

THE OFFICIAL MANDO MAGAZINE

BATTLECRY

SEPTEMBER
2022



KURSHI BEJAAHAL - THE ORDER OF THE MMCC - MESHUROK - SO YOU WANT TO BE A MANDO...

THE MANDO MERCS COSTUME CLUB IS A WORLDWIDE STAR WARS COSTUMING ORGANIZATION COMPRISED OF AND OPERATED BY STAR WARS FANS. WHILE IT IS NOT SPONSORED BY LUCASFILM LTD., IT FOLLOWS GENERALLY ACCEPTED RULES FOR STAR WARS FAN GROUPS. STAR WARS, ITS CHARACTERS, COSTUMES, AND ALL ASSOCIATED ITEMS ARE THE INTELLECTUAL PROPERTY OF LUCASFILM. © 2022 LUCASFILM LTD. & ™ ALL RIGHTS RESERVED. USED UNDER AUTHORIZATION.



**BATTLECRY IS THE MERCS
OFFICIAL MAGAZINE
WHICH IS RELEASED
MONTHLY TO THE WORLD
EXCLUSIVELY ON THE
MERCS HOLONET.**

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

EDITORIAL

Donald "Darasuum Prudii" Pennisten
Mike "Diz Ge'tal" Porter

STAFF WRITERS

Jim "Tarron Lok" McGarrigle
Kat "Parjii Saviin" Kiele
Cassidy "Aldwyn Kass" Buckland
Rob "Bryn Cin'Prudii" Even
Kelsey "Virra Tenau" Burcham

CONTRIBUTORS

Lesley "BrieKalan" Farguhar
Tom "Mandalore the Uniter" Hutchens

COVER

Tra Vosx

IN THIS ISSUE

4. GETTING TO KNOW YOUR ICC MINISTER:

KURSHI BEJAHAAAL

5. THE ORDER OF THE MMCC

8. CLAN SPOTLIGHT: MESHUROK

9. SO YOU WANT TO BE A MANDO...



FOLLOW US ON ALL THESE MEDIA OUTLETS





JOIN TODAY

MANDALORIANMERCES.ORG

GETTING TO KNOW YOUR ICC MINISTER: KURSHI BEJAHAAAL

-ARTICLE BY: BRYN CIN'PRUDII

This month we get to know the second of three International Command Council Ministers, Riley "Kurshi BeJahaal" Snyder. Kurshi is a member of Rancor Clan in Ohio, USA. Lets get to know them a little closer.

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

KURSHI: I actually stumbled across the Mercs while I was googling "how to build a Stormtrooper helmet from a milk jug." I had no idea that there was a place that told you how to build a Mando helmet out of five gallon buckets and a hard hat, but when I saw that, I immediately abandoned my Trashtrooper project and got to work on a Mando. After a little over a year of work, I received my OM e-mail in June of 2016.

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

KURSHI: Outside of the Mercs, I'm a father to the coolest 19 month old ever (I might be biased though). I work as an Independent Healthcare Provider that serves individuals with developmental disabilities. My role is to work in tandem with the family and local Board of Developmental Disabilities to implement plans and procedures to help the individual reach their goals. When I'm not thinking about family, work and the Mercs, I am probably thinking about plants. Mostly outdoor perennials are my area of interest.

I absolutely love music; specifically reggae, post rock and old school hardcore. I used to tour with a melodic death metal band that was signed to a small label. I have a recording set-up at home and am currently working on a demo for one of the individuals that I work with. I love cats and geek out about aquarium fish. Seinfeld is the greatest show ever.

BATTLECRY: The job of ICC Minister is something new and not an easy one. Tell us about your role. WHAT IS IT YOU DO HERE?

KURSHI: Each ICC Minister oversees one of three committees. We have the Membership Development Committee, Program Committee and the International Advisory Committee. I was originally chair for the IAC, but after some discussion, that Committee was rolled back as it has not been necessary at the moment. I have just recently switched roles to oversee the Program Committee, which I look forward to getting started with. Currently, we're discussing some neat ideas to help get new UMs started on their builds. We are also looking at ways to help Strongholds with promotional items, resources and representation.

