

BATTLECRY

SEPTEMBER 2020



PATCHES!

WRANGLING

POST IMPERIAL PREVIEW

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CREDITS

EDITORIAL

Lee "Jaryn Solus" Rossi

BRIGADES WRITER

Jerry "Ahn'vil Burk'yc" Bogaert

STAFF WRITERS

Jim "Tarron Lok" McGarrigle

Kat "Parjii Saviin" Kiele

CONTRIBUTORS

Lesley "BrieKalan" Farquhar

Tom "Mandalore the Uniter" Hutchens

Donald "Darasuum Prudii" Pennisten

WITH THANKS TO

Matt Booker - Fantha Tracks

PROOF READERS

Simon "Tak'ur" Spencer

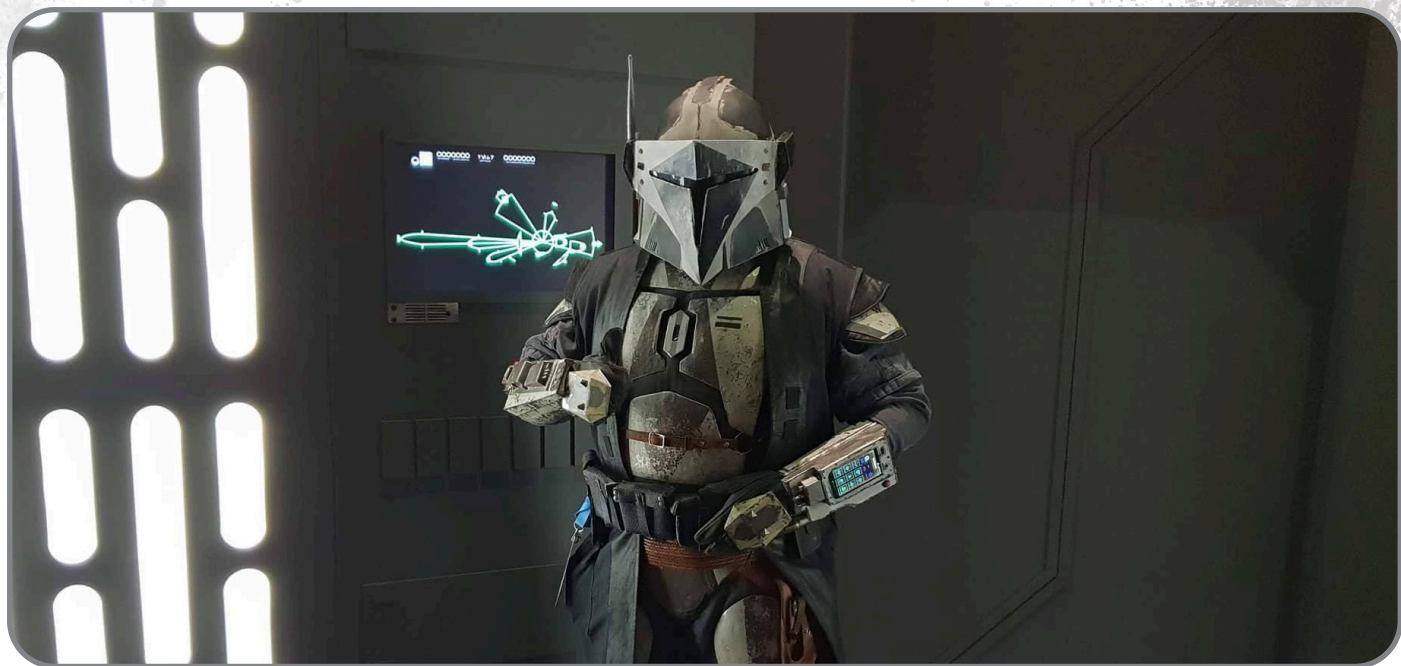
Nicholas "Hik'aari" Wetzel

Jim "Tarron Lok" McGarrigle

Kat "Parjii Saviin" Kiele

COVER PHOTO

Kurshi BeJahaal by Dustin Valkema



Greetings Vode,

It was a both happy and somber August, as what would have been STAR WARS Celebration Anaheim 2020 came and went without a show. I found myself watching other's memories and posts on social media from STAR WARS Celebration Chicago, or previous Celebrations, and was happy watching how much everyone loves STAR WARS. Adversely I felt like something was missing from Aug 27 - 30, that weekend felt a bit...empty. We have two years now to look forward to SWCA, let's look forward to it together!

