

# BATTLECRY

DECEMBER 2020



**MELEE WEAPONS**

**GIFTS FOR LIFE DAY**

**SEASON 2 REVIEWS**

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Greetings Vode,

First let me wish each and every one of you the happiest of holidays as we enter the season of giving.

I'm sure many of you have been keeping an eye on recent news, and it looks like a vaccine for COVID19 is within sight; light lingers at the end of a dark tunnel we've been walking together. We all have stories to tell our future generations of foundlings about 2020, the goods and the bads we all saw. What's most important is that we saw them together, and came out the other side together. We are stronger as individuals and as a global "Mandalorian" family.

We're a little over half-way into The Mandalorian Season 2, and all I can say is WOW! Team Filoni & Favreau continue knocking each episode out of the park, and while I won't spoil them for you I will say that you will be totally satisfied in what the "dream team" is putting together for us. I can't wait to see the next few episodes, and I'm already a little sad we're past the half-way mark.

MMCC's Costume Approval Teams are currently on their annual year-end holiday. If you didn't get your application in by 11/22, don't worry because the gates re-open on 01/04. This gives you time to sort out any lingering pre-application issues, and those of you who did get your apps in will still be processed during the holiday.

Lastly, MercsCon2 is right around the corner! We're working on setting up an awesome show with a host of events and potentially some special guests. I look forward to seeing you there and celebrating our love of Mandalorian and MMCC together in the "Big Easy".

To you and your families I wish the Happiest of Holidays,

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

# SEASON 2

## 9. THE MARSHALL



With the start of Season 2 of the Mandalorian, Din Djarin is continuing the hunt with his foundling, the Child. In an attempt to find out more about the mystical Jedi who are able to control items with only their minds. His quest to give the baby over to the Jedi has led him to find more Mandalorians and their covert.

While journeying from system to system, Din finally gets word of a lone Mandalorian in the outskirts of Mos Pelgo, Tatooine. The only other Mandalorian known on Tatooine at the time was that of Boba Fett. Will this episode finally reveal that Boba Fett is still alive and roaming through Tatooine?

Expecting to find an actual Mandalorian in the small mining town, Din finds an imposter of the most feared Bounty Hunter in the galaxy. That person, donning the acid worn, familiar green armour was not Fett, but instead it was an impersonator by the name of Cobb Vanth, The Marshall. He has heard of the feared Mandalorians and is made aware that by creed, Din has every right to the Mandalorian armour.

The Marshall tells Din his story to express his connection to the armour and how he acquired it. The scarred armour was in possession of the Jawas. Where was the original owner, and how did the Jawa's find it?





In an effort to keep his town safe from slavers -the Collectives- and later the Tusken Raiders, Cobb Vance utilized Boba Fett's armour to better his community. Vance strikes a deal with Din, in exchange for the Mandalorian armour, Din would kill the Krayt Dragon that has been terrorizing the village.

However, there comes a small problem, the villagers do not have the know-how on destroying the beast, and the Tusken Raiders do not have the means to kill it. However, uniting the villagers and the Tusken Raiders took more effort due to the generational rivalry between them. However, the Mandalorian succeeded in joining the two groups of people and slayed the feared Krayt dragon.

With Boba Fett's armour in tow, what happens to Boba? We see him overlooking Din's travels back to his ship, but makes no obvious move to recollect his armour. Will Boba Fett be reunited with his armour? Is Boba Fett showing the universe that he is retiring? Many unanswered questions remain as Din leaves the planet with the Child and a Frog lady in tow, in search for more Mandalorian warriors.







# SEASON 2

## 10. THE PASSENGER

With the ending of the episode with a cameo of Boba Fett, Star Wars fans around the world await a further development of the character. However, Din headed back to Mos Eisley without any encounter with the Bounty Hunter. He did get into an altercation with hunters interested in acquiring the bounty by turning in the Child to the Empire. The Bounty Hunters are not the sharpest vibroblade in the tool kit, especially seen with one hunter asking for Din Djarin's jetpack in exchange with the small green hostage.

