THE OFFICIAL MANDO MAGAZINE

BATTLECRY

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SO, YOU WANT TO BUILD A MANDO - THE RIPPLE EFFECT
SABACC - COOKING WITH MANDALORE

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

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FROM THE EDITOR



Greetings Vode!

Happy Holidays!
As I like to say, The Silly Season is upon us. A time of of shorter, colder days. But a time for friends and families and gatherings of all kinds. Make this a time of joy, but please remember those among us who may be hurting. those among us who are dealing with loss or sorrow.
Reach out and give them a a hand up.
We are stronger together!

On another note. BattleCry wants your stories!
Why did you join? What does your armor mean to you? What has been your favorite troop?
We want to know!
Send me a message through the forums. My forum name is mporter and I want to hear from you!

Diz
Editor, BattleCry Magazine

So...

You Want to Build a Mando

By: Ben “Midge” Egloff

Welcome Vod! This particular article is going to be the first part of a series where I am going to explore what it takes to build a Mandalorian kit. It is geared toward foundlings,



Evaan Ak'aata- Post Imperial Survivor
(Photo by Nick A.)

those just taking their first steps in the world of the Mercs, but I am hoping that in the series to come there will be some useful take aways for veteran builders as well. So you want to build a Mando, lets dig into it.

There are so many decisions that one has to make when undertaking a Mandalorian build that it is inevitable that you will fall into some analysis paralysis. With all of the options available, it is hard not to want to do everything, believe me (that is what future kits are for!). It is easiest to break things down in categories and make small decisions that stacked upon one another will lead to a cohesive vision for your kit.

First and foremost you have to make the decision between a canon kit and a custom original character. Both options come with their own challenges, but both are rewarding in their own right. Going with a canon character takes many of the visual choices out of your hands as you will be looking to recreate one of our heroes from page or screen, copying their look to represent them in the real world. Color choices, armor plates, and helmet choices will be replaced with decisions about technique, vendor, and method. Research and references will be your bible to recreate a named character. Finding other members who have built that same costume and the brigade teams that cover canon characters will be your go to resource for how to proceed, where common pitfalls are, and tips and tricks to make your build the best it can be.



Rust'e Voranth- Post Imperial Survivor
(Photo by Olivia C.)

If however, as many of us do, you elect to do an original custom character, the options are endless and your palette is as expansive as you want it to be. The best place to start with a custom build is deciding on the era you want your kit to be from. Do you want to



Valin Krai- Modern (Photo by Arco'thyel)

depict a brutal warrior from Mandalore's past, covered in bone reinforced armor, carrying impressive bladed weapons from a time long gone? If so, an early Crusader is going to be your jam.



K'sar Drama, Ori Poad, & Fenn Rys- Post Imperial Covert (Photo by Breaking the Frame Photography)

Do you want to be a contemporary of such legendary names as Jango and Boba Fett, Jodo Kast, and Jaster Mereel? Bringing a character to life that would fit right in with the original trilogy movies would put you squarely in the modern era with that classic chest plate look, gauntlets briming with technology and weapons, and blasters... all of the blasters.

Perhaps, like me, Star Wars the Old Republic was a staple game for you. That era of the Old Republic was dominated by the Tech Crusader. Shae Vizla, Mandalore the Ultimate, Canderous Ordo, were all heroes of this era. This era is known for clam shell armor, interesting visor and helmet styles, and large shoulder pauldrons, and lower body armor. The Powertech armor of this era is iconic, formidable, and high tech, allowing Mandalorians of this era to cement their reputation as some of the most technologically advanced warriors in history.

We can't forget the Post Imperial era. With the advent of the Mandalorian on Disney+, Mandalorians were displayed on the big screen in a way that threw them to the forefront of the Star Wars Universe. The Post Imperial era expanded on the lore from the books, comics, Clone Wars, and Rebels and brought us new iconic looks, helmets, and armor styles. Whether you go for the rugged, functional, unique look of a Covert Mandalorian, or a regimented Mercenary, this era is one that draws a lot of builders due to its flexibility and customization. The new Master CRL focuses on soft goods as opposed to armor, so if you want to explore something that is lighter and more maneuverable that is also an option.

Regardless of era, your next decision is going to rest on how heavily armored you wish your character to be. Do you want to be lightly armored, maneuverable, like Boba Fett? Perhaps you would be more comfortable with medium armor like Din Djarin, adding thigh plates and shin plates for extra protection. However, if you so choose, you could also become a walking tank on the battlefield in heavy armor, encased in Beskar from head to toe, like Paz Vizsla.



