

NEWS FROM THE FRONT



405TH INFANTRY DIVISION



WWW.405TH.COM

ISSUE 2 - APRIL 2018

A Brief Word

BY ROBERT LETTS

Hello to all of our Fellow Spartans and Helljumpers! Since our last issue of News from the Front, we have successfully recruited five new advisory members to our new Forward Observer position. We will be doing Monthly Spotlights on each of these moving forward. But in the interim I wanted to introduce them to you.

Alabama – Kyle Paul (Forum User: Church)

Georgia – Kaitlin Sierra Wade (Forum User: KitKatGoose)

Florida-Brittani Yanik (Forum User: Burt)

North Carolina – Luis Morin (Forum User: MasterChief0624)

Kentucky- Stormy Sanders (Forum User: Storm 013)

If you have a desire to assist the Southern Regiment Staff and Membership and are in any of the remaining 7 states and are active or wish to be active forum members please let our Membership Officer, Kevin Robbins (Forum User: AugmentedHuman013) know.

Our Goal with these positions again is to aid in Communication, Convention event information and any build parties or XBOX game events.

Our first Newsletter was very well received and we had some great feedback from many of you. We will work to incorporate these and any other ideas. If you would like to contribute please send your content idea to RCO Robert Letts (Forum User: Asgardianhammer).

Inside This Issue

A Brief Word 1

Community Spotlight- Alan Lincoln 2-3

Logistics of Armor - Handlers 4

Gribbles the Grunt Corner 5

Upcoming Events 5

Photo Fun 6

Dimkee Hotays Ledge 6

Logistics of Armor – Handlers cont. 7

Contact Us 8



Photo Credit Unknown

News from the Front

Community Spotlight

BY BARRY KIKER

Listen up soldiers! In an effort to promote our community and help us connect with each other, we bring you the Community Spotlight where we hope to feature a member of the Southern Regiment with each, News from the Front.



Alan Lincoln - Link 4044

Orlando, Florida

What drew you to Halo and the 405th Community?

I have a friend at work that introduced me to Halo. He told me that I should make Master Chiefs helmet. We used to play the first Halo at our show, that had 3 65-foot screens. What drew me to Halo was the armor.

What prompted you to create a Halo Costume?

I guess it was my friend that asked me to do the helmet and I did the armor too. Needed to challenge myself.

Do you have a cosplay/artist page, Youtube channel, or other social media outlets? If so, what are they?

I did have a Facebook page "Evil Monkey Studios and Instagram "link4044"

What cosplayer(s) inspire you and why?

What cosplayers inspires me, that's a hard one there's a ton of cosplayers that I like to follow. Each person is different in their art. How they build their costumes and the technics they used to paint. I do get a lot of inspiration from my shop that I work at. We have tons of artist that I learn from.

"What drew me to Halo was the armor."



Original 405th Infantry Division Logo



Photos Courtesy of Alan Lincoln

Community Spotlight Continued...



- Home
- Forums
- Gallery
- The Armory
- Members**
- Application Forms
- Map

- Notable Members
- Registered Members
- Current Visitors
- New Profile Posts

Home > Members >

Notable Members

- Most Messages
- Most Likes
- Most Points
- Most Media
- Most Albums
- Most Resources
- Staff Members

link4044

Sr Member, 42

Messages: 5,333 Likes Received: 103 Trophy Points: 1,575

5,333

What are the things about making Halo based cosplays you enjoy?

Making my ODST suit was my joy. It was tons of fun making it. I upgraded it over the years till it was comfortable to wear, but I only wear it once a year for DRAGONCON.

What are some of the challenges you face and hope to one day over come?

The challenges is...to fit the ODST costume in one bin. The other challenge was to keep cool wearing it, so I wear my costume without a helmet.

As one of the 405th's oldest and original members, what was the 405th like when it first began?

When we first started it was crazy. The site was call "Mjolnir armor" till we wanted to change the name. I came up with the name "405th" from the books. We were trying to figure everything out, like what will be better, what forum sections we need, who will mod those. All the mods would call or text each other if we needed them to clean up part of the forum that's not assigned to us.

What were some of the original hurdles the 405th faced and faces today?

Trying to make the 405th like the 501st.

As someone with the highest post count still on the forum, what have been some of the high points for you over the years?

Seeing people grow with their art. Seeing people coming up with new techniques





BY BARRY KIKER

They are our friends, fellow costumers, and family members. They are often the unsung heroes of the costuming world. However, handlers provide an important and necessary role.

