

MANDALORIAN MERCS

BATTLECRY

ISSUE 9

STRONGHOLDS

A look at the structural changes to come.

IRON CRUSADE

The tale continues.

MANDALORE'S OVERVIEW

Mandalore discusses the year gone and what's to come.



Before you even knew you wanted it, there's a
MANDALORIAN MERCS CARD GAME

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G'DAY!

Strewth and blimey, Cobber!

It's me, your ever loving, Australian, Mercs forum breaking Point of Origin here. I thought it would be nice as my last duty as a Council member to take over the "Welcome" portion of the magazine just to say "I'm out of here faster than a lager down a Bushman's gullet".

Whilst it will be sad having me leave you all as CAO, you'll certainly reap the benefits of a faster forum now I'm not breaking it, or Thaxos is not spending half his time getting the forums to do what I want rather than keeping the place running, but I digress.

I'm not gone, gone, I shall do what most Council members do and sink quietly into their own clans and gibber insanely at them shouting "BUT YOU'VE NOT SEEN SOME OF THE THINGS I HAVE SEEN! THEY CAN'T BE UNSEEN! YOU CAN'T UNSEE THEM!"

Of course, this is the point where Tom will say 2015 is here at last, and December will bring Star Wars to the big screen! As that time approaches I'm sure we will all be inching closer to the edge of our seats.

Several Clans in the US are working diligently on the "Dreadnought" set for Celebration 2015. This will be a bonzer venture, giving attendees something to remember. He'd also say something about 2014 being good but 2015 would be better.

He'd also remind you that MMCC needs contributions to function. We are non-profit and 100% volunteer, but it costs a lot to support the operation, and we're only getting bigger and better. Why not get a nifty "Supporter" forum badge and increased access within MMCC? It's really cheap!. Anyway, I have a lot of tea to drink and a few sheep to shear, so I'll leave you with the thought: no matter how cold it is where you live, it'll be hotter in Australia, we don't even get snow!

Till a Wallaby slaps you on the back and calls you "Shiela",

~~Tom Hutchens~~ Michael Moller

~~Mandalore the Uniter~~ A free man



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Battle Cry has a UK English Editor but all US English contributions have not been changed. The Mercs are an International club where all cultures and languages are respected.

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STRONGHOLDS

Some of you may have already heard the rumors about the club's new structural changes, but we thought we would break things down for you so you know exactly what's coming.

Welcome to Strongholds.

What is a Stronghold?

A Stronghold is an area that represents low numbers of members, meaning that every member in the club will have access to support from the club to help them grow.

What happened to my local Clan?

Nothing; Clans that are already established will notice nothing different than the current status quo.*

What happened to my Squad?

It is up to the Squad, they may choose to declare themselves as a clan and try to get the numbers needed to satisfy the new Clan requirements* or the Squad can be renamed to a Stronghold.

So what happens to the Freelancers Guild?

The Freelancers Guildmaster will become the new Strongholds trainer and all Freelancers will be reclassified into their local Stronghold.

*Due to the rapidly increasing amount of members; membership requirement adjustments will come into force:

- New Clans need 7 members to become a clan
- Existing Clans need to maintain 5 members to remain a clan
- Squads and Freelancers are now classified as a Stronghold based on their geographic location
- A Stronghold may elect a leader at a total of 3 members

What does the Stronghold do for me?

If you're already in a Clan, you probably won't notice any difference. The Stronghold distinction allows for very small groups and individuals to receive assistance from the PR team and CAO team in publicizing, recruiting and leadership. Basically, it's a way to allow the individual Merc geographically separated from other Mercs to get help with any issue they may have and having the Codex be able to reflect what assistance is available.

As always, there's a lot more to the rules and regulations that cannot be summarized. If you still have questions, feel free to check the codex and ask your Alor'ad or Regional Commander for clarification.

Stay tuned to the forums for the detailed announcement about the Strongholds. The announcement looks like a lot of legalese, but it spells out all of the rules and requirements for the Strongholds and includes how issues, questions and loopholes are to be resolved.

Strongholds will be gradually integrated into the club structure in a step-by-step manner, to ensure all issues are resolved before proceeding to the next step.

