

The Manifesto



NOMADS

EMPIRA STAR WARS FAN CLUB COSTUMING PROJECT
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Because NO ONE shall forget our origins
Because EVERYONE shall have our objectives clear

We are No One.
We are Everyone.
We are Nomads.

1. NOMADS AND EMPIRA: A UNBREAKABLE UNION

Before becoming a Nomad, one shall be a member of Empira.

Being a member of Empira (supporter or standard) is a necessary, but not sufficient, condition to join the Nomads.

This is not just for administrative purposes but mainly for moral and ethical reasons. Empira has always had clear purposes and values, and Nomads, being an exclusive costuming project of Empira, must live according to the behavioral rules and values of the club, which can be found in the "Empira Bible" and the Association Statute.

Our "Values Charter" perfectly summarizes who we are and what we aim to be. Read it carefully.

1.1 - Values Charter

- **EMPIRA is boundless PASSION** for Star Wars and everything revolving around the Galaxy created by George Lucas in 1977. From movies to TV series, from novels to comic books, from traditional toys to collectibles, from board games to video games, from cosplay to costuming; This passion is the guiding principle of everything.
- **EMPIRA is RESPECT and EDUCATION** for everyone, indiscriminately. It's respect for members and their opinions, respect for the Board and its decisions, respect for other groups, and respect for the audience.
- **EMPIRA seeks QUALITY** in everything it does: from social content to merchandise graphics, from costumes to stand design, from the props we build to the live formats you find on our social media. The pursuit of quality is our way of honoring the Star Wars saga, and for Empira, the pursuit of quality will always prevail over quantity.
- **EMPIRA is CREATIVITY and AMBITION.** Empira is a space where all ideas are welcome, and the more ambitious they are, the better. We aim for the moon... But hey! That's not the moon; that's a space station.
- **EMPIRA is INCLUSIVITY and COLLABORATION** because we believe that together, everything is much easier. EMPIRA is a COMMUNITY in which everything must be done to make those who want to be part of it feel good. If you want to be part of the club, it means that the club has achieved its goal of conveying our values in the best possible way, and this is an important responsibility for us.
- **EMPIRA is aware of what it is and wants its members to be aware too.** We are a meeting point, and we take it seriously when necessary. To carry out our crazy projects, you must believe in them, and to believe in them, you must take yourself seriously at the right time. However, we must never forget that our playground is the precious leisure time that members gift us.
- **EMPIRA listens to you.** Do not hesitate to show us your point of view, tell us if we are wrong, if we are doing well. Help us improve, let's discuss politely, and explain ourselves civilly. Your opinion is precious; controversy, on the other hand, is useless.

These are the values of Empira.

These are the values of the Nomads .

If you do not resonate with these values and if you do not believe you can respect our charter, then Empira and the Nomads project may not be for you. On the other hand, if you feel ready, then you have taken the first step into a broader universe.

2. COMMITMENT BEYOND THE COSTUME

Certainly, costumes, which we will discuss later, are the most visible and enjoyable part of the Nomads project, but it is important to understand, and this point is crucial for us:

"Being a part of the Nomads also entails a commitment that goes beyond the preparation of a costume."

Empira and the Nomads are, first and foremost, a community. This means living the project with participation, interaction with other members, and constant mutual support.

It is essential to emphasize that the following should **always** be read considering that Empira is well aware of the precious time that members donate to the club, and for this, we are forever grateful. That's why we want to reward those who undertake this journey by giving value to the journey itself.

2.1 - The Nomads project is also an important vehicle through which Empira can participate in events, conventions, and special projects. Being a Nomad will also often mean being in contact with the public, and this entails two important considerations:

- **Nomads is a group project and experience:** one must be able to put 'we' before 'I'. This means helping to set up stands, assisting each other in wearing costumes, respecting possible shifts (if and when needed), being punctual, and adhering to official commitments (such as interviews, escorts, stage presentations). If you just want to create a nice original costume and be free to do whatever you want whenever you want, this group is probably not for you.
- **Nomads is a high-visibility project with interaction with the public:** this means that, in addition to common rules of courtesy and common sense, Nomads also agree to behave according to the "Code of Conduct during events," available to all in the list of documents for members.

