

THE OFFICIAL MANDO MAGAZINE

BATTLECRY

APRIL 2026

**WE HAVE THE POWER ^ ROAD TO MCH ^ ORAR GALAAR
VODE OF THE SKULL ^ COOKING WITH MANDALORE**

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**BattleCry is the official
magazine of the MMCC**

**It is released monthly to
the world exclusively on
the Mercs Holonet.**

**Armor Tips, Interviews,
Features on Members,
Conventions, and so
much more!**

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FROM THE EDITOR



Greetings Vode!

I recently had a small accident and ended up having to meet with an orthopedic surgeon. While the nurse was taking my vitals, I noticed a mythosaur skull sticker on his badge. I told him that I am a fan of Mandalorians (understatement, I know) as well, and he asked what I thought about the upcoming movie, The Mandalorian & Grogu. I said that I was excited (understatement) and he told me that he was cautiously optimistic. I'll be sure to give him one of my trading cards next time I'm in the office and see if we can welcome a new founding into the fold of the MMCC.

I'm excited by what Star Wars has in store for us over the coming year with The Mandalorian Movie and the Maul television show.

There are probably other things that I am forgetting, but those are foremost on my mind.

This issue of BattleCry has some things that we hope you'll find interesting. The Legends of Mandalore, which we hope will become a monthly feature. We're also continuing on with our clan spotlights, our social societies series, Star Wars Inspirations, and as always a recipe from Mandalore himself.

If there is something new that you would like to see in future issues, please let us know.

Diz

Editor, BattleCry Magazine

WE HAVE THE POWER!

KNOW HOW YOUR LOCAL CLAN ELECTIONS WORK

By: Nik & Nina

Greetings Vode!

Spring is in the air! Well, in the Desert Southwest, we've skipped right past Spring and are already well beyond what most will experience during the Summer. Temperatures aside, with Spring comes a new year and many Clans have already completed their mandatory yearly elections, along with a great deal of movement in the upper echelons of Club leadership.

During some of these elections, this pair of writers noticed a distinct sense of apathy with regards to voting for positions that can have a significant impact on our future progress as a club. One election in particular, we noted a participation level of approximately 6% of the entire Club. Locally, we have had long-term members of our own Clan inquiring about how the elected and appointed roles are filled. We also had a member apologize for not voting in our recent emergency election for Alor'ad, of which there was no actual voting required. Why wouldn't there be voting in an election for Alor'ad?

If you don't know, you are in the right place because we thought it might be helpful to review the various leadership roles within the club, from the elected roles at the Clan level, to the Clans

optional (appointed) roles, and work our way up to the Command level. This month we will focus on your local Clan level

Officer roles. Come along with us on this journey to discover why your vote as an Official Member matters, how the process works, and why you should exercise this valuable right to vote!

At the Clan level, we all should know at least three specific Officer roles. The Alor'ad, the Ver'alor, and the Ruus'alor Sol'yc. These three Officers are your Clan-elected leadership. Whether you are an Official Member or a Foundling working toward membership, you should make sure you know who these three Officers are; they are there to support you. Let's take a closer look at these three Officer positions.

We're going to begin with The Alor'ad. The Head Honcho? The Big Cheese? Oh Captain, My Captain? Whatever you choose to call them, the Alor'ad is, in short, the Commanding Officer of

“AT THE CLAN LEVEL, WE ALL KNOW AT LEAST THREE SPECIFIC OFFICER ROLES”

your Clan. The responsibilities of your Alor'ad are vast and constant. Not only does the Alor'ad ensure all of the Official and Unofficial Members are abiding by the promise to appropriately represent the Mando Mercs Costume Club and affiliates, they also do regular reports to ensure our troops are properly recorded and our charity hours are documented.

We certainly rely on our Alor'ad as a guide for our Clans. They lead us with encouragement and strive for the success of our Clans in troops as well as costume quality. The Alor'ad ensures



leadership throughout the Clan is successful by appointing the right people to the optional Officer roles* designed to help boost social engagement and trooping. They also

communicate with Regional and Command level leadership and make sure the Clan is aligned with the goals and objectives of the MMCC at large.

Next up, we have the Ver'alor. Second in Command for the Clan, or shall we call this individual, The Glue? The person who keeps the cogs turning. We often see the Ver'alor as a close shadow supporting the Alor'ad, but the Ver'alor is a powerhouse in their own right. If you've ever wondered who manages the money for Con set materials, Clan merch designs and sales as a fundraiser, or donations made to charity, look no further.

Not only does the Ver'alor get the fun job of playing with money, but they also take into consideration what helps motivate our members to stay engaged. Sometimes the Ver'alor might post a poll on the Clan forum page to ask for member feedback on merch or regarding engagement for upcoming Cons or Celebrations. If you've ever overlooked this role, well knock it off vod. The Ver'alor is extremely important to the success of your Clan.

The third and final elected Officer in the Clan is the Ruus'alor Sol'yc. When you talk to this person you may as well walk up to them and say, "Hey Bestie!" Because they are just that, your best friend. From your initial contact with your local Clan all the way through your costume build to

the application process, the Ruus'alor Sol'yc is available to you and ready to assist. Depending on the size of the clan, there may be additional support Officers who carry the shortened title of Ruus'alor*, allowing for a collective of support overseen by the Ruus'alor Sol'yc.

The goal of this Officer role is to recruit prospective new members (Foundlings), assist with the costume build process by offering tips and assistance regularly, and to ensure existing costumes of Official Members are in compliance with the current Costume Requirements List (CRL's). We have all heard of the CRL's, some might hear that with dread while others hear it as a challenge worthy of accepting, but the Ruus'alor Sol'yc hears it as a call to duty. Successfully navigating the CRL's and connecting Foundlings with Official Members who can share their knowledge on certain skills is a big part of what makes a fantastic Ruus'alor Sol'yc.