- Ken



Even one or two members will be represented by the Strongholds

MEET THE CAO

We introduce your new CAO: Sal “Kaden’Dha Runi” Atinello

I had been the Ver’alor of the Manda’galaar clan for a few years, and a member of the CAO Team for one year, and I really loved both positions. My family has always called me an “organizational nutball”, so the tasks associated with both positions were a natural fit. When the CAO position opened up I saw a chance to give back to a club that has given me so much, and had a positive effect on my life.



My goals for the position is to help members, clans, and the council continue to make the MMCC the best possible organization of its type. This includes assisting new clan officers in how to record and report events, how to grow their clans, and how to get the most out of being involved with the MMCC.

Outside of the MMCC and Star Wars, I have several interests. Those being wood working, photography, and computer photo editing.

I have always been a big advocate of education and sharing information. I hope to help the MMCC continue to educate the clan officers and the general membership on the procedures and policies of the club. The MMCC has a lot of great and positive tools all members can use to learn more about the club, and I want to help members find and use those tools.



MMCC SCHOLARSHIP

The Scholarship committee voted in favour of two Talon Clan member receiving \$500 scholarship awards each to help them in their wish to study their chosen a majors.

Kevin Prah/ Ronin Tavic is attending Greenville Technical College, working his way towards an Associates in Fine Art.

Juan Santiago/ Darman Kebii’Tra is attending North Carolina State University majoring in Parks, Recreation, and Tourism Management.

The Mandalore and the Mercs Council are delighted to award both Kevin and Juan with the scholarships, knowing that two hard working members of the Mandalorian Mercs Costume Club will be receiving support for their academic studies to better themselves and the club.

Yes, we're making a **MANDO CARD GAME**

The Mercs have always strived to be a groundbreaking club, not only is it the first LFL Approved club to have its own charity, it is also the first to become Tax-exempt in the US as a force for good. Now the club has worked for the last 2 years on a project of magnificent magnitude that time itself will tell stories of its brave and bold passage into the unknown!!!!

Ok, maybe not, but we have been developing a card game! Yes, an actual working card game that will involve Mandalorians.

PR Officer Richard Whittaker explained "Ever since I stepped into the PR Officer role, there has been a definite vibe from the Council and within the PR Team that we wanted to do a card game. The main issue was how feasible it would be and we would have to ensure that it was a unique and cinematic experience and not just a copy of a pre-existing game."

The importance of this meant that Richard developed the game with the help of an external team of playtesters.

"I have regular gaming nights," furthered Richard, "I enlisted the help of my gaming friends to help get the idea down perfect before adding the Mandalorian elements. I really wanted to keep people's perception of Star Wars from entering into the mechanics."

Tom Hutchens told us why the game was created.

"The idea had been discussed several times by members over the years. The idea was a low-cost, small-footprint game that could be played at events. In my youth I was a big "Magic: The Gathering" player, so I can see the appeal in having a card game where MMCC members are the center-of-attention. "

"I've played it twice, and had an extremely fun time on both occasions. The game revolves around team-work, trying to be a maverick only gets everyone killed.."

The game is set in the "Return" period, where Mandalore the Uinter returns to restore glory to Mandalore against a backdrop of Candarian plague.

The game involves the players working together to rebuild a Mandalorian Army, performing missions and aiding planets all to bring glory back to Mandalore.

The final game will be illustrated by Brian McCulloch who illustrated the Celebration Europe 2 give-away poster depicting a scene from the period.



The exciting thing about the game, though, is the ability to swap cards in and out of the game.

“The neatest part of the game is the fact that it will be compatible with the next series of collectible cards the Mercs will produce, meaning that members will be able to place their personal cards into the game.” Richard remarked.

“Brigade members have their own set of cards, as do Ori’ramikad members, so you can choose which card your likeness represents. We hope it adds another level of fun between members as it makes the card game more collectible as members swap cards between each other.”

A playtest version is hoped to be released for Celebration VII, where the black and white pen and ink drawings used to compose the final cards will be used. Which will allow members to see the game for themselves and also give guests to the convention another reason to stick around.

