

THE OFFICIAL MANDO MAGAZINE

RATTLEBERRY

MAY 2026

LEATHERWORKING ^ HANDLE THE HEAT ^ MUD
STAR WARS INDIPIRATIONS ^ COOKING WITH MANDALORE

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**It is released monthly to
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**Armor Tips, Interviews,
Features on Members,
Conventions, and so
much more!**

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Editorial

Raymond "Scarif Mando" Gayleard (PRO)
Mike "Diz Ge'tal" Porter

Staff Writers

Alex "Katra Dromaar" Maciel
Retta "Mira Tal" Gamboe
Ben "Midge" Egloff
Wayne "Ge'tal Ruus" Marper
Nik & Nina "Tor & Anai'a Nova" Thurnbeck
Lee "Tea" Fryberger (Comic Strip)

Contributors

Mandalore the Uniter
dipolley (Rally Master)
Ru'Stor Rawr

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FROM THE EDITOR



Greetings Vode!

It's may!

You know what that means, right?

May the 4th be with you! Star Wars Day... what ever you want to call it. It means trooping, and all manner of Star Wars nerdiness!

It also means Mandalorian and Grogu in Theaters on May 21st, and even though I'm still suffering from a broken foot (Long story... Motorcycles are heavy) and so, am unable to troop that weekend, you can bet your life that I'll be sitting in the theater in my MMCC livery.

And so, my vode... as a Mando, I don't put much stock in the 4th, I can be sure to wish you... "This is the May!"

Diz

Editor, BattleCry Magazine

LEATHERWORKING

TIPS FOR A BEGINNER

By: Ben "Midge" Egloff

There are many parts that must come together to form a complete build. There seem to be so many parts of the kit that need to be addressed; armor, flight suit, flak, blasters, boots, helmet, and gauntlets, and seemingly 10,000 other small details. Everyone who takes on the task of building a kit has a particular interest, a singular part of the kit that is their favorite to build. This aspect is usually the same one that they tie their kit too, it is usually the focal point. For most of us it is the helmet. Our "face" quickly becomes who we are to the rest of the MMCC. It becomes a representation of ourselves that is hard to describe.

I sometimes feel like the odd man out because I love the leather work. There is just something about working with leather that I can't get enough of. I don't know if it is the repetition of the techniques or the absolute limitless creativity that you can exhibit, but it is my favorite part. Hands down.

Oddly enough it was the part of building a kit that most intimidated me in the beginning. I think it was the cost of the materials that made me terrified of messing things up. I almost just bought my first belt because of this, even though I had pledged to myself that I was going to learn everything I could and scratch build everything that was reasonable to do so. I am glad I didn't. I am glad that I bit the bullet and pushed forward, because as I said, it has become my favorite part

of a build.

All of that said, I can understand how intimidating it can be. As a beginner I knew nothing about the different types of leather, what they could and should be used for, or what tools would help me along the way in creating the things that I wanted to create. Fortunately, I found an excellent teacher among the ranks of Rancor Clan and he helped immensely boiling down the things that I truly needed to get started.

So where to start as a beginner? The answer to that is a pattern. I know we all dream of creating unique things of our own to make our kits look unique, but trust me, for your first project you are going to want a pattern. Working a few projects to completion will quickly get you the skills that you will need to start creating your own simple patterns. From there you will only be limited by your creativity. There are a plethora of retailers that sell patterns out there, but a quick google search will bring you a variety of free ones.

Having a good pattern will absolutely make your first project much easier. Most of the quality ones will have a listing of all the materials you will need, down to the type and thickness of the leather that they

recommend. Look to your clan as well. Those members that have been at this awhile are likely to have some stock patterns that they are more than willing to share.

A good tool to have that is pretty useful in all stages of a leather project is a good scratch awl. This handle tool can help you mark measurements and enlarge holes that don't quite punch well on the first go around. It quite honestly will become the handiest tool in your arsenal.

"THE BIGGEST THING IS PATIENCE... YOU HAVE TO SUCK AT IT FIRST BEFORE YOU GET DECENT"



If your pattern doesn't have a recommendation, your next big choice is going to be between chrome-tanned and vegetable-tanned leather. I think it is important to note that in this article I will be focusing on materials that would be used in making gaiters, belts, pouches, bandoliers, and holsters predominantly. If you are going to be adding leather clothing elements, that gets into a whole other range of leather types, tools, and techniques.

So which one do you choose? This really comes down to a couple of different factors including project type, desired appearance, and color scheme. When you are talking about chrome-tanned leather you are going to find that it is softer and more pliable. It is going to look and feel lighter because you are able to get the same level of strength out of the piece that you would from a denser vegetable-tanned leather. Out of the gate chrome tan is more water and stain resistant, it handles heat better, and has decent long-term durability, however, it will not develop the same character and patina that veg tan will. Chrome tan comes in a huge variety of colors, however, it will appear to be more synthetic in appearance. [BattleCry Safety avoid chrome-tanned leather for any project that will have direct skin contact.]

Veg tan leather is going to be denser and stiffer, however it will soften with age and care. It is going to have a more natural feel and smell than chrome tanned. For the purposes of costume building a huge difference between these two types becomes apparent



tip:



when talking about wet forming, shaping, and tooling. Since chrome tan leather is more water resistant, the techniques employed for in those processes just don't work as well. It is less able to hold a stamped or carved impression, and less able to hold its shape after wet forming.

Knowing the basic characteristics of the type of leather you are buying is important when deciding what type to use for each of the pieces that you are going to build. Knowing the basic differences is very important to save yourself headaches down the line.