We now know these Officer roles are elected positions and earlier we said there was an election in which no voting actually happened. So, what's up with that? Allow us to explain. Every year in January, these three Officer roles are up for election. Any Official Member in good standing in the Clan may self-nominate for the role. This means if you want to run for an elected role, only you can nominate yourself. The responsibilities of these roles are important and extensive, only you know if you are ready and willing to take one of these roles on. If the existing Officer intends to run for the position again they too must self-nominate. The window to self-nominate is open for seven days and can be found in your Clan's Members Only Board where the Club Archivist will post the election.





If there is only one nominee for an Officer role after the seven day nomination period, the role will automatically be awarded to that single nominee. If, however, there are two or more nominees for an Officer role, it will go into a Q&A period and then the final election period. The Q&A period will run for seven days during which you may ask the nominees any questions you have, the nominees will respond, then you may gauge their responses to better determine how you would like to vote. Once the Q&A period ends, there will be another seven days for all Official Members of the Clan to cast their vote.

It is also important to note, any time we have elected positions within the Club or our local Clans, we should not be campaigning to influence votes in favor of one individual. "They're my friend so you should vote for them" is not an adequate reason to vote for someone. The purpose of the Q&A is to allow each nominee a platform to communicate why they are qualified for the position and their goals to maintain, enhance, or improve the Clans and Club. These are the true goals we should all seek in our leadership.

So how did we have an election for Alor'ad, but no actual voting took place? If you were paying

attention, you already know the answer. We had only one individual self-nominate for the role, therefore, our Alor'ad nominee automatically won the election. No need for the Q&A or voting periods.

Have we told you everything there is to know about these elected Officer roles? Not a chance! There is so much more you can learn, or perhaps you just need a refresher, by visiting the MMCC Governing Documents which you can find in the Jadd Halls of Knowledge on the MMCC forums.

*If you feel like we left you hanging in regard to the optional Officer roles, you are correct. We will be diving into more about these roles next month. You can expect to learn about the roles of Tra'alor, Jor'alor, Ru'Cabur, and Ruus'alor (who report directly to the Ruus'alor Sol'yc).

ROAD TO MC4 WITH THE RALLY MASTER

By: The Rally Master

When I became an Official Member just three years ago, the drive to troop was strong. I wanted to suit up in my new kit and travel to conventions across the country. Dragon Con, MegaCon, various Fan Expos—I dreamed of attending them all and spreading the word of Mandalore.

Then another member told me, “The one you want to go to is MercsCon.”

I had no idea what MercsCon even was—I’d never heard of it. By sheer chance, MercsCon 3 was awarded to my home clan, Cerar, in Denver, Colorado shortly thereafter. So, I volunteered to be part of the host committee.

MercsCon isn’t a convention; it’s more of a conference. It’s unlike anything else we do as members of the MMCC.

There’s no trooping, no kitting up, no handlers or parades—well, a little bit of parading. I didn’t even bring my full kit, despite living only 20 minutes away—just my bucket to display alongside a hundred others from around the world.

I found myself in the largest gathering of MMCC members and foundlings I had ever seen—people who had previously only been names on a screen. We were all there for the same reasons: to build relationships, to learn from one another, to relax, and to grow new skills. To be Mandalorian—without the armor.

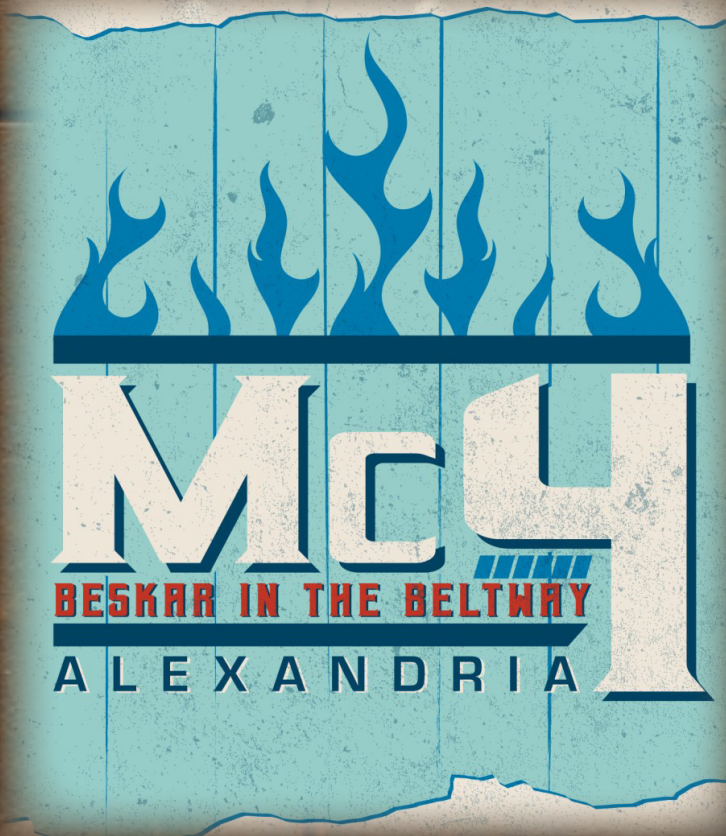
As the weekend went on, the true value of MercsCon became clear. As a relatively new OM, I learned more about the MMCC in those few days than I had in the previous two years. I gained insight into how we operate as an organization, our history, and our charitable mission. At the endless panels, I learned about the Order of Ori’ramikad, saw how other clans build their convention sets, and met members from all over—each with unique stories, skills, and talents. But the greatest value of MercsCon isn’t just in what you learn—it’s in the friendships and bonds you build with fellow Mandalorians.

