

# BATTLECRY

JANUARY 2021



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Courtesy of StarWars.com



*Greetings Vode,*

As we step out into 2021 let's begin by taking a collective deep-breath before slam-dunking 2020 into a Sarlacc pit. The world is not yet out of the woods with the pandemic by any stretch, but now we can start to feel the warmth of the light at the end of the tunnel.

2020 has been such a test for us, a test of our organization's path as well as a test of our individual paths. We've faced so many obstacles together this past year, and we've tragically lost a few of our MMCC family along the way. One thing remains true, we've made it through together and we're coming out stronger on the other side. We've learned to adapt and overcome, to depend on the resolve of others when needed and be beacons of resolve when necessary. I'm personally proud of all of you for stepping up to the challenges of 2020, and being victorious.

Disney's recent announcement of STAR WARS live-action and cartoon projects going out to 2022 brought us some light at the end of the year, we are in store for so many new and wonderful stories from a galaxy far, far away.

One of our toughest losses came at the end of 2020 with the passing of Jeremy Bulloch, the actor behind Boba Fett in STAR WARS: The Empire Strikes Back and STAR WARS: Return of the Jedi. Jeremy has been part of the MMCC family since the very first MMCC troop, and held the singular honor of being "Honorary Mandalore" of the MMCC. Jeremy was the quintessential gentleman, outgoing with fans of all ages and one of the best ambassadors of the STAR WARS brand. He will be sorely missed, his wife Maureen and family will be in our hearts.

It's been a sombre and surreal year, but together we can make 2021 our best year yet!

This is our way,

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





**IN MEMORIAM OF JEREMY BULLOCH**  
**NU KYR'ADYC, SHI TAAB'ECHAAJ'LA**

**4**

MANDALORIAN MERCS BATTLECRY



# **IN MEMORIAM**

## **JEREMY BULLOCH**

Sad news came to us in December, as Jeremy Bulloch, the actor who portrayed Boba Fett in Star Wars: The Empire Strikes Back and Return of the Jedi, passed away on Thursday, December 17, 2020 at the age of 75. Born on 16 February, 1945 in Market Harborough, Leicestershire, he began acting at the age of 10 and later went on to be trained at the Corona Stage Academy.

While he appeared in dozens of movies and television shows, it was his portrayal of the iconic Mandalorian armoured bounty hunter, Boba Fett, that he is most known for, despite his limited screen time. Jeremy's half brother, Robert Watts, was working as an associate producer on Empire Strikes Back, and was tasked with finding an actor who would fit the Boba Fett costume.

Robert called up his half brother Jeremy, who, at the time was working on the British television show Agony. Jeremy then met with Tiny Nicholls, the wardrobe supervisor for ESB and after 20 minutes of dressing, found that he was a good fit - and with that simple stroke of luck, became an inspiration for us all.

Being a versatile actor, Jeremy also played the imperial officer Lieutenant Sheckil who grabs Leia when she tries to warn Luke Skywalker about Vader's trap, his only non-masked appearance in the original trilogy.

He reprised his role of Boba Fett in Star Wars: Return of the Jedi, where he was disappointed about the character's believed demise in the Sarlacc pit. Jeremy said that he would have liked to explore the character more.

About the character, Jeremy once said that portraying Fett was the most uncomfortable of his career and that "the jet pack was very heavy." Jeremy has said that the inspiration for how Boba Fett moved came from Clint Eastwood in A Man with No Name and A Fistful of Dollars. His slow movement, his stance, even how he held his blaster was pure Eastwood.

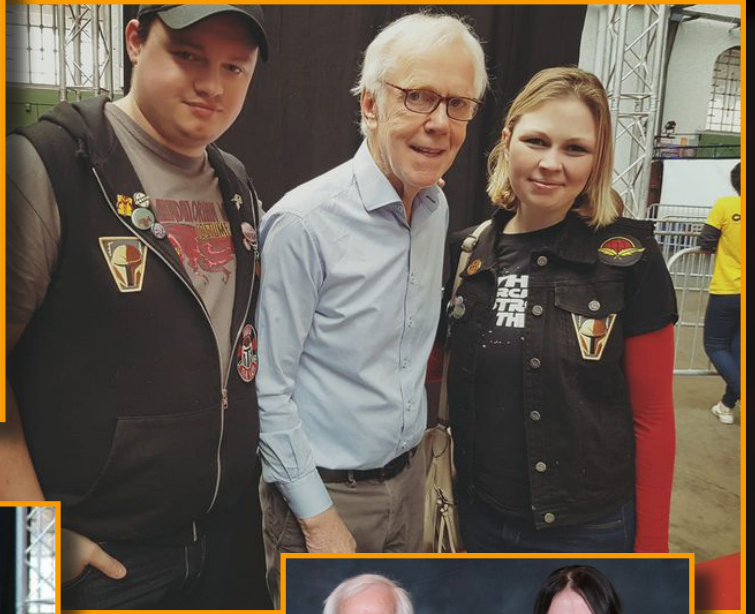
Jeremy was very devoted to and appreciative of his fans. He enjoyed attending conventions and according to Wikipedia, he was actually an official member of the 501st Legion and trooped as Boba Fett.

