

THE OFFICIAL MANDO MAGAZINE

# BATTLECRY

FEBRUARY 2021



**2021 TROOPING REQUIREMENTS**

**TOOLS OF THE TRADE**

**GAUNTLETS - A DEEPER LOOK**

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EVERY ISSUE!**

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**FOLLOW US AT ALL THESE OUTLETS**





Greetings Vode,

We've made it through another election cycle and I'd like to take the opportunity to thank all out-going command staff, and congratulate all in-coming command staff. Make no mistake that MMCC would not function without your tireless work and dedication, and from the bottom of my heart I thank you all.

It's my sad duty to announce the passing of Mirdala Baarur/Linda Bullian. Linda had just earned her Official Member kill stripes in October 2020, and was the mother of long-time MMCC member Ori'kad/Mike Bullian. Our hearts go out to Mike and his family throughout this difficult time, please keep them in your thoughts.

By now many of you have read that MMCC is suspending the trooping requirement for official members and clans in 2021. With the pandemic still in full-swing globally, the ICC and myself feel that we cannot in good conscience force members to troop when the danger of infection is still prevalent. That said, participation at a virtual level is paramount for regions/clans to keep members and foundlings engaged. One of our strongest bonds in MMCC is the bond of family, and we all must work together to preserve those bonds.

There are lots of great new STAR WARS™ media coming down the pipe to keep our attention; The High Republic is in full swing with books and comics already released. Lucasfilm Games (you might remember them as LucasArts) has partnered with Ubisoft to develop a new "open world" video game, we also have The Book of Boba Fett coming out in December as well as other streaming shows. It's still an awesome time to be a fan, and we have so much to look forward to.

The light at the end of the tunnel is bright, but the path there is still long and treacherous. It's up to us to make the walk together, helping and supporting each other as best we can. Our strength lies in our Mandalorian family.

This is our way,

Tom Hutchens  
Mandalore the Uniter



# 2021 INTERNATIONAL TROOPING REQUIREMENTS

MMCC International Command Council understands the desire for regions, clans, and members to return to a limited/restricted state of in-costume and intra-organization events during the COVID-19 pandemic. The MMCC ICC for the calendar year of 2021 will be lifting all trooping requirements. That requirement in which an official member is to appear, at an in person event fully kitted and reported by their Clan's Aliit Ka'ra is being waived.

This doesn't mean that trooping can not happen. If it is to happen it will need to follow the guidelines laid out in the INTERNATIONAL IN-PERSON EVENT ATTENDANCE GUIDELINES DURING THE COVID-19 PANDEMIC that can be found here: <https://tinyurl.com/ydd6qolp>

Also as a way to help keep strongholds, clans, and regions congregating together the MMCC ICC will be allowing virtual trooping to be rewarded with a forum award. Official Members who complete 5 virtual events will be awarded a special forum award that denotes their dedication to the MMCC and trooping during these difficult times. Those troops will have to be recorded just as a normal in person troop would be, by the Aliit Ka'ra that is submitting the report. The virtual troop will have to be announced within the perspective Aliit's Upcoming Events section of the forum, with no less than a 48 hour advance notice being given.

Through this the MMCC ICC hopes to alleviate the concern members have about being retired due to not being able fulfill their normal trooping responsibilities while many of us throughout the world are on lockdown or under strict social mandates to slow the spread of the COVID-19 virus.





**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.**

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but going very fast!**

**What does the room rate include?**

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**Lunch on Saturday.**

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# GUANTLETS

## -A DEEPER LOOK

-ARTICLE BY: PARJII SAVIIN

Gauntlets can be one of the most complicated or even the most simple part of designing Mandalorian Armor. Each Mandalorian designs their gauntlets to fit their mission parameters and mission sets. The standard Fett gauntlets are equipped with mission essential equipment which includes: miniature flame throwers, wrist lasers, retractable wrist blades, dart launcher, grappling cable, and concussion rocket launchers.



While there are many methods to building Boba Fett's gauntlets, the easiest way is to purchase a Vac-formed kit. These kits allow for higher degrees of accuracy and detailing of the gauntlet, along with lowering the weight of the vambraces. The only downside to vac-formed is for Mandalorians who are a part of the M5 club, the vac-formed gauntlets may be too large and bulky. However, adding rockets, tubing, and lasers greeblies to a gauntlet will always bring dimension to these life saving kits and add to a secondary realism in our costuming adventure. Greeblies can be attached in any manner so long it adds to the kit and provides an in universe feel.