Now, with just four months to go until MercsCon 4 in Alexandria, Virginia, I’m excited to see as many of our Official Members, foundlings, families, and friends—both old and new—as possible. We have so much to share: knowledge to pass on, memories to create, friendships to forge, and a

future to celebrate as we head into the 20th year of the MMCC and 50 years of Star Wars.

I hope to see you at MC4, members and foundlings, as we Engage as One.

David P.
dipolley
Rally Master



ORAR GALAAR CLAN

By: Wayne "Ge'tal Ruus" Marper

Another Month has passed in 2026 and BC spoke with the Aliit Kara of Orar Galaar in La France. The Clan covers the entirety of France and also includes Switzerland

Nik'ho, Clan Alor'ad tells us "we currently have 27 Om's Across France, although the Clan is quite spread out."

With a good number of OM's, they are of course, actively prospecting for new members, but Viv Deln, Clan R/S, does admit that it can be a struggle. He explains "The French have a proud history of not going along with things, and sometimes when someone can go to another group with less rules, they do that". This is an issue facing the wider club too, especially with many European clans experiencing the growing number of Splinter Mando Groups. It is safe to say however, that the local command team have their finger firmly on the pulse and are working extremely hard to increase their recruitment. We foresee great things ahead in France!

A few years back, the Clan was donated a part built speeder bike as a gift. The wider clan have been working on it over time, and with only a few components to add to it, I'm sure we'll see it at an event very soon.

This year, the clan will be in attendance at a boat gala; A charity event hosted aboard a boat that Nik'ho discovered one of his teachers owned, and offer use of it. The CLan gathers alongside 501st

and other costume groups to raise funds for a hospital association that Provides Teddy Bears to children who are in hospital. While the clan doesnt currently have a dedicated focus charity, they ensure they can be a force for good in their wider community, and assist with as



many charitable causes as they possibly can.

La ChtarWars, held in Boulogne is also another LARge event scheduled for November, with a large number of the clan in attendance. It's particularly important to the clan, as generally they are so scattered, but my OM's make the journey to come together and put on a spectacle for con-goers. They also host a clan photoshoot every two years on the Normandy beaches, an interesting backdrop to be sure.

BC asked the group what their clan was most proud of. The list was long, so we've cherry picked a few notable achievements for the clan. Firstly, their booth display. A lot of time and effort has gone into building it, and those that attended SWC London in recent years will have seen the animated gun turret which is always a huge draw for the crowds.



Members wise, Orar Galaar are very proud that they are often the first clan to see the first of Alien Mando species amongst their OM's AND they have two of the very first cleared PI Master Kits in the Clan too.

The remainder of this year and into the future sees the clan focussing on building some smaller, more portable booths around the country which in turn will help spread the word of Mandalore the Uniter and build that ever important recruitment.

BattleCry would like to Thank Alor'ad-Nicolas, Ver'alor-Kyle and Ruus'alor Solyc-Viv for giving up their valuable time and wish them Bright Suns for the future.

This is the Way



VODE OF THE SKULL

THE MARKINGS OF MANDALORE

By: Ben "Midge" Egloff

Su'cuy ner vod, another month, another in-depth look at one of our MMCC social societies. This time we are turning our attention to the Vode of the Skull or V.O.T.S, the home for those that celebrate Mandalorian culture through tattoos. Looking through the pages of their society boards I can't help but be in awe of the creativity and variety of artwork our members bear on their bodies. From simple mythosaur skulls to epic limb sleeves dedicated to their love of star wars and the universe that we all hold so dear, the members of V.O.T.S. carry a piece of that universe with them everywhere they go. Quite honestly, seeing their wonderful pieces has me tempted to get back in the tattoo chair myself.

I was able to catch up with Llama, current Keeper of V.O.T.S., who was kind enough to tell me all about the society and its members.

BATTLECRY: Introduce yourself and give us a little bit of your history with the Mando Mercs?

LLAMA: Thank you for asking! I go by Llama on the forums, and my main character's name is Kar'Tayl Ani. My Star Wars costuming journey actually began with a sister club back in 2007, but I didn't find my way to MMCC until 2013, when I started as a UM with Kyrimorut Clan. It took me a while to complete my armor, but once I did, I went on to become an OM with and was a founding member of Kranak Clan in 2018. From



there, things really picked up — I joined two Brigades in 2019, returned to Kyrimorut Clan, and completed a Live Action Death Watch. Most recently, I upgraded my original kit, which allowed me to successfully change one of my Brigade memberships. When I'm not on invasions or working on my wife's armor, I love to 3D print armor, weapons, and accessories for my clan.

BATTLECRY: We know that you founded V.O.T.S., but what prompted you to do so?

LLAMA: Actually, I'm not the original founder of Vode of the Skull (V.O.T.S.). We are very grateful to Bloodtrix, who started it in 2014. Unfortunately, they retired from the club at the end of 2017. Despite no one being there to update the membership list, vode continued to post pictures of their great tattoos. Seeing that there was still real interest, I jumped in to restart the Society in early 2019.

In 2025, ValeMalik was kind enough to design a sigil for V.O.T.S.

BATTLECRY: Tell us a little about the society and what its overall mission and purpose is?

LLAMA: This Society is dedicated to all the vode who carry the symbols of Mandalore with them wherever they go, proudly proclaiming to all, "I am Mandalorian!" This Society is a place where vode can share photos of their Mandalorian-themed tattoos, ask for tattoo advice, and discuss and recommend artists. As of today, we have 145



members.

BATTLECRY: Who can join and in what capacity?

LLAMA: Members must have a Mythosaur or Mandalorian-themed tattoo. All they have to do is post a picture of their ink on our thread and request to join.

BATTLECRY: Why do you feel that it is important to have a dedicated space for your membership?

LLAMA: Tattoos are growing more popular, but they definitely aren't for everyone. Having a dedicated space to share and discuss tattoos provides the community a common place where they can gather. Trying to go through the entire forum to find and share tattoo artwork would be very daunting.

