

THE OFFICIAL MANDO MAGAZINE

BATTLECRY

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THE DREADED FIX LIST - MEET SHAR DAGGER - THE AGE OF BOBA FETT

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**ARMOR TIPS, INTERVIEWS,
FEATURES ON MEMBERS,
CONVENTIONS, AND SO
MUCH MORE!**

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THE DREADED FIX LIST

-ARTICLE BY: ALDWYN KASS

Imagine you're a new MMCC hopeful. You've built your costume. From soft parts to armor plates, you've worked tirelessly for months, or maybe years, and it's finally all come together. You're ready to submit for approval! You take the pictures, fill out the form, send it away, and wait in suspense for days. A week passes, maybe two. Did they lose your submission? Did they all go on vacation and forget to come back? Did the entire App Team fall into a Sarlacc pit?? Just when you've given up, the email finally comes! But instead of a "Congratulations!"... Like something out of a horror movie, you're met with the words, "you're so close!" followed by the dreaded Fix List™! *insert ominous music here*

Submitting for approval can be one of the most exciting and nerve wracking steps in any Mando's journey, and while we all dream of getting the App team's gold stamp of approval on our first try, more often than not, they reply with a fix list. This can be frustrating, and discouraging, especially if you have to go through the resubmission process more than once.

Perhaps you've found yourself in this position, and wanted to just give up. I'm here this month to tell you why you shouldn't do that, and to talk about what a fix list means, and why it can be a good thing.

SO WHAT IS A FIX LIST?

When the App team receives your application, their first job is to look at the pictures you've provided and measure them against the MMCC's Costume Requirements list, making sure your costume meets club standards and doesn't violate any rules. The MMCC costume standards are in place to help costumers achieve the most realistic and in-universe look for their armor, guiding armor makers to put forth their best effort and helping them get to that, "just stepped off the starship" look.

A fix list is what the App Team sends to MMCC potential members who's costumes are almost ready for approval, but need just a few finishing touches. Most often, fix lists are just a handful of simple ways to make your kit present better, look more "Star Wars-y", or better comply with the club's standards.

Perhaps the best place to really kick things off is with a quick discussion on how to avoid receiving a fix list in the first place.

1. Know the CRLs! - The first and most effective way to get your costume fast tracked through the approval process is to make sure your kit meets the Costume Requirements and doesn't violate any club rules. The CRLs ([Costume Requirements Lists](#)) can be found here.

2. Use the Pre-App Process! - Another great way to give yourself the best chance of getting that stamp of approval on the first try is to go through the proper channels during your building and pre-approval process. Your local clan members and officers are your best resources during your build, and your Ruus'alore (costume compliance officers) can be particularly helpful in this area.

Don't forget to update your WIP thread often on the forums as you build your kit, and when you think you're ready to submit for approval, be sure to use your clan's Pre-app section first. Upload the pictures of your finished kit and let your Ruus'alore take a look. They - like the app team - are here to help us all look our best, so get their advice and try to make those fixes before you send your application off.

3. Take Good Pictures! - Perhaps the simplest and easiest way to ensure the app process runs smoothly is to take the best application photos possible. The application requires at least a front, back, left profile, right profile, front with helmet off, and a weapons picture.

When taking your pictures, be sure your lighting is good and accurately displays your colors, makes your weathering visible (especially on your soft parts where it can tend to disappear), and doesn't cast strange shadows.

Be aware of your camera angle as well. Armor plates that look well placed with the naked eye can appear to be too close together depending on the angle a picture is taken from. Likewise, taking a picture from too close, or from off to one side slightly can distort perspective and make things appear disproportionate or crooked. Best practice is just to take multiple pictures from multiple angles and pick only those which best represent what you see with the naked eye.

These simple steps can help you make sure you're as prepared as possible for the application process.

So let's say you've done all that, and you send off your application, and still get a fix list.

It's not the end of the world! Before we go any further, let's talk about perspective.

The App Team is here to make sure we're all at our very best, so instead of looking at a fix list like an insult to all your hard work, think of it more as a helpful critique from those who have gone before, suggesting ways to improve what you've already made and take your kit to the next level. As builders and costumers, we should always be striving to put our best work on display, and the App Team is here to help us do just that.

