

MANDALORIAN MERCS

BATTLECRY

ISSUE 6

MANDALORE MEMORIES

How the logo has changed over the years!

NAAST CLAN
'nuff said.

STRIKE A POSE

A guide to looking good in front of the camera.

**IRON
CRUSADE**

PART 2 OF THE EPIC MANDO TALE

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KELDABE TALK RADIO

OFFICIAL PODCAST OF THE MANDALORIAN MERCS

Launched on December 1st 2007, Keldabe Talk Radio discusses all things Mandalorian and Mandalorian Mercs related. With a dedicated team made up of Mercs members, the show airs once a month and is ready to tackle the hot topics regarding Star Wars.

FIND US ON THE MERCS



REBELSCUM.COM

STAR WARS COLLECTING NEWS

WELCOME

Is it Spring already?

Many of us world-wide have been dealing with some tough weather so far, making it difficult to leave the house. Lots of time to stay inside where it's warm and work on armor. We had 9 inches locally in North Carolina, which is a blizzard here. If you've had a tough winter, then I hope you're coming out of it safely.

MMCC elections are over, and we can be proud that another election has passed by with little issue. To those who are new to the Command role, I welcome you and wish you well. Those who are leaving the role, I thank you for your service and dedication at all levels. It's hard being a leader, as very few truly appreciate the time and dedication involved.

We've already been confronted by a tragedy this year in the loss of Craig Budge/The Sniper of Sandhawk Clan. While the loss is tragic, his memory lives on forever through us and those lives he touched.

2014 is our work-up to Celebration 2015, so every bit of help counts! We will be running some fund-raising merchandise and giving everyone glimpses of what we are working on for our exhibit at the show. It's an exciting time for all of us!

Don't forget that 2014 is our 7th year birthday! Lucky 7, which is also half of 14.

Tom Hutchens
Mandalore the Uniter
Founder/CO MMCC



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Battle Cry has a UK English Editor but all US English contributions have not been changed. The Mercs are an International club where all cultures and languages are respected.

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STRIKE A POSE

You may have noticed that the MMCC's Facebook page has recently been kicked into overdrive; spreading the word about the club, our members, and our volunteering for different charities. To increase our content we're encouraging MMCC to get out there and send in your photos in kit to Mishakitty! We've assembled a few basic tips and tricks that will help you look your best when working with a photographer and asked Matt Zeher, our resident photographer to give some tips for behind the camera too.

One thing to remember, just because you modelled in a shot does not mean you have the rights over the image, that belongs to the photographer. It is critical that you credit the photographer if you use their photograph, it's team work, where both of you need to respect each other. Photos intended for a trading card or other printed material, will require the photographer's permission for use. Never remove a watermark, always ask them to provide you with the raw image. Basically, mutual respect wins the day.

Modelling Tips and Tricks

- **DO** use different poses. This benefits you and the photographer too so be sure to try to be as creative as possible.
- **DO** make sure your armor/costume is in place. It's not worth it to take a bunch of awesome photos if your plates are falling off!
- **DO** ask if you want to pose with someone from your Clan or another group. It's always great to have images that include Jedi, Imperials, and Sith.
- **DO** take both solo, small group and large group shots. Try to get as much variety as possible if you are at a photoshoot or event with multiple characters.
- **DO** be aware of your surroundings. Photographers don't always catch things like electrical outlets, pipes, and other "real world" items. Many great shots have been ruined by mundane items. If you can, keep an eye out and help out by finding good places you'd like to pose.
- **DO** help your vod - if you see something they might need like armor adjustment, please assist!
- **DO** work with different photographers. Each one has a different style, and it benefits you to work with as many as you can if you have the opportunity to do so.
- **DO** have a lot of fun! Posing and being still for photos can be a lot of work, but be sure to enjoy the process and you will have great results.
- **DON'T** photobomb someone else's photos. When others are posing, courtesy is the rule and we all want nice shots.
- **DON'T** be afraid to try different things. Different photographers can do amazing modifications to images and can shoot at different angles, so be sure to try new poses and places!
- **DON'T** move too fast. Be sure give the photographers time to get their perfect shot
- **DON'T** hassle the photographers about when they'll post the pics. Yes we ALL want to see them NOW, but remember some may be doing some fancy editing work, so be patient - you'll get some awesome ones!

