

THE OFFICIAL MANDO MERCS MAGAZINE

BATTERY

JUNE 2026

THE QUEER MANDO UNIT - BY APPOINTMENT ONLY
MERCSCON4 - COOKING WITH MANDALORE

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**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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(pages 20-23) by Mandalor the Uniter

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FROM THE EDITOR



Greetings Vode!

Happy Pride Month.

I hope everyone enjoyed Mandalorian and Grogu in the theaters. I know, it's gotten really mixed reviews, but I really liked it, and my grandkids really loved it (did I just age myself?)

In all seriousness, I loved the movie.

I hope you did too!

Diz

Editor, BattleCry Magazine

THE QUEER MANDO UNIT

SUPPORT, INCLUSION, & COMMUNITY

By: Ben "Midge" Egloff

June is upon us. It is amazing to me how fast this year has gone so far, the sheer number of things that we have crammed into the first five months of the year, and how much is still yet to come! This month seems only fitting to cover the QMU, the Queer Mandos Unit, in our ongoing MMCC Social Society series. It is of course pride month and I thought there was no better time to lift up our LGBTQ+ community into the spotlight.

The Queer Mando Unit is, to quote from their main page, "a social society that is dedicated to the celebration, discussion, inclusion, and support of LGBTQ+ MMCC members to better enhance the culture and community of the Mando Mercs Costume Club." Scrolling through the pages and pages of forum posts, responses, support, and acceptance that one will find on its pages is what this club, and really what Mandalorian culture is all about.

I have been thinking a lot about chosen family recently, and this theme is so overarching in many of the new Star Wars properties. Din being found by the Death Watch, who took him in as family. Grogu being found by Din leading to a new family bond that developed



over three seasons and was cemented in the new movie. No spoilers, but this comes up again and again, and this theme just reinforces for me what I have found in this club and I know that so many others have as well, found family. It is our job, both as humans and as Mandalorians, to welcome, care for, and support all within our midst. The QMU is a master class on how to do that.

I was able to speak with Nox Atir, the current Keeper of the QMU, and

they were able to give me the rundown on the society, its purpose, its goals, and its hopes.

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

NOX ATIR: Su'cuy, my name is Vradica (They/Them), or, as most Mandos know me, Nox Atir. I am 31 years old and from Firaxan Clan (MA, RI, and CT). I first started interacting with the MMCC around 2022 but had followed the social media

"WHAT THE QMU SPECIFICALLY PROVIDES IS A DEDICATED SPACE WHERE LGBTQIA+ MEMBERS CAN CONNECT THROUGH SHARED LIFE EXPERIENCES"

pages for some time before then. After getting involved, I quickly fell in love with what we do and have strived to help build it up as much as I can.

find local representation or people with similar life experiences within fandom spaces, and we like to think the QMU can help bridge that gap within the broader MMCC community.

BATTLECRY: Who can join and in what capacity?

[NOX ATJR: Anyone who has a non-traditional identity or orientation is welcome to join us by commenting on our thread, and I would also like to highlight that it is not required to disclose your identity, especially for those who may still not be fully open about it either!

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

BATTLECRY: We know that you founded QMU, but what prompted you to do so?

NOX ATJR: Actually, I am not the original founder of the QMU but the current Keeper of it. The QMU was originally founded in 2014 by Kitale-Enby. When I first found the society, it had been relatively inactive, and its roster was a few years out of date. I got involved with the Diversity Panel team and discussed the potential of trying to breathe some life into it. From there, I stepped in to help bring it back up to date, helped formalize it as an official society, and became its new Keeper!

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

NOX ATJR: We in the QMU are dedicated to creating a space of celebration, inclusion, and support for LGBTQIA+ MMCC members. Sometimes LGBTQIA+ members may struggle to

NOX ATJR: I think that it is good to have a sort of support network home base and place where our members can go to find people of similar life experiences within our club. We have had members talk about feeling a certain disconnect within their own local community due to a lack of local LGBTQIA+ representation and the QMU helping to fill that void for them.





BATTLECRY: What does it mean to have the support of the club at large as we move into Pride Month?

NOX ATIR: Pride Month is always an exciting time for many of us in the QMU. Many of us are very excited to participate in various Pride troops that go on, waving our MMCC pride flags and enjoying the many clans that drop pride posts and patches!

For any of our membership who reads this article and is looking for a community that cares and is there to support you in whatever form is needed, head over to the halls of the QMU, they would be happy to have you.

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

NOX ATIR: I think the forums at large already strive to be welcoming and inclusive. What the QMU specifically provides is a dedicated space where LGBTQIA+ members can connect through shared life experiences and representation, especially for members who may not have that kind of community locally.

