

THE OFFICIAL MANDO MAGAZINE

BATTLECRY

AUGUST 2021



TOOLS OF THE TRADE

BRIGADES FIRSTS

TROOPING IN THE HEAT

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TOOLS OF THE TRADE -DESIGN PART 2

-ARTICLE BY: ALDWYN KASS

Last month we talked about the basics of design - everything from your foundational to-do list, to color theory and symbolism. This time around, we're diving into that secret Star Wars sauce and asking the hard questions. Questions like, "what makes Star Wars look like Star Wars?" This is a big topic, and I want to try and tackle it a piece at a time, so let's start by getting a big picture look at the universe as a whole, and try to define what sets it apart from other sci-fi and fantasy settings.

HISTORY

What do we mean by "history" though? I mean the in-universe wear and tear, dirt and grime, and generally "old and used" feel to everything that you can see in the ships and props and costumes of Star Wars.

A big part of what makes Star Wars different from a lot of other movies and shows of a similar genre, is that we're told it takes place a long time ago, rather than in some near or distant future.

Instead of the pristine, almost sterile, fresh-off-the-assembly-line look of the stereotypical "future" setting, George Lucas wanted Star Wars to feel "lived-in". Almost everything is a little dirty, a little used, a little broken.

Okay, yes, I hear you - "But what about the Empire?"

The Stormtroopers are pristine and sterile. The Imperial ships, Vader's shiny black helmet... I hear you. But these things are the exception that proves the rule. The universe has a very used feel, which is why the Imperials and their shiny armor stand out so much, and I think that's the point.

By giving all the props and costumes a bit of history, George made it all feel familiar, and relatable. Think about the Millennium Falcon, and how it's constantly in need of repairs. Haven't we all at one time or another had an old beater like the Falcon? Seems like something is always rattling or breaking off, and we're always doing little repairs or taping things back together. But maybe because of that need for constant attention, we grow to care about that vehicle in a way we might not with something newer and in better condition.

In contrast, the Empire is supposed to feel a little "other". All that shiny white armor feels very cold and impersonal. The pristine halls of the Death Star are unfriendly, barren, and inhospitable. Not much of a chance that you'll find a couple troopers lounging around in there playing holochess, eh?

So this is what I mean when I say that Star Wars has a "history". Your props and costumes should feel like they're real objects in a real world that has seen real wear and tear. Now that's by no means to say that everything has to look like it's been buried in a junk heap for a decade. BUT it should be believably "used" looking - whether that use has been light or heavy is up to you.

UTILITY

Another element of what makes Star Wars what it is, I think, comes down to a certain realism and what I'm going to call, "the illusion of usefulness". What does that mean? Well, for all the little bits and bobs and funny looking doodads we see all over Star Wars props, ships, and costumes, they all feel useful in some way. Every little piece feels like it belongs where it is, and has a purpose, even if we don't know

what that purpose is. What does this mean practically for us as makers, and how do we apply it to our costume and prop builds?

For one, think about the details you're adding to your kit, and make sure that your items have a sense of purpose.

Belts are always the first things to come to my mind. Do you have pouches on your belt? If so, are they full of useful things? Even if you don't have anything that you need to carry that is practically useful to you as a costumer, the pouches on your belt should at least look useful and used.

Flat, wrinkled, fresh out of the ebay packaging belt pouches look cheap and useless. But as soon as you pack something in there (even just a bundle of cardboard scraps, or an empty Tic Tac box) and give the pouch a little body, it fills it with new life. Suddenly, it's extra blaster ammo or emergency rations. It has the illusion of usefulness.

This same principle applies to greebles and other little details on your props and armor as well. I'm forever finding little plastic bits to glue here and there to give otherwise flat and boring surfaces some texture and depth. But there's a way to use greebles that looks natural, and a way to use them that makes it clear you found a random plastic bit and hot glued it to the side of your prop. Obviously, the former is what we want.

A lot of this comes down to paint and weathering, but the first step is finding good greebles, and the second step is placing them strategically.

Now greebles and where to find them is such a huge subject, I won't cover it in depth this time around, but be on the lookout next month for a full rundown on the topic!

