

# BATTLECRY

OCTOBER 2020



**RANCH SENAAR**

**HUNTERS FOR HIRE**

**TOSS A COIN TO YOUR MANDO**

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# CONTENTS

**03. WELCOME**

**04. MEET THE COUNCIL - CONCLAVE MINISTER**

**5. HOLONET NEWS - MANDO MONDAYS**

**06. MERCH - TOSS A COIN TO YOUR MANDO**

**9. CLUB NEWS - HAWKER'S GUILD**

**10. HOLONET NEWS - SEASON 2 TRAILER**

**12. GALACTIC DEBATE - HUNTER FOR HIRE**

**16. THE BESKAR CHEF - RANCH SENAAR**

**17. FROM THE EDITOR**

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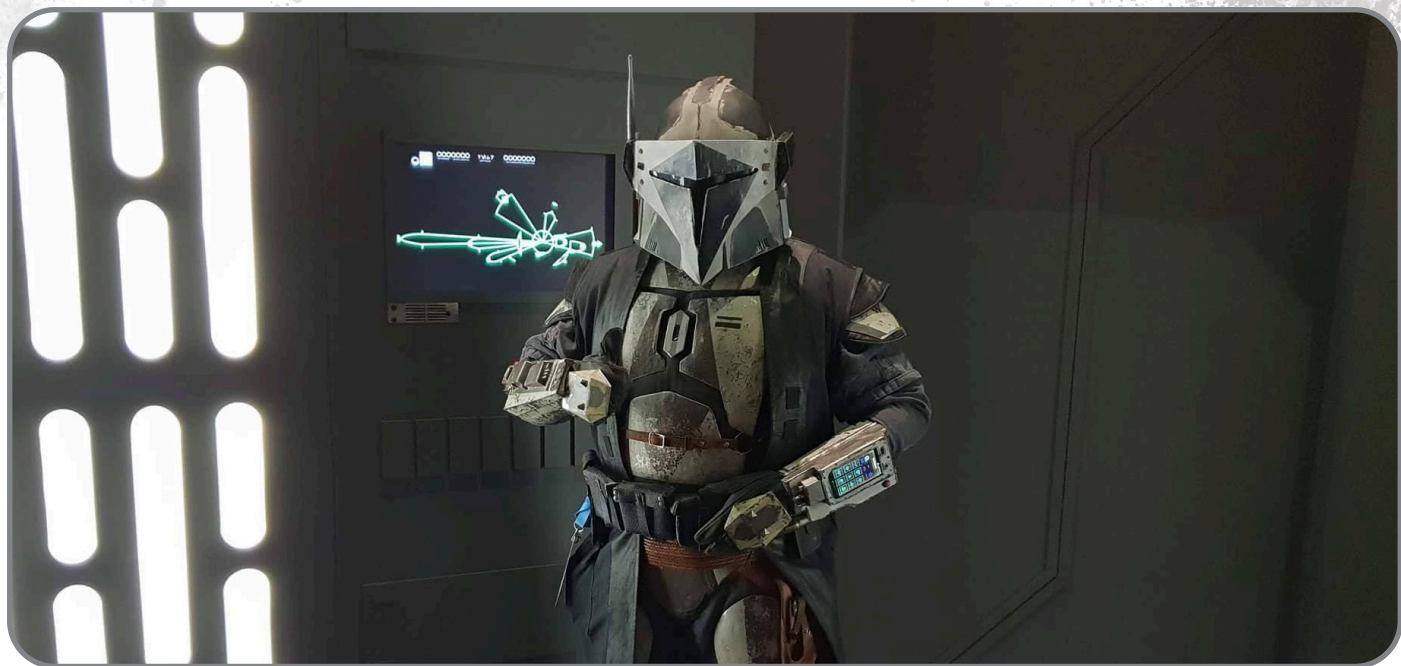
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Greetings Vode,

The Mandalorian Season 2 is upon us! I'm sure I join all of you reading this in shared excitement for what the new season brings. The team at Lucasfilm LTD. has been working hard to produce this season in the midst of the COVID-19 pandemic. That is dedication, and I for one appreciate it wholeheartedly. Considering what we got in Season 1, it's hard to imagine how Season 2 can compare.