As a member of the ICC, though, I work alongside Mandalore, the Prime Minister, Exchequer, Archivist and two other ICC Ministers to cover a vast array of behind the scenes things. We review, add to and vote on governing documents (there are SO many documents to read!), confirm new Cabinet members, discuss ways to implement or improve policies and procedures, discuss feedback presented by the Conclave and bring those issues to the table. We try to figure out how to address them and who is best suited for that. Always remember that your chain of command is the best way to have your voice be heard. We want to know how we can help.

This year, we've adjusted the trooping policy and how troops count, confirmed the US Region Realignment to balance out the RC and RVC's workload, added the Toxic Behavior Clause, revised and confirmed the member's rights and responsibilities charter, supported causes through LWI, plus numerous other things.

BATTLECRY: What is the one piece of advice that you find yourself always giving future members of the Mercs?

KURSHI: Hang in there. Building a Merc from scratch is a work of art. It takes dedication and perseverance to bring an idea in your head into fruition. Utilize your Ruus'alore, your Clanmates, the Royal War College and all the resources that the forum has to offer to help you. If you don't feel comfortable with your skills, be patient and keep at it. Never be afraid to ask for help, either!

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

KURSHI: The people. I have met some of the most wonderful and kind people here in the MMCC. I had no idea that by signing up to be a plastic spaceman, I would also gain myself a family where I would make some of my best friends. Thank you all for making this Club what it is today.

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) ?

KURSHI: I am currently working on a second kit. I have a Protector in the works right now. After that, I'd like to do a Post-Imperial build as well. Secretly, I have a huge desire to make a Rohlan Dyre kit, but I don't know if that's just a dream or something that I'll actually do. I would LOVE to help write an updated CRL for him if I make that build.

As for Future plans, I'd eventually like to find a spot as a Battlecry contributor since I love to write and used to enjoy blogging. I just don't have much time to contribute, currently. When my time as an ICC Minister ends, I wouldn't mind returning to Ver'alor/Ver'sol again if there's a need. I really enjoyed those roles.

BATTLECRY: Blaster or Melee Weapon?

KURSHI: Blaster all the way.

BATTLECRY: Favorite Ship?

KURSHI: Full disclaimer: I don't really know anything about ships.

BATTLECRY: Favorite Character

KURSHI: Do I have to say Boba? I feel like he's the reason that most of us are all here. I've got to say Tobbi Dala and Jaster Mereel too. But outside of Mandos, Asajj Ventress and Quinlan Vos might be two of my favorites.



THE ORDER OF THE MMCC

-ARTICLE BY: VIRRA TENAU

Readers who are interested in the Mando Mercs Costume Club, and many still who are official members of the MMCC may often find the name of the club's founder, Tom Hutchens, passed around as "Mandalore the Uniter". There is the fundamental understanding that we follow Mandalore (also known as the Mand'alor), but what about the other names that you commonly see? What even is a Ruus'alor anyways? We want to break down what each position within the MMCC is and the vital role they play in keeping us up and running.

Starting at the very top with Mandalore the Uniter, we have the foundation of the MMCC, the International Command Council. The individuals on this council oversee the entirety of the club, beyond regions, as well as serving as the staff for a non-profit. Mandalore serves as the Chairperson and Chief Executive Officer of the Mando Mercs on this council. The MMCC is a 501(c)(10) within the United States and recognized as a nonprofit in other countries as well, so positions such as chairperson and officers are needed beyond the basic clan level. Mandalore also serves as the main public figure for the MMCC, elevating the position to the most identifiable. Mandalore carries the vision for the club as a whole and is arguably the most crucial position within the MMCC.

INTERNATIONAL COMMAND COUNCIL

Our current Exchequer, Ken "Kensnaps" Applegate, serves as Treasurer. It should come as no surprise from the name alone, that our Exchequer is in charge of all things finance for the MMCC. Whether it's store related or a question regarding funding for the clans, the Exchequer is the one to go to.