However, just generally speaking, we can take a look at what the incredible propmakers at ILM did for Star Wars. A simple google search will get you tons of detailed pictures of the talented makers hard at work. I think of the ship models and sets especially, and all the intricacies that went into the Millennium Falcon's cockpit walls, or something like the Death Star trenches.

All those bits and bobs and random doodads look like they do something. The lights and buttons and switches in the Falcon's cockpit give the ship life and history and realism in a way that blank walls never could. We don't know what everything does, and we don't need to - it's enough for us to believe (even subconsciously) that each of them has purpose and function.

FAMILIAR, BUT NEW

Think with me for a moment about blasters. Let's start there. They have a handle, a trigger, a barrel... presumably they have ammunition and a way to reload - in fact many of the blasters used in the original trilogy have a real world military weapon (usually WWII era) as a base.



They're modified of course to be different and otherworldly enough to feel like they fit in a fantasy or sci-fi universe, but they still have a generally recognizable shape and function. They're familiar to us. We can look at a blaster - never having seen one before - and understand that it's a weapon, and have a general idea of how it's going to work.

A vibroblade is similarly both familiar and other. It's a knife, but it hums, and might even glow slightly. We know as soon as we see it what it is and what it does, but it's certainly not of this world. All your props and costumes should be the same. It should all be both familiar and a bit strange - like you recognize it, but something's just a little off.



In summary then, what does our secret Star Wars sauce look like?

I propose that the key foundation of a good Star Wars prop - if we take a ten thousand foot view - is to take something familiar, and make it just a little bit strange, and then give it a good bit of history and usefulness.

In the most broad terms, I think it's really as simple as that. Slightly muted, vintage feeling colors, grimy corners and chipped edges, some funny looking greeble bits here and there, and you've got yourself a piece of a galaxy far, far away.

I hope this has been a helpful (if brief) examination of the topic and that you've found something useful here.

Until next month when we talk about greebles and where to find them, happy crafting!

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BRIGADES FIRSTS



ARTICLE BY: BRYN CIN'PRUDII & RU'STOR RAWR

We would like to start this month with a few special welcomes for new brigade kits. The past few months have been exciting and filled with lots of firsts. For the first time ever we have a member who combines the Medic and Assassin professions! Additionally, we welcome our first Live Action DeathWatch kit to the Canon/Legends Division. And finally, we are proud to announce our first Aquatic Ops kit.



Forum Name: Vercopaanir
Clan: Protectors of Lothal
Brigade: Medical Corps
Profession: Medic
Secondary Profession: Assassin



Forum Name: Doomkrieg
Clan: Manda'galaar Clan
Brigade: Canon
Profession: TM - Live Action Death Watch



Forum Name: cknight68
Clan: Taakure Clan
Brigade: Environmental
Profession: Beast Hunter
Environmental Overlay: Aquatic Specialist



MANDALORIANMERC.S.ORG

TROOPING IN THE HEAT

Welcome to your pre-trooping mission safe brief from the BattleCry Magazine! I'm Parjii Saviin and I'm here to give you tips, tricks, and pointers to make sure you do not become a heat casualty during these upcoming summer events. As it may have been a while since we have donned on the helmet and plastic (or metal) armor, it is always a good idea to revisit the safety procedures before any troop.

MAKE SURE YOU PREHYDRATE AT LEAST A DAY OUT FROM YOUR TROOP.

Prehydration is extremely important for competitive athletes, but this practice can be applied to our athletic Bounty Hunting skills as we don armor. It is advisable to continuously consume water while trooping, but as our veteran troopers can attest, once you have kitted up, attaining water is not readily on the mind. However, hydrate 24 hours prior to allow for your body to be best prepared for possible dehydration of trooping and even if you have minimal fluid intake the day of the troop, it will hold you over till a break.

MAKE SURE YOU EAT YOUR RATION CUBES; DRIED RATS, DRIED RATS, DRIED RATS!

One common misconception is that hydration is the only aspect that will prevent you from passing out due to heat exhaustion; however, giving your body calories to burn during The Hunt is extremely important. Without proper calories, your body will start to burn through its supply and not only will you feel a lack of strength when battling a Wookiee, lightheadedness may also occur. Ensure you have eaten food the day prior and if possible, eat breakfast before the troop and event. Hiding bantha jerky or ration granola bars in the Boba pouches can allow for a great snacking opportunity when behind a booth or changing room.