MercsCon2 was announced last month, to be held October 22-24 2021 in New Orleans, Louisiana. Plenty of time for us to give COVID19 a Keldabe Kiss and return to some semblance of normalcy. I'm really looking forward to seeing everyone in the Big Easy, and experiencing what the city has to offer. 23 years ago I passed through New Orleans as a 19 year old US Navy sailor, so it'll be neat to see how much things have changed since then.

On the charity front, the sale of 1100 Solidarity patches raised \$6000 in net proceeds for the NAACP Legal Defense and Education Fund. I want to send out a huge THANK YOU to everyone that bought a patch. Just because we can't troop often doesn't mean we can't contribute to just causes. The fact that we can continue to come together in tough times and do good for the world is what makes MMCC so special.

Lastly, MMCC has hit a new milestone with the addition of our 5th costume era: Post-Imperial. This era captures all the costumes seen in The Mandalorian streaming series, which takes place 5 years after STAR WARS Episode VI: Return of the Jedi. The CRL team did a wonderful job translating all the reference material into CRLs that are without a doubt some of our most versatile yet. Great job Apps and CRL Team, and I'm looking forward to seeing those Post-Imperial kits getting approved in the very near future.

This is the way,

Tom Hutchens
Mandalore the Uniter

MEET THE COUNCIL

PERSONNEL OFFICER

NAME: Matthew Lipski / Dha Bral

MMCC EMAIL: personnel@mandalorianmercs.com

DATES: OM Feb 2015, Council Feb 2019

WHAT DOES YOUR ROLE COVER?

The PersO, as the head of the Application Team oversees many duties within the club. Foremost being the approval of applicants for membership to the MMCC.

Equally important is the writing and implementation of CRLs for the club; the rules for the club's costumes. My job covers all aspects of CRL compliance within the club. With the App Team, I work to find new ways to incorporate the mandalorian culture and aesthetic into the club's CRLs to keep our members looking like they walked off the set of a STAR WARS film.

WHAT IS YOUR TEAM RESPONSIBLE FOR?

I am responsible for all of the sub teams within the Application Team. The PersO is responsible for overseeing the CRL Team, the (Application) Communication Team, the Ruus'sol Squad, the Mandalorian Q&A Team, and all the Application Grading Teams.

The CRL Team is responsible for writing the rules and guidelines for the club's costumes. The Communication Team is responsible for correspondence between the Application Grading Teams and applicants.

The Ruus'sol Squad is tasked with advising the club's Ruus'alore Sol'yc and Ruus'alore in matters of CRL compliance, as well as making compliance rulings for OMs when necessary.

The Mandalorian Q&A Team operates from the Armor Boards, and answer a variety of questions asked by UMs and OMs alike that may or may not have access to information at the clan level. Finally, the Application Grading Teams are responsible for reviewing member applications and applying the club's CRLs at the base level, ensuring a quality, compliant kit.



WRANGLING 101

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MERCH

PATCHES GALORE!

Last issue we got to know the world of merchandise and its many facets. This time, we're going to be taking an in-depth look at what is most probably the most well known type of merchandise; Patches.



From the band-patches on a metalhead's vest to the unit patches of the military, patches are found everywhere. And it's not difficult to see why. It's an easy way of showing off your interest, allegiance, even your opinion on your clothing.

The most well-known type of patches are the embroidered kind. Made by stitching different coloured thread onto a piece of backing cloth, a design is created. Then the design is cut out around the edge, allowing the patch to be sewn onto any other fabric. Back in the olden days, this was done by hand. These days, specialized machines with multiple spools of thread can pump out a patch in a matter of minutes, depending on the complexity and size of the design.

Another type of patch is the woven patch. These offer a greater level of detail than the embroidered kind but lose the 3D effect that embroidered patches have.

COSTUME CLUBS AND PATCHES

In the world of costume clubs, patches are used to show off the wearer's membership to a certain club, a certain local branch or to show off cons they have trooped at. Each club generally has their own logo made into a backpatch. This is an 11" patch that is worn in the center of the back, declaring the wearer as a member or supporter of said club.

Local branches of the costume clubs, be it MMCC Clans, 501st Garrisons or Rebel Legion Bases very likely have their own patch. Using their local logo, this adds another identifying feature for their members to show where their home-turf is. In some areas, multiple costume clubs will work together, creating a multi-club patch. This is mostly done for big events or major conventions. Star Wars Celebration is a good example of this on both the Club level and the local branch level. Some members even go as far as to create a personal patch to hand out, trade or sell.