MOST IMPORTANT: DO THANK YOUR PHOTOGRAPHERS!



ALWAYS check behind you
when Niabi is around.

Photography principles

Principle 1: Where you point your weapon. In the first set of photos, notice how the gun is pointed directly at the camera lens, and you can hardly tell what it is. Even pointing your weapon slightly off-camera, as shown in the second photo, can improve your look. This also depends on how your weapon is constructed, but is generally a good rule to follow.



Principle 2: Understanding focal length. Focal length is a photography term, and is most simply explained as what the zoom setting your lens is at. When the lens is zoomed all the way in, it is known as a “telephoto” focal length. Telephoto is useful for blurring out the background behind you, or to help hide some extra weight you might be carrying.

When the lens is zoomed all the way out, it is known as a “wide” focal length.

A wide shot will exaggerate the size of the space in the image, and makes things closer to the camera appear much larger and dramatic than things farther away from the camera. A wide shot taken very close to the subject can be used to emphasize a particular part of that subject, like a weapon, a helmet, or a limb. Be aware that cell phone camera lenses are almost all wide angle lenses...if the cell phone has a zoom feature, it isn't actually moving the lens into a telephoto position, it is only cropping the shot smaller.

Principle 3: Don't be afraid of close-ups. They can be used to give you a more menacing appearance, or to highlight intricate details on your armor. The shots below illustrate this. While the full body shot is nice, the addition of the close-up gives much more emotion to your character, and you also get a second shot to work with without having to switch up a pose.



Principle 4: Groups. When posing with your fellow costumers, try and overlap a bit. Mandos don't use Napoleonic-era rifle infantry tactics, where everyone stands shoulder to shoulder pointing their guns in one direction. If you're capable of getting on your knees in armor, or stretching out real well, you can get down in front and have others stand behind you, shooting over your shoulders or head. The classic three-or-four person squad can make excellent use a posing strategy of having those in the middle aim towards the cameras, while those on the edges aiming outward.

IN THE WORKSHOP

SAZ OFFERS TIPS AND TRICKS TO HELP YOU BUILD YOUR KIT

D

DETAILING

Every Mando is unique, their armour reflects their personality, their beliefs and their family. Every Mando cos-tumer wants to individualise their costume, a Boba or Jango repaint is fine and dandy, but how do you really get the character you are going for.

This issue I'll be highlighting other members' ideas and techniques.

Always remember: Take your time, there is no rush, let the paint dry.



Lettering and messages

As Mercs member Mithras shows in the image to the left, having lettering or messages on your helmet is a good personal Mandalorian touch. Most tend to go for Mandalorian, but there are other scripts that you could use to make your helmet stand out.

Whilst backstory is never the most important part of your kit, have a think about your character and what messages he would convey on an important part of their kit.

Some members have chosen to honour departed family members and friends in their messages.

Stencilling

As Mercs member, Manji points out in her tutorial thread, found [here](#), one of the great ways to customise and personalise your helmet is to stencil on a pattern.

A lot of the great looking kits combine stencils to make an overall pattern, which can be as simple or as complicated as you want.

As you can see in Manji's tutorial, the design is made on paper, then, using low-tac masking tape, it is taped to the area you want the design to be. Using a scalpel or exacto knife, you cut in from the side (getting the blade under the paper) which will allow you to peel off the stencil pattern.

The important part, which is a recurring theme of all of these tutorials, is to take your time and give things time to dry before you go onto the next step.

It's always good to make sure your bucket is primed and painted correctly before making stencils, as any rush will lead to the end result pulling away. Mistakes can lead to a cooler looking bucket and things can always be rescued or weathered, but it's always best to try and get it right first time.

Remo Jadd also posted a tutorial [here](#) that gives the same effect, but done the reverse way around.



Dry Weathering

Whilst I'm sure he's not the first to use a topical weathering process, Kyp Vok'chi was one of the first to use it to good effect on his kit.