HELMET FANS

While this is much needed in humid states and countries, implementing helmet fans can improve airflow, which indeed cools the body. Many troopers have the keyslots in the back of the buckets cut out to allow for a way for air to exit while others also have gaps in their visor, allowing for air to flow inside the helmet. While it may be difficult to hear soft footsteps of an assassin that may sneak up behind you, but, that is what beskar'gam is for- protection.

LIGHTER FABRIC

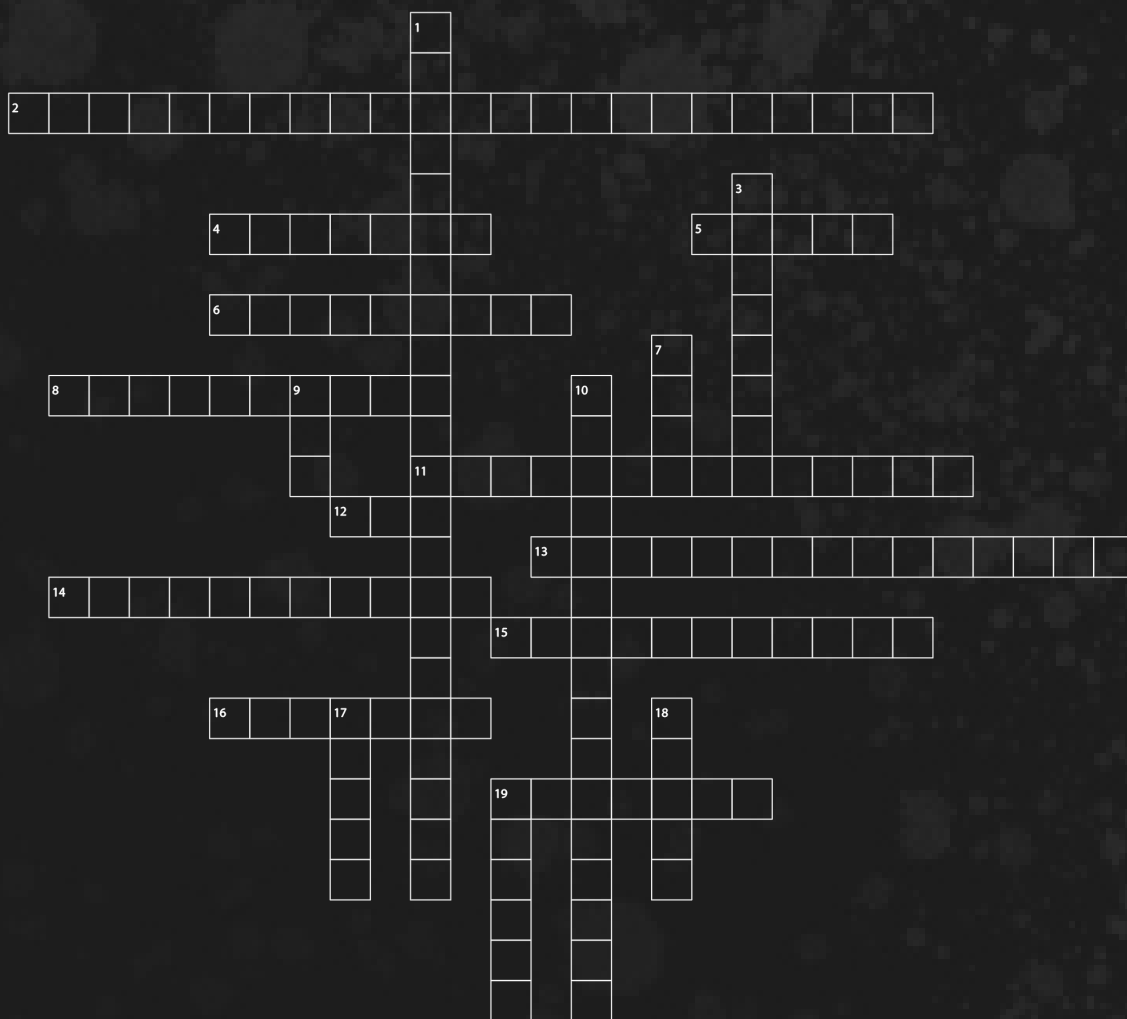
Lighter flight suits and fabrics that allow for you to breathe while in costume allows for heat to escape from the body and into the air surrounding you. Scrubs are wonderful medical implementations that make great flight suits. With short sleeve options (look at the CRLs for that particular flight suit), rocking the guns is always an option for warmer troops in comparison to Dickies flight suits. Another option instead of leather vests would be to use Canvas (Duck Cloth), which allows the wearer to breath instead of heat to be trapped in between the wearer and the armor. Every little bit helps, especially for more humid Hunts.