New patches are made in what's called 'Runs'. Either the Club or the local branch will do a pre-order to gauge the interest in their patch, so they don't lose money if they fail to sell enough patch-



es to cover the cost of making them. Whenever a certain number of patches is pre-ordered and paid for, the run is good and production will begin soon. Generally speaking, run sizes are around 100 patches with some exceptions, like charity patches, of runs of over 1000.

THE WONDERFUL WORLD OF COLLECTING PATCHES

Aside from showing off your allegiance with patches, an additional facet is that of collecting. Many people enjoy collecting patches from all clubs, some focus on one club or even one costume, for instance Boba Fett.

One way to acquire patches is by buying them on the appropriate channels (for the MMCC this is the Forums). Another is to trade patches. There is a massive market of patches and traders out there that are continually hunting for older patches or trying to get their hands on the newest clan patch. That's why it's always good to buy two of a new patch (*especially for charity runs*) as in future you'll be able to trade one of your extras for a patch you like.

TRADING ETIQUETTE

99% of the time, a trade is done 1 for 1. This means 1 patch for 1 patch of roughly the same size. Backpatches are considered 'large' and therefore multiple smaller patches are offered for one backpatch. Some limited-edition patches, for instance of events or charity runs, are considered worth more because of their rarity. It is up to the owner to determine how valuable that patch is to them and set a 'price' for it.

The older the patch, the rarer it is. This is because patches get lost over time, people retire from the costuming world (yeah, I know, weird) and take their patches with them. For instance, the rarest MMCC patch is also the oldest.

DO'S AND DON'TS OF DESIGNING A PATCH FOR PERSONAL USE

While technically anything can be put on a patch, if you plan on wearing it on your MMCC patch vest or sell it on the forums; some guidelines are in effect.

Don't use any copyrighted imagery or images you do not have the rights to. Don't use the MMCC Mythosaur skull for instance, as this logo is protected and owned by the MMCC.

Don't use offensive imagery. Generally if it is something that would likely be a no for your costume, it should be avoided for a patch. No blood or gore.

Do use your own kit. Make your own personal patch by creating an embroidered version of your kit with your name. Many traders have their own patch made and some even specialize in collection personal patches. Think outside of the box, unique personal patches are real eye-catchers.

If you have any questions or concerns, please reach out to the PR Officer, Quartermaster, or Art Team Lead for clarification.





TOP 10 PATCHES TO LOOK OUT FOR:

- 🛡️ **MMCC Backpatch:** There are multiple runs each year of this one, so grab one as soon as you can to show off your membership or support!
- 🛡️ **Membership patch:** Every two years, a new membership patch is designed and sold to the membership (available to Official Members only).
- 🛡️ **Your local Clan's patch:** You really need to show off your clan's colours on that vest, this is a no-brainer.
- 🛡️ **Charity patches:** Every so often, the club will design and sell a patch to support a specific charity. This year, we've seen the Australian support patch and the Solidarity patch.
- 🛡️ **Celebration puzzle patches:** Every Star Wars Celebration, the MMCC brings out a unique puzzle patch in a limited run. If you're into patches, hunt these down.
- 🛡️ **Celebration Patches II:** At each Celebration, the MMCC gives out patches to members who participate in the Death March, take on Booth Duty and are present at the Bash. These are highly sought after as these are mostly kept by the recipients.
- 🛡️ **Brigade Patches:** if you're a Brigade member, these patches are made for you. Only for sale to Brigade members, so if you're not a Brigade member you will have to earn it!
- 🛡️ **Social Society patches:** A lot of the social societies have their own patch, so no better way of showing off your membership.
- 🛡️ **Anniversary Patches:** Both the Club and some Clans have anniversary patches, commemorating their five years or more of existence.
- 🛡️ **Personal Patches:** A lot of the membership has their own patch made. Some a simple round patch with their kit on it while others have a custom design made. Collect your vode in patches!

Next issue, we'll be looking deeper into Coins. Not the money, the challenge kind!

Aliit Ori'shya Tal'din!
Ahn'vil Burk'yc



**MercsCon 2 will be held in New Orleans, LA at the
Holiday Inn Superdome from October 22-24, 2021**

**The Holiday Inn Superdome is conveniently located 2 blocks
from Canal Street for the best of New Orleans nightlife.**

**Rooms are still available.
but going very fast!**

What does the room rate include?

