

BATTLECRY

NOVEMBER 2020



GIFTS FOR LIFE DAY

HIGH REPUBLIC VILLAINS!

RAZOR CREST VS SLAVE ONE

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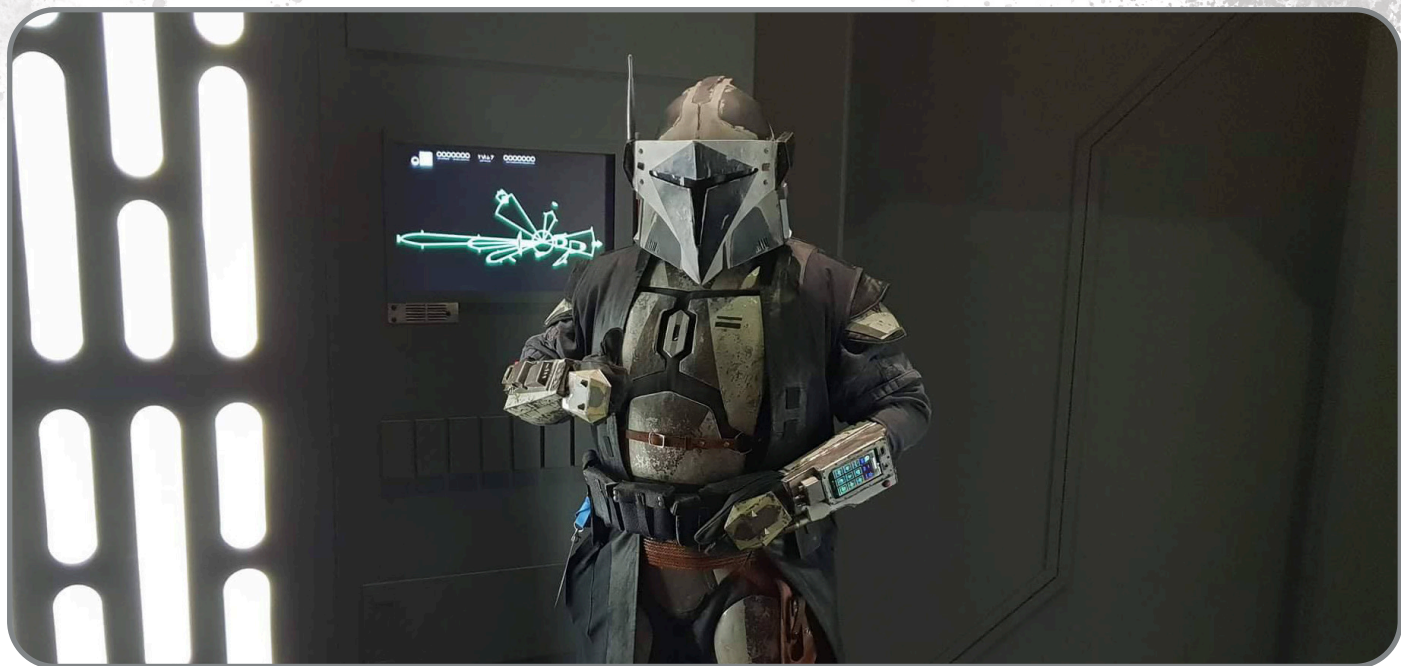
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Greetings Vode,

First let me wish all of you reading this a very Merry Holiday season! Although 2020 has been a challenge, I go into the holidays with warm wishes for each of you. Soon enough 2021 will be here, and hopefully brighter days ahead.

If you've not had a chance to watch the first episode of The Mandalorian season 2 yet, I won't be the one to spoil it for you. Needless to say, Favreau and Filoni have knocked it out of the park once more. Not that I had any doubts, but the bar has been raised extremely high in season 1... and season 2 may be setting a new high. We're all eager to see what lies in store for Din, the child, and other character's we've met along the way so far. Lucasfilm LTD. was gracious enough to invite 35 members of MMCC to attend the virtual red carpet premiere event, and I'd like to personally thank LFL for those invitations.

I also want to take a moment to thank MMCC's PR Team for going above-and-beyond in organizing those 34 members from clans around the world. MMCC was given a weekend by LFL, to organize those members from across the globe for the premier event. Our PR Officer took the mudhorn by the horn and was able to get that request complete in record time.

Lastly, as we come into the holidays I want everyone to take a moment of pause and remember that we couldn't have made it through 2020 without each other. You are the most important part of MMCC, without you we wouldn't be here. Thank you for your continued dedication to our great organization and I look forward to seeing where we go together.

This is the way,

Tom Hutchens
Mandalore the Uniter

MEET THE COUNCIL

QUARTERMASTER

NAME: Corey Applegate - Coreysnaps

MMCC EMAIL: qm@mandalorianmercs.com

DATES: OM January 2013, Council May 2013

WHAT DOES YOUR ROLE COVER?