Upon entertaining Chalmun Cantina, The Mandalorian finds Peli Motto playing a game of sabacc and explains his dilemma about finding more Mandalorians. Rumors of Mandalorians in different sectors spread around the underworld partiers, allowing for the Mandalorian to get back on track with his hunt. One of Peli Motto's associates, whom she could vouch for, a female Frog, had claimed that her husband had seen activities of Mandalorians on the estuary moon of Trask. The only catch was the Mandalorian had to become a taxi service. To make matters even more complicated, the Frog had requested to travel at sublight speed as entering hyperspace would kill off her last line of unfertilized spawn.

Din Djarin reluctantly agreed in hopes to find more of his kind in the sector. While flying across the system, he gets stopped by the New Republic patrols, questioned about his alliance, chased across the planet's atmosphere, then crash lands on the icy planet below. Upon crash-landing and attempting to recover the Frog Lady's eggs, The Mandalorian finds the Child munching them down like food. While there was an attempt to make this aspect humorous, many found this to be grotesque and even disturbing to watch. Assessing the damage, Din realizes that the ship would not be capable of flight and proceeds to tell the Frog Lady to attempt to sleep through the storm, unable to understand her concern for the safety of her eggs.

Middle of the night, Din wakes up to find that the Frog Lady had accessed its vocabulator in an attempt to communicate with him. Din insisted that there was nothing that they could do and



immediately had a shot to the heart moment when the Frog Lady states, "I thought honoring one's promise was part of the Mandalorian code, but perhaps that was just a story for children." Shots fired!

Din again, reluctantly attempts to fix the ship, only for the Child to warn him that the Frog Lady had run off to a hot spring, in an attempt to keep the eggs warm. Make note, Baby Yoda had started his babbling and was on his way to the start of forming Basic words. Fast forward-ing, Baby Yoda obviously is not fed properly and proceeds to continue to try to eat the Frog's eggs, get denied, then runs off to eat a spider sack, awakening the entire colony.



Din Djarin did what any other common-sense Mandalorian would do and ignited his flame thrower in a feeble attempt to destroy the onslaught of spiders.

This was an arachnophobic's worst nightmare as a swamp of spiders ranging various sizes changed the trio back to their ship, infiltrated it, and set cobwebs everywhere. Just as all hope was lost, blaster fire rang outside and the New Republic pilots came to Din's rescue, attempting to showcase the darker side of the New Republic.

Despite Din being wanted, they were willing to turn a blind eye to his activities as he had aided their cause by returning three of the wanted prisoners, in the episode "The Prisoner" (Chapter 6). Leaving Din stranded to fix his own ship, they flew off with a warning. Din was forced to patch up his ship himself and limp to Trask. The episode then ends with the Child eating even another one of the eggs and the Frog Lady extremely possessive of the contents in her possession.





# HOLONET NEWS

## SQUADRONS UPDATE

A little while back I wrote a piece around the impending Star Wars Squadrons, which I hoped would herald a new era in EA Star Wars games that both delivered in content and in the often berated business model. Well, the game has been out since early October and I have had a fair bit of hands on experience in that time. So, the question I'm sure you are all asking is, did it deliver. The answer to that dear readers... is a little trickier than a simple yes or no. The game itself certainly delivered an exhilarating experience of deep space dog fights, however, it has not been without it's issues. Join me as we look at the highs and the lows of EA's new offering to the world of Star Wars!