Room cost for the number of nights you choose.

Breakfast for every morning of your stay.

A reception on Friday night with an open bar.

Lunch on Saturday.

**A conference room configured to our specifications
with a main hall, smaller panel room, and gaming.**

Official Mercs swag!

All taxes and fees

MORE INFO AND BOOKING AT

MERCSCON.COM

TOOLS OF THE TRADE

By Tarron Lok
Images © StarWars.com

JETPACK WARS - EPISODE 2

So last month we took a look at a Mandalorian gadget that is very close to my heart, the jetpack. We laughed at some pictures, looked at different jetpack styles, explored the science, thought about attachment ideas and generally had a good ol' time.

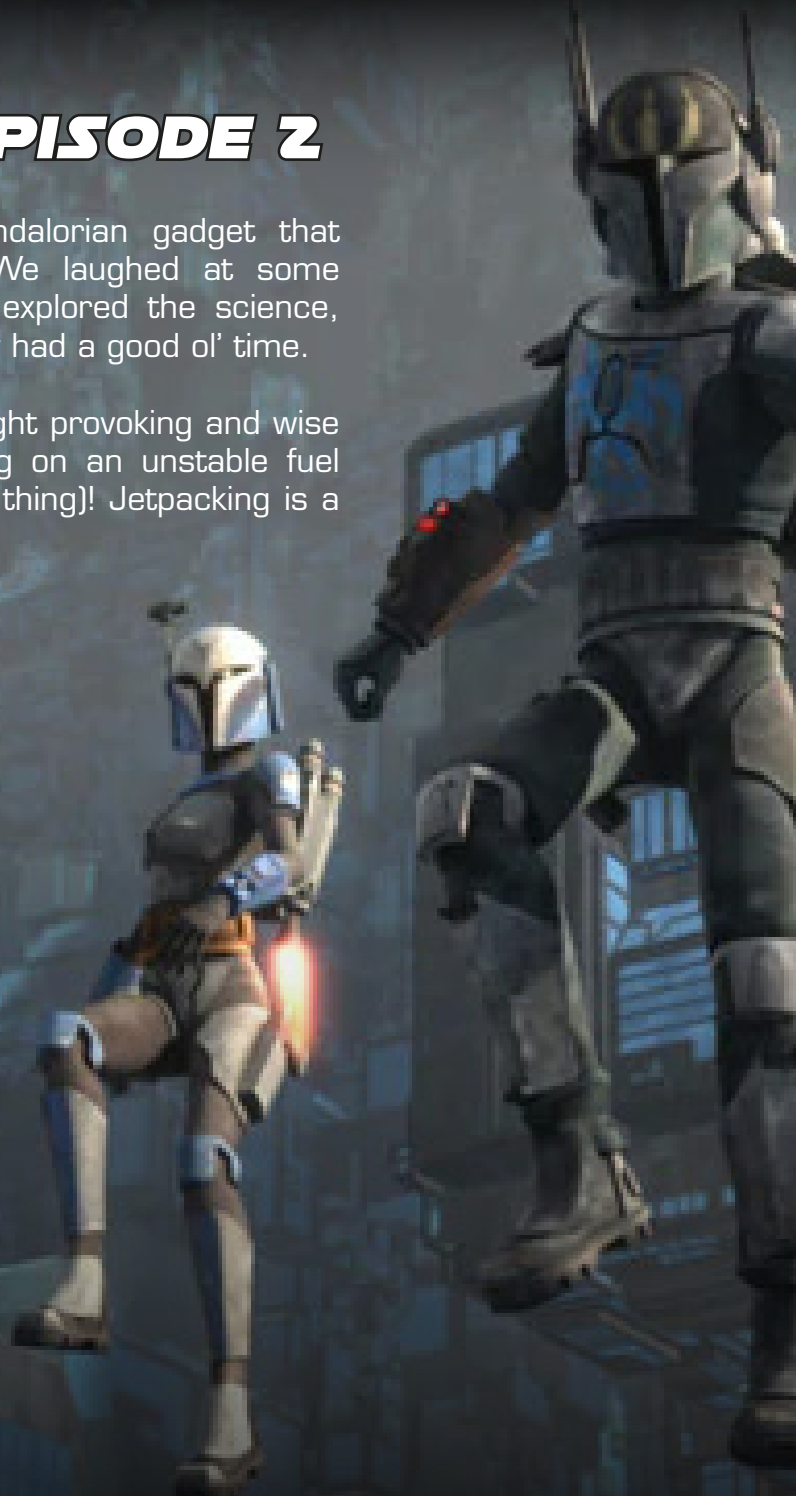
At the end of the article I offered some thought provoking and wise words on the potential dangers of strapping on an unstable fuel tank to your back (or even legs if that's your thing)! Jetpacking is a complicated profession and balancing the pros and cons is something all safety conscious Mandos should consider. So, if you are thinking about suiting up and joining the flying squad, but haven't quite made your mind up yet, come with me dear readers, while we explore the arguments for and against the use of these wonderful toys...