3. THE JOURNEY

To become a Nomad, you must not only be a member of Empira, but also desire it and feel it, because wearing a costume or taking on the role of 'someone else' is not for everyone. For some, it's challenging, embarrassing, and strange, which is why you must want it and feel it.

And if it's not your preference, don't worry; you will still be Empira members, and as such, you can always make a difference for the association and the Nomads project. Then, perhaps, you will find a work overall you have in the garage, an old poncho sitting in your closet for a long time, and a pair of welding goggles on your head, and everything becomes more natural, and you'll find yourself creating a costume and embarking on the journey without overthinking it. Creating a Nomad costume is more demanding for your mind than physically crafting it, and we completely respect that.

In the Nomads project, there are four different statuses: No One, Young One, Everyone, and Wanderer. (For the description of each status, refer to the Glossary found at the end of the Manifesto).

To become an official Nomad, you must have completed the path from NO ONE, whether you are a underage or not, you must go through the experience as a NO ONE.

- **If you are in the NO ONE status, "YOU ARE NOT YET A NOMAD".**
- **If you are a YOUNG ONE, you are a NOMAD.**
- **If you are EVERYONE, you are a NOMAD.**
- **If you are a WANDERER, you can return to being a NOMAD.**

3.1 - For those new to the world of cosplay or costuming but are driven by a great and uncontrollable enthusiasm, or for those new to ComiCon style fairs and this kind of culture, we recommend attending at least one event as civilians to understand what this experience is like.

This is just advice, be clear about that. We have mentioned it only so you know that the process of making a costume is not the same as wearing it in public or in a group. Perhaps it's not for you, and you discover this difference after spending money, driven by the enthusiastic but imprudent purchase.

3.2 - Once you have made this decision and before starting with the creation of your , you should get in touch with the Nomads Council (point 4), introduce yourself, and present your project. The Council is at your disposal for any kind of help and suggestions. It is not our intention to reject your ideas, but it is our intention to guide you in the best possible realization of that same idea.

3.3 - Once your presentation is officially endorsed by the Council, you will be assigned the status of "**NO ONE**" which does not yet mean being a Nomad.

- **Two dedicated Discord channels will be opened for you in the NO ONE section. You can use these channels to share your costume work – photos, questions, doubts, , tests done on costume parts – everything that may help you reach your goal. One of these channels will be open and visible to all NO ONE and actual Nomads Everyone who can access your channel and provide advice, assistance, or suggestions for the realization of your Primal Nomad (your first Nomad costume). The second channel will be reserved for you and the Nomads Council. This channel will be used to receive official feedback from the Council on your costume. We remind you that everyone can offer advice, but only the feedback provided by the Council should be considered decisive for the approval of your costume.**
- **After your official entry as NO ONE, you will be entitled to a complimentary patch with the inscription "ONE," which you can affix to your off-costume Nomad uniform while awaiting the missing part with the inscription EVERY, which will arrive upon completing the journey. Reference graphics dedicated to this are provided at the bottom of the page.**

It is not mandatory to wear off-costume Nomad uniform (we will discuss this later), but if you wish, we recommend a classic sleeveless denim vest. No, it doesn't have to be a new vest; it can also belong to another group. It can even be an Empira jacket, for example. A hoodie, a polo shirt, a regular shirt... It's not a problem for us. We can assist you with this if you have doubts. The important thing is that you feel comfortable.

3.4 - In case you are a minor, do not worry! In addition to being accompanied by your parents and having all the necessary requirements and signed permits as per Empira regulations, you will still need to follow the NO ONE development process like everyone else, with just one difference. Once you exit the NO ONE status, you will indeed become a Nomad but with the status of Young One until reaching the legal age. At that point, you will become Everyone in every respect.

When a minor reaches the Young One status, they will have the opportunity to request the partial patch "YOUNG" to complement the one they already have. Once they reach the legal age, they will transition to the Everyone status and can request the EVERY patch to replace the YOUNG patch.



patch EVERY

patch NO ONE



patch YOUNG

patch NO ONE

3.5 - Once the costume creation is completed in accordance with the required quality standards, you will have fulfilled the second necessary, but not sufficient, condition to become a Nomad in every aspect (reminder: the first required condition is to be a member of Empira). It is important to emphasize that modifications made to the costume after its approval must still be approved by the council.