Corey Applegate, Mercs Quartermaster, said “The plan is to have at least two demo sets at Celebration Anaheim for members to play at the booth. The lounge area will have card tables set up for members to join up with other Mandos to learn how to play the game and challenge each other.”

Once all the finalised work is done we will go into production “The sale will most likely run in pre-sales because of the cost of production for such a large scale project.”

The card game will be available to all tiered members of the Mercs.



2014 OUTLOOK ONWARD 2015

Looking back and looking forward with Mandalore, Tom Hutchens.

Greetings fellow MMCC Members,

2014 was a tremendous year for Star Wars™ and for Mandalorian Mercs. MMCC's banner has been raised in new areas by the chartering of 6 new Clans around the world: USA = 3, Portugal = 1, Belgium = 1, Russia = 1.



Red Fist Clan, representing MMCC in Russia.

January will see a re-structuring of MMCC's local units, with Squads and Freelancer's Guild becoming obsolete, and a new "Stronghold" system installed to better represent MMCC's members locally and encourage healthy growth.

Clan population requirements will also get a bump, with the minimum number of members to found a Clan being raised to 7. MMCC currently has 54 Clans.

MMCC also had another HUGE milestone in 2014 by reaching and surpassing Official Member number 1000.

When you realize that Mandalorians comprise such a small part of the Star Wars universe, we have really accomplished something wonderful here.

How long it takes to reach number 2000? Only time will tell.



Ky'ram Kotir, MMCC's 1000th official member.

MMCC's charity and outreach efforts stepped up again this year, volunteering over 1650 hours to aid charitable causes world-wide. \$5000 was raised by Clans and members for Little Warrior International, MMCC's managed charity fund.

Those funds went to help children and families in need, or to help local charities with outreach programs to children, families, and individuals in need. LWI also developed MMCC's anti-bullying campaign known as "Operation B.O.B.A" (Bounty hunters Opposed to Bullies Alliance), with anti-bullying information being made available at events around the world.

Looking onward to 2015, we are set for a huge Star Wars™ year. MMCC will be having its largest invasion ever, at Celebration 2015 in Anaheim California.



Several Clans and members have been working on MMCC's exhibit area since the location and date were announced at Celebration Europe II in 2013.

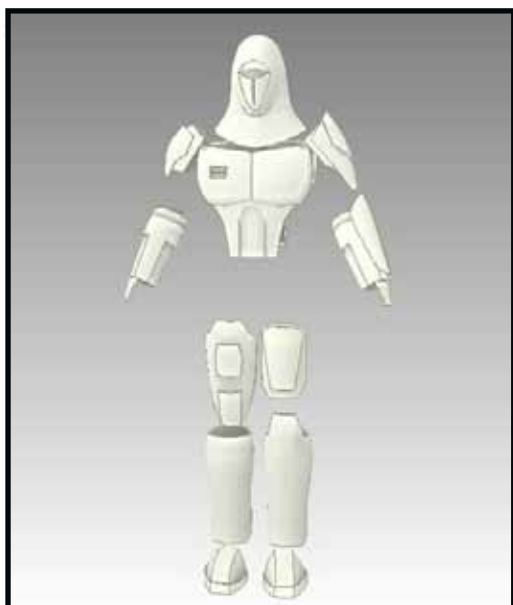
On top of that we have the release of Episode VII in December, which will kick off an entirely new line of Star Wars™ movie releases.

Now let's get out there and make 2015 the best year ever for MMCC!

- Tom



Members of Manda'galaar Clan work on MMCC's Celebration 2015 set.



REMEMBER

You can get Pepakura files of some of the rarer types of Mandalorian armor if you check out the store!

They are entirely free and downloadable from the Mercs store for any Supporter, Auxillary and Official Member.

Also, remember that Supporter subscriptions will be reset in the New Year, so ensure you gain great benefits by supporting the Mercs.