At the basic level, handlers help us sometimes get into and out of armor. They help carry helmets or weapons. Sometimes they are simply an extra pair of hands. Again, this is the very basics of what handlers do, but there's so much more.

As our costumes get more complex or as our community grows and smaller teams form, what is expected of handler goes up. We'll cover a few very important things that handlers need to practice and be capable of doing when working with a large group of armored costumers. These added duties are in conjunction with the basic needs that were mentioned beforehand, and it may be no surprise that the larger the group becomes, the more handlers you're going to need.

Herder

When you get a large group of armored costumers and friends together, it becomes easy for the group to get distracted. As a group makes its way through a crowd, it is easy for members to get separated. Handlers need to be more aware of the surroundings, and need to be firm when dealing with the group. Our team practices a rather militaristic method, surprise. One handler will take point, leading the group to whatever destination they are heading. It's also generally up to whoever is running point to decide where the group is going and how to get there. We'll also have a handler bringing up the rear. This helps bookend our group, hopefully sending a message to the crowd that our group has passed and they can cut across. It is also the responsibility of whoever is bringing up the rear to reconnect anyone that gets separated from the group. Therefore, the attention of the handler running drag generally needs to be locked in on the group, herding strays back into formation.

...Continued on Page 7

“They help carry helmets or weapons. Sometimes they are simply an extra pair of hands.”

Your 405th Forum Profile

Most recently the Forum underwent a speed increase so your ability to load images and pages is incredibly fast. Also instead of having to see the messages you receive in your email notifications those message now appear in your email. If you haven't done so please head on over to www.405th.com and update your personal profile information.

Gribbles the Grunt Corner



Brian Johnson – Johnson Arms

Hey Folks! I was asked to share a few tips on how to get a nice "paint chipping" effect on your projects. I know there's a lot of ways to accomplish this, but I think my version is a bit easier to deal with (compared to using toothpaste, mustard, or mayonnaise). What I prefer to use is liquid latex masking fluid. Daler-Rowney makes some good stuff that you can find at Walmart. It isn't too watery and dries in a reasonable amount of time. There's also the benefit of not having an oily mess to clean up after you add the secondary color! I've included some photos here for reference and I trust that you'll see what's involved. I wish you well with your projects and have fun experimenting! - Brian



1. Latex Masking Fluid



2. Apply to base coat where desired



3. Peel off masking fluid



4. Reveal all scuffs, add weathering

Upcoming Events

April

Spooky Empire (6-8)- Orlando, FL
 CyPhaCon (6-8)- Lake Charles, LA
 FIPolyCon (7)- Lakeland, FL
 Power Comicon (8)- Florence, SC
 AnimeCon Arkansas (13-15)- Little Rock, AR
 Infinity Con (14-15)- Lake City, FL
 Tiger Con (14-15)- Valdosta, GA
 JAMPcon (20-22)- Chattanooga, TN
 RavenCon (20-22)- Williamsburg, VA
 Marble City Comicon (21-22)- Knoxville, TN
 Daytona Beach Comic Con(21-22)- Daytona Beach, FL
 NRVcon (28 only)- Blacksburg, VA

May

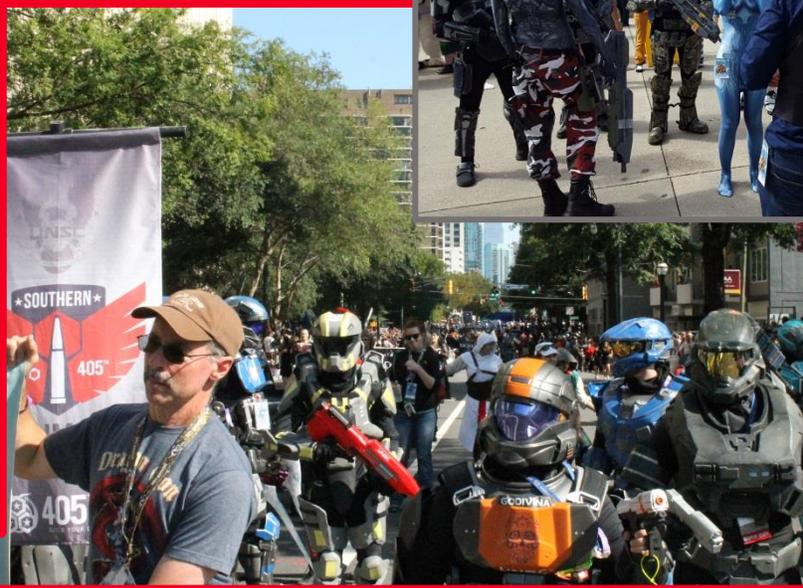
Louisianime (11-13)- Baton Rouge, LA
 Tidewater Comicon (12-13)- Virginia Beach, VA
 Savannah Mega Comic Con (12-13)- Savannah, GA
 Beaufort Comic Con (19 only)- Beaufort, SC
 Little Rock Comic Con (19-20)- Benton, AR
 MegaCon (24-27)- Orlando, FL
 MomoCon (24-27)- Atlanta, GA

