

BATTLECRY

WINTER 2019



GEKKO THE BOUNTY HUNTER

INTRODUCTION TO BRIGADES

GALACTIC SENATE REPRESENTATIVE

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We're turning 13 years this year, and it's never been a better time to be a Mandalorian Mercs member. From our first event with 4 members in 2007, to inspiring our very own (and the very first) streaming Star Wars™ live action series, MMCC has continued to set the bar for costume organizations around the world.

By now I'm sure many of you have watched at least one episode of The Mandalorian, and like me I'm sure you're all excited about this awesome new series. Forty two MMCC members from around the USA were able to experience the red carpet premiere in Los Angeles as guests of Lucasfilm, it was both an exciting and emotional evening.

As 2020 dawns we have a couple transitions within the International Command Council to mention: Evan Woolbright/Naran Bataar who was MMCC's first Education Officer and helmed the creation of the Royal War College of Mandalore has decided to step back and work on his doctorate degree. Evan is succeeded as EO by Brett Chrisner/Havlock. Richard Whittaker/Saz has decided to take a step back after serving as MMCC's Public Relations Officer for the past decade. I can't state enough how crucial Rich has been to MMCC over the past decade, much of our growth is because of his diligent work as our PR Officer.

There are also several large changes coming down the pipe in 2020; new region constitution and bylaws, major CRL updates, and social media initiatives to just name a few things. MMCC remains a growing and evolving organization, and I look forward to moving into the future with you.

Tom Hutchens
Mandalore the Uniter
Founder & CEO

MEET YOUR GALACTIC SENATE REPRESENTATIVE

Article by Jaryn Solus

We asked BrieKalan2 what her new role as Galactic Senate Representative will involve...

BattleCry: Who are you? What brought you to the Mandalorian Mercenaries?

BrieKalan2: My name is Lesley Farquhar, from sunny San Diego, California.

I am a 2-year member of Haran'galaar clan. I was first exposed to the MMCC in 2006 at San Diego Comic Con International.

At the time I first encountered the club, I had already joined two others and didn't have the skill to create armour. Our clan has always had a great relationship with other groups, and as the years passed our groups did more and more events together.

Now we share them all and are a very large and interconnected family. My current kit was approved in 2017, although it was not my first kit to be built.

My first kit that brought me to the MMCC was a group build based on the Blue Angels Naval Aviator demonstration group. My second kit is a desert / Jawa inspired theme and is my favourite. I have a third kit build in process, and fourth planned. I find that I love the challenges of building armour and helping others build it as well. It's definitely a calling!

BC: If you were able to build a costume for any star wars character, who would it be?

BrieKalan2: I have many Star Wars costumes already, but I have to say my current fascination is a new character from The Mandalorian! For the sake of areas that haven't seen the show yet, I will say - you have something to look forward to! In the meantime I have several projects in process.

BC: What is the Galactic Senate, and who is included?

BrieKalan2: The Galactic Senate is a multi-club leadership group. We meet via conference call once every two weeks, and have a group channel that we work from to discuss items brought to or by the representatives.

It consists of leadership and club representatives from MMCC, Rebel Legion, The Dark Empire, Saber Guild, Droid Builders, and Galactic Academy. Soon, we will be joined by representatives from the support groups of Ladies of the Legions, The Walking Wounded, and Pride Squadron.



BC: What does your role as Representative involve day to day?

BrieKalan2: On a day-to-day basis the job has two parts. First is working with the representatives on issues that come up for discussion. Second is talking to members of MMCC and answering their questions about concerns. I've been able to help facilitate discussions on problems between clubs, and guide new folks towards setting up clans, and help with cross-club initiatives like the recent open letter that was published by all clubs. Lastly I work within the International Advisory Committee to represent the members in that group. The IAC is a group of subject matter experts from across the MMCC that cover all groups from Education, Charity, PR, Art, App Team, etc., with worldwide representation.

We discuss questions that come up as a group from the members and provide feedback to the council on those questions or other member concerns.

BC: This is the way?

BrieKalan2: "Aliit Ori'shya Tal'din" : Family is more than blood. Get those kits out, make sure they're up to spec, and let's get the invasions happening in 2020. Help the foundlings find their way to Official Member status and bring them into our Aliit. This is the way. Be good to each other my friends, it's a GREAT time to be a Mandalorian.