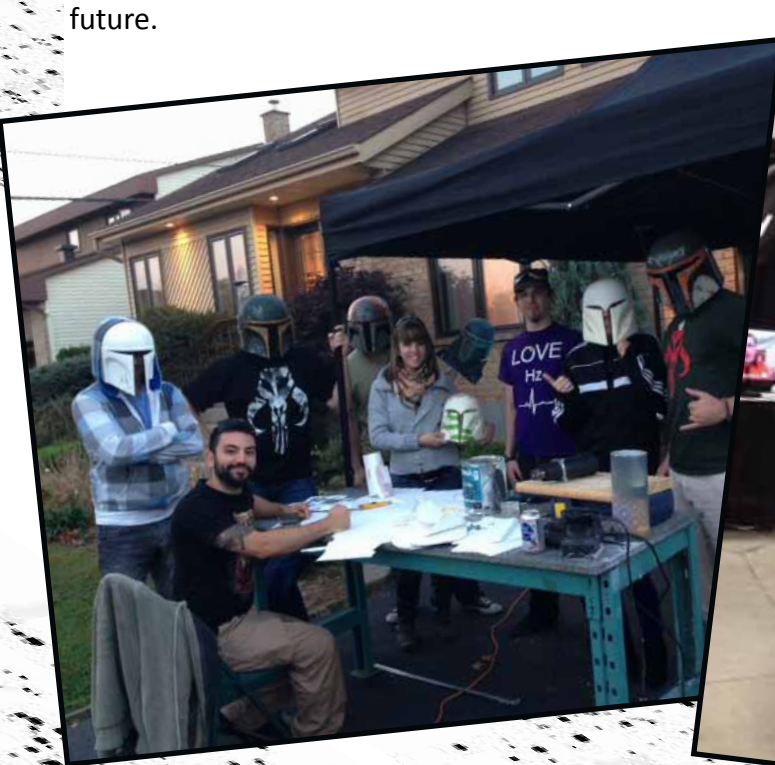


Gaht Kry'bes Clan



Canada's Gaht Kry'bes Clan, meaning Northern Skull Clan, is a rising star in the north. Centered out of Québec, the clan was formed by the original five members in December of 2013. Since then, Gaht Kry'bes has grown to seventeen official members and many more prospects. Keeping their focus on helping new members, Gaht Kry'bes held three armor parties in 2014, as well as a group dinner to help plan the new year of events, hopefully annual traditions.

Staying active in the area, Gaht Kry'bes trooped seven events in 2014 including their big event Montreal Comic Con, where members work with local 501st and Rebel Legion. Recently, Gaht Kry'bes attended the inaugural Québec Comic Con where they had the pleasure of assisting Jeremy Bulloch to his panel. With a strong focus on helping new members and supporting local events we can expect great things from the Gaht Kry'bes Clan in the future.



- Tanner

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OFFICIAL PODCAST OF THE MANDALORIAN MERCS

Launched on December 1st 2007, Keldabe Talk Radio discusses all things Mandalorian and Mandalorian Mercs related. With a dedicated team made up of Mercs members, the show airs once a month and is ready to tackle the hot topics regarding Star Wars.

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You can arrange a tour with master collector and author Steve Sansweet, plan a birthday party, or organize a corporate event at **Rancho Obi-Wan** by emailing info@ranchoobiwan.org

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IRON CRUSADE

PART 5 - Getting Stronger



Iron Crusade was the name of a Mandalorian-centric game that, as sadly seems to be the case with most great ideas, never saw completion. However, we at Battle Cry don't let a story go to waste, so we asked Kell Ordo to rewrite his script as a story and every issue we'll get to play the game in our imaginations!

Months passed with long days and nights of physical and mental strain. From the day Kael got his armor he was never far from it. Patrols, physical training, weapons practice, marksmanship, all done in armor. Even the basic necessities of living, like eating and sleeping, were done in his new skin. At first it irritated him as the plates were uncomfortable or the strapping was wrong. But over time Kael either fixed the problems or, just stopped caring.

Kael, who was never strong or fit before, could now carry loads half his weight and run for miles in gear without tiring. Climbing cliffs became a newfound love of his. Any time he had to himself was spent in the nearby badlands scaling boulders and cliff faces. Any chance to prove his strength and determination was something for Kael to look forward to. Being a Mandalorian camp, someone was constantly challenging the others to see who was best.