Alcarin Rhaw- Modern Legacy (Photo by Mrs. Rhaw)

Ok, so far you have chosen an era, a style, and now the level of armor that suits your vision. As Rancor's Ruus'alor Sol'yc, the place where I see lots of people stall out is in color scheme. With such freedom to explore it is easy to get lost in the sauce. In those moments I tend to advise to use their favorite color, some people love purple, some green, some red, and I have found that people will tend to lean towards those things that they really like. If a favorite color is not the direction that you want to go, then I will ask if they have a favorite character from a different universe, an object that means a lot to them, or cause that is close to home for them



Tor & Anai'a Nova- Post Imperial Survivor & Post Imperial Covert (Photo by Big Click Energy)



Ory'in Beroya'talyc- Post Imperial Covert (Photo by Oliver S.)

that they wish display prominently in their kit. I have even gone as far as recommending random color palette generators that are easily found online. You can find a lot of really interesting color schemes that you wouldn't normally think of through those. A lot of them allow you to fine tune the colors you include and provide some very interesting contrasts.

It is worth pointing out that several brigades require specific color schemes, such as Privateer, Force Hunter, or Urban Assault. I am in no way suggesting that you tackle brigade upgrades during your initial build, but if those things interest you down the line, it is worth noting those color requirements so you don't find yourself in a



Viv Deln & Trien- Post Imperial Mercenary & Post Imperial Master (Photo by Syn)

position where you need to do a significant repaint to deal with a potential brigade. Brigade rosters can help you find some interesting color schemes that you can modify and make your own.

So you now have a general concept for your character, how do you go about making that character a reality.



The Chronicler- Early Crusader (photo by Shawn T.)



Novoc Ordo- Comic Crusader (photo by The Berri Gallery)



Finn Dinn- Modern (photo by Daryc Sal & Dohrn Lyn)

First and foremost, lean on your clan for help. Your Ruus'alore are there to help you along this journey and will have area specific recommendations for different things from spray paint brands, finishing techniques, and even who in the clan may be able to help you learn to sew soft goods. Your clan will help point you to reputable vendors if you are going to buy your armor and soft goods, or they might have a decent 3d file library and advice on printers and how to 3d print your own armor.

Our Ruus'alore in Rancor, and I have heard it in many other clans, tell our foundlings all the time that building a kit is a marathon not a sprint. It is ok to take your time and get it just how you want it. Your concept is likely to change many times as you actually begin building and finishing pieces. You will add things and details along the way that will make your kit ever more an extension of yourself. By tackling things one at a time, working from the general to the specific, the project and the build will seem less daunting. You can do this, everyone can do this, and we, both the club and your clan, are here to help you do it.

The Ripple Effect: Personal Growth & Volunteerism

By: Nina (Edited by Nik)

When I was about eight years old, I remember seeing a TV ad depicting children living in difficult conditions in another country. The ad was asking people to send money to sponsor a child, to help



feed and clothe them. My bleeding little heart immediately wanted to help these kids who looked so emaciated, hungry, and cold. I remember telling my mom we should sponsor a child to help. A single parent of three daughters who worked multiple jobs and struggled to make ends meet; my mom tried to gently explain to me that we were struggling too and just couldn't spare any money. I did not comprehend this.

We lived in a small house that was not in great condition. The foundation so unstable there was an actual crack running through the floor of the house, a cast iron woodburning stove in the living room was the only heat source, and we didn't dare walk around barefoot for fear of whatever creepy crawlies were roaming the house. I thought it was a fun place to live but my mom wasn't fond of having people see it, so it was exciting when she agreed to host a birthday party for my 10th birthday. During the party I walked into the living room to find my mom upset about something. My sister told me one of my friends had been asking why there was so little to my birthday party, not many presents or snacks. The decorations were minimal and simple. My friend was talking about all the fantastic things she had at her birthday parties.

My mom's face showed how crushed she felt even though she wouldn't say it. I saw the way my mom's joy had deflated and was replaced with a palpable kind of sadness and exhaustion. This was the moment I understood what she had been trying to tell me when I was younger. The truth was she couldn't afford to do more. It didn't matter that I didn't need more, it didn't matter that I thought my party was great. We were those people who didn't have much, and my friend had verbalized it.

My childhood was a lesson in hard times, mindless actions and commentary of people who either didn't care or didn't realize their impact. I quickly became the kind of person that psychology would label as a "guardian" or a "protector." It began with my instinct to defend my mom and my sisters. I soon became the person my friends leaned on for the same sense of security, this person they had who would defend

"I created a persona of strength in pastels. I created my very own Mandalorian; Anai'a Nova was born."

and protect them. It certainly helped that I was tall and strong too, the commanding presence of my size combined with the fierce hard shell I had built up was a force to be reckoned with.



Being this kind of person for others became taxing. Like most people who do this, I didn't realize that the weight I was carrying for others was pulling me down, that I was carrying what was not mine to carry. I faltered under the weight of trying to be strong for too many other people and realized I wasn't taking care of myself as a result. I sought help, help to develop the boundaries I never developed as a child, to ignite the personal safeguards to be my own guardian and protector. I had to face the truth, that I grew up faster than I should have because I believed I needed to, because I believed other people needed me to.