We only have a couple months left until we turn it over to 2021. I'm sure many of you, like me, wish we were there already. While I'm definitely looking forward to it, we can't let our guards down with the health crisis that is COVID-19. Please continue abiding by MMCC's COVID-19 trooping guidelines, it's difficult but I'm right there with you.

MMCC continues to sell it's first-ever suicide awareness patch to help combat suicide globally. The net proceeds from the patch go to help fund the International Association for Suicide Prevention. This fundraiser hits home as we lost an Official Member to suicide in July, as well as another member in the application process at the end of September. It's been a tough year and it's so important that we are there for each other.

Lastly I want to give a shout-out to the new Hawker's Guild, MMCC's initiative to support our vendor community. Hawker's Guild was created to give MMCC's vendor community a voice and hand in directing its future. We're doing our best to make some big strides in allowing members to have a greater stake in guiding the club's destiny. More changes like this will be coming down the pipe in 2021, changes that I feel are necessary for the future of MMCC. I'm looking forward to being with you as we walk into the future together.

This is the way,

**Tom Hutchens**  
**Mandalore the Uniter**

# MEET THE COUNCIL

## CONCLAVE MINISTER

**NAME:** Josh Kruse - Kruser

**MMCC EMAIL:** cm@mandalorianmercs.com

**DATES:** OM May 2016, Council March 2020

### WHAT DOES YOUR ROLE COVER?

The Conclave Minister is the only member of the council that is elected to serve by vote of the Alor'ade of the club. It is also the only position on the council that has a term limit. I am directly responsible for the Regional Conclave, communication between Command Council /Conclave, and aids Regional Commanders and the Regional Command Staff in administrative issues as-needed.

I Oversee the MMCC's Regional Command (Conclave) structure and the enforcement of MMCC policy by the Regional Commanders. The Conclave Minister also represents the Regional Conclave within the Council.

Another important function is to facilitate communication between the Command Council and Regional Conclave on appropriate issues in a timely manner. Additional duties include developing, managing, and auditing voting procedure within the Regional Conclave, reviewing and assessing quarterly regional reports with the appropriate Regional Commander.

The CM also is responsible for appointing a Conclave Warden to aid in Conclave administrative duties.

### WHAT IS YOUR TEAM RESPONSIBLE FOR?

The Regional Conclave consists of all of the Regional Commanders, Vice Regional Commanders, Ver'sole, and Command Ru'cabure.

Those Regional officers are responsible for overseeing all of the Clan officers within their region.





## MANDO MONDAYS ANNOUNCEMENT

Fans of the Disney+ original series “The Mandalorian” just received a new reason to look forward to Mondays. Disney and Lucasfilm today announced Mando Mondays, an all-new global consumer products, games and publishing program, kicking off on October 26, that will debut goods inspired by the series.

After premiering last fall and quickly taking the world by storm, “The Mandalorian” – which took home seven awards last week during the 2020 Primetime Emmy® Awards – will return for its highly anticipated second season Friday, October 30, streaming only on Disney+. The Mandalorian and the Child continue their journey, facing enemies and rallying allies as they make their way through the dangerous galaxy in the tumultuous era after the collapse of the Galactic Empire.

After fans experience the latest episode every Friday on Disney+, they can visit [MandoMondays.com](https://www.MandoMondays.com) each Monday to see what new toys, collectibles, apparel, books, comics, digital content and more will be unveiled. Mando Mondays will run for nine weeks, culminating on December 21.

“When ‘The Mandalorian’ debuted last year on Disney+, the show became an instant phenomenon, with fans of all ages expressing excitement for products related to its iconic characters – particularly the Child,” said Kareem Daniel, president, Disney Consumer Products, Games and Publishing. “This fall, as the world continues to watch the narrative unfold, we will further bring this unique Star Wars story to life through a must-have selection of toys, books, comics, digital content, and more.”

The countdown starts now! For more details, visit [MandoMondays.com](https://www.MandoMondays.com) and follow the conversation on social using #MandoMondays.