THE NAYSAYERS

Let us start this journey with a look at the pitfalls and dangers of jetpacking in the world of Star Wars. Despite my love of flying backpacks, there are some valid concerns raised about their use in combat situations. The main reason being; you are essentially strapped to a combustible fuel tank, that has a tendency to misbehave on a good day.

You are also strapped to said fuel tank in a world where pretty much every projectile weapon fires intense bolts of plasma, which is very hot... Not only that, but you may even run into some maniac space wizard, flailing around with his plasma sword!

As you can imagine, super-hot plasma and fuel do not mix well... and this is just a small slice of the danger pie. There are many more concerns raised on the dangers of Jetpacking and



who better to bring these to our attention than the MAJIC society. I discovered these acolytes of anti-jetpack behaviour in the dark recesses of the MMCC forums. Their mission is simple, to spread the truth about the dangers of jetpacking and seek to educate and eradicate their use within combat... rescuing kittens is however, permitted.

THE MAGIC OF MAJIC

MAJIC (Mandalorians Against Jetpacks In Combat) are a society formed of Jetpack adverse Mandalorins who prefer their boots placed firmly on the ground. To this end, their tag line 'WE DIE ON OUR FEET' seems quite apt. While their forum page offers a good overview of the groups feelings around jetpacking, I was able to reach out and get a quote directly from the Orbaks mouth, or to be more precise, from the mouth of one of their founders, Mr Bubba D. Fett:

"We have seen many examples of why jetpacks in combat are dangerous; a blind man hits one with a stick and sends an infamous Bounty Hunter into the belly of the Sarlacc, even his father's jetpack failed him after being run over by a Reek, a strike from the Darksaber destroyed the jetpack of the Death Watch leader and led to his loss of position and life. They're even prone to tampering and being turned into an explosive device as another infamous Bounty Hunter found out. Jetpacks are too dangerous and unreliable in a combat environment.

Now we in MAJIC don't believe that jetpacks lack any benefits or even fun. Whether you're using one to decorate the Life Day tree, as an alternative travel method if you missed the shuttle to work, or maybe taking a scenic tour of the mountains of Alderaan... (oops, too soon), just simply keep them out of the range of sticks, lightsabers, and even blasters. Nowadays repulsorlift technology can offer a much safer alternative to jetpacks, they're silent and allow you to get the jump on your target without the explosive side effects"

Compelling words from Mr Fett I'm sure we can agree. The forum page also gives us some interesting and I'm sure, well researched statistics:

"2 out of 3 Mandos experience jet-pack issues that ultimately lead to the wearer's death. Jetpacks are prone to failure at the most needed of moments

and will hinder your ability to survive in a combat situation. (Mando safety announcement by MAJIC)."

TOOLS OF THE TRADE

MAJIC raise some valid concerns and we would be wise to take these points on board when we are weighing up the use of our fancy flying gadgets. But wait, don't make your minds up just yet, there is another group of intrepid Mando's who may have something to say about the joy of jetpacking!

THE YAYSAYERS

Jetpacking is however not all doom and gloom. Despite the various, often fatal (or at least crippling) dangers involved, the joy of airborne attack is thrilling and filled with excitement. With proper safety considerations and preparations made, a Jetpack toting Mandalorian can fly out of the range of wild wookies, match the speed of Jedi and escape a Sarlacc.

Much like Daenerys's scaly children, nothing says bad shebs quite like a swooping Mando raining gauntlet mounted firey death to those below. Travel becomes far easier too; Rocky terrain? No problem. Gaping Hoth Ice cavern? No problem. Let's also not forget that you'll never lose a game of 'The Floor is Lava' ever again (aspiring Anakin's take note). So just as we turned to MAJIC to provide us a cautionary tale, let us turn to another society of Jetpack connoisseurs to show us the glory that awaits our fellow sky brethren.

