

- 4. MEET THE EDUCATION TEAM
- 6. MANDALORIAN SEASON 2 RECAP
- 10. TOOLS OF THE TRADE SOFT PARTS
- 13. BESKAR CHEF CHOCOLATE CHIP CROWNIES



EDITORIAL

Donald "Darasuum Prudii" Pennisten Mike "Diz Ge'tal" Porter

STAFF WRITERS

Jim "Tarron Lok" McGarrigle Kat "Parjii Saviin" Kiele Cassidy "Aldwyn Kass" Buckland

CONTRIBUTORS

Lesley "BrieKalan" Farquhar Tom "Mandalore the Uniter" Hutchens

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

Ny Prudiise

FOLLOW US AT ALL THESE OUTLETS











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

All taxes and fees

MORE INFO AND BOOKING AT MERCSCOR

MEET THE EDUCATION TEAM

We've all been there, at some point we decided that it would be fun to build a set of Mandalorian Armor and somehow discovered the Mandalorian Mercs Costuming Club. While exploring the forums, we found and downloaded some templates, and got our hands on some Syntra. And then, had no idea what to do next. That's what happened to me, anyway...I had discovered the Krayt Clan when I attended our local convention for the first time. There, I was given a card with the MMCC web site printed on it and was told that I should make myself a free account.

While exploring the forums, I stumbled on the templates and printed them out, only to find that they didn't fit me at all and had to be scaled. I obtained a piece of used Syntra from a guy that I knew who worked at a sign shop, and there, I stopped, because I had no idea where to go from there. Fortunately, I had a great Clan who held regular armor parties with OM's who were really helpful and were able to answer all of my questions. Thankfully for recruits and Om's alike, we now have the Royal College of Mandalore, staffed by an incredible team of people whose job it is to create and organize tutorials on every part of the building process from creating the soft parts to shaping and mounting the plates. Recently, I was able to interview two members of the Education Team, D'eks Targh, the Education Team XO and Havelock, the Education Officer.

BattleCry: What is the main function of the education team?

D'eks: I think the main function of the education team is making our current membership better and in helping prospective members out in their journey of becoming official. We make tutorials for new people to get going (greatly with the input of the community) and have these translated to reach as broad a public as we can.

Another core business of ours is training our current officers in their duties, classes for ruus'alors, training for the app team, etc. If another team or a member comes to us with an idea that would benefit from further training on the subject the ED team is on it!

Havelock: With the ever-evolving CRLs and duties of Officers shifting over time, it's important to make sure everyone is on the same page so that the Club functions with the same expectation no matter where the Officers live. Another important function of the Education Team is to serve as a central repository of tutorials, both those created in-house, and those submitted by the Club's many talented members.

BattleCry: What's your story? How did you get involved with the MMCC? D'eks: I got involved back in 2013. Lying on a beach going through facebook and stumbling on what looked like 'a Jango Fett' helmet owned by a friend. 7 years later it's all history, but the basis of Twin Suns lays both on a beach in the carribean and a basement in Ostend.

Havelock: Back in early 2015 my wife realized - before I did - that I was struggling with depression. She wanted to find something to get me excited, to help me get back to my usual self. She knew about the 501st and Rebel Legion, but she knew Boba Fett was my favorite Star Wars character and did some research and discovered the MMCC. At which point she essentially picked me up by the scruff of my neck and tossed me at the Club. The first time I checked out the website I was hooked. I dove in and started reading everything on the forum I could access and posting. Everywhere. A lot. The welcome I received here and the interaction with so many like-minded people got me through some very dark times. This Club means the world to me and I hope I can give back even a fraction of what this Club has given me.

...CONTINUED ON NEXT PAGE



BattleCry: What drew you to serve on the education team?

D'eks: Havelock and I actually ran together for the Education Officer position. When I lost to him he approached me and asked me to implement the idea's I offered in my application as they were complementary to his own. We clicked very well and I couldn't say no.

