian started to gain followers to Serex. At first it was just small arguments that Serren caused in "The Mandalorians" about who they were supporting in the election but they erupted into Blaster fights that got Mandalorians killed. Jaster pleaded to the Governor of the Mandalore sector to excuse "The Mandalorians" from the voting, and when the Governor finally did it was too late the damage was done the Mandalorians were split in two. Serren took his followers who he called the DeathWatch to Serex who put Serren, and an old pal in command of them. This old pal was Vizsla who survived on Concord Dawn, and went back to Serex to go into more training, and abandoning his plans to turn on his father.

Now raging constant battles against each other the DeathWatch, and "Mandalorians" force their captives to vote for their leaders. But despite all of Serrex's schemes Verith won, Serrex swore

revenge, and that he would rule the Mandalore sector as Warmaster with Serren, and Vizsla as Warlords, and assassinate all the Royal Familys, and Government. And so begins the story of Mandalorian Revenge.

**Main Mission:** The Mandalorians have called on emergency to the Sith (Republic if in *Rise of the Empire Era*) as the DeathWatch - their enemy - threatens to overrun them. The DeathWatch has grown in power, and has a very powerful ally in Awara Aeo's (a Twi'lek) Dark Lekku criminal/war organization. The Sith (Republic if in *Rise of the Empire Era*) have decided to answer the call on behalf that the DeathWatch may threaten the Sith.

The Governor has made arrangements for you to have a place to stay on Mandalore in his headquarters. The Mandalorians are not part of the Sith (Republic if in *Rise of the Empire Era*), and are not on real friendly terms either. So don't expect to be welcome there, except with the Governor. The mercenary group, the Mandalorians, is considered an enemy of the Sith (Republic if in *Rise of the Empire Era*) but you should try to stay on friendly terms with them.

The Governor fears that Serex has some of his men in the Mandalorians, and are feeding Serex secret info while they cause trouble within the Mandalorians. However, Jaster Mareel leader of the Mandalorians expresses no concern about the matter of DeathWatch in the Mandalorians, and doesn't think there are. There have been 10 assassinations of Government officials, and royal personal. All 10 have been different, and none have been traceable yet, but we'll keep you informed.

Also the Governor wishes to show you something as soon as you arrive. Due to the Governors high concern about the Mandalorians at least one of you will stay with the Mandalorians joining their ranks, and watching over them for anything suspicious. At least two of you will head to Corellia to infiltrate Dark Lekku, learn as much as you can and damage them in sabotaging designs, killing personal if needed and If you can, ultimately destroy Dark Lekku. At least one of you will need to investigate the assassinations, and hopefully put an end to them. All of you at all times should try to learn about the DeathWatch preferable finding out where their bases are.





### **Misc Informations about Mandalorians on SWRPGNetwork and some other sites**

- Mandalore the name taken by all of the commanders of the ancient Mandalorian warriors. An ancient Mandalore was defeated by Ulic Qel-Droma, and agreed to help Ulic during the Sith War. He helped Ulic realize that Aleema was misleading him, but continued to fight for the Sith. He sent his forces to Kemplex Nine, while he himself went to Coruscant to rescue Ulic and Exar Kun. After regrouping their forces, the Sith Lords ordered the Mandalorians to descend on Onderon. Mandalore agreed to the mission, and attacked Iziz. However, his forces were overcome Onderon during a pass of the Dxun moon, and fled to the moon for refuge. There, Mandalore was killed by one of the Dxun beasts.
- Jon, in the Essential Guide to Droids is a listing on the Basilisk War Droid, a Mandalorian combat droid/beast. As it says these machines were counterparts, comrades, fearless combatants and loyal allies. Only slightly more intelligent than domesticated beasts, they were so attuned to their master's emotions they functioned as direct extensions of their rider's bodies. They looked somewhat semi-organic. They had several specialized models, for bombing, stealth, and open combat. They could work in atmosphere and deep space and their rider's flight armor could withstand long periods of hard vacuum. Fore and aft sensor clusters could ID an imminent attack in almost any direction. The open combat model had a nose cluster of shockwave generators that when fired the rods combined their charges into a plasma burst that could puncture a ship's hull. It mentions the rider's weapons, axes, swords, and flashpistols. One mentioned tactic for attacking a heavy base was two of these things towing an atomic compression bomb between them to be catapulted at the target.
- Most definitely. In my campaign, the Mandalorians of the Marvel Comics had a big influence. They were a sort of do-gooder mercenary unit. For my game info, check out the Beyond Hyperspace Mandalorian Warriors. It

was a major plot device to have one of my player's characters join up with the Mandalorian Warriors, go through their training and become a Supercommando. I should add that since I ran that initial Mandalorian campaign arc, I have since run several more creating a lot more background history, almost chronicling their entire history. However, I've yet to port it over to digital format. I was waiting until I had the time to do an overhaul of BH.

- There's also MandalMotors which is a Mandalore Starship design company. Boba Fett's Slave II, and Xixor's Virago were both built by them. Of course, how they fit in to the whole Mandalore mess is anyone's guess. When "the Mandalore" shows up in the Sith War story arc of Tales of the Jedi, he challenges Ulic Qel-Droma to a duel on "the plains of Harkul," on his homeworld, Kuar. At the end of the series, after "the Mandalore" is killed on the Dxun moon of Onderon, one of his followers picks up the discarded mask, and declares himself the new Mandalore.

I'm guessing some of the questions will be answered in the upcoming Knights of the Old Republic X-box rpg, since it talks about the fallen Jedi in the game, crossing to the dark side during the Mandalore wars here:

- It's already been stated previously, but the original Mandalorians were involved in the events in Tales of the Jedi, a good 3000 years before A New Hope.

After the death of the original Mandalore, each leader of their race has taken his name & mask as their own. In time their homeworld was renamed Mandalore in their progenitor's honor.

In Jango Fett: Open Seasons, we learn that somewhere along the lines after the original Mandalorian race was wiped out, a group of mercenaries from the worlds Mandalore & Concord Dawn started using suits of armor made from Mandalorian Iron, and began calling themselves the Mandalorian Commandos.

- Jaster Mereel, an ex-Journeyman Protector banished from his homeworld of Concord Dawn had become their leader, and eventually a splinter group led by Vizsla broke off and began calling themselves the Death Watch. Vizsla believes it's the Mandalorians' destiny to rule the galaxy, and he has the Death Watch begin a war against the true Mandalorians, still loyal to Jaster, who just thinks of them as soldiers for hire.

- We see Vizsla and his men kill Jango Fett's family on Concord Dawn, and Jango is taken in by Jaster, who raises him as his own son. When Jaster is eventually killed years later by Vizsla, Jango assumes the position as the Mandalorian's leader, until the group gets wiped out by the Jedi.

In the story, we see that Jango wasn't the only survivor. Dooku has another one held captive and learns much of Jango's past from him before ending the man's life. With this in mind, it is possible there's other Mandalorian survivors out there somewhere. We see proof of this near the end of Marvel Comic's SW series run, when they introduce Fenn Shysha, a human who leads a group of men that wear Mandalorian armor, these are likely the bulk of the survivors as well as new recruits they've been training to keep their tradition alive.

In Twin Engines of Destruction, when Boba Fett lures Jodo Kast into a trap, takes away his armor, and kills him, he mentions other Mandalorians by name, Fenn Shysha included, as he berates Kast for wearing armor he didn't earn.

- To play one of these characters in the game, I'd say the best way to start would be to go over the character descriptions of both Jango and Boba in the RCR, and pull their armor & weapon stats from there, a character along these lines would require similar classes to make the character work as a true Mandalorian.
- Mandalorians hate the Jedi. They mandalorians where destroyed in the Battle of Concord Dawn, five years before the battle of Naboo. With that in mind, only a handful of Mandalorians survived the battle, maybe even in the single digits. A lot of Mandalorians must have died, because there where a couple hundred thousand of them shortly before that battle. Because of the time between the the battle of Concord dawn and the first appearance of the mandalorians, roughly 60 years, the remaining mandalorians where either dead or very old. But in ur campaign, if u have one of those survivors train a new batch of mandalorians, they probubly would not hold that much of a grudge tword jedis. They would not go hunt Jedi because the are mercenaries, plain and simple. Soldiers for hire. They might fight the vong, but probubly only if they were paid.
- From everything I've ever read seen or heard about the Mandalorians are a near human race who after the great Sith Wars in which they fought against the jedi are thought to be the best

mercs in the galaxy. their home planet was is called Mandalore and still exists, now settled by "normal" colonists not crazed militrisic "super commandoes" as there were called back in the old marvel comic days. Boba first appeared in the Star wars TV special hunting Chewie to get to Han, he was the hunter that they ran into on Ord Mantell before the battle of Hoth mentioned in ESB.

- Jango is a Mandalorian. His Father was Journeyman protector after the exile of the former Journeyman protector Jaster Mareel who is the leader of the mandalorians. Jaster is said to be directly decended from Mandalore who founded the order of soldiers. Jaster was exiled for killing another mandalorian (who was corrupt).

I've heard that the Mandalorians are a colony of humans crash landed on a planet and live in clans. They had epic clan wars until Mandalore arrived. He united them into a people and the whole system was developed. The Mandalorians expanded across to other worlds. They followed mandalore who found himself challenging some Dark Jedi/sith to a duel with the stakes of Mandalore serving the sith if he lost or the sith abandoning his conflict with the rest of the galaxy (or some such thing). Mandalore lost and so the Mandalorians became foot soldiers of the sith. After the war, the mandalorians were driven back to their home system and held in a kind of house arrest. Time went on and the mandalorians forgot any allegiances they held. The society might be like an old west style of society some fans say; the the source is unknown. This does support the idea of the Mandalorians being like the Law and Army in their society but also a tendency to be percieved by outsiders as mercenaries and bounty hunters. The mandalorians interacted with galactic society in this manner for some time. Then came a civil war with Vislas Death watch who wanted to bring back the conquest aspect form the sith war, days long forgot by many. He set up Jaster Mareel so that he had no choice but to kill another Mandalorian, the resulting exile was meant to eliminate Jaster as competition for control of the Mandalorians. But Jaster and his ways of honorable warriors were supported by many. The civil war eventually saw Jango an orphan and taken in the man his father had replaced (Jaster) as Journeyman protector. The Mandalorians dealt a hard blow and the war waned into occasional conflicts. A trap was set

up by Death watch, to set the mandalorians against the Jedi. Only after it all was the mistake of it all understood. The Mandalorians apparently never recovered from this.

- I've wondered if it's possible that retired and disabled mandalorians who had gone back to their home world might have tried to restart the order. Or that other methods of passing the traditions on might exist out there.

As far as clone troopers. They are Mandalorian in blood (what hasn't been tinkered with by Kaminoans) but the bulk of them are grunt soldiers trained in the basics of combat through the accelerated process. But the Arc troopers as I understand it received this training as well as personal instruction by Jango (another reason he was kept around, not just for the base DNA). They would have much in common with the mandalorians. They are also made to think for themselves, but still have the mentality of born soldiers. They would be as close to a mandalorian you could get outside of the real thing. As for the aging of a clone, it would be more economical to rapidly grow to adulthood then slow the aging process. If they age at double rate they would become near useless at 30 (60 in clone years). Even if they anticipated a quick war, the establishment of an army for the republic would have to be something to maintain afterwards. So an Arc trooper could be used as a teacher and genetic stock for New Mandalorians. But I think it would be more likely that such an order would start on the Mandalorian home world (which I believe is Concord Dawn). Any holes in the training could be filled by records kept by families, and training or just observation of ARC trooper training.

1. The mandalorians not mandaloreans are a race of nomadic warriors who embrace war and destruction
2. Not sure about the planet for sure but it's probably named mandalore but it hasn't been mentioned in anything I have ever read.
3. They were in conflict with the Jedi because the Sith lord named Ulic Qel-Droma defeated the mandaloreans leader and chieftain Mandalore thus proving that the Sith were worthy of being their ally.
4. I do not think that any are around any more besides Boba Fett because they were pretty much wiped out during the Sith war. But in the essential guide to vehicles and vessels it says in the slave 2 article that mandalorian police units favor the pursuer class patrol ship.

5. They might bear a grudge but from what I've read they think of war as every day life so they might even respect the Jedi for being able to defeat what they believe is the most capable fighting force around.

6. It would be possible for isolated planet to have a colony of mandaloreans that have lived there for thousands of years without any contact to the outside world. They could even believe that the mandaloreans are still around.

- The Mandalorians were in fact a good army of soldiers who fought another group called 'Death Watch', lead by an evil man named Vizsla. The events of this war were once rumored to have taken place during the Clone Wars, but actually took place 36 years before the events of the clones. It appears that Vizsla hated the Mandalorians so bad that he wanted to get rid of them no matter what it took. To do so he started accusing them of murder and other crimes that they really didn't do so he'd have a motive to go in and wipe them out. Vizsla and his army were really the bad ones and were the ones who coldly murdered Jango's parents and family and also tried to kill Jango. Instead, Jango (only a boy at the time) managed to escape and was rescued by the Mandalorian leader named Jaster Mereel. Piece by piece of the war soon fell into place leading up to Vizsla getting help from the Jedi, who were lead by the Jedi Master Dooku!! Dooku and his army of Jedi went in and killed off all of the Mandalorians except for young Jango, who was left alone in the world after the battle was over.

Each soldier wore a unique version of the typical Mandalorian style armor. Each armor seems to be unique to the individual that wears it and is thus modified to suit that individual's needs. The only parts that seem to be common with each suit of armor are the wrist gauntlets, the familiar T-shaped helmet, the armored chest plates, some kind of belt, and body suit. Other parts of the armor seem to vary, depending on the person. I've seen some that have no jetpacks, no capes, some without gloves, others with just capes and no jetpacks, some with weird looking belts, etc. The classic Mandalorian armor seems to have been made for the sole purpose of each one being different and modifiable.

- You can usually tell a Mandalorian from any other group not only by his unique armor style, but also by the symbol on the shoulder plates. The Mandalorian insignia consists of a cracked, tusked or horned skull of some kind of



animal. Some believe it to be the skull of a Bantha, but no one knows for sure. This skull is usually outlined with a border (see picture at the right). Its color a lot of the times varies and can be brown, red, black, or gray. The inside of the border can also vary. On Boba Fett's armor, the inside of this border is a cream color. Other known colors are yellow, gold, tan, brown, and clear.

Even though the Mandalorians soon became extinct because of the Jedi, one person by the name of Jango Fett lived and was determined to make the Mandalorians live again. Because of this he refused to give up his armor and rank, and continued to wear it as a bounty hunter.

- In the Mandalorian way, fathers were to train their sons in the ways of fighting and combat and also teach them how to survive on their own. At the age of 13, the young Mandalorians were to face manhood. As soldiers, the young Mandalorians were taught basic war and combat skills much like the army, and were also taught to endure pain and torment.

When Boba was born, Jango raised him and taught him all he needed to know in the Mandalorian style and ways. Even at a young age, Boba was smart and cunning, and could survive on his own if he had to.

After the death of his father, the Mandalorian ways still lived on in Boba, and he soon grew up to become the most feared bounty hunter in the galaxy.

One reason why Boba is feared is because of the armor he wears. Because of the nasty rumors that Vizsla started, everyone knows and remembers what group that armor stands for, and naturally they're going to stay away and fear the man that, that familiar battered armor and T-shaped helmet hides!

Only time will tell if Boba Fett will seek out a young child whom he will train to take over his job and allow the name of the Mandalorians to live on after he's gone!

- Human in all aspects except culture and attitude, the Mandalorians are truly a rare breed. Descended from survivors of a transport crash some 10,000 years ago, they have adapted to their spartan environment and become a rigid, militaristic society of clans and stratified castes. General appearance of a Mandalorian is like any other human; perhaps a bit more stocky and weathered-looking. Not much in the way of physical variation exists either. However, it is not the simple appearance of a Mandalore alone

that has engrained itself into Galactic records... it is the armor.

- Mandalore itself is a temperate, albeit desolate, world located in a rather overlooked and inconspicuous area at the edge of the Inner Rim. Making a living upon its surface took on a battle of survival, and thus, the Mandalorians know no other way of succession. Most importantly, however, is the metal that is only found on this planet to date. It is called Mandametal, and is the only known metallic substance that can resist the focused energy output of a weapon such as a lightsaber. Indeed, it takes an enormous amount of power to punch a hole through it, and the armor that nearly every Mandalorian began wearing is comprised of it. For their own single combat engagements, blasters and other firearms were forbidden; they were useless anyway. It came down to either finding a seam or soft spot in the armor and stabbing, or bludgeoning the opponent to submission or death. In addition, the metal is so dense that it actually can blunt a Force impression through it. No Jedi, Sith, or other Force user can project or receive thoughts through its mass. This was, through hundreds of years of use, unknown to the Mandalorians, but was discovered by the Sith.
- During the Clone Wars, the Mandalorians were employed as assassins by the Sith in their action to eradicate the Jedi, since the Mandalorians, inside their personal body armor, were impervious and uncorruptable. Jedi were subdued and placed aboard barges lined with Mandametal, to be towed out into empty space and dispatched - their true fates are not recorded.
- The fates of the Mandalorians themselves are not recorded either. All that is known among the galactic populace is that the Mandalorians did exist, but that no known individuals walk among them any more. All of their technology was erased, and records are incomplete as to the exact location of Mandalore at the present time. During the peak of Mandalorian culture, one of their production factories, Mandalmotors, spawned branch plants on a few other planets, and this corporation continues to operate in limited capacity. Only two *known* examples of the Mandalorian battle armor exist as well, worn by the bounty hunters Boba Fett and Jodo Kast, but as to how they acquired them is pure conjecture.

**Mandalore:** An urban legend held that this jungle world was Boba Fett's home planet. According to

the legend, Emperor Palpatine ordered the Mandalorian warriors to join his forces during the Clone Wars. Of 212 warriors who went into battle, just three survived: Boba Fett, Fenn Shysa, and Tobbi Dala. What was known for sure was that, in the wake of the Clone Wars, slavers moved in and established a base of operations within the huge skeleton of a long-dead beast. It was later revealed that Boba Fett's father, Jango Fett, was one of the few Mandalores left in the galaxy, at the time of the Battle of Geonosis. The natives of the planet were again besieged by slavers during the era of the New Order, this time a group of Nagai, and they struggled to rid the planet of the slavemasters. It was during this time that Fenn Shysa and Tobi Dala tried to retake the planet, working with Leia Organa and the Alliance to free Mandalore once and for all.

# NO WORD FOR HERO

## THE MANDALORIAN LANGUAGE

The Mandalorians have no word for *hero*, but many different words for *stab*. Being compared to a Hutt is the worst insult, and the word for *mother* and *father* (*buir*) is the same. Mando'a is the robust, direct language of a robust, direct people.

Mando'a's origins are unclear. Despite the language's similarities with that of the Taung, from whom the original inhabitants of Mandalore were thought to be descended, it also contains elements not found in other galactic languages.

The structure is agglutinative, meaning that Mando'a takes elements of words and joins them together without changing their form to create new words. This practice makes Mando'a an expressive language that's easy to learn—an important consideration for a culture that regularly adopts adults from other races and species.

Mando'a is the language of both the warrior and the poet. Although the pragmatic Mandalorians are rarely seen as sensitive and artistic, they have a rich tradition of epic poems, myths and songs that are recited and sung among the clans as part of their oral history. When you're a nomad, you can't rely on libraries. You take your history with you in your memory.

The language is a very regular one. It has no cases, only two forms of the verb and a tense prefix system, and simple rules for creating adjectives out of nouns and verb stems. Spelling and punctuation have optional forms so it's hard to get it wrong. What other species might take for sloppy grammar, Mandalorians embrace as the right of the individual Mando'ad (son or daughter of Mandalore) to add their own touches to their language, much as they customize their armor.

Although most Mandalorians conduct business transactions in Basic and Huttese, long association with both languages has had little impact on Mando'a. Respect for the language's original form—and its inherent flexibility—means that few words are borrowed from other tongues. When the need for a new word arises, the Mandalorians prefer to create it from Mando'a's existing vocabulary. Modern Mando'a has an uncomplicated grammar but some of its concepts require a little adjustment for a Basic speaker. It's frequently vague about tenses and has no gender. The good news is that it's logical: word order is important, as in Basic, and

there is no need to make adjectives and verbs agree with subjects.

Mando'a has adopted a prefix system to indicate tenses to avoid confusing the *aruettise*, or non-Mandalorians. Colloquially, there is no past tense for Mando'ade, because they live their history, and no future tense because they have no plans beyond surviving the day. In fact, some hard-liners say that expressing ideas in the future tense shows a reluctance to accept death, and is un-Mandalorian. But business is business, so a concession has been made to a galaxy where linear time tends to matter, especially for legal contracts. But the fact that Mando'ade carefully amass fortunes is proof that they do think very much beyond the day, or at least plan for their children's welfare.

The prefixes *ru* (past) and *ven* (future), placed between the subject and the verb, distinguish the language's three simple tenses. There is no passive verb form; it's active or nothing, in keeping with the decisive Mando nature. The pronoun indicates the part of the verb, which can be confusing for some non-Mando'a speakers, but is clear to anyone who speaks Basic.

Syntax is critical in spoken Mando'a. Word order is everything, as there are no cases or verb variations. Poetic or sung Mando'a is much more free-form and can be hard for non-Mandalorians to translate. Most poems and songs are embedded in culture, so all native Mando'a speakers understand the meanings.

### VERBS

The infinitive ends in *-ir*, *-ar*, *-ur*, or *-er*. Removing the "r" usually produces the stem, e.g.: *jurir*: to bear or carry.

*Ni jur kad*: I carry a saber.

Sometimes an apostrophe separates the terminal vowel, to indicate the slight glottal stop of some Mandalorian accents. This apostrophe, known as a *beteq*, or sigh—as in Mando'a—can also indicate breathing, pronunciation, or dropped letters.

So *ni jur' kad* (I carry a saber) or even *ni jurkad* is as correct as *ni jur kad* in some communities. Mando'a is predominantly a spoken language, and contractions and pronunciation variations occur much as they do among Basic speakers. Dropping or eliding the terminal vowel of the conjugated verb to ease pronunciation is especially common in poetry and song.

The verb *cuyir* (to be) is frequently dropped and indicated by word order, as in *ni (cuyi) verd—i* (am) a warrior. The tendency to drop words that Basic speakers expect to hear can create confusion and appear abrupt, but over millennia Mando'ade have adopted the terse style of military orders, assuming that unspoken words are understood. To say "It's good", a Mandalorian will often just say *jate* (JAH-tay), or good, rather than *bic jate* (beek-JAH-tay) or the full form with the verb, *bic cuyi jate*.

### OTHER WAYS TO USE VERBS

The addition of the prefix *tion* turns a statement into a question. *Gar verborad'ni* means "You're hiring me." Add the prefix and it becomes the question "*Tion'gar verborad'ni?*" ("Are you hiring me?")

The prefix *ke* (from the word for order) indicates a command. Using *ke* with the infinitive is formal, but in everyday colloquial use the verb loses its *-r* ending.

*Ke nu jurkadir sha Mando'ade!* or *Ke nu/jurkad sha Mando'ade!*: Don't mess with Mandalorians!

To create the negative form of a verb—or, in many cases, a noun—Mandalorians add the prefix *ni*, *nu*, *nu'*, or even *ne* (depending on ease of pronunciation) before either the whole sentence or the negative phrase, depending on meaning. Pronunciation is always a key factor in determining which letters are dropped when spoken. The negative prefix often denotes negative forms of nouns, much as we use the prefix *un-*, such as *ne'briikase* (unhappy), which Basic speakers can understand immediately. But there are also more unusual examples, such as *ne'waades* (poverty, or "un-wealth").