Are you wondering why I am telling this tale of my youth? Well, we all walk our own path through life, but every single member of the Mando Mercs has reached a fork in the road that guided them here, to this club. We all encountered a series of events that brought us to a moment of introduction with our local clan and this vast family, and we all wanted to be a part of it. The reasons are different for everyone but as we come into this holiday season full of fundraisers and charity events, it can be encouraging to talk about why we want to be involved and show up for our communities the way we do.

I honestly don't recall ever seeing any of the Star Wars movies as a child. I was too young to see them in the theater, and we didn't have the necessary tools to watch them when I was a child. But naturally, I do remember the Halloween costumes and the many popular movie quotes people said so often. By the time The Phantom Menace had fans camping outside to get seats on opening night, I didn't give it much notice. I was too busy working and trying to survive to recognize what was building back up into a phenomenon that would one day have great impact on my life.

It wasn't until I was in my 30's and dating my future husband that I would begin my slow dive into the Star Wars universe. In it I found a fantastical escape, plenty of fun jokes and commentary to share. Then my husband began looking into joining the Mando Mercs. I encouraged him. I thought it would be great for him to have "a thing" for himself separate from me. He didn't agree. He wanted me to do this with him; still, I resisted. I didn't think I could possibly have the skill or focus to build such an incredible work of art and craftsmanship as I saw in the club.

"... JUST REMEMBER YOU DON'T HAVE TO KNOW IT ALL TO BE A PART OF OUR FAMILY, YOU JUST HAVE TO WANT TO BE A PART OF IT."



I also didn't think I belonged. To this day there is so much I still don't know, the minute details that lifelong fans are aware of still amazes me. I felt like I would be an imposter stepping foot on sacred ground

not meant for me. Then I went with my husband to the home of our Ruus'alor Sol'yc who asked when I was going to start building a kit of my own and was not deterred by my lack of Star Wars knowledge. Instead, he planted a seed in my mind about the mission of the MMCC, that of fellowship, family, and charity. Later that day I began looking into what exactly that meant and suddenly I felt like I could belong.



This was an organization that offered me an avenue to be there for others in a healthy way. In this I could show up for people impacted by any number of hardships. I could bring smiles to their faces and offer them fun memories. I could buy a t-shirt to support their cause. I could do these things while honoring the personal boundaries I have established. What I didn't know then was that the process of building my costume would also re-ignite a form of self-confidence I had buried; I COULD build an incredible work of art and craftsmanship. I scoured video tutorials and asked questions. I listened to the guidance of those who came before me. I learned I have natural skills for pin striping and that I really enjoy leather crafting. I chose a color palette that I thought frightened children would find comfort in. I created a persona of strength in pastels. I created my very own Mandalorian; Anai'a Nova was born.

Recently we trooped an event designed to bring awareness, support, and raise funds in the fight against childhood cancer. There was a part of the event in which children who are currently battling cancer, survivors of cancer, and families impacted by cancer walked a course around the crowd. An emotion packed moment, the crowd cheered them on. The children were brave and strong. When I looked at the parents, I thought of my mom. I thought of how my mom tried to hide how hard things were and how I could still see it. These parents, what I saw on their faces was both heartbreaking and wonderful. Their faces displayed the sadness and exhaustion they carried, but there was more there. It's difficult to describe what hope, appreciation,

"THIS IS WHY I JOINED THE MANDO MERCS COSTUME CLUB. TO BE A SMALL PART OF THE SUPPORT AND HOPE FOR THOSE WHO NEED IT, AND TO ALLOW KIDS TO JUST BE KIDS."





and a feeling of support looks like but if you can visualize those words pieced together into an expression, that was the more I saw. They weren't alone and, at that moment, they felt it. This is why I joined the Mando Mercs Costume Club. To be a small part of the support and hope for those who need it, and to allow kids to just be kids. That day, the very event I am speaking of, my mom attended as our Handler. The challenges of being a single parent struggling to make it through each day long since passed. The look on her face? Love and respect.

As the holiday season blossoms before us full of charity events and local engagements, I encourage all to embrace the opportunities we have to show up for others. For our Official Members, you can attend events in the awesome costumes you've built and bring joyous memories to your community. For our Foundling Members actively working towards becoming an Official Member, you can sign up as a Handler and still participate. For anyone still debating whether or not this club is for you, just remember you don't have to know it all to be a part of our family, you just have to want to be a part of it.

The BattleCry is always looking for contributors. If this article made you think about your own story and you'd like to share it, I encourage you to do so.