Now you have your pattern, you have your leather, what's next? Next is turning those raw materials into a piece for your kit. There are a whole



host of different leather tools out there, each with their specific uses ranging from those you will use on every project to more specialized tools for very specific purposes. To me, the absolute most important tool in the arsenal is whatever you are going to use to cut your leather. There are specialized knives out there, like round knives, half-round knives, skiving knives, and trimming knives to name a few, and each of those tools have

an intended purpose. However, I have found that larger handled X-Acto knives or utility knives, work really well for everyday projects, and it is incredibly likely that you already

have one, the other, or both in your house already. At the end of the day you just need a very sharp knife or pair of leather cutting scissors to proceed forward. I would also highly recommend some sort of strait edge or metal ruler to help you keep those long straight cuts tight and looking great.

After cutting your pattern out, the next step

is getting it put together. This particular step requires a handful of tools depending on how you plan to put things together. If you are going to use rivets, which is a perfectly viable solution if your piece will allow it, all you are going to need is a mallet and a rivet setting kit. Punch some holes, pound your rivets in, and you are off to the races.

However, rivets are not always an option depending on the item you are make and most crafters opt for stitching. To get a good set of stitches I am going to recommend you have an edge groover, a mallet or maul, diamond or round stitching punches, a good set of rounded stainless steel needles, and waxed thread of your choice.

In my projects I mostly use the saddle stitch which is a strong locking stitch that really holds through years of use. There are many other styles of stitching that all have their uses, but a good saddle stitch will see you through most of the projects that you will undertake in this hobby. YouTube is a wealth of information about kinds of stitches and how to execute them. Throwing "Saddle Stitch" into the search bar will definitely point you in the right direction.

I absolutely know that leatherworking feels like a daunting thing. I was intimidated by it the first time I picked up a project, but in the end I realized, that as long as I followed a certain set of steps and took my time I was able to get a finished piece that I truly loved having as part of my kit. To get over that hump in the beginning I highly recommend turning to someone in your clan that has leatherworking experience. These folks have a wealth of experience to impart. To that end, I wanted to reach out across our network of Mandalorians to talk to someone else who is a go to person in their clan for leatherworking advice. Asking around to a few folks I was pointed in Mav'ru'i's direction as the go to person in Shonare Vhekadla for all things leather. Not only is she one of their Ruus'alors, she has spent some time working for Tandy Leather in the past. It was a pleasure to get her perspective on the



bare bones of what one would need to get started in this craft.

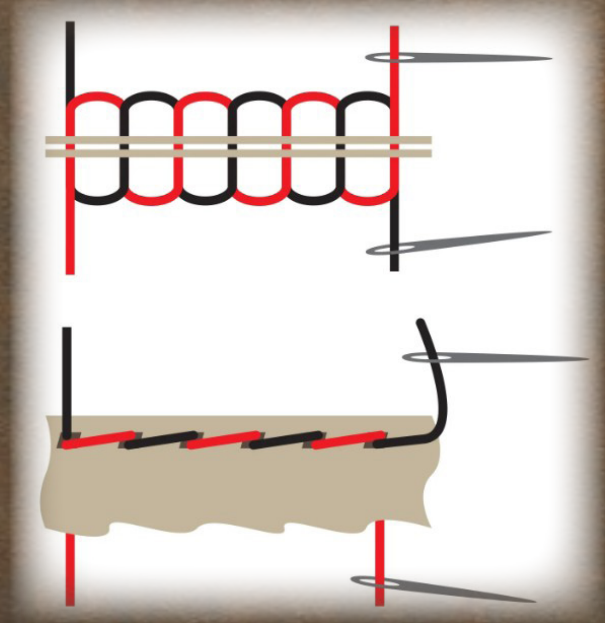
BATTLECRY: Start off by introducing yourself, talk about your experience with kit building, and with the MMCC.

MAY'RUNI: My name is Angela aka Mav'runi, and I have been an official member with Shonare Vhekadla for 13 years this June. My skillset has definitely evolved since the beginning, especially in the last few years. My husband and I have helped folks get armor going even before I was asked to join the Ruus'alor team for SVC in '24.

BATTLECRY: Earlier in the article I talked about what I felt was the most important starting point for any beginner, that being a good pattern to work from.

I know that there are different schools of thought out there, so what is your number one suggestion for someone who wants to get into leather working, but has no idea where to start?

MAY'RUNI: If you are starting from absolute scratch, yes patterns or even pre punched starter kits are perfect places to start. Sometimes using the pre punched items make for good patterns themselves and they last forever. The kits usually show directions for the basic techniques, and sometimes have videos to reference if you need



to see it in action.



BATTLECRY: I also covered the differences between chrome-tanned and vegetable-tanned leather. Which do you prefer and for what purpose would you use each of those different types?

It can very much depend on what you are making. Veg tanned leather is what I use for belts, holsters, boxy pouches, anything that needs to bear weight or have structure. This type is also what I use when I do my stamping or tooling (carving a design and using different tools to impress the leather) and is best for doing the color work yourself, dying it to match or be close to what you need.

Chrome tanned I will use for softer applications that can afford to have some slouch to it so to speak. I have seen it used for many projects like purses up to full chaps. For a kit you could use it for kama panels, your gaiters, anything that needs to have some flex or movement to it.

BATTLECRY: What are the 5 most important tools that you feel are must haves to get started with a beginner leather working project?

MAY'RUNI: For the sake of ease I will focus on just construction related tools. Once you get tooling or stamping in the mix the list grows a little

or a lot depending on budget haha.



In no particular order, besides the leather itself:

Cutting tools - a box cutter or X-Acto will do the trick to get started, for thinner leathers you might even do some heavy duty scissors

Ruler or other straight edge - clean lines for tracing make for clean cuts

Awl - there are many kinds for various applications but at bare minimum one with a diamond shaped blade, this will be useful in so many ways from scratching guidelines, poking stitch holes, and to widen holes while stitch for ease of access



Needles - again many sizes and types all with pros and cons. They are not always sharp like a sewing needle, they are often blunted to a degree to not break the thread (still hurts when you poke yourself though).