Here is a summary of the verb forms, using *jurir*:

*Ni jur kad*: I carry a saber.

*Nu'ni jur kad*: I don't carry a saber.

*Ni ven jur kad*: I will carry a saber.

*Ni ru jur kad*: I carried a saber.

*Ke jurir kad*: Carry that saber! (Formal.)

*Ke'nu jurir kad*: Put that saber down! (Literally, "Don't carry that saber!")

### NOUNS AND OTHER PARTS OF SPEECH

Gender nouns are the same for men and women. Gender is implied contextually, if



relevant. Father and mother are the same word, a unique system among the languages of sexually reproducing beings. Son and daughter are the same word, as well. Where gender clarity is necessary, the adjectives *jagyc* (male) or *dalyc* (female) are added.

The indefinite article *eyn*, (an) is almost always dropped except for emphasis, as is the definite article *te*, or the more emphatic *naar* (the).

Plurals are formed by adding *-e*. The "e" is always pronounced. For example, *ade* (sons; daughters, or children) is pronounced AH-day. The plural was originally indicated by an *-a* suffix, which has disappeared over time. It's thought to have been vocalized originally as a long *ay* sound. When a word ends in a vowel, the plural is formed by adding *-se*, as in *arueti-se*, the plural of *arueti*.

## PRONOUNS

As with nouns, pronouns have no gender. Some are also possessives, such as *gar*, which means both you and your, and—as in *Basic*—is both singular and plural. *Kaysh* means both him and her, and his and hers. *Val* means they or theirs.

However, *ni* (me), *ner* (my), *mhi* (we) and *cuun* (our) do have different forms. This is thought to be a remnant of an ancient Mandalorian dialect.

## ADJECTIVES AND ADVERBS: ONE AND THE SAME

Adjectives and adverbs are formed by the addition of the suffix *-la* or *-yc* (pronounced eesh), depending on which makes pronunciation easier. So both *jagyc* and *jagla* can mean masculine. There is also no distinction drawn between adjectives and adverbs. Non-Mando'a speakers may mistakenly believe Mandalorians to be poorly educated if they say in *Basic*, "The boys done good." It simply means that they're unfamiliar with the past tense and adverbial forms. Either way, it's a bad idea to point out this apparent grammatical shortcoming.

Comparatives and superlatives tend to be constructed from adjectives with *-shy'a* for the comparative (e.g. *draishy'a*: brighter, stronger) or *-ne* for the superlative (e.g. *jathe*: best).

## VOCABULARY

The words a culture uses express its values and outlook. There is no Mandalorian word for hero. Heroic behavior is expected of both genders: it's not exceptional. There are, though, several words for coward and criminal.

*Hut'uun* is the worst insult, meaning a coward, although *Hutt* don't appear to know (or care) that the word stems from Mandalorian

distaste for the Hutts' preference for hiring others to do their fighting for them.

Understand the derivation of Mandalorian words, and you understand the Mandalorian mind. A classic example is the word *taylir*: to keep or hold. Adding the prefix *kar-* (from the word for heart, *kar'ta*), creates *kar'taylir*—to hold in the heart, or to know. Mandalorians have long relied on oral history rather than written records and memorize most of their knowledge, believing that the heart is the true seat of the intellect. Adding one more word, though, makes *kar'taylir* take on an entirely different meaning—*kar'taylir darasuum* means to hold in the heart eternally, and therefore to know eternally, and so to love. Mandalorians believe that the essence of loving someone is complete knowledge, not romantic mystery. This philosophy is typical of a nomadic warrior race for whom trust, loyalty, and the ability to rely on your spouse and your clan is paramount. *Mando'ade* are not ones for romantic gestures, but they're almost always faithful, reliable partners.

## PRONUNCIATION

*Mando'a* is pronounced much as *Basic*, with a few exceptions. There is no "f," "x," or "z," although some regions do pronounce "p" almost as ph and "s" as z. Those letters have been added to the Mandalorian written alphabet to aid the transliteration of foreign words.

Occasionally, the pronunciation of "t"s and "d"s are swapped. "T" is the modern form; "d" is archaic. "V" and "w" are also sometimes interchangeable, as are "b" and "v"—another regional variation. "J" is now pronounced as a hard "j" as in joy, but is still heard as "y" in some communities.

The initial "h" in a word is usually aspirated, except in its archaic form in some songs and poems, and "h" is always pronounced when it occurs in the middle of a word.

There are no silent letters in *Mando'a*. Like its people, what you see is what you get. Other points to note:

*-uy*: pronounced oo-ee

*u*: oo

*eye*: shay

*-yc*: sh after a vowel

*c*: k, when it comes before a at the beginning of a word

*c*: s, when it comes before other vowels at the beginning of a word or in the middle of a word  
*cy*: sh or ch

Pronouncing terminal consonants varies in songs. They often become extra syllables. For examples, *tor* becomes *to-rah* and *tang* becomes *tan-gah* to maintain rhythm and meter.

## BASIC PHRASES

**Su cuy'gar** (soo-COO-ee-gahr): Hello (or, You're still alive.)

**Su'cuy** (soo-COO-ee): short form, similar to "Hi"

**Re'turcye mhi** (re-TOOR-shay mee): Goodbye (or, Maybe we'll meet again.)

**Ret'** (rett): Short form, as in "Bye"

**Gedet'ye** (ged-ETT-yeh): Please

**Vor entye** (vor-ENT-yeh): Thank you

**Vor'e** (VAW-ray): Short form, such as "ta" or "thanks"

## MANDALORIAN LANGUAGE IN ITS CULTURAL CONTEXT

Birth, marriage, death, and earning a living: what preoccupies us also preoccupies Mandalorians. The following chants, declarations, and words are part of the Mandalorian life cycle.

**Buy'ce gal, buy'ce tal** (This is popular drinking song among Mandalorian soldiers.)

**Buy'ce gal, buy'ce tal**

**Vebor'ad ures alit**

**Mhi draar baat'i meg'parji'se**

**Kote lo'shebs'ul narit**

Loose translation, edited for strong language:

A pint of ale, a pint of blood.

Buy's men without a name

We never care about who wins

So you can keep your fame.

This cynical chant expresses mercenaries' wry pragmatism. Not all Mandalorians are mercenaries, but when they are, they accept that life can be cheap and victory irrelevant.

Pre-battle chant	Translation
<b>Oya'cye</b>	Life
<b>Ky'ram</b>	Death
<b>Mare'cye</b>	Revelation
<b>Darasuum</b>	Eternity
<b>Oya! Oya!</b>	Let's live! Let's hunt!

An ancient chant to prepare for battle or for a hunt, this is as near to a prayer as *Mando'ade* get. The word for hunting is related to the word for life—*oyacye*—because *Mando'ade* regard life as a hunt for identity and inner strength, ending in the "kill" of finding eternity.

The *Mando'a* dictionary (go to Hyperspace online) shows the most commonly used Mandalorian words. As research continues, more vocabulary is being collated by the Galactic Institute of Linguistics. Take the simple grammatical rules outlined here, and see if you can create your own *Mando'a* sentences.

**Pakod—oya!** It's easy—let's go! 🗡️

<b>ENGLISH</b>	<b>MANDO'A</b>	<b>[PRONUNCIATION]</b>
A delicacy, a real treat in terms of food; a blow-out meal, a feast (slang), big eats	ori'skraan	[OH-ree-scrahn]
A friend in need Lit. a friend during danger is a true friend	Burc'ya vaal burk'yc, burc'ya veman	[BOOR-sha vahl BOOT-keesh, BOOR-shah veh-MAHN]
A Mandalorian never forgets.	Mando'ad draar digu	[Man-DOH-ad drahr dee-GOO]
a state of not being Mandalorian - not an outsider, but one who has lost his heritage, and so his identity and his soul - regarded with absolute dread by most traditionall-minded Mando'ade	dar'manda	[dar-MAHN-da]
able to, can	liser	[LEE-say]
accept	Vorer	[VAW-rehr]
accurate, correct	Serim	[SAIR-eem]
across	dos	[dohs]
act, do, put	narir	[nah-REER]
add	majycir	[MAH-jeesh-eer]
adopt, give a soul to someone	kir'manir	[keer-MAHN-eer]
adoption ceremony, lit. name and soul	gai bal manda	[GUY bal MAN-da]
adoption vow - lit. I know your name as my child.	Ni kyr'tayl gai sa'ad	[Nee-keer-TAIL guy-sah-ADD]
Again	tug'yc	[too-GEESH]
aggressive (not necessarily negative!)	verd'yc	[VAIR-deesh]
aide	ge'ver'alor	[ge-VAIR-ah-lor]
air	abiik	[AH-beek]
alcoholic drink - strong clear spirit made from fruit, like eau de vie	Tihaar	[TEE-har]
ale, alcohol, booze	gal	[gahl]
Alive	oyayc	[oy-AYSH]
All	an	[ahn]
All helmet, no head. † Common term of derision for someone with an overdeveloped sense of authority	Ori'buyce, kih'kovid.	[OH-ree-BOO-shay, KEE-koh-VEED]
alliance	Tom	[tohm]
alliance, group	Tsad	[sahd]
allied	tom'yc	[TPH-meesh]
allow, to	duumir	[DOOM-eer]

allowed, approved, permitted, legal	duumyc	[DOO-meesh]
ally	Tomad	[toh_MAHd]
almost (before a vowel)	get	[get]
almost (before consonant)	ge	[geh]
alone, as one, each, individual, one, united, vulnerable	Solus	[SOH-loos]
Also	balyc	[BAH-leesh]
Always	ratiin	[RAH-teen]
Ambition	copad	[KOH-pad]
Ambush	jehavey'ir	[jeh-HAHR-vay`eer]
ammunition	Tebec	[TEH-bek]
an (indefinite article - rare)	eyn	[ayn]
And	bal	[bahl]
angry	kaden	[KAH-den]
anything	mayen	[MY-enn]
apologise	eparavur takisit	[ay-PAH-rav-oor ta-KEE-sit]
approach, stand in the way off, block	ara'nov	[ah-RAH-nov]
archivist, reporter	tay'haai	[TAY-hai]
Are you looking for a smack in the face, mate?	Copaani mirshmure'cye, vod?	[Koh-PAH-nee MEERSH-moo-RAY-shay, vod?]
Area	veeray	[VEER-ay]
Arm	irud	[EE-rood]
Armor	beskar'gam	[BES-kar-GAM]
Armored	beskaryc	[BES-kar-EESH]
Army	akaan'ade	[AH-kahn-AH-day]
Around	rud	[rood]
array (noun)	Yilad	[yee-LAHd]
artillery	tracyaat	[tra-SHEE-at]
as	sa	[sah]
as...as that	bid...ibac	[beed...ibac]
Ash	rang	[rahng]
assorted small snacks like meze or tapas - *small eats* - a celebratory meal for Mandos because it can take hours to eat, and the dishes are often fiddly, a contrast to the easy-to-eat, quick meals necessary in the field	skraan'ikase	[SKRAH-nee-KAY-say]
at (before Consonant)	Sha	[sha]
at (before vowel)	Shal	[shahl]
At last! (Expression of relief.)	Mar'e!	[MAH-ray!]
attack, an assault	jurkad	[JOOR-kad]
attack, besiege	ram'or	[RAHM-ohr]
attack, threaten, mess with	jurkadir	[JOOR-kad-EER]



Attention!	Ke'sush!	[Keh-SOOSH!]
attractive (not looks - generally appealing, separate concept for Mandos - and may refer to anything)	copyc	[KOH-peesh]
aunt (plural bavodu'e)	ba'vodu	[BAH-vod-oo]
aunts	Bavodu'e	[BAH-vod-oo-ee]
Avenge	gra'tuar	[grah-TOO-ar]
awareness, knowledge	kar'tayl	[kar-TILE]
away, afar	be'chaa	[beh-CHAHJ]
Azimuth	la'mun	[lah-MOON]
baby carrying harness	birikad	[BEER-ee-KAHD]
baby, child under 3	ik'aad	[EE-kad]
Back	norac	[noh-RAK]
backpack (bergen)	birgaan	[beer-gahn]
backside, rear, buttocks (also rear of building etc)	Shebs	[shebs]
bad	dush	[doosh]
bad smell	dawoor	[DAH-woor]
bagman	ge'ver'alor	[ge-VAIR-ah-lor]
bait	jekai	[jeh-KAI]
Ballistic	puut'la	[POOT-lah]
bandit, villain, petty thief - can also mean a serious criminal you have no respect for – abusive	ge'hutuun	[ge-hoo-TOON]
basilisk war droid	bes'uliik	[BES-oo-LEEK]
battalion	akaata	[ah-KAH-ta]
battlefield	kyrbej	[KEER-bayj]
be right, to be accurate	serimir	[SAIR-ee-meer]
be thankful	gedeteyar	[geh-det-AY-ar]
be unaware, not know (verb)	nakar'mir	[Nah-kah-MEER]
beam, joist (wood or other material)	Shok	[shohk]
bear arms, carry something	jurir	[joo-REER]
bear, carry (archaic)	jorir	[JAW-reer]
beat, to	brokar	[BROH-kar]
beautiful	mesh'la	[MAYSH`lah]
Because	jorcu	[JOR-koo]
Bed	haav	[NOO-hahv]
believe (distinct from knowing)	urmankalar	[oor-MAHN-kah-lar]
belly, womb	Yai	[yay]
beloved, loved, popular	cyare	[SHAH-ray]
belt-spat	kama	[KAH-ma]
beside, next to	juaan	[JOO-ahn]
besieged	ramorla	[rah-MOR-lah]
best	jatne	[JAT-nay]
better	jate'shya	[JAH-tay-SHEE-ah]

Better one big enemy that you can see than many small ones that you can't. (Mandalorian proverb.)	Haatyc or'arue jate'shya ori'sol aru'ike nuhaatyc	[HAH-teesh ohr-AH-ray JAH-tay-SHE-ah oh-ree-SOL ah-roo-EE-kay noo-HAH-teesh.]
between	acyk	[AH-seek]
beverage - any infusion of whatever's available, but usually a mildly stimulant herb with a citrus flavor called behot	Shig	[sheeg]
beyond	Suum	[soom]
beyond the pale, one step too far, outrageous (Mandalorian morality)	ori'suumyc	[OHR-ee-SOOM-eesh]
big brother, older brother, special friend	ori'vod	[OH-ree-VOD]
big, extreme, very	ori	[OH-ree]
bird	senaar	[sen-ARR]
birth	goten	[GOH-ten]
birthday	gota'tuur	[GOH-tah-TOOR]
bite	edeemir	[ee-DEE-meer]
bittersweet perfect moment of mourning and joy - *remembering and celebrating*	aay'han	[AY-ye-haan]
Black	ne'tra	[NAY-trah ]
black ale - sweet, almost spicy black beer similar to milk stout	ne'tra gal	[NAY-trah gahl]
Black ale looks good, tastes good, and - by golly - it does you good!	Ne'tra gal mesh'la, jat'isyc, bal, wayii, jahaal'got	[NAY-tra gahl MAYSH-lah, jah-TEE-seesh, bahl why-eee JAH-hal-got]
blacksmith, metalworker	goran	[goh-RAHN]
blade	kal	[kahl]
blaster	tracy'uur	[trah-SHOOR]
blisteringly spicy Mandalorian casserole	tiingilar	[TEEN-gee-lahr]
bloated, satisfied	yaiyai'yc	[yai-YAI-eesh]
Blood	Tal	[tahl]
bloodline	tal'din	[tal-DEEN]
Bloody, bloodstained - of steak, rare.	Talyc	[tahl-EESH]
Blue	kebiin	[kay-BEEN]
body	baar	[BAR-oor]
bodyguard lit: hired guardian (almost-father)	ver'gebuir	[vair-geh-boo-EER]
Bone	taakur	[TAHR-koor]
Boots	cetare	[set-ARE-ay]
boring (lit: brain devouring)	mirshepar'la	[MEER-shay-PAR-lah]

boring person (lit: brain assassin)	mirsh'kyramud	[MEERSH-keer`AH-mood]
Both	bintar	[BEEN-tar]
botty, tush (diminutive of shebs) - kids' word but sometimes used ironically or in humour	sheb'ika	[sheh-BEE-kah]
bounty hunter	beroya	[bair-OY-ah]
bowl	ya'gai	[YAH-guy]
brain (plural - mirsh is a brain cell)	mirshe	[MEER-shay]
brave	kotep	[KOH-tehp]
breach, pierce	kadiilir	[kah-DEE-leer]
bread	shuner	[shoon]
break	shukur	[SHOO-koor]
breakfast	lor'vram	[lohr-ve-RAHM]
breath	haal	[hahl]
Breath	kar'am	[KAR-aam]
breathe	haalur	[hah-LOOR]
brigade	ori'tsad	[OHR-eet-sahd]
bright, glowing	dral	[draal]
broth, soup (literally, salted water)	pirpaak	[PEER-pahk]
Brother	Vod	[vohd]
Brown	daryc	[DAR-eesh]
bucket, pail	buyca	[BOO-shah]
bullying; also bully, swaggering big-mouth - someone who picks on someone smaller - lit. *big man* said sarcastically, applied equally to women	ori'jagyc	[OH-ree-JAHG-eesh (or OH-ree-YAHG-eesh)]
Bunk	haavlaam	[HAHV-lahm]
burn	hettir	[HAYt-eer]
burning	hettyc	[heh-TEESH]
but (often al before a vowel)	a, a', al	[Ah]
by	de	[deh]
Bye! See you!	Ret'!	[rayt]
Cache	haranov	[hah-RAHN-ov]
Cage	mircin	[meer-SEEN]
cage, lock up, capture	mircir	[meer-SEER]
calm (of sea etc) unflappable (of a person), serene, relaxed	Udesla	[oo-DESS-lah]
Calm down! Take it easy!	Udesii!	[oo-DAY-see]
camouflage	Hodasal	[hoh-dah-SAHL]
camouflage, cover up	Hodasalar	[hoh-DAH-sah-LAHR]
candlelight	nau'ul	[now-OOL]
capital (lit. head city)	Aloriya	[alor-EE-yah]



captain	alor'ad	[al-OHR-ahd]
care, take notice of	Ulur	[OOL-oor]
care, worry about	Baatir	[BAH-teer]
careful, carefully	Ulyc	[OO-leesh]
carve, sculpt	Demar	[DAY-mar]
casualties	Kadale	[kah-DAH-lay]
cavalry	bes'bavar	[BES-beh-var]
cease-fire, truce (from the practice of sitting down at a table with refreshments to talk terms, as in the same term for *over a meal*)	sha'kajir	[SHAH-ka-JEER]
center	Petir	[pet-EER]
center mass	peti'baar	[peh-TEE-bahr]
century	sim'olan	[seem-oh-LAHN]
certainly (archaic, like verily)	Troch	[troch]
chain of command	Kedin	[ked-EEN]
Chancellor	Alor	[ah-LOR]
change	Am	[ahm]
charisma, presence	Jarkiv	[JAR-keev]
charming, cute (babies and animals - never women unless you want your head ripped off)	Copikla	[koh-PEEK-lah]
Cheers! Hang in there. Or Come back safely (Literally, a command; Stay alive!	K'oyacyi!	[Koy-AH-shee!]
chest	Haalas	[hahlas]
chew	ba'yair	[bah-yah-EER]
child aged 3 to 13	Adiik	[AH-deek]
children, sons, daughters	Ade	[AH-day]
choke	Ekur	[eck-OOR]
Choose	Gaanader	[gah-NAH-dair]
Chosen	Gaanla	[GAHN-lah]
Circle	Briirud	[BREE-roo]
citadel, stronghold	Keldab	[kel-DAHB]
city	Oriya	[oh-REE-yah]
Civilian	Neverd	[neh-VAIRD]
clan name, family, identity	Alit	[ah-LEET]
clean (adj)	Cinyc	[SEE-neesh]
clean (verb)	Cinarin	[see-NAH-reen]
clear (as in *All clear*)	utrel'a	[oo-TREy-lah]
clear (verb)	Utreyar	[oo-TREE-yar]
clever, intelligent, intellectual	Mirdala	[MEER-dah-lah]
close to, near to	Gebbar	[GEB-arr]
close, near	Gebi	[GEH-bee]

coarse	tiin'la	[teen-LAH]
coarse grain used for animal fodder and brewing; thought unfit to eat	bas neral	[BAAS ner-AHL]
code used by Mandalorians, like Morse	Dadita	[dah-DEE-tah]
cold	Ciryc	[seer-EESH]
color	Sal	[sahl]
Come here! Get over here at once!	K'olar!	[koh-LAR]
come, arrive	Olaror	[oh-LAR-ohr]
comfortable, familiar, sense of *at home*. Can also mean local to the speaker.	yaim'la	[YAYM`la]
commander	al'verde	[AHL-vair-day]
commando	Ramikad	[RAH-mee-KAHD]
commando state of mind - an attitude that he/ she can do anything, endure anything, and achieve the objective. A blend of complete confidence and extreme tenacity instilled in special forces during training. Can also be used informally to describe a determined, focused person.	Ramikadyc	[RAH-mee-KAHD-eesh]
company	ol'averde	[oh-lah-VAIR-day]
computer (lit. counting machine)	Solegot	[SOH-lay-goot]
comrade, *mate*	Vod	[vohd]
concentrate, focus	sur'ar	[soo-RAR]
Confirm	jor'lekir	[jor-LEK-eer]
Contemptuous and triumphant comment - like *suck on that, chum!*	Sooran, shab!	[soo-RAHN shahb]
Contemptuous comment - like *shove it* but much stronger.	Nar'sheb	[NAR-sheb]
Converge	tom'urcir	[tohm-OOR-seer]
Cordon	Araniik	[ah-RAHN-eek]
Corner	Nakil	[NAH-keel]
Corporal	alor'uus	[AH-lor-OOS]
Corpse	kyr'ad	[KEER-ahd]
corpse robber, thief, petty criminal - general term of abuse	Chakaar	[chah-KAR]
Coruscant	Coruscanta	[KOH-roo-SAHN-ta]
Count	Soletar	[so-LAY-tahr]
courage	Mirshko	[MEERSH-koh]

courage, nerve	gett'se	[GEt-say]
courtesan	Veriduur	[VER-ee-DOOR]
cover, to	Hukaatir	[HOO-kah-TEER]
coward (worst possible insult)	hut'uun	[hoo-TOON]
cower	Kakovidir	[kah-KOH-vee-deer]
Cradle	Buycika	[BOO-she-kah]
credits, wealth	Waadas	[WAH-daas]
cross, intersect	Doslanir	[do-SLAH-neer]
crushed or ground nuts (topping or ingredient for uj)	shuk'la gett'se	[SHOOK-lah GETT-say]
crushgaunt	shuk'orok	[shoo-KOH-rok]
cry out, shout	Orjorer	[or-JOR-er]
cunning	Hodayc	[HOH-daysh]
Cup	gai'ka	[GUY-kah]
curse, swear, bellow	Oritsir	[oh-REET-seer]
cut, slice	Hokaanir	[ho-KAHN-eer]
Daily remembrance of those passed on *I'm still alive, but you are dead. I remember you, so you are eternal.* Followed by repetition of loved ones' names.	Ni su'cuyi, gar kyr'adyc, ni partayli, gar darasuum	[Nee soo-COO-yee, gar keer-AH-deesh, nee par-TIE-lee, gar dah-rah-SOOM]
Damn it!	Haar'chak!	[HAR-chak]
dance (verb)	Redalur	[red-AH-loor]
danger	Buruk	[BOO-rook]
dangerous	burk'yc	[BOOR-keesh]
dark	Dha	[dah]
Darkness	Werde	[WAIR-day]
darkness - archaic plural - dha werda - dark light, shadows -i.e. stealth	Werda	[WAIR-dah]
darling, sweetheart	cyar'ika	[shar-EE-kah]
daughter, son, child	Ad	[ahd]
Day	Tuur	[toor]
dead or alive	oyayc ra kyrayc	[oy-AYSH rah keer-AYSH]
deal, contract	Koor	[koor]
death	kyr'am	[kee-RAHM]
Death Watch (lit. Death Society) - breakaway Mandalorian sect	Kyr'tsad	[KEERT-sahd]
death wish, insane act of reckless stupidity	Jaro	[JAH-ro]
debt	Entye	[ENT-yeh]
deceased, passed on (lit: marched far away)	taab'echaaj'la	[TAHB-eh-CHAHJ-lah]
deceive, fool	Hodar	[HOH-dar]
declination	Debaan	[DEB-ahn]
defeat	Rohak	[RO-hahk]