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

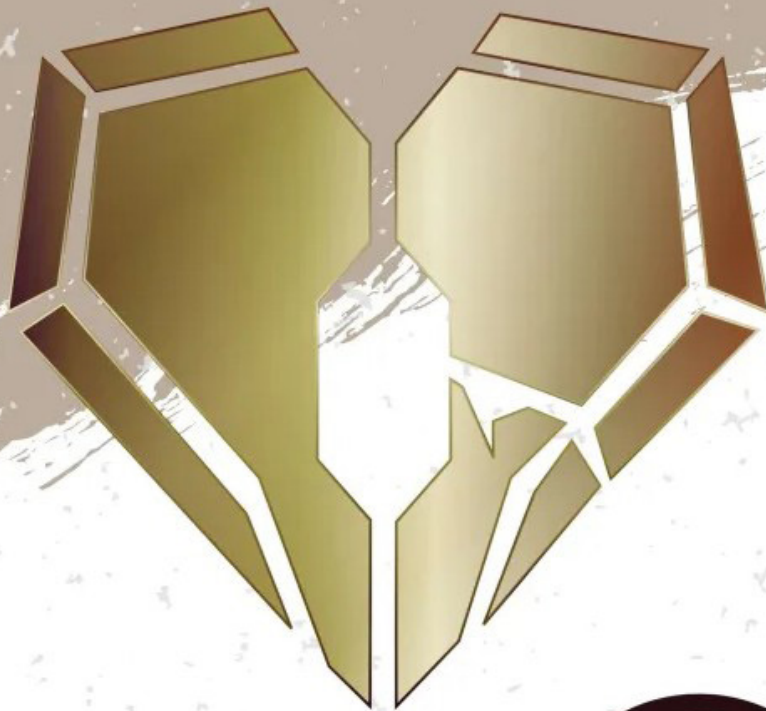
NOX ATIR: There has been a lot of talk about society merch runs coming through, and we are very eager to see what we can cook up with it! Other than material goods, we are just excited to keep growing the community!



THIS IS OUR WAY!

— THE —
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BY APPOINTMENT ONLY

THE OFFICERS WHO KEEP US MOVING

By: Nik & Nina

When you have a gaggle of Mandos in a room hanging out, socializing and sharing troop stories, it's loads of fun. But to organize a bunch of Mandos into a well-oiled machine of community supporters and Club representatives at Cons, you need solid leadership. A team of people who each know their role and execute it well, and who trust their teammates to do the same.

The Mando Mercs developed the leadership hierarchy necessary to properly manage all the moving parts that happen in the background at all levels within the Club. Each Clan has its own leadership team, your Clan Officers, and the focal topic we will be diving into. Previously we discussed your elected Clan Officer roles. These are the top three Officer positions within your local Clan, the people who support each and every one of us. You know these three as the Alor'ad, the Ver'alor, and the Ruus'alor Sol'yc. Hop back to the April 2026 issue if you want a refresher on these Officer roles.

"...BOOSTING THE ENERGY FOR CHARITABLE EVENTS AND ENGAGEMENT OF THE CLAN, BOTH OFFICIAL AND FOUNDLING MEMBERS"

For now, we are going to dive into the appointed Officer roles within your Clan. These roles are not filled by election but rather are determined by your



Alor'ad. In the well-oiled machine we mentioned, the collective of Officers will typically discuss potential appointments and agree on the addition of an individual to the Officer team before initiating an invite to fill an Officer role.

Why discuss it first? Well, the answer to that is at the heart of what we are about to dive into. The best way to have things running smoothly is to have people filling roles that align with their skillset. For example, someone in your clan who is a social butterfly and gets along with everyone may be an excellent choice for Ru'cabur, while someone with a strong sales and design

background may be just the ticket for the Jor'alor position.

These appointed Officer roles are optional so not all Clans will have these roles filled.

If you find you are interested in one of them, you should reach out to your Alor'ad to discuss if it might be a good fit for you. These optional roles are Tra'alor, Ru'cabur, Jor'alor, and Ruus'alor. Typically there will only be



one person filling these roles, with the exception of Ruus'ador. We will touch on that a bit later but for now, let's dive in and talk about these fantastic supporting Officer roles.

First up we have the Tra'ador, the Administrative Aide-de-camp for the Clan. This Officer is the administrative assistant to the Alor'ad and the Ver'ador, a person who is truly essential in easing the load for the elected Officers when it comes to reports and event coordination. Often times, this is the person posting events on the Clan forum, reaching out to members through the various communications channels and coordinating large scale social events in the background. A quiet, often understated role, this Officer is responsible for a great deal of the inner workings that keep things running smoothly and allow members to enjoy the ease of their membership.

