

THE OFFICIAL MANDO MAGAZINE

BATTLECRY

APRIL 2021



FORGEMASTER AND CLOSE AIR SUPPORT

MEET THE APPLICATION TEAM

TOOLS OF THE TRADE

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MEET THE APPLICATION TEAM

-ARTICLE BY: DIZ GE'TAL

As we all know, becoming an official member of the MMCC is a privilege afforded to those who spend the time and have the dedication and patience to build a quality kit of mandalorian armor that complies with the established club CRL's. While it is the Ruus'alors who serve as guides to our recruits along the path to membership, it finally falls to the members of the App Team, who serve as the gatekeepers. The App Team are the vods who do the research, find the reference images, and then translate that research into clear and understandable lists of requirements for approvable MMCC costumes. This, it would seem, is not as easy as it sounds, because not only are they concerned with what they have seen in the canon characters, but also with interpreting the boundless imaginations of the MMCC membership and having to decide what can be allowed and what can not.

I was able to have a short chat with the App Team Director, Ascalon and Bur'nye who serves as the App Team XO to find out what goes into being a member of the App Team and how they are approaching all of the new information that is coming forth in the last two seasons of The Mandalorian on Disney+.

BattleCry: What's your story? What made you want to join the MMCC?

Ascalon: I've been a lifelong Star Wars fan. I was born in 76 and grew up part of the original generation of fans. I've been a Star Wars collector my entire life as well. But it is something I always did alone. My family was never really into Sci-Fi or fantasy stories. Friends were casual fans but that was it. My wife got into Star Wars with the lead up to Force Awakens and we went to Celebration Orlando. She wanted to do costumes and it was never something I had done, but she had done a lot in college. She worked on Rey and Obi-Wan for us and Celebration was the first time I had dressed up at a Con. We stopped by the MMCC booth and did a walk through and I said if we keep doing costumes it was going to be a Mandalorian for me. We were hooked at that point and reached out to Tra'Cor Clan as soon as the plane landed back in Michigan. For me it was really about finding a group of friends that loved Star Wars that I could relate to, that I could have conversation with and that shared a common love for the universe. Now a few years later it's really like a family.

Bur'nye: As most people in the club, I've always been a creative person and a big Star Wars fan, but never made the jump to combine those two until several years ago. A good friend of mine was a member of another SW club where a massive split happened in 2012. At one of their meetings, they told him "If you're so smart, why don't you start your own club?" one thing led to another, I got shanghaied into making our costumes, and before you know it Belgium got its first two OM's.

I always believed in the old "If you build it, they will come", so we started hitting the convention floor, got noticed, roped a third friend into it, got our first booth at a convention, and by the end of 2014 there were 10 of us. After the initial explosion we've added around 4-5 OMs to our ranks every year since. Not bad for such a small country.

BattleCry: Why did you decide to work on the App team?



Ascalon: Once we worked through the first kit we learned a lot. Still have a lot to learn, but looking back I feel like I've come a long way. As I got more involved with our local clan and started to build relationships and friendships it was a natural progression to get more involved. I started to really study Canon kits and learn as much as I could. From there I just wanted to help others in the build process and with getting approved. An open call was posted on the forums looking for App Team members and I decided to give it a shot. I went through the training and was accepted and have worked on voting teams and in different roles for the last few years. The team itself is a close knit group that does a lot of work daily to help the club and it's great to be a part of this family. From afar, forums and online, we spend a lot of time together on a daily basis trying our best to help as much as we can.

Bur'nye: I had been my clan's Ruus for several years, and wanted to take it a step further. When the previous Personnel Officer posted a message on the forum that the app team was hiring, I promptly applied, waited for a reply, and was told no. I was kinda bummed, but just moved on and kept helping my UM's get official. About a year later, regional pre-app got started, and they wanted a ruus'sol. Obviously, I applied again, and got told no, again.

After about a year or so I got contacted by the then XO of the app team, Dha Bral (the current PersO), with a message that said "Hey, you're pretty active on the regional app board, wanna join the app team?", and the rest is history.

The lesson here would be, get noticed. There are a lot of people out there that would make a great fit for the app team (or any other team for that matter), but if we never see them on the forum, or the builders page, we don't know they're out there. The reason why I didn't get selected the first two times was because back then our clan barely had any forum presence since most of our members lived within spitting distance of each other, and most contact was either in person or on facebook.

BattleCry: With all of the new armor styles that we've seen in the last two seasons of The Mandalorian, how are the CRLs evolving to reflect the post-imperial era?