Jeremy was inducted into the Mandalorian Merces as an Honorary Member on 30 November, 2008 by the Vok'chi Clan.

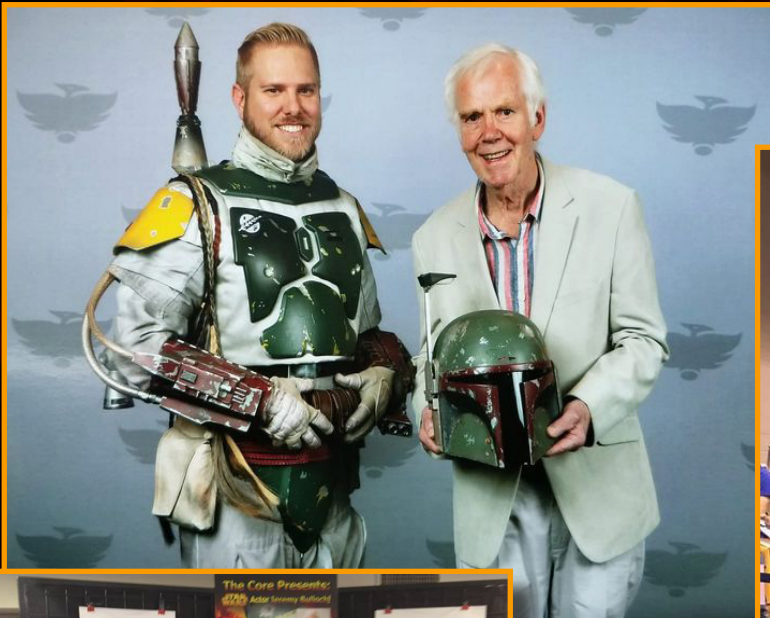
For all of the joy and inspiration that Jeremy has given those of us who have chosen to walk the way of the Mandalore, we thank you.