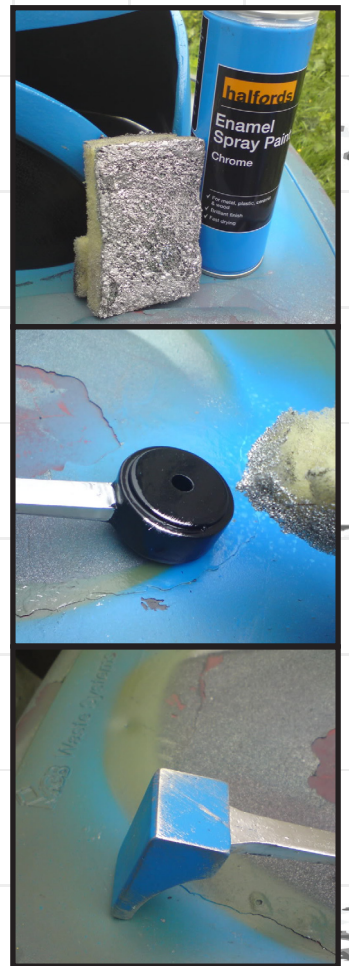
Instead of using masking fluids, latex, toothpaste and the like to give a hard peeled damage look; with the use of scrubbing sponges, sticks and the like, this method gives a much more "rubbed" feel to weathering, as you can see in the two example photos to the right, the weathering is much more subtle.

I feel that this type of weathering adds an element of detail to small item such as the RF, but can be used on the whole helmet if you wish.

You really need to experiment with the type of applicator that you use, you could even use a wire scrubber to get nice lines.

To get the best effect, the paint is sprayed onto an old piece of card and very little paint is used, pretty much like you would if you were drybrushing models.

It's a cool effect, so if you want to learn more, take a look at Kyp's tutorial to get the full low down right [here](#).



Patterning and design



Patterning is a way of making a specific and symmetrical design onto your helmet and has been the main steadcraft of showing status and importance in helmet making for centuries.

Arden Fisk chose to follow this idea using reverse stencils, which allowed her to spray paint the items with crisp and clean lines.

With Mary Franklin's helmet, I chose to go a little more rough but used the age old trick of tracing paper to ensure a symmetrical design.

To do so you need to draw your design on tracing paper (or any paper you can see through) with a pencil. It's best to use a darker pencil, such as a 2B to get the lines. Then you trace the other side carefully, giving you a layer of pencil on both sides of the paper. Bring the paper up and carefully trace again. The pencil line should have marked the paint. You flip the paper and do the other side.

Once you have your lines, I use a sharpie to get the lines a little more permanent before going over it with paint. You can also use your masking techniques shown in the last few issues to ensure that the lines are broken up a little with wear.

It makes a very striking piece.

- Saz

NEXT WORKSHOP: Member tips and tricks

Mandalorian Mercs Battle Cry 6

MANDALORE

Memories

This issue **Mandalore** takes us on another journey down memory lane and shows us the gradual design process that led to our current logo.

The development of the Mandalorian Mercs logo has always been important to me, as I felt it was always important to be recognised easily, so I have been very involved with the logo over the years.

The history of the MMCC's official "Mandalorian Skull" logo began back in 2005, during the years Mandalorian Mercs was a "Star Wars Galaxies" guild. Representing the guild in our server's RP community website, I had asked one of the MERCS members to come up with a cool logo for guild members to use when posting on the community forums.

Of course, whilst looking back at the logo with fondness and a lot of pride, excluding the spelling mistake, it was obvious to me that the logo would need updating for my new club project.

When MMCC went live in 2007, I needed a version of the logo that would work better for a flash-based website. Using what little knowledge I had of graphics programs, copied the 3D logo into a 2D version. I created three versions of the 2D logo.



Two of the three 2D MMCC logos. #3 is a black skull on white background.

By early summer 2007, it was decided that Mandalorian Mercs would have a presence at DragonCon as well as a spot in the parade. I wasn't a big fan of banners and felt MMCC needed something different that was more reminiscent of a "battle standard", with that in mind I altered the logo slightly by adding



The first Mandalorian Mercs logo, circa 2005. I take no credit for the misspelling of "Mandalorian"!

a club motto: Manda'alii kote. eran, vode, c'rta (Mandalorian glory. We, brothers/sisters, stand as one). I had this printed onto a flag to use for the parade, and was used in several other parades and MMCC events over the years. The old flag was retired in late 2012.

In 2009, forum member Corran Fett created an updated logo for MMCC that had an organic, almost bone-like appearance. This logo would see wide-spread use on a MMCC promotional material and table banners. While everyone agreed in its iconic appearance, the many colors and textures used made printing a nightmare for published material. MMCC would decommission this logo for a simpler version in 2011.