3.6 - The third condition (point 2) concerns your participation in the associative life of the club (remember! that Empira and Nomads are, in fact, the same entity with different purposes) and your subsequent understanding of the Nomads project. The tangible desire to be part of it and your presence in group activities, both virtual and physical, when possible and in total respect of your free time and family priorities, will significantly influence your transition to an actual Nomad member, to become an Everyone.

3.7 - Presence at least one event with an approved costume by the council is also required. It is very important for us to get to know you and each other by experiencing the journey together. However, if attending an event becomes an insurmountable obstacle, always discuss it with the Council. The Council priority is to assist you in your journey.

3.8 - The approval of the costume and the evaluation of the Nomads candidate are at the unquestionable discretion of the Nomads Council. When the Council deems you suitable, you will have completed your journey from NO ONE and become EVERYONE, full members of the Nomads, moving on to the last step of the process:

- You will participate in our traditional ROUND ACT NOMADS, which is the pledge to the council. We will explain in due course what it entails, but in essence, it is an act of belonging written by you and signed by the council members themselves. One copy will remain with you, and another copy will be kept by Empira for the group's records.
- You will be assigned your Chain Code, which will be composed as follows: NMD 001, meaning NMD (Nomad) and your Empira membership card number, which, if you decide to continue with the club, will remain the same over the years. In case you decide to discontinue or not renew your Empira membership, your Chain Code will be made available for other members.
- Your character profile will be opened on the Nomads website (Work In Progress). Photos, background, and details, all "IN UNIVERSE," meaning as if it exists in the Star Wars galaxy. In other words, without any sensitive personal information, and if you believe it's necessary, without photos showing your face in plain view. The decision is yours.
- You will be given the exclusive opportunity to purchase (at cost) the official NOMADS colors to sew onto vests, jackets, or jackets (5):
 - Large Nomads LOGO patch for the back
 - Nomads IN UNIVERSE text to be placed under the large LOGO
 - Small partial patch indicating your YOUNG/EVERY status to be added to the existing ONE patch, for the chest, on the right.
 - Complete NOMADS IN UNIVERSE text patch for the chest, on the left.
 - You can purchase a maximum of 2 kits each and apply them to the garment or garments of your choice, at your discretion.
 - If one day you decide to conclude your journey with the Nomads, the colors must be resold to Empira at the same selling price.
 - We will also create exclusive and limited T-shirts with our colors ONLY FOR NOMADS MEMBERS, so you can wear them during the summer seasons.

3.9 - There is no obligation to purchase the official colors of the club, just as there is no obligation to wear garments and patches that may seem "difficult" or "unsuitable" for your persona. However, for those who wish to do so, it is important to understand that:

- The club colors **CANNOT BE RESOLD TO THIRD PARTIES AND CANNOT BE SUBJECT TO TRADING**:
- The club colors **ARE STRICTLY TIED TO THE MEMBER WHO WEARS THEM**, but at the same time, they represent the **CLUB** and the **NOMADS**; this is very important to us.

3.91 All exclusive and limited patches for **EVERYONE** members will be written in Star Wars characters, Aurebesh, Galactic Basic, or represented by symbols. The Nomads exist "IN UNIVERSE," and this helps to immerse in the identity of the characters and the group itself.

For the atmosphere we want to recreate during our events, **NOMADS** will be and act as **NOMADS**.

Meanwhile, for council positions and other special recognitions, there will be patches with a dedicated logo, like the symbols you see below.



Chieftain



Warlock



Wiseman



Pioneer

3.92 All promotional Empira/Nomads merchandise, on the other hand, will be created with readable characters in the language and will be available for everyone: Empira members, **NO ONE**, and external individuals.

3.93 If you are **NO ONE**, you cannot yet purchase either the colors or the exclusive **EVERYONE/YOUNGLING/NOMADS** merchandise. You must be Everyone, you must be Young One, you must be Nomads to bear the Nomads colors.

3.94 Over time, other exclusive patches will be produced for active members, a kind of achievement that members can earn with their milestones reached, indeed "achievements." The idea is to motivate members, the active ones, to do better within the group and with the group. We also believe that a small reward can help us understand that perhaps, just perhaps, we are doing something good for the group. Star Wars is a beautiful pretext for unity, and reaching a goal together by sharing time, resources, effort, and sacrifices is the essence of living life.