- Nina T, aka Anai'a Nova

If you have a story to tell, please reach out to our editor on the forums. Forum name: mporter

How to Play Sabacc: Corellian Spike

By: Mike “Diz Ge’tal” Porter

“Sabacc is not a fight, sabacc is life. You can bring all the skill and cleverness you want, but there’s always going to be that unknown factor, the parts you can’t control. It’s civilized in its chaos. The most civilized game in the galaxy.”
—Lando Calrissian (The Buy In, Star Wars from a Certain Point of View: Return of the Jedi)



I’ve always thought of Star Wars as a kind of space western of sorts. Well, at least parts of it. When I think of the Outer Rim Territories I think of a spaghetti western of sorts. Clint Eastwood walking into a dingy cantina through a pair of swinging doors to the sound of conversation and a tinny piano in the background. Deals are being made at the various tables, maybe in a couple of different languages and accents. In the corner sit a group of gamblers clutching worn cards and tossing coins into the center of their table. Replace Eastwood with Boba Fett, and the tinny piano with a Bith four piece, and there’s not much difference, is there?

Which brings us to the gamblers in the corner. Any time you get smugglers, scoundrels, soldiers, gun runners, bounty hunters, deal makers, and deal breakers together in a room with a deck of cards, there are going to be a few credits changing hands. In the Star Wars Universe, that card game is Sabacc.

Okay, okay… Yes, there is also Pazaak… We’re not talking about Pazaak today. We’re talking Sabacc, and in particular we’ll be talking Corellian Spike!

Just to be clear, in this article, I will not be talking about gambling despite the fact that we’re discussing card games that do involve wagering of a type. I am, however, in no way advocating for gambling. If you or someone you know has a gambling problem please call 1-800-GAMBLER (1-800-426-2537) for help.

On Earth, in this universe, we have a game called poker which dates back to the mid-18th century. It is based around a 52 card deck (that actually dates to the 1400’s) numbered Ace through King in four suits. Using the same basic rules, poker has several forms including 5-Card Draw, 5-Card Stud, Texas Hold ‘em, and probably a dozen more.

Sabacc, by comparison, is not quite that old, but does have several variations that use similar decks with different card counts.

The first instance of a game called (or closely called) Sabacc was in an early script of *The Empire Strikes Back* by George Lucas, where Lando Calrissian explains to Han that he had won control of Cloud City through a lucky hand of “Sabacca.” Although the scene was ultimately cut from the movie, it did remain in the novelization by Donald F. Glut. However, the first detailed description of the game seems to have been written into the legends novel *Lando Calrissian*

and the Mindharp of Sharu (1983) by L. Neil Smith.

Sabacc did not enter the canon until the publication of the novel *A New Dawn* (2014) by John Jackson Miller. It was then depicted on screen in an episode of *Rebels (Idiot's Array)* in 2015 and then later in the live action movie *Solo, A Star Wars Story* in 2018. This is when I became aware of the game.

I was surprised to find out that the first playable version of Sabacc was produced in 1989 by West End Games as a part of the roleplaying sourcebook *Crisis on Cloud City*, an adventure "module" for *Star Wars: The Roll Playing Game*, which included a 76 card deck that established the four suits of sabers, staves, flasks, and coins.

Today, there are several forms of Sabacc, but I can't find a definitive answer as to where the rules for these different forms came from. I'm sure Disney and LFL had something to do with the writing of the rules, but I just don't know.

The forms of Sabacc are as varied as the forms of poker here on Earth.
Kessel Sabacc: Involves a 44 card deck and seems to originate from Star Wars: Outlaws.
Coruscant Shift: Played with a 62 card deck and involves a set of "shift dice." From what I understand, this is a more high brow version of Sabacc, and was created by Disney for play at the short lived Galactic Starcruiser Hotel Experience.
Traditional Sabacc: Played with a 76 card deck, and I just don't know much more than that.
Then finally my favorite form, **Corellion Spike Sabacc** which is the more "low brow" version of the game popular with deep spacers. It is played with a 62 card deck and a pair of "spike dice."

For the remainder of this article, I'll be discussing Corellion Spike, and how it is played.
Now, I was taught to play with a specific set of rules. Looking around the internet, I've seen a few different variations to the rules, and a lot of "House Rules." I'm going to present the game the way I learned to play.

Corellian Spike is essentially the game that you see Han and Lando play in the movie *Solo: A Star Wars Story.* It's played with a 62 card deck with cards numbered from 1 to 10 and -1 to -10 in three suits, triangles, squares, and circles. The suits may have an in-universe name, but I never learned what they are and they don't matter in Spike anyway, and then there are two Sylop cards that are worth an even zero. The object of the game is to get the cards in your hand to equal as close to Zero as you can, or to bluff your opponents into thinking that your hand is a zero. A zero hand in Corellian Spike is called a "Sabacc" thus making them fold, or "junk," their hand.

Now, to reiterate, there is no "Gambeling" in Sabacc, but you do wager points. When I run a game of Corellian Spike, 50 points are issued to each player in the form of tokens. The players will then wager those points to try to bluff other players into junking their hands. In my case, I've 3D printed a number of tokens in Bronze, Silver, and Gold colored filament with Bronze representing 1 point, Silver representing 5 points, and Gold representing 10 points.

The hand begins with the Ante. Each player puts a bronze token (representing 1 point) into each of two circles or "pots." One circle is the "Hand Pot" the other is the "Sabacc Pot." I'll explain these two pots in a second.