Another member of the International Command Council is Sal "Kaden'Dha Runi" Attinello, who serves as the Archivist. The Archivist is a position that previously held more of a financial standpoint but is now more shifted to assisting the International Command Council in day-to-day activities. The Archivist also serves as the head of several different committees, helping keep everything organized. The Archivist is responsible for event recording, the formation of clans and regions, and membership catalog auditing.

The Prime Minister, currently Josh "Kruser" Kruse, is another position within the International Command Council. The Prime Minister serves as the vice-chairperson as well as the conclave president. The Prime Minister is additionally set to be the aid for regional command staff, a critical resource for them. However, with the growth of the MMCC, the Prime Minister can't do it alone.

There are three Ministers who aid the Prime Minister in their duties. Currently serving is Kevin "Baelin Halon" Ward, Jake "Venix Arden" Riese, and Riley "Kurshi BeJahaal" Snyder. The ministers are elected by other official members and have been selected due to their exemplary actions within the MMCC.

MMCC CABINET

The MMCC Cabinet touches all aspects of the club as a whole. It assist with the day to day runnings. There are currently 10 serving members on the cabinet.

The Alor, who works in conjunction with the Prime Minister, who serves as head of the Cabinet and chief of staff. Currently, Rob "Ohl'd Vart" Dawkins serves as MMCC Alor. The Alor is appointed by Mandalore. Overall, the cabinet serves to keep things running.

Additionally, the Adjunct General ("AG"), Larry "Aa'ray" Kookan aids the Alor in management. The AG is an appointed non-voting staff member and is responsible for providing personnel support that affects members' overall welfare and well-being. The AG assists with internal investigations and membership diversity and inclusion. Think of this position as the human resource officer.

Next and probably one of the most familiar, is the Chief Technology Officer (also known as the CTO). Nicholas "Hik'aari" Wetzel serves currently and helps make sure the forums are working at optimal capacity, proper access on the forums is given, and maintaining the MMCC email server.

The Education Officer ("EO") has an important job as well. They maintain and write new material that can be found in the Jadd Halls of Knowledge. Brett "Havelock" Chrisner serves as the current EO.

The Judicial Officer ("JO"). It is not listed currently and they serve as a deciding factor in club disputes. Though most disputes are taken care of at a clan or regional level, occasionally another is needed to step in as a deciding factor. The Judicial Officer helps before things are taken to the top of the pole with Mandalore.

The Personnel Officer ("PERSO") position is held by Matthew "Dha Bral" Lipski. The PERSO is in charge of any and everything costume related. They are additionally in charge of reviewing the Costume Requirements List ("CRL") and helping the leadership make the correct changes to the requirements.

Donald "Darasuum Prudii" Pennisten serves as the current PRO. The PRO is the voice of the MMCC. They are in charge of club communication, social media, BattleCry Magazine, The MMCC Builders Group, and the direct contact with LFL.

The Quartermaster ("QM"), Corey "Coreysnaps" Applegate, manages and maintains the Mando Mercs as a brand. This includes club merchandise, outside use of the Mercs images, logos, and material. The QM also approves, monitors, and oversees the creation, sale, or distribution of Mercs branded merchandise.

We couldn't go without discussing Rally Master ("RM") Mariah "Myriot" Dockstader. A newer addition to the MMCC Cabinet, the Rally Master has become an important part of the unity of the MMCC. Mariah has held virtual meet n' greets for the clans on an international level. With the after-effects of COVID-19, it became an essential way for the vast majority of members to meet each other. The Rally Master also plans and coordinates larger events like MercsCon or our presence at Celebrations.

Finally, we reach the end of the Cabinet. The Signet Master, Josh "JBStuka" Beach, serves as one of the primary points for designs. Each clan has a Sigil or a Signet and has obtained assistance from the Signet Master in creating and maintaining the perfect symbol for the clans. The Signet Master oversees the Art Team and the production art needed to make merchandise on a clan/regional/club level.