Thread - whether it's nylon, artificial sinew, even Kevlar thread make sure it is waxed thread. It will last longer and not wear out during the stitching process

I know you said 5 but trust me this last one will be very helpful

Pliers - when you are stitching there will come a time your hands just won't want to pinch the needle to pull the thread through or the needle is just stuck. I always have my Leatherman nearby with the pliers out ready and waiting. Nothing more annoying than a broken needle when you are in the zone.

BATTLECRY: What advice would you give to a beginner to ease their transition into the learning curve?

MAVRUNI: Youtube is your friend!

There are many resources to be found whether from big names like Tandy or Weaver, or smaller creators like Tony See, a personal fave of mine. If you have a store near you, see if they offer classes or advice on your project. Start with smaller items and build the base skills. There are going to be many ways to do things so find what works for you to start and go from there.

The biggest thing is patience - with yourself, the materials, the process. We all start off making that are pretty, whether armor or leather, but the progression of any craft. to suck at it first before you get (Jake the Dog Adventure Time). Sucking at something is the first step to being sorta good at something.

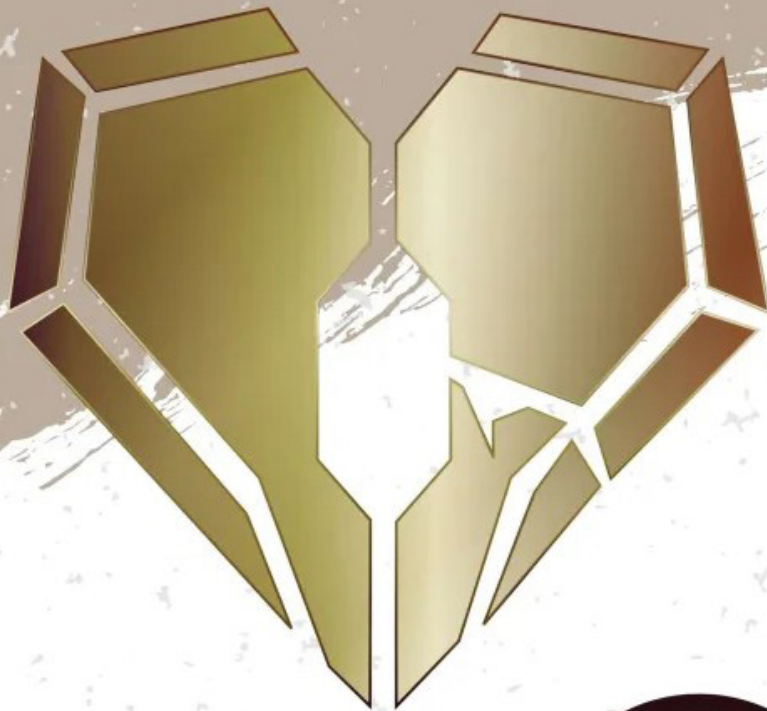
Here's hoping that this helps demystify my favorite part of kit building, leatherworking. I hope this gives you a bit more comfort when beginning the process. It may seem daunting, but as with anything else, it all gets better with practice. It is a topic that I really enjoy talking about, so If you are interested in seeing more articles about it here in BattleCry, write in and let us know if there is a topic you would like to see covered.

things
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DIFFERENCE
TODAY!**



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IF WE CAN HANDLE THE FORGE WE CAN HANDLE THE HEAT!

By: Nik & Nina

The summer is creeping up on us sooner than some of us might like. In the Desert Southwest our high temperatures are swooping in at 15-20 degrees warmer than normal for this time of year. If you haven't been feeling the heat yet then you are lucky, but we suspect this summer is going to be a real doozy no matter where you live and it's coming whether we are ready or not. So, we might as well take a cue from nature and begin our preparations now.

Hydrate, hydrate, hydrate! When you think you have had enough water, have some more.

One of the most common things we hear at troops is a simple question but one we suspect most people ask because they already know the answer. "Aren't you hot in that?" Often times, yes, it gets quite warm in our layers and armor. For the most part it's no big deal, just another day in the life of a costumer; but as the temperatures rise, so does our awareness of self-preservation. The health and safety of our members is paramount, because we can't show up for others if we aren't taking care of ourselves first.

This team of writers may not be the daring sort who snack on Carolina Reapers just to test the

intensity of the scoville scale, but we do know heat. Our summertime high temperatures sit around 110-115 degrees and shade does little to help. While some of our northern vods stay inside during the winter to stay warm, we stay inside during the summer to stay cool. Let's talk about heat preparedness and signs of heat exhaustion so we can all stay safe during the dreaded summer months.



We're going to begin with the simplest thing you can do to prepare for heat, hydrate. We're not talking about making sure you have a bottle or two of water when you leave the house the morning of your troop. Simply guzzling water the day of your troop will not adequately hydrate

you. If only it were that simple. No, what we are talking about is days leading up to your troop. You should drink several cups of water daily. You can even mix in some of your favorite electrolyte-filled sports drink for a little extra boost and flavor.

“SIMPLY GUZZLING WATER THE DAY OF YOUR TROOP WILL NOT ADEQUATELY HYDRATE YOU. IF ONLY IT WERE THAT SIMPLE”

As much as we all enjoy our flavorful beverage options it is often best to avoid those that have dehydrants in them, especially when temperatures are high. Drinks that have a lot of caffeine like coffee and green teas can increase dehydration. Sugary drinks like soda and energy drinks can also deplete your hydration levels. Consider drinks with natural sugars, vitamins and minerals, and electrolytes to support a healthy level of hydration. And, of course, water. Hydrate, hydrate, hydrate! When you think you have had enough water, have some more.

Fluids, however, are not the only sustenance needed to stay well hydrated and energized. Foods can have an impact on this as well. You may be tempted to grab a prepackaged fruit bowl out of the fridge and call it a healthy snack but the added sugars may actually take a little away from you. There are plenty of fresh fruit options that have high water content, providing you with hydration and healthy nutrition all at once. Maybe a bowl of plain yogurt with some fresh berries, and some whole grains or nuts for added bonus, is just the ticket for a healthy pre-troop snack.