Ascalon: I see the custom CRLs more as styles than eras personally. When LFL decided to create the Legends classification it really changed any timeline that might have existed. It opened up their storytelling and freed them up to do things like The Mandalorian and have a second style of armor existing at the same time as the Classic style of Mandalorian armor. I've tried to see it this way and the Post Imperial CRL was rolled out with this in mind. Even though it exists at the same time as Boba's classic armor we have it established as it's own unique CRL. We want there to be things in Post Imperial that are a little different from Modern kits to help preserve the look of what we see in the show for this new style but also to give incentives to build one style over the other. If you really like the classic armor Modern

has a lot of room to play and incorporates a lot of things seen in the Legends stories. Post Imperial CRL will reflect what we see with the new style in the show and allows customization within that framework.

Bur'nye: A lot of the questions we get right now are "can I use X from the post imp CRLs on my modern kit?". In time, we will probably have to rewrite certain parts of the modern CRL to implement all these new references.

BattleCry: Is the new information from The Mandalorian affecting the existing CRLs for the other eras as well? If not, what drives future changes to the CRLs?





Ascalon: It does to a certain extent yes. We are trying to think in styles but there inevitably will be some crossover. For instance, the new style of vest doesn't have a shoulder cap to mount shoulder plates to like the Classic Boba vest does. This has caused us to reconsider the mounting of shoulder plates from what we have traditionally seen and this is something we have recently been talking about. A lot of what drives CRL revisions has been an effort to clarify where we see confusion.

Bur'nye: Future changes to the CRLs are usually driven by either new source material being available, or people building costumes and asking questions or finding issues that may not be immediately apparent when writing the CRLs. For instance, the PI CRLs state that the chest plates cannot touch the belt items, while Paz Visla has an "armoured apron", a bit like the Din Djarin Beskar variant that touches his belt. This was something not immediately apparent when writing the new CRLs, and that only popped up after a while.

BattleCry: Soft parts are, kind of, an afterthought in any kit build, why are the soft parts important? How can the soft parts affect the approval process?

Ascalon: In a traditional armored kit, they are not the most exciting part to be sure. We all want to jump right to the armor and helmet. But they really are the foundation everything is built on. Thinking through the soft parts is really important and giving them the same attention is needed. As far as approval goes, what we often see is inconsistent weathering on soft parts vs. armor plates. It's really easy to paint the plates and distress them but to be able to carry that to the soft parts is more difficult. Color is also really important. It's often hard to weather dark colors such as black or navy and have this visible in photos submitted for application. I personally had this issue with my navy blue flight suit when I applied. This is where photos, resolution and lighting really are important when submitting an application.

Bur'nye: When soft parts affect the approval process, it's usually due to two issues. They are either too baggy, or they are not consistent with the weathering of the hard parts. You'd be surprised how many apps would have been fixed if only they pulled the legs taut or shoved the arms in the gauntlets, instead of letting them billow around them.

BattleCry: Are there any upcoming CRL changes in the works regarding soft parts or anything else?

Ascalon: As far as custom CRLs and soft parts, nothing earth shattering. I have some revisions to address ponchos, something that we have seen in Star Wars since Luke's in A New Hope. They are the inspiration for Boba's cape, and the PP1 cape functioned to look more like a poncho, but it hasn't been spelled out in our custom CRLs as much. As far as soft kits go, the Soft Kits CRL team is actively working on quite a few new canon CRLs and a custom soft kit CRL option currently.

Bur'nye: 10 years ago nobody printed a new kit, now I'd say half the post imperial kits out there were 3D printed. Back in the day, no one on the app team would have ever thought to include that print lines must be sanded off. Nowadays, it's as normal as telling people that they can't have any visible velcro.

The CRLs are a constantly evolving document, and while some things might get more strict over time, other restrictions can become more loose. Either due to new references being available, or the club deciding that to safeguard the quality of our costumes, some items may become further restricted.

BattleCry: Are there any new CRLs in the works?

Ascalon: We always have new canon CRLs in the works, yes. Currently ready for publication is the Live Action Death Watch from the Mandalorian. We have a Bo Katan Clone Wars Season 7 ready and a revised CRL for Bo Katan Clone Wars Season 4-5 ready. We just finished a draft of Axe Wolves and will be moving on to live action Bo Katan next. We have the Sarlacc Pit Damaged Boba Fett draft in the works and the Soft Kits team has a draft of the robed Boba Fett from the Mandalorian in the works too. This is a good example where we are working across the two teams since the base of the Sarlacc damaged kit is the soft robed kit. I wish it was a faster process but there really is a lot of work that goes into finding references, studying them and trying to dissect what is there. We have had 40 years to study Boba Fett, find behind the scenes photos, see costumes on display at museums, see behind the scenes video and various books from the LFL archives with photos. We have had less than a year with a lot of the costumes from the Mandalorian, very few on display anywhere, and only a handful full of behind the scenes photos. It's a longer, more involved process than one might expect.