The dealer then deals two cards (face down) to each player. The deck is then placed face down in the center of the table between the two pots, and the top card of the deck is flipped over and placed face up next to the deck, this is the discard pile.

From here, the game entered into three phases:
The Card Phase
The Wagering Phase
The Spike Phase

The Card Phase
During this phase of the game, starting with the player to the dealer's left, players can do one of three things, they can "Stand," "Gain," or "Swap" in order to try to make their hand better. Once each player has made their move, the play then enters the next phase of play.

Stand means that the player is good with the cards that they have been dealt and wish to do nothing. This can also be a great bluffing technique, making the other players think that you were dealt a Sabacc Pair.
Gain means that the player wishes to add a card from the Face Down pile to their hand without discarding.
Swap means that the player is going to discard one of the cards from their hand and replace it with the top card from either the face down pile or the top card from the discard pile. (Note: to do this, the player MUST drop one of their cards from their hand BEFORE picking up the top card from either of the two piles. When I'm running a game I require the player to place their discarded card face up on the table in front of them, then they may take the top card from either the face down or face up piles, add the new card to their hand and then move their discarded card to the face up discard pile. It's just a way to avoid confusion.)



THE WAGERING PHASE

This is where you decide how good your hand is, or try to make your opponents think that you have a better hand than you actually do.
Starting with the player to the left of the dealer, tokens are placed into the Hand Pot representing how many points that player is willing to lose at the end of the hand. The first player in the rotation has two choices. They can "Check," meaning that they put no points into the Pot and pass the turn to the next player or they can "Bet," meaning that they put a number of points into the Pot. The following players in the rotation can then "Check" if the first player "Checked" or they can "Bet" if the players earlier in the rotation "Checked" or they can "Call" to match the first player's bet, or "Raise" to add to the first player's bet. So on and so forth, until everyone has called the bet, and everyone has the same number of points in the Hand Pot.

THE SPIKE PHASE

"The Dice Giveth, and the Dice Taketh Away"
This phase is very simple. At this point in the hand, the dealer takes the two spike dice and gives them a roll. If the symbols do not match, then nothing happens and the hand resumes. However, if the dice roll a double (both symbols match) then everyone's hands are discarded (to the bottom of the discard pile) and the dealer deals out new cards to each player equaling the number of cards that they had before the spike. For example, if Player #1 had swapped one of their cards during the card phase, they would be dealt 2 new cards, but if Player #2 had chosen to "Gain" during the card phase and so had 3 cards in their hand, they would be dealt 3 new cards during the Spike phase.

These three phases then repeat two more times, and then hands are revealed and resolved.
To reveal and resolve means to lay your card on the table and to decide who at the table has the best hand, and thus wins the points in one or both of the pots.

Ante
Deal
1st round
- Card Phase
- Bet Phase
- Spike Phase

2nd round
- Card Phase
- Bet Phase
- Spike Phase

3rd round
- Card Phase
- Bet Phase
- Spike Phase

Reveal
Resolution

The Resolution is when you figure out who has the best hand. How is that done? Well, the simple answer is "who's hand is closest to zero?" But, the truth is, it's rarely that easy.

NULRHEK HAND

A Nulrhek hand is any hand that does not equal zero. If everyone at the table lays down a Nulrhek hand, then the hand that is closest to zero is the winner. For example let's say that Player #1 lays down a -1 and a +3 which equals +2, while Player

#2 lays down +3, +2, and a -6 for a total of -1. Player #2 wins the hand because they are closer to zero.
If both hands are the same distance from zero, then Positive beats negative (+2 beats -2)
If all players have the same score, then the player with the most cards wins. If Player #1 has +2 and -3 for a score of -1, but Player #2 has +2, -3, and a Sylop for a score of -1, Player #2 would win because they had more cards than Player #1.
If both players have the same score, and the same number of cards, then add up all of the positive cards in each hand together, and the player with the highest positive sum wins.
If the positive cards in each hand add up to the same sum, then the hand with the highest single card positive value will win.
If, somehow, you go through all of that and you are still sitting at a tie, then you go to a "Draw" tie breaker. (I'll explain that later)

Basic Sabacc

Any hand that has more than 2 cards that has all cards adding up to zero, but is not one of the ranked hands listed below, then this is a Basic Sabacc hand that will beat any Nulrhek hand.
An example of a basic Sabacc hand would be a +1, -4, +3 = 0



If more than one player lays down a basic Sabacc hand, then the tie breakers follow the same pattern as the Nulrhek hands.
The hand with the most cards wins.
The hand with the highest positive sum wins.
The hand with the highest single card positive value wins.
If all of that fails, go to the "Draw" tie breaker.