Getting another, more experienced set of eyes on your work can be massively helpful, and when you remember that the App Team is here to help, and not to bash your hard work, it's easier to see the fix list as a fun challenge instead of a setback. Trust me, when you see your kit before and after fix list and approval, you'll thank them.

With all this in mind, take the fix list items one at a time and see what you can do. Get help from your clan if you need it. Share the list items with your Ruus'alore and ask questions. When you're ready, resubmit.

And just as a quick side note - remember that not only is the App Team not your enemy, but they're also human, just like you. They're volunteers, freely donating their time and energy to try to help us all be our best. So be polite when you're interacting with them.

If you have a disagreement with an item on the fix list, it's okay to express that in a friendly and polite way. Offer to send more detailed pictures of a problem area if need be, and express the reasoning behind your disagreement. When I was submitting my kit, my application pictures didn't accurately show my weathering, so it looked inconsistent. I explained to the App team that it was indeed consistent across my whole kit, sent closer and better lit photos of the areas they had expressed concern about, and that was that. No fix needed, just a polite explanation and a few detail shots. Along the same lines, it's also okay to ask for clarification. If you don't understand something, ask for details, or an example. They're here to help and they want to see you succeed.

TO SUMMARIZE:

1. Going through all the proper steps in the build and pre-app phase can help you avoid getting a fix list in the application phase.
2. Take your time, and take good, high-quality photos.
3. The App Team isn't your enemy, and they want to see you succeed. A fix list is constructive criticism, and not an insult to your creative vision, or your hard work.

Hopefully with all this in mind we've made the fix list a little less scary and demoralizing, and encouraged perseverance and a new and brighter perspective. Now, let's see those app photos!

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THE HISTORY OF THE KRAYT CLAN



-ARTICLE BY: DIZ GE'TAL

It is my distinct pleasure to write this month's Clan Spotlight about a group of Mandalorians that I consider family. The Krayt Clan, Utah's Chapter of the MMCC.

The MMCC was very young when, in December of 2009, several Mandalorian fans in Utah met at a local restaurant to talk about building their own armor and the need for a Utah Chapter. At that meet up, they discussed their WIPs and possible clan names for the chapter. The front runner being "The Krayt Dragon Clan."

According to Neff (Ori Cabur), they knew that it would take three official members to gain "Squad" status within the MMCC and so a wager of sorts was made to see who could be the first to be approved. The winner would be the proud recipient of a "very nice dinner" provided by the runners up.

In 2010, Tal Vhett and Ori Cabur were approved, followed closely by Aaray Vhett, and the Krayt Squad gained its official status with Ori Cabur named Squad Leader. I'm not sure who won the dinner.



As a newly minted Squad of the MMCC, Krayt had their first official troop on Free Comic Book Day, May 1st, 2010, at a local Salt Lake comic book shop. This yearly troop has become a special one to the Krayt Clan and one that we have missed through the current pandemic.

Later that same year, the three member Krayt Squad were able to troop the new GEEX Gaming and Electronics Expo, This convention would eventually become the very popular FanX convention in Salt Lake City, a convention that has invited Krayt Clan back year after year. It was at the GEEX Expo that the Krayt Squad was able to do quite a bit of recruiting. By November 1, 2010 Krayt Squad had grown in membership and was officially granted Clan Status.

Krayt Clan's very recognizable sigil was designed in 2011 by Verda Adu.

Today, Krayt Clan boasts 66 official Members including our founder, Ori Cabur, who has stayed close to the clan that he had a very large hand in creating and the clan's Ruus'alor team is trying to manage a large group of recruits with their sights set on joining the ranks.

Over the years, Krayt Clan has enjoyed the friendship of the other Star Wars clubs and community who work together in supporting charity work in Utah, including Toys for Tots and Make-a-Wish.

While Krayt Clan is continually growing they strive to always remember their unofficial moto "Family is More than Blood."



