

BATTLECRY

MAY 2021



MEET THE BRIGADES TEAM
2021 MMCC GENERAL ASSEMBLY
TOOLS OF THE TRADE

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2021 MMCC GENERAL ASSEMBLY

APRIL 25, 2021

THE 2021 MMCC GENERAL ASSEMBLY WAS HELD ON SUNDAY, THE 25TH OF APRIL. THE FULL ASSEMBLY CAN BE LISTENED TO IN ITS ENTIRETY [HERE](#).

CONTINUE THE CONVERSATION ON THE FORUMS [HERE](#).

TIMESTAMPS:

- 00:58 – MANDALORE – TOM HUTCHENS
- 02:53 – 2022 CHANGES TO MMCC INTERNATIONAL LEADERSHIP
- 07:21 – INTERNATIONAL COMMAND COUNCIL (2022)
- 10:30 – ADMINISTRATIVE CABINET (2022)
- 14:20 – GOVERNING DOCUMENT BREAK-OUT
- 17:24 – BRIGADIER – DAVID PARRY
- 25:30 – PUBLIC RELATIONS OFFICER – COREY APPLIGATE FILLING IN FOR DONALD PENNISTEN
- 27:59 – CLAN ADMIN OFFICER – SAL ATTINELLO
- 31:58 – PERSONNEL OFFICER – MATTHEW LIPSKI
- 35:53 – TECH OFFICER – TOM HUTCHINS FILLING IN FOR SEAN THOMSON
- 37:53 – QUARTERMASTER – COREY APPLIGATE
- 46:34 – EDUCATION OFFICER – BRETT CHRISNER
- 51:59 – ARCHIVIST – KEN APPLIGATE
- 57:05 – CONCLAVE MINISTER – JOSH KRUSE

MEET THE BRIGADES TEAM

KEBLIN KE'VAREK, THE BRIGADES STRIKER MARSHAL

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

BATTLECRY: Tell us a little about yourself, what brought you to the Mercs?

Keblin: I'm a wife, mom of 5, and a registered nurse specializing in obstetrics and gynecology. I did not grow up in the fandom but was introduced by my husband, who is a lifetime Star Wars fan. One day, he and our son were out and about in our town, and spotted some Mandalorians outside of our local library. They stopped and got pics and information, then came home with an excitement and drive to pursue kit building. I started as the "guinea pig" and agreed to build a kit as long as my chest diamond could light up. I marathoned Star Wars that weekend, fell in love, and dove head first down the MMCC rabbit hole.

BATTLECRY: How did you learn about the Mercs and When did you become OM ?

Keblin: That library troop intrigued us and we joined the forums as UM in the Veshok clan of Mississippi/Louisiana in June of 2015. I received Official Membership in January of 2016.

BATTLECRY: The Brigades team member is a pretty sought-after appointment, how did get involved with the Brigades?

Keblin: I'm a self-proclaimed perfectionist, so the idea of taking my own custom build "above and beyond" was intriguing. I built and became the third approved Privateer in the club. I was interested in club level involvement, and when a Brigade Marshal position became available, I applied. Although at the time I did not get Marshal, the Brigade Team expanded to include Division Captains, and I was invited to join the Team in that capacity in May of 2017, and was moved into the position of Striker Marshal following realignment in January of 2018.

BATTLECRY: The job of Striker Marshall is not an easy one, with all the professions you have and the WIPS currently active, how do you balance your time?

Keblin: It's not always easy. This is a club of volunteers and sometimes real-life steps in and demands more time than we have. I'm blessed to have a wonderful captain in Shevla Kal and the rest of the Team. We lean on each other and work together to ensure the best experience for recruits. I'm passionate about this club and love guiding others through the process.

BATTLECRY: What is the one piece of advice that you find yourself always giving future Brigade members?

Kebiin: Be happy with your build. If you aren't proud of it, you're not going to be proud to wear it. Put your heart into your build and make it something that you're excited about.

BATTLECRY: do you have a favorite build that you have seen come through in Striker?

Kebiin: I don't play favorites. I'm a fan of individual creativity and watching that being explored in every WIP is so much fun.