The new found Child of the Watch Mandalorian, Din Djarin, has his own custom setup for gauntlets which is equipped with a 12 set of whistling birds, whipcord launcher for entangling his bounties and dual flamethrowers with side guards which prevents the user from being burnt when using their flamethrower. The aesthetics of each section of Din Djarin's armor allows for him to capture his target and neutralize any threat that may cause him to fail at a mission...CONTINUED ON PAGE 5

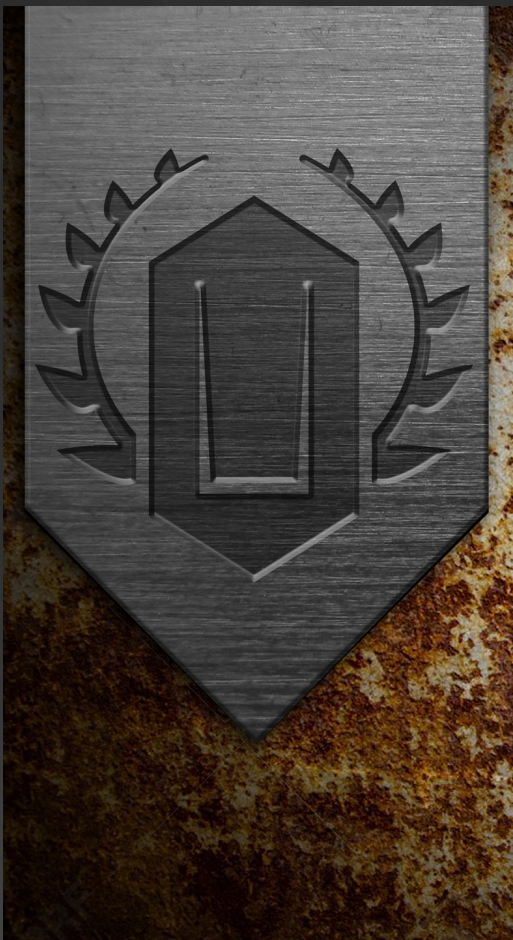




While in our universe, beskar may not be real, Mandalorian Mercs have found the ability to 3D print gauntlets to allow for realism and increased detail, similarly to that of vac-forming, but 3D printed items allows for the ability to size down armor parts for those who are smaller.

Whether you are choosing to go with VacFormed Boba Fett gauntlets or 3D printed Din Djarin gauntlets, the choice for your Mandalorian armor is yours to make and it will be up to you to decide your path. Adding items that will

suit your Original Character's backstory and mission type will help tie in your character and aid you on your hunts across the known and unknown galaxy.



## PUBLIC RELATIONS NEEDS YOU!

ARE YOU A WRITER, CONTENT  
CREATOR, OR GRAPHIC ARTIST?

WE ALWAYS NEED MORE  
PEOPLE TO HELP MAN OUR  
SHIP AND TAKE THE MMCC  
TO THE NEXT LEVEL!

IF YOU ARE INTERESTED PM DARASUUM PRUDII  
ON THE FORUMS, OR EMAIL HIM AT  
[PR@MANDALORIANMERCSCOM](mailto:PR@MANDALORIANMERCSCOM)



# TOOLS OF THE TRADE

## -WEATHERING

-ARTICLE BY: ALDWYN KASS

Last month we talked about painting basics - how to get the best finish, tips to make the job easier, and how to protect your hard work with a clear coat.

As promised, this month we're talking weathering, but since it's such a large topic, I thought I'd split it into two articles. This month we'll cover basic weathering techniques for the hard parts (helmet, plates, weapons and gear) and next month we'll dig into various ways to weather soft parts (flight suit, vest, boots, etc)! Let's jump right in!

Weathering is the subtle art of making your brand new paint job look like it's been around the galaxy a few times, and seen a battle or two. It can be as subtle as a little dirt in the corners, or as extreme as claw marks and blaster bolt dents. Either way, here's some foundations for giving your kit that "lived-in" Star Wars vibe we all know and love.