# MERCH

## TOSS A COIN TO YOUR MANDO...

With the presale of the new MMCC Beskar challenge coin, this issue we'll be looking at what Challenge coins are, where they come from and most of all, why you should collect them.

### CLINKING HISTORY

According to the most common story, challenge coins originated during World War I. Before the entry of the United States into the war in 1917 American volunteers from all parts of the country filled the newly formed flying squadrons. Some were wealthy scions attending colleges such as Yale and Harvard who quit in mid-term to join the war.

In one squadron, a wealthy lieutenant ordered medallions struck in solid bronze and presented them to his unit. One young pilot placed the medallion in a small leather pouch that he wore about his neck. Shortly after acquiring the medallion, the pilot's aircraft was severely damaged by ground fire. He was forced to land behind enemy lines and was immediately captured by a German patrol. In order to discourage his escape, the Germans took all of his personal identification except for the small leather pouch around his neck.

In the meantime, he was taken to a small French town near the front. Taking advantage of a bombardment that night, he escaped. However, he was without personal identification. He succeeded in avoiding German patrols by donning civilian attire and reached the front lines. With great difficulty, he crossed no-man's land. Eventually, he stumbled onto a French outpost. Saboteurs had plagued the French in the sector.

They sometimes masqueraded as civilians and wore civilian clothes. Not recognizing the young pilot's American accent, the French thought him to be a saboteur and made ready to execute him. He had no identification to prove his allegiance, but he did have his leather pouch containing the medallion. He showed the medallion to his would-be executioners and one of his French captors recognized the squadron insignia on the medallion.

They delayed his execution long enough for him to confirm his identity. Instead of shooting him they gave him a bottle of wine.

Colonel Verne Green, commander of the 10th Special Forces Group-A, embraced the idea. He had a special coin struck with the unit's badge and motto in 1969. Until the 1980s, his unit was the only unit with an active challenge coin tradition.



## COINS IN THE COSTUMING WORLD

There are many challenge coins to be found throughout the Star Wars Costuming World, from Club level all the way down to clan/garrison/outpost/base level. For the MMCC, the first (and rarest) coin made was the 2009 MMCC Member Coin. Only 50 were made according to records and therefor is a grail amongst collectors.

While it is mostly the US based clans that have produced challenge coins, some clans in Europe have made their own challenge coin as well. For instance, Orar Galaar (France) and Twin Suns (Belgium) are the only two European clans that have a challenge coin at the moment, as well as the European Region itself.

In other clubs, some specific costumes have their own challenge coins focussed on them. Some garrisons have made dozens of different designs over the years. For instance, the 501st Star Garrison that governs Texas has made over 40 challenge coins already.

The newest challenge coin to be produced by the MMCC at a club level is the new Beskar challenge coin, resembling the metal from the hit show The Mandalorian and sporting the MMCC Club logo and mando'a lettering.

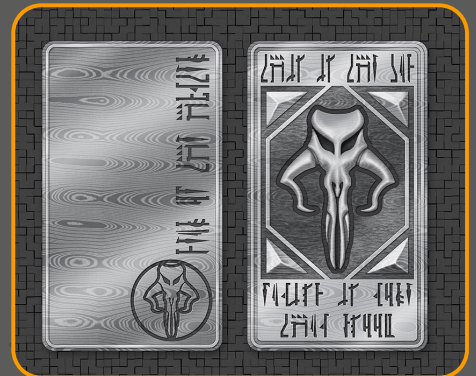
## CALLING OUT A CHALLENGE

The tradition of a challenge is the most common way to ensure that members are carrying their unit's coin. The rules of a challenge are not always formalized for a unit, and may vary between organizations. The challenge only applies to those members that have been given a coin formally by their unit. This may lead to some controversy when challenges are initiated between members of different organizations and is not recommended.

The tradition of the coin challenge is meant to be a source of morale in a unit, and forcing the challenge can cause a reverse effect. The act of challenging is called a "Coin Check" and is usually loudly announced.

The challenge, which can be made at any time, begins with the challenger drawing his/her coin, and slapping or placing the coin on the table or bar. In noisy environments, continuously rapping the challenge coin on a surface may initiate the challenge. (Accidentally dropping a challenge coin is considered to be a deliberate challenge to all present.) Everyone being challenged must immediately produce the coin for their organization and anyone failing to do so must buy a round of drinks for the challenger and everyone else who has their challenge coin.