(Note to readers: I have played exclusively on the PS4 Pro, so those using a PC, standard PS4 or other device, are likely to have some differences from my journey)

### THE HIGHS

There is a lot going on for Squadrons; the graphic detail is fantastic, the aesthetic is spot on, the sounds are delightful and I believe they fully captured the whole Star Wars vibe. The opening menus are easy to navigate and give you a clear idea of how you want to get into the action. The hanger bay where you can mod your ships was also easy to understand and again, felt very immersive. My first few attempts at piloting a ship were completed in standard 2D. I opted for the story mode to begin with, just to get the hang of basic controls. After some comedic flying upside down, flying sideways and getting a bit lost, I was able to gradually understand how to tame my ship and was soon zipping about, dodging asteroids, performing loop the loops and blasting whatever I could see. The ships were responsive and moved how I wanted them too, everything seemed to be coming up roses! However, after a quick call to a friend and a short drive later, a PSVR headset was dropped off at my door. This is when everything changed!

***Say whatever you want about Squadrons, but I say that in VR, it's an experience I have longed for since I saw Luke navigating the trenches of the Death Star.***

From the moment you climb into that cockpit, have a good look round to see your R2 droid beeping away happily behind you, you are in Star Wars. The slight graphical downgrade in VR pales in comparison to the full immersion it offers. Once launched and gliding in one of the several maps on offer, this is the closest you will get to the real thing and it's an incredible experience. The big drawback with VR is the issue of motion sickness. Personally I do not get this. When performing stunts like loop the loops, my stomach does have a little lurch, however this is a good thing as it adds an extra layer of realism that brings VR to life.

There is a little notice when loading that states 'best played with friends'. With this, they are



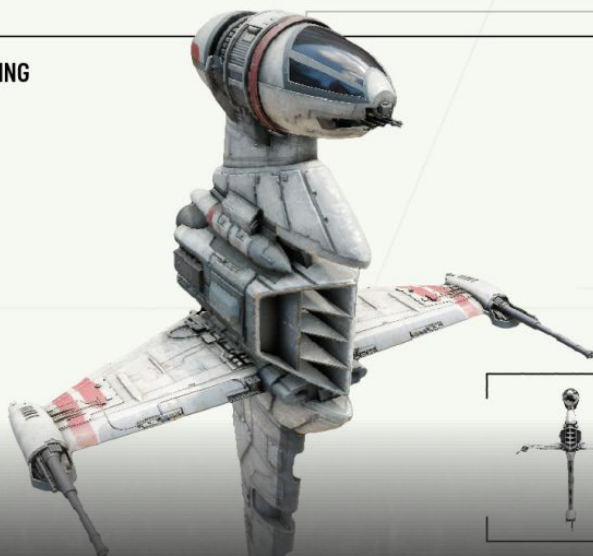
# NEW CONTENT DROP

## NEW STARFIGHTERS

New Republic – **B-wing**

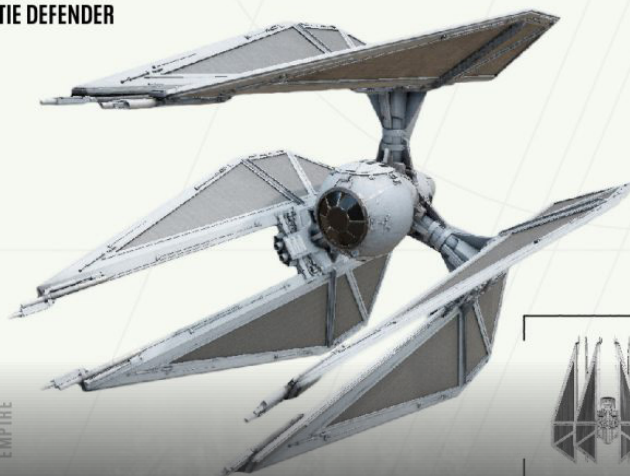
Empire – **TIE defender**

B-WING



NEW REPUBLIC

TIE DEFENDER



EMPIRE

not wrong. I have an online playgroup (Brown Squadron) and when fielding 5 ships, all piloted by your friends, Squadrons absolutely shines. Being able to choose the ships and load outs for your squad makes a huge difference in enjoyment, alongside being able to talk to everyone to work out strategies. Aside from dog fights, fleet battles are a nice change of pace that see you go back and forth with the enemy while trying to blow up capital ships. Planning is needed, along with swapping load outs during the battle. Until the recent patch, there have however been major issues with this mode, both with rewards and gameplay (we'll get onto this soon!).