defeat (verb)	Rohakar	[ro-ha-KAR]
defeat, overpower	Kotir	[KOH-teer]
defend	Aranar	[ah-RAH-nar]
defense	Aranov	[AH-rah-nov]
defilade (verb)	Briikarir	[BREE-kar-EER]
degree	Siver	[SEE-vair]
deliberate (lit: *thinking hand*)	Mirgaanla	[meer-GAHN-lah]
delicate, fragile (sometimes an insult - weak, pathetic)	Laandur	[LAHN-doo-er]
delicious	Jatisyc	[jah-TEE-seesh]
deploy	Barycir	[bah-REE-shir]
designate	Gaigotalur	[gai-GOH-tal-oor]
desire	Copad	[KOH-pad]
desperate	Aikiyc	[ai-KEESH]
destroy	Naastar	[NAH-star]
destroyer	Naast	[nahst]
detect	Ulur	[OO-loor]
determined, resolute	Nasreyc	[nar-SAIR-eesh]
die (esp. violently in battle)	ash'amur	[keer-AH-moor]
die, general term	Ramaanar	[rah-mahn-ARR]
Difficult	Umaan	[UM-ahn]
diminutive suffix written as 'ika - also added to a name as a very familiar or childhood form, e.g, Ord'ika - Little Ordo	Ika	[EE-kah]
directional	vaii'la	[vai-EE-lah]
dirty, filthy, grimy	Etyc	[ETT-eesh]
disaster, big screw-up etc	shu'shuk	[shoo-SHOOK]
disc	Jilarud	[JEE-lah-rood]
discovery, something found at last, a state of heaven	mar'eyce	[mah-RAY-shay]
Dislike	Paguur	[PAH-goor]
disperse	Mashukir	[MAH-shook-eer]
distance	Chaaaj	[chahj]
divorce	shuk'la riduurok	[SHOOK-lah ree-DOOR-ok]
Do	Vaabir	[VAH-beer]
Don't mess with me (extremely strong warning - much stronger than jurkadir - and likely to be followed by violence)	Ne shab'rud'ni	[Neh shab-ROOD-nee]
down (direction)	Daab	[dahb]
dried blood, scab (also a term for a lasting emotional scar)	Haastal	[HAH-stahl]

dried fish-meal (like pemmican - lasts for years but very pungent smell)	Gihaal	[gee-HAAL]
drink	Pirur	[peer-OOR]
droid	beskar'ad	[BES-kar-AHD]
drunk (lit. carousing)	Lararyc	[lah-rah-eesh]
drunk (lit. on your back)	Batnor	[BAHT-nor]
Dry	Haast	[hahst]
dung (impolite)	Osik	[OH-sik]
during, while	Vaal	[vahl]
early, undeveloped, half-grown	Vaar	[vahr]
earth, dust, soil	Vheh	[feh]
East	Abesh	[AH-besh]
easy, simple	Pakod	[PAH-kohd]
eat	Epar	[ay-PAR]
eccentric, cranky, in a mood - literally *almost insane*	gedin'la	[geh-DEEN-lah]
echo	Eyayah	[ee-YAY-ah]
educate	ba'jurir	[bah-jur-EER]
education, the raising and nurturing of children - a wider meaning than just school work, includes preparation for life and survival	Bajur	[BAH-jur]
eight	sh'ehn	[shayn]
eighty	shehn'eta	[shayn-EH-tah]
either	Ebin	[ay-BEEN]
electromagnetic	Sapanyc	[sah-PAHN-eesh]
elevation	Monad	[MOO-nahd]
eleven	ta'raysh solus	[TAH-raysh-SO-lus]
emergency	Oribu	[oh-REE-bru]
empty	ut'reeyah	[oot-REE-yah]
end	Kyr	[KEER]
Endex (end of exercise - mil.)	Kyr ge'kaan	[KEER geh-KAHN]
endure, to put up with, to *take it*	Atiniir	[ah-teen-EER]
enemy (noun)	aru'e	[ah-ROO-ay]
engineer	Gotabor	[GOH-tah-BOR]
enough	Luubid	[loo-BEED]
eon (archaic)	Wer	[wair]
epic	ori'gehaat'ik	[or-EE-geh-HAH-teek]
equal with	sosol ti	[so-SOHL tee]
estimate	ge'soletar	[ge-soh-LAY-tar]
eternal	Darasuum	[da-RAH-soom]
evening	ge'catra	[geh-CAT-rah]
ever	Vurel	[VOO-rayl]

every	Anay	[AH-nay]
everyone, everybody	Anade	[ah-NAH-day]
everywhere	Gayiyla	[guy-EE-lah]
evil	ori'dush	[OHR-ee-DOOSH]
excellent	ori'jate	[OR-ee-JAH-tay]
Execute Order 66!	Ke narir haar'ke'gyce rol'eta resol!	[KEH-nah-REER-ha-ke-GHEE-shay rol-LAY-tah ray-SOL]
execution, carrying out	Davaab	[dah-VAHB]
exist, be	Cuyir	[KOO-yeer]
expression of being angry, repelled or *That really ticks me off.* From the words for give and a hated thing, much like *it gives me the scunners.*	Bic ni skana'din	[Beek nee SKAH-nah-deen]
Expression of Mandalorian solidarity and perpetuity: emotional and assertive.	Oya manda!	[OY-ah-MAN-dah]
extra	Majyc	[MAH-jeesh]
extreme insult - *jerk*, but much stronger	Shabuir	[SHAH-boo-EER]
eye	sur'haai	[soor-HAI]
face	Troan	[trawn]
fail, fall, collapse	trattok'or	[TRAT-oh-kor]
Family is more than blood. (Saying.)	Aliit ori'shya tal'din	[Ah-LEET-or-EESH-yah-tal-DEEN]
family lineage (biological - rarely used)	bui'tsad	[BOO-eet-sahd]
fans, supporters, devotees	cyar'tomade	[SHAR-toe-MAH-day]
far	chaaj'yc	[chahj-EESH]
farmer	Vhett	[fet]
fast	iviin'yc	[ee-VEEN-esh]
fat	ast'ehut	[ast-teh-HUUT]
fatal, deadly	Kyramla	[keer-AHM-la]
father	Buir	[boo-EER]
favor, benefit, good turn	Riye	[REE-yay]
fear	Chaab	[chahb]
fear, be afraid of	Chaabar	[chah-BAR]
feast, devour, to	Eparavur	[eh-PAH-rav-oor]
feel	Aalar	[AH-lar]
feint	Jenarar	[JEH-han-rar]
feisty, gutsy	Nehutyc	[neh-HOOT-eesh]
female	Dalyc	[DAH-leesh]
fence, launder - of stolen goods etc	Cinargaanar	[see-NAHR-gah-nahr]
few	Kisol	[kee-SOHL]
fifty	she'eta	[shayta]
fight	Akaanir	[ah-KAH-neer]
fill (verb)	Hailer	[hay-LEER]



find, discover	mar'eyir	[mah-AY-eer]
fire	Tracyn	[trah-SHEEN]
fire at will	Tra'cyar mav	[tra-SHEE-ar-mahv]
First	sol'yc	[sohl-EESH]
fish	Gi	[gee (hard G)]
fist	Marev	[MAH-rev]
five	rayshe'a	[ray-SHEE-ah]
five hundred	raysh'olan	[RAYSH-oh-lahn]
five thousand	she'eta'olan	[SHAYTA-oh-lahn]
flag, colors	alii'gai	[ah-LEE-gai]
flame	Tracinya	[trah-SHEE-nah]
flank	Eso	[AY-so]
flat, level	Kajil	[KAH-jeel]
flee, escape	Eyaytir	[ah-YAY-teer]
flour, meal	Shuner	[SHOO-nair]
flower, bloom	Sarad	[SAH-rad]
flush out	Yacur	[YAH-soor]
follow	Shekemir	[SHEH-kay-meer]
food	kai'tome	[kai-TOHM-ay]
food, *scran* (generic slang for a meal)	Skraan	[scrahn]
fool, idiot (lit. emptyhead)	Utrekov	[oo-TREE-kov]
foot	Tab	[tahb]
for	Par	[pahr]
forced to make a decision - lit. *when push comes to shove*	ukor b'ukor	[OO-kor BOO-kor]
forces	trat'ade	[traht-AH-day]
forest	Kurs	[koorse]
forge (lit. light up a saber)	nau'ur kad	[now-OOR kad]
forget	Digur	[dee-GOOR]
formation	Paru	[PAH-roo]
fortified settlement or dwelling surrounded by water	Kranak	[KRAH-nahk]
forty	cur'eta	[COOR-ay-tah]
foundation	Ruusaar	[ROO-sahr]
four	Cuir	[COO-eer]
fragmented, broken, crushed	shuk'la	[SHOOK-lah]
free	Mav	[mahv]

fresh start, clean slate - lit. white field, virgin snow - term indicating the erasing of a person's past when they become Mandalorian, and that they will only be judged by what they do from that point onwards; like the *first turn of the screw cancels all debts* for sailors.	cin vhetin	[SEEN-fett-EEN]
freshers (from plank of wood used in field latrines)	Oshokita	[oh-SHOK-ee-TAH]
friend (also used ironically)	burc'ya	[BOOR-sha]
friendship, comradeship, close bond	Burcyan	[BOOR-shahn]
from	The	[tay]
fruit	Papurgaat	[pa-POOR-gaht]
full	yaihi'l	[YAH-heel]
funny, amusing	nuh'la, nuhunla	[NOO-lah]
further	Chaashya	[cha-SHEE-ah]
fuse	Iisa	[EE-sah]
future	Vencuyot	[vain-COO-ee-ot]
future tense prefix	Ven	[vehn]
galactic	Oyula	[oy-OO-lah]
game, play (literally nearly-hunt)	Geroya	[geh-ROY-ah]
gas	Eesu	[ee-SOO]
gather	Joruur	[jaw-ROOR]
gauntlet	kom'rk	[KOHM-or-rohk]
gemstone	Meshurok	[meh-SHOO-rok]
Get out! get lost! (very impolite)	Slana'pir!	[SLAH-nah-PEER]
gift	Dinui	[dee-NOO-ee]
gift of the gab, a silver tongue, wit, eloquence	Paklalat	[PAHK-lah-LAHT]
give birth	Gotenir	[goh-TEN-eer]
give, to	Dinuir	[DEE-noo-EER]
glory (pl)	Kote	[KOH-day, KOH-tay]
go	Slanar	[SLAH-nar]
Go away! (Very rude - from same root as osik)	Usen'ye!	[oo-SEN-yeh]
gold	ve'vut	[vay-VOOT]
gone, temporary	Dar	[dahr]
good	Jate	[JAH-tay]
Good grief! General exclamation of surprise, good or bad.	Wayii!	[Why-EE or WHY-ee]

good mood - a complex sense of being at one with your clan and life	jatne manda	[JAT-nay MAN-da]
good times, laughter, fun	Nuhur	[NOO-hoor]
Goodbye - lit. *Maybe we'll meet again*	Ret'urcye mhi	[ray-TOOR-shay-MEE]
Got it? Okay? Understand? (Often very aggressive.)	Tayli'bac?	[TIE-lee-BAHK]
Grain	Neral	[NAY-rah]
grandchild	bu'ad	[boo-AHD]
grandfather	ba'buir	[BA-boo-EER]
grandmother	ba'buir	[BA-boo-EER]
gray	Genet	[geh-NET]
green	Vorpan	[VOR-pahn]
grenade	Gore	[GOO-ray]
grenadier	goor'verd	[GOOR-vaird]
grid	brii'briik	[bree-BREEK]
grief	or'trikar	[OHR-tree-kar]
grieve, search, mourn, to	Echoylir	[eh-choy-LEER]
group of people, Republic	tsad droten	[ZAD DROH-ten]
grow, to	Drashaar	[DRAH-shar]
guard	Aran	[AH-ran]
guardian, protector	Cabur	[KAH-boor]
hair	Gemas	[gey-MAHS]
half	Dul	[dool]
half	ge'sol	[geh-SOHL]
Halt!	Ke'mot!	[Keh-MOHT]
hand	Gaan	[gahn]
hand tools	Gaanure	[gah-NOO-ray]
Hang on! (Pare sol - lit: *Wait one.*) Note: Ke'pare is much more emphatic - *Wait!*	Pare! (Pare sol!)	[PAH-ray (PAH-ray-SOHL)]
happen	Banar	[bah-NAR]
happy	Briikase	[bree-KAH-say]
Happy birthday!	Briikase gote'tuur!	[Bree-KAH-say go-te-TOOR]
hard	Muun	[UM-ahn]
hard case, extremely tough, no-nonsense (of people) - *well 'ard*	ori'beskaryc	[OH-ree-bes-KAR-eesh]
hard contact	Akalenedat	[ah-KAH-leh-NAY-dat]
hard, difficult	Urakto	[oo-RAHK-to]
harvest	kyr'vhetine	[KEER-fet-EEN-ay]
hate	or'parguur	[OR-par-GOOR]
haven, stronghold	Morut	[moh-ROOT]
having the *right stuff*, showing guts and spirit, the state of being the epitome of Mando virtue	Mandokarla	[MAN-doh-KAR-lah]



hawk	Galaar	[ga-LAR]
He loves his food. (Said of someone who has a healthy appetite, using the verb for affection rather than enjoyment.)	Kaysh guur' skraan	[KAYSH goor SCRAHN]
he, him, his	Kaysh	[kaysh]
He's a disaster	Kaysh shu'shuk	[Kaish shoo-SHOOK]
He's an idiot (lit. his brain cell is lonely)	Kaysh mirsh solus	[Kaysh meersh SOH-loos]
He's boring me senseless (Lit: he's a brain assassin)	Kaysh mirsh'kyramud	[Kaysh meersh kee-RAH-mood]
He's taking a break. He's having a nap.	Kaysh tayl'ud	[Kaysh TAY-lood]
head	Kovid	[KOV-eed]
head-butt - noun	kov'nyn	[KOHV-neen]
head-butt (see also Keldabe Kiss) - verb	kov'nynir	[KOHV-nee-neer]
health	Jahaal	[jah-HAHL]
health-giving, nutritious, good for you	jahaal'got	[jah-HAHL-got]
hear	Susulur	[SOO-soo-LOOR]
heart	kar'ta	[kah-ROH-ta]
height	Monad	[moo-NAHD]
hell - literally, destruction, cosmic annihilation	Haran	[HAH-rahN]
Hello - lit. *You're still alive.*	Su cuy'gar	[Soo COO-ee-gar]
helmet	buy'ce	[BOO-chay, BOO-shay]
help	gaa'taylir	[gah-TAY-leer]
Help!	Gaa'tayl!	[Gah-TILE]
her, hers	Kaysh	[kaysh]
herb used in beverages, mildly antiseptic and stimulating	Behot	[beh-HOHT]
here	Olar	[OH-lar]
Hi!	Su'cuy	[Soo-COO-ee]
hide, conceal	Haaranovor	[ha-RAHN-oh-vor]
high	Laamyc	[LAH-meesh]
hill fort, high ground, high defended position	Bral	[brahl]
hire, buy, contract	Verborir	[VAIR-bor-EER]
hit, strike	Nynir	[nee-NEER]
hold in contempt, look down upon	Duraan	[DOO-rahN]
hold, keep, preserve	Taylir	[TIE-leer]
hole	Palon	[pah-LOHN]
home	Yaim	[yaym]
honor	Ijaat	[ee-JAHT]

hostage	ver'mircit	[VAIR-meer-seet]
hostile, enemy (adj)	aru'ela	[AH-roo-AY-la]
hot	Nadala	[nad-AHL-ah]
How are you? (Lit: what's new with you?) Can also be used to ask a soldier for a sitrep. If a Mando asks you this, they expect an answer; it's literal.. The response for *I'm fine thanks,* is *Naas.* (Literally - nothing)	Me'vaar ti gar?	[Meh-VAR tee-GAR]
How many? How much?	Tion'solet?	[Tee-ON-soh-LAYT]
Huh? What? Expression of bewilderment or disbelief	me'ven?	[mey-VAYN]
hundred	Olan	[OH-lahn]
hunt, chase	oya'karir	[OY-yah-KAR-eer]
Hush!	K'uur!	[Koor]
hyperdrive (lit: star to star)	Karbakar	[KAR-bah-kar]
I give (and, used on its own in a firm tone, means: *Like it or lump it! Take it or leave it!*)	ni dinu	[NEE DEE-noo]
I, me	Ni	[nee]
I'm covering my back!	Ni hukaatii'ni shebs ti kama!	[NEE-hoo-kah-TEE-ni shebs ti KA-mah]
idiot, useless individual, waste of space (lit. someone who forgets to put their pants on)	di'kut	[DEE-koot]
if	Meh	[mey]
I'd like a glass of white wine, please	Ni copaani buyc'ika cin papuur'gal	[Nee ko-PAH-nee boo-SHEE-ka seen pah-POOR-gal]
I'd like a pint of ale	Ni copaani buy'ce gal	[Nee ko-PAH-nee gal]
ill-mannered lout, unhygienic person, someone with no manners (in Mandalorian terms)	Besom	[BEE-som]
illegal, unauthorized	Neduumyc	[nay-DOO-meesh]
immediate, right away, instant	Jiila	[GEE-lah]
imperative prefix - used as order	ke, k'	[keh]
importance, weight	Kando	[KAHN-do]
important	jaon'yc	[jai-OHN-ish]
in	o'r	[ohr]
in a state of collapse	Tratyc	[TRAH-teesh]
incapacitate, knock out	Gekyrdir	[geh-KEER-deer]
indeed, definitely - emphatic	bal'ban	[bal-BAHN]
indomitable, ruthless	Kandosii	[kahn-DOH-see]

Indoor game that involves stabbing blades into a chequered board - a cross between darts, chess and ludo	cu'bikad	[COO-bee-kahd]
infantry	trat'aab	[traht-AHB]
infiltrate	Keener	[KEEN-eer]
infrared	nad'aai	[NAHD-ai]
infrared (adj)	nad'aaila.	[nad-AY-lah]
injure	Shupuur	[shoo-POOR]
injured	shupur'yc	[shoo-POOR-esh]
injury	Shupur	[SHOO-poor]
insane	dini'la	[dee-NEE-lah]
insert, place, put	Naritir	[nah-ree-TEER]
insertion	Lonar	[LOH`nar]
insult (noun)	Takisit	[tah-KEE-sit]
insult (verb)	Takisir	[TAH-kees-eer]
interrogative prefix, used for a question	Tion	[TEE-on]
into	Lo	[loh]
invisible, unseen	Nuhaatyc	[noo-HAH-teesh]
it (very generic use of it)	Bic	[beek]
It was ages ago. - colloquial, often used as *Forget it* or *It doesn't matter*	Wer'cuy	[Wair-COO-ee]
It won't eat or drink anything. (It can wait - no rush.)	N'epar nu pirur!	[Neh-PAHR noo PEER-oor]
It's neither here nor there. *It's irrelevant.*	Cuy ogir'olar	[COO-ee oh-GEER-oh-LAR]
It's the truth, I swear - no bull.	ori'haat	[OH-ree-haht]
itself	Ast	[ast]
jailer	ta'ayl	[tah-AYL]
jaws	Edee	[ee-DEE]
Jedi	Jetii	[JAY-tee]
Jedi plural, Republic	Jetiise	[JAY-tee-see]
jetpack	sen'tra	[SEN-tra]
jeweler, gem cutter	Meshurkaan	[MEH-shoor-KAHN]
job	Bora	[BOH-ra]
join, connection	To	[toh]
joint	Tomyc	[TOH-meesh]
joke	Nuhun	[noo-HOON]
just in case (colloquial - Mandos are cautious and always have a plan B)	ret'lini.	[Rayt-LEE-nee]
just, only	Shi	[shee]
justice	Tor	[tohr]



kamikaze - someone taking a fatal, foolish risk	Jare	[JAH-ray]
Kaminoan	Kaminii	[kah-MEE-nee]
keep an eye on, monitor	sur'ulur	[SOOR-oo-LOOR]
Keldabe kiss - slang for headbutt (lit. brain-kiss)	mirshmure'cya	[meersh-moor-AY-shah]
kick	Tettar	[TET-ar]
kidnap, seize	Shereshir	[shair-AYSH-eer]
kill	kyr'amur	[kee-RAHM-oor]
killed, dead	Kyrayc	[keer-AYSH]
killer, assassin	Kyramud	[keer-AH-mood]
kiss	Mureyca	[MOOR-aysh-ah]
kiss (verb)	Murcyur	[MOOR-shoor]
kit (slang)	Besbe	[BES-bay]
knee	Lovik	[LOH-veek]
kneel in submission (from boot - as in licking someone's boots)	Cetar	[set-ARR]
know, hold in the heart	kar'taylir	[kar-TIE-leer]
lake	Suumpir	[SOOM-peer]
lance	Beviin	[BEH-veen]
land, ships or troops	Rusur	[roo-SOOR]
language	Joha	[JOH-hah]
large evergreen tree with a grain similar to Earth oak	Veshok	[VESH-ok]
laser pointer	gaan'au	[GAH-now]
last	kyr'yc	[KEER-eesh]
late	du'car (du'caryc)	[DOO-kar (doo-KAR-eesh)]
laugh	Nuhunar	[noo-HOO-nar]
lay waste, wreck	Jariler	[jah-REE-lair]
lazy	Sharal	[SHAH-ral]
lead	Alorir	[ah-LOR-eer]
leader, chief, *officer*, constable, boss	Alor	[ah-LOR]
learn	Hibirar	[baj-hib-EER]
leave, depart, exit	ba'slanar	[BAH-slah-NAR]
left	Payt	[PAH-eet]
Let me buy you a drink! Have a drink!	gal'gala	[GAL-gal-arr]
lie, untruth	Jehaat	[jeh-HAHT]
lieutenant	ver'alor	[VAIR-ah-LOR]
light up, illuminate	nau'ur	[now-OOR]
lightsaber	jetii'kad	[jay-TEE-kahd]
lightsaber	kad'au	[kahd-OW]
like, be fond of (of a person or creature)	Guuror	[GOO-rohr]
like, enjoy (food, activities, etc )	Emuurir	[eh-MOOR-eer]