Havelock: A big part of my personality has always been that of a Helper/Caretaker/Teacher. Every job I've ever had - and I started working 33 years ago at the age of 14 - that had a position responsible for training new people...I've wound up in that position. It's just a fundamental part of my nature to try and help people out, especially when it comes to learning new things. When Naran Baatar was petitioning the Council for the creation of an Education Team, I was very honored to be one of the people he asked to join and help him build it. I'm incredibly grateful at how fulfilling serving on the Education Team has been. And stepping into the role of the Education Officer has provided me with the opportunity to try and help even more people, as well as learning new things, myself.

BattleCry: What advice would you give to a new recruit who has never built Mando armor?

D'eks: Research before you start, get some help from your local clan and attend armor parties. Some people are talented and get along nicely but it's always a shame to see an ok kit get scrapped over details they didn't know (wrong materials, cross over, etc)

Havelock: Research, research, research! There is so very much information on our forum! So much knowledge, and so many helpful people. So dive in, start reading everything you can; read the guides we have in the Jadd Halls of Knowledge; read WiPs; post and maintain your own WiP; ask questions; and absolutely get to know your Clan mates! I can't adequately stress how important it is having local knowledge and help as part of successfully building a kit.

BattleCry: What advice would you give an OM who wants to upgrade or apply for brigades?

D'eks: To check in with the brigades team. They're a capable bunch and not my expertise to comment on.

Havelock: It's easy to want to do everything, to want to join every profession in the Brigades. But to really have a successful Brigades-level kit, pick your focus. The Brigades have a limited number of options for multi-classing (for those of us geek enough to be familiar with D&D terms) for a reason. Trying to do too much with your kit weighs it down, aesthetically. So focus on a couple of - or even one - profession(s). Then research the heck out of them. Start and maintain a WiP. Ask questions on your WiP and on other people's WiPs. The more you interact with the Brigades - from the Brigadier to the Brigade members, the more you'll learn and the better your kit will be.

BattleCry: I serve as a Ruus'alor in my local clan and so I know the importance of sanding. How is your relationship with sandpaper these days? Do you get along?

D'eks: I'm up to 10000 grit right now.

Havelock: It's a one-sided relationship, unfortunately. Sandpaper loves me - loves to abrade me and bleed me - but I don't love sandpaper. We maintain a professional relationship, though.

BattleCry: What's the strangest build question you've ever gotten?
D'eks: It's not PG but it's up there with the stranger requests.
Havelock: Someone visiting our table at a Con once asked me if they could use leather as a base material and fiberglass it. And immediately the gif of Ryan Reynolds

asking "But why?" sprang to mind.

BattleCry: Is there anything that the Education Team is working on?
Havelock: We're working on editing submitted tutorials to ensure all our posted tutorials are in the same format, producing more tutorials ourselves, producing more materials for Clan Officers, and I'm quietly researching the possibility of our producing a video tutorial series. That last one is a pretty ambitious, and probably very long-term, project. Additionally, we're always open to new ideas from anyone in the Club, from UM to Council Members, so if anyone has ideas they'd like to share or questions they'd like to ask, send us a Help Desk ticket. We'd love to hear from you!



THE MANDALDRIANI SEASON 2 RECAP

-ARTICLE BY: DIZ GE'TAL

Chapter 15: The Believer

Following the kidnapping of Grogu by Moff Gideon, Din Djarin is able to gain the temporary release of Mayfeld from the Karthon Chop Fields, where he is serving a fifty year sentence, with the help of New Republic Marshal Cara Dune. It is hoped that Mayfeld, who was once an imperial sharp shooter, would still know his imperial clearances and protocols, that would help Djarin locate Moff Gideon's ship where Grogu is being held.

In conversation aboard Slave 1, Mayfeld informs the group that they would have to use his access codes from an Imperial terminal, and that there is such a terminal inside a secret imperial mining operation on the planet Morak. It is in this scene that we first see Boba Fett's new paint job and where we learn much more about the inner workings of the Firespray class patrol craft called Slave 1 as we watch the crew deck rotate round our heroes.

Once on Morak, they decide that the best way into the imperial base is to hijack an Imperial Combat Assault Vehicle, designated as Juggernaut Five, loaded with highly volatile rhydonium, and since everyone in their group is either wanted by the imperial remnant or recognizable to them, it is up to Mayfeld and Djarin to go in.