Sabacc Pair

Any hand that has 2 cards* that add up to zero will beat a Basic Sabacc and a Nulhrek hand.
An example of a Sabacc Pair is +2,-2 or +9,-9.
*Just a note, you can also make a "Sabacc Pair" using 3 cards where two of those cards cancel out the 3rd. For example +2, -1, -1



In the event that more than one player has a Sabacc Pair, then the player with the lowest integer will win. Thus, +2,-2 beats +9,-9. (in the case of the "3 card pair" the integer would be 2 because the two -1 cards are being used as a -2)
Because of the makeup of the deck it is possible for more than one player to lay down a matching Sabacc Pair (+3,-3 and +3,-3) in that event, you would go directly to a "Draw" tie breaker.

Named Hands [sometimes called Specialty Hands]

Like in poker, Sabacc also has card combinations that carry names and occur in a hierarchy.
This list is listed from the best hands to the worst.

- ***Pure Sabacc***: (2 Sylops)
- ***Full Sabacc***: (+10, +10, -10, -10, Sylop)
- ***Fleet*** (any 4 of a kind and a Sylop) for example: +2, +2, -2, -2, Sylop
- ***Yee-Haw***: (1 pair and a Sylop) for example +6, -6, Sylop
- ***Rhylet***: (3 of a kind and a pair) for example +2, +2, +2, -3, -3. Note: the final sum must equal Zero.
- ***Squadron***: (4 of a kind) for example +2, +2, -2, -2
- ***Gee Whiz***: (+1, +2, +3, +4, -10 or -1, -2, -3, -4, +10)
- ***Straight Khyron***: (Run of 4 cards that equal Zero) for example +6, -7, -8, +9
- ***Banthas Wild***: (3 of a kind and 2 of any other cards that bring the total to Zero) for example +4, +4, +4, -2, -10 or +6, +6, -6, -1, -5
- ***Rule of Two***: (2 pair) for example +8, -8, +3, -3
- ***Sabacc Pair***: (1 pair) for example +5, -5
- ***Basic Sabacc***: (Any hand of more than 2 cards that equal Zero) for example +6, -1, -5
- ***Nulrhek*** (as described above)

For Reasons that probably need no explanation,

Many of these named hands are almost impossible to get. In fact, it's easy to say that I have neve seen a Full Sabacc, a Fleet, a Rhylet, A Squadron, a Gee Wiz, a Straight Khyron, or a Banthas Wild in any game I've ever played. The reason for this, I would imagine is that in most cases, the player would have to draw those hands over the 3 rounds without ever swapping cards and without the spike dice rolling double.



"DRAW" TIE BREAKER

If you go through all of the above mentioned tie breakers, but the result is still a tie, then each player will draw a card from the face down pile, the player with the card closest to zero wins the hand.

Winning the Hand

The winner will then take all of the tokens from the Hand Pot. The tokens in the Sabacc Pot are only taken if the winner wins with at least a Basic Sabacc. If the best hand is a Nulrhek hand, then the Sabacc Pot stays where it is, and is added upon with the next Ante.

The game will continue hand after hand until all available points have been collected by a single player, or the table agrees that one player is the winner, by the other players taking their remaining points and going home. Please leave the tokens on the table, especially if they're mine.

Speaking of tokens, the tokens that I have were printed from models resembling coins from around the galaxy. I find that using Imperial Credit Chips, alongside Republic credits, and coins from Mandalore adds a bit of flavor to the game. What you can also do, if all players agree is to add some "High Stakes" elements to the game, say a tube of Coaxium, some kid's lunch money from At Attin, an ingot of Baskar (would any true Mandalorian throw Beskar into a Sabacc Pot? Blasphemy!), or maybe the registration papers for a certain mid-bulk freighter that you may or may not own? Perhaps, if you find yourself playing on Shakari, you may want to drop a chunk of salt in the pot. There are a lot of valuable things in the galaxy, so let your thoughts wander a bit. Of course, not to have to say it again, since there is no actual gambling in Sabacc, no matter how the cards land, every player will walk away from the table with the same props and tokens that they sat down with.

Finally, You'll notice that the cards I used in this article don't look like the cards that you may have seen in places like *Solo: A Star Wars Story.* That's because I found these cards while walking through the vender area at Salt Lake FanX. I'm a fan of non-traditional cards in my 52 card Earthy decks, and that goes the same for my Sabacc decks. There are a number of shops online where you can find cards, game mats, tokens, 3D print files for tokens, and even online lessons for how to play Sabacc. The game can add a bit of outlaw flavor to Convention booths, or even clan gatherings. Give the game a try, you may just enjoy yourself.



BattleCry Needs your Help!

“Vod, BattleCry needs your help!!!

Is your kit, either the color scheme or the construction, dedicated to a cause? Did you build your kit bright pink to support breast cancer awareness, include elements of the rainbow to support our LGBTQ community or Autism Awarness? Do you march in grey and blue to support Parkinson’s or Diabetes Awareness? Is there a cause that is so close to home for you that you have modeled it into your mandalorian? If that is the case we want to hear from you!!!!