Success no longer surprised him. Failure no longer discouraged him. The absence of comforts like a warm bed or a full stomach were now the norm, and therefore not worth complaining about. He did whatever Tal'kara needed because it helped his new family. But today there was no training. Tal'Kara needed to eat so Kael was hunting. Tracks and markings led him high into the hills surrounding the city of Keldabe. Most of the huntable creatures on Mandalore were also skilled hunters themselves.

Kneeling down, Kael examined a scattering of rocks and dust. Signs of the Havor-beast he had been tracking suddenly ended, leaving Kael to wonder if the blasted animal had learned to fly. He looked around but the smooth rock outcroppings obscured everything from shoulder height down. With a sigh of frustration, Kael stood up and started off in a random direction.

He moved low and slow, trying for whatever edge he could as he continued after this unsighted creature. Rounding a rock, he caught a glimpse of a moving backside over rock before his comlink buzzed to life.

"Multiple contacts." The voice of an unknown Mandalorian cut across the comlink. "Orbital drop on Keldabe."

Kael stopped what he was doing and gave full attention to the com channel. Several calls followed in rapid succession confirming the first call. He turned his visor skyward to see several dozen streaks of fire dot the sky. The hunt was over, time to get home.

As he moved back up the trail a weight slammed into his back driving him into the ground. The victory howl of a Havor-beast shook the air as it drove its clawed paws into Kael's armored back. The weight forced air out of his lungs and pain through his ribcage. Pressure and gnawing began at the back of his helmet as the Havor's jaw scraped across Beskar looking for meaty innards.

Tired of being a chew toy and pressed for time, Kael pointed his wrist mounted flamethrower at the back of his head and pressed the trigger. Fire roared over Kael's head as the creature leaped clear.

Back on his feet, Kael found the Havor-beast pacing atop a nearby rock.



"I don't have time for you!"

He pulled a concussion grenade from his belt and lobbed it at the creature. Kael was up the trail before the blast thumped his back. The uphill charge was rough but he knew the top of the hill would give him the best view of Keldabe.

The Havor's snarl came up behind the young mandalorian, clearly not done with their fight. Paws pounded on rock as the beast closed on its prey.

With a practiced shift of bodyweight, Kael dodged the jaws and let the Havor overshoot him. A flick of the wrist slid a vibro-blade from his gauntlet, then into the creatures exposed throat.

Its howl split the air as the Havor pushed away from the offending object. Gloved hands wrapped around the fanged jaw and Kael, who was completely done with this fight, slammed the skull into a outcrop of rock.

The skull thudded with a hollow boom and the creature lay still. Back on his feet, Kael continued the uphill charge. Cresting the hilltop, he could see the pods land and heard the comlink erupt with chatter.

"Contact! Contact on the main street!"

