

THE OFFICIAL MANDO MAGAZINE

# BATTLECRY

DECEMBER  
2021



**LIFE DAY**

**"CROSSEOVERS"**

**STAR WARS - VIDEO GAMES**

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**FOLLOW US AT ALL THESE OUTLETS**





To my fellow Mercs,

As I write this, it's mid November and the annual Giving of Thanks festival is approaching. It's a time of year that I, like many others, tend to get introspective. It's been so crazy this past year you'd think that Skywalker kid came out of hiding.

I'm getting ahead of myself. Let me start with the basics. My name is Baelin and I am the Alor'ad of Gurreck Clan in Washington State. I've been a member of the MMCC since September 2009. For 12 years this club has been a significant part of my life. We have celebrated the birth of my youngest son together. The Club has introduced me to people I now consider family.

When I relocated to Washington from Texas, it gave me a ready made support system. This club has given me the opportunity to put smiles on the faces of sick children, raise money and awareness for worthy charities. It has allowed me to give back to my communities. I have seen the members of this club rally to support our own. I've led the charge myself on more than one occasion to ensure a vod was taken care of when the unexpected hit.

I never expected to be on the receiving end of this club's generosity. I never thought my world would fall apart.

January 15th, 2021. That's the day I was diagnosed with stage 3C Colon Cancer. A tumor the size of a softball was slowly and painfully killing me. By the time we caught it, my doctors said point blank that without surgical intervention that I had 2, maybe 3 months to live. Even then they couldn't guarantee that surgery would do anything other than buy me a couple more months and make me "comfortable" for that time. I was weeks away from progressing to the point of being terminal. I was weeks away from death.

Almost immediately after my diagnosis, my days consisted of a whirlwind of appointments, consults, testing, scans, and lab work. During it all, I turned to my Mercs family for support. A few days before my first surgery, I got a message from one of my closest friends to check social media. So I did. And there it was. The club was doing a fundraiser patch run. For me. I received messages of love and support from around the world. Thousands of Mercs stood ready to lend me their strength. I had an army of Mandalorians behind me. The MMCC made it very clear, in this family no one fights alone. I was humbled beyond words. There was no way I was going to let you down.

It's been a long battle. Multiple surgeries have left my body scarred. Months of chemotherapy has caused nerve damage.

All of that aside, most importantly, I'm still alive. I'm Cancer free. I won my battle.

Thank you to all of you who stood beside and supported me and my family in our time of need. "Family is more than blood" is more than just a saying. It is a call to action. A call you answered. Whether you bought a patch, sent me a note, said a prayer, offered a kind word, it all helped me find the strength to fight. In the darkest hours, I knew I was not alone.

So what am I thankful for this holiday season? Obviously, I'm thankful to be alive. I'm thankful to be a part of this club. I'm thankful for the opportunity to build a new set of armor to commemorate my battle. Correction, OUR battle.

Vor Entye, Ner Vode  
Baelin



# LIFE DAY

-ARTICLE BY: PARJII SAVIIN



(IMAGE CREDIT: LUCASFILM LTD)

Happy Life Day Everyone! Welcome to this edition of the BattleCry Magazine. With our Life Day around the corner, it is time to crack through the holo-documents to find out the origins of Life Day and perhaps come up with some traditions of your own.

Originally, Life Day was celebrated on Kashyyyk to commemorate their inhabitants, planet diversity, along with honouring family members who have passed away. It focuses on the Wookiee tenants of family, joy, and harmony with others while celebrating the Tree of Life, which is found on Kashyyyk. This celebration is typically observed for several days which allows for families to celebrate their life with one another and gifting people with small tokens. Although this stemmed from the Wookiee tradition, this holiday spread throughout all ends of the galaxy turning it into a galactic holiday celebrated by the young and the old.

However, Life Day is something that we can celebrate within our own homes as family bonding is much needed within the aliit. While gifts are not the main outcome of Life Day, it can be a very fun aspect in exchanging it with friends and loved ones. Perhaps finding a new ornament as a family to the tree can be a new tradition that is started, or even a new Chewbacca plushy to add onto a shelf so it's Chewie on a Shelf. Perhaps another aliit tradition would be to caroling within the streets dressed in matching Life Day outfits, or even watching the 1978 Star Wars Holiday Special.