limmie or bolo-ball - literally the *beautiful game,* a Mandalorian obsession	Meshgeroya	[MESH-geh-ROY-ah]
line	Briik	[breek]
listen	Sushir	[SOO-sheer]
little one, son, daughter, of any age - also used informally to adults much like *lads* or *guys*,	ad'ika (pl. adike, not adi'kase)	[ah-DEE-kah]
live	Oyacyir	[oy-YAH-sheer]
living	oya'la	[oy-AH-lah]
living tissue - meat, muscle, flesh - animal or human, *flesh and blood*	Agol	[AH-gohl]
location	Taap	[tahp]
long	Munit	[MOON-eet]
long memory, short fuse - said to be the typical Mando mindset	Munit tome'tayl, skotah iisa	[MOON-eet to-MAY-tail, SKO-tah-EE-sah]
loser, failure	Nibral	[NEE-brahl]
love	kar'taylir darasuum	[kat-tay-LEER da-RAH-soom]
love bond, specifically between spouses - marriage agreement	Riduurok	[ree-DOO-rok]
loved ones	cyare'se	[shar-AY-say]
low	Diryc	[DEER-eesh]
lower, put down	Dirycir	[DEER-ee-SHEER]
loyal	Verburyc	[vair-BOOR-eesh]
luck, destiny - lit good stars, a course to steer by	jate'kara	[JAH-tay-KAH-rah]
lunatic	Dinii	[DEE-nee]
lust for life and much more -uniquely Mandalorian word, meaning the enjoyment of each day and the determination to seek and grab every possible experience, as well as surviving to see the next day -hanging onto life and relishing it. An understandable state of mind/ emotion for a warrior people. Closely related to the words for live, hunt and stay safe - and, of course *oya*. All from the same root.	Shereshoy	[sheh-REYSH-oy]
machine (any device)	Gota	[GOH-tah]

made, created - as in *-ized* - suffix	Gotal	[go-TAHL]
main living room of a traditional north Mandalorian house -a single big chamber for eating, talking, resting, and even the last secure stronghold when under attack	Karyai	[CAR-yai ]
make their eyes water (slang for kill, injure or defeat)	pirunir sur'haaise	[PEER-oo-NEER soor-HIE-say]
make, create	gotal'ur	[GO-tal-oor]
male (can also mean macho in context)	Jagyc	[JAH-geesh]
man	Jag	[jag]
man, staff, form the strength of, represent	Tratur	[TRAH-toor]
Mandalorian iron	Beskar	[BESK-gar]
Mandalorian wind instrument also used for combat: a large metal flute with a sharpened, cut-off end.	bes'bev	[BEZ-bev]
Mandalorian, adj or noun	Mando	[MAHN-do]
Mandalorians - sons and/ or daughters of Mandalore	Mando'ade	[Mando-AH-day]
Mando saying - Many a true word spoken in jest. (Lit: there's truth in all jokes.)	Haat o'r an nuhune	[Haht OR an noo-HOO-nay]
Many	Birov	[bee-ROHV]
many	ori'sol	[OHR-ee-SOL]
Many meanings: literally *Let's hunt!* and also *Stay alive!*, but also *Hoorah!*, *Go you!*, *Cheers!* Always positive and triumphant.	Oya!	[OY-ah!]
map	Vhekaj	[VEH-kahj]
march	Taabir	[TAH-beer]
May this happen, I wish prefixes statement	Vercopa	[vair-KOH-pa]
meat, flesh, substance (poetic)	Loras	[lor-AHS]
medic	baar'ur	[BAR-oor]
meet	Urcir	[oor-SEER]
memory	tome'tayl	[TOH-meh-TAYL]
mercenary	ver'verd	[vair-VAIRD]
merciless	Adenn	[ah-DEN]

mess someone about, mess around with someone, mess with (another alternative of jurkadir) transitive verb	jurkadir ti	[JOOR-kad-EER tee]
mess with - very strong language in Mando'a, so use only in extreme circumstances	shab'rudur	[shah-BROO-dur]
mess with, mess around, hassle (alternative form of jurkadir) transitive verb	jurkadir sha(l)	[JOOR-kad-EER shahl]
messed up, screwed, horrible (impolite)	osik'la	[oh-SIK-lah]
meters	Enaabe	[ay-NAH-bay]
midday meal	or'ilor	[ohr-EE-lohr]
military exercise	ge'kaan	[gey-KAHN]
mine (ordnance)	Vhey	[vay]
missile	be'senaar	[BEH-sen-AHR]
mission	Aka	[AH-kah]
mist	Vhipir	[fee-PEER]
moat	Kelita	[kel-EE-tah]
moon	me'suum'ika	[meh-soo-MEE-ka]
more than	ori'shya	[ohr-EE-she-ya]
morning	vaar'tur	[vahr-TOOR]
moron, fool	or'dinii	[Ohr-DEE-nee]
mortal (in the sense of fallible or vulnerable)	Ramaanla	[rah-MAHN-lah]
mother	Buir	[boo-EER]
motionless	nushaad'la	[noo-SHAHD-lah]
mount, pack animal,	Ulik	[OO-leek]
mountain	Cerar	[sair-ARR]
mouth	Uram	[OO-rahm]
mouthburn - a sought-after state of intense burning in the mouth brought about by very spicy food - see also hetikleyc	Heturam	[HEH-too-rahm]
move	Shaadlar	[SHAHD`lar]
move, action, act	Nari	[NAH-ree]
much-hated thing or person	Skanah	[SKAH-nah]
mud	Slat	[slaht]
music	bes'laar	[bez-LAHR]
must, be obliged to	Enteyor	[EN-tay-OHR]
my, mine	Ner	[nair]
myth (archaic)	Werlaara	[wer-LAR-ah]
name, title	Gai	[guy]
navigation	Marekar	[mah-RAY-kar]
near	Pirebu	[peer-AY-boo]
neck	Videk	[vee-DEK]



need, to	Linibar	[lee-NEE-bar]
needle, spike	Bev	[bayve]
negative prefixes	nu, n', ne	[noo]
neighbor	Yaimi	[yay-MEE]
never	Draar	[drahr]
nevertheless	Bantov	[BAHN-tov]
next	Projor	[PROH-jor]
Nice one! Wicked! Well done!	Kandosii!	[Kan-DOH-see]
night	Ca	[kah]
night sky	ca'tra	[KAH-tra]
nine	she'cu	[SHAY-koo]
ninety	shek'eta	[SHAYK-ay-tah]
no ( negative answer)	Nayc	[naysh]
no longer	Dar	[dahr]
no longer a parent (legal term - parental divorce by child)	dar'buir	[DAR-boo-EER]
No problem. Don't mention it. (Lit: small victory)	Kih'parjai	[Kee-PAR-jai]
No way. Absolutely not. Never in a million years. Not on your life. (Emphatic disagreement and doubt. Lit: Not never. Mandos use double negatives for emphasis.)	Nu draar	[Noo DRAR]
nobody	Naasade	[nah-SAH-day]
Nobody cares who your father was, only the father you'll be. (Lit: Bloodline is not important, but you as a father are the most valuable thing.) Mando saying emphasising the importance of a father's role, and that a man is judged more by that than his lineage.	gar taldin ni jaonyc; gar sa buir, ori'wadaas'la.	[gar Tal-DEEN nee jah-OHn-eesh, gar sa BOO-eer OH-ree-wah-DAHS-la.]
non-combatant	ne'kaan	[neh-KAHN]
none, not any	Naasad	[NAHS-ahd]
normal	nu'amyc	[noo-AHM-eesh]
north	Gaht	[gaht]
nose	Kles	[klez]
noseburn - burning sensation in the sinuses brought about by specific spices - Mandalorians prize this	Hetikles	[HEH-tee-kless]

Not gone, merely marching far away. (Tribute to a dead comrade.)	Nu kyr'adyc, shi taab'echaaj'la.	[Noo keer-AH-deesh, shi TAHB-ee-CHARJ-lah]
not working, no use, useless, broken down, out of order - usually said of machinery	shuk'yc	[shook-EESH]
nothing	Naas	[nahs]
now	Jii	[gee]
numb	Jaal	[J AHL]
nuts (generic)	gett'se	[GET-say]
observe, watch over	ja'hailir	[jah-HIE-leer]
obsession, fixation	ori'copaad	[OH-ree-KOH-pahd]
obstruct, defend, blockade	ara'novor	[AH-rah-NO-vor]
ocean	sho'cye	[SHOW-shay]
of	Be	[beh]
old	ruug'la	[ROOG-lah]
old age	Rug	[roog]
on	Bat	[baht]
on patrol	ba'balut	[BAH-bal-oot]
on time - lit. *good time*	jat'ca'nara	[JAHT kah-NAH-rah]
one way or the other, either way	ogir'olar	[oh-GEER-oh-LAH]
open	Tenn	[ten]
opportunity	Balac	[bah-LAHK]
or	Ra	[rah]
orchard	to'kursh	[toh-KOORSH]
order, command	ke'gyce	[keh-GHEE-shay]
original, first	Maan	[mahn]
other	Ashi	[AH-shee]
our	Cuun	[koon]
ours - rare archaic	Mhor	[mor]
out	Dayn	[dain]
over	Jaon	[JAY-ohn]
over a meal, at the dinner table, like the French *† table* - the word for table comes from the word for level, flat, so the implication is one of equals breaking bread together	sha'kajir	[SHAH-ka-JEER]
overconfident, swaggering	Layari	[LAY-ah-ree]
pain	Aaray	[AH-ray]
pale	Racin	[ray-SEEN]

parchment bread - a thin sheet of bread dried to preserve it, and reconstituted in liquid. Mando ration-pack staple. Made properly, it;s so thin you can read through it, hence the name; 'see-bread'.	Haashun	[HAH-shoon]
partner, spouse, husband, wife	Riduur	[REE-door]
pass (as in break in terrain)	Spirba	[SPEER-bah]
passed away, deceased	kyr'adyc	[keer-AH-deesh]
past tense prefix	ru, r'	[roo]
patrol (noun) - on patrol: bat'balut (adj)	Tabalut	[tah-BAHL-oot]
patrol (verb)	Tabalhar	[tah-BAHL-har]
peace	Naak	[nahk]
peace of mind, *healing*, general term for emotional well-being especially after a trauma or bereavement	Mirjahaal	[MEER-jah-HAHL]
peaceful	Naakla	[NAHK-lah]
penniless, lit. between jobs	Boracyk	[boh-RAH-seeek]
people	Droten	[DROH-ten]
people, persons	Adate	[ah-DAH-tay]
Perhaps, maybe	Ret	[rayt]
perimeter	Yustarud	[YOOST-aroood]
personnel	Adade	[ah-DAH-day]
Phrase for a *run ashore* - brief R and R. (Lit: *Beer, big eats, good company and return to camp.* Summary of a Mando soldier's idea of a good night out.	Gal, ori'skraan, riduur, yaim' dab'ika.	[Gahl, OHR-ree-scrahn, ree-DO-ER, yime-dah-BEE-kah]
picture	sur'gaan	[soor-GAHN]
pint of ale - contents of helmet, actually a lot more than a pint!	buy'ce gal	[BOO_chay-GAL]
pip-squeak, runt	vaar'ika	[var-EE-kah]
pitiless	Teroch	[tay-ROCH]
plain, fields - open, flat or gently rolling land	Vhetin	[vet-EEN]
plain, honest, simple (of people)	Hayc	[haysh]
plan	Dajun	[dah-JOON]
plan, to plot	Dajunar	[dah-JOO-nahr]
planet	me'suum	[may-SOOM]
plank of wood,	Kurshok	[KOOR-shok]
planned	dajun'la	[dah-JOON-lah]

plate - for armor or food use; armor was often used to heat food over open fires in the field	Gaid	[GUY-id]
platoon	Traatika	[tra-TEE-kah]
plead, beg	Gedetir	[geh-DET-eer]
Please	Gedet'ye	[Geh-DET-yay]
point (verb)	Ceratir	[sair-AH-teer]
point, position	Taap	[tahp]
pointed	Ceryc	[sair-EESH]
polar	gaht'yc	[GAH-teesh]
possess, have	Ganar	[GAN-ar]
possessive prefix or suffix with proper nouns, e.g. be'jetii or (rare) jetiib - the Jedi's. Possessives are sometimes indicated simply by the proper noun preceding the word, e.g. Boba'kad - Boba's saber .	be, b'	[beh]
possible	ret'yc	[RET-eesh]
poverty, need	ne'waadas	[nay-WAHD-ahs]
prefer	jatne emuurir	[JAT-nay eh-MOOR-eer]
pregnant	Yaihadla	[yai-HAHD-lah]
prepare, get ready	Tsikador	[zee-KAH-dor]
prepared, ready	Tsikala	[zee-KAH-lah]
pressure	Mishuk	[MEE-shook]
priority	be'sol	[beh-SOHL]
prisoner	mirci't	[meer-SEET]
private (rank) Can be used affectionately, often to a child; *little soldier* - context is critical.	verd'ika	[vair-DEE-kah]
probability	Cuyete	[coo-YAY-tay]
probable	Cuyla	[COO-ee-lah]
profit, surplus	Orilin	[oh-REE-leen]
protect	Cabuor	[kah-BOO- or]
punch, to	Gaanyinir	[gah-NEE-neer]
punish, to	Gratiir	[grah-TEER]
pupil, student	Hibir	[hee-BEER]
purpose	Narser	[NAR-sair]
push, shove	Ukoror	[oo-KOR-or]
Put your back into it! Try harder!	Nar dralshy'a	[NAR-drahl-SHEE-ya]
question, interrogate	Tionir	[tee-OHN-eer]
Question, puzzle	Tionas	[tee-OH-nahs]
radio	gayi'kaab	[GUY-ee-KAHB]
raid	ram'ika	[rah-MEE-kah]
rain	Pitat	[pit-AHT]



raise children	ba'jurir	[bah-jur-EER]
range	Chaaj	[chahj]
real, genuine	Veman	[veh-MAHN]
reason	Jorbe	[JOR-beh]
recklessly risk your life, act suicidally (negative connotation - foolish, not brave)	Jareor	[jah_RAY-or]
recognize	Buyacir	[boo-ya-SHEER]
red	ge'tal	[ge-TAHL]
relax, take it easy, calm down, find respite	Udesiir	[oo-DAY-seer]
reliable one (popular female name)	Ruusaan	[roo-SAHN]
reliable, trustworthy	Ruusaanyc	[roo-SAHN-eesh]
remember	Partaylir	[par-TAT-leer]
remove, take out (when used transitively, be precedes the object - No te'habi kad be dalab )	te'habirÖbe	[the-HAH-beer beh]
repeat	Tatugir	[tah-TOO-geer]
rescue	Tegaanalir	[teh-GAHN-ah-leer]
responsibility	Buirkan	[boo-EER-kan]
rest, leisure	Udes	[OO-des]
restaurant, canteen	epar'yaim	[eh-Par-yay-EEM]
retreat	tok'kad	[toh-KAHD]
return	Yaimpar	[yay-EEM-par]
return, homecoming	yaim'ol	[yai-MOHL]
richly nourishing - peculiarly Mandalorian description of dense, high-calorie food, of great importance to people dependent on highly portable field rations	yai'yai	[YAY-aye]
rift, tear	Shuk	[shook]
right	Staabi	[STAH-bee]
river (lit: water road)	Yustapir	[YOOST-ah-PEER]
road	Goyust	[goh-YOOST]
rock	Ruus	[roos]
room, chamber	Yamika	[yah-MEE-kah]
rot, decay (verb)	Kyorar	[KIE-ohr-ar]
rotten	Kyorla	[kie-OHR-lah]
rotten, low-life, - generic adjective to describe an undesirable person of dubious ethics	Chakaaryc	[chah- KAR-eesh]
rotting, decay	Kyor	[KIE-ohr]

rough as a strill's backside - phrase used to describe a bar that's a dive, an uncultured individual (by Mando standards) or a very violent, dangerous neighbourhood	chaavla sa shebs be'striili	[CHAHV-lah-sah-SHEBS-beh-STREE-lee]
rough, unruly, of the criminal underclass (by Mando standards, which is very rough indeed)	Chaavla	[CHAHV-lah]
rubbish, waste - lit. unclean things	Duse	[DOO-say]
run	Viinir	[VEEN-eer]
run-ashore (social event or night out while deployed)	Briikasak	[bree-KAH-sahk]
saber, sword	Kad	[kahd]
sad	trikar'la	[tree-KAHR]
sadness	Trikar	[TREE-kar]
safe, secure	morut'yc	[moh-ROO-teesh]
salt	Paak	[pahk]
sand (literally 'sharp soil')	Vhekad	[FAY-kahd]
sandy	Vhekadla	[fay-KAHD-lah]
say	Sirbur	[SEER-boor]
scabbard, sheath	Dalab	[dah-LAHB]
scan (noun)	Orhaar	[OR-haar]
scan (verb)	Orhaarir	[or-HAR-eer]
scorn, hold in contempt	Duraanir	[doo-RAHN-eer]
scream, shriek	Jair	[jay-EER]
screen	dha'haase	[dah-HAH-say]
screw up - impolite	Shabiir	[sha-BEER]
screwed up - impolite	Shabla	[SHAH-bla]
search, mourning	Echoy	[eh-CHOY]
searching, mourning, lost	echoy'la	[eh-CHOY-lah]
secret	ranov'la	[rah-NOHV-lah]
see	haa'taylir	[har-TIE-leer]
seed	Arpat	[AR-pat]
sell	din'waadar	[DEEN-wah--dahr]
senate, assembly	Tsad Droten	[tsahd-DROH-ten]
sensor (lit. eye-listening)	Shushai	[shoo-SHAI]
separated, apart (of people)	dar'tome	[dar-TOH-may]
sergeant	ruus'alor	[ROOS-ahl-or]
settling scores, revenge. feud (different to vengeance - more personal)	Skira	[SKEE-rah]
seven	e'tad	[EH-tad]
seventy	tad'eta	[TAHD-ay-tah]
shadow	Prudii	[proo-DEE]

shadows	Prudiise	[proo-DEE-see]
shall bear (archaic)	jorso'ran	[Jor-so-RAHN]
share, give to each other	me'dinuir	[med-IN-oo-eer]
sharp	kad'la	[KAD-la]
shave	Pelkaanir	[pel-KAHN-eer]
shelf	Shokita	[SHOK-ee-tah]
shock, stun (lit. *brain* someone, knock out their brain)	Mirshir	[MEER-sheer]
short	Skotah	[SKOH-tah]
show, display (lit. open hand)	Tengaanar	[TEN-gah-nahr]
shriek-hawk	jai'galaar	[JAI-gah-LAR]
Shut up!	Ne'johaa!	[Neh-JOH-hah]
side	Eso	[AY-so]
Sigh	Beten	[BEY-tehn]
sigh, to	Betenor	[bey-TEHN-or]
sigil, symbol on armor	Aliik	[ah-LEEK]
signal	Naumiit	[now-MEET]
silence	Uur	[oor]
silent	shev'la	[SHAYV-lah]
Sing	Laararir	[lah-RAH-eer]
singing	Laaran	[lah-RAHN]
Sir (formal - used by bar staff etc, not military)	Jatne vod	[JAT-nay vod]
sister	Vod	[vohd]
sit (verb)	Sheber	[SHEH-bair]
Sith	Darjetii	[dar-JAY-tee]
sitrep, wash-up, any sharing of information and planning (military, also used colloquially)	din'kartay	[deen-KAR-tie]
six	Resol	[reh-SOL]
Six Actions, the tenets of Mando life	Resol'nare	[RAY-sol NAH-ray]
sixty	rol'eta	[ROHL-ay-tah]
skin	pel'gam	[pel-GAM]
skull, especially mythosaur skull - coll. Crown	kyr'bes	[KEER-bez]
sky (daytime) lit. blue sky	kebiit'ra	[keh-BEE-trah]
Sleep	Nuhoy	[noo-HOY]
sliced, cut up (also slang for heavily defeated)	hokan'yc	[hoh-KAH-neesh]
slightly curved saber of Mandalorian iron)	Beskad	[BESS-kahd]
Slimy	Utyc	[OO-teesh]
slumber, sleep	Nuhoyir	[noo-HOY-eer]
small	Kih	[kee]
smartass	mir'sheb	[MEER-sheb]

smell	Klesir	[KLEH-seer]
smoke	Carud	[kah-ROOD]
sniper, marksman	ram'ser	[RAM-sair]
Snow	cin'ciri	[seen-SEE-ree]
so (degree)	Bid	[beed]
soft, yielding	Pel	[pail]
soldier, warrior	Verd	[vaird]
soldiers	Verde	[VAIR-day]
sole ruler	Mand'alor	[MAHN-dah-lor]
someone else	ash'ad	[AH-shad]
Someone has (done) - can be followed by a noun or a verb	Ashnar...	[AHSH-nar]
someone who commits atrocities, a real-life monster, a war criminal - from the notorious Mandalorian scientist of the Old Republic, Demagol, known for his experiments on children, and a figure of hate and dread in the Mando psyche	Demagolka	[deh-mah-GOHL-kah]
something extra, addendum	Majyce	[mah-jEE-shay]
song	Laar	[lar]
sorry (lit: I eat my insult)	N'eparavu takisit	[Nay-PAH-rav-OO ta-KEE-sit]
sorry (lit: I kneel) grovelling apology - rare	Ni ceta	[nee SET-ah]
soul (poetic only)	Runi	[roo-NEE]
sound	Kaab	[kahb]
south	ka'gaht	[KAH-gaht]
space, void	Tra	[trah]
speak, talk	jorhaa'ir	[joh-har-EER]
special	Vutyc	[VOOT-eesh]
special forces	vu'traat	[VOO-traht]
specific time - literally at time, often used in questions	sha ca'nara	[SHAH kah-NAH-rah]
speed, velocity	Iviin	[ee-VEEN]
sphere, ball	Rugam	[ROO-gahm]
Spicy	Janad	[JAH-nahd]
spicy, as in makes the sinuses burn (a sensation like eating horseradish or wasabi)	Hetikleyc	[hay-TEEK-laysh]
spill blood, bleed	tal'galar	[tal-GAL-ahr]
spill, pour	Galar	[gah-LAR]
spit	Pehir	[peh- HEER]
spoken, pronounced	Johayc	[JO-haysh]
Spoon	Hoshap	[HO-shahp]
Spread	Gayiyilir	[guy-EE-leer]



squad, team	traat'aliit	[TRAHT-ah-LEET]
Square	Cunak	[COO-nahk]
stab (with a broad blade) - *run through*	Bikadinir	[bee-KAD-een-eer]
stab (with a small blade) - *shiv*	Chekar	[CHECK-ar]
stab with a narrow blade (*skewer*)	Kalikir	[kah-LEE-keer]
stack (noun)	Bines	[BEE-nays]
stack (verb)	Binesor	[BEEN-ay-sor]
stagnate, remain the same	Arasuumir	[ah-rah-soo-MEER]
stagnation,	Arasuum	[ah-RAH-soom]
stand	Motir	[moh-TEER]
star field	Tra	[trah]
starfighter	can'gal	[CAHN-gahl]
Stars - ancient Mandalorian myth-ruling council of fallen kings	Ka'ra	[KAY-rah]
starship	me'sen	[mAY-sen]
steal, rob	Chakur	[CHAH-koor]
stealth	dha'werd (archaic)	[DA-waird]
stealthy, invisible	Werdla	[WAIRD-lah]
stick	Bevik	[BEH-veek]
still, yet	Su	[SOO]
stink, reek	Daworir	[dah-WAR-eer]
stomach, guts (not guts as in courage)	Epan	[EH-pahn]
Stone	Choruk	[CHOHR-ook]
Stop it! Pack it in!	Gev!	[gehv]
storage	Tayat	[TAI-aht]
Storm	Buurenaar	[boo-REY-nahr]
Story	gehat'ik	[GE' hah-teek]
Street	Chortav	[chor-TAV]
strength	Kot	[kohd, koht]
strill - highly intelligent six- legged hunting carnivore, capable of gliding and flight	Striil	[streel]
strong	Kotyc	[koh-TEESH]
Strong exclamation of surprise or dismay	Osi'kyr!	[OH-see-KEER]
strong, powerful	Dral	[draal]
stronger, brighter	dralshy'a	[drahl-SHEE-ya]
stubborn, tenacious, capable of endurance	Atin	[ah-TEEN]
stunning, amazing	kandosii'la	[kan-doh-SEE-la]
stupidly oblivious of danger, asking for it	jare'la	[jah-RAY-lah]
submarine, submersible	sho'sen	[SHOW-sen]

submerged, sunk, under water	Shosenla	[show-SEN-la]
success	Bralov	[BRAH-lov]
Suck it up! Or: It's only pain!	K'atini!	[kah-TEEN-ee]
suck, absorb, draw up (liquid)	Sooranir	[SOO-rah-neer]
sunny (lit. star-burned)	Tranyc	[TRAH-neesh]
supercommando (Mandalorian designation of elite special forces)	ori'ramikad	[OH-ree-RAHM-ee-kahd]
survive	Cuyanir	[coo-YAH-neer]
survivor	Cuyan	[koo-YAHN]
suspected, believed to be, alleged	Gehatyc	[geh-HAHT-eesh]
sustain, keep alive, preserve	Vencuyanir	[ven-COO-yah-neer]
sweat	Baarpir	[BAR-peer]
sycophant, toady, *butt-kisser*	sheb'urcyin	[sheh-BOOR-shin]
system (lit. joined things)	Tolase	[toh-LAH-say]
table	Kajir	[KAH-jeer]
Take	Hiibir	[HEE-beer]
Take aim!	Ke serim	[KEH-se-REEM!]
Tall	Muninar	[moo-NEE-nar]
target, contact	Lenedat	[leh-NAY-daht]
Taste	Isirir	[ee-SEER-eer]
Team game similar to meshgeroya, in that there are goals at either end of the pitch, except the players may handle the ball. Very similar to rugby; brutal, fast and painful.	get'shuk	[GEHT-shook]
tease, barrack, make fun of (not as hostile as mock)	Chayaikir	[CHAI-ay-keer]
Teeth	Edee	[ee-DEE]
Tell	rejorhaa'ir	[ree-JOR-har-EER]
tell lies, deceive	Jahaatir	[jeh-HAH-teer]
temporary ally - specifically your enemy's enemy, where both sides know this is an alliance of convenience and not a lasting pact.	Narudar	[nah-ROO-dar]
temporary hut made of wattle and daub, a *basha*	vheh'yaim	[veh-YAYM]
Ten	ta'raysh	[ta-RAYSH]
Thank you (lit. *I accept a debt*)	Vor entye	[vor-ENT-yay]
Thanks a lot! Thanks a million!	ori'vor'e	[AW-ree-VOHR-ay]