BATTLECRY: What does the Society thread provide for its membership that the forums at large do not?

LLAMA: Getting a tattoo can be a very personal and intimate experience that lasts a lifetime. Being able to share this with vode can be very powerful and meaningful. Considering that we are normally covered in beskar, it is rare for our members to have the opportunity to share their wonderful artwork.

BATTLECRY: As the Society grows, what do you hope to be able to do in the future as a Society?

LLAMA: So far, the Society is mainly used by vode to share their existing tattoos. I'm hoping that we can expand to help each other find tattoo artists, provide design inspirations, and share project ideas we are considering. (Tattoos are like armor — you can't have just one!) That being said, we ask that there are no negative comments about others' tattoos. This club is about Mandalorian unity and pride. We also have a number of amazing graphic and tattoo artists in the





amazing graphic and tattoo artists in the MMCC, and I would like to find ways to help them connect with vode who could use their skills. Vode helping vode!

BATTLECRY: What is it about tattoo art that brings members together to share their love of Mandalorian iconography?

LLAMA: I think this is a very personal question. I would never want to speak for our members, so I will just share a few of my personal thoughts. For some, it may be the love of the fandom. The Star Wars universe has touched all of us in different ways — I became an engineer, thanks to inspiration from R2-D2! A tattoo can be a way to show our love for the world George Lucas created. For others, I think it goes deeper. As Mandalorians, we know that family is more than blood. A tattoo can represent our personal dedication to that ethos and our vode.

If any of this resonates with you, we would love to have you join us! Whether you're showing off ink you've had for years or just starting to think about

your first piece, V.O.T.S. is your home. Come find us on the thread and share your story. Vode helping vode — always.

Tattooing has a rich history in the Star Wars universe, so it is only fitting that our members would be drawn to it as well. If you are looking for a wonderful place for inspiration and fellowship, check out the V.O.T.S boards!



4E2 4F 2A1 1A1E4E2.
1E4 2A1 1E4A2.



WALK WITH US

MANDALORIANMERCES.ORG

STAR WARS INSPIRATIONS

THE HIDDEN FORTRESS

By: Mike "Diz Ge'tal" Porter

Last month I started something that I didn't think would turn into a series, but the more I looked into the subject, the more interested I became. That subject? What influenced or inspired George Lucas to create Star Wars? Last month we took a look at the "Monomyth" from Joseph Campbell's book, *The Hero with a Thousand Faces*.

This month, I thought that we could take a look at a movie, in this case the 1959 film *The Hidden Fortress* by legendary Japanese film director Akira Kurosawa.

Warning! This article contains spoilers, so if you wish to watch *The Hidden Fortress*, you may want to do so before continuing on.

The film is told through the eyes of a pair of greedy peasants, Tahei and Matashichi portrayed by Minoru Chiaki and Kamatari Fujiwara respectively, whose desire for easy money lured them to join a war



between neighboring clans. After failing at finding riches among the war dead, they are returning to their village when they are unwillingly recruited by a legendary warrior, general Rokurota Makabe played by Toshiro Mifune to help escort a young woman who is later revealed as Princess Yuki, who is played by Misa Uehara (who has some of the most severe eyebrows I've ever seen this side of *Star Trek*), and a large quantity of gold across the border into another clan's territory. They have several adventures,

they try to escape several times with the gold to no avail. The group is captured and threatened with execution by a rival clan. There is a great fight scene between General Makabe and a rival General, Hyor Tadokoro, played by Susumu Fujita. In the end, the group makes it though to Princess Yuki's home territory where she takes the throne with General Makabe by her side and the two peasants are rewarded with a single piece of gold for their efforts.

While watching the film, I was left wondering how this old black and white, Japanese film about clan





warfare and a pair of bumbling peasants could possibly inspire a grand space opera like *Star Wars*.

THE PEASANTS

I've often said, to anyone who will listen, that I've always seen the pairing of the droids R2-D2 and C3PO as an analogue for other comedy duos of the past. Abbott & Costello, Laurel & Hardy, Burns & Allen, Bert & Ernie, (among others), where there is the "straight man" and "the comic." The part of the droids in *Star Wars* fills that "comedy relief" that an audience needs in any story that has the possibility of becoming too heavy with its own drama. C3PO, as the "straight man" is often the target of the jokes and pranks performed by R2-D2 "the comic."

What my viewing of *The Hidden Fortress* showed me was that the presence of R2-D2 and C3PO served more than just that of comic relief.

Just as the story of *The Hidden Fortress* is told from the perspective of the two peasants, the story in *Star Wars: A New Hope* is told through the eyes of the Droids. The characters (the peasants and the droids) are present throughout the movies, they seem to drive the story forward with their antics all while proclaiming, in various ways, that they don't know what is going on.

There is a direct story analogue involving these characters (the peasants and the droids) between the two movies. At one point in *The Hidden Fortress*, the two peasants, Tahei and Matashichi

have a disagreement as to which direction would be better for them to go in order to return to their village. In the midst of that argument they split up, each going their own way. The movie's editor, at the direction of Kurosawa, shifts between the two characters using a "wipe effect." Watch *Star Wars: A New Hope* and you will see a very similar story with the exact same "wipe effect." The peasants are captured by two different work gangs and are brought to the same place where they are reunited and vow to never separate again, much like the droids being captured by Jawas and then sold to the Lars family.

THE GREAT WARRIOR

Our two peasants, while trying to build a fire in order to cook some stolen rice, discover that one of the sticks that they had intended to burn contained a piece of gold inside a hollowed out section of the stick. Thinking that other sticks in the area may contain the same, they begin searching only to find that they are being watched by a mysterious stranger who leads them to a



hidden stronghold in the mountains. This stranger turns out to be the general Rokurota Makabe who is in charge of protecting Princess Yuki and in getting her through the territories of a couple of enemy clans and back to her kingdom. Using the greed of the two peasants, he enlists them to aid in his quest of getting both the princess and 200 pieces of gold, all hidden inside hollowed out sticks, back to the princess' home lands.