However, a Life Day dinner with immediate family members may be your preferred method of spending time and reminiscing the year. Keep It Simple Shabuir, that is what Cin'Ciri Verda's Ruus'alor had mentioned to me about his own family tradition. A home cooked meal while baking cookies, staying in Life Day PJs, and spending time with family is always the way to go from his point of view. Others in my clan have more extravagant Life Day where they plan several dinners with extended family and spend time carolling.

Life Day is your day, so make it a day that you will be able to enjoy. Within my own aliit, we spend it watching movies as a family, cooking a meal for dinner, and spending time making a list of what we wish to do within the future. However, this year, Uj cake is on the menu at home, along with plans to attend a Life Day Troop with the local clan. Let us know what your plans for Life Day are? We would love to hear about your stories and implement them into our own lives.



# MEET THE NEW STAFF WRITER

## -ARTICLE BY: VIRRA TENAU

Su'cuy gar! Being one of the newest writers for BattleCry, I would love to introduce myself. I am Virra Tenau, belonging to Beskar Gett'se Clan of Montana. Around a year ago, I started my journey into becoming a member of the Mandalorian Mercs. It all started with a Black Series Boba Fett helmet. Our Ver'alor, Da'am Keldau, had reached out and suggested that I come to the Clan's armor party and to a Make-A-Wish event that was happening after seeing me make some videos on social media with the helmet. I was able to see how tight-knit the members were and how much joy they brought to others, and I wanted in.

It didn't take long for me to start my kit. I decided I wanted a different style of helmet, so I was able to get a new one cast for both Guardian style and Nite Owl style. I also cut my modern armor out of Sintra. I even learned how to sew in order to create many of my soft parts. After several pre-app submissions and a couple of submissions to the app team later, I was finally approved.

Shortly thereafter, our clan's Ruus'alor was relocated to a different state, leaving the clan in need of a new one. I voluntarily stepped into the position, and I have taken a great deal of time to learn the CRL's to help other new prospective members learn how to make amazing armor. Even then, I decided I wanted to be more involved and reached out to the team at BattleCry.

When I'm not finding excuses to kit up or write, I'm hiking with my dog, swing dancing, or helping on my family's dairy farm. I have two sides - super nerd that loves Star Wars, Marvel, and Lord of the Rings, or country girl who loves playing with her animals.

I am beyond grateful to be a part of this team and I look forward to many more adventures to share!





# STAR WARS

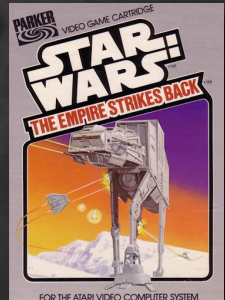
## -VIDEO GAMES

-ARTICLE BY: ALDWYN KASS

Whether you're a gamer yourself or not, there's no denying the incredible impact that Star Wars video games have had on the franchise. From the first Atari game released in 1982, to the modern wonders of virtual reality games like Vader Immortal and Squadrons, Star Wars games have become as much a part of the universe as the movies and tv shows that we all know and love.

This holiday season, we're taking a look back at some of the best games from Star Wars history, and I'll be reflecting on a few of the games that had such an impact on me and my relationship with this galaxy far, far away.

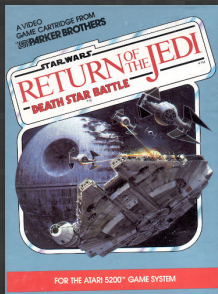
The very first Star Wars video game was released in 1982 for the Atari 2600. Star Wars: The Empire Strikes Back put you behind the controls of a rebel snowspeeder, with the sole objective of defending the Hoth base from Imperial AT-AT walkers.



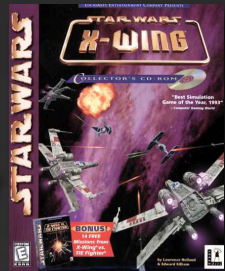
The simple side-scrolling 2D flying game was just a recreation of the iconic Hoth battle scene from the movie, but in a lot of ways, it was much more than that. While The Empire Strikes Back might not have been anything spectacular by modern standards, it was the first time fans of the franchise could interact directly with that galaxy far, far away and feel like they were taking part in it.