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, as well as 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 now 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 and I am also responsible for the Trading Station rules and moderation in conjunction with the Moderation Team.

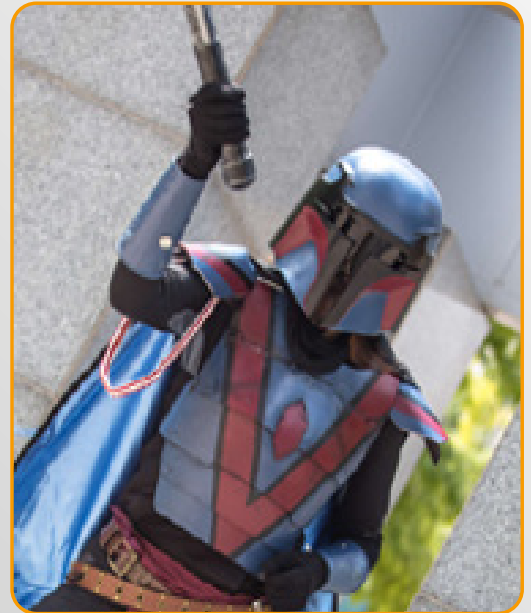
I also opened the Quartermaster's Corner on the forums to improve communications between my office and the general membership.

WHAT IS YOUR TEAM 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 MMCC Hawker's Guild is a space to provide vendors an area to communicate, share knowledge, and mentor one another.

Guild tenets:

- Create products of the highest caliber and quality to the best of their ability
- Use and provide their knowledge and skills for the betterment of the entire MMCC community
 - Improve upon their crafting skills and competence through Continual Professional Development
- Working to the highest ethical standards in modern business practices
- Treat customers with equality, and respect
- Inspire and help maintain a healthy vendor community within MMCC.

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MERCH

SWAGALORE - THE FINAL EDITION

In this last article we will be exploring some last types of swag we haven't seen yet in the previous articles, such as clothing, pins, stickers and others.

DRESS TO IMPRESS

While everyone has Star Wars clothing hanging in their closet, not everyone has exclusive club merch to rep their club in everyday life. T-shirts of a particular squad, sweaters with a clan's sigil or caps with the club's logo, no matter your style; you'll find something to your tastes.

A special type of garment is the Racing Shirt, based off the shirts that racing drivers wear with their sponsor's logos on. Most clubs produce these in the colours of the local clan, garrison or base, coupled with some logos to identify the wearer as belonging to a particular club or part thereof.

For the MMCC clothing swag goes back to 2009, when the first t-shirt design was determined through a contest. Back then, Shan Kerry was the winner and the winning design was featured on the club's very first garment. Since that first piece was released, there have been several new t-shirt designs, for instance the latest two designs in the box sets that are still for sale in the store.

Aside from t-shirts, the club has also produced several other types of clothing, such as caps, scarves and even a knit beanie. Some items have been retired but some are still available.



PINNING THE VEST

Pins have been around for decades, making it quite possibly the most used type of merchandise that isn't clothing out there. Often small designs worn on the lapel of coats, bags or even hats, these are used to show off the wearer's affiliation, interests, what causes he/she/they support or just a design they like.

Not that many pins exist within the MMCC. At current count, there are less than ten known different pins out there. The main one is the MMCC logo and very little clans have produced a pin as well. Only one region is known to have produced a pin, the European Region.



SWAG IT OUT

Who doesn't like stickers? Easy to produce, easy to use. Clubs, clans, even individuals have made their own designs. Mostly these are handed out as small gifts or used as table fillers at conventions. Children especially love stickers, as they can put them virtually anywhere they can think of. The fact that this might also be the middle of daddy's computer screen doesn't always end well but it's the thought that counts.

This is the point where the categorization of swag starts to fade and we end up in the category "Whatever's left". A lunchbag printed with the MMCC logo, sunglasses with "Mandalorian Mercs Costume Club" on it, Christmas tree baubles, only to name a few. Some items are really wacky – I'm looking at you powerbank with MMCC logo – while others are really nifty (anyone want some

MMCC Popsockets ?). So you see, swag isn't always looking the part but it can also mean putting a sticker of the club on your laptop or kitbox.

As always, keep your eyes open for new items in the store and the forums. You never know what draws your attention. Plus, you support the club or clan as well.

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

MEET THE TEAM

NEW WRITERS

Hello everyone, around the galaxy I'm known as ***Diz Ge'tal***.

I'm very happy to be the newest member of the BattleCry team. This may age me a bit, but I was born into a world where there was no Star Wars. In fact, there was no Star Wars for the first 8 years of my life on this planet. I can tell you that sitting in the theater with my Dad in the summer of '77 was a transformative time for this little redheaded kid, and I've never looked back.