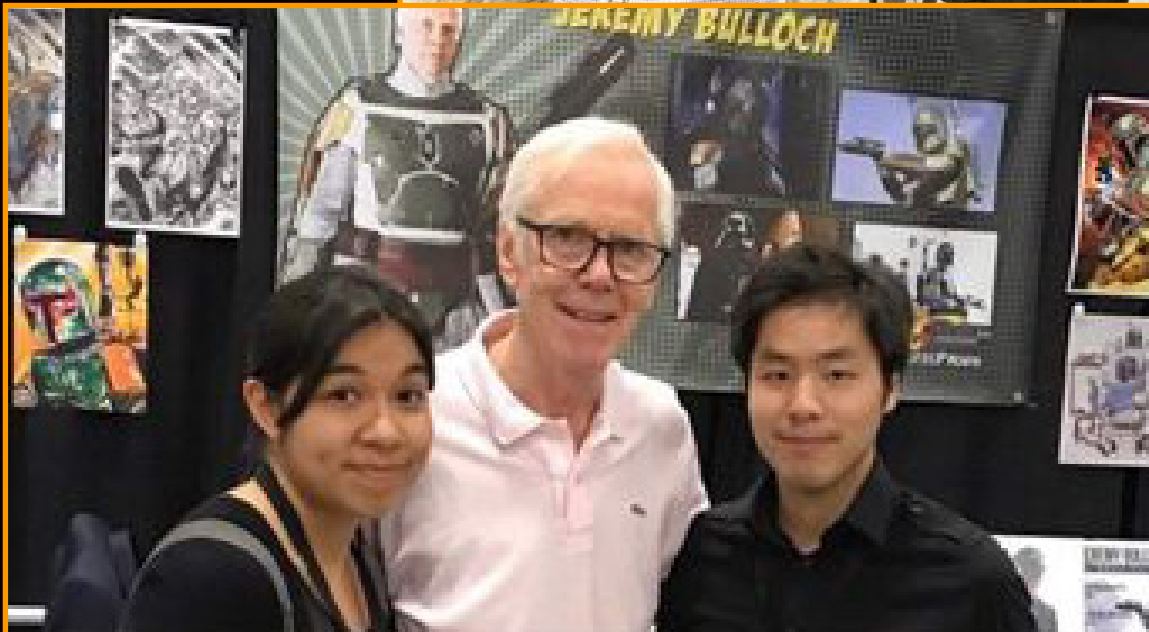
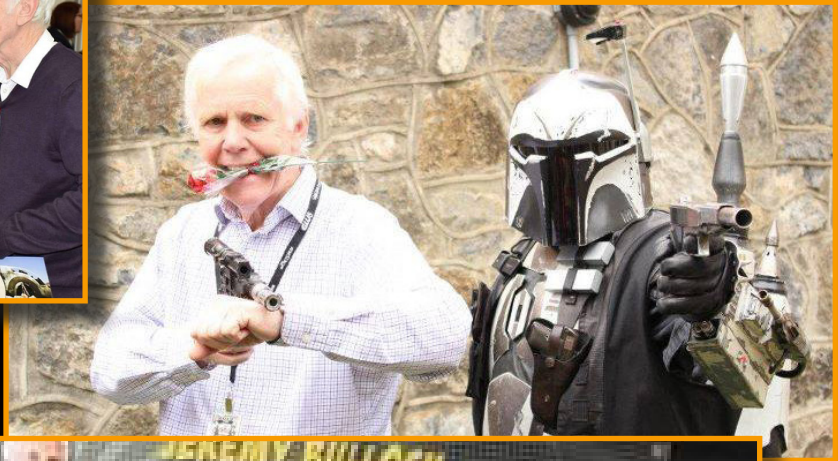
















*"Having first met Jeremy at my first convention in 1996 then at many events through the years then spending a week with him and Maureen for the Lucasfilm Caravan of the Force charity event, driving him across Europe starting with the Hasbro black series global launch visiting many countries on the way to Star Wars Celebration Germany, you were the best convention guest and ambassador for Star Wars fans.*

*Be it huge events like Celebration or LFCC, down to small ones like my towns one where you both visited ,Jeremy & Maureen always treated every fan young and old with the same British charm.*

*Having helped suit Jeremy up in his armour the fans made for him many times, it's an honour to have called you a friend and I along with every fan you ever met and interacted with, and I miss you dearly."*

**Matt Booker**  
**Fantha Tracks**





# SEASON 2

## 11. THE HEIRESS

Now while I enjoyed episode 2, I did find it to be somewhat of a filler episode and there was a little too much napping for my liking. Episode 3 however, had me from the get go!

A rather beaten-up razor Crest hurtling towards the landing platform was tense stuff and the crash sea landing I thought spelled the end for Mando's ride (little did I know!). Luckily, Mon Calamari had some impressive walker tech and were able to hoist the drowned crest for the ocean. After paying a not very encouraging engineer to 'make it fly', Mando makes his way out to explore the port.

We get a very brief glimpse of Sasha Banks hooded character (also seen in the trailer), however we are still not sure who this loitering wrestler will be! After a food related attack and some pub banter, our intrepid hero and the child are soon sailing on a large barge in the hopes of obtaining links to other Mandalorians. This all goes horribly wrong when in a heart pounding moment, the child is tossed into the jaws of the Mamacore, followed quickly by mando as he tries to rescue the little fella. One thing we do see here is that Mando's armour is definitely not sealed as he struggles to breath with the water filling up his bucket.

What unfolds next was a bit of Star Wars magic. A trio of death watch land on the ship and quickly dispatch of the backstabbing squids. What made this moment even more special, is it's not just any old Mando's, this is actual Bo-Katan, actual real-life Bo-Katan! and not just that, but brought glorious to life by Katee Sackhoff! Just when I thought, wow! They take off their helmets and utterly confuse poor old Mando (but at least we can stop the rumours on Sasha, no Sabine for us!). We then get a bit of history lesson, in that Mando is 'one of them'



or in other words; 'a child of the watch'. They seem to be an old school, purest zealot faction within Mandalorian society, quite a reveal (and I'm sure we are all quite relieved that we can officially take off those buckets on a hot and sweaty day!).