However, should everyone challenged be able to produce their coin, the challenger must buy a round of drinks for the group, so be careful when issuing a challenge.



## COLLECTING COINS = COLLECTING BOUNTIES

Collecting challenge coins is a whole hobby by itself, as there are so many different types to collect. For the newcomer it might even seem as daunting as trying to ride a bull rancor onehanded. That's why I've made this little handy dandy guide.

- What type of coins do you want to collect? Try to stick to one club, one type of costume or even one area.
- Get trade fodder. You'll need something to trade with, so buy your local clan's coin to trade with. Or buy a lot of challenge coins from a trader that's thinning out his collection.
- Aim realistically. Your newly made clan's challenge coin won't get you that 2009 MMCC member coin, rarity is key here.

## TOP COINS TO COLLECT

- MMCC Club Coin: Carrying one of the club's general challenge coins show your dedication and your true allegiance.
- Your local Clan's coin: Show your support to your clan by getting their coin and swapping out your daily carry with it from time to time.
- Clan coins from close clans: If you have a clan that visits your territory or you visit theirs a lot, it is always appreciated to support that clan by buying their coin.
- Region Coins: While not all regions have a coin made, it's always nice to be able to show the 'Chain of command' in your coin collection.
- Brigade Coins: The Brigades programme has recently made their new coins, one variant of which is strictly exclusive to Brigade Members. They are sold out however, so start hunting the trade markets.
- Charity Coins: Some Charity organisations have their own coins made, most memorably the 'Fight for the Cure' charity has a Star Wars challenge coin series.
- Costume Club Coins: Your local garrison/outpost very likely has its own coin, so show your support by getting one. The same can be said for Rebel Legion and other costume clubs.

That's it for this issue, next time we'll be taking a closer look at other types of swag that haven't been covered before.

*Aliit Ori'shya Tal'din!*  
*Ahn'vil Burk'yc*



# CLUB NEWS



## WHAT IS THE "HAWKER'S GUILD"?

Hawker's Guild is an MMCC community establishment created to empower the vendors within our community by giving them a collective voice that helps steer MMCC's vendor community. The guild also provides a way for vendors to be recognized for not only providing top-quality products, top-notch business practices within the MMCC community, and a mentoring system for vendors who wish to share their knowledge within the guild.

Lastly, the guild provides a voice for the vendor community at the top levels of MMCC by giving them a seat on the International Advisory Committee.

Vendors interested in joining the guild must meet the following criteria:

ONE of the following:

- A vendor history of at least 3 separate vendor produced and/or vendor sold items being worn on approved kits in the past 24 months, with no history of major quality complaints.
- Have At least 3 different items being approved through the established vendor item approval process in the past 24 months.

An applicant **MUST** also be:

- A member of the MMCC community in good standing
- Either a Foundling, Supporting, Auxiliary, or Official Member
- Agree to follow the guild tenants.

Vendors interested in this great opportunity should fill out and submit the guild membership form online.



It was with great trepidation that I hovered my finger over a shared link to the Mandalorian season 2 trailer. To make it clear, this was not due to any concerns with the shows direction, or potential spoilers. No my friends, this was due to recently clicking on a link shared by a 'shall remain nameless Vod' the previous week, that led me to be unceremoniously rick rolled... Having just got over the trauma and hefty therapy bill, I was wary of falling into the same trap a second time! However, a quick check on social media showed Facebook lighting up like a Christmas tree and I knew, this was indeed the way.

There is so much to take in from this short trailer and as such, I could probably write pages and pages going through all the finer points. However, I will attempt to keep it short, although I can't promise anything! So without further ado, let's go take a look shall we! We open with a shot of a poorly looking Razor Crest limping along in space. To accompany this, we have what sounds like, the sounds of Mongolian folk metalists, the Hu (who provided music Cal was listening to in the fallen order), along with the armours dulcet tones reminding us of what we should likely expect and what we should likely expect is, space magicians! The hunt for Jedi is most definitely on and with it being very likely we get to see Ahsoka in live action, this does seem to add some foreshadowing to that theory. I even thought this was truly confirmed when we get a glimpse of a hooded female figure, loitering with intent.