3.95 To be clear, we have no intention of behaving like a "cult" or a group of fanatics; that is not the goal. We do not belong to any political faction nor share any political parties views; on the contrary, we are the farthest thing from all of that. We firmly believe that such apolitical association life is the only way to enjoy this type of "game" to the fullest (and our associative experience over the years with Empira and various costuming groups and associations speaks for itself).

We must be able to take ourselves seriously when we have the responsibility for the leisure time that others dedicate to us, but we must also be aware of what we are and, above all, of what we are doing. The time spent together has an immeasurable value that we want to respect with all our might.

4. THE NOMADS COUNCIL

4.1 - To manage the transition between statuses, oversee group activities during events, and provide guidance to all group members, there is a Nomads Council composed of members already holding the Everyone status. It is organized according to the following positions (each accompanied by an identifying rectangular patch).

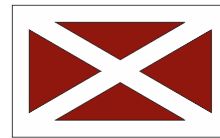
- **Chieftain:** the clan leader, the reference figure for the entire group. The Chieftain is appointed by acclamation (or by vote if there are multiple candidates) only by Nomads already holding the "Everyone" status. If they do not yet have this status, the Chieftain will be included in the extended Empira board to serve as the spokesperson for the Nomads within the board itself.
- **Warlock:** essentially the vice Chieftain, chosen from within.
- **Wiseman:** adviser to the Chieftain and Warlock. The number of Wisemen is a minimum of two, but the Chieftain can appoint as many as deemed appropriate based on the type of support they can provide (e.g., for costume judgments).



Chieftain



Warlock



Wiseman

Attention:

- The Nomads Council does not replace the Empira Executive Board, which will always be responsible for all strategic decisions regarding the Nomads project.
- The Council cannot refuse to adhere to clear guidelines from the Empira Executive Board, to which it always remains subordinate.
- The Empira Executive Board can at any time remove any member of the Council if situations arise that could undermine the absolute unity of Empira and Nomads and for any other situation covered by Article 9 of the Empira Statute.
- Ideas and proposals for the Nomads generated by the Council must be submitted for approval to the Empira Executive Board before being implemented.
- The council remains in office for 2 years, concurrently with the Empira Executive Board.
- Elections for the Nomads Council will take place immediately after the appointment of the next Empira Executive Board.

For everything that has not been explicitly explained here, please refer to the Empira Statute.

4.2 - The function of the Council is to provide a more tactical and operational management of the Nomads Project:

- The Council acts as a jury for the transition from No One to Everyone.
- Once the Empira Executive Board decides to take the Nomads to an event, the Council takes on the practical management of Nomads' activities on the field.

4.3 - In addition to these Council roles, necessary for the ongoing management of the Nomads group, there is the temporary role of **Warchief**, which will be assigned for each event. The purpose of this role is to be the point of contact for the Nomads group during the event with organizers, the press, other groups, etc., regarding the management of costumed participants (**any institutional issues will be handled by the representatives of the board or the board's delegates**).

By default, the role of Warchief is held by the Chieftain or the Warlock, who, at their discretion, for practicality, or as a reward, can delegate it to any other Nomad. **The Warchief will be identified during the event with an ochre-colored band bearing the stylized Nomads logo (teeth of noot in the hexagon) tied to the arm.**



It is important to clarify that the Warchief is a position linked to each individual event and has purely practical/operational tasks related to the Nomads. For issues related to Empira, the functions of the Executive Board remain unchanged.

5 - THE COLORS OF THE NOMADS (example under Warchief)



PETTO a DX



CUORE



SCHIENA



6 - CREATION OF YOUR NOMADS CHARACTER

The first step in creating your first Nomad should be an idea. What character do I want to be? It is crucial for you and for the subsequent material creation of the costume. You have complete freedom on your 'Background.' Write a few lines, a page, a whole book about your character, it doesn't matter, start from there. The only limit you will have during the descriptive phase is the total originality of the character.