Thanks!	Vor'e!	[VOHR-ay]
that (as in this and that)	Ibac	[ee-BAK]
That's it. Yes, you're right.	Gar serim	[Gar sair-EEM]
That's mine, it's mine.	Ibac'ner	[EE-bahk-NAIR]
the - definite article - rare and emphatic	Haar	[har]
the (rarely used)	Te	[teh]
the *right stuff*, the epitome of Mando virtue - a blend of aggression, tenacity, loyalty and a lust for life	Mandokar	[MAN-doh-KAR]
The best of the best (plural)	Jatnese be te jatnese	[jat-NAY-say beh jat_NAY-say]
the collective soul or heaven - the state of being Mandalorian in mind, body and spirit - also supreme, overarching, guardian-like	Manda	[MAHN-dah]
the past, history	Ruyot	[ROO-yot]
the planet Mandalore.	Manda'yaim	[MAN-dah-YAI-eem]
The squad is your weapon	Traat'aliit gar besbe'trayc	[Traht-ah-LEET bes-beh-TRAYSH]
the state of blissful rest and peace	Suum ca'nara	[Soom CAH-na-RAH]
There	Ogir	[OH-gir]
they, theirs	Val	[vahl]
thick scented syrup used in cooking	uj'ayl	[oo-JAY-ul]
Thin	Shiib	[sheeb]
things, stuff	Kebise	[keh-BEE-say]
think, calculate	Mirdir	[MEER-deer]
Thirty	ehn'eta	[AYN-ay-tah]
This	Ibic	[ee-BIK]
Thousand	ta'raysholan	[TAH-raysh-oh-lahn]
Three	Ehn	[ayhn]
Through	Adol	[AH-dohl]
throughout, pervading, soaked	Dola	[DOH-lah]
Throw	Goorar	[GOOR-ahr]
Thunder	Orar	[or-AHR]
Time	ca'nara	[KAH-nah-RAH]
Tiny	Orikih	[aw-REE-kee]
Tired	Haryc	[HAR-eesh]
tired and emotional - i.e. drunk	haryc b'aalyc	[hah-REESH bah-LEESH]
to (dative)	Bah	[bah]
to (direction, movement)	At	[aht]
to *put the boot in*	cetar'narir	[see-TAR-nar-REER]
to crush (in any sense), to conquer	Shukalar	[SHOO-kah-lar]

to fish - literally, spearing fish, but now applied to any method of catching fish	Beviiragir	[beh-veer-AH-geer]
to get the upper hand, to succeed	Bralir	[BRAH-leer]
To hell with it!	Rangir!	[RAN-geer]
to sweat	Onidir	[oh-NEE-deer]
to sweat blood, to *give blood* - idiom for going that extra mile or making an all-out effort	tal'onidir	[tahl-ON-ee-DEE-neer]
Today	ibi'tuur	[EE-bee-toor]
Today is a good day for someone else to die - Mando saying (because they're not daft...)	Ib'tuur jatne tuur ash'ad kyr'amur	[EEB- toor JAHT-nay toor ASH-ahd-KEE-ram-oor]
together (plural)	Tome	[TOH-may]
tomorrow (lit: the unknown day)	nakar'tuur	[NAH-kah-TOOR]
Tongue	Lalat	[LAH-laht]
too many	Naysol	[NAY-sol]
total, complete	Ani	[AH-nee]
Touch	Tigaanur	[tee-GAH-noor]
Tough	atin'la	[ah-TEEN-la]
towards, at (motion), to	At	[aht]
track, trail	Striilir	[STREE-leer]
traitor, foreigner, outsider	Aruetii	[ah-roo-AY-tee]
Traitorous	Aruetyc	[AH-roo-eh-TEESH]
traitors, foreigners, outsiders	Aruetiise	[ah-roo-ay-TEE-say]
trap, catch	Gaanaylir	[gahn-AY-leer]
Tree	Kurshi	[KOOR-shi]
triumphant	par'jila	[par-JEE-lah]
trounce, teach someone a lesson, *kick butt* lit: educate hard	muun'bajir	[MOO-wun BAH-jeer ]
Truth	Haat	[haht]
Truth, honor, vision - words used to seal a pact.	Haat, ijaa, haa'it	[Haht-i-JAH-hah-EET]
try, attempt	Kebbur	[KEH-boor]
Tuck in! Enjoy! Lit. *Fill your boots.*	Haili cetare!	[HI-lee set-AHR-ay]
Twenty	ad'eta	[ahd-AY-tah]
Two	t'ad	[tahd]
ugly, ruined (lit: wrecked)	jari'eyc	[JAR-ee-aysh]
uj cake - dense, very sweet flat cake made of ground nuts, syrup, pureed dried fruit and spice	uj'alayi	[oo-jah-LIE-ee]
unchanging, stagnant	arasuum'la	[ah-ra-SOOM-lah]



uncle (plural bavodu'e)	ba'vodu	[BAH-vod-oo]
Under	Chur	[choor]
Understand	Suvarir	[soo-VAHR-eer]
underwear, bodysuit, something worn under armor	Kute	[koo-Tay]
Universe	oyu'baat	[oy-YOO-baht]
until, 'til	akay, 'kay	[ah-KAY]
Unusual	Haamyc	[HAH-meesh]
Up	Laam	[lahm]
Urban	Oriyala	[oh-REE-ah-lah]
Urine	Pirimpir	[peer-EEM-peer]
Us	Mhi	[mee]
Use	Pirimmur	[PEER-ee-moor]
Useful	Pirimmuy	[peer-im-OO-ee]
Useless, despicable person	osi'yaim	[OH-see-yaim]
useless, stupid, worthless	di'kutla	[dee-KOOT-lah]
Valuable	Waadasla	[wah-DAHS-lah]
Vegetation	vorpan'oy	[vor-PAHN'oy]
Vengeance	gra'tua	[gra-TOO-ah]
Victory	Parjai	[par-JAI]
Violet	Saviin	[sah-VEEN]
Visible	Haatyc	[HAH-teesh]
vivid - used only of food, to indicate strong, distinct flavour, lit. *bright mouth* - one of the four essentials of Mandalorian cooking	Draluram	[DRAH-lur-ahm]
Voice	Jorad	[jaw-RAHD]
Wait	Parer	[PAH-rair]
Walk	Kemir	[KEH--meer]
want, to	Copaanir	[KOH-pan-EER]
War	Akaan	[ah-KAHN]
warra nuts	warra'se	[WAR-ah-say]
warriors (archaic plural)	Verda	[VAIR-dah]
waste, squander	go'naasir	[goh-NAH-seer]
Watch my six!	Hukaat'kama!	[hu-KAHT-ka-MAH]
Water	Pirun	[PEER-un]
wave (noun, as in sea) - literally ocean movement	Shonar	[SHOW-nar]
We	Mhi	[mee]
we (rare - archaic)	Vi	[vee]
Weapons	besbe'trayce	[BES-beh-TRAYSH-ay]
Weather	Burun	[BOO-roon]
Week	ray'ture	[ray-TOOR-ay]
Weep	pir'ekulor	[PEER-ek-OO-lor]
welcome (greeting)	Olarom	[OH-lah-rom]
welcome, verb	Morutar	[MOH-roo-tahr]
Well	Pirusti	[peer-OO-stee]

well, healthy	Jahaala	[ja-HAH-lah]
West	Wasuur	[WAH-soor]
Wet	Piryc	[PEER-eesh]
what a...	Iba'	[EE-ba]
What do you want? What would you like?	Me'copaani?	[Meh ko-PAH-nee?]
what if?	tion'meh	[tee-ON-may]
What's happening? What happened?	Me'bana?	[may-BAHN-ah]
What's your name?	Tion gar gai?	[Tee-ON gar- GUY]
when? (lit. which day)	tion'tuur	[tee-ON-toor]
Where	Vaii	[vay]
which, what, that - before a vowel	Megin	[may-GIN]
which, what, that, who	Meg	[mayg]
White	Cin	[seen]
white, chalky, ashen-faced	Jiriad	[gee-REE-ad]
Who writes, remains. (Proverb.)	Kaysh meg miit'gaana, oyacyi.	[Kaysh mayg MEET-gah-NAH oy-AH-shee.]
who? (Lit: what person?)	Tion'ad	[tee-on-AD]
Who's that? (often used as a challenge to identify someone - like *Halt! Who goes there?*	Tion'cuy?	[Tee-ON-coo-EE]
Who's watching your back?	Tion'ad hukaat'kama?	[Tee-ON-ahd HOO-kaht-KA-ma]
why?	tion'jor	[Tee-ON-jor]
win, be victorious	Parjir	[par-JEER]
Wind	Woor	[woor]
Wine	papuur'gal	[pah-POOR-gahl]
winner, victor	Parjii	[PAR-jee]
wish, dream	Vercopa	[vair-KOH-pa]
wish, to hope	Vercopaanir	[VAIR-koh-PAH-neer]
With	Ti	[tee]
without, lacking	Ures	[oo-REES]
Woman	Dala	[DAH-lah]
Wood	Shaap	[shahp]
Wooden	shaap'yc	[sha-PEESH]
Word	Miit	[meet]
work (verb)	Borarir	[boh-RAH-reer]
worlds (poetic)	Uvete	[oo-VAY-tay]
Worse	dush'shya (doshishya)	[doo-SHEESH-ya]
Worst	Dushne	[DOOSH-nay]
wounded, hurt	Kadala	[kah-DAH-lah]
wrath, rage	a'den	[AH-den]
Wrist	Gadi	[GAH-dee]
Write	miit'gaanar	[MEET-gah-nar]
X-wing	Sakagal	[SAH-kah-gal]

Year	Simir	[see-MEER]
Yellow	shi'yayc	[shee-YAYSH]
yes (shortened to 'lek as 'yeah')	Elek	[EL-eck]
Yes, you're right. That's it.	Gar serim	[Gar sair-EEM]
you (sing. and pl.)	Gar	[gahr]
You can keep your glory. (Contemptuous and impolite.)	Kote lo'shebs'ul narit	[koh-TAY low SHEBS-ool NAH-rit]
You disgust me!	Ni'duraa!	[NEE DOO-rah]
You looking at me funny, pal?	Duraani, burc'ya?	[Doo-RAH-nee, BOOR-shah?]
You're no use dead. (You're no use to me dead.) Said to encourage someone to take a rest. Rarely literal.	gar shuk meh krayc (meh gar krayc, shuk bah ni )	[gar SHOOK may keer-AYSH ( may gar keer-AYSH, BAH ni SHOOK)]
You're welcome! (Like the German use of bitte.)	Ba'gedet'ye!	[BAH-geh-DET-yeh]
young, new	evaar'la	[ee-VAR-la]
Your	Gar	[gahr]
youth, newness	Evaar	[EE-var]

# Mandalorian Numbers

## Mandalorian numerals:

0	1	2	3	4	5	6	7	8	9
𐐀	𐐁	𐐂	𐐃	𐐄	𐐅	𐐆	𐐇	𐐈	𐐉

**Mandalorian Numbering Rules:** Digits from one to nine are specific words: naas or naasad (𐐀 or 𐐁) [0], solus (𐐂) [1], t'ad (𐐃) [2], ehn (𐐄) [3], cuir (𐐅) [4], rayshe'a (𐐆) [5], resol (𐐇) [6], e'tad (𐐈) [7], sh'ehn (𐐉) [8], and she'cu (𐐊) [9].

The tens are formed by suffixing the multiplier digit root with the root of the word for ten (eta, eta, from ta'raysh, ta'raysh) linked with an apostrophe, with the exception of ten itself: ta'raysh (𐐋) [10], ad'eta (𐐌) [20], ehn'eta (𐐍) [30], cur'eta (𐐎) [40], she'eta (𐐏) [50], rol'eta (𐐐) [60], tad'eta (𐐑) [70], shehn'eta (𐐒) [80], and shek'eta (𐐓) [90].

Compound numbers are formed by saying the ten, then the digit separated with a space (e.g.: ta'raysh solus (𐐋 𐐂) [11], tad'eta resol (𐐑 𐐇) [76]).

Hundreds are formed by setting the multiplier unit root before the word for hundred (olan, 𐐔), linked with an apostrophe, with the exception of one hundred itself: olan (𐐔) [100], ad'olan (𐐕) [200], ehn'olan (𐐖) [300], cur'olan (𐐗) [400], raysh'olan (𐐘) [500], sol'an (𐐙) [600], tad'olan (𐐚) [700], shehn'olan (𐐛) [800], and shek'olan (𐐜) [900].

Thousands are formed by setting the multiplier ten before the word for hundred (olan, olan), linked with an apostrophe (thousands are thus tens of hundred): ta'raysh'olan (𐐋 𐐔) [1,000] (10\*100), ad'eta'olan (𐐌 𐐔) [2,000] (20\*100), ehn'eta'olan (𐐍 𐐔) [3,000] (30\*100), cur'eta'olan (𐐎 𐐔) [4,000] (40\*100), she'eta'olan (𐐏 𐐔) [5,000] (50\*100).

## Mandalorian Numbers List:

Number	Word	Mando'a
0	Naas or naasad	𐐀 or 𐐁
1	solus	𐐂
2	t'ad	𐐃
3	ehn	𐐄
4	cuir	𐐅
5	rayshe'a	𐐆
6	resol	𐐇
7	E'tad	𐐈
8	Sh'ehn	𐐉
9	She'cu	𐐊
10	Ta'raysh	𐐋
11	Ta'raysh solus	𐐋 𐐂
12	Ta'raysh t'ad	𐐋 𐐃
13	Ta'raysh ehn	𐐋 𐐄
14	Ta'raysh cuir	𐐋 𐐅
15	Ta'raysh rayshe'a	𐐋 𐐆
16	Ta'raysh resol	𐐋 𐐇
17	Ta'raysh e'tad	𐐋 𐐈
18	ta'raysh sh'ehn	𐐋 𐐉
19	ta'raysh she'cu	𐐋 𐐊
20	ad'eta	𐐌
30	ehn'eta	𐐍
40	cur'eta	𐐎
50	she'eta	𐐏
60	rol'eta	𐐐
70	tad'eta	𐐑
80	shehn'eta	𐐒
90	shek'eta	𐐓
100	olan	𐐔
1,000	ta'raysh'olan	𐐋 𐐔



<b>MANDO'A</b>	<b>[PRONUNCIATION]</b>	<b>ENGLISH</b>
a, a', al	[Ah]	but (often al before a vowel)
Aalar	[AH-lar]	feel
Aaray	[AH-ray]	pain
aay'han	[AY-ye-haan]	bittersweet perfect moment of mourning and joy - *remembering and celebrating*
Abesh	[AH-besh]	east
Abiik	[AH-beek]	air
Acyk	[AH-seek]	between
Ad	[ahd]	daughter, son, child
Adade	[ah-DAH-day]	personnel
Adate	[ah-DAH-tay]	people, persons
Ade	[AH-day]	children, sons, daughters
a'den	[AH-den]	wrath, rage
Adenn	[ah-DEN]	merciless
ad'eta	[ahd-AY-tah]	twenty
Adiik	[AH-deek]	child aged 3 to 13
ad'ika (pl. adike, not adi'kase)	[ah-DEE-kah]	little one, son, daughter, of any age - also used informally to adults much like *lads* or *guys*
Adike	[ah-DEE-kae]	little ones, sons, daughters, of any age - also used informally to adults much like *lads* or *guys*
Adol	[AH-dohl]	through
Agol	[AH-gohl]	living tissue - meat, muscle, flesh - animal or human, *flesh and blood*
Aikiyc	[ai-KEESH]	desperate
Aka	[AH-kah]	mission
Akaan	[ah-KAHN]	war
akaan'ade	[AH-kahn-AH-day]	army
Akaanir	[ah-KAH-neer]	fight
Akaata	[ah-KAH-ta]	battalion
akalenedat	[ah-KAH-leh-NAY-dat]	hard contact
akay, 'kay	[ah-KAY]	until, 'til
alii'gai	[ah-LEE-gai]	flag, colors
Aliik	[ah-LEEK]	sigil, symbol on armor
Alit	[ah-LEET]	clan name, family, identity
Aliit ori'shya tal'din	[Ah-LEET-or-EESH-yah-tal-DEEN]	Family is more than blood. (Saying.)
Alor	[ah-LOR]	Chancellor
Alor	[ah-LOR]	leader, chief, *officer*, constable, boss
alor'ad	[al-OHR-ahd]	captain
Alorir	[ah-LOR-eer]	lead
Aloriya	[alor-EE-yah]	capital (lit. head city)
alor'uus	[AH-lor-OOS]	corporal
al'verde	[AHL-vair-day]	commander
Am	[ahm]	change

An	[ahn]	all
Anade	[ah-NAH-day]	everyone, everybody
Anay	[AH-nay]	every
Ani	[AH-nee]	total, complete
Aran	[AH-ran]	guard
Aranar	[ah-RAH-nar]	defend
Araniik	[ah-RAHN-eeek]	cordon
Aranov	[AH-rah-nov]	defense
ara'nov	[ah-RAH-nov]	approach, stand in the way off, block
ara'novor	[AH-rah-NO-vor]	obstruct, defend, blockade
Arasuum	[ah-RAH-soom]	stagnation,
Arasuumir	[ah-rah-soo-MEER]	stagnate, remain the same
arasuum'la	[ah-ra-SOOM-lah]	unchanging, stagnant
Arpat	[AR-pat]	seed
aru'e	[ah-ROO-ay]	enemy (noun)
aru'ela	[AH-roo-AY-la]	hostile, enemy (adj)
Aruetii	[ah-roo-AY-tee]	traitor, foreigner, outsider
Aruetiise	[ah-roo-ay-TEE-say]	traitors, foreigners, outsiders
Aruetyc	[AH-roo-eh-TEESH]	traitorous
ash'ad	[AH-shad]	someone else
ash'amur	[keer-AH-moor]	die (esp. violently in battle)
Ashi	[AH-shee]	other
Ashnar...	[AHSH-nar]	Someone has (done) - can be followed by a noun or a verb
Ast	[ast]	itself
ast'ehut	[ast-teh-HUUT]	fat
At	[aht]	at (motion), to (direction, movement), towards
Atin	[ah-TEEN]	stubborn, tenacious, capable of endurance
Atiniir	[ah-teen-EER]	endure, to put up with, to *take it*
atin'la	[ah-TEEN-la]	tough
Baar	[BAR-oor]	body
Baarpir	[BAR-peer]	sweat
baar'ur	[BAR-oor]	medic
Baatir	[BAH-teer]	care, worry about
ba'balut	[BAH-bal-oot]	on patrol
ba'buir	[BA-boo-EER]	Grandfather, grandmother, grandparent
Ba'gedet'ye!	[BAH-geh-DET-yeh]	You're welcome! (Like the German use of bitte.)
Bah	[bah]	to (dative)
Bajur	[BAH-jur]	education, the raising and nurturing of children - a wider meaning than just school work, includes preparation for life and survival
ba'jurir	[bah-jur-EER]	Educate, raise children
Bal	[bahl]	and
Balac	[bah-LAHK]	opportunity

bal'ban	[bal-BAHN]	indeed, definitely - emphatic
Balyc	[BAH-leesh]	also
Banar	[bah-NAR]	happen
Bantov	[BAHN-tov]	nevertheless
Barycir	[bah-REE-shir]	deploy
bas neral	[BAAS ner-AHL]	coarse grain used for animal fodder and brewing; thought unfit to eat
ba'slanar	[BAH-slah-NAR]	leave, depart, exit
Bat	[baht]	on
Batnor	[BAHT-nor]	drunk (lit. on your back)
ba'vodu	[BAH-vod-oo]	aunt (plural bavodu'e)
ba'vodu	[BAH-vod-oo]	uncle (plural bavodu'e)
ba'yair	[bah-yah-EER]	chew
Be	[beh]	of
be, b'	[beh]	possessive prefix or suffix with proper nouns, e.g. be'jetii or (rare) jetiib - the Jedi's. Possessives are sometimes indicated simply by the proper noun preceding the word, e.g. Boba'kad - Boba's saber .
be'chaa]	[beh-CHAHJ]	away, afar
Behot	[beh-HOHT]	herb used in beverages, mildly antiseptic and stimulating
Beroya	[bair-OY-ah]	bounty hunter
bes'bavar	[BES-beh-var]	cavalry
Besbe	[BES-bay]	kit (slang)
besbe'trayce	[BES-beh-TRAYSH-ay]	weapons
bes'bev	[BEZ-bev]	Mandalorian wind instrument also used for combat: a large metal flute with a sharpened, cut-off end.
be'senaar	[BEH-sen-AHR]	missile
Beskad	[BESS-kahd]	slightly curved saber of Mandalorian iron)
Beskar	[BESK-gar]	Mandalorian iron
beskar'ad	[BES-kar-AHD]	droid
beskar'gam	[BES-kar-GAM]	armor
Beskaryc	[BES-kar-EESH]	armored
bes'laar	[bez-LAHR]	music
be'sol	[beh-SOHL]	priority
Besom	[BEE-som]	ill-mannered lout, unhygienic person, someone with no manners (in Mandalorian terms)
bes'uliik	[BES-oo-LEEK]	basilisk war droid
Beten	[BEY-tehn]	sigh
Betenor	[bey-TEHN-or]	sigh, to
Bev	[bayve]	needle, spike
Beviin	[BEH-veen]	lance