INTRODUCTION TO BRIGADES

Article by Ahn'vil Burk'yc

Congratulations, you've finally become an Official Member of the Mandalorian Mercs Costume Club!

Months of hard work have paid off with the email stating you've been accepted into the Club.

But what now? Does this mean you should stop working on your costume?

Not exactly. I mean, sure, there are those that are happy with their kit once they've become Official Member. But for those that want to take it up a notch, we got the Brigades. The next step as it were.

WHAT IS THE BRIGADES PROGRAM?

Helping Official Members take their costumes to the next level of detail in a structured environment, similar to that of the CRL's used for acceptance into the Mandalorian Mercs Costume Club.

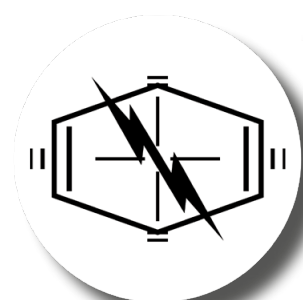
The Brigades Program is being kept hidden for Unofficial Members, as there were too many drop outs that wanted to go all in but lost their drive and eventually didn't even become Official Member. And we want to avoid that.

We have set up a system for Brigades that each house possible specific roles, or Professions as we call it, to logically classify the different options called Divisions. We continually add and change these Professions either according to issues that come up or in reaction to new source material. A good example of this, the Brigades are currently looking if it's possible to integrate the new source material seen in the series The Mandalorian.

BRIGADE CREW

So now you know what the Brigades program entails, it's time to introduce the people that run the program.

At the head of the Brigades Crew is the Brigadier. Chosen by the Council and seated on that Council, the Brigadier is responsible for several tasks within his jurisdiction, namely coordinating and managing the Brigade program, overseeing the creation and development of new Brigade divisions and approves requirement lists for Brigade membership among others. Supporting the Brigadier is his Executive Officer (XO), who handles the tasks of the Brigadier whenever they are unavailable.





THE BRIGADIER

My name is Vraeden Xur (David Parry) and I have been Brigadier since August 2016. Before I became an official member of the Mercs, I saw many of our club's best costumes who were Brigade members, and I knew that's where I wanted to go with my costume.

I went through the application process in March 2014 and joined Brigades in the Medical Corps in August 2014. My goal for Brigades is for our membership to continue to inspire people by being a showcase of some of the best Mandalorian costumes our club has to offer.





At the head of each Division is a Marshall, helped by a Captain. They are responsible for the Brigades that fall in their Division and the professions under those Brigades. Tasks include the voting on applications of prospective Brigade Members, guiding the works in progress of prospective Brigade Members, etc.

WHAT BRIGADES ARE THERE?

Currently the Brigades program consists of 4 Divisions; Vanguard, Striker, Field Ops and Canon/Legends. Each has their own distinct specializations:

- 🛡 Vanguard professions are those found in the front ranks of any battle. Demolitions, Heavy Assault, Pilots all can be found here.
- 🛡 Striker Division houses those Mandalorians who are more specialized in their work. Force Hunters, Privateers and Gunslingers are represented in Striker Division.
- 🛡 For a more supportive role, Field Ops is the Division to be. Beast Masters, Environment Specialists, Medics and Engineers are all welcome.
- 🛡 The last Division is a special one. Composed of Canon and Legends, these are not divided by Profession but by Characters found in source material and people who meticulously recreate these costumes can (but are not obligated) choose to join this Division.

WHAT IS THE BENEFIT OF JOINING THE BRIGADES?

First of all, you can show off to your vade with your forum tag as proof you've gone above and beyond. Each Division, or even Profession, also has its own sigil which is allowed to be put on any approved kit under that Division or Profession. Currently, the Brigades are working on more perks that Brigade Members will receive. Better deals on Brigade Merchandise has already been done when the second Brigades Challenge Coin went on sale earlier this year and the Brigades Rocker patches, with more merchandise coming up next year.

Hopefully this article has ignited a spark to join the Brigades and we eagerly await you to take the next step!