6.1 - It must be recognizable as a citizen of the Galaxy but must not be recognizable as a character:

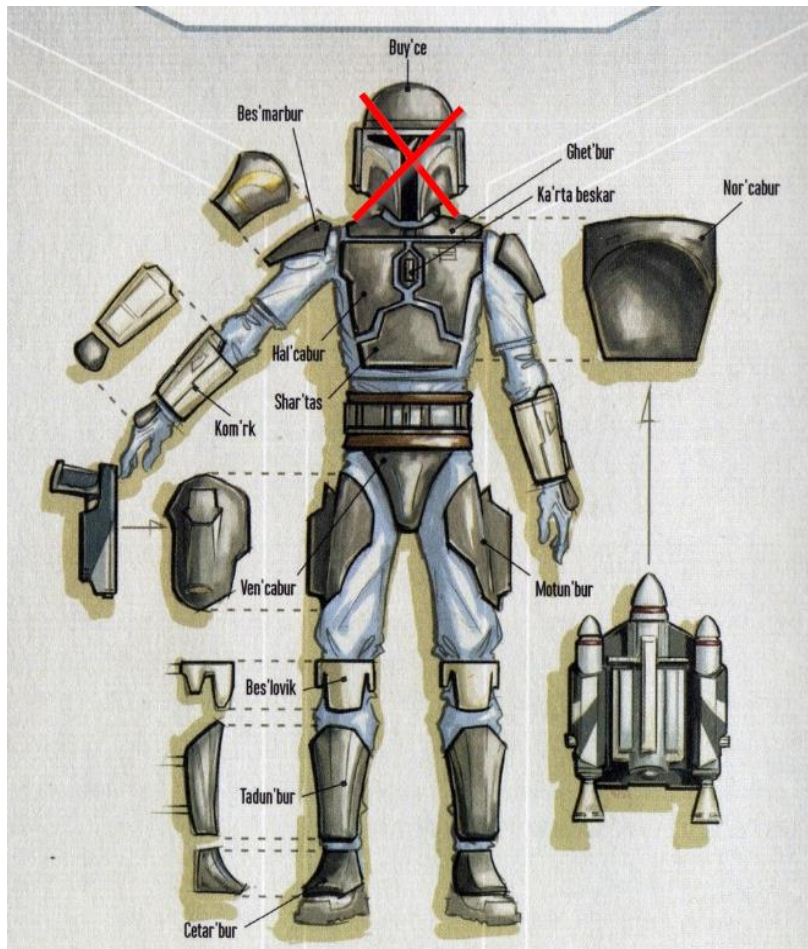
- **No known or recognizable iconic character will be approved as Nomads.**
- **No Jedi, no Sith, no Imperial, and no Rebel.**
- **No recognizable Bounty Hunters.**
- **No ORIGINALS equipped with weapons, accessories, armor, gadgets, artifacts, and various items exclusively related to the period concerning 'The Rise of the First Order' and the future 'New Jedi Order' will be approved as Nomads.**



- Characters that bring with them living creatures existing throughout the official timeline will be accepted. Creatures were there before and will always be there.
- Objects and artifacts that we have known during the Rise of the First Order but could have existed or have existed in its distant past will be accepted.
- **Characters who have voluntarily abandoned the path of Mandalore, former Mandos, will also be accepted, but there are various lines to follow. Beskar is a rare material that is not easy to come by, and it is likely that your characters have sold some parts of the armor to survive, so:**
 - **Characters with a MANDALORIAN HELMET will NOT be admitted**
 - Each former MANDO must have a maximum of 3 parts from a classic Mandalorian armor.
 - The 3 parts you choose must be very worn, dirty, and, if you want, even damaged. They should tell the story of your need to wear them but not your respect for Beskar. Remember, you have distanced yourself from the Mando culture of your own free will.

ATTENTION:

- the chest is composed of 3 parts (left and right pectorals and central diamond).
- If you want the two shoulder pads, they will be considered as 2 pieces (the same goes for all left and right pieces).
- "The jetpack and its support are considered as one piece."