Are we saying you shouldn't eat a full breakfast of sausage and eggs with potatoes and toast, and a coffee on the side? Absolutely not! We all know one of the best parts of trooping with our vode is picking that post-troop breakfast or lunch spot and digging into a hearty meal. We're simply suggesting saving that as your reward for a troop well done and taking care of your bodies need for a starter boost before the troop.

Being prepared for the heat isn't all about what you're putting in your body, it's also about what you're putting on your body. Clothing items such as moisture wicking undershirts and balaclavas can go a long way in mitigating some of the excessive heat you may run into while trooping.

The material used in these clothing items creates a kind of evaporative cooler, using your body's natural design to help cool you down even further. Plop some helmet fans and a battery pack into your helmet and the air will flow even better. These are great steps to take towards

keeping cool; however, these should not be relied upon as a means to keep you trooping for hours longer than you should.

Knowing your limits is a vital part of surviving the heat. A true warrior doesn't pretend they are okay when they aren't. Doing so doesn't



“A TRUE WARRIOR DOESN'T PRETEND THEY ARE OKAY WHEN THEY AREN'T”

help anyone and can potentially put you, and others, in a distressing scenario. Don't be a hero. If you need a break, take a break. No one will judge you if you need to take a few minutes; take off your bucket and drink a nice cool bottle (or two!) of water.

Trooping with friends and/or Handlers is also a great way to stay on top of things. Often times, it's tempting to just “tough it out” when you are alone. However, when trooping with friends, the hive-mind tends to kick in. It usually only takes one person to say, “I need a break,” and everyone else agrees because they were thinking about it too. So don't be a hero, toughing it out when you shouldn't. But be a hero speaking up! For you and your vode. Be willing to say, “does anyone else need a minute?” And be willing to take a minute even if you are the only one who needs a break.

Just because you've done everything you can to avoid heat related illnesses, there is no guarantee it won't happen. We're going to simplify this with a list of symptoms to watch out for.

**SYMPTOMS OF HEAT
EXHAUSTION:
EXCESSIVE SWEATING
MUSCLE CRAMPS
NAUSEA
RAPID HEARTBEAT
DIZZINESS
HEADACHE
FATIGUE
DEHYDRATION**

If you feel any of these symptoms beginning, immediately take action to get out of the heat, cool down, and evaluate. If you need medical attention, don't be shy and don't play tough, get help. We said it before and we'll say it again; the health and safety of our members is paramount.



As for this team of writers, we aren't medical professionals by any means, but we do live in the hot, dry depths of the Sonoran Desert. That being said, we know a thing or two about survival in the kind of hot conditions only we crazy oven-roasted people like. You'll notice we didn't tell you exactly how much water to drink or what products to use. For one, we aren't getting endorsement deals from any brands, so we are not motivated to declare any brand names. Also, it's best if we leave what kinds of food and beverage to you to properly determine.

Your local climate, retail options, and your food sensitivities will vary from those of others. You know your body and you know the brands in your area; but if you need some advice, visit the MMCC Discords, ask your friends and family, or ask a random stranger so you can segue the conversation into telling them all about the Mando Mercs.

Now friends, we know we promised an article about the appointed Officer positions in your local clan. Alas, when the topic of heat preparedness was presented to us, we simply couldn't pass up the opportunity to talk about a subject we most certainly know. Don't you fret, we will be back to our regularly scheduled program next month. For now, get out there and troop your Iron Hearts out, be safe, take care of yourselves and take care of others.



MUD

GETTING DIRTY WITH THE BEST OF 'EM

By: Ben "Midge" Egloff

I have always thought of the month of May as Star Wars month. Even though most of the celebrations occur toward the beginning of the month, I tend to celebrate this franchise all month (and let's be honest, all year). I typically find at least one season of show or trilogy block and watch it in its entirety, about all I can find the time for anymore. I also try to dive into what really grips me about the property that I am watching or reading. Most of the time it is the heroes, the battles, the stakes, but sometimes my squirrel brain falls down a rabbit hole and gets stuck on other things, the smaller details that often get overlooked. Most recently, especially watching *Andor*, it was the visuals of the Empire vs the Rebellion. Imperial facilities and personnel alike were the very embodiment of order. Clean, sterile, a complete and utter lack of everything that signifies the presence of humanity. In contrast, the Rebellion was chaotic, lived in, the visual representation of struggle. We tend to think about these sorts of things as small production details, but I like to think that they are more important than that. I think that the small details are important, the symbolism of those details even more so.

Nothing really evokes the gritty feel of the Star Wars universe more than a wonderfully weathered Mandalorian kit. It helps tell the story of that character, showcases what that character has been through. The history of that Mandalorian is on full display for all to see. The Mandalorians are a gritty people, used to overcoming hard times. They are used to wandering the galaxy,

surviving through skill and strength of will, and the story of that journey is written in on their armor.

We all approach this aspect of a build a bit differently, but our society review for this month really goes all out when it comes to weathering. They even named themselves after the mud that so frequently covers their kits. MUD, or the society for Muddy, Unclean, & Dirty mandos does weathering in style. As a member of this society myself, I can safely say that I have learned a ton from the other mandos in the society. If you want to lean weathering, this is a great group of people to come to. I am also fortunate to be in the same clan as the societies founder and current Keeper, Dox Qyvor. I caught up with Dox and got him to give me a little overview of his thoughts on the society, why he started it, and where he hopes it will go.



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

DOX QYVOR: I'm Dox Qyvor (aka Wayne), an OM from Rancor clan and founder of the MUD social society. I'm currently working on an Aerial Assault brigade application that is becoming a lot more involved than I imagined, but totally will be worth it!

BATTLECRY: We know that you founded MUD ,

but what prompted you to do so?