Then there is the Ru'cabur, the Clan Historian and Morale Officer. In charge of the planning and execution of Clan social events, family days, and

Meet & Greets. This is the person who makes sure we all stay connected; that we not only maintain, but also seek to grow our family by inviting and engaging new prospective Foundling Members. This Officer maintains the Clans written and visual history, often tasked with compiling social and charity event details and images, updating information related to annual troops, and documenting pivotal or exciting moments. The Jor'ador is the person who puts a bright, shiny spin on everything we do, all for social media. This is the Public Relations & Charity Officer who takes images and videos, and an insatiable delight in playing with words to tell the tale of your Clan's troops and events. This Officer is a cheerleader boosting the energy for charitable events and engagement of the Clan, both Official and Foundling Members. The Jor'ador can often be found promoting events and fundraisers, upcoming conventions and Clan social events. If you want your Mando-image to make it onto your Clan's social media, get to know this Officer because they are always on the hunt for more content to post.

Ultimately, we saved "the most" for last. What does that mean? Well, it means of all the Officer roles we have talked about there is only one that can have many people fulfill the role at the same time, so they have "the most" people.



This is the Ruus'alor, or Ruus'alore if the Clan is big enough to warrant more than one. Each Clan may appoint as many Ruus'alore as they deem necessary for the size of their Clan. These Officers are a well calibrated support system, under the guidance of the elected Ruus'alor Sol'yc. These Officers are often spread throughout their Clan territory, allowing for better overall coverage and support for Foundling Members throughout the territory.

The role of a Ruus'alor is that of a guide. This Officer serves their Clan in an incredibly important

capacity. We all know the process of building a Mandalorian from concept to completion is an incredibly time-consuming and extended process. Having someone there to cheer you on and encourage you to see it through until you achieve

“...EVEN IF THE ROLES ARE ALL TAKEN, ASK HOW YOU CAN HELP”

Official Member status is a huge deal. These Officers are also your advisors throughout the process, steering you away from decisions that will hinder your progress and helping you make decisions that will benefit you in the long run. Directing your armor and design to stay within the guidelines of the Costume Requirements List ensures a much smoother application and approval process.

You can typically identify your Clan Officers in a couple different ways. First is your Clan roster. Whether you are an Official Member or a Foundling just starting out, you have equal access to view the Clan roster on the MMCC forum and your Officers will be listed first. Beyond this, you can identify them by the rank ropes they wear on their right shoulder when they are kitted up in armor or wearing their Club vest or shirt. Each elected and appointed Officer has a rope color that allows for easier identification so even if you don't know their name yet, you can still spot them. Look closely, each image we have included shows an Officer wearing rank ropes.

In setting off on this task of discussing all the various positions available to you as an Official Member, we thought it would be best to start at the Clan level. Hopefully you've found this information instructive, and perhaps it even spurred an interest within you to serve your Clan in a greater capacity! If any of these positions seem to appeal to you and the role is currently unoccupied, don't be shy! Reach out to your Alor'ad and let them know you would like to be considered for the role. Heck, even if the roles are all taken, ask how you can





help. Simply offering support is helpful, showing your Clan Officers that you are truly interested in participating at a greater level, and making sure when the opportunity does open up that your name is already in their minds.

We hope this information has given you good insight into the ways you can get involved and make an impact within your own Clan. As we move forward, we will talk about other avenues of leadership and all they entail. But for now, we have given you a snippet about what your Clan Officers do. You can dive in deeper by visiting the Jadd Halls of Knowledge on the MMCC forums, then it's an easy click away to view the MMCC Governing Documents. We highly recommend reading as much as you can to be better prepared for not only how you can serve the Mando Mercs, but how the Club can serve you.

MERCSCON4

A LOOK AT OLD TOWN

By: Ben "Midge" Egloff

In case you all haven't looked at a calendar recently, MercsCon 4 is right around the corner. The festivities begin less than two months from the date of this issue's publication and that date might be sooner depending on when you are reading this. It is my hope dear reader that you have bought your tickets, booked your hotel room, and are preparing for a Mando get-together that is a rarity in its size and scope!

There are plenty of places out there that you can get into the nitty gritty of the pricing, packages, and hotel rates, but that is the boring stuff that one would hope is out of the way as we creep ever closer to the opening ceremonies. But what's happening at MercsCon isn't actually the purpose of this article. I wanted to focus on the historic setting that the conference will take place in. As most of you know, MercsCon 4 will be taking place in historic Alexandria, Virginia at the Embassy Suites in Old Town.

Alexandria is a city with a rich and long-lived history. It is a pivotal location for many important events in America's past and many important historical figures were born and lived there. From the Revolutionary War, the Civil War, and the Civil Rights era, walking the streets of this old, by American standards of course, city puts you in direct contact with so many eras and roots of our



past. Old Town even retains much of its 18th and 19th century character with cobblestone streets, Georgian architecture, and a bustling waterfront-making it one of the best preserved colonial streetscapes on the East Coast.