A'llit Ori'shya Tal'din!
Ahn'vil Burk'yc



KAR'TAYL ANI

Clan/Squad: Kranak Clan
Brigade: Shock Infantry
Profession: Droid Hunter
& Mechanic



CIRYC_TAL

Clan/Squad: Krayt Clan
Brigade: Striker
Profession: Force Hunter



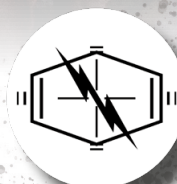
FITZ KAL'AD

Clan/Squad: Krayt Clan
Brigade: Airmobile
Profession: Aerial Assault



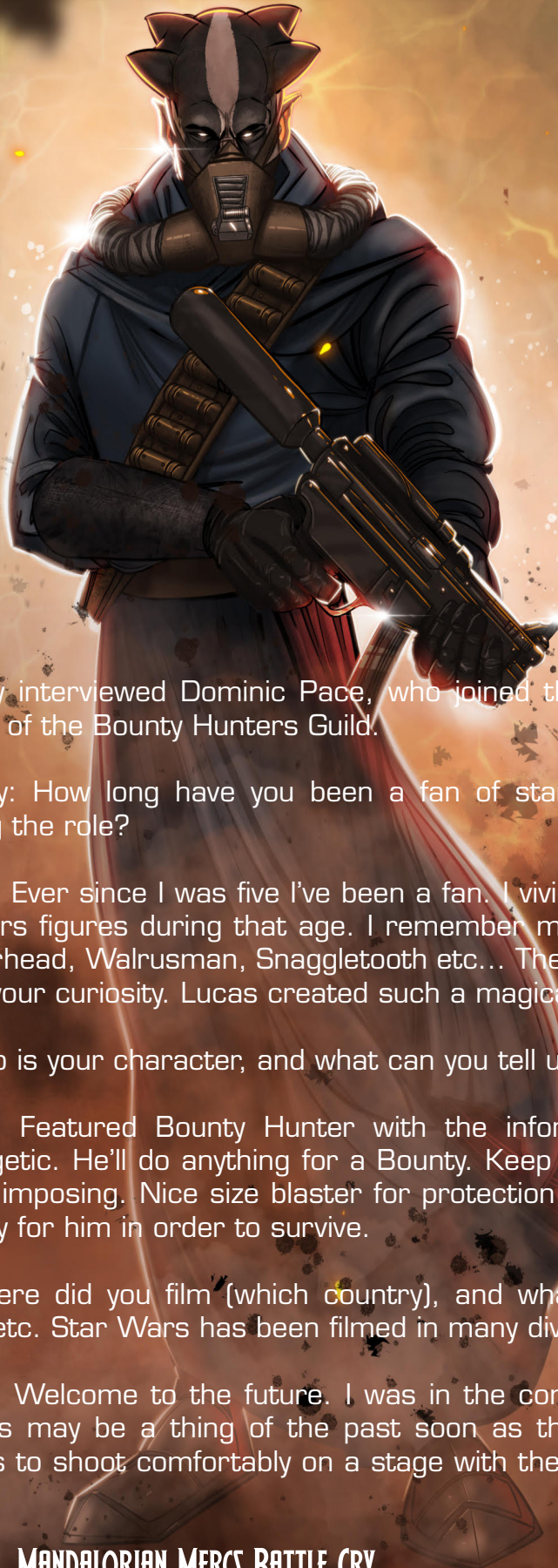
WILDWOLF1178

Clan/Squad: Krayt Clan
Brigade: Special Operations
Profession: Sniper



GEKKO THE BOUNTY HUNTER

Article by Jaryn Solus



BattleCry interviewed Dominic Pace, who joined the cast of the Mandalorian as Gekko, a member of the Bounty Hunters Guild.

BattleCry: How long have you been a fan of star wars, and what was your reaction to receiving the role?

Dominic: Ever since I was five I've been a fan. I vividly recall the Cantina Playset and original Star Wars figures during that age. I remember my interest in the unique side characters. Hammerhead, Walrusman, Snaggletooth etc... They were my favourite in many ways as they peaked your curiosity. Lucas created such a magical world for people of all ages.

BC: Who is your character, and what can you tell us about them?

Dominic: Featured Bounty Hunter with the informal nickname of Gekko. Ruthless and unapologetic. He'll do anything for a Bounty. Keep an eye out for him in episodes 1 and 3. 6'4 and imposing. Nice size blaster for protection, along with a breathing mask which is a necessity for him in order to survive.