Djarin, being a "Child of the Watch," decides that it would be within the boundaries of the creed to change his beskar for imperial armor, as long as his face is not seen.

Choosing Juggernaut 5 as their way into the base, our heroes jump onto the top of the vehicle as it enters a tunnel. Cara Dune, then enters the cockpit and disables the two drivers.

The imperial armor is stripped and donned by Mayfeld and Djarin who then climb into the cockpit and proceed on to the imperial base. Since rhydonium is so reactive, Mayfeld who is tasked with driving the Assault Transport must keep the vehicle's speed steady on the dirt roads so as to not jar it too much and cause an explosion. This would have been easier were it not for a group of pirates who don't really like that the imperials are on their planet and are constantly attacking and detonating the transports as they make their way toward the base.

When Juggernaut Five is attacked Djarin climbs onto the roof and fights off several waves of pirates. Deprived of his Mandalorian weapons and armor, Djarin is hard pressed to fight off their attackers, but in the end they prevail with the help of some much needed imperial air support and enter the base as heroes.

Upon arriving in the base, Mayfeld and Djarin find a terminal in the officer's mess, but Mayfeld cannot enter because his former commanding officer, Valin Hess is sitting at one of the tables and Mayfeld is afraid that Hess may recognize him.

Not wishing to abort the mission and miss his chance to save Grogu, Djarin decides that he will access the terminal, despite the fact that the terminal requires a facial scan in order to operate.

Following an unsuccessful scan of his helmet visor, Djarin removes his helmet revealing his face to the terminal's face scanner. He is then able to quickly download the needed information on Moff Gideon.

BATTLECRY P.5

(IMAGE CREDIT: LUCASFILM LTD)

Once the information is downloaded to the data stick, Djarin and Mayfeld are invited to have a drink by Hess, who seems to not remember Mayfeld. While chatting over their drinks, the topic of Operation: Cinder was brought up and all of the lives lost on Burnin Konn. When Hess toasts the "Heroes of the Empire" Mayfeld shoots him and then proceeds to shoot everyone else in the mess hall.

They escape to the roof of the base where they are picked up by Boba Fett in Slave 1. As they are flying away, Mayfeld borrows Fett's cycler rifle with which he takes a shot at one of the transport vehicles full of rhydonium, igniting it and destroying a good part of the Imperial Base. After meeting up, again, with Marshal Dune, Mayfeld is

released, unofficially, by her and allowed to go free.

(IMAGE CREDIT: LUCASFILM LTD)

(IMAGE CREDIT: LUCASFILM LTD)

The episode ends with a warning message sent to Moff Gideon from Din Djarin using the same wording that Gideon used at the end of season one. "You have something I want... He means more to me than you will ever know."

Chapter 16: The Rescue

The chapter begins with Slave 1 chasing down an imperial shuttle that is carrying Dr. Pershing. Disabling the shuttle with an ion cannon, Din Djarin boards the shuttle and captures the doctor and learns that Grogu is still alive and in the clutches of Moff Gideon.

Landing on an unnamed planet, Djarin and Fett track down Bo Katan and Koska Reeves to solicit their help in rescuing Grogu. There, Fett's status as a mandalorian is again called into question and a tussle between Fett and Reeves ensues.

Bo Katan agrees to help only when she finds out that she would have the opportunity to kill Moff Gideon and regain the Dark Saber. Using the captured shuttle and pretending to be under attack by Slave 1, our heroes make an emergency landing aboard Moff Gideon's cruiser.

While Bo Katan, Koska Reeves, Cara Dune, and Fennec Shand fight their way to the bridge, Din Djarin goes it alone to attempt to lock the dark troopers in their storage bay and then find Grogu.

Once making it to the Dark Trooper's storage bay, Djarin finds that they have already been activated and while trying to close their door, one escapes. In a great fight scene, where he seems to be on the losing end, Djarin is finally able to disable the dark trooper with a well aimed thrust of his beskar spear which rips the dark trooper's head from his body. Following his win, Djarin then opens the airlock on the far end of the Dark Trooper's storage bay vacating the atmosphere along with all of the Dark Troopers into the vacuum of space.