It is also the stomping grounds of Kyrimorut Clan who have had a ton of involvement in the planning and logistics on the ground for MercsCon 4. I wanted to find out what sort of things our attending Mercs could get up to outside of the hotel's walls. So I reached out to my good friends ValeMalik and YvieBest. I knew they were working on planning local events, some

tours, putting together a few dining guides, collecting travel info, and generally everything that a visiting Mando might need to navigate Old Town.



BATTLECRY: Please introduce yourselves and give us a bit of your history with the MMCC?

VALEMALJK: Hey, I'm Vale! Thanks for having us! I worked on my first kit solo for a number of years, becoming OM in 2024 only after Yvie encouraged me to attend our first Armor Party with Kyrimorut Clan and the Ruus there took me under his wing and helped me reach my stripes. Since then, I became a Ruus'alor with Kyrimorut in 2025, and I achieved Triple Threat Brigade with my first kit. Shortly after, I was brought onto App Team and Striker Division as a Brigade Captain. My second kit, my Loth-Cat kit, got approved and Triple Threat Brigade approved this past winter, 2026. I'm also on the Education and Public Relations Teams!



YVIEBEST: I'm Yvie, and I'm so excited to have Mercs Con in my backyard. My journey

with the MMCC and Kyrimorut began in 2024, and in 2025, one day after my birthday, I became OM! I'm so grateful to everyone who helped me along the way! I was recently approved in the Privateer Brigade, and I am currently working on the Communications Specialist Brigade. I'm also a member of the Adjunct and PR teams.

BATTLECRY: Obviously MercsCon is being held in the Embassy Suites in Old Town Alexandria, VA. I am sure that there are tons of things that attendees can get up to in the Alexandria itself. Can you give us a run down of some of the events that will be going on outside of the conference halls?



VALEMALJK: Something that Old Town Alexandria is well-known for are its 'haunted history' tours and fantastic dining and wining scene. We're combining those and doing a 'Haunted Pub Crawl' on Saturday of MercsCon! Before and after this and the other planned events, I highly recommend checking out any and all restaurants you can! Alexandria is so rich and diverse - if there is a type of food you're looking for, you can definitely find it. Old Town is also very historic, dating back to the earliest years of America's founding. Many local businesses and even homes feature unique architecture and stories - you can even find original, historic graffiti on the brick walls in some of the shops!

YVIEBEST: We have a variety of amazing events planned for everyone. As Vale mentioned, we will be doing a haunted pub crawl around Old Town Alexandria. I've been on a ghost tour before, but never a haunted pub crawl, so that's something I'm personally looking forward to.

Another cool thing we're doing is an ice cream cone crawl as well as a traditional pub crawl. Vale and I selected the locations based on our favorite spots in Old Town. We hope everyone enjoys them as much as we do!

BATTLECRY: As you have delved into the location, what is a must see for conference attendees?

VALEMALJK: In Old Town, my best suggestion would be to walk the King Street Mile down to the Waterfront. The last two blocks of the street are closed to vehicles and open only to foot traffic, making it easy to peruse any dining or shopping options that catch your eye, all while taking in the energy and architecture of the town. Outside of Old Town, if you have time, we are a stone's throw south of Washington, DC! It's simple to take a day, or part of a day, to walk the National Mall or even check out any of the numerous, famous Smithsonian museum installations.

YVEBEST: Some must sees in Old Town are definitely the shops along King Street, the waterfront area, all the amazing restaurants, and the Torpedo Factory Art Center. Outside of Old Town, I would definitely hit up the Smithsonian museums in Washington, D.C. They are some of the best museums in the world, in my opinion, and they are all free to enter. If you visit the Air and Space Museum, you can see a few Star Wars items on display.



BATTLECRY: Is there a local restaurant that you would recommend as a number one pick or a local favorite dish or cuisine that attendees should try while they are in town?

VALEMALJK: Picking just one is tough, haha! My go-to restaurant would have to be Daniel O'Connell's Irish Restaurant & Bar. The entire



restaurant is salvaged from monasteries and castles, giving each seating area a unique and ancient look. And I haven't had a dish or a drink that I haven't loved! If you're looking for a quick bite and cozy atmosphere, I also recommend ESP Tea & Coffee!

YVEBEST: I have so many favorites in Old Town, it's hard to pick just one, but if you really love Italian food as much as I do, I would definitely check out Il Porto Ristorante. It's a quiet little spot close to the waterfront and a great location for a date night or a get-together with a small group of friends.

BATTLECRY: What is the most important thing that attendees should keep in mind traveling to Alexandria and do you have any general travel tips for getting to the hotel and around town?