However, on further inspection, it is actually none other than WWE star Sasha Banks! Speculation is still out on who she is portraying; an unknown Jedi (maybe Verla), a Sith, a Nightsister, even Sabine! Whoever she is playing, let's hope Sasha and Gina have an epic brawl, hopefully with tables, ladders and chairs!

We also get to see the Crest flying side by side with 2 X-Wings (new republic gold squadron?). This shot sent a little shiver down my spine, as I really like X-Wings! From the shot they are either partnering up, or our Din is being escorted somewhere (Is that the skies of cloud city they are cavorting in?). Whatever the reason, it's awesome to see the classic rebel ships back in the mix. There is also some



serious speeder bike action, which again looks epic (and did I detect some lava down there in that canyon?!) My youngest child squealed with joy at the sight of scout troopers racing around on bikes, as they have always firmly been his favourite! This coupled with the shot of charging storm troopers, further reinforces that the Empire is down but not out and part of the premise of the show has been to get a glimpse at the building of the first order.

Season 1 favourites Cara and Greef are back and although not shown, we are 100% positive Moff Gideon is still loitering around. We also get to see the return to Tatooine, packed with raiders and horned elephants. Could this hint at confirmation of Boba is back in business? And on that note, the internet has been buzzing with excitement for Fett Jnr. From reported leaks on Morrison's résumé to a certain Z-6 jetpack and bucket seen on the back of Mando's speeder bike. The jury is still out however and there are other potential theories around this, such as Mando retrieving the armour for someone else? Could it be Cobb? could it be Kast? we'll have to tune in to find out!

Other locations we get a glimpse of is a lovely ice planet, which could potentially be Ilium and what looks like a crashed Crest. Now Ilium is quite significant in Jedi law; it is very strong with the force and a source of nutritious and delicious Kyber crystals, before being turned into the star killer base that is (more first order foreshadowing perhaps!). For our next destination, you could be mistaken to think that a clip from water world was accidentally slipped in, but could this potentially be Dac? the home world of the Mon Calamari and Quarren. Maybe it's Kamino? Which could tie in the patch seen on the scientist in season 1.

Now, let's talk about what we have all really been waiting for, more Mando and his jetpack!!! No of course what I mean is, baby Yoda (or the child if you prefer). Even with the short clips we see of BY in the trailer, he always seems to steal the show and as I write, I'd wager the memes have already started to pour in! My particular favourite shot is the little fella sensing excessive violence and quickly hiding away before the air is filled with whistling birds. On that note, the whole Gamorrean fight club scene looks fantastic!

Could this be in the belly of a Hutt enclave? Will Tyler Durden show up and reveal that the Mando has been him all along? I'm very much looking forward to seeing the whole scene in full. Each scene of Mando and the child seems to firmly cement the bond between the characters and it's going to be interesting to see if he can let go once his hunt for the Jedi has been accomplished!

Phew, well there we go, so much to see and do and I for one, cannot wait to see what happens next!