BC: Where did you film [which country], and what were the challenges involved? Travel, climate etc. Star Wars has been filmed in many diverse areas in the past.

Dominic: Welcome to the future. I was in the comfort of the studio in Manhattan Beach. Locations may be a thing of the past soon as the new technological advances allow the directors to shoot comfortably on a stage with the best special effects available. Times are

definitely different now. There were definitely challenges to starting the day for two hours in the makeup chair. It was also very hot under three layers of clothing. I didn't feel any pain however, as the adrenaline was pumping from achieving a life long dream of being in my childhood fantasy series.

BC: How did you find the costume? Were there extensive prosthetics / make-up or any heavyweight gear to carry around?

Dominic: Costume Designer was the incredible Richard A. Porra. He has an amazing eye for the Star Wars universe. I loved the bandolier and the face mask he gave me, along with this long, dark blue robe I had with forearm guards attached.

The prosthetics took a long time but I was in my glory. Two hours in the chair every morning. I was designed by one of Legacy Effects' head makeup artists, Brian Sipe. He was inspired by a Gekko like model he created two years prior. I gave my Bounty Hunter that nickname, Gekko, as the face paint design matched their look.

I was given the gift and dream every Star Wars fan always dreamt of... to select my blaster amongst a table full of weapons.

Being 6' 4" I chose the biggest one they had. Even though it was tiring carrying around this 10 pound blaster all day, it was a labor of love as what kid didn't dream of having a heavy blaster in the Star Wars universe?

BC: What was the atmosphere like on set? This is one of the biggest things to happen in the history of the franchise, and there seems to be a very dedicated and passionate drive behind it.

Dominic: That is exactly what you felt... a dedication and drive by all the cast and crew as you knew you were going to be part of something very special. My first day was like a dream as George Lucas himself was there along with Kathleen Kennedy. I just couldn't

believe I was immersed in the universe he created, and there he was.. my childhood idol.

My adrenaline was pumping the entire two weeks as I was in my glory. Like any other Star Wars fan, to have this dream like opportunity was priceless. I was so happy when I heard I would have a little bit of action in one of the scenes as that was one element that made childhood magical. Pretending to be Han Solo while being chased by a friend, or being the one who chased. To live out that excitement within a scene was more than words. It was an honor to be directed by David Filoni and Deborah Chow. Both were amazing leaders and it was a privilege to work for them.

BC: If you were able to play any other character in the Star Wars universe, who would it be, and why?

Dominic: Darth Bane if they ever do that story. I think with my imposing size and shaved head would be perfect for that role.

Thanks to Dominic for taking time to answer our questions - we'll definitely be keeping an eye out for him!



ARMOUR PLATE WEATHERING

Tutorial by Kris Jasra

OOPS, I FELL IN A SWAMP...

Before we truly get started, an explanation on two words which will crop up a lot when talking about Weathering: Natural and Consistent.

They may sound like contradictions at first, however when applied together they will make sense.

First then, lets think about natural weathering. Unless you've fallen over and crawled through a swamp, mud is more likely to splatter on boots and lower legs. Scratches and paint chips may be more prevalent on more exposed armour parts that are able to knock against more things, such as knees every time you kneel down. Dirt will work it's way into scratches and crevices in armour and along seams on fabric. Blaster bolts are more likely to be aimed at the centre of mass because that's what will kill you.

The basics of being consistent is ensuring that the levels of weathering on adjoining parts is the same. If you apply some blackwashing to all your plates, put the same amount on all the fabrics. (Depending on colours this may leave some parts showing up more than others - that comes back to the natural part, don't try to over weather one colour to match it with the rest). However consistent does not mean that if you want a little mud at the ankles you have to apply that same level of mud to the helmet, it just means that you have to put it on all the items on the lower leg, boot, flightsuit, shin, knee and lesson the splatter effect as it goes up the leg.

CONCEPTUALIZATION

The first thing to work out is what you want your kit to look like. You are presenting a snapshot of time.

Have you taken good care of your kit and just cleaned it all off - so you have wear and ingrained dirt on your fabrics that just wont wash out and dirt gathered in scratches and chips that wont come clean, but otherwise you're shiny? Have you just come straight from battle and still have scorch marks from several blaster hits? Did you have to crawl through a swamp to capture your last bounty and the original colour of your kit is now a uniform grey?