MABEL

Frequenting the same dark corners of the MMCC forums and locked in an eternal and never end war (yes I know) with their nemesis MAJIC, is MABEL (Mandalorians Against Boot Erosion by Leaping). MABEL actively promote and encourage the use of Jetpacks in combat and argue that, yes there are dangers and yes, precautions can be made, but at the end of the day, sod it we're Mandos and we aint afraid of no ghosts! While MABEL don't have an eye grabbing tag line, they certainly have a fancy logo that instils us with pride.

While I was unfortunately unable to obtain a direct quote, the overriding message on the groups forum page is simple, strap on that jetpack and potentially die a glorious death!

“ call, nay, beseech thee to look to the call of the Mandalorian! There are some who say that Mandalorians have no business flying with the birds, they name two of our famous Bounty Hunters Jango and his son Boba Fett as prime examples as to why a Mandalorian should not wear a Jetpack, but NAY I say my brothers, NAY!

Yes, Jango should have checked his kit was worthy after being run over by a rampaging bull-thing, but remember that this Mandalorian had a reputation like none other. His son Boba also took the wrong end of a stick, but the point is that these were real Mandalorians who took no rubbish and died the way they were born, kicking and screaming...”

They go on to taunt their adversaries:

"M.A.J.I.C don't want you to fly, because they are too scared of the consequences of strapping a metal tank full of explosive liquid to your back, in case, as if it's a bit of a shock, that a sudden jolt may cause a misfire or malfunction. Real Mandalorians KNOW this, but do it anyway, because simply, we're Bad-shebs! COMPLETELY Mynock-osik crazy bad-shens at that! And that's what M.A.B.E.L represents!"

Indeed, do you think the first hyperspace pioneers had a group called Wusses Against Hyperspace (W.A.H.!) Do you think the Empire had a support group for hazardous machinery called Emissaries for Reasonable Maintenance (E.R.M)?? Why then do I ask you, that people who call themselves REAL Mandalorians have a campaign group called M.A.J.I.C?'

'So forget your M.A.J.I.C. Go fly with M.A.B.E.L instead, let the cry baby wuss 'fraidy-strills do the walking...'

Now that's fighting talk if ever I heard!

THE UPS AND THE DOWNS:

There are certainly pro's and con's to jetpacking, and making that decision is not easy. In order to further help you make up your mind, let's distil the issues at hand:

Pros:

*Look awesome
Excellent maneuverability
Able to rescue kittens
Rain firey death
Escape a Sarlacc
Leap tall buildings in a single bound
Ease of travel
Die a glorious death*

Cons:

*Explode in a fiery ball of death
Crash into things
Get blindsided by a smuggler
Fall to your death
Fall into a Sarlacc
Stray into the flight path of a Star Destroyer
Over reliance on temperamental equipment
Explode in a fiery ball of death (worth noting twice I feel)*

In conclusion dear readers, the choice is ultimately yours. Which side of the fence do you fall on? Are you a MAJIC or are you a MABEL? 'But where do you sit in all this Tarron?'

I hear you say, well, as a non-bias and independent observer I have to remain impartial and can in no way directly influence your decision, I'm merely here to offer you the hard facts.

If you hold strong feelings, one way or the other, you can navigate yourself to the builder's societies page and join these groups yourself. Head over to <https://mandalorianmercs.org/forum/index.php?board=432.0> and join the cause (of your choosing).

POST IMPERIAL CRL'S

A new era is upon the Star Wars galaxy and the impact of the Empire is imminent in the off-world planets. The New Republic is slowly building up their rule, but small pockets of smuggling routes are still under the control of the Imperial Warlords. The once-feared Mandalorian clans, known as warriors from birth, have become factioned. Many Mandalorians across the galaxy have gone into hiding; their armor representing a new era to their legacy.

With an itchy trigger finger, these Mandalorians were forced to sit and wait until it was their time to leave the covert as they were still being targeted by the Imperial remnants. And as the Star Wars universe evolved, the Mandalorian Mercs have evolved with the times.