REGIONAL COMMAND STAFF

The Regional Command Staff oversees the clans in specific areas, and are some of the best resources for local clan leadership as well. They are Baud "Aran Dral'Tor" Catelle of Europe, Jules "Delgadoo8" Delgado Gallardo of Latin America, Donovan "Vastoom" Travers of North Eastern USA, Mike "Wolfen Sylvermane" Stallings of South Eastern USA, Ken "Desago" Thompson of North Central USA, Jarred "Pyro" Thrasher of South Central USA, Joey "Jaster Fett" Graham of Western USA, Shawn "Sidewalker" Trainor of Canada, and April "Rav Sta'is" Storm of Oceania. The names listed here are only Al'verde, and their second-in-commands are known as Ver Al'verde.

We have at long last arrived at some of the most well-known positions in the MMCC - the Clan Officers. If you have been a part of the forums for very long, it is quite likely that you've heard the titles Alor'ad, Ver'alor, and Ruus'alor Sol'yc. These positions are essential in the day-to-day operations within the clans and are most likely who you will be interacting with the most.

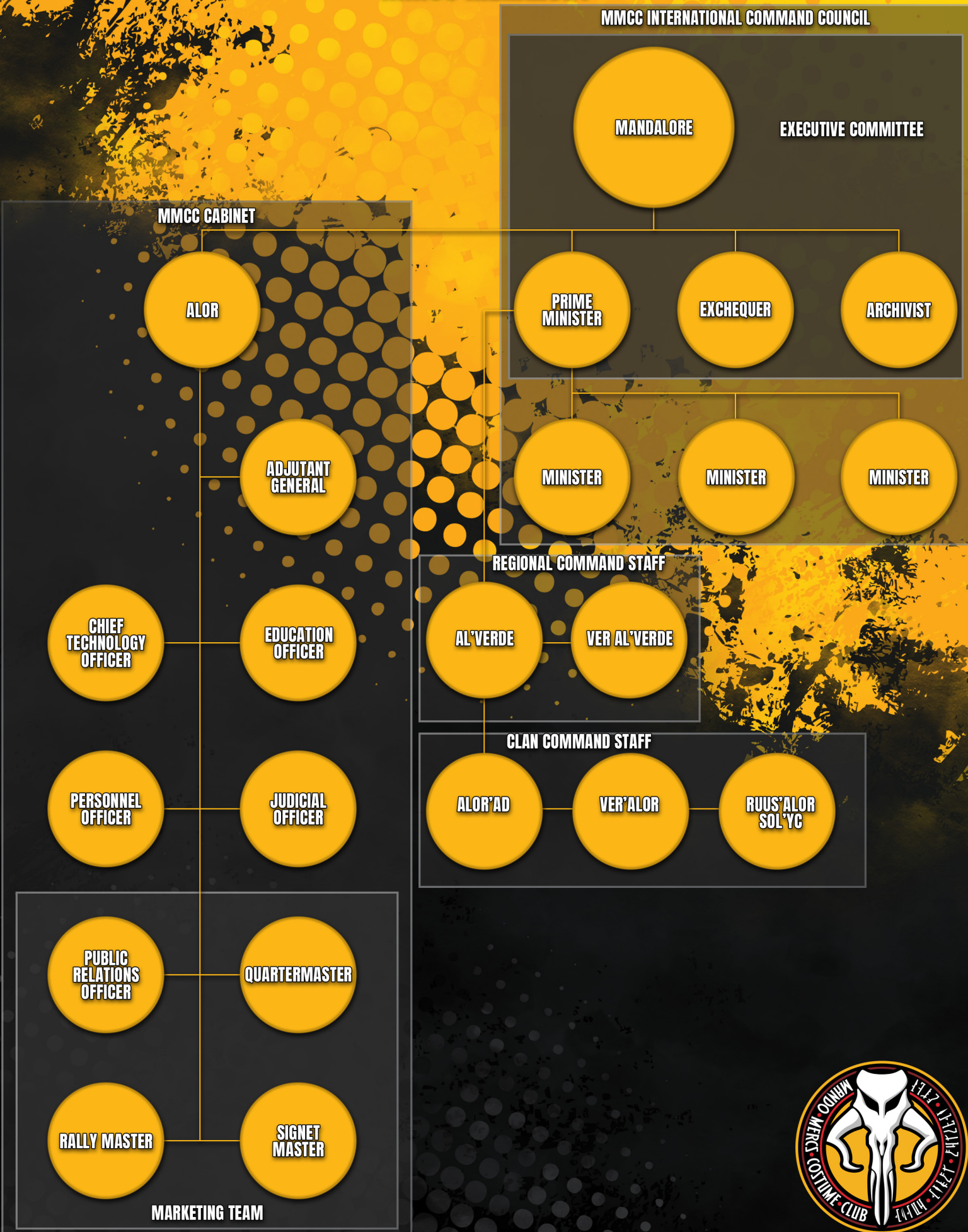
The Alor'ad is the leader of the clan. Oftentimes, they create and carry out the policies of the MMCC on a club and clan level. They are often the best resources when it comes to troop reports or knowing the inner workings of the MMCC.