After they all take off and go their separate ways, there is a tense stand-off with Mando and the captain's brother. This is followed by another rescue from Bo and her crew, followed by some heist planning to take weapons from the empire in exchange for some info on the Jedi. After a quick stop to drop the child off with nanny McFrog (and a stern warning not to devour any more of her unborn children), Dintagnon and the three musketeers head for the final show down of this episode and what a show down.



The final raid is filmed superbly and is something that we have all longed to see. A squad of tooled up Mando's making Bantha meat out of hordes of stormtroopers. We again get to see that pure Beskar is quite a rare thing and despite Bo's armour being passed down from generation to generation, it's only Din's formidable shiny suit that can withstand a full laser barrage. I especially liked the comedy touch of the troopers realising they had locked the Mando squad in the control room, it was neatly placed to add a spot of light relief in an intense sequence of events.

We soon find out that Bo is looking for her misplaced darksaber, however the captain decides that ending his own life is better than facing the big bad Moff.

Now, despite the amazing raid sequence, one thing that really sets this episode up for the wow factor, is the mention of a certain Jedi and where to find her. That Jedi is Ahsoka Tano and left me yearning for the next episode!

This was certainly my favourite episode thus far, for me, seeing Bo and Mando storm the imperial ship was something straight out of playing Edge of the Empire, but come to life in front of me.



# SEASON 2

## 12. THE SIEGE



Before I watched this chapter, I had a feeling the team would hold off on the Ahsoka reveal for one more episode. Not down to hearing or seeing any spoilers, but I felt like we needed a small break before the next big hitter joined in on the fray.

Not that I minded, in fact I loved this episode. Going back to its roots, mando made a slight pit stop on Nevarro to meet up with some old chums. It was good to see the old gang back together and there is a real chemistry between these characters that is great to watch.

Having now turned the town around, we see that Greef has taken the mantle of town steward, with Cara backing him up as the marshal. This was a nice nod to its western influence and again, some well-placed light comedy relief in the form of the Child stealing all the blue biccy's. While not quite the wow factor of the previous episode, it oozed Star Wars, with that familiar landscape and a raid on a secret Empire base.

We also get a surprise return in the form of mando's first on-screen bounty. Mythrol is back and working off his debt for the new major. As mando always seems to end up trading himself as a human shield in exchange for information, the team soon get to work by raiding said Imperial base. The whole scene was very reminiscent of the original trilogy and had a very Luke and Han storm the death star kind of feel.

They even had to turn off a reactor put in the most precarious of places. Whoever designs these things really needs a stern talking to about health and safety in the workplace!

We then get another cheeky reveal in the form of what looks like half made clones in vats and hear that they need Baby Y for blood, even mentioning that his 'M' count is very high (which I thought was a lovely way of adding in that peace of controversial canon, without actually having to say it out loud). Now there is still some debate around 'what's in the box', as it's never revealed.



My money is on early Snoke fails, as it has been said before the show will see how the first order takes form.

After that tantalizing reveal, it's time to exit stage left as the place is set to explode. The party split, with mando jetpacking off into the distance and a very awesome high-speed chase between Greef and Cara and a shed load of speeder bikes.

An absolutely great scene and in keeping with the original trilogy vibe. Just when all seemed lost following the arrival of some strafing Tie fighters, Mando fly's in to save the day (another nod to the OG trilogy), with a well-timed vomit to boot (proving that even in Star Wars, kids will eat sweets until they puke if left to their own devices).

After heading off to track down Ashoka, there is a great little final scene where we find that the New Republic is looking to expand into the outer rim and recruit Cara for their ranks. The sadness and anger for her destroyed home of Alderaan is a nice touch and I felt pretty certain that the guilt trip had persuaded Cara to join up.

All in all another great episode and left me certain that the following week, we'd finally get to see good ol' snips in action!



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# BRIGADES

## CANON & LEGENDS

With the release of “The Mandalorian” we have seen the boundaries of Mandalorian costuming expand faster and larger than we could have ever imagined, especially in such a short amount of time.

Mandalorian Armour as we know it has not changed much over the past 40 years. We have seen different iterations of Mandalorian Armour in media taking place in different eras, much of which was Canon until the Disney/LFL reset, but largely has stayed within the familiar confines of what we see on Boba or Jango.