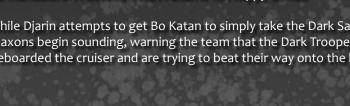
Meanwhile, the rest of the team invades the bridge only to find the Gideon is not to be found on the bridge. The reason being is that Moff Gideon is in the ship's detention bay, specifically in Grogu's cell with the Dark Saber.

A fight between Gideon and Djarin then breaks out, Gideon with the Dark Saber and Djarin with his beskar spear which is able to withstand the blows of the Dark Saber. After a prolonged fight, Djarin is finally the victor and forces Gideon to yield.

Gideon, in his characteristic way is somehow delighted when Djarin brings him to the bridge and Bo Katan sees that Djarin is carrying the Dark Saber, because he knows that Bo Katan will now have to fight Djarin for the Saber and the right to rule Mandalore. A situation that Katan is not happy about.

While Djarin attempts to get Bo Katan to simply take the Dark Saber, warning klaxons begin sounding, warning the team that the Dark Troopers have reboarded the cruiser and are trying to beat their way onto the bridge.

BATTLEC MAGAZII



Just as all seems lost, the team is alerted of an approaching ship and watch as an old X-Wing docks in the landing bay. Reacting to the new invader, the Dark Troopers stop their attack on the bridge and turn to face the jedi pilot of the X-Wing. The heroes watch the surveillance screens as the jedi draws his saber and cuts his way through to Dark Troopers on his way to the bridge and Grogu. While everyone is distracted by the jedi, Gideon attempts to shoot his way out of the bridge and when that fails, attempts to take his own life. An attempt that was thwarted by Cara Dune and a well placed fist. When the blast door to the bridge opens, it is revealed that the jedi was, in fact, Luke Skywalker.

Luke offers to take Grogu in order to train him in the force, but Grogu hesitates wishing permission from Djarin to leave. While saying their goodbyes, Djarin removes his helmet and reveals his face to Grogu, the other member of his clan.

Bonus Scene

Following the credits, a scene opens on a view of Jabba's palace on Tatooine. Jabba's throne has been taken over by his former Major Domo, Bib Fortuna, looking as well fed as his former employer.



A few blaster shots sound and a guard rolls down the stairs followed by Boba Fett and Fennec Shand. Bib is then quickly dispatched by Boba Fett with the exception of a twi'lek slave who is freed with a nod of Fennec's head.

"Boba, I thought you were dead" Bib Fortuna says before being shot by Fett.

Boba Fett, the victor in this little hostile take over then takes his place upon Jabba's throne and The Book of Boba Fett is announced for next December.





TOOLS OF THE TRADE

-ARTICLE BY: ALDWYN KASS

Welcome to weathering tips and tricks part II! Last month we looked at weathering the hard parts of your kit - weapons, props, and armor plates. This month we're going to talk about the soft parts - flight suit, gloves, boots, vest, etc.

PLANNING AND RESEARCH

At the risk of repeating myself, the first thing we need to think about when approaching the topic of weathering is planning and realism. What caused the damage? What kind of damage is it? Burns? Tears and rips? Dirt and mud? Find yourself an old pair of shoes, or a faded pair of jeans, and look at the way softer materials like leather and cloth age. Take note of the change in color and texture. Colored clothing becomes sunbleached after prolonged exposure to light and weather, and fabric tends to fade and fray over time where it repeatedly rubs against things. Conversely, as with more solid objects, dirt and grime collect in crevices and along folds, even fading materials will remain a bit more saturated in places where its less often exposed to light and extreme temperature or moisture.

CHECK IT BEFORE YOU WRECK IT

Whenever possible, test your weathering techniques and ideas on a scrap of whatever fabric you're using before you do anything with your soft parts. You never really know for sure how your

fabric is going to take whatever you're doing to it until you try, and testing on a scrap lets you see what kind of result you're going to get without running the risk of ruining your vest or flight suit and having to start from scratch. Also keep in mind that different materials react differently. Just because your cotton flightsuit took the dye well doesn't mean your polyester blend cape is going to come out looking the same!