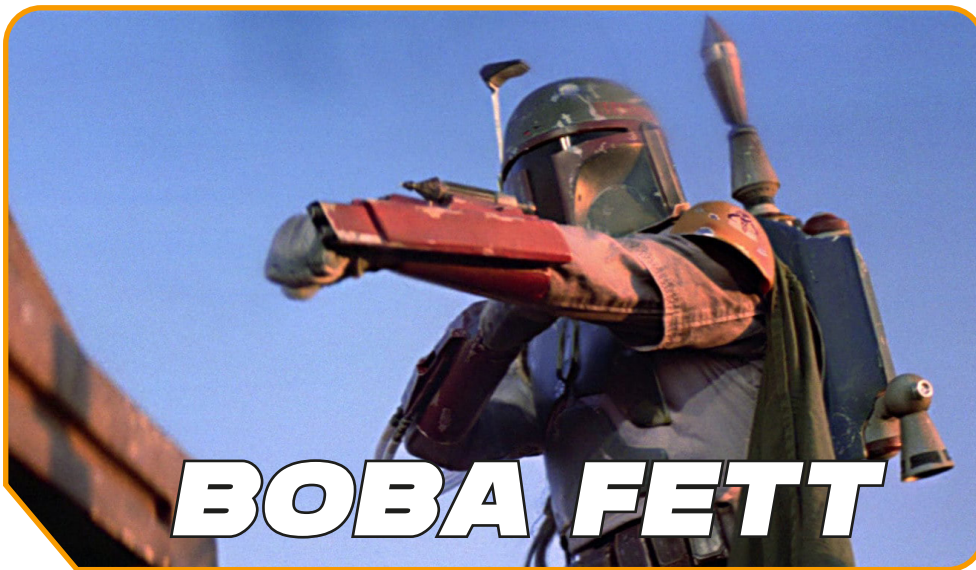
# GALACTIC DEBATE

## HUNTERS FOR HIRE

### THE GOOD, THE BAD AND THE UGLY...

Have you ever wondered who's the best hunter, who has the best gadgets or who has the best hair?

The answer to that is of course, a big ol' yes! So gentle readers, let's wonder no more as we explore which of our three mercs has both the style and the substance! From our three contenders for the title (Boba, Din and Jango) we will, during the course of this article, showcase who we think is the best of the best!



**SKILL: 5/5**  
**COST: 1/5**  
**DAMAGE: 3/5**  
**REP: 5/5**

Why Boba Fett is, of course, the best!

This Mandalorian Bounty Hunter has never lost a battle that he didn't plan on losing, besides one lucky strike in the back. Even then, this man was able to crawl out of a Sarlacc pit and survive! He allows time for his body to heal and regains his level of being the galaxy's most feared Bounty Hunter. **(ED - opinions may vary!)** As far as we know, Boba Fett is unkillable, and he is revered across the ENTIRE galaxy for his skill and his ability to do a job anyway that either him or his employer(s) wishes. There are no accidents in Boba Fett's line of work. Every move, every shot, and every word is planned so that he can get the job done. Boba Fett will achieve the mission, but there may be disintegrations involved.

Boba Fett is the most skilled Bounty Hunter in the galaxy, as he is the most professional, and he is the most expensive for that very reason. Boba Fett isn't a hunter for the poor, and he will collect, whether in credit, or life. The payment made by Jabba the Hutt for the capture of Captain Han Solo was about 250,000 credits. However, Boba Fett was also paid by the Empire on top of that. Whatever that was, it wouldn't be cheap. His prices are steep, but his skills outweigh the cost if you need someone or something captured. Just be prepared to spend the years saving the top Empire Officer earnings.

Collateral damage around Boba tends to be high, because he is always willing to prevent loose ends, if it means his target will be neutralized. He will do his best to avoid causing unneeded casualties, but he does have a temperament that if a contact is proven useless, he has no reasons to not eliminate you. He is a professional, but he does have a soft spot for Clone Troopers. As we have seen in the Clone Wars, he is very hesitant on killing any of his clone brethren, however, he has no qualms against trying to attack and kill Mace Windu. If you do not want to become one of his targets, I'd suggest that you pay him his full payment of credits once the job is

done. He cares about family and his reputation. If anything were to get in the way, you can be sure that you will turn to ash.

Boba Fett was trained in the arts of weapons and hand to hand combat since he was a young lad. He has been made well-known by those of the Empire and even the underworld. He has a history that makes the common criminal shiver in their boots. However, what Boba Fett does lack is a connection with his family. Given that his Father was constantly away on missions and later died when Boba was young, it makes sense as to why Boba Fett has a difficult time connecting with his wife, daughter, and granddaughter. While family is an important tenant in his life, he finds it very difficult to connect on an emotional level with them. Despite having to overcome this hurdle, he connects with his granddaughter and attempts to rebuild a connection with her and with the people whom he is meant to lead. His record as a Bounty Hunter exceeds all expectations, but his record as a family man is severely lacking. He is good at the job he is trained to do, but not so experienced in understanding the workings of a family.