If there is a special meaning behind your kit related to a cause that you or one of your loved ones fights for we want to know about it and feature you in an upcoming expose in BattleCry Magazine. Please reach out to the BattleCry team through the BattleCry Submission boards found at the link below! We are looking forward to exploring the wonderful things our Mandos do and the wonderful causes they support through their kits.

https://mandalorianmercs.org/forum/index.php?board=877.0”







Ni Su'cuyi, Gar Kyr'adyc, Ni Partayli, Gar Darasuum

By: Neomandalore, Alor'ad of Starviper Clan

Starviper Clan is saddened to announce the passing of Kari Nicole Zimmerman, Silva Vex, who departed from this world and peacefully entered the Eternal Halls on October 27, 2026 after an aggressive illness. She is survived by her husband James (Cin Vhetin Ani) and daughter Iryssia.

Kari was a recent transfer to Starviper Clan, and originally was from the Aiwha Riders Clan in Florida, but no matter the location she was a bright light who made everyone around her feel welcome; a trait that runs through the whole Zimmerman family. She loved being a Merc and trooping alongside of friends, doing so even when her body would tell her to "sit this one out".

Kari was a Mandalorian in every sense - a warrior through and through until the end. She loved and would fight for her friends and those close to her, do anything for anyone, and always had the biggest smile in the room. Kari's memory will remain in our thoughts and hearts as family forever.



HELP THE FAMILY WITH FUNERAL & MEDICAL EXPENSES

THE BESKAR'TA FOUNDATION



OFFICIAL MEMBERS!

IT'S TIME TO SUBMIT YOUR PHOTOS FOR THE 2026 WINTER RUMBLE!

MMCC OFFICIAL MEMBERS GO TOE-TO-TOE IN THIS EPIC SHOWDOWN OF FESTIVE PHOTO COMBAT!

TO ENTER, SIMPLY COMMENT ON THE FORUM THREAD WITH YOUR WINTERY/FESTIVE PHOTO, CHARACTER NAME, AND NAME OF YOUR CLAN.

ALL SUBMISSIONS MUST BE POSTED HERE BY 11:59PM (EASTERN TIME) NOVEMBER 22ND.

FOR FULL RULES AND SUBMISSION THREAD GO TO:

HTTPS://MANDALORIANMERCS.ORG/FORUM/INDEX.PHP?TOPIC=283396.0

Welcome New Official Members!

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

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

3477, Shatual B'Akaan, thestarforge, Rancor Clan

3478, Jaegt Rhaw, Ciri Rhaw, Kar'ta Beskar Clan

3479, Nera Spar, Nera_Spar, Krayt Clan

3480, Majyc Etyc, Majeh, Dxun Wraithguard Clan

3481, Kai'jov Treluc, Brannyth67, Naast Clan

3482, A'den Genet, A'den Genet, Gaht Cabur Clan

3483, Flint, Flint, Kyrimorut Clan

3484, Denaar, Denaar, Concordia Clan

3485, Patch Solus, Defiantsolid, Mav Oya'la Clan

3486, Maur'ya, Wezard, Batuu Clan

3487, Rax Maru, RaxMaru, Arqet Clan

3488, Peace Keeper 2, Gucman, Firaxan Clan

3489, Armorer, bongbongs, Stronghold Korea


WE WANT YOU
TO JOIN
THE MERCS
MANDALORIANMERCS.ORG

The Beskar Chef
Cooking With Mandalore

By Mandalore the Uniter



Savory Bread Stuffin

Ingredients

Bread Cubes: 10 - 12 cups (I used sourdough, but white or whole wheat also work)
Celery: 2 cups (chopped, including leaves)
Onions: 1 large yellow or white (medium dice)
Unsalted Butter: 1.½ cups (1.5 sticks)
Chicken Stock: 1 ½ cups (reduced salt, preferable)
Sage: 2 tsp rubbed (OPTIONAL or freshly dried and torn)
Thyme: 2 tsp dried (OPTIONAL or freshly dried and de-stemmed)
Poultry Seasoning: 2tsp (to taste)
1 Egg

Directions

Step 1:

Cut bread up into cubes around ½ by ½ inch and place in a large container. Cubes don't have to be perfect! Place a towel over the bowl or container





and set out for 1-2 days to dry in open air. OR place freshly cut cubes thinly on baking sheets and bake in the over at 200F/93C for 15 minutes to lightly toast bread.



- (OPTIONAL)Place fresh herbs on a small baking sheet and place in the oven at 200F/93C for 20 minutes.

Step 2:

Chop celery and dice onions. In a large sauce pot on medium heat place ¼ cup of water and simmer the vegetables until slightly tender. Set aside once tenderness is reached.

Step 3:

Combine all dry herbs with the bread cubes and mix well. Preheat Oven to 350F or 177C.

Step 4:

Add celery & onions (along with cooking water) to the bread cubes and mix well

Step 5:

Slowly drizzle and stir in butter, then chicken stock. Mix well





Step 6:

Break and beat egg, then pour into bread mixture. Stir until everything is full incorporated.