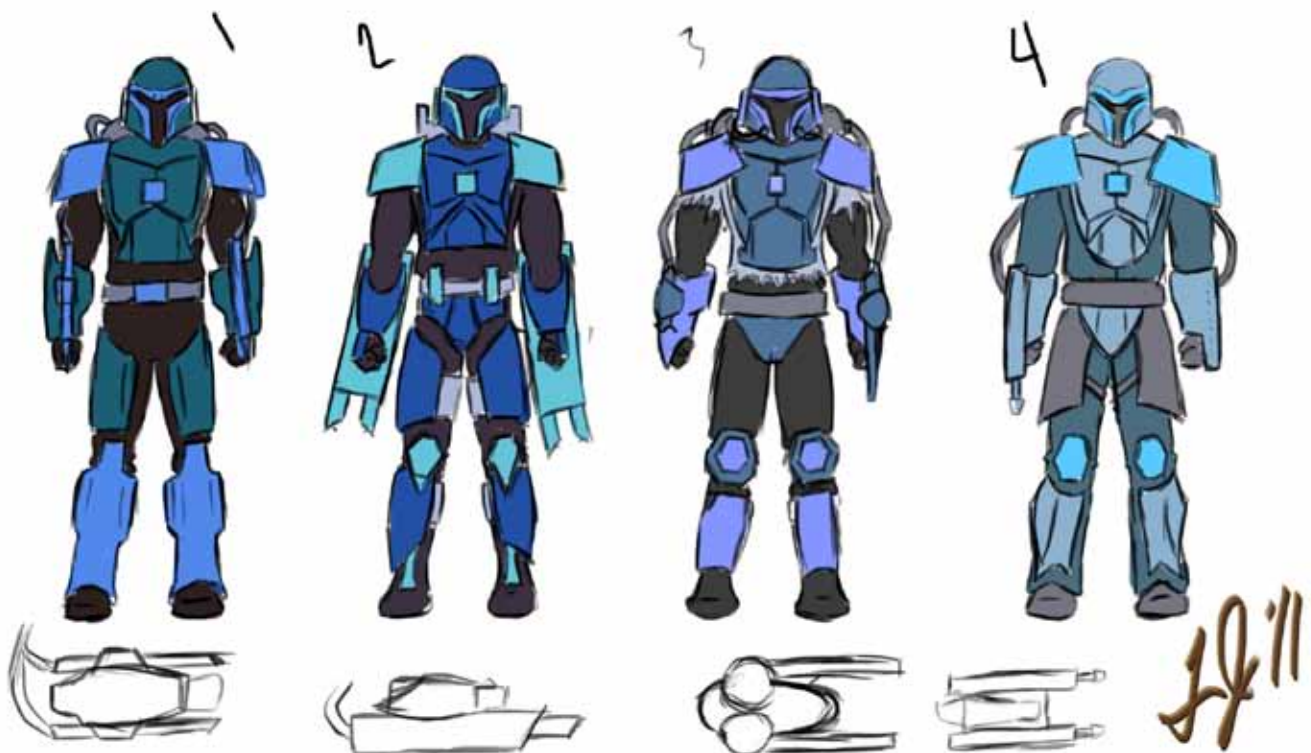
"We've got blaster fire on the far end."

"I've got five squads rallied, moving to control the south quarter."

"Attention all Mando'ade," A commanding voice cut through the channel drawing instant silence. "This is the Mandalore, defend our city. Run the aruetiise off our planet or let them die trying."

Kael didn't think about the half hour run, he just took off back to the Tal'kara hold.

To be continued...





EAR GABBY...

PRACTICAL ADVICE FOR THE PRACTICAL WARRIOR

Back again. So whilst I'm here I just want to make it clear, regardless of what the Editor is asking of you; STOP WRITING TO ME!

I've got better things to do, you know?

All Arena'd out!

Dear Gabby,

If I'm trapped in an arena pit and they release an Acklay, a Reek and a Nexu, In what order should I fight them?

Imprisoned

At last! A meaty question.

If you're bound, then you're going to have to get untied, the Acklay has sharp razors for feet, so it might be able to help, the Nexu has claws, but it's a little bit more cunning and will stalk you.

The Reek is the least of your worries, it's a charging animal that protects itself from predators, so it's more likely to help you than hinder you.

I would say tackle the Nexu until the Acklay dramatically sneaks behind you (You'll know when, because John Williams will change the tempo of the backing music) then roll out of the way as the Acklay spears the Nexu.

Then tame the Reek and use it as a charging maching against the Acklay.

Finally spear the Reek with one of the dead Acklay's razors.

However, you're going to have to have really trained hard to get away with it, so good luck! You're going to need it!

Boy or girl?

Gear Gabby,

Because Sabine Wren's helmet combines the "feminine" visor from TCW with the "masculine" cheeks from TCW Mando helmets, does that make her a tomboy?

Magnus

Thing is Magnus, dear. Mandalorian women aren't your traditional "Gets caught with the plans, needs a hero to rescue her" type of girl, so defining any Mando female with such strict gender roles is going to cause you nothing but trouble.

Speaking from the female side, I would say that Sabine, like most Mandalorians, is doing the best with what she has, so she hasn't made any gender-based decisions with her helmet.

What I will say is that she is a positive female role-model.



GLITTERING TABLE GUIDE!

It's always great fun to attend a convention as a visitor, but many of our Clans also have the option of setting up and staffing an outreach booth. Hosting a booth at a con provides a fantastic way to get connected with potential recruits, network and to attract troop opportunities. Whilst manning a booth can create an entirely new set of possibilities for your Clan, it's vital to make a great first impression on convention visitors and members of other organizations. Here are a few tips and tricks to remember while you're helping out at the booth:

1. Do not leave the booth/table unattended. As booth has items, helmets and props that belong to MMCC members, it is critical that someone cares for these. It also enables someone to be present to speak with visitors and to offer information whenever necessary.