Along the way, Makabe encounters a rival, General Hyor Tadokoro, who, as it turns out was a former student of Makabe, and who now fights



keep her true identity secret, Makabe uses some reverse psychology in order to convince her to pretend that she is a mute so that her noble style of speech doesn't give away her true identity. She, of course, knows exactly what he is doing, but consents to his wishes knowing that it would be better for her safety if she stayed silent.

There really is no "farm boy" in *The Hidden Fortress*, but there is someone who could be considered an analogue for that character. Along their journey, the group comes upon a slave girl who is being sex trafficked by her owner. She, however, is refusing to comply with her owner's demands. It is Princess Yuki who demands that Makabe buy the slave girl. From that point on the unnamed girl does her utmost to protect Princess Yuki.

As you watch *The Hidden Fortress*, you may see other scenes and situations that remind you of Star

Wars: A New Hope beyond those I listed here, but there is no doubt in my mind that Kurosawa's samurai film has a strong influence on George Lucas as he wrote and filmed his space opera.

If you wish to watch *The Hidden Fortress* yourself, I found it on several streaming platforms.

for a rival clan.

The similarities between Makabe and Kenobi are unmistakable.

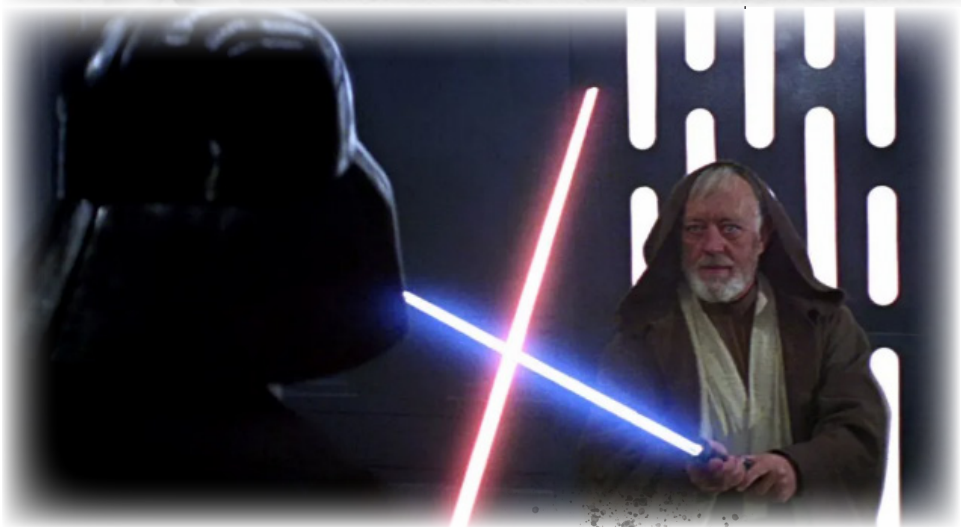
On a side note, while Makabe and Tadokoro fight each other, surrounded by Tadokoro's soldiers (think Vader fighting Kenobi while the storm troopers look on), there is a symbol on the back of Tadokoro's tunic that bears a striking resemblance to that of the empire.

THE PRINCESS

Princess Yuki in *The Hidden Fortress* is headstrong and demanding, much like another princess that we all know and love. She commands the people around her but is capable of compassion on those below her station.

When the peasants first encounter her, she doesn't speak at all but continues to threaten them with a stick of bamboo that she wields like a sword, which has the intended consequence of keeping the two men at bay.

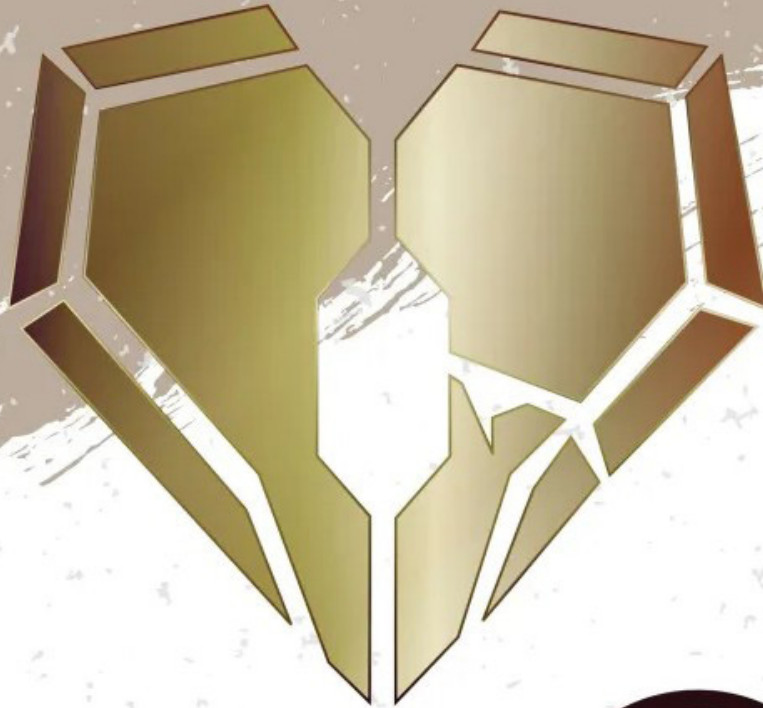
Knowing that she is headstrong, and needing to



THIS IS OUR WAY!

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A CHARITY OF THE MANDO MERCS COSTUME CLUB™



The members of the Mando Mercs Costume Club are a global family committed to not only bringing hope to children and families in need, but to each other.