1983 saw 3 more Star Wars game releases, and the momentum didn't stop there.

1993 through 1997 saw the birth of an iconic flight-sim miniseries, and one of the first big commercial successes of a Star Wars game - 1993 gave us X-Wing, we met it's sequel TIE Fighter in '94, and the big conclusion, X-Wing vs. TIE Fighter, ties (no pun intended) the series together in 1997.



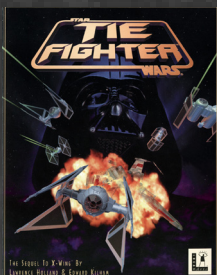
The following years saw more flight-sims like Star Wars: Rogue Squadron, action shooters like Star Wars: Dark Forces, fighting games like Star Wars: Masters of Teräs Käsi, and goofy racing games like Star Wars: Super Bombad Racing.



My own Star Wars gaming memories don't begin until the early 2000s. I personally consider this the golden age of Star Wars games, with the earliest years giving us masterpieces like Star Wars Bounty Hunter, Star Wars: Republic Commando, and Star Wars: Knights of the Old Republic.

Looking back on it now, I see the first seeds of my love for Mandalorians planted in those early games.

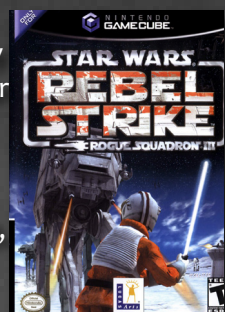
Star Wars: Bounty Hunter made its debut in November of 2002, and gave players the opportunity to step into the iconic Mandalorian armor of Jango Fett. Bounty Hunter is a 3rd person action/adventure game that takes Jango all across the galaxy - from Coruscant's underlevels, to the asteroid prison Oovo IV, to the sandy palace of Jabba the Hutt on Tatooine.



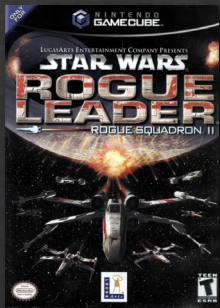
With a storyline that reveals how Jango ended up being chosen as the host of the Clone Army as seen in Episode II, and the supremely talented Temuera Morrison returning to reprise his role in the game's voice over work, Fett fans like me paid little attention to complains from critics about underwhelming graphics and a few clunky camera issues.

The adrenaline rush of capturing bounties with Jango's gauntlet mounted ripcord launcher, and mowing down anything that moves with his double Westar-34 blaster pistols created solid gameplay with plenty of variety and challenge to keep things interesting, and more than made up for whatever those guys writing articles online were complaining about. What do they know, anyway?

BioWare's Star Wars: Knights of the Old Republic (known by fans simply as KOTOR) released in 2003,







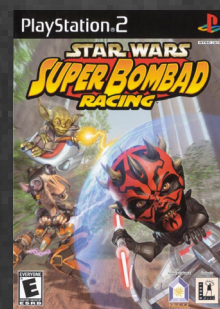
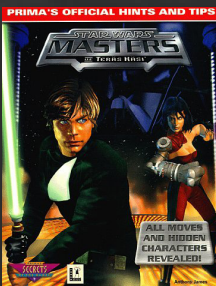
and got a sequel the next year towards the very end of 2004 in the form of Knights of the Old Republic II: The Sith Lords.

Set nearly 4,000 years before the formation of the Galactic Empire, KOTOR tells the story of a Jedi exile's travels across the galaxy in his or her quest to defeat the Sith Lord Malak.

As my first experience with a Role Playing Game, KOTOR blew me away in terms of storytelling and character. The decisions I made as a player determined my fate, and in many cases the fate of those around me, and that was something completely new and very exciting. Dialog options could sway characters to join my cause, or set me on a path to the dark side, and the freedom to create my own story and play the character however I wanted, opened up the world of Star Wars in a way nothing else had, and made me feel like I could own a little part of it.

The game being set so early in the universe's history, and the story being so far removed from Skywalker saga and everything we knew from the movies really sparked my imagination, and opened up the galaxy, showing me that the potential for storytelling in this fictional world was nearly endless. The games gave me a sense of scope and history that I hadn't had before, and only deepened my love for the universe and it's characters (I'm looking at you, Canderous Ordo, you mysterious Mandalorian mercenary).