Beviiragir	[beh-veer-AH-geer]	to fish - literally, spearing fish, but now applied to any method of catching fish
Bevik	[BEH-veek]	stick
Bic	[beek]	it (very generic use of it)
Bic ni skana'din	[Beek nee SKAH-nah-deen]	expression of being angry, repelled or *That really ticks me off.* From the words for give and a hated thing, much like *it gives me the scunners.*
Bid	[beed]	so (degree)
bid...ibac	[beed...ibac]	as...as that
Bikadinir	[bee-KAD-een-eer]	stab (with a broad blade) - *run through*
Bines	[BEE-nays]	stack (noun)
Binesor	[BEEN-ay-sor]	stack (verb)
Bintar	[BEEN-tar]	both
Birgaan	[beer-gahn]	backpack (bergen)
Birikad	[BEER-ee-KAHD]	baby carrying harness
Birov	[bee-ROHV]	many
Bora	[BOH-ra]	job
Boracyk	[boh-RAH-seek]	penniless, lit. between jobs
Borarir	[boh-RAH-reer]	work (verb)
Bral	[brahl]	hill fort, high ground, high defended position
Bralir	[BRAH-leer]	to get the upper hand, to succeed
Bralov	[BRAH-lov]	success
brii'briik	[bree-BREEK]	grid
Briik	[breek]	line
Briikarir	[BREE-kar-EER]	defilade (verb)
Briikasak	[bree-KAH-sahk]	run-ashore (social event or night out while deployed)
Briikase	[bree-KAH-say]	happy
Briikase gote'tuur!	[Bree-KAH-say go-te-TOOR]	Happy birthday!
Briirud	[BREE-roo]	circle
Broker	[BROH-kar]	beat, to
bu'ad	[boo-AHD]	grandchild
Buir	[boo-EER]	Father, mother, parent
Buirkan	[boo-EER-kan]	responsibility
bui'tsad	[BOO-eet-sahd]	family lineage (biological - rarely used)
burc'ya	[BOOR-sha]	friend (also used ironically)
Burc'ya vaal burk'yc, burc'ya veman	[BOOR-sha vahl BOOT-keesh, BOOR-shah veh-MAHN]	A friend in need... Lit. a friend during danger is a true friend
Burcyan	[BOOR-shahn]	friendship, comradeship, close bond
burk'yc	[BOOR-keesh]	dangerous
Buruk	[BOO-rook]	danger
Burun	[BOO-roon]	weather
Buurenaar	[boo-REY-nahr]	storm
Buyacir	[boo-ya-SHEER]	recognize



Buyca	[BOO-shah]	bucket, pail
buy'ce	[BOO-chay, BOO-shay]	helmet
buy'ce gal	[BOO-chay-GAL]	pint of ale - contents of helmet, actually a lot more than a pint!
Buycika	[BOO-she-kah]	cradle
Ca	[kah]	night
Cabuor	[kah-BOO- or]	protect
Cabur	[KAH-boor]	guardian, protector
ca'nara	[KAH-nah-RAH]	time
can'gal	[CAHN-gahl]	starfighter
Carud	[kah-ROOD]	smoke
ca'tra	[KAH-tra]	night sky
Cerar	[sair-ARR]	mountain
Ceratir	[sair-AH-teer]	point (verb)
Ceryc	[sair-EESH]	pointed
Cetar	[set-ARR]	kneel in submission (from boot - as in licking someone's boots)
Cetare	[set-ARE-ay]	boots
cetar'narir	[see-TAR-nar-REER]	to *put the boot in*
Chaab	[chahb]	fear
Chaabar	[chah-BAR]	fear, be afraid of
Chaaaj	[chahj]	Distance, range
chaaj'yc	[chahj-EESH]	far
Chaashya	[cha-SHEE-ah]	further
Chaavla	[CHAHV-lah]	rough, unruly, of the criminal underclass (by Mando standards, which is very rough indeed)
chaavla sa shebs be'striili	[CHAHV-lah-sah-SHEBS-beh-STREE-lee]	rough as a strill's backside - phrase used to describe a bar that's a dive, an uncultured individual (by Mando standards) or a very violent, dangerous neighbourhood
Chakaar	[chah-KAR]	corpse robber, thief, petty criminal - general term of abuse
Chakaaryc	[chah- KAR-eesh]	rotten, low-life, - generic adjective to describe an undesirable person of dubious ethics
Chakur	[CHAH-koor]	steal, rob
Chayaikir	[CHAI-ay-keer]	tease, barrack, make fun of (not as hostile as mock)
Chekar	[CHECK-ar]	stab (with a small blade) - *shiv*
Chortav	[chor-TAV]	street
Choruk	[CHOHR-ook]	stone
chur	[choor]	under
cin	[seen]	white

cin vhetin	[SEEN-fett-EEN]	fresh start, clean slate - lit. white field, virgin snow - term indicating the erasing of a person's past when they become Mandalorian, and that they will only be judged by what they do from that point onwards; like the *first turn of the screw cancels all debts* for sailors.
cinargaanar	[see-NAHR-gah-nahr]	fence, launder - of stolen goods etc
cinarin	[see-NAH-reen]	clean (verb)
cin'ciri	[seen-SEE-ree]	snow
cinyc	[SEE-neesh]	clean (adj)
ciryc	[seer-EESH]	cold
cuir	[COO-eer]	four
Copaani mirshmure'cye, vod?	[Koh-PAH-nee MEERSH-moo-RAY-shay, vod?]	Are you looking for a smack in the face, mate?
copaanir	[KOH-pan-EER]	want, to
copad	[KOH-pad]	Ambition, desire
copikla	[koh-PEEK-lah]	charming, cute (babies and animals - never women unless you want your head ripped off)
copyc	[KOH-peesh]	attractive (not looks - generally appealing, separate concept for Mandos - and may refer to anything)
Coruscanta	[KOH-roo-SAHN-ta]	Coruscant
cu'bikad	[COO-bee-kahd]	Indoor game that involves stabbing blades into a chequered board - a cross between darts, chess and ludo
cunak	[COO-nahk]	square
cur'eta	[COOR-ay-tah]	forty
cuun	[koon]	our
Cuy ogir'olar	[COO-ee oh-GEER-oh-LAR]	It's neither here nor there. *It's irrelevant.*
cuyan	[koo-YAHN]	survivor
cuyanir	[coo-YAH-neer]	survive
cuyete	[coo-YAY-tay]	probability
cuyir	[KOO-yeer]	exist, be
cuyula	[COO-ee-lah]	probable
cyare	[SHAH-ray]	beloved, loved, popular
cyare'se	[shar-AY-say]	loved ones
cyar'ika	[shar-EE-kah]	darling, sweetheart
cyar'tomade	[SHAR-toe-MAH-day]	fans, supporters, devotees
daab	[dahb]	down (direction)
dadita	[dah-DEE-tah]	code used by Mandalorians, like Morse
dajun	[dah-JOON]	plan
dajunar	[dah-JOO-nahr]	plan, to plot
dajun'la	[dah-JOON-lah]	planned
dala	[DAH-lah]	woman

dalab	[dah-LAHB]	scabbard, sheath
dalyc	[DAH-leesh]	female
dar	[dahr]	gone, no longer, temporary
darasuum	[da-RAH-soom]	eternal
dar'buir	[DAR-boo-EER]	no longer a parent (legal term - parental divorce by child)
darjetii	[dar-JAY-tee]	Sith
dar'manda	[dar-MAHN-da]	a state of not being Mandalorian - not an outsider, but one who has lost his heritage, and so his identity and his soul - regarded with absolute dread by most traditionall-minded Mando'ade
dar'tome	[dar-TOH-may]	separated, apart (of people)
daryc	[DAR-eesh]	brown
davaab	[dah-VAHB]	execution, carrying out
dawoor	[DAH-woor]	bad smell
daworir	[dah-WAR-eer]	stink, reek
dayn	[dain]	out
de	[deh]	by
debaan	[DEB-ahn]	declination
demagolka	[deh-mah-GOHL-kah]	someone who commits atrocities, a real-life monster, a war criminal - from the notorious Mandalorian scientist of the Old Republic, Demagol, known for his experiments on children, and a figure of hate and dread in the Mando psyche
demar	[DAY-mar]	carve, sculpt
dha	[dah]	dark
dha'haase	[dah-HAH-say]	screen
dha'werd (archaic)	[DA-waird]	stealth
digur	[dee-GOOR]	forget
di'kut	[DEE-koot]	idiot, useless individual, waste of space (lit. someone who forgets to put their pants on)
di'kutla	[dee-KOOT-lah]	useless, stupid, worthless
dinii	[DEE-nee]	lunatic
dini'la	[dee-NEE-lah]	insane
din'kartay	[deen-KAR-tie]	sitrep, wash-up, any sharing of information and planning (military, also used colloquially)
dinui	[dee-NOO-ee]	gift
dinuir	[DEE-noo-EER]	give, to
din'waadar	[DEEN-wah--dahr]	sell
diryc	[DEER-eesh]	low
dirycir	[DEER-ee-SHEER]	lower, put down
dola	[DOH-lah]	throughout, pervading, soaked
dos	[dohs]	across

doslanir	[do-SLAH-neer]	cross, intersect
draar	[drahr]	never
dral	[draal]	bright, glowing, powerful, strong
dralshy'a	[drahl-SHEE-ya]	stronger, brighter
draluram	[DRAH-lur-ahm]	vivid - used only of food, to indicate strong, distinct flavour, lit. *bright mouth* - one of the four essentials of Mandalorian cooking
drashaar	[DRAH-shar]	grow, to
drotan	[DROH-ten]	people
du'car (du'caryc)	[DOO-kar (doo-KAR-eesh)]	late
dul	[dool]	half
duraan	[DOO-rahm]	hold in contempt, look down upon
Duraani, burc'ya?	[Doo-RAH-nee, BOOR-shah?]	You looking at me funny, pal?
duraanir	[doo-RAHN-eer]	scorn, hold in contempt
duse	[DOO-say]	rubbish, waste - lit. unclean things
dush	[doosh]	bad
dushne	[DOOSH-nay]	worst
dush'shya (doshishya)	[doo-SHEESH-ya]	worse
duumir	[DOOM-eer]	allow, to
duumyc	[DOO-meesh]	allowed, approved, permitted, legal
ebin	[ay-BEEN]	either
echoy	[eh-CHOY]	search, mourning
echoy'la	[eh-CHOY-lah]	searching, mourning, lost
echoylir	[eh-choy-LEER]	grieve, search, mourn, to
edee	[ee-DEE]	Jaws, teeth
edeemir	[ee-DEE-meer]	bite
eesu	[ee-SOO]	gas
ehn	[ayhn]	three
ehn'eta	[AYN-ay-tah]	thirty
ekur	[eck-OOR]	choke
elek	[EL-eck]	yes (shortened to 'lek as 'yeah')
emuurir	[eh-MOOR-eer]	like, enjoy (food, activities, etc )
enaabe	[ay-NAH-bay]	meters
enteyor	[EN-tay-OHR]	must, be obliged to
entye	[ENT-yeh]	debt
epan	[EH-pahn]	stomach, guts (not guts as in courage)
epar	[ay-PAR]	eat
eparavur	[eh-PAH-rav-oor]	feast, devour, to
eparavur takisit	[ay-PAH-rav-oor ta-KEE-sit]	apologise
epar'yaim	[eh-Par-yay-EEM]	restaurant, canteen
eso	[AY-so]	Flank, side
e'tad	[EH-tad]	seven
etyc	[ETT-eesh]	dirty, filthy, grimy
evaar	[EE-var]	youth, newness
evaar'la	[ee-VAR-la]	young, new
eyayah	[ee-YAY-ah]	echo
eyaytir	[ah-YAY-teer]	flee, escape
eyn	[ayn]	an (indefinite article - rare)

gaan	[gahn]	hand
gaanader	[gah-NAH-dair]	choose
gaan'au	[GAH-now]	laser pointer
gaanaylir	[gahn-AY-leer]	trap, catch
gaanla	[GAHN-lah]	chosen
gaanure	[gah-NOO-ray]	hand tools
gaanynir	[gah-NEE-neer]	punch, to
Gaa'tayl!	[Gah-TILE]	Help!
gaa'taylir	[gah-TAY-leer]	help
gadi	[GAH-dee]	wrist
gaht	[gaht]	north
gaht'yc	[GAH-teesh]	polar
gai	[guy]	name, title
gai bal manda	[GUY bal MAN-da]	adoption ceremony, lit. name and soul
gaid	[GUY-id]	plate - for armor or food use; armor was often used to heat food over open fires in the field
gaigotalur	[gai-GOH-tal-oor]	designate
gai'ka	[GUY-kah]	cup
gal	[gahl]	ale, alcohol, booze
Gal, ori'skraan, riduur, yaim' dab'ika.	[Gahl, OHR-ree-scrahn, ree-DO-ER, yime-dah-BEE-kah]	Phrase for a *run ashore* - brief R and R. (Lit: *Beer, big eats, good company and return to camp.* Summary of a Mando soldier's idea of a good night out.
galaar	[ga-LAR]	hawk
galar	[gah-LAR]	spill, pour
gal'galar	[GAL-gal-arr]	Let me buy you a drink! Have a drink!
ganar	[GAN-ar]	possess, have
gar	[gahr]	you (sing. and pl.), your, yours
Gar serim	[Gar sair-EEM]	*Yes, you're right.* *That's it.*
gar shuk meh kyrayc (meh gar kyrayc, shuk bah ni )	[gar SHOOK may keer-AYSH ( may gar keer-AYSH, BAH ni SHOOK)]	You're no use dead. (You're no use to me dead.) Said to encourage someone to take a rest. Rarely literal.
Gar taldin ni jaonyc; gar sa buir, ori'wadaas'la.	[Gar Tal-DEEN nee jah-OHn-eesh, gar sa BOO-eer OH-ree-wah-DAHS-la.]	*Nobody cares who your father was, only the father you'll be.* (Lit: Bloodline is not important, but you as a father are the most valuable thing.) Mando saying emphasising the importance of a father's role, and that a man is judged more by that than his lineage.
gayi'kaab	[GUY-ee-KAHB]	radio
gayiyla	[guy-EE-lah]	everywhere
gayiyilir	[guy-EE-leer]	spread
ge	[geh]	almost (before consonant)
gebbar	[GEB-arr]	close to, near to



gebi	[GEH-bee]	close, near
ge'catra	[geh-CAT-rah]	evening
gedeteyar	[geh-det-AY-ar]	be thankful
gedetir	[geh-DET-eer]	plead, beg
Gedet'ye	[Geh-DET-yay]	Please
gedin'la	[geh-DEEN-lah]	eccentric, cranky, in a mood - literally *almost insane*
gehat'ik	[GE`hah-teek]	story
gehatyc	[geh-HAHT-eesh]	suspected, believed to be, alleged
ge'hutuun	[ge-hoo-TOON]	bandit, villain, petty thief - can also mean a serious criminal you have no respect for - abusive
ge'kaan	[gey-KAHN]	military exercise
gekyrdir	[geh-KEER-deer]	incapacitate, knock out
gemas	[gey-MAHS]	hair
genet	[geh-NET]	gray
geroya	[geh-ROY-ah]	game, play (literally nearly-hunt)
ge'sol	[geh-SOHL]	half
ge'soletar	[ge-soh-LAY-tar]	estimate
get	[get]	almost (before a vowel)
ge'tal	[ge-TAHL]	red
get'shuk	[GEHT-shook]	Team game similar to meshgeroya, in that there are goals at either end of the pitch, except the players may handle the ball. Very similar to rugby; brutal, fast and painful.
gett'se	[GET-say]	courage, nerve, nuts (generic)
Gev!	[gehv]	Stop it! Pack it in!
ge'ver'alor	[ge-VAIR-ah-lor]	aide
ge'ver'alor	[ge-VAIR-ah-lor]	bagman
gi	[gee (hard G)]	fish
gihaal	[gee-HAAL]	dried fish-meal (like pemmican - lasts for years but very pungent smell)
go'naasir	[goh-NAH-seer]	waste, squander
goorar	[GOOR-ahr]	throw
goore	[GOO-ray]	grenade
goor'verd	[GOOR-vaird]	grenadier
goran	[goh-RAHN]	blacksmith, metalworker
gota	[GOH-tah]	machine (any device)
gotabor	[GOH-tah-BOR]	engineer
gotal	[go-TAHL]	made, created - as in *-ized* - suffix
gotal'ur	[GO-tal-oor]	make, create
gota'tuur	[GOH-tah-TOOR]	birthday
goten	[GOH-ten]	birth
gotenir	[goh-TEN-eer]	give birth
goyust	[goh-YOOST]	road
gratiir	[grah-TEER]	punish, to
gra'tua	[gra-TOO-ah]	vengeance

gra'tuar	[grah-TOO-ar]	avenge
guuror	[GOO-rohr]	like, be fond of (of a person or creature)
haal	[hahl]	breath
haalas	[hahlas]	chest
haalur	[hah-LOOR]	breathe
haamyc	[HAH-meesh]	unusual
haar	[har]	the - definite article - rare and emphatic
haaranovor	[ha-RAHN-oh-vor]	hide, conceal
Haar'chak!	[HAR-chak]	Damn it!
haashun	[HAH-shoon]	parchment bread - a thin sheet of bread dried to preserve it, and reconstituted in liquid. Mando ration-pack staple. Made properly, it;s so thin you can read through it, hence the name; 'see-bread'.
haast	[hahst]	dry
haastal	[HAH-stahl]	dried blood, scab (also a term for a lasting emotional scar)
haat	[haht]	truth
Haat o'r an nuhune	[Haht OR an noo-HOO-nay]	Mando saying - Many a true word spoken in jest. (Lit: there's truth in all jokes.)
Haat, ijaa, haa'it	[Haht-i-JAH-hah-EET]	Truth, honor, vision - words used to seal a pact.
haa'taylir	[har-TIE-leer]	see
haatyc	[HAH-teesh]	visible
Haatyc or'arue jate'shya ori'sol aru'ike nuhaatyc	[HAH-teesh ohr-AH-ray JAH-tay-SHE-ah oh-ree-SOL ah-roo-EE-kay noo-HAH-teesh.]	Better one big enemy that you can see than many small ones that you can't. (Mandalorian proverb.)
haav	[NOO-hahv]	bed
haavlaam	[HAHV-lahm]	bunk
Haili cetare!	[HI-lee set-AHR-ay]	Tuck in! Enjoy! Lit. *Fill your boots.*
hailir	[hay-LEER]	fill (verb)
haran	[HAH-rahnn]	hell - literally, destruction, cosmic annihilation
haranov	[hah-RAHN-ov]	Cache
haryc	[HAR-eeesh]	tired
haryc b'aalyc	[hah-REESH bah-LEESH]	*tired and emotional* - i.e. drunk
hayc	[haysh]	plain, honest, simple (of people)
hetikles	[HEH-tee-kless]	*noseburn* - burning sensation in the sinuses brought about by specific spices - Mandalorians prize this
hetikleyc	[hay-TEEK-laysh]	spicy, as in makes the sinuses burn (a sensation like eating horseradish or wasabi)
hettir	[HAYt-eer]	burn
hettyc	[heh-TEESH]	burning

heturam	[HEH-too-rahm]	*mouthburn* - a sought-after state of intense burning in the mouth brought about by very spicy food - see also hetikleyc
hibir	[hee-BEER]	pupil, student
hibirar	[baj-hib-EER]	learn
hiibir	[HEE-beer]	take
hodar	[HOH-dar]	deceive, fool
hodasal	[hoh-dah-SAHL]	camouflage
hodasalar	[hoh-DAH-sah-LAHR]	camouflage, cover up
hodayc	[HOH-daysh]	cunning
hokaanir	[ho-KAHN-eer]	cut, slice
hokan'yc	[hoh-KAH-neesh]	sliced, cut up (also slang for heavily defeated)
hoshap	[HO-shahp]	spoon
hukaatir	[HOO-kah-TEER]	cover, to
Hukaat'kama!	[hu-KAHT-ka-MAH]	Watch my six!
hut'uun	[hoo-TOON]	coward (worst possible insult)
Iba'	[EE-ba]	what a...
ibac	[ee-BAK]	that (as in this and that)
Ibac'ner	[EE-bahk-NAIR]	That's mine, it's mine.
ibic	[ee-BIK]	this
ibi'tuur	[EE-bee-toor]	today
Ib'tuur jatne tuur ash'ad kyr'amur	[EEB- toor JAHT-nay toor ASH-ahd-KEE-ram-oor]	Today is a good day for someone else to die - Mando saying (because they're not daft...)
iisa	[EE-sah]	fuse
ijaat	[ee-JAHT]	honor
ika	[EE-kah]	diminutive suffix written as 'ika - also added to a name as a very familiar or childhood form, e.g, Ord'ika - Little Ordo
ik'aad	[EE-kad]	baby, child under 3
irud	[EE-rood]	arm
isirir	[ee-SEER-eer]	taste
iviin	[ee-VEEN]	speed, velocity
iviin'yc	[ee-VEEN-esh]	fast
jaal	[J AHL]	numb
jag	[jag]	man
jagyc	[JAH-geesh]	male (can also mean macho in context)
jahaal	[jah-HAHL]	health
jahaala	[ja-HAH-lah]	well, healthy
jahaal'got	[jah-HAHL-got]	health-giving, nutritious, good for you
jahaatir	[jeh-HAH-teer]	tell lies, deceive
ja'hailir	[jah-HIE-leer]	observe, watch over
jai'galaar	[JAI-gah-LAR]	shriek-hawk
jair	[jay-EER]	scream, shriek