VALEMALJK: Something to keep in mind is that both Old Town Alexandria - and DC, if you venture there - are living cities with people going to work, school, etc. They are very busy locales! If you'll be driving/taking



depending on where you are headed, you may need to transfer to a different line. We will be providing metro guides to Merccs Con attendees. If you're going to be walking around a lot during the day, remember to

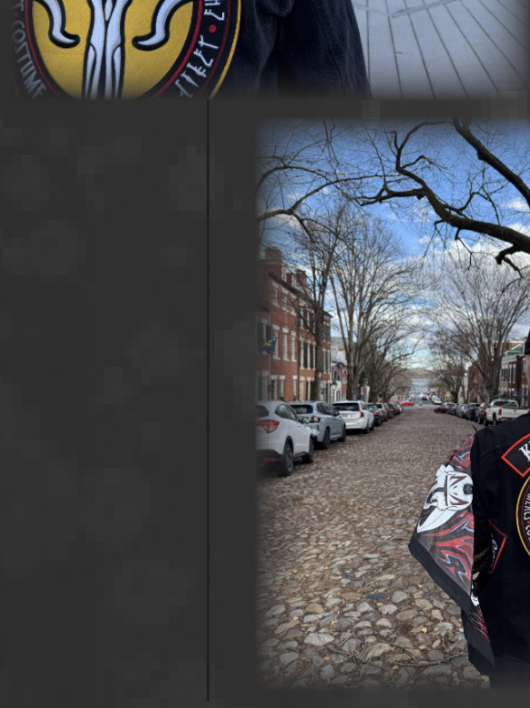
a rideshare, be aware of traffic patterns and the rush hours, (typically 06-0900, then 1430-1900.) Additionally, if walking, keep your head on a swivel and maintain situational awareness while crossing streets or in crowded areas. And plan for it to be hot and humid! The DMV is a flood plain, and it gets particularly steamy in the summer. Crank the air conditioning when you can, and keep hydrated!



wear a hat, sunglasses, and sunscreen, or bring a bottle of water with you. It can get extremely humid and hot, especially in the summertime.

YVIEBEST: I agree with Vale; the traffic does get a bit crazy, and DC can be busy during the summer. Be sure to plan your transportation, whether that be by bus, metro, or ride share. Some metro stops and stations close at different times, and

We can't thank Vale and Yvie, and the rest of Kyrimorut, enough for all of the work they are doing locally to prepare for MerccsCon 4. As the event gets closer I am sure there will be more information coming out both in BattleCry, on the forums, and on social media. We really hope to see you all out there for another great MerccsCon!



MANDALORIAN & GROGU

THIS IS OUR WAY

With the release of The Mandalorian & Grogu, we asked for Photos from around the MMCC to see how our clans were celebrating the film release.



WELCOME NEW MEMBERS

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

3412, Nau'aan Acha, Nau'aan Acha, Vok'Chi Clan

3413, Ienor Shev'la, Ienor Shev'la, Ori'Cetar Clan

3414, Khi Kybec, Khi Kybec, Ciry'Kurs Clan

3415, Kyrarla Gemas'rugam, Gio_Flores

Haran'galaar Clan

3416, Da' Maan, Starwarsfamily, Concordia Clan

3417, Clode Corvus, Clode_corvus, Naast Clan

3418, Boba Fett (Daimyo), TMart77, Scarif Clan

3419, Hex Atir, Hex Atir, Firaxan Clan

3420, Clu Val-Ka'ra, Clu Val Kara, Dxun

Wraithguard Clan

3421, Spy'yte Olso, Awholeadult, Talon Clan

3422, Kida, Kida, Jai'galaar Clan

3423, Ge'tal Senaar, Langethij, Diryc Vhetin Clan

3424, Galen Muldarvis, Muldarvis, Vhett Manda

Clan

3425, Xavier Rhane, vengeance012x, Vhett

Manda Clan

3426, Cabur Drymn, Cabur Drymn, Cin'ciri Verda

Clan

3427, Dez'i Vex, Demileeoakes, Taakure Clan

LEGENDS OF MANDALORE

THE CUNNING SON OF THE SANDS

By: Ru'stor Rawr

EPISODE 3

Vhekad Jag Rawr was twelve when Scarif burned. To his brothers, he was simply V—quick with a grin, quicker with his hands, always thinking two steps ahead. When the sky cracked open with fire and the homestead fell, it was V who shoved Articus toward cover, V who pulled Ru'stor back when the ground gave way, V who remembered where the paths split when panic tried to erase everything else.