Can't move on without at least mentioning Pazaak - a card minigame that's playable in several cantinas over the course of the story. I lost more hours than I care to think about to this simple card game, and to this day carry a custom made Pazaak deck and a handful of credits in my belt as a part of my kit.



2004 gave us one of the most beloved Star Wars games of all time, and the tie-in to the book series that would eventually lead so many of us to fall in love with Mandalorian culture - Star Wars: Republic Commando.

The first (and so far only, as far as I know) tactical shooter in the Star Wars games roster, Republic Commando put you in the shoes of RC-1138, a clone special forces squad leader affectionately known by his teammates as "Boss".

The squad orders system allows the player tactical control over the rest of the squad, and gives you the power to play the missions as you want - sending the squad through a door with a breaching charge, or commanding them to taking up sniping overwatch positions while you advance.

The witty banter between squad members, team based tactics, and the "us against the galaxy" feel of the whole campaign make it hard not to fall in love with your team from the very beginning, and the fast, first person shooter action keeps the stakes high throughout.

In my humble opinion, this game was a masterpiece top to bottom. The simple and intuitive squad command mechanic is a fantastic addition to the genre, the soundtrack is absolute poetry, and the dialog and voice acting (again, featuring Temuera Morrison) were superb.

Sure, by today's standards the graphics are outdated, and the level designs are fairly simple, but if you're just looking to blast some clankers with the boys on what turns out to be a surprisingly emotional journey across the galaxy, look no further than this well-loved classic.

This article is about games, I know, but I would be remiss to leave this section without mentioning the hugely impactful Republic Commando novels written by Karen Traviss, the first of which (Republic Commando: Hard Contact) was released in October of 2004, just a few months before the game.

Sequel novels Triple Zero, True Colors, and Order 66, released one per year between 2006 and 2008, with the final book - Star Wars: Imperial Commando: 501st - drawing the story to a close in October of 2009.







While the game follows the adventures of Boss and his Delta squad brothers, the books focused primarily on a clone called Darman, and the boys from Omega squad.

The books also revealed a bit of the backstory behind the commandos and their childhood and training on Kamino, introducing the galaxy to the Cuy'val Dar - a group of 100 individuals personally chosen by Jango Fett to live on Kamino and act as training sergeants for the clones of the newly created Grand Army of the Republic. 75 out of the 100 chosen were Mandalorians who trained their assigned cadets in combat and tactics, and many of whom also passed on Mandalorian tradition and culture to their men.

Over the course of the series, Karen Traviss reveals and explores Mandalorian values, history, culture, and tradition, giving readers a taste of what it means to be Mandalorian, and even developing a working Mandalorian language. I know I'm far from the only MMCC member who was inspired by the rich world she created, and driven by the desire to have even a little part of it.



Moving on, but not going far - also released in 2004 by LucasArts, with a sequel coming in 05, was Star Wars: Battlefront. A first or third person shooter, Battlefront put you in the boots of soldiers on both sides of the Rebellion, or the Clone wars. With a campaign stretching across the franchise timeline, a galactic conquest mode that let you conquer the galaxy, system by system, and an Instant Action mode that let you play any battle from any side, Battlefront was just good clean fun.

The 2005 sequel saw Jedi, Sith, and Scoundrels of all types added to the list of playable characters, and space battles that let you fly fighters and bombers against enemy capital ships, or even land in the enemy hangar and sabotage their command ship from within.

The reboot series produced by Dice in more recent years really struggled off the start with some microtransaction scandals, and fans of the first games found themselves feeling like the new games just didn't have the same appeal. While they eventually saw some decent success and have built a good fanbase, I'll always be loyal to the old classics and their simplistic charm and endless replayability.

Let's jump ahead a minute to 2008, when we first met Galen Marek - better known by his code name, "Starkiller".

Star Wars: The Force Unleashed was another masterpiece of a game, letting players experience life through the eyes of Darth Vader's stunningly powerful secret apprentice.