2. If you do need to leave, tell someone and when you expect to be back. If at all possible, do not leave during your designated shift at the booth/table. Even without assigned shifts, please tell the point of contact that you are leaving. It is totally understandable that people may need to go to the bathroom or grab food, but there is a danger of leaving the booth unattended if no one knows.

3. Limit the amount of personal items at the booth/table. The booth and table space is often very limited. Additional personal items such as bags and bins should be limited to allow members and props to have as much space as possible.

4. Do not leave food, drink, or trash on the table. Tabling and booth events are our opportunity to shine and show the world that the Mercs are an awesome organization. It's important that we make a great first impression so we want to be certain that our table looks neat and clean. Eating and drinking at the table is allowed, but please do not litter the top of the table with drinks, food, or trash.

5. Do not de-kit in the booth or table space. De-kitting in the booth/table area wrecks the magic and illusion of our characters. If you need to get out of your kit, please find a private space away from the booth to do so.

6. Do not sell props or unauthorized items at the booth or table space. Only official materials such as those authorized to raise money for charities may be sold at the booth. Your Clan's command staff will be able to help you.

7. Have fun and smile! It is certainly ok to take your helmet off at the booth to talk with potential recruits and visitors. Remember to engage them with the family-friendly approach the Mercs is known for! If someone approaches the booth, take that opportunity to say hello and let them know that you can answer any questions they may have. Many people are curious about what we do, and may even want to join, so working at the outreach booth is your chance to shine and help promote the organization.



Make sure you get some sleep as well!



- Misha

FROM THE EDITOR



I'm sure that by now you've all seen the teaser trailer for Star Wars Episode VII.

I understand that there has been a lot of criticism going on about some of the elements of the movie, so much so, someone has parodied the trailer with all the bits people hate out.

Now, I freely admit, I don't like changing a tried and true franchise like most people, but, to be fair, a few of my basic concerns have answered, mainly with the Stormtroopers, they look suitably sinister and they've kept pretty close to the originals, so I feel a lot better.

Ball droids and crossguard sabers don't really bother me that much, so from my perspective things aren't that bad.

However, the square antennae on the Falcon? I don't know why, but that does bug me. Yeah, I know it was broken by Lando, but still.

With all that in mind, I also have to say that I have been thoroughly enjoying Star Wars: Rebels. For me I think that a lot of lessons were learnt with The Clone Wars and they've really caught a niche, especially with the extensive use of McQuarrie designs. As usual, it's a little Jedi-centric and as a Mando man, I'm more interested in Sabine, but I'm nearly 40 and my nephew adores the program, so they're doing something right: bringing in more young Star Wars fans.

Which is what we are all about too, we're working in conjunction with the TV and films to excite people about Star Wars and all that it entails, we're a very important cog in a growing machine and, who knows, if the rumours are true we may have some updated Mandalorians to salivate over.

As you will have no doubt read, the club plans to change its structure to help individuals more with props and table media. Next year will be the slow implementation of this new plan with some exciting additions to how we help our officers help you. I am very excited about the prospect of the club being able to help the lone Mando as much as it does big clans like the BVC and Arizona clans.

Knowing from personal experience that being a Council Member is not a job where you expect to be showered with gratitude, I think it important to highlight just how much work the outgoing CAO, Mike Moller, has done for this group. It is fair to say that the club had a serious administration problem before Mike's tenure as the CAO and his hard work has pushed this club into a much sleeker machine without too much red tape. He was also the main instigator for the May 4th awards, being able to report on individual members who have gone above and beyond the basic tenets of the club. So I'd like to take the time to thank Mike for his service, he was a machine and also to welcome Kaden'Dha Runi to the Council, I know Sal has been instrumental in a lot of the changes under Mike and I look forward to his input into the Council.

Finally, I hope you all had a great Christmas and a Happy New Year. Let's look to our 8th year with hope and hard work.

Happy trooping!

THE END CREDITS

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