The Application Team has officially released the new Costume Requirements List for Post Imperial Armor, featured in The Mandalorian television show. With this new era comes new requirements; for example: the Modern Era Fett styled plates are not accepted for this era of armor, the use of a codplate is not needed, asymmetric styled plates are allowed, and despite having a cape, the use of a backplate is required. The scavenger Mandalorian style is now the new beskar'gam style.

We've included previews of the CRL details for armour and helmets here, but for the full details and most up to date information visit the Mandalorian Mercs Costuming Club, and you will find the Post Imperial tab under Costume Requirements.

Link: <http://mandalorianmercs.org/get-involved/costume-requirements/>

CHEST ARMOR:

- One-piece chest plate based on Din Djarin version 1 armor, Din Djarin version 2 armor (Beskar armor), Paz Vizsla Heavy Infantry armor or the Armorer's chest plate. All other chest plate designs are restricted.
- The ab plate is optional for the Din Djarin version 1 armor and the Paz Vizsla Heavy Infantry armor. Din Djarin version 2 armor (Beskar armor) must be worn with the ab plate.
- Ab plate configurations for Din Djarin version 1 armor or the Paz Vizsla Heavy Infantry armor are as follows:
 - Din Djarin version 1 armor may be worn with the chest plate only or with the ab plate.
 - Paz Vizsla Heavy Infantry variations are:
 - A) Light infantry: chest plate only
 - B) Medium Infantry: chest plate and diaphragm plate
 - C) Heavy Infantry: chest plate, diaphragm plate and ab plate.
- Modern Era chest plates, such as Boba or Jango Fett plates, Rebels, Clone Wars, Star Wars: Galaxies plates, or custom variants thereof, will not be accepted.

- Armor must be fitted correctly depending on armor/body type. It must be of adequate size in proportion to your chest area. The chest plate should not exceed 1" / 3cm beyond the outside edge of the backplate at maximum.
- Ab plate should be proportionally sized to chest plate.
- Armor plates may not extend past the edge of the flak vest and may not touch accepted waist items.
- Rivets and screws used for attaching armor must be painted to match armor surrounding the screw or rivet. Visible screw heads must be filled and sanded smooth.
- Armor plates used for custom costumes cannot include the same dents and weathering that appear on canon costumes. They must be visibly modified to appear visually distinct and will be judged on a case by case basis.

LOWER BODY ARMOR:

- Minimum of either combination is required:
 - Armored codpiece and both knees.
 - No less than 4 pieces of lower body armor to include: tasset plates (single plate or a set), thigh plates (single plate or a set), knee plates (single plate or a set), shin plates (single plate or a set), and or kidney plate.
- A shin/knee (shnee) combination can be used in lieu of knee plates. A shnee is considered one plate, not two separate plates, towards the total count of 4 lower body plates.
- If shnees are used, the knee area must be distinguishable from the shin plate even if connected. Simply extending an existing design will not be accepted.
- If shnees are used, they must cover at least the same area of the knee that regular knee plates would.
- Adding more armor to the lower body is allowed but not required.
- Asymmetrical armor is allowed, e.g. applicants can have two thigh plates of different designs or one standard knee plate on one leg and a shnee on the other. This combination must still adhere to the minimum amount of armor required.
- If a codpiece is used, it must be fitted/shaped/proportionate to the wearer. Flat plates will be denied.
- If a codpiece is used, the top edge must be fully covered by an accepted waist item.
- Soft and hard codpieces may be used. Both count as armored per the minimum armor rule.
- Rivets and screws used for attaching armor must be painted to match armor surrounding the screw or rivet. Visible screw heads must be filled and sanded smooth.

POST IMPERIAL CRL'S

BACK COVERING:

- A hard backplate is required, even if a cape is worn.
- The back covering must cover at least 2/3 the overall width and length of the back.
- Jetpacks or hard or soft backpacks can be used in addition to this backplate but cannot replace it.
- The width of the top of the backplate cannot extend past the width of the chest plate.

SHOULDER ARMOR:

- Shoulder armor may be used as a set or be asymmetrical with only one plate used for trooping. All applicants **MUST** apply for approval wearing two shoulder armor plates. For trooping purposes after approval a single shoulder plate may be worn. If a single shoulder plate is worn for trooping the attachment method for the missing shoulder plate must **NOT** be visible. The area of the flak vest and flight suit normally covered by the absent plate must be fully weathered to match the rest of the flak vest and flight suit.
- Must be centered above the bicep muscle and cover the deltoid area.
- The top edge of the plate can either be lined up with the shoulder seam or sit slightly above it.
- Must be mounted evenly on both sides.
- Double plates are acceptable.
- ARC trooper style shoulder pauldrons are allowed in conjunction with regular shoulder armor, but not in lieu of shoulder armor.