In early 2011, after talking with members with professional backgrounds in web/print graphics, I decided that MMCC needed to take a simpler approach with its logo to make it a more production-based graphic. Our CommsXO, Biohazard (Ian Lusk) came to me with several designs based off the traditional logo. I've always been partial to the red skull used by Boba as well as early MMCC/Mandalorian Mercenaries, but I also knew that the logo needed to be distinct and stand out. Also, I felt that the logo needed more substance than a simple red skull. I really liked the 2009 logo, and felt the new logo should follow a similar look with the skull on a circle or oval shape. The current MMCC logo is the product of those ideas.

Early-on, the change to the new logo had some negative response. I remember one of the initial descriptions being used was "catsup and mustard" logo (which I still laugh about). Change is never easy, but this change was both needed and required. The logo is rooted deep within our history and traditions as an organization, and earning the right to wear it is one of MMCC's highest honors.



Tom Hutchens
Mandalore the Uniter



MMCC Battle standard. Circa 2007 – 2012



Corran Fett's MMCC logo, circa 2009-2011.

Naast

In the first of many Clan spotlights, we take a look a look “Down South” towards Naast Clan.

Naast Clan, located in the heart of southern USA, is notable for: outspoken members, quality costuming, and knowing how to have a good time.

Naast was established in 2007 for members representing the Mercs in Georgia and Alabama. The majority of Naast clan members are located in Georgia, but the Alabama numbers are growing steadily. Many of the Alabama members are notoriously quiet on the forums, earning them the fond title of the Naast Clan Stealth Detachment.

Naast Clan’s big event is naturally Dragon Con in Atlanta, Georgia. Drawing crowds upwards of 50,000 people, Dragon Con is no doubt the south’s biggest convention. Along with the convention, Dragon Con is Atlanta’s biggest parade, which Naast participates in annually. Naast also organizes a fan table, Mercs dinner, and has recently started their “Con Crawl” across the host hotels.

Recently, Naast joined Bes’uliik Clan in Chattanooga, Tennessee for Con Nooga. One of the big hits in the vendor mall was the Mandalorian Mercs Jail-and-Bail; members from Naast, Bes’uliik and other surrounding clans helped the Mercs raise over \$800 for charity.”

If the clan is in your local area, you can follow them on Facebook via their clan page:

www.facebook.com/NaastClan

Alternatively, if you see them at events, don’t hesitate to stop off and say “Hi”.



*Come visit and be inspired
by the Force of Imagination!*

Rancho
OBI-WAN



Rancho Obi-Wan is a 9,000-square-foot non-profit museum located in Petaluma, California. Officially recognized by Guinness World Records in 2014, it houses the world's largest collection of *Star Wars* memorabilia.



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

Rancho Obi-Wan depends on generous public support and your contribution may be tax deductible. Become a member, tour the museum or simply donate. For more information, visit us at www.ranchoobiwan.org

"Obi-Wan" is TM Lucasfilm Ltd. and used under authorization. Star Wars © LFL.

IRON CRUSADE

PART 2 - DAY GETS WORSE!



Iron Crusade was the name of a Mandalorian-centric game that, as sadly seems to be the case with most great ideas, never saw completion. However, we at Battle Cry don't let a story go to waste, so we asked Kell Ordo to rewrite his script as a story and every issue we'll get to play the game in our imaginations!

The Mandalorian rushed Kael with a controlled swing of the wicked saber he held. Durasteel wailed as the blade caught the door frame Kael stood in at head height. Only, Kael's head wasn't there.

He launched himself at waist height across the corridor. With a frantic spring he was back on his feet, cutting torch held up as some sort of half-hearted threat.

The Mandalorian turned his visor to face his prey in a slow, deliberate fashion. With a twist of his wrist the saber wrenched loose of the wall with a screech that Kael could feel in his teeth. With purposeful footfalls the Mandalorian closed on him like a hungry predator.

Primal fear welled up in Kael's stomach sending him staggering backwards into a galley table. Reflexes launched him into motion as the attacker made for another swing. Kael scrambled across the table as the weapon once again furrowed metal.