\*Side note before I continue - I played The Force Unleashed on the PlayStation 2, and as such played a different version of the game than many others might have. I later bought the Xbox 360 version, and realized that the two might as well have been entirely different games. While the Xbox version seems to have a bit of a puzzle/platforming element on some level, the PlayStation version is almost entirely combat focused.

Likewise, the xbox version really makes you work to unlock Starkiller's various Force abilities, while the PlayStation version gives you access to everything from the start.

Perhaps I'm just biased because of where I started, but in my opinion, the PS2 version of the game was significantly superior, if not technically or visually, just on a gameplay experience level.\*

Set between Episodes 3 and 4, The Force Unleashed brought us a look at the jaw dropping power of the Dark Side as wielded by a troubled young man being used like a tool in the cruel glove of Vader.

The thing that most impacted me about this game was the potency of the apprentice's Force abilities. Thanks to the game's (admittedly slightly janky) physics system, every Force Push or Saber Throw felt like it had real impact - telekinetically tossing groups of enemies like toys, and letting you mow down waves of stormtroopers with ease;



crushing AT-STs into balls of scrap metal, and frying your opponents with storms of crackling Force lightning.

Several boss fights against the Jedi you hunt down over the course of the game keep things challenging, and the quicktime events and cutscenes at the end of each one were set pieces on a grand scale, only earned through patience and perseverance.



While the game was great overall, there were several moments that stick out, vivid in my mind still, even though it's been years since my last playthrough.

Several of these moments take place during Starkiller's mission to Raxus Prime with the first and most obvious being the moment he decides to pull a star destroyer out of the sky with nothing more than the power of the Force, tearing the city-sized ship from it's orbit and ramming it into the planet surface.

Watching the nose of the ship plow into the ground and then begin to grow and grow as it slid towards the apprentice, dwarfing him further and further and making the feat that much more awe inspiring with every second that passed... let's just say it was one of those gaming moments that really sticks with you.

Just before this though, we're introduced to the crazed, half-droid Jedi master Kazdan Paratus. An order 66 survivor driven insane by his experiences, Master Paratus had set up a new Jedi temple made of junk found on the planet's surface, and built droid Jedi masters to sit on it's council. With spider-like droid legs and a cackling laugh of madness, let's just say Master Kazdan made an impression.

Star Wars: The Force Unleashed II released in 2010, and while I personally didn't think it quite lived up to the first game, I feel like we saw a huge leap in graphics quality during those two years. The cinematic trailers for the game were incredible, and the final product had a polished quality to it that made it feel a little more mature than it's (let's be honest) uglier older brother. With the addition of a few new gameplay mechanics and Force abilities - including the Mind Trick which could turn enemies against their allies, or make them jump to their deaths over the nearest ledge - and an emotional, "choose your own ending" story, I very much enjoyed TFU2.

There have been so many good (and not so good) Star Wars video games over the years that I'm sure I could probably write tomes on the subject, and for as long winded as I've been, I didn't even get to mention everything I wanted to here - the Lego Star Wars series, Star Wars: The Old Republic, Angry Birds Star Wars, Jedi: Fallen Order, Vader Immortal.... the list goes on.

Hopefully this has been a nice trip down memory lane, and maybe you've even come away with some ideas for the next game you want to pick up for yourself, or to give to a loved one this holiday season.





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# "CROSSOVERS"

-ARTICLE BY: BRYN CIN'PRUDII

So very often when individuals want to build a Mandalorian costume we hear the refrain "I want to do a Mandalorian but make it like <insert other character here>" Whether that character is from the Star Wars universe or not, these kits are called crossovers. For the most part, the MMCC does not approve costumes in this crossover territory such as Snowba Fett, Cylon Fett, or even Rex turned Mandalorian.

Now I do want to take a moment on the "for the most part" statement above; there is room for customization of a Mandalorian costume INSPIRED by one of these characters. In fact some of the best mandalorian kits have tributes to OM's favorite characters, stories, and literary figures baked in. Much how there is the 20% CRL for non mando armor parts being used on an MMCC approvable costume, there is a line of how far inspiration can go it's just a bit more difficult to pin down.