The customisation is great and due to fleet battles being random on which side you are given, you'll want to bling up your rebel and imperial ships to ensure success. There are also nice cosmetic touches like dangling death stars and spinning IG units to sit on your dash board (and who doesn't like dashboard bling!)

## THE LOWS

Despite the above, there have been some significant issues at launch. Luckily most of these have now been fixed (or fixedish), but it was enough to put me off fleet battles for some time. Sadly, the matchmaking was highly inconsistent and would often pair you with very experienced or very low level players. Even more frustrating is that the rewards for the battles thought that if you won, you had won against high ranking players, so provided a pittance in reward. However, if you lost it thought you had lost against low ranking players, so the penalty was huge. This was a major issue, which now thankfully has been (mostly) fixed. Another issue was AI camping, where players would sit in their end zone just shooting AI's for points. This become very dull, very quickly. This has been addressed as AI ship points were halved. Sadly, the damage it did early on to playability was, I feel, quite considerable as it made this portion of the game essentially unplayable.

Let's talk about Tie bombers... Tie bombers completely dominated in release, mostly due to a load out that allowed you to pile armour, drop seeker mines and pew pew people with



an overpowered heavy rotary canon. In a one on one, or two on one, or even three on one, the Tie bomber would dominate. In dog fights I could get 10 kills alone just from dropping mines! And while the rebel equivalent (Y wing) could essentially have the same load out, due to the better manoeuvrability and the ability to transfer power to your guns that the Tie bomber offered, it didn't quite cut the mustard. This was another issue in fleet battles, as when flying against 5 of these it was essentially an auto lose for the rebels. This has however been slightly fixed as the rotary canon has been beaten to death with the nerf bat.

While playing with your friends is a fantastic experience, I found playing alone to be frustrating and dull. The story mode I found to be non-engaging and only played through a few missions to get to grips with the controls. Playing dog fights is bearable alone, but having someone leave mid-way is extremely annoying. This is even more painful when in a fleet battle, where having one less ship to pew the capital ships is a huge disadvantage. I really only play with my team mates now, as being billy no mates in Squadrons is just not that fun.

### THE CHANGES

Star Wars Squadrons is certainly a work in progress and it seems the devs have actually listened to people! Fixes have been completed on fleet battles, the cannons have been scaled down and there are new cosmetics and a new map already in play. From reading a recent article, we are also close to the release of the B Wing (one of my favourite ships), that will have a gyroscopic cock-pit (should be fun in VR) and the Tie Defender. Custom matches are also on the cards to allow your squad to throw down the gauntlet or even shoot your friends. This will be a welcome inclusion, especially if you have a larger pool of space buddies who can't always play together due to maximum of 5 per squadron.

### THE CONCLUSION

My experience with Squadrons has been mostly happy fun times. The game certainly delivered on the experience it set out to do and that is to let you feel the joy of piloting an array of iconic Star Wars ships and shooting stuff in space with your mates. Personally, I could never again go back to playing the game outside of VR. I did go back once, but that lack of immersion weighed on me heavily and I had to immediately strap the silly goggles back on my face. I really can't recommend playing in VR enough, it is genuinely one of the best experiences I have encountered in any game (unless of course VR makes you violently sick, in which case, probably best to avoid).

I would also highly recommend playing this game with your buddies as this is clearly what the designers had in mind and makes the gaming experience something you'll want to go back to. So despite the annoying issues with fleet battles, a slight lack of diverse maps and TIE bomber gate, Squadrons is for me, a gaming experience I have very much enjoyed. I'm also very keen to see the future of the game and how they will build on game modes, ships and locations! Oh and not a micro-transaction in sight.