BATTLE BUDDY CHECK

Buddy check, Buddy check, Buddy check. I can not emphasize this enough for any type of event- indoor or outdoors events. Check on our fellow hunters, especially the rookies who may only have been through the simulation training. For an outdoor event, handlers should be managing water and ensuring that troopers are drinking a sip of water every 15-30 minutes to prevent extreme dehydration. After all, what fun is a troop if you end up passing out and a medic needs to be called in.

Enjoy your summer troopers and Vod An! OYA!

MANDO CROSSWORD



DOWN:

1. WHAT CHARACTER DID CARRIE FISHER'S DAUGHTER, BILLIE LOURD, PLAY IN STAR WARS?
3. WHAT PLANET IS HOME TO CHEWBACCA AND THE WOOKIEES?
7. JYN ERSO SAID REBELLIONS ARE BUILT ON WHAT?
9. WHO IS PALPATINE'S GRANDDAUGHTER?
10. BAIL ORGANA IS PRINCESS LEIA'S ADOPTIVE FATHER. WHAT IS HER ADOPTIVE MOTHER'S NAME?
17. WHAT'S THE NAME OF THE PRIME MINISTER OF MANDALORE DURING CLONE WARS?
18. WHO HAS REPAIRED IG-11 IN THE MANDALORIAN?
19. LAST NAME OF THE EXECUTIVE PRODUCER & EXECUTIVE CREATIVE DIRECTOR OF THE MANDALORIAN?

ACROSS:

2. WHAT DOES CRL STAND FOR?
4. WHAT MONTH IN 2021 IS THE SECOND MERCSCON GOING TO BE HELD IN?
5. WHERE DO REY AND BB-8 FIRST MEET?
6. WHO WORE BOBA FETT'S ARMOR EXCEPT HIMSELF?
8. WHAT IS THE NAME OF DIN DJARIN'S SHIP?
11. ACTRESS INDUCTED INTO MMCC HONORARY MEMBER STATUS ON JULY 31, 2021 BY TALON CLAN?
12. FINISH THIS QUOTE FROM THE MANDALORIAN: "THIS IS THE ____"
13. WHO HAD THE HIGHEST MIDI-CHLORIAN COUNT IN STAR WARS?
14. WHAT WAS POE DAMERON'S OLD JOB BEFORE BECOMING A PILOT?
15. WHO IS THE ONLY MANDALORIAN JEDI?
16. WHAT'S THE TITLE OF THE SECOND IN COMMAND IN A MMCC CLAN?
19. WHAT STATE WAS THE FIRST MERCSCON HELD IN?

DOWN: 1. LIEUTENANT KAYDEL CONNIX 3. KASHYYYK 7. HOPE 9. REY 10. QUEEN BREHA ORGANA 17. ALMEC 18. KUIIL 19. FILONI
ACROSS: 2. COSTUME REFERENCING 4. OCTOBER 5. JAKKU 6. COBBVANTH 8. RAZORCREST 11. ASHLEYECKSTEIN 12. WAY
13. ANAKINSKY WALKER 14. SPICERUNNER 15. TARRIVIZSLA 16. VERALOR 19. FLORIDA

MEET THE COUNCIL ALOR

Name: Rob Dawkins/Ohl'd Vart

MMCC Email: alor@mandalorianmercs.com

Date of membership/ appointed to council: Became a member in June 22, 2007, beginning as Alor'ad of BVC and stepped into Alor position at the Mandalore's request in January 2013

What does your role cover within the club?