A leap forward in Mandalorian costume design called for the creation of the Post Imperial era for the Mandalorian Mercs Costume Club. This added many challenges for the Application Team, club Ruus’alore and my Brigade Team colleagues as far as new standards to learn and making sure existing BRLs work within the new era.

The ongoing challenge for the Canon & Legends Brigade team is of a different beast all together with new characters making their debut, and old being re-imagined at the live-action level, or receiving a new coat of paint, if you catch my drift.

When we are writing BRL standards for Canon & Legend characters, we always walk the delicate balance of how we can present these requirements in a clear, concise manner, while not scaring potential builders away due to the level of detail we are asking members to add as part of their build.

With every BRL we start with the club’s existing CRL of the corresponding character and build out the details more to highlight specific weathering details, soft parts seams or greeblies.

These little things that people might not notice at a passing glance about your costume are what we stress when assisting members in their Brigade journey. For example, Din’s first costume we see in the television show is very detailed in its weathering and apparent surface wear.

What might pass as approvable at the basic CRL level with the correct colour and damage layout is scrutinized further in assessing surface damage and colour gradient, and fine weathering details. Such as the fine misting splatter we see present on Din’s left thigh plate of that suit.

There are other, more prominent items we are on the lookout for when assessing applications, or assisting on WIPs, but the question remains, what exactly differentiates a



CRL from a BRL? Well, if you have had the chance to explore the Canon & Legends Brigade forum boards recently you might notice some things have changed. Most notably, the addition of blue text added to some character's CRL. That blue text denotes the benchmark items that you should be adding to your costume, if you would like to go Brigades.

Easy and simple, the Brigade standard is laid out for you right there in blue text. Going forward, new BRLs are going to be written like that, and existing ones formatted this way as well.

Brigades has always been a voluntary program where you can explore your character's journey through a galaxy far, far away via trophies you display, accessories on your gun belt, or chipping of paint in any way in the Striker, Field Operations, or Vanguard Divisions.

In Canon & Legends we are after the best visual representation of your costume possible and our goal is not to nitpick, but to challenge you, as a costumer, build on your existing skill set, and explore new avenues of creation as we get more content to draw from.

### ***Mi'ix***

Canon & Legend Brigade Marshall



**Forum Name:** mr10DZ  
**Clan/Squad:** Manda'galaar  
**Brigade:** Canon



**Forum Name:** Marishka  
**Clan/Squad:** Tra'Cor  
**Brigade:** Canon



**Forum Name:** Rayne  
**Clan/Squad:** Tra'cor  
**Brigade:** Canon



# TOOLS OF THE TRADE

## PAINTING

Painting - It's a broad topic, a valuable skill, and a practiced art. In the world of Mandalorian armour crafting, choosing colours can be the starting foundation, and bringing those colours to life the finishing touch on any kit.

While I can't hope to thoroughly cover everything there is to know about the topic in one article - in no particular order - let's take a moment and talk about a few tips and tricks to get the most out of your painting efforts!

### WORKSPACE PREPARATION

A wise man once said, "preparation is the key to success" and when it comes to painting, truer words were never spoken. A little time to prepare before you paint can save you a lot of time cleaning up and touching up afterwards.

First, make sure you have a good workspace, and proper safety equipment!

Ventilation is top priority when working with spray paints and primers, and a respirator and gloves are always a good idea as well.

Temperature is another important factor to consider.

Too hot or too cold and your paint won't dry or cure properly, or might even crack and chip. Check the back of your rattlecan for ideal temperature conditions!

Lastly, make sure you protect your surroundings! Over spray is an unfortunate reality when working with spray paint, and having something behind/under/around your prop will save your workspace from getting dusted.

### SURFACE PREPARATION

If you want the best, most durable finish on your painted props, preparing the surface to receive the paint is a must. A paint job is only as strong as it's foundation.

First, depending on the material you want to paint, consider sanding, and/or applying a primer layer.

There are a lot of different kinds of primer (self-etching, filler primer, coloured primer, etc) and the kind you want to use depends on the surface you're working on. Filler primer is a must have for finishing 3d prints, while something self-etching is good for painting metal.





When in doubt, check the can for a list of best uses!

Second, make sure whatever you're painting is clean and dry. Especially after sanding, making sure your prop or armour plate is dust free ensures a nice clean and even finish.

### **PATIENCE!**

One of the hardest painting truths for me to swallow has been that two or three thin coats are better than one thick one.