June

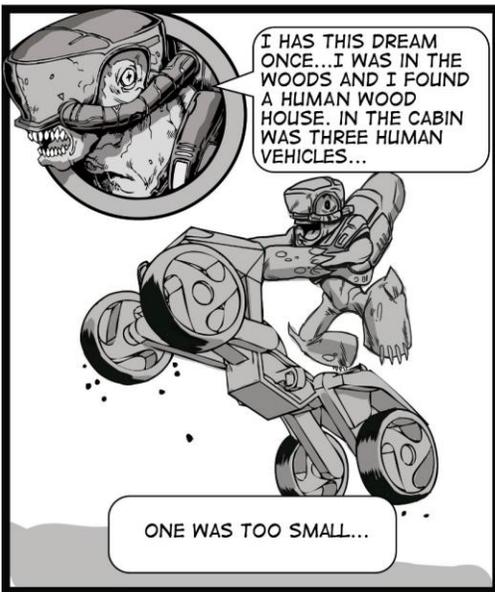
Tricon (2nd only)- Huntington, WV
 Magic City Con (8-10)- Birmingham, AL
 OMG!con (8-10)- Owensboro, KY
 Heroes Convention (15-17)- Charlotte, NC
 Anime Mid- Atlantic (15-17)- Norfolk, VA
 CBC Comic Book and Toy Show (16-17)- Ocala, FL
 SFWL SpaceCon (16-17)- Fort Myers, FL
 HamaCon (22-24)- Huntsville, AL
 Fanboy Expo (29-July 1)- Knoxville, TN
 Cosplay America (29- July 1)- Cary, NC
 Arkansas Anime Festival (29- July 1)- Bentonville, AR



Photo Fun



Dimkee Hotay's Ledge



The Logistics of Armor - Handlers...continued

Crowd Control

It is inevitable that when you get a large group of Halo costumers together it's going to draw a lot of attention. It is the handler's responsibility to handle the crowd that is likely to form. Handlers can act as a go-between for the crowds and the group. They can communicate to the crowd what the group can and can't do. They can communicate to the team what a photographer is wanting; in these instances, volume is a must. The handler and the team may want to work out quick phrases beforehand for simple commands, such as "Helmets on," "Weapons up," "At ease," or "Moving Out." Handlers can act as impromptu photographers helping to take pictures for members of the crowd as well as the group. In this capacity, handlers may need to be firm with people, informing them that the group cannot stop for pictures, that the group needs a break, and so forth.

Health and Safety

When you're in armor and in a group of fellow costumers, and that group is getting a lot of attention, it is easy to forget the needs of the body. It is important for handlers to keep an eye out for the group. Our handlers will generally plot out a couple of rest spots when we're trooping around. These spots will be out of the way and cool. They will also make sure we are hydrated by running and getting the group water. Snack breaks for longer trooping sessions may also be planned by the handler(s). Going back to the communication and herding points, it is important that the handler be first contact with the event security. Having a large group of armed and armored costumers can be a bit overwhelming to some staff members. It is easier for a handler to go ahead of the group to inform staff members what they can expect, what's the best way for their group to come through, and is there anything needed from the group to help the staff member.

These are a few more refined points that is expected of a costume handler when dealing with groups. You may not be in all the pictures, but you are a key element for a successful troop. Handlers should be leaders stepping up when things need to be done; this is not a position for the timid. The group will be relying on you for a lot. Do your job well and everyone will have an experience to remember, new friendships will be forged, and people will not soon forget the excellence of the 405th.



Top Photo Courtesy of Barry Kiker
Bot. Photo Courtesy of Blaine Self



Regiment Command Contact

Regiment Commander (RCO)

Robert Letts

Forum: @Asgardianhammer

Regiment Executive Officer (RXO)

Barry Kiker

Forum: @brkiker

Regiment Membership Officer (RMO)

Kevin Robbins

Forum: @AugmentedHuman013

**We're on
the Web!**

Visit us at:

www.405th.com

@405thsouthern

We exist because you continue to **HONOR** each other by helping and inspiring others to create **ARMOR**, and coalescing in **UNITY** of our fandom in the amazing Halo Universe.