Much like a basecoat of paint on armor plates, the first step when weathering fabric, leather, or any softer material is to consider whether or not you're going to dye it. Rit brand dyes are a great and inexpensive way to



shorter length of time to create different looks.

Coffee and tea can also be used to good effect on some kinds of material, creating a very aged, yellowing effect. A full fabric dyeing how-to is a bit beyond the scope of this article, but the internet is a wonderful resource for dyeing tips and tricks.

LET'ER RIP

Nothing says "age and damage" quite like fraying edges and jagged tears. Some of my favorite tools for weathering fabric are metal files and a good pair of fabric scissors. Always with your plan in mind, think about what areas of your vest, flightsuit, cape, etc. would have received the most wear and tear.

Fray your edges by cutting in a criss-cross pattern down the edge of the fabric with a good pair of scissors and then pulling threads and fibers

loose with your fingers. When you're happy with the result, liquid stitch or a clear super glue can be



used to lock those frayed edges and prevent them from going further than you'd like. A metal file and a block of wood make for good, natural looking tears. Just lay your fabric over the wood block and work along the edges of the block with your metal file until you get the rips and tears you're looking for.

SAND...ALROIAN?

Sandpaper is great for giving fabric some subtler age, especially around places where it would have become naturally worn over time, like knees, elbows, and the cuffs of sleeves.



Lay your fabric over something solid to give you some resistance, and hand sand with a medium grit sandpaper until you see the kind of color and texture change you're looking for. This works especially well on darker fabrics.

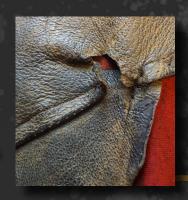
Similarly, if you want to age an entire piece and get rid of that new fabric stiffness, sand and gravel can go a long way towards loosening things up.

Place your fabric piece in a five gallon bucket with a solid locking lid. Add rough gravel and sand to the bucket and seal it up, then just roll and shake.

RATTLECAN... DALORIAN?

By far my favorite technique for dirtying up soft parts is spray paint. For lighter colored fabrics I use black and dark brown, and for darker fabrics, gray, tan, and white.

Laying the flightsuit or vest out on a flat surface, try to focus most of your weathering efforts on areas that would get the most dirty - sleeve and pant leg cuffs, knees, etc. Consider adding sweat stains to the armpits and collar, dirt along the seams, soot and burns around holes, tears, and frayed edges. Remember also to move your fabric often as you work so that any folds or wrinkles don't catch too much paint and create lines you didn't intend.



OKAY SURE, BUT...

That's all great information in a general sense, but not every technique works on every part of your kit. For example, leather and faux leather doesn't fray like linen or cotton will. What then? Experimentation is key! Buy a little extra of whatever material you're using, and think outside the box. Let me tell you a little story to show you what this looks like. For the last kit I built, I had some faux leather I wanted to use for a kama (sometimes called a "battle skirt") but my usual tricks weren't working the way I had hoped. So I grabbed a bunch of random tools and took it all out to my driveway.

I knew spray paint would dirty it up when the time came, so that wasn't a problem. But I wanted some damage, and the sandpaper wasn't working, I couldn't get a result with my scissors that looked natural, and the whole piece was just being uncooperative overall. So I spent a few hours playing scientist - laying the material out on the concrete and pounding sections of it with a fist-sized rock from my garden, wrapping the material around the rock and rubbing it on the concrete, or laying the fabric out facedown, throwing a pile of rocks on it, and then dragging the whole thing down the driveway.



The concrete was considerably more abrasive than the sandpaper I had been using, and the uneven weight of the rocks on the back of it applied random pressure, allowing the wear to look far more natural than my previous attempts.

Satisfied finally after stacking a few different methods, I decided I wanted some holes in the kama as if from blasterfire, so I tried cutting a few intersecting lines with a utility knife and spray painting with some





gloss black to make it look scorched. In spite of my best efforts, it came out looking like someone had cut a few intersecting lines with a utility knife, and then spray painted it.