I became an official member of the MMCC on May 4, 2017, and found a second family in the Krayt Clan. Since joining I've served as Ver'alor and am currently on the Ruus'alor staff of our growing clan.

At home, I'm the Dad of 4 kids and the "Papa" of a very active Grandson. I'm an old-school gamer who has been playing, pretty much, the same D&D game with the same friends since 1980-something. When I have a chance to relax, you'll almost always find me with my nose in a book.



Aldwyn Kass joined the MMCC in early 2019 as a proud official member of Indiana's Taakure Clan after reading the Republic Commando books series by Karen Traviss, and shortly thereafter discovering the club through a friend.

She works full time as a painting and drywall subcontractor by day, and spends her free time trooping or working on improvements and upgrades to her kit. Her other hobbies include hiking and camping, gaming, reading, and martial arts.

VILLAINS OF THE HIGH REPUBLIC

So far, we've seen a lot about the heroes and protectors of the new High Republic era material, but little has been mentioned about the threats these heroes may be facing.

Given that we will be seeing an age where the Jedi are numerous, the galaxy is effectively in peace time and there is no threat from the Sith (that is known of), what could possibly be a threat?

"One of the north stars for this initiative is to answer the question, 'What scares the Jedi?' Which is a really fun but extraordinarily challenging question to answer," Lucasfilm Publishing creative director Michael Siglain told StarWars.com. "All five authors, as well as the Story Group and Publishing teams, had thoughts on what would scare them — and why — but everyone agreed that had to be something new."

Enter the 'Drengir' - shapeless monsters seemingly covered in teeth, tentacles and claws.

"As the Jedi struggle to deal with the aftermath of the Great Disaster, a new creeping terror rises from the ground beneath their feet. The Drengir are sentient plant-life who are looking to reap a terrible harvest across the galactic frontier," says Cavan Scott, writer of Marvel's upcoming The High Republic series.

"The seed for the vegetation-based villains came from a sketch by [legendary Star Wars concept artist] Iain McCaig in the early days of The High Republic's development. Iain had been sketching monsters and there was one creature that was covered in vines and creepers. It sparked off the inspiration for what became the Drengir and I quickly fired off a document outlining what could be their culture and background to the rest of the group, drawing on research I'd been reading about how real-world plants thrive and communicate with each other."

"It's been great to see the Drengir's threat grow throughout the initiative," says Scott. "They are one of my new favourite Star Wars monsters to write. They are sinister, unstoppable and, as we'll find out, inescapably linked to the fate of one of our High Republic Jedi..."



CONCEPT ART



MARCHION RO

STAR WARS
THE HIGH REPUBLIC

For fans of the older extended universe - could this also possibly be a nod to the Yuuzhan Vong? We're looking forward to finding out, but the Drengir aren't the only threat out there...

In a slightly more 'traditional' vein we will also see a new group called the Nihil.

"The Nihil are brutal, savage marauders, based in the Outer Rim," says Charles Soule, writer of the novel *Light of the Jedi*. "They're the stuff of nightmares, able to appear anywhere almost at will. They use bizarre, intimidating tactics — chemical weapons, poison — anything that might kill you, they'll use."

Operating more like the criminal cartels and syndicates that we know (and love?) the Nihil are organised and seem to be working towards a definite end, but their means seem to be hinged on chaos and mayhem.

"They are frightening in a way that feels great for *Star Wars*, in part because their 'code,' if you can call it that, is so simple: the Nihil take what they want. If you stand in their way, they will kill you and everyone you love. But even chaos agents can have goals...and the Nihil's plans run directly through both the Republic and the Jedi Order."

"The Nihil are truly unlike any villain we've seen in *Star Wars* before," adds Daniel José Older, writer of IDW Publishing's *The High Republic Adventures* series. "I am really excited to go deep behind enemy lines in the IDW ongoing series and give readers a chance to learn about the inner workings of one of the most vicious, unyielding, and chaotic groups the galaxy has ever known."

Exciting times! More will be revealed in the coming months as we start to see the High Republic media available to buy and read.



GALACTIC DEBATE

Continuing our Galactic Debate series, this month we ask the question - Slave One or Razor Crest? Two pre-Imperial classics, well armed and ideally suited for our favourite complicated profession. **Tarron Lok** and **Parjii Saviin** give us the breakdown.

SLAVE ONE

For me, there is no real contest here. Slave One is clearly the most iconic and outright most awesome ship in the galaxy. Sure the Falcon looks pretty cool and you can stash wookiees in the floorboards, but let's face it, nothing is more boss than sitting upright in a modified Firespray-31 dropping seismic charges on Jedi.