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LEGENDS OF MANDALOR:

BOUND BY BESKAR

Story By: Ru'Stor Rawr

PROLOGUE

Before the Lines Were Drawn

The galaxy was already breaking. Not all at once. Not loudly.

Routes closed. Trust thinned. Decisions arrived just late enough to matter. People adapted, learned new silences, and called it stability. Mandalorians did the same.

They argued over strength, clung to old answers, or abandoned them

entirely. Unity became a word spoken carefully—usually before violence. No one noticed when the old rules stopped working. Only when something else replaced them.

Three learned early. One learned to hold. One learned to move. One learned to watch. They did not choose these paths. The galaxy assigned them.

Change spread quietly. Conflicts ended without explanation. Restraint appeared without command. Names circulated without faces. Order formed without permission.

Some called it control. Some called it hope.

No one yet understood the cost.

This is not the story of a throne taken.

It is the story of power refused, of silence chosen, of unity learned the hard way—by those willing to stand without being asked.

And when the galaxy finally asked who held the line, it would realize the answer had been there all along.

The Way Reclaimed: A Rawr Chronicle

EPISODE I

The House of Rawr traces its origins to Perd'omo Rawr, an old and once-proud Mandalorian whose name once carried respect—and later, a bounty. Wise, disciplined, and unyielding in his code, Perd'omo earned enemies on Nar Shaddaa

simply by refusing to bend.

When a powerful syndicate finally put a price on his head, he knew the hunt would never end. Not for him, and certainly not for his family.

With little time and no desire to condemn those he loved to a life of running and bloodshed, Perd'omo fled Nar Shaddaa with his young wife, Ola Rawr, and their firstborn son, Ru'stor. They disappeared into the Outer Rim and eventually settled on Scarif, far from syndicate influence and old debts. There, Perd'omo laid down his armor and tried to build a quieter life—one rooted in discipline, humility,

and survival rather than war.

Scarif became home. Ola and Perd'omo welcomed two more sons—Vekhad and Articus. The brothers grew inseparable, bound by blood and by the lessons their father taught them. Perd'omo spoke little of his past, but when he did, his words carried weight: strength without honor was meaningless, and survival sometimes meant



knowing when to walk away. The boys listened. They learned. And they formed a bond that felt unbreakable.

Then war came to Scarif.

When the fighting reached their homestead, Perd'omo and Ola stood their ground, buying time with their lives so their sons could escape. Hidden and terrified, the three boys watched as everything they knew burned. With enemy forces closing in, they made a desperate choice—to split up, each running in a different direction so that at least one of them might survive. It was the last moment they shared together, and the last time they would see one another.

As Scarif fell, each brother fled the planet alone.



Ru'stor, the eldest, survived through instinct and resolve. He stowed away aboard a departing shuttle that eventually landed on Kashyyyk. There, among the towering trees and constant danger, Ru'stor learned what it meant to endure. The Wookiees he encountered recognized strength and honor when they saw it, and Ru'stor earned their respect not through words, but through action. He remained on Kashyyyk, surviving, fighting when necessary, and slowly reclaiming the Mandalorian path his father had set aside—tempered now by patience and restraint. Vekhad's escape took a different turn.

Separated from his brothers, Vekhad fled Scarif alongside a local family who were evacuating ahead of the advancing forces. Their journey eventually led them to Tatooine—a brutal, lawless world where strength was currency and weakness was fatal. It was there that Vekhad came into his own.

On Tatooine, Vekhad forged a reputation that spread quickly through cantinas, trade routes, and criminal circles. A Mandalorian who didn't posture. A warrior who didn't threaten—he finished. He took contracts others refused, settled disputes no one else could, and enforced his own code in a place ruled by chaos. Those who crossed him rarely made the mistake twice. Over time, his name became synonymous with inevitability. If Vekhad Rawr was involved, the outcome was already decided.

Yet despite his fearsome reputation, Vekhad never lost sight of who he was—or what he was searching for. Every battle, every contract, every earned scar was another step toward one goal: finding his brothers.

Articus, however, vanished.

Of the three sons of Perd'omo Rawr, Articus was the only one who could never be fully accounted for—neither by confirmed sighting nor reliable rumor. Some claim he was seen on the frozen wastes of Hoth: a lone armored figure moving through blizzards as if the cold itself feared him. Whether truth or myth, nothing more was ever confirmed.

What is known is this: years passed, and all three brothers ultimately followed in their father's footsteps. Each reclaimed the Mandalorian way in his own fashion, shaped by loss, survival, and fire. Each became a warrior worthy of the name Rawr. They all carried the same quest.

To find one another once again.

This is their story—a story of redemption and reunion. Redemption came easily enough, earned through honor and battle. Reunion, however, remains unfinished. The search continues across jungle, desert, and ice.

The House of Rawr was scattered, but it was never broken.

And somewhere in the galaxy, three brothers still walk separate paths—each believing the others may yet live, and that one day, fate will bring them back together.

^ ^ ^

Continue the story by visiting the Mercs Holonet exclusively on the MMCC forum.

THE BESKAR CHEF

COOKING WITH MANDALORE

By: Mandalore the Uniter

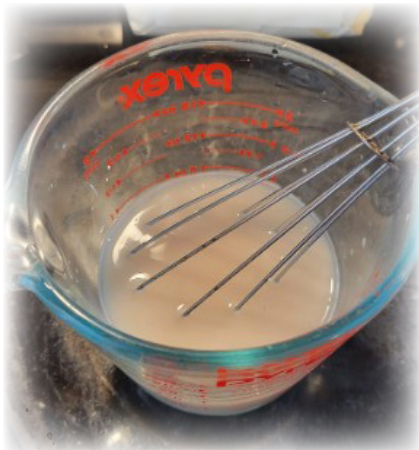
DAKOS SALAD ON BARLEY RUSKS

Ingredients (Barley Rusks)

1 single package of active dry yeast
1 $\frac{2}{3}$ cups of Barley Flour
1 $\frac{2}{3}$ cups of Whole Wheat Flour
1 cup Lukewarm Water (92F / 33C)
 $\frac{1}{2}$ TSP Salt
 $\frac{1}{2}$ TSP Maple Syrup, or Honey
 $\frac{1}{3}$ cup Extra Virgin Olive Oil
PINCH of Sugar

Directions

Step 1: Add a package of active dry yeast and sugar into lukewarm water and whisk gently until yeast is dissolved and water is cloudy. Set in



a warm area for 5 minutes for yeast to activate. Set aside to let yeast activate.