DOX QYVOR: I saw so many builders societies for various different parts of kits (jet pack, no jetpack, mirrored visor and color themes for examples) but nothing as unifying as the weathering that so many of us have on our kits.

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

DOX QYVOR: To provide a society for those of us in kits with all levels of weathering, from mild to wild - and to share inspiration, advice, education and guidance to people working on their own kits.

BATTLECRY: Having spent some time on the boards myself, there are tons of great tips and tricks that your members have shared with each other. Definitely a great place to find unique weathering techniques.



BATTLECRY: Who can join and in what capacity?

DOX QYVOR: Membership is open to all members, OM and Supporters - provided that they own a weathered kit or at least have substantial strides made in producing their own kit.

BATTLECRY: It is great that you allow Supporters to join your society. The things that are discussed on MUD's boards and the knowledge that its OM members have would definitely be useful for those striving to complete their own

kits.

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

DOX QYVOR: As mentioned above, providing inspiration and education, along with a sense of community is something we as society members are all part of, a dedicated space helps to facilitate this.

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

DOX QYVOR: The society threads give an outlet for socialization, creativity and expression - separate from application driven areas such as WIP threads that should remain clutter free.

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

DOX QYVOR: My hope is, in the short term, to reach a milestone of 100 members, and long term I would like to have a merch run to benefit charity and the club at large through exposure to potential members.

MUD, though one of my favorites because it focuses on my favorite part of a build, is only one of many builder societies on the MMCC forums.

If you are looking for great advice and unique techniques to dirty up your kit, head that way and see them. Not only will you find useful knowledge, but a good group of people that are wonderful to interact with.



STAR WARS INSPIRATIONS

THE CINEMA

By: Mike "Diz Ge'tal" Porter

I hope that you have been enjoying my series on what influenced George Lucas to create his epic space opera that has been captivating audiences since 1977.

Last month we took a dive into *The Hidden Fortress*. Probably one of the most important movies to influence George Lucas in his writing and filming of *Star Wars: A New Hope*. This month I think that I would like to take a look at some of the other films that not only influenced Lucas in creating *Star Wars*, but influenced him as a film maker.

21-87

I recently read an article in *Slate Magazine* (By Forrest Wickman, Dec 13, 2015) about the influence that a short film called *21-87* by film maker Arthur Lipsett had on the young aspiring film maker, George Lucas. The film, which you



can find online, is a nine and a half minute collage of footage that Lipsett found on the cutting room floor at the National Film Board of Canada where he was employed as an animator. Lipsett took that discarded footage and combined them with some 16mm shots that he took in Montreal and

New York. The sound track to the film is just as disjointed and, seemingly, has nothing to do with the visuals. I've heard it said that the film is a shock piece and a mirror to the human condition.

Now, I've watched this film a few times now, and it is... interesting... to say the least. It's been said that Lucas watched the film over and over again saying that it was, "the kind of movie I wanted to make – a very off the wall, abstract kind of film."



If you watch the film, you may start asking yourself, "what does this have to do with *Star Wars*"? And the answer would be, "well, nothing." Maybe this film and *Star Wars* can be found together on some subconscious level in George Lucas' soul, but the film touched him so deeply that he included it in almost all of his films. His most well known student film was *Electronic Labyrinth: THX 1138 4eb*, a 15 minute short film that takes place on 14 May, 2187. This short film was, of course, expanded to feature length and starred Robert Duvall in the role of THX 1138.

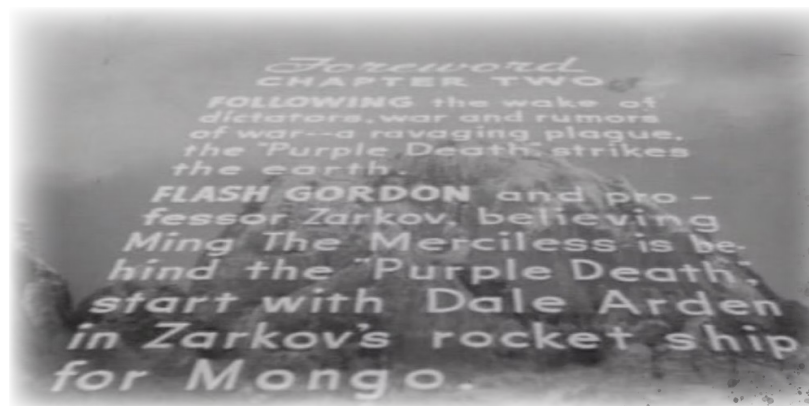
The influence of *21-87* is apparent in Lucas' classic *American Graffiti* with its short scene, documentary style.

Finally, *21-87* would show up throughout the *Star*

Wars Galaxy in different forms. The two that I know of are: Princess Leia was imprisoned in cell number 2187 on the Death Star. And while not expressly done by Lucas, the storm trooper eventually known as Finn would start out as trooper FN-2187 as a tribute to George Lucas and what he had created.

FLASH GORDON AND BUCK ROGERS

Throughout the 1930's and 40's kids would spend their Saturday mornings at their movie theaters to



watch short serials that included the adventures of *Flash Gordon*, *Buck Rogers*, the *Lone Ranger*, among others. Lucas fell in love with watching these serials in the 1950 when they were broadcast on KRON-TV in Modesto, California.

The serials, *Flash Gordon* and *Buck Rogers* in any case, were marked by fantastical stories that took place on alien planets, quick action, futuristic weapons, and they almost always finished with a cliff hanger that would bring the kids back the next Saturday to see how the hero escaped.



These short films were incredibly popular when they were originally shown and later when they were broadcast on television or brought back to local theaters. My Dad told me that as a kid in the 50's, these serials were shown at the Arcade Theater on Saturday mornings and that he and his friends could see them for a quarter, and that would get them a bag of popcorn as well.