### PLANNING

The first and maybe most important step is planning. What kind of damage do you want your kit to have? What sort of environmental hazards might your armor have protected you from, or what kinds of battles have you been in? Do you spend a lot of time crawling through swamps, or hiking through forests? Do you often find yourself facing off against fearsome clawed beasts, or participating in shootouts in the dark and dirty alleys of the underworld?

Weathering tells a story, and before you pick up a rattlecan or paintbrush, it's important to get your story straight.

### RESEARCH

You have a plan, and you know what story you want to tell. Great! Having a plan, and executing that plan well are two very different things, and you may find it necessary to do some research before beginning your project.

Find objects in the real world that are worn and battered ways that are





similar to what you want your kit to look like, and study them.

I find near endless inspiration everywhere I go - from the scuffed toes of my work boots, to the chipped paint on the electrical box outside my house. Pay attention to the details, look for the everyday objects you might not otherwise give a second glance, and take note of the patterns and similarities in the way things age.

Look at how painted metal objects chip on raised areas and around exposed edges, and study the way dirt and grime collects in scratches, dents, and any small space that's hard to reach.

Take pictures of weathered objects that inspire you, and take your time understanding how things got to look the way they do. Make notes, match colors, and use your real world examples to help you bring your armor's story to life.

## PHYSICAL WEATHERING

Depending on the kind and extent of the damage you want your armor to have, physical weathering can be a part of your process to create texture and give your damage realistic depth.

There are a thousand ways to physically weather your armor plates, and the kinds of things you do will depend on the story you're trying to tell.

For my most recent project, I used a flathead screwdriver to add some scratches and gouges in strategic places on my sintra plates. Dragging your plates through gravel, across asphalt, or throwing handfuls of small stones at them can create smaller scratches and pockmarks that might not be immediately visible, but will catch your blackwash later on.

Just remember that subtlety is your friend, and while you can always add more later, once it's all beat up, you can't un-beat it!

## BASECOAT

Many Mandos use a silver or chrome metallic basecoat on their kit (regardless of their overall color scheme) to provide a foundation to work off of. From there, masking and layering is used to create various battle damage effects - things like scratches, chipping paint, and worn edges. Whether you use spray paint, graphite powder, or products like Rub N Buff wax to create that metallic basecoat, this shiny foundation is the raw durasteel or beskar that your armor is made out of.

Once you have your metal foundation painted, a clear coat is advisable to keep your silver from chipping or rubbing away with the paint layers above it.

## MASKING

After you've got your metal foundation painted and protected, it's time for color, and this is where the masking starts. There are a ton of different techniques for masking, but we'll





just cover a few of them here.

First, masking liquids. You can get latex masking fluid from your local arts and crafts store, or online. This goes on as a liquid and dries quickly into a thin latex layer that when painted over, and then rubbed off, leaves your basecoat exposed underneath.

Toothpaste also makes a great masking medium, and has quickly become a personal favorite of mine. I glob it on with an old paintbrush where I want the damage to be, paint over it, and then just wash it off. It's easier to remove than latex masking fluid, and leaves your armor smelling minty fresh!

Another masking technique involves spraying your armor plates with water and sprinkling with coarse ground salt. Wait for the water to dry and the salt should stick to the plates. After painting, rub the salt away for a pockmarked and chipped weathering pattern.

Just a reminder, it's important throughout this process to follow your plan, and consult your research often. Think about what parts of the armor would have seen the most wear and tear and focus your masking on those areas. Be careful to keep your masking a bit random, and try to keep your damage pattern from becoming symmetrical. Also think about consistency over the whole kit. If your chest plates are all beat up, but your ab and collar plates are pristine, it doesn't matter how good the weathering on those chest plates is, nobody's going to believe the story behind it.

## LAYERS

When dealing with multiple colors, it's important to adjust your masking pattern between layers.

When an object has been painted multiple times and begun to age, the paint doesn't always (or even most often) chip off all at once to expose the bare material beneath. Often, layers chip off one or two at a time.

Check out a picture of Boba Fett's helmet from Return of the Jedi. Look at how the red paint around the visor chips off to reveal black and dark grey underneath. In some places, it's chipped off all the way down to the silver base, but even then, around the edges you still see bits of the previous colors as well.

There's so much character in Boba's helmet because of this. It's clearly seen some wear and tear, and been repainted a few times.