These examples are just a variety of effects that can be used to tell a story!

MASKING

The easiest is to use basic masking to allow areas to remain unpainted to mimic scratched or chipped paint. This can be applied using a masking fluid to stop the upper paint layer from sticking to the layer underneath. When the paint is dry the masked area is rubbed off leaving an exposed section.

Beyond artists masking fluid the following can all be used for masking:

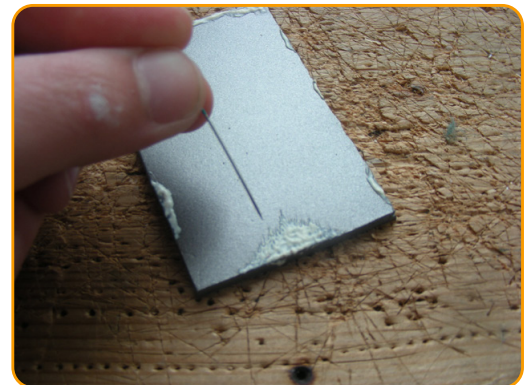
- 🔧 Liquid latex
- 🔧 Vaseline
- 🔧 Toothpaste

To apply masking make sure your prepared surface is clean (see [HERE](#) for basic prep and paint application)



PREPPING THE SURFACE

For the best effect using several different application tools will vary the style of damage. A small paintbrush can be used to easily apply edge weathering, simulating chips from knocking the edge of the plate against things.

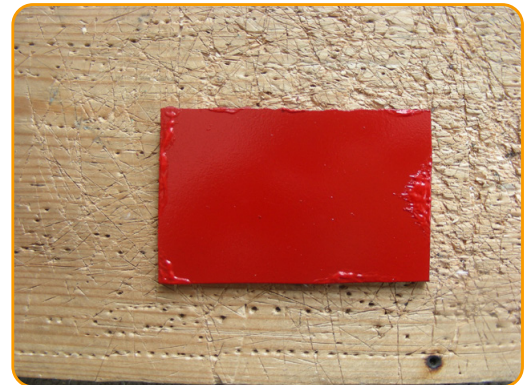


APPLYING THE MASKING FLUID

A toothpick/pin can be used to draw masking out simulating a blade or claw that has scratched along a plate.

SIMULATING DAMAGE

Once you are happy with the amount of masking simply paint the outer color.

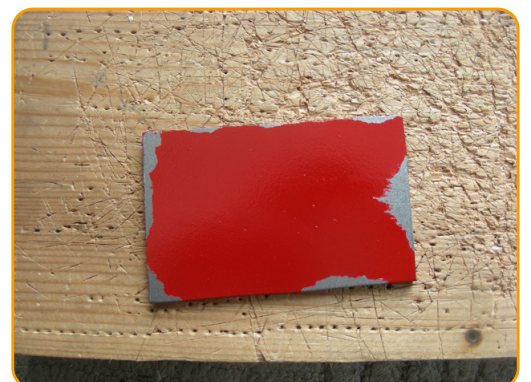


APPLYING COLOR

Remove the masking once everything is dry to reveal areas that appear to have been chipped away.

THE REVEAL!

Gentle rubbing with a soft cloth, kitchen roll or rag will reveal your damaged paintwork in all it's glory!



SCRATCHES

These can be applied with a variety of tools, I find a basic set of graded sandpapers work best as it varies the size of the scratches being applied. These can be used to highlight areas that might need a little more wear without much effort, such as the front of knees where you would have been scraping the paint whenever you kneel down.



BLACKWASHING

There are many ways to blackwash, the simplest is mixing acrylic paint and water and apply it to the plates with a paintbrush. A 50/50 mix is best to start with, you can work up to more paint, less water if the effect is not as dirty as you want.

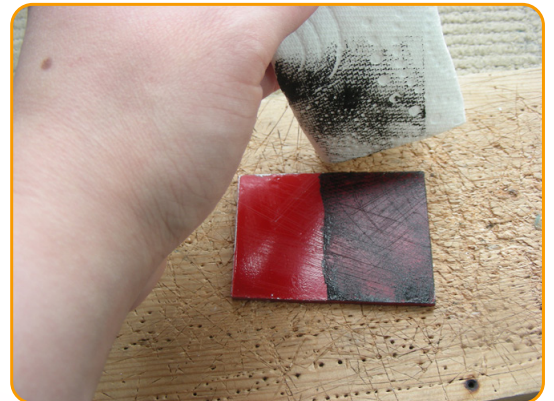


APPLYING BLACKWASH

Leave the paint to settle for a short time - around 10-30 seconds - then dab it off with a paper towel.