From what I've read it appears that Lucas tried to obtain the rights to *Flash Gordon* for his space epic. Lucky for us, the rights were not available, and so he then turned to his own imagination, and *Star Wars* was born. But *Flash Gordon* still had a great influence on what *Star Wars* would become.

The influence of *Flash Gordon* can be seen in the opening crawl that was so iconic to everyone who has ever seen a *Star Wars* film. *Flash Gordon* and *Buck Rogers* both began every episode with an opening crawl that, like *Star Wars*, was tipped back and would fade into the distance. These crawls would introduce the action and recap what happened in earlier episodes. Key characters, planets, or situations would be spelled out in capital letters, and the crawl would end with four periods, not the usual three periods found in the grammatical symbol known as an ellipsis. The next time you watch *Star Wars*, look for those key elements.

One thing that I found interesting that was taken from one of the *Flash Gordon* books "*The Lion Men of Mongo*" was a "five-foot-tall metal man of dusky copper color who is a trained servant and speaks in polite phrases." Sounds a bit like a certain droid we all know and love, wouldn't you agree?

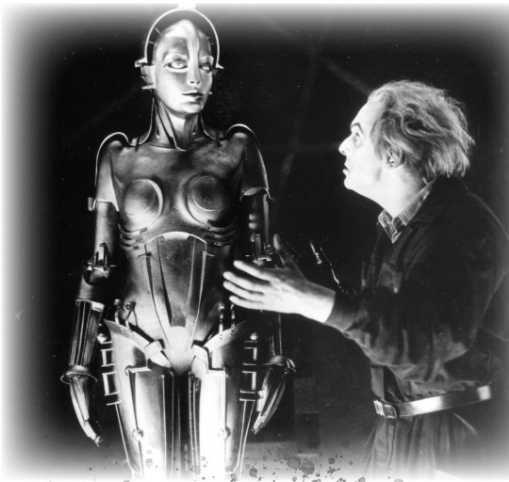
AND BEYOND...

From this point, I've struggled to figure out how to present the myriad of other films that influenced Lucas in making *Star Wars*. So, maybe we'll just do a lightning round kind of thing.

THE MOS EISLEY CANTINA. Many of the visuals that Lucas used for the Cantina came from Rick's Café Américain in the classic film *Casablanca*. Think about it, a smoke filled bar room, and a lively crowd filled with smugglers,

refugees, con-men, and the like. A live band as background for the gambling and deal making going on at the tables. A man standing at the bar with the Star Wars equivalent of a hookah. Throw in Humphrey Bogart and you have yourself a classic.

THE DROIDS. It's already been mentioned that one description of the protocol droid came from *Flash Gordon*, but the look? The concept artist, Ralph McQuarrie, was responsible for the way Star Wars looked on the screen. When it came to C-3PO, Lucas said, "I showed Ralph the *Metropolis* Robot and the *Silent Running* Robot and said I want something like this."



DOGFIGHTS IN

SPACE. When it came to the battle of Yavin, George Lucas said, "We cut the end battle scene out of all kinds of old war movies, everything from *The Dam Busters* and *The Battle of Britain* to documentaries and *Tora! Tora! Tora!*"

A SPACE WESTERN. From what I've read, at the beginning of production, Lucas pulled his production team together to watch a showing of *Once Upon a Time in the West* starring Henry Fonda, and told them that this was the look he wanted for *Star Wars*. I have to say that once I realized that *Star Wars* was influenced by the western genre, it's a little hard to unsee it. While on this subject, one of the films that influenced the look and attitude of Boba Fett in *Empire Strikes Back*, was that of Clint Eastwood's various characters in *Man with no Name*, *The Good*, *The Bad*, and *The Ugly*, and others. Although I've never noticed it, the sound designer Ben Burtt has said that he added the jingling



sound of spurs to Boba Fett's walk to more fully tie Fett to the lone gunman stereotype established in Eastwood's films.

FINAL THOUGHTS

By writing all of these things down, one could say that Lucas just "ripped off" all of these earlier sources to create *Star Wars*, but it would be wrong to say it. The truth is that the art of story telling is a kind of progression. One story spawns another, and that spawns another, on and on for generations until the latest result is only a shadow of the source material. What if I told you that the chord progression in Bob Marley's *No Woman, No Cry* (1974) was based on that of Pachelbel's Canon in D (c. 1680). It's true, but Marley's reggae ballad would never be mistaken for Pachelbel's baroque composition, and the same can be said for *Star Wars*. Yes, *Star Wars* has an impressive pedigree, but no one can mistake the end result for the many films that came before it.

Just as Pachelbel's Canon continues to inspire the modern music of today, the old films continue to inspire and shape the *Star Wars* of today. Think of the *High Noon* like gun fight between the marshal Cobb Vanth and the bounty hunter Cad Bane in *The Book of Boba Fett* (Chapter 6: From the Desert Comes a Stranger), or Chapter 13 of *The Mandalorian* (The Jedi)

that seemed to be a Kurosawa inspired samurai film. The series *The Skeleton Crew* is a delightful swashbuckling adventure, part Errol Flynn, part *Treasure Island*, and part *The Goonies* all wrapped up in a package of pure *Star Wars*.

As I wrap up this series on the origins of *Star Wars*, I can't help wondering where *Star Wars* will go in the future. What media of the past that it will draw upon, and what future movies, books, and media will be inspired by *Star Wars*. I can't imagine, but I'm sure that it will be great!

WELCOME NEW MEMBERS

BattleCry would like to welcome our newest members from the month of April (OM#, Character Name, Forum Name, Clan).

Please help us in making these new Vode feel welcome! Oya!