When the moment came to scatter, V ran not with strength, but with instinct. He found the transport by chance—or perhaps fate. A battered civilian ship sat on a landing pad, engines warming, its owners shouting over the chaos. The Rhaelor family had only intended to evacuate early, heading to Tatooine to help an ailing relative maintain a moisture farm. They had not planned to leave Scarif with an extra life aboard.

V begged. He lied, too—just a little. Enough truth to sting, enough fiction to survive. Voss Rhaelor was already shaking his head when his youngest daughter, Solara, caught his eye. She didn't speak.

She didn't have to. One look—wide, pleading, accusing—and the decision was made. The ramp closed with Vhekad still breathing. On Tatooine, V was ready to disappear the moment the ship touched sand. He'd learned early that staying too long meant owing too much. But Voss surprised him. The old man didn't offer charity—he offered work.



"You earn your keep," Voss said. "You get a roof." Vhekad accepted. For now.

Life on a moisture farm was brutal in its own way. Twin suns burned weakness out of a person quickly. V worked pumps, repaired condensers, hauled water, and learned how to survive a world that wanted nothing more than to kill the careless. He worked alongside Solara and her older sister Cat'ra, who taught him which smiles meant trouble and which deals were

worse than blaster fire.

But Vhekad was never just a farmer. At night, he slipped into Mos Eisley. He told stories outside cantinas—half-truths wrapped in tragedy—earning sympathy credits or lifting

wallets when pity failed. He listened more than he spoke. He learned names, habits, escape routes. It was outside one such cantina that Boba Fett first noticed him.

The boy was mid-story, voice carrying just enough pain to sound real—which it was. Fett didn't interrupt. He waited until the crowd thinned, then caught V's wrist mid-pickpocket without looking.

"You're sloppy," Fett said.
V grinned anyway.
"You're slow."
That should've been the end of it.

Instead, Fett bought him a drink—something non-lethal—and listened to the whole story. Scarif. The brothers. The armor he'd never had time to earn. Fett didn't offer sympathy. He offered instruction.

Training with Fett was merciless. V learned how to shoot straight, then how to shoot smart. How to track, how to vanish, how to read a room before a fight ever started. Fett taught him that credits mattered, reputation mattered more, and survival mattered most of all.

But Vhekad never forgot his father's lessons either.
He trained Mandalorian ways in secret—discipline, resolve, honor twisted just enough to survive the Outer Rim. Where Ru'stor became a symbol, V became a shadow. Where others relied on strength, V relied on timing.

By fourteen, the farm could no longer hold him. V left Tatooine with Fett, running contracts for the Hutt Cartel—escort jobs, retrievals, things best left unspoken. He learned how the underworld worked, who pulled strings, and how easily legends were bought and sold. Fett called him talented.

Dangerously so.

Eventually, Vhekad walked his own path. He took contracts alone. Built his name quietly. Let rumors do the shouting for him. Some said he was ruthless. Others said he was brilliant. Most

said it was best not to underestimate him. Through it all, one goal never changed. Somewhere in the galaxy, his brothers lived. And when House Rawr stood whole again, it would not be because fate was kind—but because Vhekad Jag Rawr was clever enough to make it happen.

Articus Vulpes Rawr — The Snow Wolf of Hoth

THE BESKAR CHEF

COOKING WITH MANDALORE

By: Mandalore the Uniter

CANTINA BEANS

(Served in the seediest of cantinas across the galaxy)

From Mos Eisley to Blackspire, cantinas are known as the hangouts for the galaxy's most notorious individuals. Each cantina is known to have its own version of an ancient recipe for beans, a menu staple found across all parts of the galaxy. This particular recipe is a personal favorite, and is enough to feed the entire clan!

Prep Time - 30 minutes

Cooking Time - 120 minutes

Ingredients (makes 12 servings)

(2) 15.5oz/439g cans of pinto beans (No Salt Added)

(2) 15.5oz/439g cans of dark kidney beans (No Salt Added). You can substitute white beans if desired, I like dark kidney beans for their color



24oz/680g of thick-sliced bacon
(preferably uncured to reduce salt
content)
20oz/570g can of stewed tomatoes,
drained
1 ¼ cup chicken or vegetable stock (I
use vegetable)
⅓ cup white wine
2tbsp Tomato Paste
1tsp salt
1tsp black pepper
4 stalks of celery
3 medium carrots
2 medium or large cloves garlic
1 large onion
1 sweet green pepper
⅓ bag sun dried tomatoes
4 sprigs of fresh rosemary
4 sprigs of fresh oregano
4 sprigs of fresh thyme
4 large, or 6 medium sage leaves

Utinsiles

Large cooking pot or dutch oven with
lid
Slotted wooden spoon
Kitchen knife
Can opener

Directions

Step 1:

Medium-dice onion and sweet pepper



Peel carrots, cut carrots and celery stalks in half
Cut bacon into 1"x1" chunks
Crush and chop up garlic



Step 2

Place bacon chunks into a large pot or dutch oven and set stove temperature to medium. We want to heat the bacon slowly so we can render the fat. Stir occasionally so the bacon does not stick to the pot or crisp up, we want meat to start separating from the fat. It should take around 8-10 minutes to properly render out enough bacon fat.

