

BATTLECRY

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TOOLS OF THE TRADE

BRIGADES INSIGHTS

BRIGADES FIRSTS

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TOOLS OF THE TRADE -GREEBLIES

-ARTICLE BY: ALDWYN KASS

Greetings fellow makers!

Recently we've been talking about things like armor design, and planning. In those articles we briefly talked about the importance of greeblies to add visual interest, the illusion of complexity, and of usefulness.

But what exactly is a greeblie? And if they're so important, where do you get them?

Wikipedia defines a greeblie (GREE-blee) as: "A prominent detailing added to the surface of a larger object that makes it appear more complex, and therefore more visually interesting." It also notes that, "the detail can be made from simple geometric primitives (such as cylinders, cubes, and rectangles), or more complex shapes, such as pieces of machinery (cables, tanks, sprockets). Greeblies are often present on models or drawings of fictional spacecraft or architectural constructs in science fiction."

If I were to define it myself, I'd probably say something like, "Greeblies are all the little bits of random junk you glue on to your props to make them look more interesting. Just about anything can be a greeblie, but some greeblies are better than others."

Maybe it lacks some of the elegance of the Wiki definition, but it gets the point across.

Alright, so we know what they are (more or less), but where do we find them? What kinds of things make good greeblies?

In my own builds, I've used everything from computer parts and wiring, to peanut butter jar lids and old spark plugs. The best greeblies are bits and pieces that aren't immediately recognizable to an average person - especially after a coat of paint.

Stacking greeblies is another great way to make things a little more unrecognizable.

Some of the best places to get greeblies include garage sales, thrift stores, hardware stores, Habitat Restores, and your local recycling depot. Look for items with unique shapes and silhouettes, interesting textures, or strange patterns.

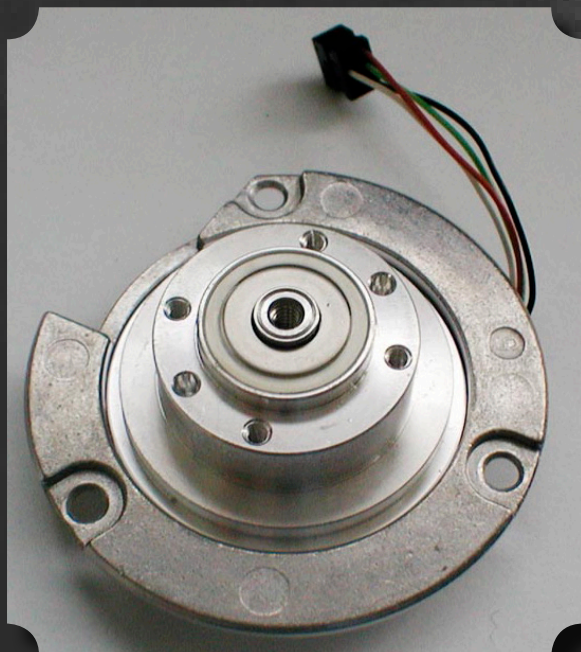
I've even recruited my family to help me find odd bits and pieces - often receiving texts with pictures of things most people would throw away, asking, "want this for your kit?" Even if I can't think of a use right away, the answer is often yes!

I keep a few boxes in my workshop full of random pieces of plastic, old electronics, and other items most people might consider trash, just in case I find myself in need of a greeblie or two for whatever I happen to be working on. Sometimes I find just what I need, and sometimes just digging through the boxes will give me a new idea.

Here's a few examples of greeblies I've used in my own projects, and come back to time and again -

Hard drive motors (found at my local recycle depot. Used as a belt buckle, and as a detail on my helmet's earcap)

Old spark plugs (saved from when I gave my truck a tune up. With some paint, old wires, and a scrap of sintra, they make great little missiles for my gauntlet)



Plastic syringe caps (found in the recycle bin. They make great knobs!)

Tri-fold, pop-up calculator (found at a garage sale. It's a wrist-mounted commlink!)

In my experience, one of the best ways to get greeblie ideas is to look at other people's builds and ask what they use. Your fellow builders are in many ways your most valuable asset, and not just for advice and know-how! Ask questions, and challenge yourself to look at a build and try to identify the found objects that were used to give it all those strange Star Wars-y details we all know and love.

Hopefully we've given you a place to start, and some inspiration to go out and make greeblies for all your props! Until next month, happy crafting!



BRIGADES INSIGHTS

-INTERVIEW WITH THE CANON DIVISION CAPTAIN

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

BATTLECRY: Tell us a little about yourself, who is under the bucket?

Rayne: My real name is Melinda. I love reading, crafting, video games, and lots of other nerdy activities, like RPGs with my husband, John (forum name: Ascalon). I'm currently working on my lifelong dream of becoming a CPA. I just finished school (better late in life than never), and started a new job as an Accountant, and am studying for the CPA exam.

BATTLECRY: How did you learn about the Mercs and What made you want to become an OM?