So I glanced at the pile of random tools I'd lugged from the workshop, and decided to try something a little risky. I laid my material back out, found my poorly executed blaster shot, and took my heat gun to it.

Whatever the faux leather was made of, after only a few seconds under the heat, it began to curl and tighten, pulling away from itself where I had cut it, and drawing back. A few more seconds and it started to melt (this is why I

was working outside - don't forget to be aware of potentially harmful fumes and always work in a well-ventilated area!)

At the end of it all, I hit the area with a little extra gloss black spraypaint, used a small brush to add some white to the very edges, and ended up with what I thought looked much better than my initial attempts.

Long story short, don't be afraid to try new things, and - as noted above - remember that materials react differently based on what they're made of. My heat gun worked great on that faux leather, but had basically zero effect on most everything else, just like

to the leather.

DIRTY IT UP... WITH A WASH?

sandpaper worked on a lot of other pieces, but was ineffective when it came

We talked last month about black and brown washes as a step in the weathering process for your props and armor plates. But what about the soft parts?

Some materials will benefit from a wash in much the same way your hard parts will - depending of course of what kind of material, it's texture,

and the kind of paint you're using for your wash. I recommend acrylic washes for any soft parts made of leather, vinyl, or another similarly water resistant material that isn't just going to soak up the paint.

The cape and kama on my first kit were made of a deep red polyester, with black faux leather panels as accents. I used spray paint for most of the "dirt" on the polyester, but the leather looked too clean. I could've found some lighter colored spray paint to hit that with, but, I wanted something that was going to highlight the texture of my leather pieces, so I went with a tan acrylic wash. The tan paint caught in every seam, ripple, and rough spot, and really gave the whole thing a new depth.

So think about a wash for pieces like boots, belts, and ammo pouches.

FINAL THOUGHTS

Lastly - though certainly not of least importance - don't forget to keep your weathering consistent across your whole kit. Hard parts and soft parts should maintain a similar level of damage and dirt so as to be believable. If you really beat up your armor plates, make sure your fabric looks like it took the same punishment.

That's about all I've got this time around! As always, have fun with it, and don't be afraid to try new things. Don't forget you can find all kinds of armor building and weathering tips, resources, and discussions on the Mandalorian Mercs forums in the Jadd Halls of Knowledge

HAPPY ARMORING!

THE BESKAR CHEF

GOT A RECIPE YOU'D LIKE TO SHARE? SEND IT TO PR@MANDALORIANMERCS.COM

CHOCOLATE CHIP CROWNIES

INGREDIENTS

COOKIE SECTION

150g Caster Sugar 50g Light brown sugar 120g plain flour pinch salt 1/4 tsp vanilla extract 110g softened unsalted butter 1 egg 50g dark chocolate chips

BROWNIE SECTION

200g caster sugar 100g melted unsalted butter 55g plain flour 30g cocoa powder 2 eggs 35g white chocolate chips

DIRECTIONS

- 1. Grease a 20cm x20cm square baking tin and line with baking paper.
- 2. To make the cookie layer, in a large bowl, beat together 110g of butter with the caster sugar and light brown sugar until light and smooth. Add 1 egg and mix until erverything is combined. Add the plain flour salt and vanilla and gently mix together to form a smooth batter.
- 3. fold through the dark chocolate chips and transfer to the baking tin, spread into a smooth layer then chill in the fridge whilst making the brownie layer.
- 4. Preheat the oven to 190C.
- 5. Mix the metled butter and caster sugar until combined, mix in the 2 eggs (1 at a time) ensuring the 1st egg is full incorporated before adding the 2nd egg.
- 6. Add the plain flour and cocoa powder, gently mixing until just combined. Spoon the brownie mixture on top of the chilled cookie layer, and using a pallet knife or back of a spoon spread into a smooth layer.
- 7. Bake in the pre-heated oven for 50-60 minutes. Remove from the oven and leave to cool in the tin for 20-30mins, remove from the tin and allow to completely cool on a rack.
- 8. Melt the white chocolate and drizzle over the cooled brownie. Once cooled cut into 16 even squares and 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!