3390, Din Djarin, Ecto_Titan, Stronghold
Jur'Akaan

3391, Katze Ladrona, Katze Ladrona, Ciry'Kurs
Clan

3392, Mira Skirata, mreyes, Naast Clan

3393, Juna Katern, Juna Katern, Yustapir Clan

3394, Thylacine, Thylacine, Naast Clan

3395, Akaan Kot, Annrodas23, Death Watch Clan

3396, Rust'E Voranth, maloc98, Rancor Clan

3397, Jor'g Pil'prge, pilpejorge, Death Watch Clan

3398, Keev Roh'Nacc, tattoostevcochran, Talon
Clan

3399, Vyn Bo-lak, vitbeal, Gaht Kyr'bes Clan

3400, Mandolisches, Mandolisches, Jai'galaar
Clan

3401, Rec, ALappa.ct5575, Batuu Clan

3402, Aurora Mon'zite, Aurora Mon'zite, Cerar
Clan

3403, Ranvik Eriz'So, KenSavvo, Meshurok Clan

3404, Jax Ordo, blackbeard3331, Wampa Clan

3405, Dar'Uur, Jigget, Gaht Cabur Clan

3406, Tenzin Vazir, makeitsocosplay, Teren Clan

3407, Umberto, Umberto, Jai'galaar Clan

3408, Paz Vizsla, M.J.JIN, Stronghold Korea

3409, Kyr Tal'din, The_Operalorian, Rancor Clan

3410, Runa Ca'laar, Runa Ca'laar, Kyrimorut Clan

3411, Zan Zandar, Source, Aiwha Riders Clan

LEGENDS OF MANDALOR:

SON OF THE FOREST

Story By: Ru'Stor Rawr

EPISODE 2

Ru'stor Rawr was only thirteen when he fled Scarif in 0 BBY.

The shuttle had not been meant for him. It was a cargo vessel, half-empty and already lifting when he slipped aboard, heart hammering louder than the engines. He did not know where it was bound—only that staying meant death. Smoke still hung in his lungs from the burning homestead, the echo of blaster fire still rang in his ears, and the last sight he carried of his parents was them standing together, weapons raised, buying their sons time with their lives. When the shuttle finally descended, Ru'stor knew immediately that this was no ordinary world.

Kashyyyk announced itself before he ever set foot on the soil. Endless emerald canopies stretched as far as the eye could see, towering wroshyr trees binding the sky itself. The air was

thick, damp, alive. This was a planet that swallowed the unwary whole.

Ru'stor survived the first days the only way he knew how—by hiding.

He moved by night, slipping through roots and shadow, guided by instinct and fear. By day, he climbed high into the trees and waited, listening to sounds he could not name. He did not know what lived on Kashyyyk, only that it was big, loud, and everywhere. Hunger gnawed at him. Sleep came in broken fragments.

It was during one such restless night that he was found.

Ru'stor awoke to the sound of breath—deep, rumbling, far too close. He bolted upright to see a

massive silhouette blocking the starlight. Fur, teeth, eyes reflecting moonlight.

A Wookiee.

Panic took him before thought. Ru'stor ran. The forest betrayed him immediately. Roots snagged his boots, branches tore at his clothes, and within seconds the ground shook behind him. He never stood a chance. A single powerful arm wrapped around him, lifting him off the ground as easily as a child's toy.

Ru'stor screamed.

The Wookiee did not roar back.

Instead, a low, steady growl vibrated through the air—not a threat, but something calmer.

Reassuring. The grip loosened just enough for Ru'stor to breathe. He froze, trembling, waiting for pain that never came.

The Wookiee's name was Bruuk.

***“PANIC TOOK HIM BEFORE
THOUGHT. RU'STOR RAN.
THE FOREST BETRAYED
HIM IMMEDIATELY”***

Ru'stor did not know that then, of course. He knew only that the giant set him down instead of crushing him, knelt so they were closer to eye level, and spoke in a voice that

rumbled like

distant thunder. Bruuk pointed to himself, repeated his name slowly, then gestured toward Ru'stor.

It took time, patience, and more kindness than Ru'stor believed the galaxy still possessed, but Bruuk did not turn him away.

Bruuk brought him to his family.

Life among the Wookiees reshaped Ru'stor. He learned their language piece by piece—first through gestures, then sounds, then full words that vibrated deep in the chest. He learned that strength was meaningless without loyalty, that honor was proven through action, and that family was not always blood, but those who chose to

stand beside you.

Yet Ru'stor never forgot who he was.

At night, while the Wookiees rested, he whispered the Resol'nare to himself so he would not forget. He remembered his father, Perd'omo Rawr, and the lessons taught quietly, long before Scarif fell. Bruuk noticed the rituals—the way Ru'stor cleaned tools with care, the way he trained

with purpose rather than anger.

When Ru'stor was old enough, Bruuk helped him begin his armor.

There was no beskar on Kashyyyk, but there was craftsmanship. Plates were forged from scavenged metals, reinforced with Wookiee techniques meant to withstand claws and blaster fire alike. Each piece was earned, not given. Bruuk insisted on that. Ru'stor bled for his armor. He trained for it. He respected it.

By seventeen, Ru'stor could hunt in the shadowlands without fear. By nineteen, he fought alongside Wookiees against slavers who dared test Kashyyyk's defenses. By twenty-one, he stood fully armored—scarred, tempered, and no longer a boy.

The armor was Mandalorian in spirit, Wookiee in resilience, and uniquely his own.

Before he left, Bruuk clasped forearms with him in the Wookiee way and placed a carved token into Ru'stor's palm—a symbol of family, of debt paid and bond unbroken. Ru'stor answered with the only words that truly mattered.

Ni su'cuyi, gar kyr'adyc, ni partayli, gar darasuum. He left Kashyyyk not as a refugee, but as a warrior.

His destination was uncertain. His purpose was not.

Somewhere in the galaxy, his brothers still lived.

And until House Rawr stood whole again,

Ru'stor Rawr would not rest.

This was only the beginning.