*Brown Leader, signing off.*







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# GIFTS FOR LIFE DAY

## TOOLS & GEAR

As we come into the holiday season, odds are you have a few costume builders in your circle of friends and family that you might be looking to buy gifts for. But what do you buy a Foundling just beginning their armour crafting journey? Or what do you buy the seasoned builder who seems to have it all?

Aldwyn here, ready to help you with a handful of ideas for makers of every experience level and project.

Every Foundling needs a few basic items to get their build going, so here's a list of the essentials to consider adding to your Life Day gift list.

### UTILITY KNIFE

**Approx \$20**

Easily the most used tool in my shop, I'm careful to always keep my Milwaukee fastback utility knife close at hand.

Whether you're cutting out armour plates, opening packages, or peeling up masking tape, a good utility knife is a must-have. While the more seasoned builder probably already has a bladed shop sidekick they're pretty attached to, a nice knife makes a wonderful gift for the Foundling just beginning their journey.



### ROTARY TOOL

**\$7 - \$100+**

With a wide range of brand and price options, buying a rotary tool can feel a bit daunting. The most widely known name in handheld rotary tools is probably Dremel, and the brand name is often used as shorthand for the tool itself.

As the most used power tool in my shop, the Dremel rotary tool is my go-to for all kinds of cutting, sanding, carving, and trimming jobs, but it does so much more. Small, portable, and easy to operate, with a seemingly endless selection of heads and attachments, it's the swiss army knife of small power tools and an asset to any maker.





## EXACTO KNIFE

**\$4 - \$100+**

Like the rotary tool, exacto knives are available in a variety of price ranges and quality/durability options. The scalpel of the crafting blade family, exacto knives are small, precise, and great for precision cutting. From creating custom stencils, to trimming masking tape for detail painting, to cutting and assembling paper templates, the exacto fits where other blades don't.

## OTHER IDEAS

If you're looking to go more "handmade" this holiday season, some other items might add a personal touch to your gift.

Consider putting together an emergency repair kit for your costumer to take to events and conventions. Include things like mini single-use tubes of liquid super glue, safety pins, needle and thread, zip ties, scissors, and duct tape.

Or maybe a personalized shop apron is just what your crafter needs for those long hours at the workbench. Made of heavy duty fabric with pockets custom sewn to fit my most often reached for tools (pens/markers, knife, scissors) my own shop apron was a handmade gift from my mom, and I slip it on every time I set foot in the shop. It protects my clothes, and keeps my most important tools from getting lost in the jumble of projects on my workbench.

For the more seasoned armour smith, figuring out what they could possibly need that they don't already have can feel impossible. But it's not as hard as you might think. There are some regularly used items that may need to be purchased often and kept on hand, and these small things can add up and eat into the costuming budget quite a bit, leaving less spare change for buying the bigger, more "fun" hobby items.

Providing a few of these basic necessities for your crafter frees up their hard earned money to buy bigger, more expensive, or just more specific things they might not otherwise be able to afford right away.

Let's take a look at a few of these workshop necessities!

- Disposable PPE (Personal Protective Equipment) like latex gloves, and disposable dust masks.
- Paper towels, tack cloth, and shop rags.
- Masking tape, super glue, and utility knife blades.
- Thread, or various fasteners (sticky and sew-on velcro, chicago screws, rivets, snaps)

These are just a few ideas, but there are other items that need to be purchased less often that may still eat into the budget like markers, acrylic paints for weathering or washes, and batteries.

And if none of these ideas have captured your attention so far, gift cards to local hobby shops and hardware stores, or websites like Ebay and Etsy are always a good bet. At the end of the day, don't be afraid to ask your crafter what they need!