BATTLECRY: What is your favorite thing about the Star Wars community?

Kebiin: I now have family, all over the world. People that I talk to more than my actual family, that understand me on a deeper level.

BATTLECRY: What are your future plans within the Mercs, any new builds planned, or positions you would like to pursue?

Kebiin: I have a few things in mind but my indecisiveness kicks in and I haven't solidified my plans completely. I have a new completed helmet that will become the crown jewel of my next kit and ideas that I am excited to explore.



PUBLIC RELATIONS NEEDS YOU!

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

WE ALWAYS NEED MORE
PEOPLE TO HELP MAN OUR
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TO THE NEXT LEVEL!

IF YOU ARE INTERESTED PM DARASUUM PRUDII
ON THE FORUMS, OR EMAIL HIM AT
PR@MANDALORIANMERCSCOM

TOOLS OF THE TRADE

-3D PRINTING

-ARTICLE BY: ALDWYN KASS

The tools and techniques available to the costuming community seem to always be growing and expanding as makers of all skill levels branch out and try new things. Costumers are almost always creating and discovering new mediums, pioneering new techniques, and improving on old ones.

The community as a whole works tirelessly to gain and share knowledge with one another, and in recent years, 3D printing has been one of the biggest and most broadly applicable additions to the costume creator's toolkit.

3D printing has opened new doors and made it possible for creators of all skill levels to make high quality armor and props like never before. It's fast, easy, and with so many people out there selling 3D printing time, affordable as well. You don't even have to own a printer yourself to take advantage of all that 3D printing has to offer, but it's not without its challenges.

3D printed parts are only as good looking as the quality of the finish job. But how do you get rid of those print lines? What's the best way to smooth those rough surfaces and get the realistic finish you want?

We're here to give you some tips and tricks for doing just that. Let's jump right into it.

Supplies

First, let's gather our gear. Basic 3D print finishing supplies includes:

- sandpaper (multiple grits. Mainly I use 80, 120, and 220)
- sanding sticks (these can be purchased, or made by simply gluing sandpaper to popsicle sticks)
- Needle files
- Filler of some kind (Bondo or 3M Acryl spot filler)
- dust mask and safety glasses.

Bonus tools that make your life easier, but aren't a necessity:

- power sander like a Dremel multi-max, or mouse sander
- XTC3D resin by Smooth-On

Up or Down?

There are two main steps in the finishing process, in broad terms - filling and filing. Filling brings the low spots up, while filing is about knocking the high spots down. You can either fill the gaps, or file down the ridges. Usually, finishing requires a combination of both.





The most common way to fill the low spots on a 3D print is with an automotive body filler like Bondo or 3M Spot Putty, sanded and coated with a good filler primer.

Alternating coats of spot putty and primer can be a long and messy process, but out of the most common methods, it probably guarantees the most reliable result.

Give your prop a healthy layer of spot putty, wait for it to dry, then sand it down. Give the whole thing a good coat of filler primer, sand again with a light grit paper (180 to 220) and repeat the process until your prop is smooth.

As you go, you can use finer and finer grits of sandpaper, easing your way down layer by layer. Wet sanding is great for final coats to get the smoothest finish possible. Just remember to clean all the dust off your prop thoroughly, and often, especially before primer coats. (Note: don't forget your mask and safety glasses while sanding and painting!)

What about Resin?

Another common method of finishing that might require a bit more practice and care, is to use something like Smooth-On's XTC3D or similar products to coat the whole prop and cut down significantly on sanding time.

However, while it will save you time and effort filling and sanding, a relatively quick setup time means you have to work fast.

XTC3D is an epoxy resin that is mixed and painted onto a prop. It fills in lower spots and helps level rough surfaces quickly.

Just make sure you're in a well ventilated area with all the proper safety gear, and follow the instructions on whatever product you decide to use.

Secondly and similarly, when finishing ABS plastics, acetone or rubbing alcohol vapors can be used to partially melt rough surfaces and smooth them, generally at the expense of any very fine details on the prop.

The how-to of this technique is a bit beyond the scope of this article, but simple tutorials can be found easily elsewhere online if this is something you think you might like to try.