BattleCry: In the television show, Star Wars, The Clone Wars there were several examples of non-armored mandalorians. Are there any plans for "soft costume" CRLs?

Ascalon: Yes, the Soft Kits team is really hard at work on multiple soft kit CRLs currently. They have a few published now, Satine and Sabine, however they are working on a lot of different canon kits and a custom soft kit to give everyone a lot of options in trooping. The Soft Kit Team is also working on a few things for our Verd'ika Corps too.



TOOLS OF THE TRADE

-VIRTUAL ARMOR PARTIES

-ARTICLE BY: ALDWYN KASS

Armor parties have long been a staple of the costume building community - an opportunity for costumers young and old to get together to share resources, knowledge, and to build not only armor, but relationships and community as well. While the global pandemic of this past year has certainly presented a unique set of challenges and obstacles for the Mandalorian costuming community, some particularly resourceful warriors have still found ways to gather and practice their craft. What am I talking about? Virtual armor parties, of course! It's possible that many of you have attended such virtual events, meeting with others from your clan/region in virtual space to build together from the safety of your own workshops. It's possible some of you have even hosted one. Whatever your past experiences with virtual armor parties, we're here today to discuss a few ways to make sure you get the most out of your virtual events.

PUT IT IN THE CALENDAR

As with any event, planning, scheduling, and advertising

are your most important

foundational steps. Find a day and

time that you think will work for as many

of your invited builders as possible, and post on

the forums in your clan's events board. Be sure to plan it

far enough ahead that people can build their schedules

around it - if possible, at least a week in advance. Don't

forget to share your event thread in message boards,

group chats, and any social media platforms your clan

uses in addition to the forums, and consider sharing

to your personal pages as well, so new recruits can find it! If

possible, it's always good practice to have a Ruus'alor or other officers and

experienced OM's in attendance and be present for at least part of the meeting to help

answer questions and give advice regarding CRLs to up-and-coming recruits.

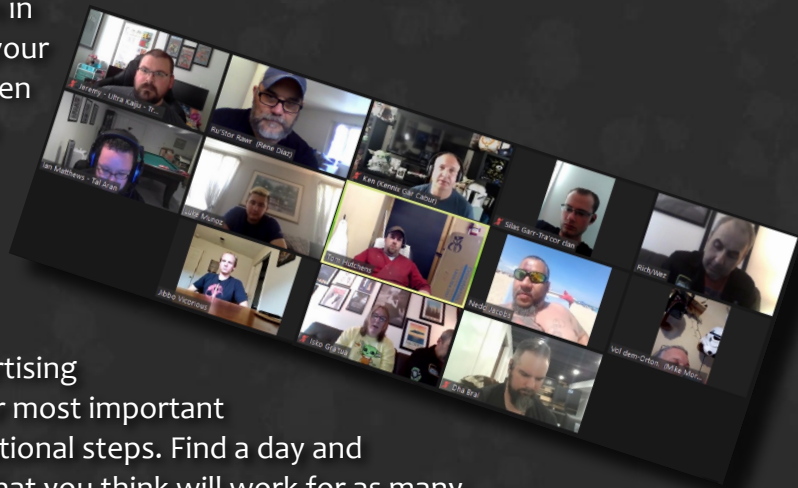
Finally, consider planning a specific tutorial subject to present during the armor party so that potential attendees have a further reason to schedule that time.

HAVE A PLAN OF ATTACK

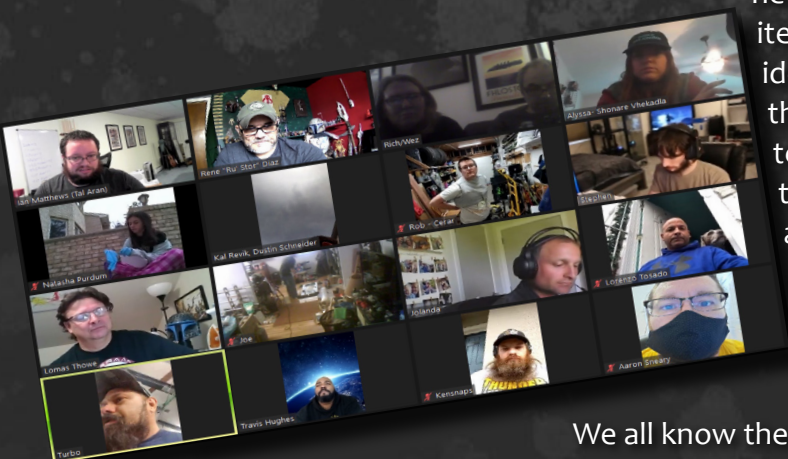
Virtual meeting rooms can be a bit uncomfortable even on the best of days, but if the host comes into it without a plan, you can bet there's a good chance of long awkward silences in the forecast.