MEET SHAR DAGGER THE ED TEAM XO



-ARTICLE BY: BRYN CIN'PRUDII

The Education Team has a new XO and we at BattleCry would like to take a moment to introduce the club to Shar Dagger.

BATTLECRY: How did you learn about the Mercs and When did you become OM ?

SHAR: I learned about the mercs in about 2014 when I wanted to build a Boba Fett helmet. I did research and came across the forums. I used a tutorial there that guided me on how to take the wizard of flight helmet templates and make your own scratch built helmet. I have since made 6 helmets completely made from scratch. I became an official member in 2017.

BATTLECRY: Tell us a little about yourself, What defines you outside of the Mercs?

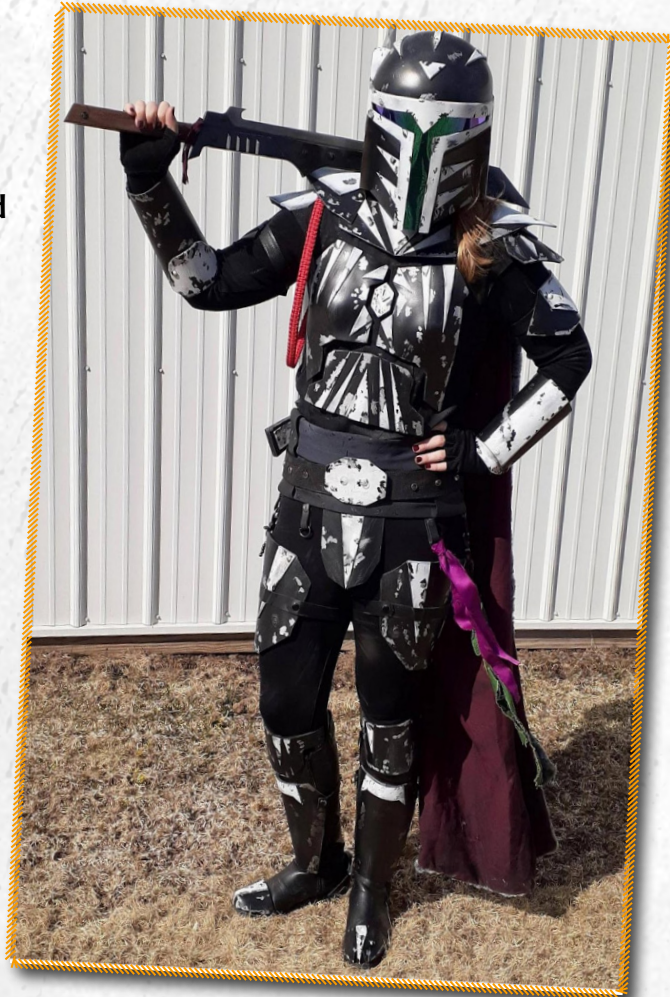
SHAR: Outside of the Mercs I am a Doctor of Physical Therapy. I work with sports and orthopedics. I am an anime fan currently enjoying the Demon Slayer series. I also primarily listen to metal music. I have seen Metallica live twice and have tickets to see Slipknot in April. I also recently got engaged at Disneyworld in front of the Millenium Falcon.

BATTLECRY: The Education team is a unique group within the club, How did you get involved with the Ed team?

SHAR: I got involved with the Ed team when I was at Mercscon 2 and had a great discussion with Havelock. We had experience working together on the app team and were very successful then. We decided that my background and work ethic could be a good asset to the team.

BATTLECRY: The job of Education Team XO is not an easy one, with all the content, training, and review happening, how do you manage your time?

SHAR: Some jobs within the club have time dedications that some people may not be aware of. I decided that the best way to prevent things from building up for me is to dedicate a specific amount of time every night. I typically start with a 30 minute minimum nightly after work and expand as able.





BATTLECRY: What is the one piece of advice that you find yourself always giving future members of the Mercs, especially from the ed team perspective?

SHAR: Don't overextend yourself. It is really easy to reach out to multiple teams and join them; however, the further you extend yourself, the more prone you become to the dreaded burn out. Pick one area and focus your energy there. What seems like just a little bit here and there can add up very quickly.