- Bes'marbur – Left and right shoulder pads (2 pieces)
- Kom'rk – Left and right gauntlet (2 pieces)
- Ghet'bur – Neck (1 piece).
- Hal'cabur – Pectorals left and right (2 pieces).
- Ka'rta beskar – Central diamond (1 piece).
- Shar'tas – Abdomen (1 piece).
- Ven'cabur – Codpiece/groin guard (1 piece)
- Motun'bur – Thigh armor left and right (2 pieces).
- Bes'lovik – Knee armor left and right (2 pieces).
- Tadun'bur – Shin armor left and right (2 pieces).
- Cetar'bur – Foot guards left and right (2 pieces).
- Nor'cabur – Jetpack (1 piece)

6.2 - The exclusion of costumes existing during the Rise of the First Order period has been decided for a general aesthetic reason and because, for now, we have decided that the Nomads exist during the New Republic era. There are no reasons why, in the future, we cannot decide to open up to that specific period as well.

But be careful! The further back in time your items and various trinkets date, the older and more worn they should be. The same goes for weapons. The Clone Wars happened 30 years before the Nomads existed, keep that in mind.

6.3 - Moving on to the character types, we decided to provide you with a list of the first characters created, discussed, and realized for the initial test and inaugural outing of the first "Pioneers" in the hope that they can be of assistance to you.

The Art Merchant, the Rebel Alliance Deserter, the former Imperial, the Partisan, the Jeweler, the Porg Breeder, the Innkeeper, the Gypsy, the Imperial Hunter, the Mercenary, the Worker, the Shepherd, the Corrupt Politician and his Bodyguard, the former Assault Trooper, the Radioman, the Armorer, the Cook, the Bounty Hunter, the Gunslinger, the Miners...

Our idea is also to create macro-departments dedicated to the various character types. Adding more in the future, hoping that the creativity of the project can prove successful. We do not set limits in this regard.

- Ex-Combatants (former Imperials, former Rebels, former Mandalorians who have abandoned the way)
- Civilians (chefs, innkeepers, clerks, jewelers, ordinary workers, merchants...)
- Medical Professionals (Doctors, cloners, nurses, former military medics, scientists...)
- Laborers (heavy workers, metalworkers, welders, or skilled workers...)
- Bounty Hunters or Mercenaries
- Athletes (Pilots in general, gamblers...)
- Religious Figures (Sages, preachers, believers, followers...)
- Farmers (Shepherds, cultivators, breeders...)
- Vagabonds
- ... (these departments are always a Work In Progress).

When you have decided on your character and have written your background, keep it close as it will be needed for your Everyone profile to be published on the Nomads website.

7 - COSTUME COMPOSITION NOMADS

Now you are ready to start physically creating your Nomads costume. But before that, make sure you have created your designated channel on Discord, on the Empira server. It's a private area only for Empira members where you can upload photos of your Work In Progress, and where other Nomads and the Council will guide you through the costume making process and the choice of accessories.

Also on Discord, accessible to all members, there's a channel named "REFERENCE." It's a space dedicated to collecting all possible reference images, extremely useful to get an idea of "how" to make your costume. These images come from various "Visual Dictionaries" and "The Art Of..." books, all related to Star Wars products. If you want to physically obtain them, we highly recommend those related to the classic trilogy or those of Rogue One, Solo, or The Mandalorian. However, the channel already has hundreds of reference images available.

It's not easy to explain and write what a Nomads costume should be, what it means to be Star Wars. The best way to do it is to go through the above images, get an idea, and share it with us.

Here are some guidelines:

7.1 - Things not to use or to hide in your costume:

One thing that visually unites all Star Wars costumes is the absence of some functional and essential items for the structure and integrity of the costume made in our human reality.

- No visible BOOT LACES. In Star Wars, there are no "SHOE LACES." Either hide them somehow or opt for boots, but be careful, because... (continued).
- Rarely seen ZIPPERS, especially on footwear, so you'll need to hide them properly (actually, in some cases, they are visible, especially on jackets, jumpsuits, and vests, and they are quite large and noticeable zippers).
- No CLASSIC BUTTONS with buttonholes. These should also be hidden.
- The boots and shoes you choose are unlikely to be modern or fashionable, so pay attention to the sole. If it looks modern or current, it might not be suitable.
- To provide some practical examples of "hiding," you can use elasticized gaiters or ones with buckles to conceal boot laces, as well as the classic thick cotton bandages in beige, brown, or military green to tie around the ankle of the laced boot.
- To cover buttons or zippers, adhesive faux leather or sewn leather is often used. Some have even turned their shirts inside out, hiding the buttons of the polo and exposing the internal seams, giving the garment a unique and somewhat unkempt look.
- Always keep in mind that the design and style that characterize the saga at this specific moment in fiction (New Republic era) primarily reflect the mid-'70s/'80s aesthetic but not exclusively so. With the evolution of the films over the years, various everyday objects from the '90s, 2000s, and beyond have become part of that imaginary. Therefore, don't hesitate to share your ideas with us. Even if they are contemporary, they might still work.
- Before making expensive purchases, I recommend posting a photo on your channel and discussing it with the council. Saving money is never a bad thing, and our assistance also includes helping you make cost-effective decisions, as much as possible.