Like a good host of any event, you want to make the attendees feel welcome and comfortable, and like you've got things well in hand. Making a loose agenda ahead of time can really take you a long way towards that end.

Don't feel like you have to schedule the meeting minute by minute, or stick to your outline if



that's not the direction the conversation is headed (this is supposed to be a party after all, and not necessarily a class), but coming prepared with a few items to break the ice, if need be, is always a good idea. In your forum post announcing the party, ask those who plan on attending if there are any building techniques or elements of their projects they want to talk about during the event, or need help with. This allows the Russ'alors and other OM's who plan on attending to prepare some answers, examples, and demonstrations to help answer those questions.



IS THIS THING ON?

We all know the age old saying - "If it can go wrong, it will."

Testing your setup and gear before the party goes live can be a lifesaver for any host. Run a test meeting with a friend or family member to make sure whatever software you're using is up to date, your device is functioning properly, and your camera and microphone are connected and working. Also consider your lighting, background, and the noise level of your environment. Can you and whatever you're presenting be seen clearly? Is there a lot of background noise that will make you hard to understand? Figuring out all these details ahead of time will save you and those attending your virtual event from a lot of frustration. On that same note, consider your gear placement and your work area. Do you have everything you need for whatever project you're working on or presenting within easy reach? Is your mic in a good place to pick up your voice well without sounding muffled, or too far away? These are all the things you might wish you'd thought of before you're in front of the camera.



LAY DOWN THE LAW

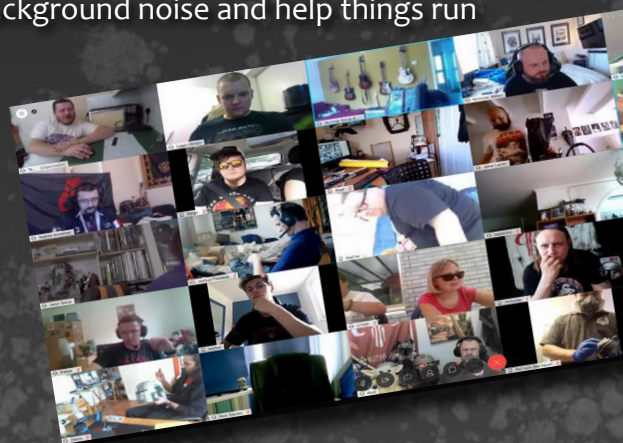
When you're all set up and it's finally time to kick things off, welcome your party guests, introduce yourself, and think about laying some ground rules before things really get started. Ask your virtual armor party attendees to keep things PG, be polite and respectful of one another, and to use good virtual meeting manners so that everyone can get the most out of the time spent together. Simple things



like muting microphones when not speaking can cut down on background noise and help things run more smoothly.

FINAL THOUGHTS

Leaving what is perhaps the most important part of any event for last - don't forget to have fun. Mandalorian society and culture is built on family, and the Mandalorian Mercs costuming community is built around our shared love for that culture, and the armor that signifies it. So go out there and build the family. Get together, share your knowledge, learn from others, make some armor, and don't forget to have fun doing it!





FORGEMASTER AND CLOSE AIR SUPPORT

-ARTICLE BY: BRYN CIN'PRUDII AND RU'STOR RAWR

With the rise of The Mandalorian on Disney+, we here at the Mandalorian Mercs Brigades have seen increased demand for costumes and professions inspired by these on screen characters. As such, the members of the Brigade staff turned to the best resources for building such professions; all of our wonderful Official Members! Since the start of 2021, Brigade Marshals, Captains, XO, and the Brigadier took input from you on two new professions: The Forgemaster and Close Air Support. These two professions were inspired by The Armorer and Paz Vizsla respectively and we hope they serve as a means for people to build their own custom armor inspired by these two characters. Come check out the details below!