A good paint job is all about layers - doesn't matter whether we're talking about layering different colours, creating battle damage and weathering (check next months issue for a weathering tips and tricks guide!), or just getting good coverage - working in several thin coats is always better than laying it on too heavy.

To avoid drips and runs and get an even finish on your props or armour plates, it's worth the extra time to do a couple lighter passes. Just make sure to allow plenty of dry time on each coat before applying the next one!

### **YOUR PAINT JOB NEEDS ARMOUR TOO!**

For some battle damaged warriors with a (literal) chip on their shoulder, scratches, dents, and dings are just part of the job. Real world bumps and scrapes just add character to your kit!

But sometimes maybe you want a little more control over which edges get chipped, and what scratch goes where. Or maybe you like a cleaner, newer look, with pristine colours and a fresh-out-of-the-armourer's-forge kind of vibe.

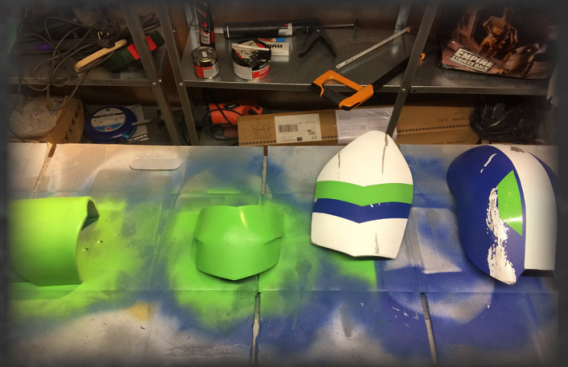
In either case, may I suggest a clear coat? Available in gloss, semi-gloss, and flat finishes to tailor to your needs, a clear coat is great for adding a final protective shell to your beskar, and give your paint job an overall durability boost. A clear coat is also great for locking in weathering that might otherwise wear off or chip.

### **BRAND DOES MATTER**

Some paint brands don't play well with others, and colour can vary from brand to brand as well, even if the colour names match. If you want the best finish, it might be worth the effort to pick a brand you like and stick with it through the whole process - start to finish, primer to topcoat.

If you do decide to mix and match your paint brands, it's a good idea to do a test run on something expendable before you risk your prop or armour plates, just to be safe.

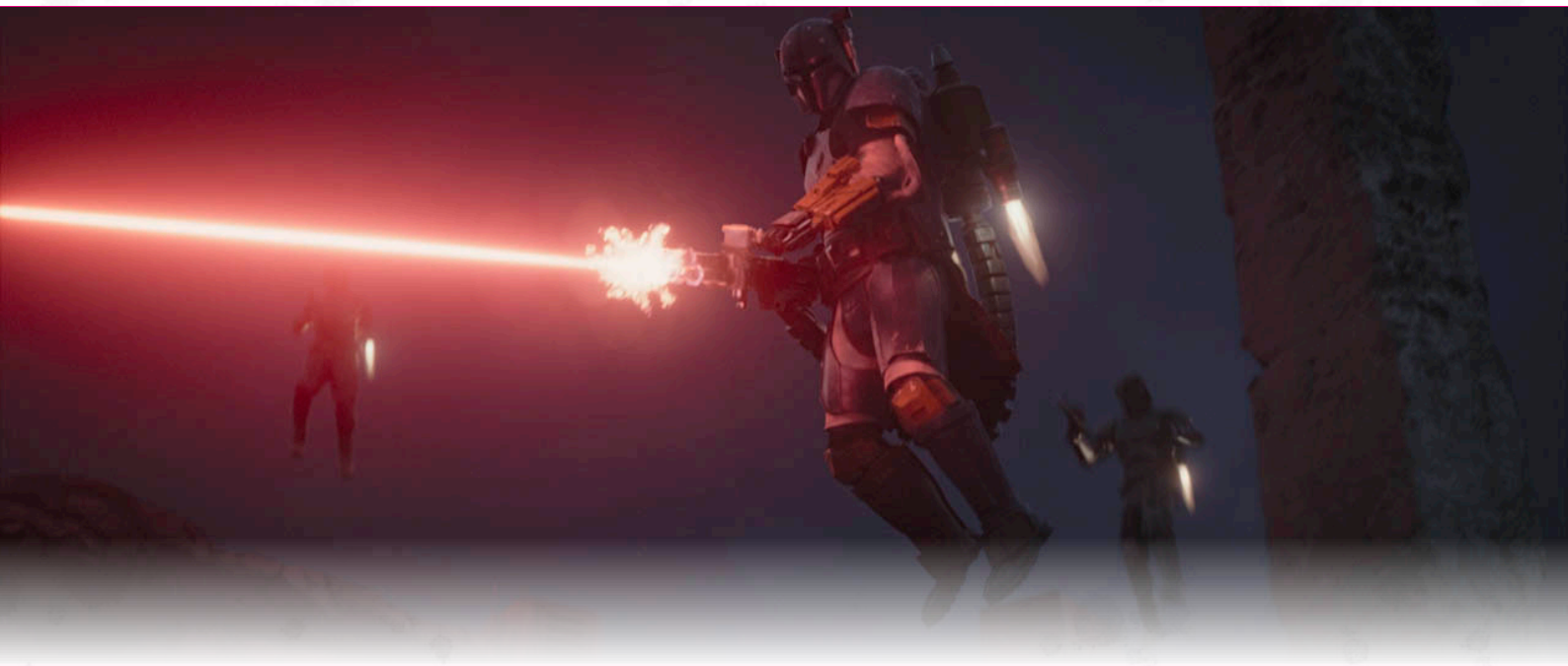
And that's it! Hopefully this short list of tips and tricks has given you some tools to add to your painting arsenal, and motivation to start off this year of armour crafting with confidence! Don't forget to check back next month for a tips and tricks list all about weathering!