### *Parjii Saviin*



**SKILL: 5/5**

**COST: 3/5**

**DAMAGE: 4/5**

**REP: 4/5**

Jango's past does provoke some controversy, especially due to cannon and legacy clashes; many will debate if he was a true Mandalorian? Did he steal his shiny suit? Was he really Mand'alor? Well, in my humble opinion, none of that really matters. Mandalorians are a creed, not a species - it's about what you do, not where you come from and with that being the case, Jango has it nailed.

What we do know for certain is, in the time he was active as a bounty hunter, this OG quickly climbed to the top of the game with style and panache. In fact, Jango was so good at tagging bounties, he quickly gained attention from the most powerful group of space magicians in the galaxy, the Sith.

What other hunter can claim that they gave birth (not literally, obviously) to thousands upon thousands of elite clone troopers? His genetic template was used to start possibly the biggest conflict the galaxy has ever seen and give rise to the mighty galactic Empire!

It wasn't just the clones he spawned either. He ensured that one particular clone was kept as his own. This particular clone he passed all his bounty hunter skills, wisdom and more importantly, his awesome ship. So we can surmise gentle readers that, without Jango, there would be no Boba. Without Boba, there would be no Din and without Jango, Boba and Din, we would have not dedicated our lives to the great god of sand paper, imagine that!

It is my friends, well documented that Jango was an expert marksman and a master of the ol' fisticuffs. You don't get to the top of your game without talking the talk and walking the walk. He was known to be 'calm, analytic and crafty' and not to mention he held his own against Master Kenobi, a feat not many have achieved and lived to talk about it! Daddy Fett was all about precision, using his twin (custom made of course)

Westar 34's, Jango knew how to handle himself in a scuffle.

At the battle of Geonosis, Jango breezed through Jedi like a laser sword through Bantha butter and was only stopped due to a slight jetpack malfunction and possibly the best Jedi lightsaber expert at the time. We could at this point ask Boba and Din if they have ever had any Jedi kills on screen? No? He was also of course, a veritable walking arsenal (as all good Mandalorians should be). Armed with a jetpack, missile launcher, vibroblades, flame thrower, whipcord thrower and dart launcher, this dad knew how to party!

Jango was also famed for his mastery of evasion and escape, which led to him having a long and glorious bounty profession. Jango was also an expert pilot, navigating asteroid fields and stalking jedi star fighters were just some of his achievements. Let's also not forget that he piloted the most iconic ship outside of the Falcon, Slave 1 (and if we're talking damage, 'seismic charges' is all I have to say!)

So just how expensive was Jango to hire? Well that's a tricky one as we don't have too many recorded instances. It is reported that he amassed a net worth of at least 5,527,200 credits through his career and one thing is for certain, he was also paid with a Boba. I reckon being paid with the most feared and renowned bounty hunter (after Jango of course) is a pretty high price.

While I could of course go on and on about Jango's illustrious career, we would probably fill a whole issue dedicated to best hunter in the galaxy. However, to conclude; we know Jango has the greatest record of achievement and legacy, the best in skills and gadgets (remember Boba only learned from the best) and had a shed ton of loot. So my friends, it is clear who will be taking the trophy home tonight, a certain Mr J Fett (I would likely add a mic drop here, if I had one... and you could see me do it... just imagine it instead).

**Tarron Lok**



**SKILL: 3/5**  
**COST: 5/5**  
**DAMAGE: 2/5**  
**REP: 2/5**

Let's be honest. Without his beskar, and the occasional emergency magic hand thingy, Din gets kicked around. A lot. He's a great shot, but has a strong reliability on his many weapons and the strength of his armour to carry the day. While the 'prison break' showed us an almost different character altogether (and for me, a personal highlight of the entire first season) that showed planning and control, in most other battles it seems to be just head on. Admittedly - he's pretty tenacious though, as even after the many beatings, he always gets back up, and keeps on going/

From what we've seen, Din will take on any job (or as many jobs as possible) to keep the credits flowing. From low level thugs and bail skippers all the way up to more questionable (or unethical) targets he seems willing to work as long as he's getting paid - even if there's a chance of getting stabbed in the back by 'old friends'.