REMOVING THE EXCESS

The paint settles into chips and scratches in the paintwork and highlights them, making it appear that the damage is older.



RESULTS!

Putting all this together will give you something like this!

By combining all of the techniques detailed above, you are left with a section of plate that looks worn and well used.

If you vary the amount of scratching, masking, and layers of colour you can go even further to make your armour completely unique to you!



PEDRO PASCAL



In August, Pedro Pascal, star of the upcoming Disney+ show *The Mandalorian*, became the latest addition of the Star Wars family to be inducted as an honorary member of the Mandalorian Mercs Costume Club. He was presented with his plaque by members of Manda'galaar Clan at the D23 Expo in Anaheim, California.

Pascal has an extensive history in film and television but is perhaps best known for his roles as vengeful prince Oberyn Martell on HBO's *Game of Thrones* and DEA agent Javier Peña in the Netflix Original Series *Narcos*. Like many actors and creators in the current generation of Star Wars media, Pascal is just as much a fan as he is a star. "I had no choice," he told an interviewer at Star Wars Celebration Chicago, "I was born in 1975. These movies shaped our childhood."

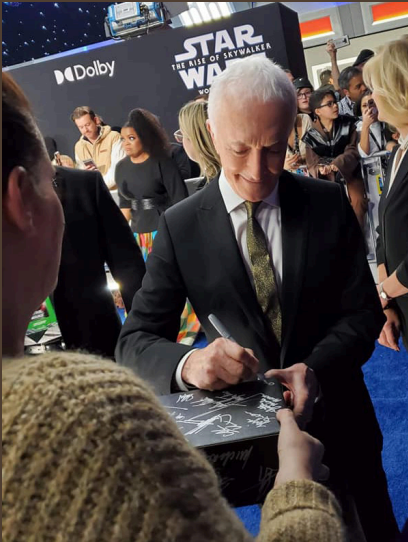
His joy of being a part of a galaxy far, far away is very evident. During the *Mandalorian* panel at Star Wars Celebration Chicago, Pascal described his initial meetings about the show with director Jon Favreau with awe: "They invited me into the room and there was wall to wall story illustrations of this series...I'm seeing all this and I'm like 'What do you want me to do? Who am I going to be? Who do you want me to audition for? The bug? The robot?' and he's like 'You're the Mandalorian.'"

Pascal also shows an acute appreciation for the sheer coolness of the *Mandalorian* aesthetic. When asked during the panel what it's like to be the Mandalorian, he turned with a grin to gesture at the screen, "Well just look at the image. That's what it's like!"

Mr. Pascal was honored to receive his Mandalorian Mercs Costume Club Honorary Membership. Manda'galaar Clan presented him with a custom made plaque, a copy of *The Mandalorian* print the club gave away at Star Wars Celebration Chicago autographed by the artist, and a handmade kar'ta beskar pendant made by Mandalore the Uniter. It was a great experience for everyone involved and we look forward to seeing Mr. Pascal again at Star Wars Celebration Anaheim next summer!

THE RISE OF SKYWALKER

Club members were out in force around the world to view the Premier and midnight showings of The Rise of Skywalker, celebrating the end of the saga! Got some great photos of your clan's outing? Let us know!



FROM THE EDITOR



Image © JohnathanGoldsmith

Busy couple of months for the Star Wars universe!

The Mandalorian is now live for most of the world on Disney+, Rise of Skywalker has closed off what is likely the longest series of films in cinema history and we've still got the Siege of Mandalore to come in the Clone Wars!

As always, thanks for reading, and if you'd like to contribute, feel free to drop me a message.

BattleCry can only expand and improve from here, and I'd love to see your ideas on how we do so!

*Lee
Jaryn Solus*

*"Embracing change is the only weapon against stagnation."
- Mandalore the Uinter*

GET IN TOUCH

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

We want to hear about it!

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



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