# TOOLS OF THE TRADE MELEE EDITION



**'GUNS ARE FOR SHOW, KNIVES ARE FOR PRO'S' SO THE SAYING GOES AND WHO CAN ARGUE WITH THAT?**

Anyone can pew a two meter Whomp rat from 100 yards (well, maybe not everyone \*cough\* Imperial Stormtrooper \*cough\*) but can you dice up a Mudhorn with nothing but a vibro-knife? Or chop the arm of a raging Hoth Wampa? In today's tools of the trade we take a good look at the weapons that separate the Mando's from the foundlings, it's melee time!

There is a vast array of melee weapons to choose from for the discerning Mandalorian, ranging for itty bitty knives to big'ol vibro axe's. But which one is king of this grand melee? Let's take a look at some choice pickings from the Mando's vaults and explore the brutal world of melee combat.

To make our lives just a little bit easier, I have separated each class into polearms, swords, knives and exotics.

A quick note before we get stuck in, while some may argue that the best melee weapon out there is a lightsaber, these will not be up for discussion.

***No self-respecting Mandalorian would wave around a fancy glow stick and live it down.***

The exception to this rule is of course the darksaber, which is obviously awesome as its black and looks like a giant machete. However, there is only one of these and unless your name is Sabine Wren, Bo Katan or Moff Gideon, this is not for you!





## POLEARMS

Polearms are the big hitters of this category. We are taking big poles, with sharp or blunt things attached to the end. There are several polearms of note that fit right at home in a Mandalorian's arsenal. The first specimen is of course the BD-1 Cutter vibro-ax. Aside from being long, (around six foot and up) and tipped with a razor sharp axe head, this hefty weapon used a compact generator that sends vibrations along the cutting edge, making it extremely unpleasant to get hit by.

The downsides are of course, one; concealability (there's no way your hiding this up your flak vest), two; it is a fairly cumbersome weapon and requires much training to use effectively and three; difficult to use in small spaces. In the right hands of course, the vibro ax can be devastating. One good hit from this and its good night Alderaan! Another good alternative to the ax is the vibro-lance. Similar in design to the axe, however more akin to a spear and can be thrown too! There are of course non-vibro alternates, like the gaderffii, but let's be honest, why would you!

## SWORDS

Taking somewhat of a liberty here as weapons such as one handed ax's and mauls will also fall into this category. Most crude swords were more often than not used as ceremonial weapons, as unless you had the skill of Miyamoto Musashi, you're not going to get particularly far trying to cut through most modern armour. Much like the polearm, we will instead look at the vibrosword (or ax if that's your thing). Vibroswords work in the same way as described above. A generator vibrates the blade to provide far superior cutting power.

Distance is obviously a downside over the polearm, however once that distance is crossed a good swordsman will be able to happily slice and dice you to ribbons. (It will take a few more hits than a single good chop from the polearm variant of course). The one handed variants are also able to be used in small spaces, can be concealed easier (although you'll need to make a real effort to do this) and can be sheathed so you don't accidentally leave it propped





against the cantina bar. If dual wielding is your thing, then you're in luck! Grab two of these bad boys and get to wind milling!

### KNIVES

Vibro-knives are in essence, small versions of vibro-swords. Compact, easy to hide, readily available and can also be mounted into gauntlets. While the technology remains the same, the size of the knife means much more work needs to be done to be effective. Optimal distance is right up in your opponent's grill and it's going to take more good hits to penetrate that Stormtroopers durasteel. However, knives aren't just good for shanking, they can be used for survival (chopping, carving, hunting, opening tins of beans etc.) and can also be thrown! As mentioned, knives can be mounted on gauntlets (the Deathwatch like this) as an extra surprise for that special someone who knocks over your fresh glass of blue milk and refuses to buy you another.