Off the table and around a corner into the kitchen, Kael's eyes frantically shot around for something better than a cutting torch to improve his odds. The heavy footfall of boots stoked his adrenaline fueled panic as he yanked open containers and compartments hoping for a stashed blaster or grenade.

Tan armor turned the corner like a debt collector ready for his due. A tap tapping came from the thigh plate as the Mandalorian began hitting the flat of the blade on the armor. Each tap caused pulses of fear to shoot up Kael's spine. Forgoing any improvised weapon, he bolted for the door at the other end of the kitchen for a quick escape.

Leg muscles suddenly locked as a new humanoid stepped in the doorway. Another Mandalorian clad in blue armor barring his way. The animal part of Kael's mind registered the threat and began working on other ways to escape as the new threat stood there, blaster rifle held down and ready.

Cornered and out of options Kael leapt over the counter to his left and out a serving window he hadn't seen. His boot caught the window frame sending him crashing to the floor. Reflexes allowed well placed forearms to take the impact rather than his head. He passingly registered his undignified position, slumped face first on the floor with legs up a wall, before scrambling upright and darting to the galley entrance.

Two more armored forms emerged in the doorway sending Kael into a halting skid. With a sudden stumble and quick scramble, he bolted for another exit trying to escape this nightmare. He saw the last doorway and frantically charged the opening. He wasn't sure where he would go next but he wasn't thinking that far. All that mattered at this instant was getting away from these monsters.

Kael reached the doorway and leapt through coming to a sudden halt as what must have been a durasteel girder struck him in the chest. His stunned body flopped to the floor like a rag doll, cutting torch bouncing from his hand. Looking to the source Kael saw another Mandalorian, this one in white and blue armor and clutching a blaster rifle. He surmised that the rifle was the source of his sudden and violent discomfort.

When the armored form standing over him didn't move, Kael slowly moved to his feet and began looking for his only weapon. He spotted it tucked under the booted toe of the tan armored harasser.

"This is it," Kael thought to himself. "They're just going to kill me and that will be it." Silence hung over the room for a long moment as no one moved. Kael didn't even dare breathe or risk disturbing this unexpected respite.

"Time to stop running." Came an aged voice from the tan figure. With a sudden shift the cutting torch came rolling across the deck, stopping as it bounced into Kael's fingers. "Try dying like a warrior."

From a source he couldn't even begin to fathom, a coolness washed through Kael's chest. It flowed down his arms seeming to steel every nerve in his body. Once frantic breathing relented to steady nostril pulls of crisp air, his mind absently sorting every scrap of scent in some sort of hyperawareness. Clutching the torch, he turned a cold gaze on his tormenter.

Standing to face his foe Kael knew he would die. Nothing could prevent such a conclusion at this point. He would die and everything would be over, But not before he got his revenge. Before he died he would mar that tan helmet. He would deface this symbol of dread through sheer defiance.

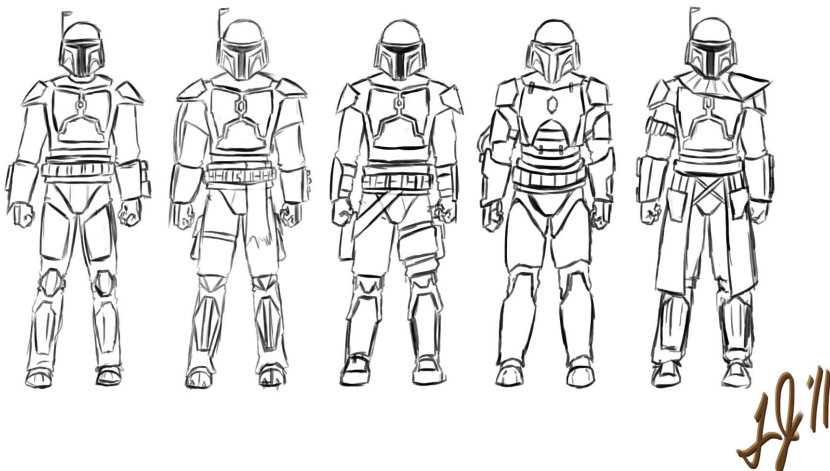
His legs wobbled but he held himself up through this newfound resolve. One foot over the other Kael circled his opponent as armored figures occupied doorways content to watch the event. His adversary obliged by dropping into a fighting stance, wicked blade held in front of him.