This is what I mean when I talk about layers. Mask areas you want to damage, give it a few coats of paint, then mask those same spots again, a little bigger. Exceed your previous lines just a bit, then paint your second color. When you remove the masking at the end of your process, you'll have damage that looks like it's beaten through a couple repaints, and chipped down through a couple layers.

## DRY BRUSHING

By this point, you've done your physical weathering, laid down a metallic basecoat, and completed several layers of masking and paint. Your armor is probably looking pretty good (and by "good", of course I mean "roughed up") but we're not quite done yet. I said at the start of this whole adventure that weathering is all about subtlety, and this is where that's seen perhaps more clearly than anywhere else.

Dry brushing is one of the easiest ways to make a weathering job believable and give it some age and character, and in this step, we're going to add small scratches and wear with a chip brush and some silver paint.

Find yourself an old paintbrush, some paper towels or old newspaper, and some silver or chrome paint (whatever matches your basecoat). Dip the end of your brush and wipe almost all of the paint off on your newspaper or towels, then lightly brush over the



edges and high spots on your armor plates or helmet. That's it! For such a simple step, I find dry brushing to have a massive payoff in the end.



### WASHES

By this point, the armor is all beat up, but may still look pretty shiny. It's time to fix that. Washes are the dirt and grime of the weathering process, and do so much to add depth and age to any prop or armor plate. Washes also work in conjunction with the physical weathering we did before, catching in all the scratches and dents and showing all the texture you couldn't see before.

All you need for this step is acrylic paint, and paper towels or old rags. Paint color depends on the color of the armor or prop that you're putting the wash on - for darker colors, use a lighter wash (tan or a light gray) to simulate dust and dirt. For lighter colored armor plates and props, I use black and brown.

Thin the paint with water or window cleaner (window cleaner speeds up drying time) until you get a consistency you're happy with (I usually aim for somewhere thicker than milk, but still thin enough it will run freely down a vertical surface).

Using a paint brush, coat your armor or prop all over, being sure to dab your wash into all the little nooks and crannies where dirt and grime would naturally collect. Wait a few minutes until your wash just starts to dry, then dab it all off with your rags or towels.

Repeat until your armor looks sufficiently dirty and worn.

There's no real science to this as far as I can tell, it might just take some practice to get the result you want. Thankfully, it's a very forgiving process. If you feel like you've overdone it, you should be able to clean it off with water. And if you have the opposite problem and feel like you need a little more, just hit it with another layer!

As mentioned in last month's painting tips, don't forget to use a clear coat over top of your weathering to protect it. As far as the hard parts of your kit go, that's about all I've got this time around! Join us again for next month's Tools of the Trade where we'll cover some techniques and principles for weathering soft parts. Until then, happy crafting!

For more weathering info, there is tons of resources and a videos here in the [Jadd Halls of Knowledge!](#)



# MEET THE COUNCIL

## PUBLIC RELATIONS OFFICER

**Name:** Donald Pennisten / Darasuum Prudii

**MMCC Email:** [pr@mandalorianmercs.com](mailto:pr@mandalorianmercs.com)

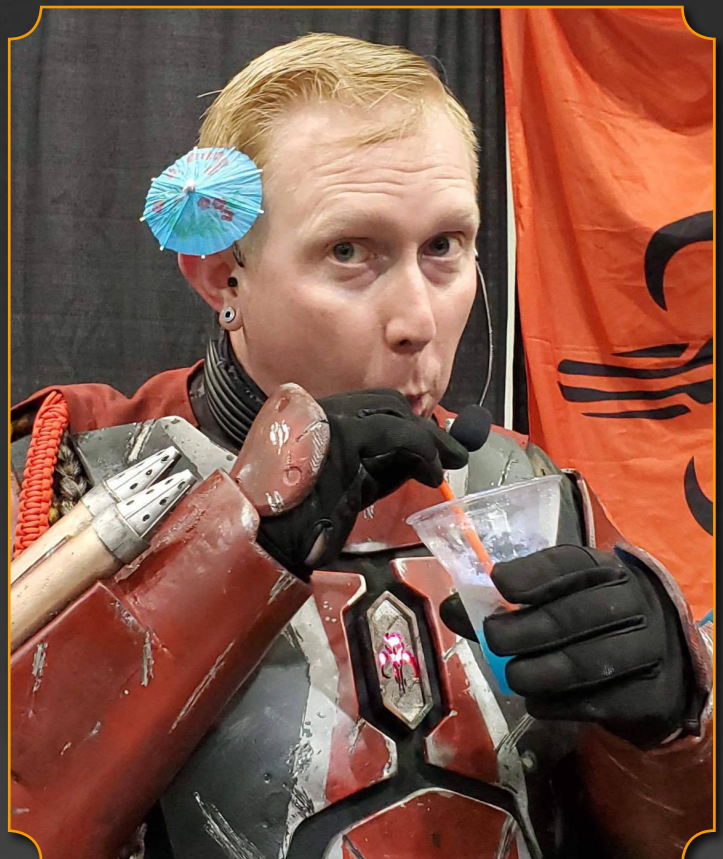
**Date of membership/ appointed to council:**  
Official Member on September 9, 2018 and  
Public Relations Officer on February 5, 2020.