### EXOTICS

There are plenty of weird and wonderful weapons in the universe that a Mandalorian can make use of if they can get their hands on one. A good example of this is the Ryyk blade. This Wookiee weapon, although not powered, packs a good wallop. The caveat to this is, you essentially need to have the strength of a Wookiee to swing it. These come in two flavours, a more traditional sword style or long tonfa like blades. Another interesting weapon that could be utilised, is a Neuro whip. These long flexible cables are connected to an energy cell that delivers a jolt on contact. Now if you want to go really out there, you could always pick up a Gungan Cesta. This kind of falls in the polearm category, however can also be used to hurl small energy balls! The major drawback is of course, it's a Gungan weapon...

### TARRON'S CHOICE

In coming to my conclusion for the melee weapon of choice for any Mandalorian, my pick will always be, the vibro-knife. What it lacks in stopping power, it makes up for in epic amounts of versatility. It's easy to keep concealed, easy to carry, can be thrown effectively, can be used for survival needs, can be used as a tool and is a highly reliable alternative to your blaster. In short, every Mandalorian should carry at least one of these about their person, as you never know when a horrible space wizard will cut the end off your EE-3 blaster and you'll need to get in close and show them you mean business!



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# BRIGADES

## VANGUARD MARSHALL



Welcome Bryn Cin'prudii as the new Vanguard Division Marshall!

After a stint as Captain in another division, you now get to lead your own division. How does that make you feel?

**BRYN:** I am honoured to lead a division that has such a history. From Remo Jadd's start of this within the club I am grateful to those that came before me to make Brigades what it is today. My only hope is to lead as well as my predecessors have done and continue to help the Brigades be above and beyond. Maybe even build another Vanguard kit to reflect that as well.

**BATTLECRY:** Give us a short run-down of who 'Bryn' is. What has your journey been with the Mercs?

**BRYN:** Bryn is merely a creation of family names and mando names. He really came to being in the summer of 2017 when I was looking for a way to further my skills as a general maker and builder. Mandalorians had always been awesome and I was lucky enough to find a clan in my region to help guide me. From there I did what I always do, and threw myself into the hobby with reckless abandon. I have a tendency to get very involved in anything I do. That led me later to clan leadership as a Ruus'alore, then Ruus'alor Sol'yc, then I stepped into Brigade Captain a year later. Shortly after that I joined the App team. I basically see this as all colours of the same hat - helping people build the best compliant costumes they can.



**BATTLECRY:** I understand you have several kits, one of which is the coveted 'Triple-threat' in Brigades. What is your favourite kit and are there any details you'd like to highlight?

**BRYN:** My Arctic Ops triple threat will always be my favourite. It was the first costume I ever built and I have continued to grow and develop with it. I am particularly proud of its scratch built helmet and scratch built rocket launcher.

**BATTLECRY:** This new job as Vanguard Marshall is probably something you're thrilled to do, any plans you have in mind?

**BRYN:** Most of what I have in mind for my division are actually things I am working with the rest of the brigade team on. I want to help us expand our non-english speaking presence and alleviate any areas where translation can be difficult. I am thankful to have a wonderful group of people with the Brigade team who are better than I to do the translations. I would like to continue to help expand Brigades social media presence and that has been a long time coming.

**BATTLECRY:** Is there any advice you'd like to give future Official members and future Brigade members?

**BRYN:** For future OMs; keep it simple. You cannot build a house on a overly complex foundation, start with a stable solid base. Saying, don't start your journey thinking OM needs to have every little piece of your kit done. For future brigades members, this is where you can start to challenge yourself. Build new skills, try something new, and grow as a builder. And last but not least for both - ask for help. This club is filled with people who are more than willing to show you how, teach you, and exchange information, use that

**BATTLECRY:** What is your favourite type of building? Any techniques that have a special place in your heart (or hate with the utmost passion)?

**BRYN:** Right now I really love resin casting. The process to get there is a GIANT pain, but the end results are definitely worth it. I typically start with a 3d model, then a print. From there, the ever dreaded fill and sand process starts. Do that for a month or so and you might have something worthy of casting. A special place in my heart will always be for scratch building. I fall back on that when my modelling skills aren't up to snuff.