janad	[JAH-nahd]	spicy
jaon	[JAY-ohn]	over
jaon'yc	[jai-OHN-ish]	important
jare	[JAH-ray]	kamikaze - someone taking a fatal, foolish risk
jare'la	[jah-RAY-lah]	stupidly oblivious of danger, asking for it
jareor	[jah-RAY-or]	recklessly risk your life, act suicidally (negative connotation - foolish, not brave)
jari'eyc	[JAR-ee-aysh]	ugly, ruined (lit: wrecked)
jariler	[jah-REE-lair]	lay waste, wreck
jarkiv	[JAR-keev]	charisma, presence
jaro	[JAH-ro]	death wish, insane act of reckless stupidity
jat'ca'nara	[JAHT kah-NAH-rah]	on time - lit. *good time*
jate	[JAH-tay]	good
jate'kara	[JAH-tay-KAH-rah]	luck, destiny - lit good stars, a course to steer by
jate'shya	[JAH-tay-SHEE-ah]	better
jatisyc	[jah-TEE-seesh]	delicious
jatne	[JAT-nay]	best
jatne emuurir	[JAT-nay eh-MOOR-eer]	prefer
jatne manda	[JAT-nay MAN-da]	good mood - a complex sense of being at one with your clan and life
Jatne vod	[JAT-nay vod]	Sir ( formal - used by bar staff etc, not military)
Jatnese be te jatnese	[jat-NAY-say beh jat_NAY-say]	The best of the best (plural)
jehaat	[jeh-HAHT]	lie, untruth
jehavey'ir	[jeh-HAHR-vay`eer]	ambush
jekai	[jeh-KAI]	bait
jenarar	[JEH-han-rar]	feint
jetii	[JAY-tee]	Jedi
jetii'kad	[jay-TEE-kahd]	lightsaber
jetiise	[JAY-tee-see]	Jedi plural, Republic
jii	[gee]	now
jiila	[GEE-lah]	immediate, right away, instant
jilarud	[JEE-lah-rood]	disc
jiriad	[gee-REE-ad]	white, chalky, ashen-faced
joha	[JOH-hah]	language
johayc	[JO-haysh]	spoken, pronounced
jorad	[jaw-RAHD]	voice
yorbe	[JOR-beh]	reason
jorcu	[JOR-koo]	because
jorhaa'ir	[joh-har-EER]	speak, talk
jorir	[JAW-reer]	bear, carry (archaic)
jor'lekir	[jor-LEK-eer]	confirm
jorso'ran	[Jor-so-RAHN]	shall bear (archaic)
joruur	[jaw-ROOR]	gather

juaan	[JOO-ahn]	beside, next to
jurir	[joo-REER]	bear arms, carry something
jurkad	[JOOR-kad]	attack, an assault
jurkadir	[JOOR-kad-EER]	attack, threaten, mess with
jurkadir sha(l)	[JOOR-kad-EER shahl]	mess with, mess around, hassle (alternative form of jurkadir) transitive verb
jurkadir ti	[JOOR-kad-EER tee]	mess someone about, mess around with someone, mess with (another alternative of jurkadir) transitive verb
kaab	[kahb]	sound
kad	[kahd]	saber, sword
kadala	[kah-DAH-lah]	wounded, hurt
kadale	[kah-DAH-lay]	casualties
kad'au	[kahd-OW]	lightsaber
kaden	[KAH-den]	angry
kadiilir	[kah-DEE-leer]	breach, pierce
kad'la	[KAD-la]	sharp
ka'gaht	[KAH-gaht]	south
kai'tome	[kai-TOHM-ay]	food
kajil	[KAH-jeel]	flat, level
kajir	[KAH-jeer]	table
kakovidir	[kah-KOH-vee-deer]	cower
kal	[kahl]	blade
kalikir	[kah-LEE-keer]	stab with a narrow blade (*skewer*)
kama	[KAH-ma]	belt-spat
kaminii	[kah-MEE-nee]	Kaminoan
kando	[KAHN-do]	importance, weight
kandosii	[kahn-DOH-see]	indomitable, ruthless
Kandosii!	[Kan-DOH-see]	Amazing, Nice One, Stunning, Well Done, Wicked
kandosii'la	[kan-doh-SEE-la]	stunning, amazing
Ka'ra	[KAY-rah]	stars - ancient Mandalorian myth - ruling council of fallen kings
kar'am	[KAR-aam]	breath
karbakar	[KAR-bah-kar]	hyperdrive (lit: star to star)
kar'ta	[kah-ROH-ta]	heart
kar'tayl	[kar-TILE]	awareness, knowledge
kar'taylir	[kar-TIE-leer]	know, hold in the heart
kar'taylir darasuum	[kat-tay-LEER da-RAH-soom]	love
karyai	[CAR-yai ]	main living room of a traditional north Mandalorian house - a single big chamber for eating, talking, resting, and even the last secure stronghold when under attack
K'atini!	[kah-TEEN-ee]	Suck it up! Or: It's only pain!
kaysh	[kaysh]	he, her, hers, him, his



Kaysh guur' skraan	[KAYSH goor SCRAHN]	*He loves his food.* (Said of someone who has a healthy appetite, using the verb for affection rather than enjoyment.)
Kaysh meg miit'gaana, oyacyi.	[Kaysh mayg MEET-gah-NAH oy-AH-shee.]	Who writes, remains. (Proverb.)
Kaysh mirsh solus	[Kaysh meersh SOH-loos]	He's an idiot (lit. his brain cell is lonely)
Kaysh mirsh'kyramud	[Kaysh meersh kee-RAH-mood]	He's boring me senseless (Lit: he's a brain assassin)
Kaysh shu'shuk	[Kaish shoo-SHOOK]	He's a disaster
Kaysh tayl'ud	[Kaysh TAY-lood]	He's taking a break. He's having a nap.
Ke narir haar'ke'gyce rol'eta resol!	[KEH-nah-REER-ha-ke-GHEE-shay rol-LAY-tah ray-SOL]	Execute Order 66!
Ke serim	[KEH-se-REEM!]	Take aim!
ke, k'	[keh]	imperative prefix - used as order
kebbur	[KEH-boor]	try, attempt
kebiin	[kay-BEEN]	blue
kebiit'ra	[keh-BEE-trah]	sky (daytime) lit. blue sky
kebise	[keh-BEE-say]	things, stuff
kedin	[ked-EEN]	chain of command
keenir	[KEEN-eer]	infiltrate
ke'gyce	[keh-GHEE-shay]	order, command
keldab	[kel-DAHB]	citadel, stronghold
kelita	[kel-EE-tah]	moat
kemir	[KEH--meer]	walk
Ke'mot!	[Keh-MOHT]	Halt!
Ke'sush!	[Keh-SOOSH!]	Attention!
kih	[kee]	small
Kih'parjai	[Kee-PAR-jai]	No problem. Don't mention it. (Lit: small victory)
kir'manir	[keer-MAHN-eer]	adopt, give a soul to someone
kisol	[kee-SOHL]	few
kles	[klez]	nose
klesir	[KLEH-seer]	smell
K'olar!	[koh-LAR]	Come here! Get over here at once!
kom'rk	[KOHM-or-rohk]	gauntlet
koor	[koor]	deal, contract
kot	[kohd, koht]	strength
kote	[KOH-day, KOH-tay]	glory (pl)
Kote lo'shebs'ul narit	[koh-TAY low SHEBS-ool NAH-rit]	You can keep your glory. (Contemptuous and impolite.)
kotep	[KOH-tehp]	brave
kotir	[KOH-teer]	defeat, overpower
kotyc	[koh-TEESH]	strong
kovid	[KOV-eed]	head
kov'nyn	[KOHV-neen]	head-butt - noun

kov'nynir	[KOHV-nee-neer]	head-butt (see also Keldabe Kiss) - verb
K'oyacyi!	[Koy-AH-shee!]	1. *Cheers!* 2. Can also mean: *Hang in there* or 3. *Come back safely.* Literally, a command; *Stay alive!*
kranak	[KRAH-nahk]	fortified settlement or dwelling surrounded by water
kurs	[koorse]	forest
kurshi	[KOOR-shi]	tree
kurshok	[KOOR-shok]	plank of wood,
kute	[koo-Tay]	underwear, bodysuit, something worn under armor
K'uur!	[Koor]	Hush!
kyor	[KIE-ohr]	rotting, decay
kyorar	[KIE-ohr-ar]	rot, decay (verb)
kyorla	[kie-OHR-lah]	rotten
kyr	[KEER]	end
Kyr ge'kaan	[KEER geh-KAHN]	Endex (end of exercise - mil.)
kyr'ad	[KEER-ahd]	corpse
kyr'adyc	[keer-AH-deesh]	passed away, deceased
kyr'am	[kee-RAHM]	death
kyramla	[keer-AHM-la]	fatal, deadly
kyramud	[keer-AH-mood]	killer, assassin
kyr'amur	[kee-RAHM-oor]	kill
kyrayc	[keer-AYSH]	killed, dead
kyrbej	[KEER-bayj]	battlefield
kyr'bes	[KEER-bez]	skull, especially mythosaur skull - coll. Crown
Kyr'tsad	[KEERT-sahd]	Death Watch (lit. Death Society) - breakaway Mandalorian sect
kyr'vhetine	[KEER-fet-EEN-ay]	harvest
kyr'yc	[KEER-eesh]	last
laam	[lahm]	up
laamyc	[LAH-meesh]	high
laandur	[LAHN-doo-er]	delicate, fragile (sometimes an insult - weak, pathetic)
laar	[lar]	song
laaran	[lah-RAHN]	singing
laararir	[lah-RAH-eer]	sing
lalat	[LAH-laht]	tongue
la'mun	[lah-MOON]	azimuth
lararyc	[lah-rah-eesh]	drunk (lit. carousing)
layari	[LAY-ah-ree]	overconfident, swaggering
lenedat	[leh-NAY-daht]	target, contact
linibar	[lee-NEE-bar]	need, to
liser	[LEE-say]	able to, can
lo	[loh]	into
lonar	[LOH`nar]	insertion

loras	[lor-AHS]	meat, flesh, substance (poetic)
lor'vram	[lohr-ve-RAHM]	breakfast
lovik	[LOH-veek]	knee
luubid	[loo-BEED]	enough
maan	[mahn]	original, first
majyc	[MAH-jeesh]	extra
majyce	[mah-jEE-shay]	something extra, addendum
majycir	[MAH-jeesh-eer]	add
manda	[MAHN-dah]	the collective soul or heaven - the state of being Mandalorian in mind, body and spirit - also supreme, overarching, guardian-like
Mand'alor	[MAHN-dah-lor]	sole ruler
Manda'yaim	[MAN-dah-YAI-eem]	the planet Mandalore.
Mando	[MAHN-do]	Mandalorian, adj or noun
Mando'ad draar digu	[Man-DOH-ad drahr dee-GOO]	A Mandalorian never forgets.
Mando'ade	[Mando-AH-day]	Mandalorians (pl) - sons and/ or daughters of Mandalore
mandokar	[MAN-doh-KAR]	the *right stuff*, the epitome of Mando virtue - a blend of aggression, tenacity, loyalty and a lust for life
mandokarla	[MAN-doh-KAR-lah]	having the *right stuff*, showing guts and spirit, the state of being the epitome of Mando virtue
Mar'e!	[MAH-ray!]	At last! (Expression of relief.)
marekar	[mah-RAY-kar]	navigation
marev	[MAH-rev]	fist
mar'eyce	[mah-RAY-shay]	discovery, something found at last, a state of heaven
mar'eyir	[mah-AY-eer]	find, discover
mashukir	[MAH-shook-eer]	disperse
mav	[mahv]	free
mayen	[MY-enn]	anything
Me'bana?	[may-BAHN-ah]	What's happening? What happened?
Me'copaani?	[Meh ko-PAH-nee?]	What do you want? What would you like?
me'dinuir	[med-IN-oo-eer]	share, give to each other
meg	[mayg]	which, what, that, who
megin	[may-GIN]	which, what, that - before a vowel
meh	[mey]	if
me'sen	[mAY-sen]	starship
meshgeroya	[MESH-geh-ROY-ah]	limmie or bolo-ball - literally the *beautiful game,* a Mandalorian obsession
mesh'la	[MAYSH`lah]	beautiful
meshurkaan	[MEH-shoor-KAHN]	jeweler, gem cutter
meshurok	[meh-SHOO-rok]	gemstone
me'suum	[may-SOOM]	planet
me'suum'ika	[meh-soo-MEE-ka]	moon

Me'vaar ti gar?	[Meh-VAR tee-GAR]	How are you? (Lit: what's new with you?) Can also be used to ask a soldier for a sitrep. If a Mando asks you this, they expect an answer; it's literal. The response for *I'm fine thanks,* is *Naas.* (Literally - nothing. )
me'ven?	[mey-VAYN]	Huh? What? Expression of bewilderment or disbelief
Mhi	[mee]	Us, we
Mhor	[mor]	ours - rare archaic
Miit	[meet]	word
miit'gaanar	[MEET-gah-nar]	write
Mircin	[meer-SEEN]	cage
Mircir	[meer-SEER]	cage, lock up, capture
mirci't	[meer-SEET]	prisoner
Mirdala	[MEER-dah-lah]	clever, intelligent, intellectual
Mirdir	[MEER-deer]	think, calculate
mirgaanla	[meer-GAHN-lah]	deliberate (lit: *thinking hand*)
mirjahaal	[MEER-jah-HAHL]	peace of mind, *healing*, general term for emotional well-being especially after a trauma or bereavement
Mirshe	[MEER-shay]	brain (plural - mirsh is a brain cell
mir'sheb	[MEER-sheb]	smartass
mirshepar'la	[MEER-shay-PAR-lah]	boring (lit: brain devouring)
Mirshir	[MEER-sheer]	shock, stun (lit. *brain* someone, knock out their brain)
Mirshko	[MEERSH-koh]	courage
mirsh'kyramud	[MEERSH-keer`AH-mood]	boring person (lit: brain assassin)
mirshmure'cya	[meersh-moor-AY-shah]	Keldabe kiss - slang for headbutt (lit. brain-kiss)
Mishuk	[MEE-shook]	pressure
Morut	[moh-ROOT]	haven, stronghold
Morutar	[MOH-roo-tahr]	welcome, verb
morut'yc	[moh-ROO-teesh]	safe, secure
Motir	[moh-TEER]	stand
Monad	[MOO-nahd]	elevation
Monad	[moo-NAHD]	height
Muninar	[moo-NEE-nar]	tall
Munit	[MOON-eet]	long
Munit tome'tayl, skotah iisa	[MOON-eet to-MAY-tail, SKO-tah-EE-sah]	long memory, short fuse - said to be the typical Mando mindset
Murcyur	[MOOR-shoor]	kiss (verb)
Mureyca	[MOOR-aysh-ah]	kiss
Muun	[UM-ahn]	hard
muun'bajir	[MOO-wun BAH-jeer ]	trounce, teach someone a lesson, *kick butt* lit: educate hard
Naak	[nahk]	peace

Naakla	[NAHK-lah]	peaceful
Naas	[nahs]	nothing
Naasad	[NAHS-ahd]	none, not any
Naasade	[nah-SAH-day]	nobody
Naast	[nahst]	destroyer
Naastar	[NAH-star]	destroy
nad'aai	[NAHD-ai]	infrared
nad'aaila.	[nad-AY-lah]	infrared (adj)
Nadala	[nad-AHL-ah]	hot
nakar'mir	[Nah-kah-MEER]	be unaware, not know (verb)
nakar'tuur	[NAH-kah-TOOR]	tomorrow (lit: the unknown day)
Nakil	[NAH-keel]	corner
Nar dralshy'a	[NAR-drahl-SHEE-ya]	Put your back into it! Try harder!
Nari	[NAH-ree]	move, action, act
Narir	[nah-REER]	act, do, put
Naritir	[nah-ree-TEER]	insert, place, put
narser	[NAR-sair]	purpose
Nar'sheb	[NAR-sheb]	Contemptuous comment - like *shove it* but much stronger.
narudar	[nah-ROO-dar]	temporary ally - specifically your enemy's enemy, where both sides know this is an alliance of convenience and not a lasting pact.
nasreyc	[nar-SAIR-eesh]	determined, resolute
naumiit	[now-MEET]	signal
nau'ul	[now-OOL]	candlelight
nau'ur	[now-OOR]	light up, illuminate
nau'ur kad	[now-OOR kad]	forge (lit. light up a saber)
nayc	[naysh]	no ( negative answer)
naysol	[NAY-sol]	too many
Ne shab'rud'niÖ	[Neh shab-ROOD-nee]	Don't mess with me (extremely strong warning - much stronger than jurkadir - and likely to be followed by violence)
neduumyc	[nay-DOO-meesh]	illegal, unauthorized
nehutyc	[neh-HOOT-eesh]	feisty, gutsy
Ne'johaa!	[Neh-JOH-hah]	Shut up!
ne'kaan	[neh-KAHN]	non-combatant
N'epar nu pirur!	[Neh-PAHR noo PEER-oor]	It won't eat or drink anything. (It can wait - no rush.)
N'eparavu takisit	[Nay-PAH-rav-OO ta-KEE-sit]	sorry (lit: I eat my insult)
ner	[nair]	my, mine
neral	[NAY-rah]	Grain
ne'tra	[NAY-trah ]	Black
ne'tra gal	[NAY-trah gahl]	black ale - sweet, almost spicy black beer similar to milk stout



Ne'tra gal mesh'la, jat'isyc, bal, wayii, jahaal'got	[NAY-tra gahl MAYSH-lah, jah-TEE-seesh, bahl why-eee JAH-hal-got]	Black ale looks good, tastes good, and - by golly - it does you good!
neverd	[neh-VAIRD]	civilian
ne'waadas	[nay-WAHD-ahs]	poverty, need
ni	[nee]	I, me
Ni ceta	[nee SET-ah]	sorry (lit: I kneel) grovelling apology - rare
Ni copaani buy'ce gal	[Nee ko-PAH-nee gal]	Íd like a pint of ale
Ni copaani buyc'ika cin papuur'gal	[Nee ko-PAH-nee boo-SHEE-ka seen pah-POOR-gal]	Íd like a glass of white wine, please
ni dinu	[NEE DEE-noo]	I give (and, used on its own in a firm tone, means: *Like it or lump it! Take it or leave it!*)
Ni hukaatii'ni shebs ti kama!	[NEE-hoo-kah-TEE-ni shebs ti KA-mah]	I'm covering my back!
Ni kyr'tayl gai sa'ad	[Nee-keer-TAIL guy-sah-ADD]	adoption vow - lit. I know your name as my child.
Ni su'cuyi, gar kyr'adyc, ni partayli, gar darasuum	[Nee soo-COO-yee, gar keer-AH-deesh, nee par-TIE-lee, gar dah-rah-SOOM]	Daily remembrance of those passed on *I'm still alive, but you are dead. I remember you, so you are eternal.* Followed by repetition of loved ones' names.
nibral	[NEE-brahl]	loser, failure
Ni'duraa!	[NEE DOO-rah]	You disgust me!
norac	[noh-RAK]	back
Nu draar	[Noo DRAR]	No way. Absolutely not. Never in a million years. Not on your life. (Emphatic disagreement and doubt. Lit: Not never. Mandos use double negatives for emphasis.)
Nu kyr'adyc, shi taab'echaaj'la.	[Noo keer-AH-deesh, shi TAHB-ee-CHARJ-lah]	Not gone, merely marching far away. (Tribute to a dead comrade.)
nu, n', ne	[noo]	negative prefixes
nu'amyc	[noo-AHM-eesh]	normal
nuhaatyc	[noo-HAH-teesh]	invisible, unseen
nuh'la, nuhunla	[NOO-lah]	funny, amusing
nuhoy	[noo-HOY]	sleep
nuhoyir	[noo-HOY-eer]	slumber, sleep
nuhun	[noo-HOON]	joke
nuhunar	[noo-HOO-nar]	laugh
nuhur	[NOO-hoor]	good times, laughter, fun
nushaad'la	[noo-SHAHD-lah]	motionless
nynir	[nee-NEER]	hit, strike
ogir	[OH-gir]	there
ogir'olar	[oh-GEER-oh-LAH]	one way or the other, either way
olan	[OH-lahn]	hundred
olar	[OH-lar]	here
olarom	[OH-lah-rom]	welcome (greeting)

olaror	[oh-LAR-ohr]	come, arrive
ol'averde	[oh-lah-VAIR-day]	company
onidir	[oh-NEE-deer]	to sweat
o'r	[ohr]	in
orar	[or-AHR]	thunder
or'dinii	[Ohr-DEE-nee]	moron, fool
orhaar	[OR-haar]	scan (noun)
orhaarir	[or-HAR-eer]	scan (verb)
ori	[OH-ree]	big, extreme, very
ori'beskaryc	[OH-ree-bes-KAR-eesh]	hard case, extremely tough, no-nonsense (of people) - *well 'ard*
oribru	[oh-REE-bru]	emergency
Ori'buyce, kih'kovid.†	[OH-ree-BOO-shay, KEE-koh-VEED]	All helmet, no head. † Common term of derision for someone with an overdeveloped sense of authority
ori'copaad	[OH-ree-KOH-pahd]	obsession, fixation
ori'dush	[OHR-ee-DOOSH]	evil
ori'gehaat'ik	[or-EE-geh-HAH-teek]	epic
ori'haat	[OH-ree-haht]	*It's the truth, I swear - no bull.*
ori'jagyc	[OH-ree-JAHG-eesh (or OH-ree-YAHG-eesh)]	bullying; also bully, swaggering big-mouth - someone who picks on someone smaller - lit. *big man* said sarcastically, applied equally to women
ori'jate	[OR-ee-JAH-tay]	excellent
orikih	[aw-REE-kee]	tiny
orilin	[oh-REE-leen]	profit, surplus
or'ilor	[ohr-EE-lohr]	midday meal
ori'ramikad	[OH-ree-RAHM-ee-kahd]	supercommando (Mandalorian designation of elite special forces)
ori'shya	[ohr-EE-she-ya]	more than
ori'skraan	[OH-ree-scrahn]	1. a delicacy, a real treat in terms of food; 2 a blow-out meal, a feast (slang), *big eats*
ori'sol	[OHR-ee-SOL]	many
ori'suumyc	[OHR-ee-SOOM-eesh]	beyond the pale, one step too far, outrageous (in Mandalorian morality)
ori'tsad	[OHR-eet-sahd]	brigade
oritsir	[oh-REET-seer]	curse, swear, bellow
ori'vod	[OH-ree-VOD]	big brother, older brother, special friend
ori'vor'e	[AW-ree-VOHR-ay]	Thanks a lot! Thanks a million!
oriya	[oh-REE-yah]	city
oriyala	[oh-REE-ah-lah]	urban
orjorer	[or-JOR-er]	cry out, shout
or'parguur	[OR-par-GOOR]	hate
or'trikar	[OHR-tree-kar]	grief

oshokita	[oh-SHOK-ee-TAH]	freshers (from plank of wood used in field latrines)
osik	[OH-sik]	dung (impolite)
osik'la	[oh-SIK-lah]	messed up, screwed, horrible (impolite)
Osi'kyr!	[OH-see-KEER]	Strong exclamation of surprise or dismay
osi'yaim	[OH-see-yaim]	Useless, despicable person
Oya manda!	[OY-ah-MAN-dah]	Expression of Mandalorian solidarity and perpetuity: emotional and assertive.
Oya!	[OY-ah!]	Many meanings: literally *Let's hunt!* and also *Stay alive!*, but also *Hoorah!*, *Go you!*, *Cheers!* Always positive and triumphant.
oyacyir	[oy-YAH-sheer]	live
oya'karir	[OY-yah-KAR-eer]	hunt, chase
oya'la	[oy-AH-lah]	living
oyayc	[oy-AYSH]	alive
oyayc ra kyrayc	[oy-AYSH rah keer-AYSH]	dead or alive
oyu'baat	[oy-YOO-baht]	universe
oyula	[oy-OO-lah]	galactic
paak	[pahk]	salt
paguur	[PAH-goor]	dislike
paklalat	[PAHK-lah-LAHT]	gift of the gab, a silver tongue, wit, eloquence
pakod	[PAH-kohd]	easy, simple
palon	[pah-LOHN]	hole
papurgaat	[pa-POOR-gaht]	fruit
papuur'gal	[pah-POOR-gahl]	wine
par	[pah]	for
Pare! (Pare sol!)	[PAH-ray (PAH-ray-SOHL)]	Hang on! (Pare sol - lit: *Wait one.*) Note: Ke'pare is much more emphatic - *Wait!*
parer	[PAH-rair]	wait
parjai	[par-JAI]	victory
parjii	[PAR-jee]	winner, victor
par'jila	[par-JEE-lah]	triumphant
parjir	[par-JEER]	win, be victorious
partaylir	[par-TAT-leer]	remember
paru	[PAH-roo]	formation
payt	[PAH-eet]	left
pehir	[peh- HEER]	spit
pel	[pail]	soft, yielding
pel'gam	[pel-GAM]	skin
pelkaanir	[pel-KAHN-eer]	shave
peti'baar	[peh-TEE-bahr]	center mass
petir	[pet-EER]	center

pirebu	[peer-AY-boo]	near
pir'ekulor	[PEER-ek-OO-lor]	weep
pirimmur	[PEER-ee-moor]	use
pirimmuy	[peer-im-OO-ee]	useful
pirimpir	[peer-EEM-peer]	urine
pirpaak	[PEER-pahk]	broth, soup (literally, salted water)
pirun	[PEER-un]	water
pirunir sur'haaise	[PEER-oo-NEER soor-HIE-say]	make their eyes water (slang for kill, injure or defeat)
pirur	[peer-OOR]	drink
pirusti	[peer-OO-stee]	well
piryc	[PEER-eesh]	wet
pitat	[pit-AHT]	rain
projor	[PROH-jor]	next
prudii	[proo-DEE]	shadow
prudiise	[proo-DEE-see]	shadows
puut'la	[POOT-lah]	ballistic
ra	[rah]	or
racin	[ray-SEEN]	pale
ramaanar	[rah-mahn-ARR]	die, general term
ramaanla	[rah-MAHN-lah]	mortal (in the sense of fallible or vulnerable)
ram'ika	[rah-MEE-kah]	raid
ramikad	[RAH-mee-KAHD]	commando
ramikadyc	[RAH-mee-KAHD-eesh]	commando state of mind - an attitude that he/ she can do anything, endure anything, and achieve the objective. A blend of complete confidence and extreme tenacity instilled in special forces during training. Can also be used informally to describe a determined, focused person.
ram'or	[RAHM-ohr]	attack, beseege
ramorla	[rah-MOR-lah]	besieged
ram'ser	[RAM-sair]	sniper, marksman
rang	[rahng]	ash
Rangir!	[RAN-geer]	To hell with it!
ranov'la	[rah-NOHV-lah]	secret
ratiin	[RAH-teen]	always
rayshe'a	[ray-SHEE-ah]	five
raysh'olan	[RAYSH-oh-lahn]	five hundred
ray'ture	[ray-TOOR-ay]	week
redalur	[red-AH-loor]	dance (verb)
rejorhaa'ir	[ree-JOR-har-EER]	tell
resol	[reh-SOL]	six
Resol'nare	[RAY-sol NAH-ray]	Six Actions, the tenets of Mando life
ret	[rayt]	Perhaps, maybe
Ret'!	[rayt]	Bye! See you!