Everything was lost to Kael, everything except the fight. The shifting of foot, a clinching of an arm, an absent dip of a shoulder...Kael exploded toward his opponent. He caught metal forearm with his left hand as he pushed the blade away from his unarmored body. His right shoulder drove home with all the force he could muster slamming into his opponents chest. His sudden and unexpected stop jolted through his body with an arc of pain. Without pause Kael drove the plasma cutter toward the soft neck seal. The front of the helmet dipped down intercepting the glowing tip right before it reached the flight suit. The tip slid across the metal of the cheek plate charring paint as it drove itself into the curve of the mandible.

The Mandalorian's blade arm struggled violently against Kael's grip as he tried to bring the lethal blade to bare. He clamped down till his hand cramped but he couldn't get a good hold on the metal plate. His time clearly running short, Kael continued to drive the torch into the bend of the helmet causing a shower of sparks but not even a slight give in the metal.

The Mandalorian's arm wrenched itself from Kael's grip marking the end of his poor life. At least he had done what he wanted to do. He added a mark to that tan helmet that would not come out easily. It was somehow ironic that his life amounted to merely an annoying carbon scoring.

As he waited for the blade to slide into his flank or back a gloved hand clasped Kael's face. It was not friendly or delicate and about mashed his nose as it gripped cheekbone and jawline. His equilibrium registered a sudden twist and downward motion. As he realized he was falling the world exploded, then fell to darkness.



Australia

Sandhawk Clan

facebook.com/SandhawkClan

Brazil

South East - Vode An Clan

facebook.com/vodeanbrasil

Canada

Alberta - Hett'ciri Clan

facebook.com/HettciriClan

Manitoba - Vhetin'Ade Clan

facebook.com/VhetinAdeClan

Quebec - Gaht Kyr'bes Clan

facebook.com/quebecmandos

Europe

Germany - Jai'galaar Clan

facebook.com/jaigalaar

Holland - Diryc Vhetin Clan

facebook.com/clandirycvhetinr

United Kingdom - Vok'chi Clan

facebook.com/VokChi

Mexico

BigFang Clan

facebook.com/BigFangClan.Mexico

United States of America

Arizona - Shonare Vhekadla Clan

facebook.com/azmandomercs

California (LA) - Manda'galaar Clan

facebook.com/mandagalaarclan

California North - Teren Clan

facebook.com/TerenClan

California South East - Skirata Clan

facebook.com/SkirataAliit

California (San Diego)