Step 3:

While the bacon is cooking, open, drain, and rinse the can of stewed whole tomatoes. Once you have your tomatoes rinsed, use a knife to cut them open and remove the seeds, stem-end, and any lingering skin. Place in a bowl and crush them up with your hands until they have been thoroughly pulped up. Place your sun dried tomatoes into the bowl with the crushed whole tomatoes to re-hydrate. Set aside.

Step 4:

Remove bacon from the pot with a slotted spoon and set aside. Place the onion and sweet pepper into the pot along with the 1 tbsp of salt, 1 tbsp of pepper, half the fresh rosemary, oregano, thyme, and sage. Cook for 5 minutes, or until the onion and pepper begin to sweat and change color. Add crushed,

chopped garlic. Avoid adding garlic at the start of any fry cooking, unless removing early, as the garlic will burn and become bitter.

Step 5:

Once onions and peppers have become tender, deglaze the bottom of the pot with ⅓ cup of white wine. You can use cooking wine if you like, OR if you are adverse to wine you can move on to step 5. Using your wooden spoon, scrape the bottom of the pot to release all the stored flavor. When we deglaze the pot, we get all those little bits of flavor (Fond) off the bottom and back into the food.



Step 6:
Pour in 1 1/3 cups of vegetable or chicken stock. If you avoided step 4, only pour in 1/2 of the stock and use your wooden spoon to scrape the bottom of the pot to deglaze. If you deglaze with the stock, wait 3 minutes then pour in the rest of the stock into the pot. Let the stock simmer and reduce for around 5-7 minutes.

Step 7:
While the stock is reducing, open the cans of beans. Drain half of the pinto cans, and both of the kidney bean cans. If you use white beans, drain 1 pinto and 1 white bean can. If you are using regular sodium beans, be careful with salting to taste. It is



very easy to over-salt this dish considering the bacon, salt, and full-sodium beans. Pour each can of beans into the pot with onion/pepper/broth mixture.

Step 8:
Add crushed tomato and sun-dried tomato mixture, stirring gently to incorporate it into the beans. Let cook for 5 minutes.



Step 9:
Add the bacon, remaining herbs, carrots, and celery to the pot and stir gently to incorporate. Place the lid on the pot and let beans simmer on medium heat for 30 minutes, stirring half-way through.

Step 10:
After 30 minutes, add 2 tablespoons of tomato past and let simmer uncovered for another 10 minutes.



Step 11:
Extract the carrots, celery, and herb stems. The herb leaves will naturally fall off the stem while cooking, and be distributed throughout the dish. The beans are ready to serve!

Serve with bread and you have a meal that will fill the belly of any hungry warrior that stumbles into your next event!