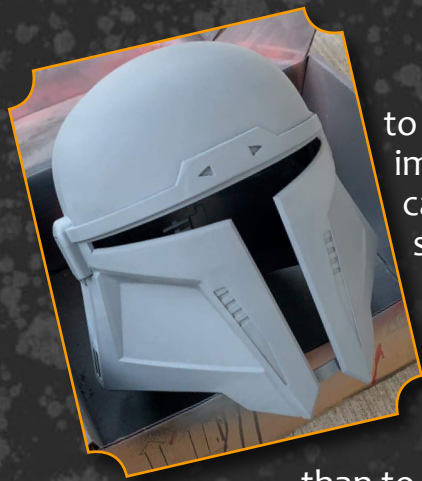


Tips and Tricks

In no particular order, here's a few quality of life hacks that might save you some headache.

- A mouse sander or Dremel Multi-max will significantly speed up the sanding process, but you'll probably still have to use sanding sticks and small files to get in corners and tight spaces. That being said, be careful when using a power sander on PLA prints that you don't melt it!





- When you think you're done, try a solid coat of gloss paint to show you stubborn print lines you might have missed, or little imperfections that were hard to see before. The gloss finish will catch and reflect light, showing you where there might be rough spots that need a bit more attention.

- Patience is key! Rushing the process can damage your print, and speeding through the smoothing stages to get painting can be a huge waste of time. Better to spend some extra time making sure everything is perfectly smooth before painting, than to have to ruin a good paint job because your print lines are still showing. While it's tempting to think paint will cover surface imperfections or fill print lines, it won't do much more than highlight them. One more cycle of filling and sanding can never hurt. Print artifacts showing through on your painted surface can be really distracting.



- Print settings can contribute to your finishing process. If you're printing the prop yourself, consider using a shorter layer height to save you a bit of finishing time. No print settings will eliminate the finishing process completely, but they can help. (note: while it might save you finishing time, shorter layer height will significantly increase printing time, making it a bit of a trade-off.)

Final Thoughts

3D printing just recently arrived on the crafting scene, and it's not going anywhere anytime soon. The most important things to remember are patience and perseverance! All those hours of sanding and filling will be worth it once you get that perfectly smooth finish.

As always, be sure to check out the Mandalorian Mercs forums for more information, tutorials, and ideas. Happy crafting!

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 CALL TO DUTY

JOIN THE MERCS
MANDALORIANMERCES.ORG

MEET THE COUNCIL QUARTERMASTER

Name: Corey Applegate/Coreysnaps

MMCC Email: qm@mandalorianmercs.com

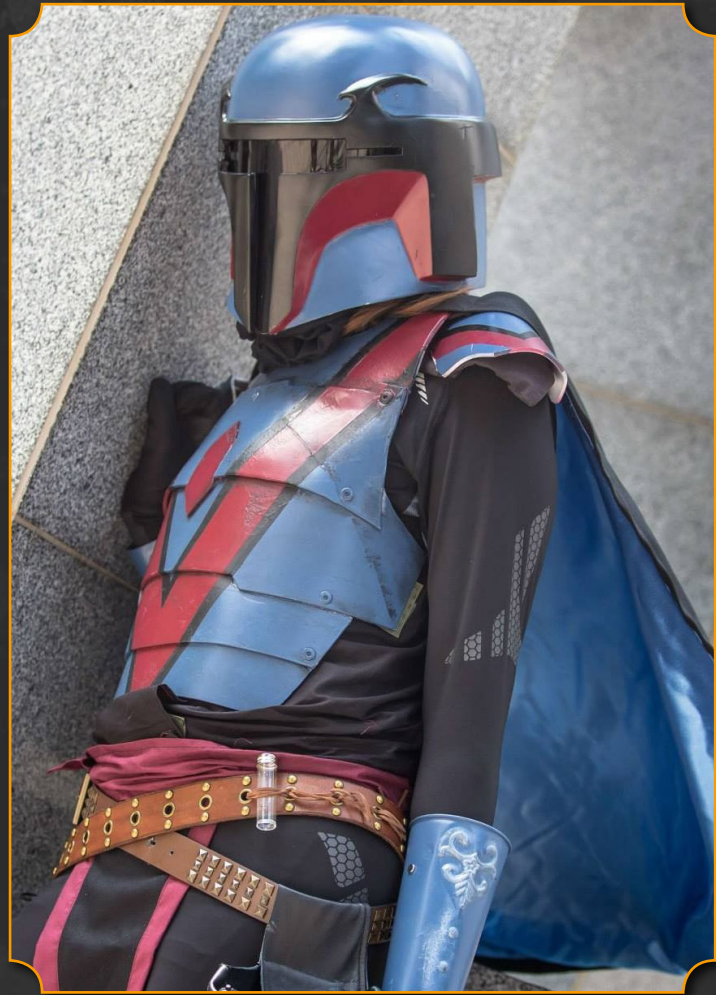
Date of membership/ appointed to council: I became official around January 30, 2013. Joined Council around mid-May 2013.