**What does your role cover within the club?**

By definition of the International Charter & By-laws, I am the Director of External Community Relations and Communications. The Public Relations Officer in essence oversees the image of the club. I oversee all social media, print publications, and art produced by the club. I am also the point of contact for the club with Lucasfilm Limited and Disney.

**What teams are your responsible for?**

There are several, one is no less important than the other. Starting with the Social Media Team. They maintain and produce content for Facebook, Instagram, Twitter, and Tumblr. The News Team which is responsible for the upkeep of the front page of the MMCC website that includes the Blog, and the WIKI Team that we currently don't have staffed. The BattleCry Team which oversees the monthly production of this very magazine that you are currently reading :-). We are always looking for more able bodies for all teams and if you are so inclined, and Official Member, and want to help the cause, feel free to reach out to me anytime at the email provided above.





# THE BESKAR CHEF

GOT A RECIPE YOU'D LIKE TO SHARE? SEND IT TO [PR@MANDALORIANMERCES.COM](mailto:PR@MANDALORIANMERCES.COM)

## GARLIC NERF STEAK

### INGREDIENTS

650g Nerf steak, sliced against the grain  
(Flank, ribeye, tenderloin, strip loin, strip  
steak - all work well)

650g baby yellow potatoes, quartered

1 tablespoon olive oil

3 tablespoons butter, divided

5 garlic cloves, minced

1 teaspoon fresh thyme, chopped

1 teaspoon fresh rosemary, chopped

1 teaspoon fresh oregano, chopped

Salt and fresh cracked pepper

Crushed red chilli pepper flakes, optional

Salt

To garnish, use thin slices of fermented  
Gizka (fish), cress and cress flowers

#### The Marinade

1/3 cup soy sauce

1 tablespoon olive oil

1 tablespoon hot sauce

Fresh cracked pepper

### DIRECTIONS

1. To prepare the garlic butter steak recipe with potatoes wedges: In a large bowl, combine the steak strips with soy sauce, olive oil, pepper, and hot sauce. Set aside and allow steak strips to marinate while you cook potatoes.
2. In a large skillet over medium-high heat, mix 1 tablespoon olive oil and 1 tablespoon butter. When butter is melted, add potatoes wedges. Cook for about 4 minutes, stir and cook an additional 4-5 minutes until potatoes wedges are golden and fork-tender. Transfer sautéed potatoes to a plate and set aside.
3. Keep the same skillet over medium heat and add remaining 2 tablespoons butter, garlic, red chilli pepper flakes, and fresh herbs. Lay the steak strips in one layer in the skillet, keeping the drained steak marinade for later. Cook the steak strips on each side for 1 minute each, until nicely browned – adjust timing depending on how you like your steak.
4. Right before the Garlic Butter steak is done, you can stir in the reserved marinade if you like, and cook for one minute. Add the potatoes wedges back to the garlic butter steak pan and heat through. Adjust seasoning with salt and pepper if necessary.
5. Remove from heat and serve immediately your steak and potatoes, garnished with more crushed chilli pepper, fresh herbs, and a sprinkle of parmesan cheese over the potatoes if you like. Enjoy!

Thanks to Tak'ur of Vok'Chi Clan for this excellent recipe!

Got a recipe you'd like to share with us? Get in touch!



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