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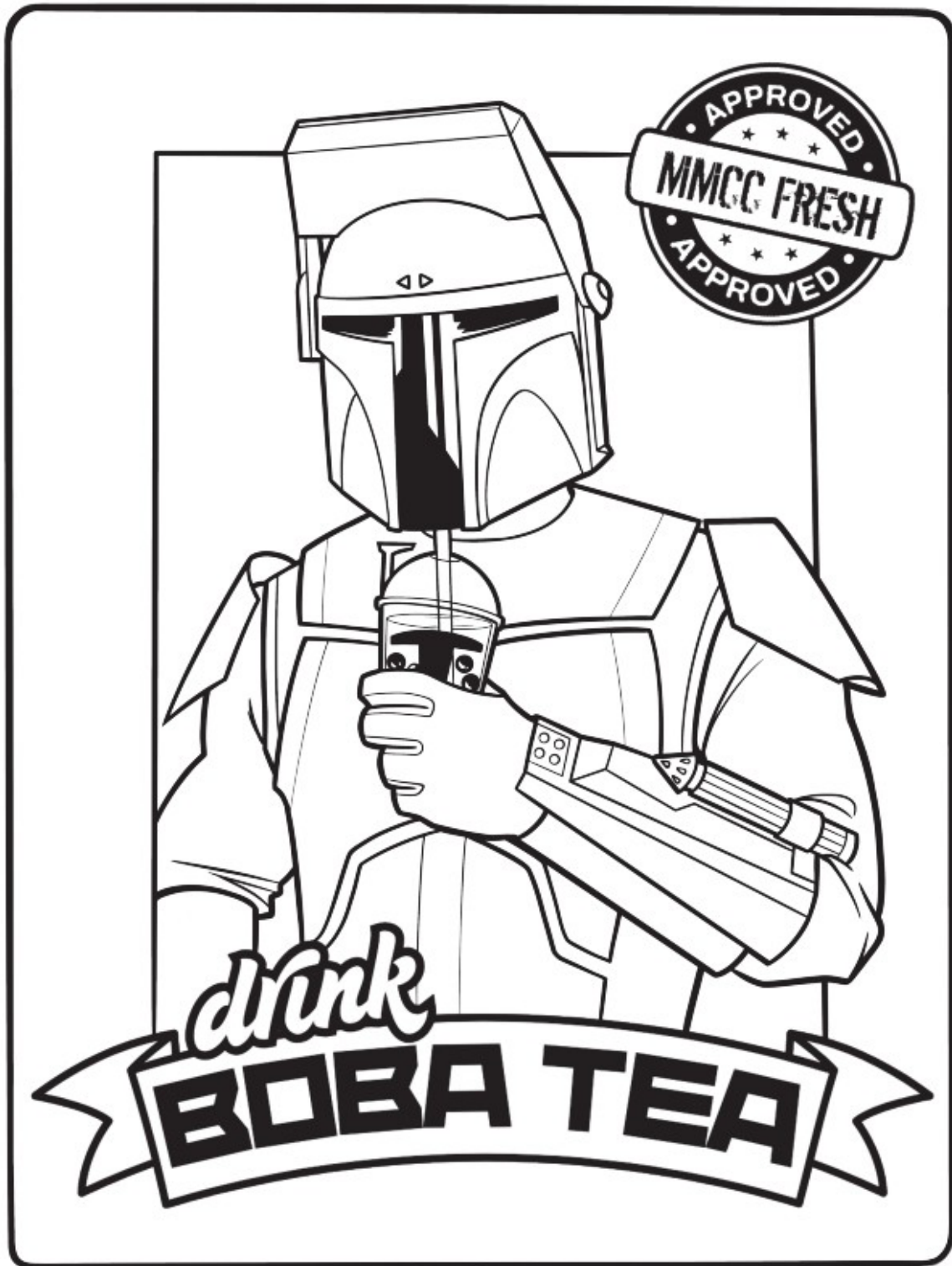


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THE VERD'IKA PAGES



Mandalorian & Grogu

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Captain Carson Teva

Lieutenant Blick

Commander Fremmet

Commander Barro

Prefect Nobah

Colonel Ward

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Snow Walkers

Zeb Orrelios

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Jib Dodger

Hogsberth

Gatori

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Lord Janu

Dok Suri

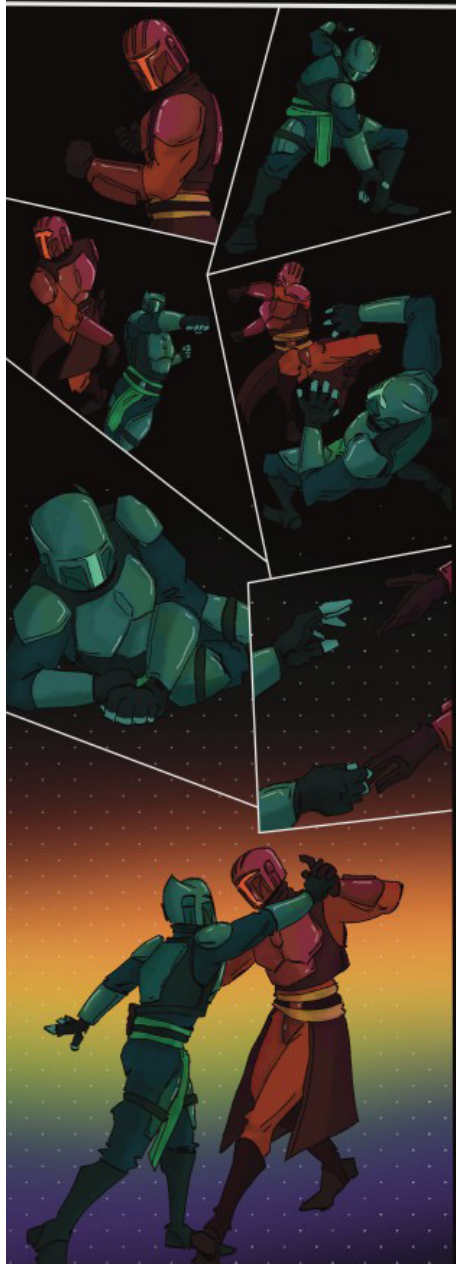
Grogu

Mandalorian & Grogu

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WORDSEARCH ANSWERS

We are all warriors in
 the battlefield by: Tea



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- 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?

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