BATTLECRY: What is your favorite thing about the Star Wars community ?

SHAR: The camaraderie. It is very easy to walk into a group of mercs at any event and instantly make friends.

BATTLECRY: What are your future plans within the Mercs, any new builds planned, or projects you want to pursue (Any secret things you can share with our readers) ?

SHAR: I currently have a wearable Live Action Bo Katan that I am still tweaking before submitting my formal application to the approval team. I also have a forest/mountain themed kit that I am working on here and there.

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THE AGE OF BOBA FETT

-ARTICLE BY: YIRRA TENAU

With the long-awaited Book of Boba Fett coming to a close, viewers were left full of questions. One such question that many viewers asked was this: how old is this perfect replica of Jango Fett? With so many different forms of media and a little bit of a more confusing timeline than here on earth, we want to bring one of our favorite characters to light. As a disclaimer, there are spoilers ahead for almost all the Star Wars movies and tv shows.

In Attack of the Clones, we first meet a young Boba Fett as Obi-Wan hunts for the boy's father. It is revealed to the Jedi by Lama Su that Jango wanted an unaltered clone of himself, which means that there were no accelerants in Boba's aging, unlike what we see in the Clone Troopers. Since the army was discovered around 22 years before the Battle of Yavin ("B.B.Y.") and commissioned around 32 B.B.Y., it is safe to assume that Boba was about ten years old at the time.

After meeting Boba in Attack of the Clones, we get to see the young bounty hunter again several times throughout the Clone Wars animated series, detailing some of his time into his teen years. Though it's never explicitly stated in the show, we see Boba not long before Order 66, which happens in 19 B.B.Y., so we can assume that he is easily into his teen years as the show progresses. During that time, although Boba ages naturally, he matures far more rapidly through trials in life. After losing his father, he teams up with some of the most well-known bounty hunters, including the infamous Duro, Cad Bane. He even went so far as to establish a bounty hunting syndicate of his own on Tatooine, called the Krayt's Claw.

The time after the Clone War has a few different accounts of Boba Fett from comics and books, dealing in only a few of these encounters. What we do know is that the Mandalorian inherited his father's armor and only took on specific jobs that earned him the title of the "most feared bounty hunter in the galaxy." Jabba himself took note of these skills and often would use Fett as his go-to mercenary for his jobs. Boba even encountered a group of Tusken on Jabba's behalf somewhere between 10 B.B.Y. and 4 A.B.Y., making his time with them later even more unique.

(IMAGE CREDIT: LUCASFILM LTD)

The next time we see Boba, chronologically, is in the special edition of A New Hope. Initially, George Lucas hadn't put any Mandalorians in his first version of Star Wars. We can assume that due to his popularity in The Empire Strikes Back and Return of the Jedi, Lucas wanted to give the bounty hunter more screen time, but it's unknown. Many officially first saw Boba cinematically in The Empire Strikes Back, and it was their first exposure to a Mandalorian. With The Empire Strikes Back taking place about three years after A New Hope, Boba would be about 35 years old in 3 A.B.Y.

Fett once again graced our screens only a short time later in Return of the Jedi. While three years had passed between the first two movies in the Star Wars universe, only a year had passed between the second and third movies. This short time jump would make Boba 36 years old when he meets his suspected demise in the Sarlacc pit. Everyone assumed that the famous bounty hunter had died, struck down in his prime.

However, many fans rejoiced to find out that Fett was not gone for good and survived his time in the Sarlacc when he made his appearance in The Mandalorian. The show takes place about five years after Return of the Jedi, placing Boba at 41 years old. Many suspected Fett to be older, considering his considerable scarring from the time spent in the stomach acid of the Sarlacc. Though there are still many gaps to fill in Boba's time after the Sarlacc, it is safe to say that currently, in the Mando/Fett storyline, Boba is 41 or possibly 42, since it is unclear exactly how much time has passed between the shows.

The mystery of age in the Star Wars universe will always be a complex subject with the release of different movies and shows throughout time, but now at least one character has been revealed. And for all that say they are too old to create a Mandalorian? Boba became Daimyo at age 42.