20% inspired is probably the best metric to use, so let's run with it. Say you really wanted that Snowba Fett - incorporate about 20% Snow White and 80% Mando. Maybe only paint the plates Gold with blue highlights, a few beastly trophies and you're in the clear. Take off the helmet and have her hairstyle and headband - that's probably not gonna pass. Same with walking around with a book prop or having a full on hoop skirt! Now how about Cylon? Lets take the key things - Chrome? Do it. Moving eye? Probably a bit too much. A good thing to ask is "If a general nerd came up to my kit, what is the first impression they get?" If the first answer isn't Mando and the second or third answer is the inspiration, it is probably time to rethink the design. One kit we want to point to is Noac Toa from Taak'ure Clan as an excellent inspired

kit. The original inspiration was from that of mermaids and Clone Wars characters combined. These combined to create an excellent Legacy Era Mandalorian kit.

An important note with non-Star Wars crossover territory is that most Sci-Fi elements will not cross over well at all. It's pretty easy to see Star Trek, Halo, Destiny, or other video game as they contrast pretty drastically to the used 70's aesthetic Star Wars is known for. That goes for armor parts and weapons especially.

One area that the App team does see and has been done really well within the club is the ubiquitous in-universe crossover. Most of these done successfully stick to a singular character or species. Ewok, Tusken, and Jawa mandos CAN qualify for this crossover, but more often fall under the Alien Mando clause. What is more in-universe is a Character inspired costume. Taking hints from Boba or Jango is not new, but those hints of other bounty hunters or scum and villainy is where the approvable crossover can occur. Here we highlight two costumes that are great examples of in universe crossovers - done almost entirely with paint and color choices. First up is Paks Topine from Mav'Oyala Clan with a Tie Pilot





inspired costume.

Another great example is Lan Cal'oran from Manda'galaar Clan with his Lando Calrissian inspired mando.

Both of these kits say Mandalorian first - the helmets, plates, and imagery scream Mando at the start. The colors and stylings are the main things that hint at these other character inspirations. These are on the maximum of approvable crossover costumes and show what is possible. I would recommend going subtle as opposed to overt if this is the style of costume you wish to build. Maybe only have one element of your kit as that tribute. You still will want to aim for a cohesive costume in the end.

So what can we take from this? First thing is to let your imagination be free but know where the limits exist. Work with your local Ruus'alore and the App team during your prototyping/design phase to ensure you can be approved. Above all else, ensure you read and understand the CRLs so that we can welcome you and your incredible costume ideas into the club. Above all else, the App team wants to APPROVE your costume; keep up the good work and we shall see you around the galaxy!



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ON THE FORUMS, OR EMAIL HIM AT  
[PR@MANDALORIANMERCES.COM](mailto:PR@MANDALORIANMERCES.COM)



# MEET THE PRXO

Hello. My name is Dustin Schneider, my Mando name and forum name is Kal Revik. I have been in the Mando Mercs since 2015; I was approved before Star Wars Celebration Anaheim, and I attended that event as my first official troop. That made it all more special because I had the opportunity to meet other members of the club from around the world. After seeing so many amazing kits at the event, I decided to start working on my upgrades for brigade level.

I was approved into the Spec Ops brigade in the Recon profession. In 2016 I was chosen as Vhe'rang clans newest Ruus'alor Sol'yc and I have been in the position to the present day. In the very same year I was asked to join the Approval Team and have been on that team since. I joined the Education Team when it was first formed and I joined the PR Team 2 years ago as well. I became the Social Media Team Lead and now I am the new PR XO.

I joined these teams because I wanted to do more for the club. This club has been important to me since I first joined. I was privy to kindnesses that I wasn't expecting. Being a new official member I didn't know anyone and so I was really nervous around all these people who have been in the club a while. I was part of my first death March and I had no idea what it was about or why I was doing it. I realized that I had lost my death March ribbon and when I learned what it was about, it made the feeling worse. I let a fellow member know what had happened and he went out of his way with a few other Mando's to help me find it.

I came in excited to make friends and dress up for a good cause but I also found that I had met a bigger family that I would learn to love. I also love doing all of this for charity and giving back to the community. But, a lot of my motivation to do everything I can for the club and its members comes from that first encounter. I always try to incorporate the feeling of that first encounter in everything I do, especially meeting new OMs or recruits. I joined the different teams to make a difference and help as many people as I can to give them a much better experience than I did. As PR XO, I can do more for the club that I have come to love.