The first of these two new professions; The Forgemaster, will belong to the Field Operations Division under the Mobile Engineers Brigade. Beskar is known as one of the most precious metals in the universe and its forging into tools, weapons and armor has been kept a closely guarded secret by the Mandalorians. Passed down from generation to generation, the guardians of these techniques are called Forgemasters. The creation and repair of Beskar and other metal items falls to them. A cornerstone of every Mandalorian settlement, no



(IMAGE CREDIT: LUCASFILM LTD)

matter the size, Forgemasters are held in high regard by all Mandalorians. Using tools that haven't changed in thousands of years, the Forgemaster molds metal ingots into armor plating, weapons, and tools of a wide range. Beskar is the preferred metal, although durasteel and other metals can be used as well.

The Forgemaster profession will be typified by their equipment and soft parts. Forgemasters will be required to have heavy duty gloves, sealed flight suits, and the iconic apron. Additionally Forgemasters will be required to carry tools of the trade - hammers, tongs, fusion cutters, and pouches to put all of these tools in. If you are interested, come check out the announcement [here!](#)

The second profession is Close Air Support. If Aerial assault are the fighter pilots in their F-15s of the galaxy, Close Air support is the big beefy assailing Warthogs or Apache attack helicopters. These individuals provide heavy suppressive fire from the air, focusing on armored and reinforced targets. They also are more heavily armored, requiring a bit more oomph to lift. These flying tanks provide much needed support for those on the ground in precarious



(IMAGE CREDIT: LUCASFILM LTD)

situations, who can forget that moment when Paz bailed out everyone's favorite mando and his little buddy. CAS is a welcome sight in almost any situation. When they hit the ground they hit it hard and take out everyone and everything on their way, CAS will be a profession for professionals in the business of controlled chaos that go BOOM! in the night, if this sounds like it's a build you want to pursue just keep in mind, you will be the center of attention everywhere you go, CAS can't hide, why would they want to?

The CAS profession is typified by 2 major things - a big ol' jetpack and a big honkin' gun. Much like the other professions in Vanguard Division this profession is Medium to Heavy armor, required cod and backplate, and sealed flight suit. The heavy weapon is a 2 handed weapon with some sort of flight storage solution and reloads. The Jetpack must be substantial enough to lift your heavily laden kit (think Z6 jetpack size and up) with the option for an ammo chain linking the jetpack to the blaster. If you are interested, come check out the announcement [here!](#)

MEET THE COUNCIL ARCHIVIST

Name: Ken Applegate / kensnaps

MMCC Email: Archivist@mandalorianmercs.com

Date of membership/appointed to council: OM in spring of 2012, Archivist in the spring of 2015

What does your role cover within the club?

I manage and oversee the club's financial status at all levels: international budget, spending, and income, regional and clan oversight for fundraising and spending. I also monitor the council boards to make certain no annual reviews are missed, topics and new guidelines do not die in committee and are published when they are approved.

What teams are your responsible for?

The archives XO assists me in monitoring the clan and region accounts and handling the issues that pop up with PayPal. I also sit in with every committee to make sure they have stuff to do and it gets done.



THE BESKAR CHEF

SLOW ROASTED LAMB SHOULDER WITH SALSA VERDE

INGREDIENTS

Preparation time: 10 mins

Cooking time: 6-7 hours

Ingredients (serves 4-5)

1.5kg bone-in lamb shoulder

1 tbsp rosemary

6 garlic cloves

1 tbsp thyme

50 g flat leaf parsley

50 g basil

100 ml olive oil

1 tbsp capers

1 tbsp cider vinegar

1 tsp mustard

1 butter lettuce

100 g frozen peas

150 ml water

1 tsp sea salt

1 tsp freshly ground black pepper

DIRECTIONS

1. Preheat your oven to 120°C/250°F or set a slow cooker to the 'High' setting
2. Rub the lamb with sea salt, rosemary, pepper and thyme and insert the garlic cloves into the cracks of the lamb
3. Place in the oven (or slow cooker with 150ml of water at the bottom - 1cm high to the bottom) for 6-7 hours until the lamb is falling off the bone
4. While the lamb is cooking make the salsa verde by blending the parsley, basil, olive oil, capers, cider vinegar and mustard. Blend until you have a smooth paste and set aside
5. Break the lettuce into individual leaves and place the peas at room temperature to defrost while the lamb is cooking
6. After taking the lamb out add in the peas and lettuce to the lamb juice and stir through so the peas cook and the butter lettuce melts
7. Serve the lamb while hot with the salsa verde, butter lettuce, peas and steamed greens

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

GOT A RECIPE YOU'D LIKE TO SHARE? SEND IT TO PR@MANDALORIANMERCSCOM