As MMCC Council Chair, it's my job to make sure all Council officers are doing their jobs, and to confer with them on any issues they may have, if needed.

As CEO, it's my job to make sure the day-to-day work of running the MMCC gets done in a timely manner, and act as aide-de-camp to the The Mandalore..

As MMCC Chief Judicial Officer, it's my duty to oversee any punitive actions taken against OM's who have run afoul of the club rules and may face sanctions for those actions.

What teams are your responsible for?

Primarily the MMCC Council as a whole, and the MMCC Judicial Team (which consists of the Judicial Officer and 9 Regional Magistrates).



THE BESKAR CHEF

APPLEWOOD SMOKED PORC



Love them or hate them, Porgs are tasty and kind of fun to eat. Now, you may be thinking, how am I going to get all the way out to Ahch-To to pick up a bunch of Porgs?

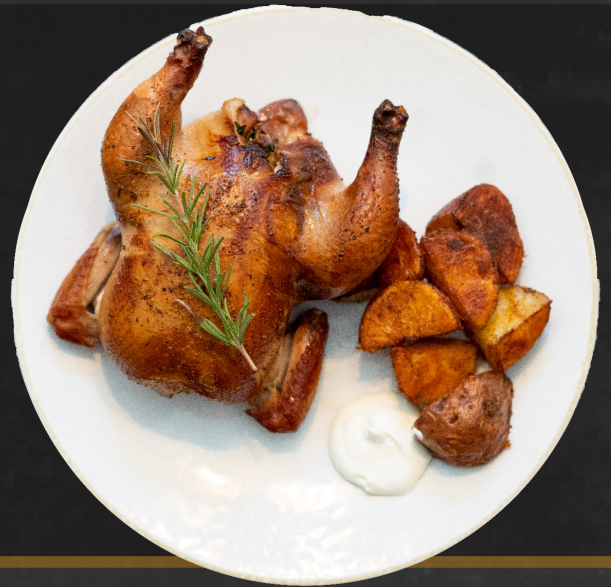
Well, you don't have to, we just happen to have them here on Earth and you can find them in your grocery freezer section. Now, we don't call them Porgs here in our little corner of the galaxy, you'll find them under the name "Cornish Hen" or sometimes "Cornish Game Hen," which I have come to find out is Huttese for Porg.

Start with 6 porgs, thaw completely in your refrigerator. This can take a couple days. In the meantime, prepare your brine.

INGREDIENTS

BRINE

- ½ GALLON VEGETABLE BROTH (DO NOT USE THE LOW SODIUM, THIS IS A BRINE AFTER ALL)
- ½ CUP SALT (I LIKE KOSHER)
- 1 TABLESPOON WHOLE PEPPERCORNS
- 1 TABLESPOON WHOLE ALLSPICE BERRIES
- ½ CUP BROWN SUGAR
- ½ TEASPOON GROUND GINGER
- 1 SPRIG OF FRESH ROSEMARY
- 4 OR 5 LEAVES OF FRESH SAGE
- 1 SPRIG OF FRESH ENGLISH THYME



DIRECTIONS

1. Put all ingredients in a stock pot and bring to a boil, ensuring that the salt and sugar have dissolved. Once the brine comes to a boil, take it off the heat and let it cool to room temperature. Then chill in the refrigerator overnight.
2. Pour the brine into a food safe bucket (I use a 5 gallon food service pickle bucket) and add ½ gallon of ice water.
3. Then plunge your Porgs into the brine head first. Put the lid on and place the bucket in a cool place (basement, cold storage, refrigerator) for 6 to 12 hours.
4. When the time is up, pull the Porgs from the brine, rinse them off and pat dry with a paper towel.
5. Brush them with a little vegetable oil and sprinkle on some of your favorite poultry seasoning.
6. You will also want to put a probe thermometer into the breast of the largest Porg.
7. Cook your Porgs in a smoker set to 220 to 225 degrees F. (If you can set the temperature on your smoker)

I like to use applewood with a little bit of whisky barrel chips mixed in. It will take about 2 hours for the internal temperature of the Porgs to reach 165 F. Serve with your favorite side, I like roasted red potatoes.

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