ret'lini.	[Rayt-LEE-nee]	just in case (colloquial - Mandos are cautious and always have a plan B)
Ret'urcye mhi	[ray-TOOR-shay-MEE]	Goodbye - lit. *Maybe we'll meet again*
ret'yc	[RET-eesh]	possible
riduur	[REE-door]	partner, spouse, husband, wife
riduurok	[ree-DOO-rok]	love bond, specifically between spouses - marriage agreement
riye	[REE-yay]	favor, benefit, good turn
rohak	[RO-hahk]	defeat
rohakar	[ro-ha-KAR]	defeat (verb)
rol'eta	[ROHL-ay-tah]	sixty
ru, r'	[roo]	past tense prefix
rud	[rood]	around
rugam	[ROO-gahm]	sphere, ball
runi	[roo-NEE]	soul (poetic only)
rusur	[roo-SOOR]	land, ships or troops
ruug	[roog]	old age
ruug'la	[ROOG-lah]	old
ruus	[roos]	rock
ruusaan	[roo-SAHN]	reliable one (popular female name)
ruusaanyc	[roo-SAHN-eesh]	reliable, trustworthy
ruusaar	[ROO-sahr]	foundation
ruus'alor	[ROOS-ahl-or]	sergeant
ruyot	[ROO-yot]	the past, history
sakagal	[SAH-kah-gal]	X-wing
sa	[sah]	as
sal	[sahl]	color
sapanyc	[sah-PAHN-eesh]	electromagnetic
Sarad	[SAH-rad]	flower, bloom
Saviin	[sah-VEEN]	violet
senaar	[sen-ARR]	bird
sen'tra	[SEN-tra]	jetpack
Serim	[SAIR-eem]	accurate, correct
serimir	[SAIR-ee-meer]	be right, to be accurate
Sha	[sha]	at (before vowel - shal)
sha ca'nara	[SHAH kah-NAH-rah]	specific time - literally at time, often used in questions
shaadlar	[SHAHD`lar]	move
Shaap	[shahp]	wood
shaap'yc	[sha-PEESH]	wooden
shabiir	[sha-BEER]	screw up - impolite
shabla	[SHAH-bla]	screwed up - impolite
shab'rudur	[shah-BROO-dur]	mess with - very strong language in Mando'a, so use only in extreme circumstances
shabuir	[SHAH-boo-EER]	extreme insult - *jerk*, but much stronger



sha'kajir	[SHAH-ka-JEER]	over a meal, at the dinner table, like the French *† table* - the word for table comes from the word for level, flat, so the implication is one of equals breaking bread together
sha'kajir	[SHAH-ka-JEER]	cease-fire, truce (from the practice of sitting down at a table with refreshments to talk terms, as in the same term for *over a meal*)
Shal	[shahl]	at (before vowel)
Sharal	[SHAH-ral]	lazy
sheber	[SHEH-bair]	sit (verb)
sheb'ika	[sheh-BEE-kah]	butt, tush - kids' word but sometimes used ironically or in humour
Shebs	[shebs]	backside, rear, buttocks (also rear of building etc)
sheb'urcyin	[sheh-BOOR-shin]	sycophant, toady, *butt-kisser*
she'cu	[SHAY-koo]	nine
she'eta	[shayta]	fifty
she'eta'olan	[SHAYTA-oh-lahn]	five thousand
sh'ehn	[shayn]	eight
shehn'eta	[shayn-EH-tah]	eighty
shekemir	[SHEH-kay-meer]	follow
shek'eta	[SHAYK-ay-tah]	ninety
shereshir	[shair-AYSH-eer]	kidnap, seize
shereshoy	[sheh-REYSH-oy]	lust for life and much more - uniquely Mandalorian word, meaning the enjoyment of each day and the determination to seek and grab every possible experience, as well as surviving to see the next day - hanging onto life and relishing it. An understandable state of mind/emotion for a warrior people. Closely related to the words for live, hunt and stay safe - and, of course *oya*. All from the same root.
shev'la	[SHAYV-lah]	silent
Shi	[shee]	just, only
Shig	[sheeg]	beverage - any infusion of whatever's available, but usually a mildly stimulant herb with a citrus flavor called behot
Shiib	[sheeb]	thin
shi'yayc	[shee-YAYSH]	yellow
sho'cye	[SHOW-shay]	ocean
Shok	[shohk]	beam, joist (wood or other material)
shokita	[SHOK-ee-tah]	shelf
shonar	[SHOW-nar]	wave (noun, as in sea) - literally 'ocean movement'

sho'sen	[SHOW-sen]	submarine, submersible
shosenla	[show-SEN-la]	submerged, sunk, under water
shukalar	[SHOO-kah-lar]	to crush (in any sense), to conquer
Shuk	[shook]	rift, tear
shuk'la	[SHOOK-lah]	fragmented, broken, crushed
shuk'yc	[shook-EESH]	not working, no use, useless, broken down, out of order - usually said of machinery
shuk'la gett'se	[SHOOK-lah GETT-say]	crushed or ground nuts (topping or ingredient for uj)
shuk'la riduurok	[SHOOK-lah ree-DOOR-ok]	divorce
shuk'orok	[shoo-KOH-rok]	crushgaunt
shukur	[SHOO-koor]	break
shuner	[shoon]	bread
shuner	[SHOO-nair]	flour, meal
shupur	[SHOO-poor]	injury
shupur'yc	[shoo-POOR-esh]	injured
shupuur	[shoo-POOR]	injure
shushai	[shoo-SHAI]	sensor (lit. eye-listening)
shu'shuk	[shoo-SHOOK]	disaster, big screw-up etc
Simir	[see-MEER]	year
sim'olan	[seem-oh-LAHN]	century
Sirbur	[SEER-boor]	say
Siver	[SEE-vair]	degree
skanah	[SKAH-nah]	much-hated thing or person
Skira	[SKEE-rah]	settling scores, revenge. feud (different to vengeance - more personal)
skotah	[SKOH-tah]	short
skraan	[scrahn]	food, *scrans* (generic slang for a meal)
skraan'ikase	[SKRAH-nee-KAY-say]	assorted small snacks like meze or tapas - *small eats* - a celebratory meal for Mandos because it can take hours to eat, and the dishes are often fiddly, a contrast to the easy-to-eat, quick meals necessary in the field
Slat	[slaht]	mud
Slana'pir!	[SLAH-nah-PEER]	Get out! get lost! (very impolite)
Slanar	[SLAH-nar]	go
solegot	[SOH-lay-goot]	computer (lit. counting machine)
soletar	[so-LAY-tahr]	Count
Solus	[SOH-loos]	alone, as one, each, individual, one, united, vulnerable
sol'yc	[sohl-EESH]	First
Sooran, shab!	[soo-RAHN shahb]	Contemptuous and triumphant comment - like *suck on that, chum!*
sooranir	[SOO-rah-neer]	suck, absorb, draw up (liquid)
sosol ti	[so-SOHL tee]	equal with

Spirba	[SPEER-bah]	pass (as in break in terrain)
Staabi	[STAH-bee]	right
Striil	[streel]	strill - highly intelligent six-legged hunting carnivore, capable of gliding and flight
Striilir	[STREE-leer]	track, trail
Su	[SOO]	still, yet
Su cuy'gar	[Soo COO-ee-gar]	Hello - lit. *You're still alive.*
Su'cuy	[Soo-COO-ee]	Hi!
sur'ar	[soo-RAR]	concentrate, focus
sur'gaan	[soor-GAHN]	picture
sur'haai	[soor-HAI]	eye
sur'ulur	[SOOR-oo-LOOR]	keep an eye on, monitor
Sushir	[SOO-sheer]	listen
susulur	[SOO-soo-LOOR]	hear
Suum	[soom]	beyond
Suum ca'nara	[Soom CAH-na-RAH]	the state of blissful rest and peace
suumpir	[SOOM-peer]	lake
suvarir	[soo-VAHR-eer]	understand
Tab	[tahb]	foot
taab'echaaj'la	[TAHB-eh-CHAHJ-lah]	deceased, passed on (lit: marched far away)
Taabir	[TAH-beer]	march
taakur	[TAHR-koor]	bone
Taap	[tahp]	Location, point, position
ta'ayl	[tah-AYL]	jailer
tabalhar	[tah-BAHL-har]	patrol (verb)
tabalut	[tah-BAHL-oot]	patrol (noun) - on patrol: bat'balut (adj)
t'ad	[tahd]	two
tad'eta	[TAHD-ay-tah]	seventy
takisir	[TAH-kees-eer]	insult (verb)
takisit	[tah-KEE-sit]	insult (noun)
Tal	[tahl]	blood
tal'din	[tal-DEEN]	bloodline
tal'galar	[tal-GAL-ahr]	spill blood, bleed
tal'onidir	[tahl-ON-ee-DEE-neer]	to sweat blood, to *give blood* - idiom for going that extra mile or making an all-out effort
Talyc	[tahl-EESH]	Bloody, bloodstained - of steak, rare.
ta'raysh	[ta-RAYSH]	ten
ta'raysh solus	[TAH-raysh-SO-lus]	eleven
ta'raysholan	[TAH-raysh-oh-lahn]	thousand
tatugir	[tah-TOO-geer]	repeat
Tayat	[TAI-aht]	storage
tay'haai	[TAY-hai]	archivist, reporter
Tayli'bac?	[TIE-lee-BAHK]	Got it? Okay? Understand? (Often very aggressive.)
Taylir	[TIE-leer]	hold, keep, preserve

Te	[teh]	the (rarely used)
Tebec	[TEH-bek]	ammunition
tegaanalir	[teh-GAHN-ah-leer]	rescue
The	[tay]	from
te'habirÖbe	[the-HAH-beer beh]	remove, take out (when used transitively, be precedes the object - No te'habi kad be dalab )
tengaanar	[TEN-gah-nahr]	show, display (lit. open hand)
Tenn	[ten]	open
Teroch	[tay-ROCH]	pitiless
Tettar	[TET-ar]	kick
Ti	[tee]	with
tigaanur	[tee-GAH-noor]	touch
Tihaar	[TEE-har]	alcoholic drink - strong clear spirit made from fruit, like eau de vie
tiingilar	[TEEN-gee-lahr]	blisteringly spicy Mandalorian casserole
tiin'la	[teen-LAH]	coarse
Tion	[TEE-on]	interrogative prefix, used for a question
Tion gar gai?	[Tee-ON gar-GUY]	What's your name?
Tion'ad	[tee-on-AD]	who? (Lit: what person?)
Tion'ad hukaat'kama?	[Tee-ON-ahd HOO-kaht-KA-ma]	Who's watching your back?
Tionas	[tee-OH-nahs]	Question, puzzle
Tion'cuy?	[Tee-ON-coo-EE]	Who's that? (often used as a challenge to identify someone - like *Halt! Who goes there?*
Tionir	[tee-OHN-eer]	question, interrogate
tion'jor	[Tee-ON-jor]	why?
tion'meh	[tee-ON-may]	what if?
Tion'solet?	[Tee-ON-soh-LAYT]	How many? How much?
tion'tuur	[tee-ON-toor]	when? (lit. which day)
To	[toh]	join, connection
tok'kad	[toh-KAHD]	retreat
to'kursh	[toh-KOORSH]	orchard
Tolase	[toh-LAH-say]	system (lit. joined things)
Tom	[tohm]	alliance
Tomad	[toh-MAHD]	ally
Tome	[TOH-may]	together (plural)
tome'tayl	[TOH-meh-TAYL]	memory
tom'urcir	[tohm-OOR-seer]	converge
Tomyc	[TOH-meesh]	Allied, joint
Tor	[tohr]	justice
Tra	[trah]	space, star field, void
traat'aliit	[TRAHT-ah-LEET]	squad, team
Traat'aliit gar besbe'trayc	[Traht-ah-LEET TRAYSH]      bes-beh-	The squad is your weapon
traatika	[tra-TEE-kah]	platoon
tracinya	[trah-SHEE-nah]	flame

tracyaat	[tra-SHEE-at]	artillery
Tra'cyar mav	[tra-SHEE-ar-mahv]	fire at will
Tracyn	[trah-SHEEN]	fire
tracy'uur	[trah-SHOOR]	blaster
Tranyc	[TRAH-neesh]	sunny (lit. star-burned)
trat'aab	[traht-AHB]	infantry
trat'ade	[traht-AH-day]	forces
trattok'or	[TRAT-oh-kor]	fail, fall, collapse
Tratur	[TRAH-toor]	man, staff, form the strength of, represent
Tratyc	[TRAH-teesh]	in a state of collapse
Trikar	[TREE-kar]	sadness
trikar'la	[tree-KAHR-lah]	sad
Troan	[trawn]	face
Troch	[troch]	certainly (archaic, like verily)
Tsad	[sahd]	alliance, group
tsad droten	[ZAD DROH-ten]	group of people, Republic
Tsad Droten	[tsahd-DROH-ten]	senate, assembly
tsikador	[zee-KAH-dor]	prepare, get ready
tsikala	[zee-KAH-lah]	prepared, ready
tug'yc	[too-GEESH]	again
Tuur	[toor]	day
Udes	[OO-des]	rest, leisure
Udesii	[oo-DAY-see]	Calm down! Take it easy!
udesiir	[oo-DAY-seer]	relax, take it easy, calm down, find respite
udesla	[oo-DESS-lah]	calm (of sea etc) unflappable (of a person), serene, relaxed
uj'alayi	[oo-jah-LIE-ee]	uj cake - dense, very sweet flat cake made of ground nuts, syrup, pureed dried fruit and spice
uj'ayl	[oo-JAY-ul]	thick scented syrup used in cooking
ukor b'ukor	[OO-kor BOO-kor]	forced to make a decision - lit. *when push comes to shove*
ukoror	[oo-KOR-or]	push, shove
Ulik	[OO-leek]	mount, pack animal,
Ulur	[OOL-oor]	care, detect, take notice of
Ulyc	[OO-leesh]	careful, carefully
umaan	[UM-ahn]	difficult
urakto	[oo-RAHK-to]	hard, difficult
Uram	[OO-rahm]	mouth
Urcir	[oor-SEER]	meet
Ures	[oo-REES]	without, lacking
urmankalar	[oor-MAHN-kah-lar]	believe (distinct from knowing)
Usen'ye!	[oo-SEN-yeh]	Go away! (Very rude - from same root as osik)
utreekov	[oo-TREE-kov]	fool, idiot (lit. emptyhead)
ut'reeyah	[oot-REE-yah]	empty



utrel'a	[oo-TREy-lah]	clear (as in *All clear*)
utreyar	[oo-TREE-yar]	clear (verb)
Utyc	[OO-teesh]	slimy
Uur	[oor]	silence
Uvete	[oo-VAY-tay]	worlds (poetic)
vaabir	[VAH-beer]	do
Vaal	[vahl]	during, while
Vaar	[vahr]	early, undeveloped, half-grown
vaar'ika	[var-EE-kah]	pip-squeak, runt
vaar'tur	[vahr-TOOR]	morning
Vaii	[vay]	where
vaii'la	[vai-EE-lah]	directional
Val	[vahl]	they, theirs
veeray	[VEER-ay]	area
veman	[veh-MAHN]	real, genuine
Ven	[vehn]	future tense prefix
vencuyanir	[ven-COO-yah-neer]	sustain, keep alive, preserve
vencuyot	[vain-COO-ee-ot]	future
ver'alor	[VAIR-ah-LOR]	lieutenant
verborir	[VAIR-bor-EER]	hire, buy, contract
verburyc	[vair-BOOR-eesh]	loyal
vercopa	[vair-KOH-pa]	wish, dream
VercopaÖ	[vair-KOH-pa]	May this happen, I wish - prefixes statement
vercopaanir	[VAIR-koh-PAH-neer]	wish, to hope
Verd	[vaird]	soldier, warrior
Verda	[VAIR-dah]	warriors (archaic plural)
Verde	[VAIR-day]	soldiers
verd'ika	[vair-DEE-kah]	private (rank) Can be used affectionately, often to a child; *little soldier* - context is critical.
verd'yc	[VAIR-deesh]	aggressive (not necessarily negative!)
ver'gebuir	[vair-geh-boo-EER]	bodyguard lit: hired guardian (almost-father)
veriduur	[VER-ee-DOOR]	courtesan
ver'mircit	[VAIR-meer-seet]	hostage
ver'verd	[vair-VAIRD]	mercenary
veshok	[VESH-ok]	large evergreen tree with a grain similar to Earth oak
ve'vut	[vay-VOOT]	gold
Vheh	[feh]	earth, dust, soil
vheh'yaim	[veh-YAYM]	temporary hut made of wattle and daub, a *basha*
vhekad	[FAY-kahd]	sand (literally 'sharp soil')
vhekadla	[fay-KAHD-lah]	sandy
vhekaj	[VEH-kahj]	map
Vhetin	[vet-EEN]	plain, fields - open, flat or gently rolling land

Vhett	[fet]	farmer
Vhey	[vay]	mine (ordnance)
Vhipir	[fee-PEER]	mist
Vi	[vee]	we (rare - archaic)
Videk	[vee-DEK]	neck
Viinir	[VEEN-eer]	run
Vod	[vohd]	Brother, comrade, *mate*, sister
Vor entye	[vor-ENT-yay]	Thank you (lit. *I accept a debt*)
Vor'e!	[VOHR-ay]	Thanks!
Vorer	[VAW-rehr]	accept
vorpan	[VOR-pahn]	green
vorpan'oy	[vor-PAHN`oy]	vegetation
Vurel	[VOO-rayl]	ever
vu'traat	[VOO-traht]	special forces
Vutyc	[VOOT-eesh]	special
waadas	[WAH-daas]	credits, wealth
waadasla	[wah-DAHS-lah]	valuable
warra'se	[WAR-ah-say]	warra nuts
wasuur	[WAH-soor]	west
Wayii!	[Why-EE or WHY-ee]	Good grief! General exclamation of surprise, good or bad.
Wer	[wair]	eon (archaic)
Wer'cuy	[Wair-COO-ee]	It was ages ago. - colloquial, often used as *Forget it* or *It doesn't matter*
Werda	[WAIR-dah]	darkness - archaic plural - dha werda - dark light, shadows -i.e. stealth
Werde	[WAIR-day]	darkness
werdla	[WAIRD-lah]	stealthy, invisible
werlaara	[wer-LAR-ah]	myth (archaic)
Woor	[wooer]	wind
Yacur	[YAH-soor]	flush out
ya'gai	[YAH-guy]	bowl
Yai	[yay]	belly, womb
yaihadla	[yai-HAHD-lah]	pregnant
yaihi'l	[YAH-heel]	full
Yaim	[yaym]	home
Yaimi	[yay-MEE]	neighbor
yaim'la	[YAYM`la]	comfortable, familiar, sense of *at home*. Can also mean local to the speaker.
yaim'ol	[yai-MOHL]	return, homecoming
yaimpar	[yay-EEM-par]	return
yai'yai	[YAY-aye]	*richly nourishing* - peculiarly Mandalorian description of dense, high-calorie food, of great importance to people dependent on highly portable field rations
yaiyai'yc	[yai-YAI-eesh]	bloated, satisfied

yamika	[yah-MEE-kah]	room, chamber
Yilad	[yee-LAHD]	array (noun)
yustapir	[YOOST-ah-PEER]	river (lit: water road)
yustarud	[YOOST-arood]	perimeter

# Mandalorian and English Keyboard Equivalents

A	B	C	D	E	F	G	H	I	J
K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z				
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# Links:

1. **501<sup>st</sup> Legion** (Costume Group): <http://www.501st.com/>
2. **Mandalorian Mercenaries** (Costume Group): <http://mercs.firespray.net/>
3. **Mandalorian Names**: <http://zaclan.webs.com/mandaloriannames.htm>
4. **Mando'a Dictionary**: <http://www.mandoa.org/>
5. **RPG Gamer** (D6 & D20 Stats for Mandalorian Equipment, Ships & Vehicles): [www.rpggamer.org](http://www.rpggamer.org)
6. **The Dented Helmet** (Mandalorian Costumer's Resource): <http://www.thedentedhelmet.com>
7. **Urban Dictionary**: <http://www.urbandictionary.com/define.php?term=Mandalorian>
8. **Wikipedia**: <http://en.wikipedia.org/wiki/Mandalorian>
9. **Wookieepedia**: <http://starwars.wikia.com/wiki/Mandalorian>
10. **Languages and Numbers**: <http://www.languagesandnumbers.com/how-to-count-in-mandalorian/en/mandoa>





A long time ago  
in a galaxy far, far, far  
away the name Mandalorian  
struck fear in the hearts and the  
minds of all those who heard it. Their  
cunning and prowess on the battlefield was  
was where legends were born. But they were  
never represented truly. They were villianized in  
popular media and stories. They were made out to  
be monsters, not the family-based society they strived  
to become. May this small tome unlock the true mysteries  
behind what it truly means to be a MANDALORIAN!!!!!!!!!!