The Ver'alor is the second in command. They can be found coordinating activities and members of the Clan, occasionally managing the social media outreach for the clan. They ensure that the clan's public image is in line with the MMCC's goals. Ver'alors are also responsible for all clan merchandising and finances.

The final position of the Command Staff is Ruus'alor Sol'yc. Ruus'alor act as the Primary contact for new members at the Clan level. The Ruus'alor also ensures all Clan members' costumes are within current Mercs-approved standards following the CRL's.

Overall, it takes each and every one of the people listed within this article and more to create the environment of the Mando Mercs that we have all come to know and love. We thank each member of this incredible team for all their hard work and hope that this helps new or existing members understand the team a little better. Until next time, Oya!

MMCC HIERARCHY





MEMBER MARKETPLACE

FROM CLAN'S TO
THE CLUB,
ALL YOUR MMCC
GEAR IN ONE
PLACE!

MARKET.MANDOMERCCS.ORG

CLAN SPOTLIGHT: MESHUROK

-ARTICLE BY: PARJII SAVIIN

Amidst of the land of potatoes, a gem was cultivated to form: Meshurok Clan of Idaho. I was able to comm in with their currently Alor'ad: Robert, Shev'la, to bring you a highlight of this clan! Shev'la was the first official member in Idaho, getting his official membership status in September of 2016 quickly followed by Matt Bloodgood and Andrew Lepinski. Idaho had gained enough traction to form a stronghold, later becoming an official clan in 2017. This year marks Meshurok's 5th Clanniversary!



Meshurok Clan has a strong connection with the symbols of their state. As a clan, they decided that their clan name would be Meshurok, which is the Mando'a translation for gemstone. Their clan logo was inspired by the Ash Angel, a species of scavenging birds from the volcanic planet Sullust. As Idaho has been known for its violent geological history of volcanic activity and its naturally formed features such as the Snake River plain, a scar from Idaho traveling over the Yellowstone caldera, Craters of the Moon, Hell's Half Acre, and the St. Anthony Sand Dunes, they felt that a bird of prey from a volcanic planet was a good fit.

Over the last five (5) years, Meshurok Clan has been steadily growing, with 13 current members and several members in the wings ready to submit their kits for approval!

While Meshurok Clan covers the state of Idaho in the US, given distances from east to west and south to north, they work very closely with the mercs in Spokane, Washington. Clan members from Washington State aids to ensure that Meshurok recruits in northern areas like Cour de'Lane get the help and in-person fellowship they need. Similarly, Meshurok clan members in the Boise area work closely with recruits from eastern Oregon. All in all, they are extremely close knit with their neighboring clan members and always offer assistance when in need.