7.2 - "Where to find the best material for a basic costume"

On Empira's Discord channel, in the Nomads section, you will find a sub-channel dedicated to sellers and producers of props, armor, helmets, blasters, and various items. They are all Empira members and reliable sellers.

We want to clarify that Empira does not take a percentage of our members' sales. All revenues go to the producer/seller. Some of these sellers are industry professionals and boast the creation of accessories that have been used in the production of costumes for Andor, Solo, Rogue One, and The Mandalorian.

If you are looking for accessories, pouches, boots, blouses, shirts, capes, cloaks, hats, jackets, gloves, belts, cartridge holders, and more, you can find them in traditional military clothing stores. The cost of these items, perfect for reuse, is never excessive, and the result is perfect. During the production of the first Star Wars, much of the material, including weapons, came from that type of military clothing, gadgets, and stage weaponry used in war films.

In addition to the classic Military surplus stores and Vintage markets, there is also Vinted, Ebay, Etsy, and Amazon, all boundless sources of very affordable offers. Tip: never underestimate Vinted. Many of the existing Nomads costumes have been made with old used clothing found on Vinted.

7.3 - Greebles, wiggets, compad And various essential accessories

It doesn't have to be evident at first glance, but one must always understand which universe we belong to. This means that we have to pay a lot of attention to details to show that we are all characters from the Star Wars universe. Technological accessories and small costume details will be fundamental elements that establish the belonging of a Nomads costume to our Star Wars imagery of reference.

If we were to put together a costume with all military parts without a Compad, without Greeblies, or without Wiggets, it would just be a strange mix of absurd pieces without context or reason. Instead, with the addition of a Compad on the sleeve or chest, everything becomes meaningful, everything becomes 'true' Star Wars.

Greebles, or wiggets, are small details that stand out on a single Compad, which often turns out to be lifeless, static, but can also be adorned with small LEDs with 1 or 2 fixed or intermittent colored lights. The battery pack can serve as an additional compad, and the wire helps deceive the eye, giving the impression of something technologically credible.

A greeble can be a washer, an old button from a console, a pen cut in half, a needle from a record player, a token slot, a chip, an old circuit board, a cap... Anything that, if placed in the right way and painted along with other components of the same color, can become a very credible compad..

Greebles can also be inserted into a staff, a recognizable weapon to make it less recognizable, into clothing, hats, belts, anywhere... But always with due attention and with a logical sense that, even though it may not exist, must emerge from the object convincing us of its fictional utility.

7.4 - Blasters Guide

Classic blasters present throughout the saga (always considering our historical period) are automatically accepted. Original self-created blasters will be accepted after analysis by the Council. Nerf weapons must be repainted and modified as best as possible. If you want to explore the vast Nerf world, look for older and unusual models so they are not recognizable as Nerf. Be cautious, as some Nerf guns are intentionally large

and 'deformed' and will not be accepted. Our advice is always to stay credible without appearing to have a fake plastic toy in your hands.

In this case as well, look for the model and share the photo on your channel, discuss it with the Council before purchasing it. Nerf also has a Star Wars dedicated line; they are not accurate or the right size, but with the right modifications and a good repaint, they are more likely to be approved. The same does not apply to Din Djarin's blaster rifle, which is too far from the real model. On the other hand, Boba Fett's EE-3 in Limited Edition is excellent, very accurate, and the right size for a Nerf replica... with a massive repaint.

Reminder for Blasters: No type of blasters endowed to the FIRST ORDER will be approved. While those endowed to the Resistance should be discussed with the Nomads Council.

8.0 – CONCLUSION

We have reached the end of this first version of the Nomad Manifesto. It is not our intention to stop at this writing though.