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

THE BESKAR CHEF

COOKING WITH MANDALORE

By: Mandalore the Uniter

NE'TRA BIGNAYE VATHEL NANYE

(Blackberry Sonker/Cobber)

"Sonker" is a local recipe from the foothills of North Carolina, and is very similar to a cobbler. To be such a localized dish, I've had it served in several variations over the years. What's different about a Sonker vs. a Cobbler, is that the top crust of a sonker is a batter. Whereas on a traditional cobbler, the crust is pie dough.

Ingredients (makes 9 servings)

16oz fresh or frozen blackberries (you can substitute any berries you like)
1 cup all-purpose flour (I use gluten free King Arthur "Measure for Measure" flour)
1 cup sugar
1 large egg
1 stick melted butter (preferred unsalted)
¼ cup whole milk
½ tsp baking powder



Utensiles

8" x 8" (20 x 20 cm) backing pan
Mixing bowl
Spatula



Directions

Step 1
Pour the berries into your baking pan. Use 1tbsp of sugar from your cup of sugar and sprinkle it over the berries as evenly as possible.



Step 2
In your mixing bowl, mix together the remaining 1-cup of sugar, 1-cup of flour, and $\frac{1}{2}$ tsp of baking powder. Mix these dry ingredients well, then add your egg and mix until incorporated. Finally, add your $\frac{1}{4}$ -cup of milk

and mix until mixture becomes a thick batter.

Step 3:
In small bits, start adding the batter to the berries. The batter will be thick, so you may have to add it in spoonfuls at a time. You



can add a little more milk to loosen up the batter if you feel it is too thick, but it is a thick batter by nature. I use my fingers and just add little clumps at a time, spreading it out with my fingers across the top of the berries.

Step 4:
Drizzle the melted butter over the top of the batter.



Step 5:
Bake uncovered in a 400F (204C) oven for 45 minutes or until the crust is



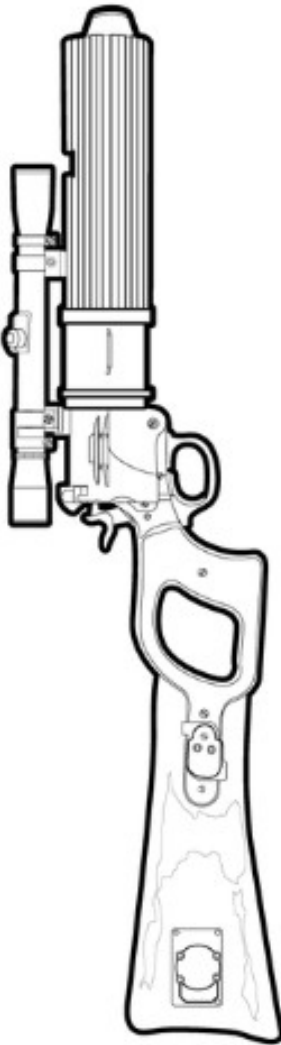
golden brown. Take out and let rest for 20 minutes.

Step 6: ENJOY!
Sonkers are best served with vanilla ice cream OR whipped cream.

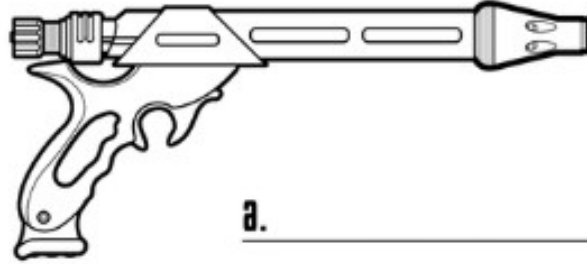


THE VERD'IKA PAGES

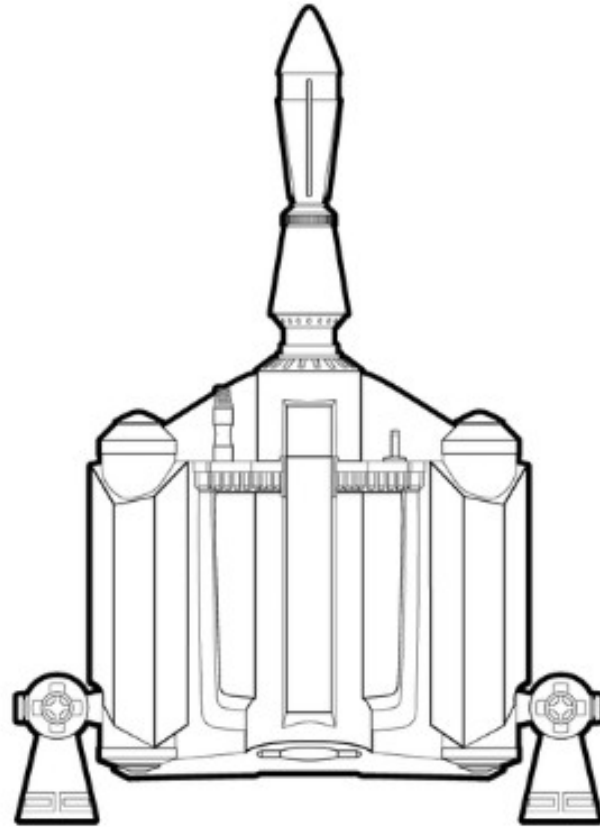
KNOW YOUR GEAR



b. _____



a. _____



c. _____

a. Westar-39 Blaster Pistol b. EE-3 Carbine Rifle c. Z-6 Jetpack

Bounty Hunters

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

Black Krrsantan	Asajj Ventress	Athgar Heece	Sugi
Shahan Alama	Fennec Shand	Jango Fett	Bric
Din Djarin	Aurra Sing	Zam Wesell	
IG Eighty Eight	Carib Diss	Toro Calican	
IG E Levin	Cad Bane	Sabine Wren	
Amanaman	Zuckuss	Dengar	
Boushh	Greedo	Castas	
Four Lom	El Les	Neesh	
Embo	Ketsu Onyo	Boba Fett	
Rum Sleg	Bossk		

Bounty Hunters

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



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)