Step 7:

Pour mixture into large casserole dish or long 10" x 12" baking pan. Even corners and smooth the center.

Step 8:

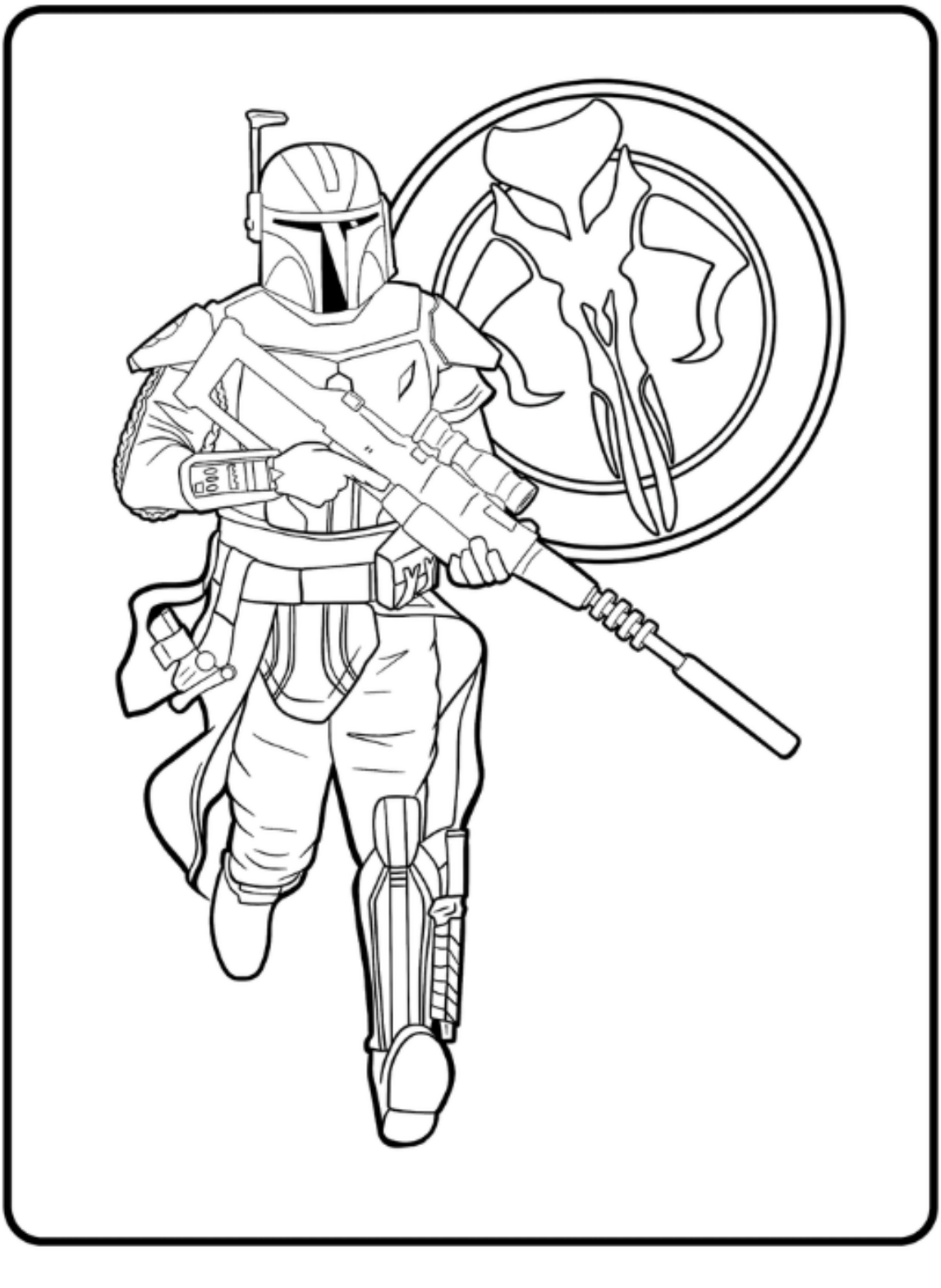
Cook in the over for 1 hour, or until the top is toasted with crunchy spots.

BONUS:

Melt ½ stick of butter and combine with ½ cup flour (any type) to make a roux. Let cook for 5 minutes then use leftover stock to create a chicken gravy to use on your stuffing. Chicken gravy should JUST cover the back of the spoon when ready!



The Verd'ika Pages



Return of the Jedi

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

Luke Skywalker
Speeder Bike
Death Star II
Han Solo
Lando
Dark Side
Ewok
Princess Leia
Carbonite
Mon Mothma
Sarlacc Pit
Chewbacca
Wicket
Jabba the Hutt
Scout Trooper
Palpatine
Rancor
Boba Fett
Endor

Return of the Jedi

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

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