We will update it, we will cut it, we will lengthen it but we will always try to do it the best we can, trying to make this experience as challenging and fun as possible. This Manifesto was drafted by several hands. This Manifesto was conceived and written by people who have been living the world of Star Wars costuming for a long time, and believe us, this is a unique world with its own culture and an inordinate number of years of life that we have tried to analyze in its infinite playful and aggregative details.

We tried to come up with a set of rules that would allow all of us to “play” together in the healthiest way possible.

We wrote it with what might happen in a tribe of Sabbipods, or within the ranks of the Kintan Strider gang.

We thought of it as if it were a big map of inspiring goals to be pursued together without any kind of distinction or division.

Of course, there are rules and there is a path to take and yes, some of it may seem rigid and overly “convinced” but if you read carefully between the lines you will find that it all leads to respect for what we want to tell, represent and live and doing so using the Star Wars Galaxy we believe is the best world.

The respect of your and our free time is total and we are trying to give and convey the value of what a group of fans can represent.

Remember that as a club and as a group we know very well what we are but more importantly we know very well what we are doing, we only ask that you trust us.

We are no one.

We are everyone.

We are Nomads.

Thank you very much.

Empira Star Wars Fan Club, Nomads.

NOMADS' GLOSSARY

NO ONE – Recruit of the Nomads.

"No One" means "nobody." If we are nobody, it means that we must approach this reality with the utmost humility and readiness because availability and help are what a No One will receive during their journey.

The NO ONE Member is not yet a Nomads member and does not distinguish between minors and adults.

EVERYONE – Rank of the Actual Nomads Member.

A Nomad is an Everyone, and vice versa.

YOUNG ONE – Rank of the Actual Nomads Minor Member.

The Youngling is to be considered a Nomads in every respect, but not an Everyone, a status that will be achieved with adulthood.

WANDERER – Empira and Nomads member who has left the group. The Wanderer can re-enter as an Everyone after participating in a Nomads costume event. The costume, if modified, changed, or updated, must be reviewed and re-approved by the Council. The colors can be re-purchased at cost price.

NOMADS COUNCIL – the group delegated by the Empira Board to manage Nomads activities. Every organizational decision of the Nomads is always discussed within the Empira Board. The approval of Nomads costumes, however, is entirely at the discretion of the Council.

CHIEFTAIN – The Leader of the Nomads Council must be a member of the Empira Board. In the event that an external Nomad is elected, they will join the Board as a member responsible for the Nomads project.

WARLOCK – The Vice Leader of the Nomads Council.

WISEMAN – The Adviser of the Nomads Council. In the council, there must always be a minimum of two Wisemen, with additional ones at the discretion of the Chieftain.

WARCHIEF – The organizer of a Nomads event can be any member of the Nomads and is always decided by the Council. It is not a fixed position but is decided for each individual event with practical management tasks in the field of people in costume and Nomads activities.

PRIMAL NOMAD – The first Nomads costume, the one with which you become Everyone.

ROUND ACT – Nomads ritual for the transition to Everyone of a new Nomads member.

IN UNIVERSE – Definition of something that must be credible in the imaginary galaxy created by George Lucas. Defining a text as "IN UNIVERSE" means that it will not be written with the characters of the Earth alphabet that we use daily, but it will be written with "alien" characters used in Star Wars iconography.

NOMADS IN UNIVERSE – Nomads, for creative and immersive choice, must be "IN UNIVERSE," which means that all merchandise produced and available ONLY TO YOUNGLING MEMBERS and EVERYONE will always be made using alien characters, related to the Star Wars Saga. In fact, they will never be readable. Aurebesh and Galactic Basic are the two fonts primarily used for these products.

NOMADS NON IN UNIVERSE – When you see merchandise and gadgets not the READABLE inscriptions "NOMADS" or with any other possible but still READABLE phrase in our alphabet, it means it will be PROMOTIONAL MATERIAL available to anyone.

CHAIN CODE NOMADS – The Nomads' Chain Code is an identifier that will consist of the three letters NMD with the Empira membership number added. Ex. NMD 001, NMD 249, NMD 1000.

If you do not join Empira, you will lose your Chain Code but your Nomads status will only be suspended.

The code is not forever. If you are not a member, you have no code and your number may pass to another member, to another Nomads.