What does your role cover within the club?

I am the custodian of the club and clan logos. I am responsible for creating, selling, and distributing all club level merchandise through the MMCC store. I am responsible for making sure that all clan level merchandise and PR materials meet the requirements that I have set forth for the use of club and clan logos in accordance with the rules that have been given to me by LFL. I work with the PR Officer whenever our responsibilities cross paths, which is more often than not. It's also not officially part of my job description, but I have been responsible for every club level dinner at Celebration, planned quite a bit of the first MercsCon, and I am not leading the team to plan MercsCon 2. I organize fundraisers for charity or the club, usually through patch sales or other items that go up in the store. I am also responsible for the Trading Station rules and moderation in conjunction with the Moderation Team. I also opened the Quartermaster's Corner on the forums to improve communications between my office and the general membership.

What teams are your responsible for?

The main Supply team is broken into smaller pieces so everyone has their own set of responsibilities. The Customer Service Team is the only one with its own separate tag, and they are the first ones who answer messages sent to the store or submitted to the Help Desk. The shipping team consists of people who store merch at their house and mail store orders or they are local to me and come to my house to help pack, label, and ship large orders. The laser team creates laser engraved items from concept to finished product. The charity team is also a shipping team in that they ship charity patches, but they also help to choose worthy international charities in conjunction with the IAC. Finally, I have one member who orders all of the clan PR materials for US based clans. The rest of the team is made up of me, the Supply XO, the PR XO, the Art Director and the PR Officer and we are collectively the Marketing Leadership Team. I also lead the MercsCon Planning Committee, and we have about 20 people who are working to make MercsCon 2 a reality.



THE BESKAR CHEF

RYLOTH COOKIES

SOFT GLUTEN FREE VANILLA CINNAMON COOKIES

INGREDIENTS

Preparation time: 10 minutes

Cooking time: 8 minutes

Ingredients (serves 45 to 50 cookies)

280g of gluten-free flour (rice flour, corn starch, potato starch) 170g of dark chocolate chips
1 teaspoon of salt 170g of milk chocolate chips
2 teaspoon of cinnamon powder
225g of butter
200g of brown sugar
100g of powdered white sugar
2 eggs
2 teaspoons of vanilla extract



DIRECTIONS

1. Bowl 1: Prepare the flour gluten free: Mix well 100g of rice flour, 90g of corn starch and 90g of potato starch. (this step can be replaced by 280g of wheat flour for a recipe with gluten).
2. Add the salt and cinnamon to the bowl 1.
3. Bowl 2: Bring the butter to room temperature. Gradually add the brown sugar and the white sugar. Mix well until you obtain a homogeneous paste.
4. Add to bowl 2 the eggs and vanilla.
5. Mix together bowls 1 and 2 until a smooth dough is obtained. Add the chocolate chips.
6. Place a scoop (equivalent to a tablespoon) on a buttered baking sheet. Leave 2cm between each cookie.
7. In an oven preheated to 180 °, cook for 8 min. Then loosen the cookies (still a little soft) with a spatula and let them cool on a wire rack.
8. Eat fast before a Hutt passes by!

Thanks to Syn of Orar'galaar Clan for this excellent recipe!

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