Step 2: Add barley flour, whole wheat flour, and salt to a mixing bowl. Whisk together until all three are

incorporated.

Step 3: Once dry ingredients are mixed, check that yeast is activated. There will be a bloom on the surface of the yeast & water mixture that confirms yeast is growing





Yeast bloom looks like discolored bits in the water

Step 4: Add yeast to the flour mixture and mix with a spoon or hand until the dough just comes together. Turn dough out onto a

floured surface (use whole wheat flour) and knead 10 times.

Gather the dough into a ball then use the palm of your hand to push forward into the floured surface. Fold the sides in and knead again. You'll want to do this 10 times.



Step 5: Return dough to bowl, cover with plastic wrap and a towel and place in a warm area for 1 hour or until dough has doubled in size. Once dough has doubled, punch it down to release excess CO2.

Step 6: Form dough into a long loaf around 1.5" wide and score with a knife approximately every 3/4 inch. Cover with plastic wrap and a towel and let sit in a warm area and let rise again for 30-45 minutes or until size has almost doubled. While dough is rising, pre-heat oven to 350F/180C



Step 7: Bake for 1 hour

Step 8: Remove from the oven and decrease the temperature of the oven to 210F/100C

Step 9: When the dough has cooled enough to

handle, use a knife to separate the slices and spread them out on a sheet pan.

Step 10: Bake for at least 2 hours or until completely dry



Step 11: let the rusks cool completely and store them in an air-proof container

The Second half of this Recipe is continues on the next page



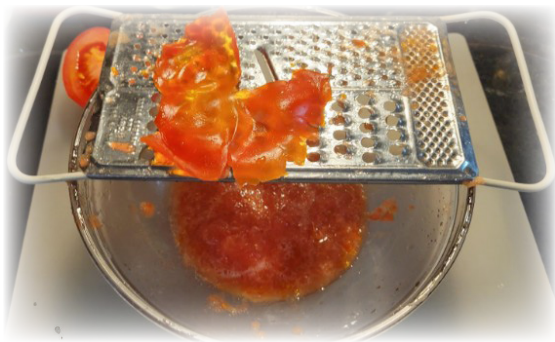
Ingredients (Dakos Salad)

Makes 1 serving, multiply by the number of servings to be made

- 2 Cretan dry barley rusks
- 2 Ripe tomatoes medium size
- 2 - 3 TSP Olive oil
- 1 TBSP Capers
- 1 TBSP Chopped red onion
- 2 Fresh basil leaf, chopped
- 4 Fresh Oregano leaves OR ¼ TSP dry Greek Oregano Leaves
- Salt and pepper to taste
- 2-3 TBSP Crumbled feta
- 5 Kalamata olives, pitted, and chopped

Directions

Step 1: Place Rusks in a saucer or bowl



Step 2: Cut 1 tomato in half lengthwise. Using a grater, grate each half into a bowl and discard the skin.

Step 3: Mix grated tomato juice and pulp with a spoon, then spoon over the rusk. Make sure to cover the ENTIRE rusk. Drizzle about 1TSP of olive oil over the tomato covered rusks. I love using a



roasted garlic infused olive oil as the garlic pairs well with the other ingredients.

Step 4: Dice up the second tomato and place it in a bowl. Add capers, red onions, basil, salt, pepper, chopped olives, and feta cheese. Stir lightly until just mixed.

Step 5: Scoop mixture onto both rusks, covering them well. Sprinkle with oregano then drizzle each half with remaining olive oil and let sit for 5 minutes before serving.

Step 6.
ENJOY!