facebook.com/harangalaarclan

Colorado - Cerar

facebook.com/CerarClan

Florida - Buurenaar-Verda Clan

facebook.com/BuurenaarVerdaClan

Georgia/Alabama - Naast Clan

facebook.com/NaastClan

Hawaii - Five-O Clan

facebook.com/MMCCFiveOClan

Illinois - Nexu Clan

facebook.com/nexuclan

Indiana - Taakure Clan

facebook.com/groups/TaakureClan

Iowa- Vhett Manda Clan

facebook.com/vhettmandaclan

Kansas & Missouri - Yustapir Clan

facebook.com/YustapirClan

Kentucky - Blue Moon Clan

facebook.com/bluemoonclan

Maine - Wampa Clan

facebook.com/wampaclan

New Jersey - Raquor'daan Clan

facebook.com/RaquordaanClan

North Carolina - Talon Clan

facebook.com/talonclan

Ohio - Rancor Clan

facebook.com/rancorclan

Oklahoma - Ge'tal Vheh Clan

facebook.com/okmercs

Oregon - Seron Clan

facebook.com/seronclan

Pennsylvania - Mav'oyala Clan

facebook.com/MavoyalaClan

Tennessee - Besuliik Clan

www.facebook.com/BesuliikClan

Texas North - Murraan Clan

Facebook.com/ClanMurraan

Texas South - Zakkeg Clan

facebook.com/ZakkegClan

Texas East - Arqet Clan

facebook.com/ArqetClan

Texas West - Vhe'rang Clan

facebook.com/ElPasoMandalorian-Mercs

Utah North - Krayt Clan

facebook.com/KraytClan

Washington State - Oceanhawks Clan

facebook.com/oceanhawksclan

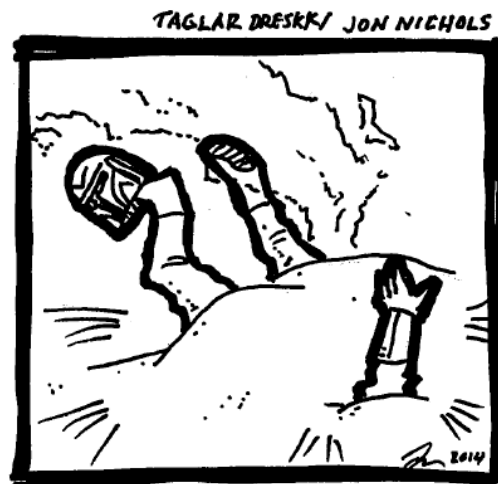
Individual members - Freelancers Guild

facebook.com/FreelancersGuild



A LITTLE BIT OF FUN...

LEARNING TO FLY



THE CRL 5 COMPETITION



As many know, Mercs members are constantly looking to improve on their kits. Can you name all five of these official members from their basic approved kits?

If you think you can guess who the Mandos are, email your answers to qm@mandalorianmercs.com. Of the people that guess the most correctly, a random drawing will be held to determine a winner.

Thanks to the Quartermaster there is also a prize:

1 Mandalorian Mercs 11" back patch, 1 Celebration Europe 2 patch, 1 Celebration VI Heed the Call patch, and 1 complete numbered set of Mandalorian Mercs Trading Cards.

Make sure your answers are emailed in by April 30th.

SURVIVING HOTW

Winter for some clans is nice and enjoyable down South, but up North the cold can be a real risk; preparing for the elements is key when it comes to trooping in the winter months.

Keeping warm in cold weather is most important, right? Not so fast! Whilst bundling up for the cold is certainly key, it's vital to not be too warm in cold weather. Doing so can actually put you more at risk for hypothermia and frostbite. Depending on the temperature, adding a thermal undersuit below your flight suit may suffice, though a hat, a set of gloves to go underneath your Mandalorian ones, and some extra warm socks can also help a lot.

Heat packs can also be used in gloves or boots to warm your extremities.



Keeping active and moving will also generate heat to keep you warm. Your body's extremities, such as the ears, nose, fingers and toes lose heat the fastest.

A note for those Mandos who favour metal armour, it will not be to your advantage, as the metal will act as a conductor for your body heat and draw it from you to the cold weather. Be extra attentive that you do not become cold too quickly. An extra layer between you and the metal plates will be very important.

Dealing with the cold at a troop should be something planned for in advance. Dress for the weather and make sure you know if/where you can go to warm up at the event. If it's a long event, organize shifts for who will be out in the cold and for how long, so no one gets uncomfortable. Whilst you might want to appear tough like a Mandalorian, a smart Mandalorian knows when to head in to warm up. Don't put appearances before your own safety. Hypothermia and frostbite are things you will definitely want to avoid and they can sneak up on you if you're not being attentive.

What you're most likely to encounter at an event is frostbite.

When the temperature drops below 0°C (32°F), blood vessels close to the skin constrict to protect the core body temperature. When your body is exposed to the cold for a long period of time, blood flow to your hands, feet, nose, and ears can be severely restricted. The combination of poor circulation and extreme cold can lead to frostbite. Frostbite generally occurs in body parts furthest from the heart; in the hands, feet, nose, and ears.

Mild frostbite (frostnip) makes your skin look yellowish or white but it is still soft to the touch. Your skin might turn red during the warming process, but normal colour returns once the area is warmed. Severe frostbite can cause permanent damage to body tissue if it is not treated immediately.

Windburn is another concern in the cold, however given our typical coverage it's less likely to affect us. It occurs when cold wind removes the top layer of oil from the skin causing excessive dryness, redness, soreness, and/or itchiness.

Hypothermia has three stages:

Stage 1 - When your body temperature drops by 1 or 2°C (1.8 or 3.6°F), you start shivering, get goose bumps on your skin, and your hands become numb. Your breath can become quick and shallow, and you may feel tired and/or sick to your stomach. You may also experience a warm sensation, which means your body is entering stage 2 of hypothermia.