Rayne: I got into Star Wars when my husband took me to see the Star Wars movie marathon beginning with Episode 1 and ending with the premier of The Force Awakens. After seeing them all together, everything made sense, and I became a fan. When Star Wars Celebration Orlando was scheduled, we booked it. Since then, I've been reading as many of the Legends novels and Boba/Mandalorian comics as I can. I started costuming when I was a freshman in college many years ago as part of a Renaissance Fair group and loved it. So for Celebration Orlando, I made a Rey from The Force Awakens for myself. My husband made me a deal that if I could make him a screen accurate Obi-wan from Revenge of the Sith, he would wear it, so I jumped in. We had so much fun in costume, and we knew we wanted to look into doing Boba Fett next. When we got home from Celebration, we started searching and found the Mercs and our local group in Michigan, Tra'cor. When we met everyone and learned we could make our own custom Boba Fett, we were all in.

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

Rayne: While building my Armorer from The Mandalorian, I knew I wanted to get Brigade approved with it. I did a lot of research and spent time pouring over screenshots and photos to make sure it was screen accurate. While working on my kit, I was talking with Mi'ix, getting his help with my canon references and checking accuracy. In the process, I found out more about the Canon/Legends Brigades and he and Vraeden recruited me for the team.



BATTLECRY: The job of Brigade Captain is not easy regardless of the Division, with all the characters Canon/Legends what do you feel is the most difficult aspect of your job?

Rayne: I really enjoy helping people and guiding them to make sure their canon builds are screen accurate. I find it most difficult when there are few references and like with comic book references, the reference can change from one drawing to the next. That makes it hard to determine what is correct for a build. Each canon kit is so different that there isn't a set way to build each one. It takes research, problem solving, and attention to detail to build a canon kit. There are so many different tiny details, and we don't always know what exactly was used to make those specific details. There is a lot of trial and error in trying to accurately recreate the small details. It's also difficult to point out adjustments needed on someone's build. We know how much time, money, and effort goes into building a canon kit, because we've built them ourselves. Pointing out a change that is needed causes extra time and money, we try to offer tips and suggestions for adjustments to help as much as we can.

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

Rayne: On most builds it comes down to matching photo references and being as accurate as possible, especially on details. With 3d printing becoming so common, we see a lot of visible print lines. Creating a WIP, updating it regularly, and supporting the build with photo references is the best way for us to help someone get approved. Please update your WIP regularly to make sure you're on the right track and if print lines are visible, keep sanding/smoothing, then primer, if they're still visible, more sanding/smoothing is needed. No one wants to see time and money wasted on having to redo something.

BATTLECRY: You personally have 2 costumes in Canon/Legends, The Armorer, Strong and Mysterious and Dutchess Satine, serene and composed, who does Rayne, Identify with the most?

Rayne: I identify most with The Armorer. While she seems mysterious and introverted, she is also strong in the face of adversity and protects her tribe/family. She takes pride in helping her tribe/family and armors them so they can be strong too. She also seems to be creative and skilled with what she crafts from beskar, using it to forge items as small as whistling birds to items as large as jetpacks. I believe both Dutchess Satine and The Armorer are strong and composed, but they have different approaches to the galaxy.

BATTLECRY: What character would you love to see more of or for the 1st time in Canon/Legends Division?

Rayne: I would love to see more builds from The Mandalorian, especially Season 2. There are so many options for canon costumes, and there are only a few that have applied for Brigades. I love that we are getting to see more of Mandalorian culture and history in the show, and am excited to see new Mandalorian characters, as well as existing ones. Adding Axe and Koska, as new costumes is exciting and I would love to see them built, and I always love to see Bo Katan builds.

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

Rayne: Currently, we are working on revamping canon BRLs. Our future plans are to create new BRLs from the new shows that have come out recently. As far as future positions with the Mercs, I'm happy where I'm at and being part of such a great team! For kit projects, I recently remade my chest plate to fit me better and completed work on a new, more screen accurate helmet. Now, I'm working on upgrading my Armorer's hammer to make it more screen accurate and sturdy for trooping.

BRIGADES FIRSTS



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

Join us in welcoming our newest brigade members from the last month!



Forum Name: Draa Skinu aar
Clan/Squad: BigFang Clan
Brigade: 267th Rapid Assault
Profession: Urban Assault
Secondary Profession: Aerial Assault



Forum Name: Nadala Haast
Clan/Squad: Shonare Vhekadla
Brigade: Beast Masters
Profession: Beast Tamer



Forum Name: Ruug'la Carud
Clan/Squad: Manda'galaar
Brigade: Special Weapons/Mobile Engineers/
Environmental Specialist
Profession: Communications Specialist
Secondary Profession: Heavy Melee
Environmental Overlay: Desert Ops

THE BESKAR CHEF

RYLOTH COOKIES

INGREDIENTS

- 280G OF GLUTEN-FREE FLOUR (RICE FLOUR, CORN STARCH, POTATO STARCH)
- 1 TEASPOON OF SALT
- 2 TEASPOON OF CINNAMON POWDER
- 225G OF BUTTER
- 200G OF BROWN SUGAR
- 100G OF POWDERED WHITE SUGAR
- 2 EGGS
- 2 TEASPOONS OF VANILLA EXTRACT
- 170G OF DARK CHOCOLATE CHIPS
- 170G OF MILK CHOCOLATE CHIPS

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 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 of the equivalent of a tablespoon on a buttered baking sheet. Leave 2cm between each cookie.
7. In an oven preheated to 180° celsius, 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