**BATTLECRY:** Aside from Mandalorians, what aspect in the Star Wars universe do you love?

**BRYN:** I really like the obscure characters - its what drew me to Boba in the first place. Right now I am enjoying learning about the Imperial Guards, individuals from Rogue Squadron, and characters from the new Thrawn Trilogy.

**BATTLECRY:** Do you collect any Star Wars related items? If so, what is your favourite or most 'obscure'?

**BRYN:** I don't collect items so much as I build them. Costumes have become my recent obsessions so I try to build stuff that is unique. I think my obscure Star Wars collections really come down to my books. I have several of the guides to ships, weapons, and characters handy at any given time (Granted wookieepedia really makes these out of date).



# THE BESKAR CHEF

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

## KRAYT DRAGON LOIN WITH HONEY & GARLIC SAUCE

### METHOD

Preheat oven to 180C/350F.

Mix Sauce ingredients together.

Mix Rub ingredients then sprinkle over the Krayt.

Heat oil in a large oven proof skillet over high heat. Add Krayt and sear until golden all over.

When Krayt is almost seared, push to the side, add garlic and cook until golden.

Pour sauce in. Turn Krayt once, then immediately transfer to the oven.

Roast 15 - 18 minutes or until the internal temperature is 68C / 155F.

Remove Krayt onto plate, cover loosely with foil and rest 5 minutes.

Place skillet with sauce on stove over medium high heat, simmer rapidly for 3 minutes until liquid reduces down to thin syrup.

Remove from stove, put pork in and turn to coat in sauce.

Cut Krayt into thick slices and serve with sauce!

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

### INGREDIENTS

2 Krayt Dragon tenderloins (pork fillet), 500g/1lb each

1 1/2 tbsp olive oil (or butter)

3 garlic cloves , very finely chopped

#### Krayt Tenderloin Rub:

1/2 tsp garlic powder

1/2 tsp paprika

1/2 tsp salt

1/2 tsp black pepper

#### Honey Garlic Sauce:

3 tbsp cider vinegar

1 1/2 tbsp soy sauce, light or all purpose

150 g honey (or maple syrup)



# FROM THE EDITOR



Final issue of 2020. It's been a long, strange year. Thanks to those of you who've followed us all the way through!

I'd like to welcome Mike and Cassidy to the team from this issue - Mike will be writing up content for the blog on the MMCC homepage, and Cassidy will be writing articles alongside Jim, Jerry and Kat for the magazine.

Going into 2021 - what would you like to see in the magazine?

Feel free to email at the address below or PM me direct via the forum with your thoughts and ideas, all are welcome!

**Lee**  
**Jaryn Solus**

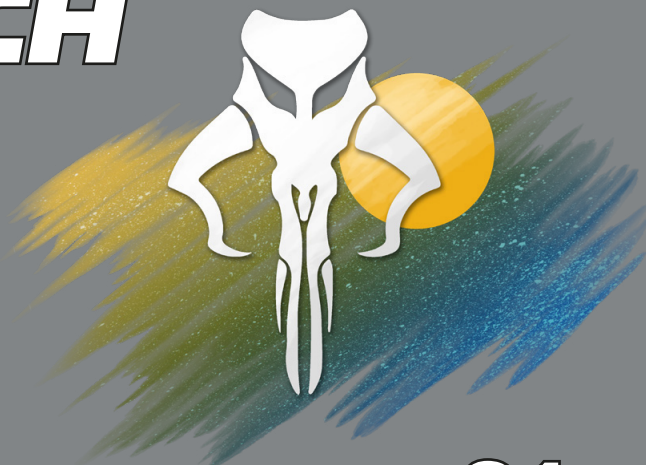
*"Leave the endless path of perfection to walk the enlightening path of self-improvement."*  
*- Mandalore the Uniter*

## 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





# You Can Do It!



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