So what makes this ship so special? Well, much like it's notorious pilot, it only clocked in a few minutes of screen time in the original trilogy. Despite this however, the ship hugely resonated with fans and became the very definition of bounty hunting transport. Remember that iconic scene of Boba walking up the landing ramp with a frozen Han? Of course you do, it still gives me goose bumps even now!

So just how tricked out is Slave One? It boasts an array of ship to ship ordinance including rotating twin blaster cannons, concealed tractor beam, proton torpedo launchers, ion cannon, concussion missile launcher and let's not forget those seismic charges! Alongside its rather impressive arsenal, it's jam packed with other goodness such as sensor masks, jamming and advanced tracking systems. In terms of power, this bad boy boasts four X-F – 16 Power generators and F-31 Drive engines, enough to chase down the slipperiest of marks.

Since it's unveiling in Empire, Slave One has gone on to have an illustrious career throughout the Star Wars saga, making its appearance in the movies, animations, and countless books, comics and merch. You think of Boba Fett; you think of Slave One. So in conclusion, Slave 1 is a bona-fide icon, armed to the teeth, fast, maneuverable, chocked full of evasion gadgets, has ample space to stash your prized bounties and just looks so darn cool! Unlucky Razor Crest (or should I say 'The Mandalorian Bounty Hunter Transport'), better luck next time (and much like the recent bounty hunter awards, cue the invisible mic drop)!





RAZOR CREST

Similar to Din Djarin, the backstory to his ship, the Razor Crest is limited. Even the specifications of his weapon systems and or ship modifications have not been described in intricate details. However, what we do know about the ship is impressive and is designed for the maleficent environments of the Outer Rim. She is a Pre-Empire ship and completely off the New Republic and Old Imperial grid, so the possible manufactures of the ship includes, but is not limited to MandalMotors, Sienar Fleet Technologies, and Kuat Drive Yard. Even the bounty, The Mythrol, knows of the ship's name. As Din Djarin spends most of his time on the move, the Razor Crest has to be designed as a live-in ship designed for long stints across the galaxy. The design of the ship must be both

The Razor Crest is a gunship that was originally utilized for patrols of local territories or the Outer Rim planets. She is also equipped with two laser cannons, a hyperdrive, and twin engines. The ship took heavy bombardment during the firefight in The GunSlinger (Season 1: Episode 5) from an enemy bounty hunter's starfighter, one shot damaging the left engine. Despite the setback, The Razor Crest was still able to float from Sorgan back to Tatooine. The Razor Crest, kills her engines scrapes by the starfighter, knocking off parts off the combatant ship, without any damage to her own hull. One shot from the Razor Crest's laser cannons was enough to disintegrate the starfighter.

The Crest's cockpit holds three people, one pilot and two passengers and room within the cargo hold to house at least four personnel. She also has several compartments for housing weapons systems, a small storage area by the vac-tube that can double as a rack, and a portable Carbonite Freezer. We see that The Mandalorian has four bounties frozen in carbonite, within the cargo area, however, the max amount of bounties is still unknown.

With minimal screen time and lore for the 'Crest (so far) looks like Slave One is the clear winner here. Given the revelations of episode nine though - could we even see it on screen again?

THE BESKAR CHEF

Got a recipe you'd like to share? Send it to PR@mandalorianmercs.com

PORG & GIZKA TARTAR

INGREDIENTS

2 breasts of Porg (Chicken or Duck)
2 leaves of Ramson or Garlic
1-2 spring onions, depending on size
2 tsp. capers
1 tbsp. Dijon mustard
1 tbsp. rapeseed oil
1 tsp. white wine vinegar

Salt

To garnish, use thin slices of fermented Gizka (fish), cress and cress flowers

METHOD

Cook the Porg to your preference - poached or spit-roasted over an engine coil!

Slice the Porg as finely as possible.

Do the same with the Ramson (or Garlic if unavailable) and the spring onions.

Combine all of your ingredients in a bowl and season with salt to taste.

Place on serving plates and garnish.

Thanks to Tak'ur of Vok'Chi Clan for this excellent recipe!

Got a recipe you'd like to share with us? Get in touch!

FROM THE EDITOR



Wow.

Words cannot begin to convey my appreciation for the start of season two. And I doubt I can do so without spoiling it for those who haven't had a chance yet. Just hurry to watch it!

As we now start planning our final edition for the year, I'd also like to thank the dedicated team and very hard working team of writers who bring all of this together for you each month, and look forward to more craziness next year!

Once again, we must also be aware many of us will be looking to move into isolation or lockdown again over the next few weeks / months. Keep yourselves and your families safe. I know personally that my extended family in the MMCC has been a blessing throughout the year, even if only remotely.

Lee
Jaryn Solus

"One doesn't quit because they were made to; one quits because they choose to."

- 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
or by PM to Jaryn Solus



You Can Do It!



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