HELMETS:

- Modern era or Post Imperial style Mandalorian helmet.
- If a Modern Era helmet is used, it must have at least 2 out of the following 3 attachments:
 - Ear caps
 - Rangefinder
 - Key slots
- Both canon and custom helmets from both the Modern Era and Post Imperial style are allowed. However, all custom helmets will be judged on a case by case basis, regardless of what elements they contain. The App Team reserves the right to deny any custom helmets

it does not deem fitting for either of these eras.

- Full T-shaped visor dark enough to obscure the wearer's face.
- Rubies 1-piece Boba Fett helmets will not be accepted for use by the club. Commercially available Boba Fett helmets, such as the Target helmet or the Black series helmets, are allowed for custom Mandalorians with the following changes:
 - Fill in the Boba Fett dent. For the Boba Fett Black Series helmets the paint damage sculpted into the helmets must also be removed.
 - If the wearer's face is visible through the standard visor, the visor must either be replaced or obscured.
 - Manufacturer seams must be removed or hidden.
- If the full length of the vertical part of the visor is not hidden, it must reach the bottom of the helmet. If equipment, such as a breathing apparatus or other items, is installed which hides the bottom of the visor, then the visor is not required to reach the bottom of the helmet.
- If a helmet has angled mandibles, such as Din Djarin has, the visor only has to reach the angled part of the mandibles.
- Visor should sit flush on the inside of the helmet. Gaps should be kept to a minimum and should not exceed 1/4" / 6mm.
- Custom visor designs are allowed. However, at least 2/3 of the total vertical T portion must be apparent.
- Helmet size will be judged on a case by case basis. Generally, the helmet's width should not greatly fall short of or exceed 1/2 the width of the shoulders measured from armored shoulder plate to armored shoulder plate.
- If a Boba/Jango Fett rangefinder or canon earcap is attached to either side of the helmet, the full earcap must be worn to ensure the base of the rangefinder stalk is covered. A rangefinder is not required, but the cover cap must still be in place.
- If applicants include damage and weathering on their costume, a clear effort to make the level of damage and weathering consistent across all parts of the costume must be apparent. Damage and weathering must appear to have been applied in a realistic manner.

Lots of exciting information there! I'm looking at getting stuck into a post-imperial build myself!

Remember - this is only a brief preview, and the full details are available online here:

<http://mandalorianmercs.org/get-involved/costume-requirements/>

THE BESKAR CHEF

Got a recipe you'd like to share? Send it to PR@mandalorianmercs.com

BLUE KRILL WARMER

INGREDIENTS

50g / Large knob of butter

1 large shallot - finely diced

2 gloves of Garlic - crushed to pulp

200g Carnaroli Rice

100ml Dry White Wine

700ml Chicken Stock

70g frozen peas / petit pois

160g Crayfish tails

Fresh Chives to dress

METHOD

Saute the diced shallot and garlic in the butter for about 5 mins, then add the rice letting it absorb the butter and flavour for about a minute.

Add the Wine and bubble/boil until absorbed.

Add 1 ladle of stock at a time simmering and stirring until absorbed, repeat until approx 2 ladles of stock left.

Add the frozen peas with 1 ladle of stock and stir in until stock absorbed.

Add the Crayfish tails and remaining stock, stirring until stock absorbed.

Take off heat and leave to rest for about 5 minutes maximum then divide between 2 and dress with the chives, seasoning to taste.

Whole process normally takes around 25-30mins....

Thanks to Tak'ur of the Draluram (Mandalorian Chef Society) for this excellent recipe! Got a recipe you'd like to share with us? Get in touch!

FROM THE EDITOR



Counting down the weeks to season 2...

We were hoping to have a breakdown of the new trailer for this issue, but unfortunately we're still (impatiently) waiting for it to arrive.

Hopefully all of you out there are safe and well. While a very small number of countries are returning to a degree of normal, many of us still have some way to go. Hang in there!

As always, if you have a story you'd like to feature, or would like to join the team - see the details below and drop me a message!

Lee
Jaryn Solus

"The intent of a voice is always more important than it's loudness."
- Mandalore the Uiter

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 PM to Jaryn Solus



WE WANT YOU



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