# BRIGADES

## POST IMPERIAL CRL'S



The Brigade Team has been contemplating how the new Post-Imperial Era Mandalorian CRLs will impact Brigades. Vraeden (MMCC Brigadier) walks us through the options!

The biggest changes which will impact Brigades are that the collar plate and cod/loin are not required under the Post-Imperial CRL. As I have mentioned previously, Brigades can write profession/Brigade requirements which exceed the general CRL, but Brigades may not write profession/Brigades requirements which violate the CRL.

The challenge for us is that Brigades specifically designates the different armour classes (light, medium, heavy) for our professions, where the CRL makes no such distinction or requirement.

From this perspective, the Din Djarin armour is essentially light armour with no collar and using hip plates in lieu of the cod in combination with thigh and knee armour (this is similar to the “two pieces of below the belt armour” that applied to the club CRL prior to 2013 or so). The Din Djarin beskar armour is fundamentally the same as the original armour with the chest armour providing a little more coverage.

Aside from Paz Vizla, the other Mandalorians we see in Episode 3 pretty much all appear to be variations of the Din Djarin armour. We also see the hip flaps/faulds/tassets, which also appear to be hard armour, although on some of the Mandalorians, they could be padded or leather (the lighting isn't great).

After considering the new CRLs, the Brigade Team is writing the following specific requirements for Post-Imperial Era applicants and is effective immediately. These guidelines are not



applicable to kits which were approved under the Early Crusader, Crusader, Neo-Crusader or the Modern Era CRLs.

### **LIGHT ARMOUR PROFESSIONS:**

- Collar plate is optional, but not required. If a collar plate is present it must overlap or touch the chest plate. Alternately, the chest plate may extend up into the area that would normally have been covered by the collar, but this is not required.
- Cod/loin is optional, but not required. Applicants without a cod/loin should ensure their flightsuit does not have excessive bunching in the groin area.
- If there is no cod/loin, hip plates must be used in combination with either thighs, knees or shins, and must be paired right/left. (They can be asymmetrical but must be present on each side).
- If the cod/loin is present, the top edge of the cod/loin must be covered by a cummerbund or other acceptable waist item.
- Kidney plates, butt plates, hip faulds or tassets are acceptable as long as they are not bulky or large enough to stretch into medium/heavy armour coverage.
- A hard armour backplate is required under all circumstances.
- All other Post-Imperial Era CRL and profession requirements must be met.

### **MEDIUM ARMOUR PROFESSIONS:**

- Chest armour must cover the collar area or there must be a collar plate. If a collar plate is present, it must overlap or touch the chest plate. Alternately, the chest plate should extend up into the area that would normally have been covered by the collar. (See Paz Vizla for reference; contact your Brigade Marshal for specific questions)
- Hard armour cod is required. The top of the cod must be covered by a cummerbund or other acceptable waist item.
- Hard armour backplate is required.
- Hip faulds or tassets are encouraged.
- Other medium armour requirements must comply with the Post-Imperial CRL and the stated profession requirements.