Stage 2 - Your body temperature has dropped by 2 - 4°C (3.8 - 7.6°F) and your shivering is strong. Muscles are uncoordinated and movements are slow and laboured. You may suffer mild confusion, become pale, and your lips, ears, fingers, and toes may turn blue.



Of course, you just manage to get yourself warm and the Empire comes along...

Here's an easy test to check if you have stage 2 hypothermia: Try touching your thumb to your little finger. If you can't, your muscles are not working properly and you're experiencing stage 2 hypothermia.

Stage 3 - If your body temperature drops below 32°C (89.6°F), the shivering will stop but you'll have trouble speaking, thinking, and walking. You may even develop amnesia. When your body temperature drops below 30°C (86.0°F), exposed skin becomes blue and puffy, it will be hard to move your muscles and your behaviour becomes irrational. Your heart may be beating quickly but your pulse and breathing will decrease. At this stage you are at risk of dying.

If you believe that you or someone else is getting to stage 2 hypothermia, get them to somewhere warm. If they've reached stage 3, it's important to get them somewhere warm as soon as possible and seek professional help. Call your local emergency number as soon as possible.

While our armour can shield us from some of the wind and cold, it's important to be aware of the danger cold can present. Your health is more important than an event, and your fellow clan members can cover for you as you warm up.

Get your fellow Mercs to somewhere warm before they find themselves in a situation and after the event, grab a hot cup of cocoa to celebrate a troop well done!

FROM THE EDITOR



It's been a crazy few months, pretty much everyone has been affected by the weather in some way, even I've had a tree threatening to collapse my workshop in the wind and the rain and I live in the area that just doesn't get affected by adverse conditions.

I hope you've all managed to continue with your plans and got your kits ready. I know it's a really exciting time in the Vok'Chi, we've had an explosion of personalities turn up and get their kits passed; plus a lot of people joining who you know will get their kits completed. I hope all of the clans out there are seeing the same and if you are a prospective Merc, good luck with the build, keep it simple, take it slow and easy, you will get there!

So, Star Wars: Rebels.

Isn't it absolutely awesome that one of the main characters will be a Mandalorian? Yeah, I'm aware a few people aren't entirely happy with the way the character of Sabine has been played, I have my concerns with the "sassy" trope, as I feel that it has been done to death and a lot of strong, independent female characters end up being the conquest of one of the heroes.

But let's look at the positives, we know that the Mandalorians looked a bit dodgy at the start of the Clone Wars series, but we saw how it developed into a decent plot arc with a return to the warrior ways. Sabine tried something different and it failed, it really ended with her death, however, I didn't see it coming and it was handled really well by the writing staff.

So, whilst there are doubts about young Sabine and her pedigree, it has been said that each of the main characters have been affected by the Empire in some way, so there is great scope to see how the Mandalorian people coped with the Empire now in power, did they flourish? Or did they get trampled underfoot?

I relish the opportunity to see a Mandalorian hero character, her past and her life, and to see how the culture developed through the unwritten period of the Empire making its mark on the galaxy.



Taking a close look at the character design, I see a few things to take note of. Firstly, her helmet seems to be a modified Nightowl helmet, it has the RF but no ears, the cheeks also seem to have been flattened out.

She's using Deathwatch pistols, now, when I say Deathwatch, they are the pistols that Deathwatch used, but they may have been the standard mandalorian pistol armament.

Her Kar'ta Beskar is cut. This could be important as she doesn't have the full Mandalorian chest diamond, is the armour salvaged or a family heirloom?

The wolf logo seems to have its tongue sticking out cartoon like on the shoulder bell, which may just be her "sassy" side, but the important part is the rebel phoenix logo on her chest plate.

It will be interesting to see how Sabine gets on, I'll certainly be rooting for her.

THE END CREDITS

EDITORIAL

Richard "Saz" Whittaker

Tom "Mandalore the Uniter" Hutchens

CONTRIBUTORS

Richard Whittaker

Tom Hutchens

Misha "MishaKitty" Nell

Tanner "Atin Skorda" Clark

Sean "Thaxos" Thomson

WITH THANKS TO

Mike "Kell Ordo" Bradshaw

PHOTOGRAPHS BY

Matt "Riv Serulius" Zeher

Kate "Nala" Giles



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Contact Richard Whittaker via pr@mandalorianmercs.com regarding this magazine.

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