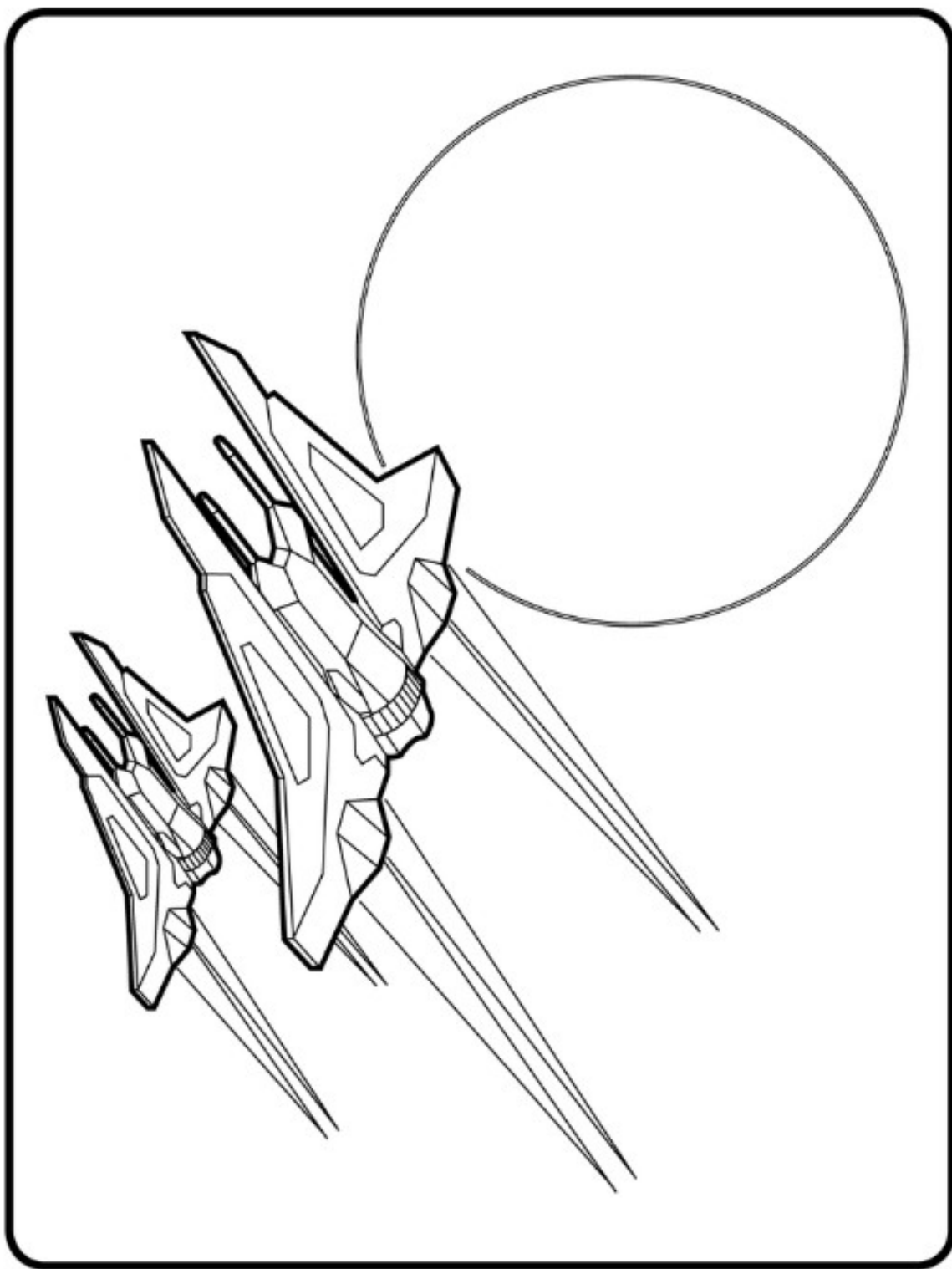


WELCOME NEW MEMBERS

BattleCry would like to welcome our newest members from the month of March (OM#, Character Name, Forum Name, Clan). Please help us in making these new Vode feel welcome! Oya!

- 3375, Kahlyss, Kahlyss, Vok'Chi Clan
3376, Gresh Galaar, dyeany2, Mav Oya'la
Clan
3377, Dava'd Valbor, Riorken, Protectors of
Lothal Clan
3378, Drago Wisefang, Rapier20, Firaxan
Clan
3379, Zetina Kethiri, Asteroid_Virus. Naast
Clan
3380, Bo Katan Kyrze, (Mandalorian -Season
2), Redhead MJ. Shonare Vhekadla
Clan
3381, Aric Drex, mav, Shonare Vhekadla Clan
3382, Kade Veyar, Avarus88, Nexu Clan
3383, Din Djarin- (Season 1- Pre -Beskar),
Dune Sea Medic, Shonare Vhekadla
Clan
3384, Falkon, Falkon, Haaranovor Clan
3385, Fennira Vettis, Jlynn1116. Kyrimorut
Clan
3386, Kram Ness, Kram_Ness, Stronghold
Chile
3387, Crone, Lanterncrone, Rancor Clan
3388, Jyn Lyra, Novi Qel, Naast Clan
3389, Trofen Ordo, Trofen Ordo, Firaxan Clan

THE VERD'IKHA PAGES



Just For Laughs

G X S T Y L Q B I B F O R T U N A W T Y
C T U C V B S X R A B M W B V N U T H S
H R E E J L G P O L B D Q O F J R K E C
B B G L T A J O O G E S X P J X N S R C
Y D S H A X R S A R I S I V M W B F M H
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S I Z O T I M A W M P M S P M P E L B W

Elan Sleazebaggano

Therm Scissorpunch

Battle Droids

Jar Jar Binks

Hondo Ohnaka

Salacious B Crumb

Astro Mechs

Bib Fortuna

Chopper

Dud Bolt

BB Eight

Malkili

Ewoks

Porgs

Babu Frik

Jawas

GXSTYLQBIBFORTUNAWTY
 CTUCVBSXRABMWBVNUTHS
 HREELGPOLBDOQFJRKEC
 BBGLTAIOOGESXPJXNSRC
 YDSHAXRSARISIVMWBFBMH
 SAMRCSNOJORGUMWGAKSO
 EJP RKASBARHS AVGBBCCB
 GACPHDLARTIGUQUUMISF
 FWHXYOQAEVBVCOABFESF
 BAOCYKNECATIEIOBRISM
 ASPXXELDVIZLNWTAIKOS
 SGPOKYZUOOOEEKOBKWRP
 TXENVHADVOKUBDSKZVPW
 RARFFMRBQIHPSARUSRUR
 OMWFBAYOGPLNYBGOZSNQ
 MNYUWLZLBSQVAUCGJOCJ
 EPUKJKDTJGAOKKLRADHR
 CWJDWITBSPWSMUAOUNSJ
 HSACRLUAQLUA EWDCAMOZ
 SIZOTIMAWMPMSPELWB

WORDSEARCH ANSWERS



**AH SPRING...
WHAT'S THE CAUSE THIS
TIME?**

BATTLECRY NEEDS YOU!

- Do you have an idea for an article?
- Is there something that you would like to know about?
- Do you have a story to tell the rest of the MMCC?
- Is there something that you think that we need to do better?

We want to know about it!

Drop us a line at pr@mandalorianmercs.com or to our editor on the forums at [mporter](http://mporter.com)