### **HEAVY ARMOUR PROFESSIONS:**

- Chest armour must cover the collar area or there must be a collar plate. If a collar plate is present, it must overlap or touch the chest plate. Alternately, the chest plate should extend up into the area that would normally have been covered by the collar. (See Paz Vizla for reference; contact your Brigade Marshal for specific questions)
- Hard armour cod is required. The top of the cod must be covered by a cummerbund or other acceptable waist item.
- Hard armour backplate is required.
- Hip faulds or tassets are encouraged.
- Leg armour including boot, shin, knee and thigh armour is required.
- Wrap-around leg armour/greaves and upper arm armour are acceptable.
- Kidney and buttplate armour are encouraged.
- Other heavy armour requirements must comply with the Post-Imperial CRL and the stated profession armour requirements.
- The Brigade Team reserves the right to revise, amend or retract this policy at any time.



# THE BESKAR CHEF

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

## BALSAMIC CRANBERRY ROASTED TIP-YIP

### METHOD

1. In the bowl of a food processor or blender, process the garlic, balsamic vinegar, olive oil, soy sauce and ½ cup of the cranberries until smooth.

2. Place the Tip-yip pieces in a large zip-top plastic bag and pour the marinade over the Tip-yip. Close the bag and refrigerate for 30 minutes to 1 hour.

3. Preheat the oven to 375°F. Lightly grease a large oven-safe skillet or casserole dish with non-stick spray.

4. Remove the Tip-yip from the bag, reserving the marinade. Place the Tip-yip pieces in the skillet or dish, skin side down, and season with salt, pepper, thyme and rosemary. Sprinkle the remaining 1 cup cranberries around the pan.

5. Roast the Tip-yip until the skin begins to brown and the meat is nearly cooked through, 20 to 25 minutes. Flip the Tip-yip and brush each piece generously with the reserved marinade. Discard the remaining marinade.

6. Raise the oven temperature to 425°F and cook until the Tip-yip skin is crispy, 5 to 8 more minutes. Serve immediately.

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

### INGREDIENTS

2 cloves garlic

¼ cup balsamic vinegar

3 tablespoons extra-virgin olive oil

1 tablespoon soy sauce

1½ cups cranberries, divided

8 pieces Tip-Yip (Chicken thighs, drumsticks or a mixture)

Nonstick spray, as needed

Salt and freshly ground black pepper for seasoning

1 tablespoon chopped fresh thyme, plus extra sprigs for finishing

1 tablespoon chopped fresh rosemary, plus extra sprigs for finishing



# FROM THE EDITOR



2020 has deprived us of many things, and left with a bitter end with the parting of both David Prowse and Jeremy Bulloch.

As we move into 2021, we do finally have an end to the global pandemic in sight, but we're far from done. Stay strong, keep each other safe, and we'll be out in Beskar'gam sooner rather than later.

With Mandalorian season 2 now coming to a close (and what a close) we've also been thrown a massive list of new stories, films, series and animations to come, and I for one am looking forward to every single bit of it.

And just in case you did miss it... watch past the credits on episode 16!

**Lee**  
**Jaryn Solus**

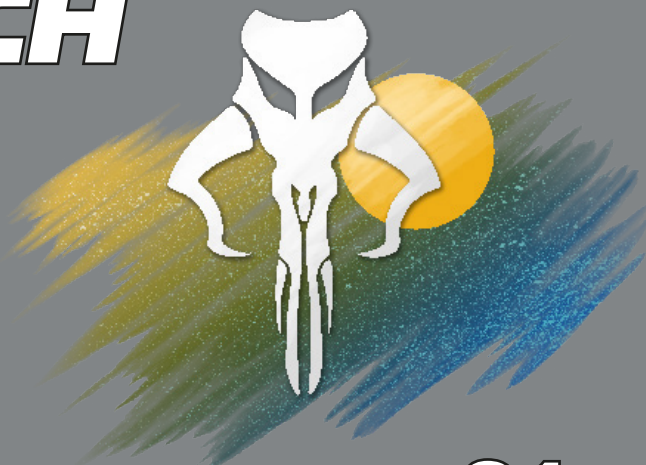
*"If you can't do great things, do small things greatly"*  
*- Mandalore the Uniter*

## 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





# WE WANT YOU



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