Clan members are extremely active in attending events throughout the state. August 12th, Meshurok clan was with their sister clubs at Star Wars Night showing support for the Idaho Falls Chukars, a minor league baseball team. On August 13th, they attended an event in Idaho Falls called the Roaring Youth Jam, an event showcasing arts and creativity within the community. On the western side of the state Meshurok was present at the Back to School Celebration in Nampa showing support to all the verd'ikas going back to school. This month (September), they are planning on attending the Boise Comic and Arts Festival. However, many of our members will head south to support Krayt Clan at Salt Lake FanX, and in October they'll be making an appearance at the Idaho Falls Zoo for Boo at the Zoo. If you have any plans to troop within the fall of 2022, these events will be a great way to get to know the Meshurok Clan!

However, not only are Clan members actively attending events, many of their members include military personnel, police officers, veterans, teachers, theatrical designers, professional prop artisans, and graphic artists. Each and every member makes a fantastic contribution to the clan in any way that they are capable. Meshurok clan recently spent several weekends working with members of the local 501st and Rebel Legion to upgrade their presence at an event called Ammon Days. Historically, the costume clubs show up to the event, set up a changing tent, hang a backdrop and take pictures with attendees. The main goal has been to raise money for Toys for Tots.

This year they worked together to create a much more immersive environment. Their members were combing through Army surplus crates, printing and casting greeblies, painting and weathering heraldic banners (sometimes the weathering techniques included the phrase "Uh oh, that is a real fire!"), customizing each other's costume totes, and crafting amazing props complete with QR codes to take guests to a webpage detailing the contents of a tote, or the history of the B1 Battle Droid. While what they have put together is incredible, it is only the beginning and more projects, according to Shev'la. According to Meshurok's

alor'ad, "our best troop is always the one we just finished, with the next troop shaping up to be even better."

If you all ever find yourself in the Idaho territories, be sure to get in touch with Meshurok Clan! They are awe-inspiring and hold true to the meaning of being a Mandalorian! Until next time! Parjii, Out!



SO YOU WANT TO BE A MANDO, WHERE DO YOU START?

-ARTICLE BY: DIZ GE'TAL

So imagine this. You're a fresh recruit, after having met the Mando Mercs at a convention or maybe some other local charity event. You thought that they looked so cool in their armor and you could see that they were having a blast, and you just have to be a part of that! Of course, you asked a bunch of questions, and they probably told you about their armor parties and they, most likely, directed you to mandalorianmercs.org, but where do you go from there? Like anyone else these days, you probably went to the font of all knowledge for the 21st century. That great oracle known as "Google." Am I wrong?

You type "Mandalorian armor" into the search bar and among the 250,000 search results you come across a company who says that they can 3d print your Post Imperial Era (or Din Djarin, or Boba Fett, or Jango) Armor for (insert price here) and (insert time here) oh and, my favorite, "most armor ships same day!" It may even say, but usually not, guaranteed approval by (insert club here).

So, you take a chance, overcome by the possibility of cutting a corner and getting your armor approved quickly so that you can join the fun.

Then your armor arrives, and you rip into the cardboard box like a child on Christmas morning. Oh, the plates are beautiful! They're not as smooth as the pictures on the web site, since they're covered with these strange horizontal lines, but you think "that's okay." You throw on your new armor, it doesn't fit very well, but it should be fine, and you take some pictures for the Ruus'alors in your local clan, or you fill out your membership application without ever talking to your local Ruus'alors.

Then you get their response, and all of a sudden, it's not fun any more. You can tell that they are trying to be nice and helpful, but what they are telling you is not what you wanted to hear. Your armor is too big for your body type, or it's too small, or that you need to spend a lot of time with resin and sandpaper to get the visible print lines out of the plates, or the armor (for some other reason) is not approvable, as is. Now what do you do? And, more importantly, how could this have been avoided?

WORK WITH YOUR CLAN RUUS'ALORS

So, you've decided that it would be fun to build some mandalorian armor. You may be tempted to consult Google and find yourself some vacuformed armor or find an affordable 3d printing service. Please don't. The first thing you should do, even before you decide what colors to paint your armor, is to head over to mandalorianmercs.org and make yourself a free account.