While his reputation as a Mandalorian seems to carry a lot of weight and give him access to the best pick of the jobs, it could be that as Greef Karga notes, work is sparse with the collapse of the Empire and rise of the New Republic, and few, if any high value targets out there, so he does have to make do with quantity over quality.

On a damage front, I wouldn't say that destruction follows our new hero around wherever he goes, but he does seem to be leaving a trail of devastation behind him. Gravity charges and disintegrations aside, he does seem to also be incredibly fond of E-Web heavy blasters. He gets the job done when he puts his mind to it, but the body count and property damage (especially where droids are concerned) is starting to rack up.

History and reputation is very difficult to judge, as so far we have extremely limited knowledge compared to our other more 'established' hunters. Din is clearly a reputable bounty hunter, but we have only seen a few completed bounties, along with one gone off the rails, so in no way can we rank him with the better known hunters - yet.

We do know of some past affiliations with the Mandalorian Fighting Corps, where he received his training, and some time with an underworld or criminal gang, but given that may have been 'practice' for him, I believe his reputation owes more to him being a Mandalorian and their rarity in the Post Imperial era than to his actual career history and achievements. Hopefully we'll get some more of his history fleshed out in season two!

*Jaryn Solus*

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## FINAL SCORES

BOBA	14/20
JANGO	16/20
DIN	12/20

So, as you can see, this leaves us with a clear (if marginal) winner - the old man himself, Jango Fett. Boba comes in a well earned second, and Din trails in last - but he's at least got an opportunity to gain some ground on the old legends!

Next up - Slave One, or the Razorcrest?

*Like what you've read here today? Disagree with us entirely? Let us know! We'd love to hear your thoughts and opinions.*

# THE BESKAR CHEF

Got a recipe you'd like to share? Send it to [PR@mandalorianmercs.com](mailto:PR@mandalorianmercs.com)

## RANCH SENAAR

### INGREDIENTS

- 1lb Senaar bits(aka boneless Chicken thighs, they work the best)
- 1gal ziplock bag
- 1/4 cup of olive oil
- 1 packet of powdered Ranch seasoning
- 1 grill/fire based apparatus

### METHOD

Mix the oil and seasoning together in a freezer bag or container (with lid)

Mix Senaar into the bag/container, close and mix thoroughly

Remove the coated Senaar from the bag and cook over an open fire (a thruster exhaust, or failing that, a hot oven will suffice).

Serve with fresh rice or a healthy portion of mashed potatoes.

Eat hearty!

*Thanks to Jetta Duneans of Rancor Clan for this excellent recipe!  
Got a recipe you'd like to share with us? Get in touch!*

# FROM THE EDITOR



Only four weeks to go to season two!

Given the trailer showed us so much, but gave away so little, I for one am really looking forward to see what happens to our new favourite duo.

And lets not forget - Squadrons is here! I'll be jumping online with the Vok'Chi and rapidly demonstrating my lack of skill in flight sims...

Lastly - as the weather draws in for the autumn and winter and cold and flu start to set in - please take care of yourselves and your families. We're not out of the woods yet, but we'll get there!

*Lee*  
*Jaryn Solus*

*"One's crucial task in any difficult situation is keeping a clear head."*  
*- Mandalore the Uiter*

## GET IN TOUCH

Got something you want to tell the club about? Got an interesting new build in progress or been to an amazing troop or event?

**We want to hear about it!**

Send your feature to [pr@mandalorianmercs.com](mailto:pr@mandalorianmercs.com)  
or by PM to Jaryn Solus





# **MercsCon 2 will be held in New Orleans, LA at the Holiday Inn Superdome from October 22-24, 2021**

**The Holiday Inn Superdome is conveniently located 2 blocks  
from Canal Street for the best of New Orleans nightlife.**

**Rooms are still available.  
but going very fast!**

**What does the room rate include?**

**Room cost for the number of nights you choose.**

**Breakfast for every morning of your stay.**

**A reception on Friday night with an open bar.**

**Lunch on Saturday.**

**A conference room configured to our specifications  
with a main hall, smaller panel room, and gaming.**

**Official Mercs swag!**

**All taxes and fees**

**MORE INFO AND BOOKING AT**

# **MERCSCON.COM**