Then, click on "Find your Clan" and figure out who your local chapter is. The MMCC has clans all over this planet of ours who can help you out. It's quite possible that the clan's center of operation will be some distance from your home, but there is always a way for them to help you out. My clan is based around the Wasatch Front (the cities that run along the western side of the Wasatch mountains) but we have recruits as far away as St. George (some 300-ish miles from Salt Lake City) but through chats, emails, WIP's, and the like we try to find ways to help them out, if not always in person.

ONCE YOU FIND YOUR CLAN, INTRODUCE YOURSELF!

Ruus'alors love to see new foundlings log into the website! They can let you know when and where the next armor party is going to be held, and they can help you to plan your armor, and let you know what will or will not conform to the CRL's

READ THE CRL'S

The CRL's (The Costume Requirements Library) are a list of all of the things that you need for an approvable kit for every Era recognized by the MMCC. Read them. Print them out and hang them up in your work space. The CRL's can be confusing so talk to your Ruus team, they can help you make sense of the CRL's.

ATTEND ARMOR PARTIES

As you can imagine, there are things that the CRL's don't cover. For instance, the modern era CRL's call for: "Armor/flak vest must be worn under armor plates including Legacy plates," but they do not describe the construction of the vest or what it should be made of. This is where an armor party can come in handy. Armor parties give you time to meet with OM's who have gone through the same things that you are now going through. Remember, there are multiple ways to accomplish any given item on the CRL's and armor parties can help give you some direction. Before you go out and buy a few yards of duck cloth, canvas, pleather, or leather, attend an armor party, and talk to the guys that have worn that stuff.

EXPLORE THE WIP'S OF OTHER RECRUITS AND START YOUR OWN

The forums are chalk full of WIP's (Works in Progress) of other recruits, including the WIP's of recruits who are now OM's and of OM's who are in the progress of upgrading or who are going for admission into the brigades.

WIP's are meant to allow others to see how you are progressing, for them to offer advice, and it also helps the App Team see your build process when considering your kit for membership. I found my WIP to be invaluable because I got to get advice from OM's who are outside of my local clan. Now, my home clan, Krayt, is one of the best clans around (in my humble opinion) when it comes to helping recruits get their builds going in the right direction, but it never hurts to get lots of eyes on your kit.

VISIT THE "TRADING STATION" THREAD ON THE FORUMS

There are lots of people out there on the InterWebs who go out and buy themselves a 3d printer, download some files from some STL file download site and then put up a shingle and announce that they'll print you out "MMCC approved armor." Please don't fall for that. Mando armor is as individual as the people who wear it. It needs to be customized to fit your unique body shape.

Now don't get me wrong, there are items that can be purchased and for that the MMCC has the "Trading Station" on the Forums. In this part of the forum you'll find the Hawker's Guild, where the sellers pledge to adhere to the highest standards.

If you do intend to have a company print your armor for you, please try to find someone in the Trading Station or, better yet, find a local company or person, and make sure that they can size your armor to fit your body.

I know a guy, a member of our clan, who uses an old Xbox Connect to create 3d avatars of the people that he intends to print armor for. That way, he knows that the finished product will fit the person's body.

ATTEND A TROOP AS A HANDLER

How can serving as a handler help you with your build? Funny you should ask. Few Mandos can kit up by themselves and require help with the Velcro and straps. While helping them to kit up, you get the opportunity to see how different kits were built and can ask what works well and what they would change.

In addition, helping with a troop can serve as an emotional boost to inspire you to continue with your build.

KNOW THAT THERE ARE NO SHORTCUTS

Building Mandalorian armor is one of the most challenging, frustrating, and rewarding things that you might possibly ever do, but the day that you get your acceptance letter as an official member in the MMCC is a day that you will never forget.

Scanning using an Xbox Connect and a simple turntable.

Special thanks to the Krayt Clan Ruus'alors for their help.

ARE YOU AN OFFICIAL MEMBER WITH A KNACK FOR WRITING OR CONTENT CREATION?

IF SO SEND A PM TO THE PUBLIC RELATIONS OFFICER!

WE ARE ALWAYS LOOKING FOR ABLED BODIES TO HELP US DISSEMINATE THE WORD OF MANDALORE!