

THE OFFICIAL MANDO MAGAZINE

BATTLECRY

MAY 2025

MEET TIMOTHY ZAHN

PREPPING FOR CONVENTION

IS STAR WARS SCI-FI?

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the MMCC**

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

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

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(page 5) Timothy Zahn by Katra Dromaar

(pages 6 & 7) Courtesy Cerar Clan

(page 9) Dune cover art by Bruce Pennington (screen capture)

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BATTLECRY

FROM THE EDITOR



Greetings Vodel!

I want your stories!

Every member of the MMCC has a story about why they became an OM in the elite Star Wars costuming club. How long did it take for you to build your kit? What helped you get past your setbacks when you tossed, yet another, mal formed plate in the trash? That time you burned your fingers on the heatgun or glued your fingers to your chest piece? How did you feel when you got that acceptance letter? What motivates you to give up your time to kit up weekend after weekend for some community or charity event? What friends have you made? What trooping event do you look forward to year after year?

I want to know, and believe it or not, the MMCC wants to know. If you don't feel like you could write it yourself, well I have a talented team of writers that I can put you in touch with.

Please, if you have a story to tell, message me on the forums, my forum name is mporter... I know, not very original, but it gets the job done... or you can email the Public Relations officer at pr@mandalorianmercs.com

Either way, it will get to me.

Diz
Editor, BattleCry Magazine

MEET TIMOTHY ZAHN

By: Alex “Katra Dromaar” Maciel

At Awesomecon 2025, I had the honor of encountering Timothy Zahn, the esteemed writer of numerous Star Wars novels, and creator of beloved characters such as Grand Admiral Thrawn, Mara Jade, and Talon Karrde.

BATTLECRY: So online there’s this idea of in writing, there’s the approach of an architect or gardener - an architect has the entire story planned out and follows through, whereas a gardener places the main elements and sees where they grow. Which of those would you consider yourself to be?

TIMOTHY ZAHN: “I am something of a hybrid - I consider myself an architect of greenhouses. I have the basic story laid out to begin with, however, things will happen along the way, occur to me, and that will change minor elements of the story, or sometimes major elements of where the story is going. So, at that point I am building on another addition to the greenhouse and letting the plants flow in that direction.”

BC: Following up on that, for the specific example of the (original) Thrawn trilogy, did you have all of said trilogy in mind when writing *Heir to the Empire*? Or any elements of the later duology or *Outbound Flight*, *Mist Encounter*, so on and so forth?

TZ: “I had the basics of the trilogy, I knew I had about a ten page outline for the first book, two pages, maybe three for the other two books. I knew where it was going to end up, but the details were... allowed to be different once I finished the first book, I’ll see what I’ve added to my outline that will affect the other two books. One major thing that happened was, as I started to do book two (*Dark Force Rising*), I realized, Han doesn’t have much to do in this book, per my outline, which is why I came up with Garm Bel Iblis and his disaffection from the Rebellion, someone Han knew and could help bring back into the fold of the New Republic. So that part was added to the outline when I needed to give Han something important to do. So there’s a case where I built onto the greenhouse an entirely new section.”

BC: So “Heir” is often considered to be the “beginning” of the Expanded Universe but there were pieces like *Splinter of the Mind’s Eye*, the Marvel comics, the West End Games stuff how much previous works did you look into? I know for one the Dreadnaught heavy cruisers were

“SLOTING THE NEW CHARACTERS IN IS SIMPLY... UNDERSTANDING THE UNIVERSE, HOW IT WORKS...”

from WEG.

TZ: “I did a lot with the West End Games stuff, they sent me, early on, a box of West End Games source books and adventure modules, and told me they wanted me to coordinate with them, and I got done stomping around the house complaining about this I actually LOOKED at the material and went “Oh, this is cool stuff! And I don’t have to recreate the wheel every time I want a ship or an alien race or a vehicle.” So I used a lot of that stuff. The gamers really appreciated that, I found out later, because they felt like, by adding their game stuff into a Star Wars novel, they were no longer having to sit at the children’s table, they got to sit at the adult table.”

BC: Something you’ve received a lot of praise for is how you handle characters, both your new original ones and classic ones. How do you make sure characters from the films and such were in-character? Does it just come naturally? And how do you slot your new ones into the universe so seamlessly?

TZ: “Slotting the new characters in is simply... understanding the universe, how it works, and finding characters that will fit into that pattern, have a relationship or something else WITH the existing characters. As for writing the classic characters... totally coincidentally to all this, when our son was very young, we discovered we could audio tape an entire movie with the tape recorder, and the speaker of our tv played the tape, and we could play these on long trips. And he would visualize a movie in the backseat, play with LEGOs, be happy as a clam. So while I had seen the

Star Wars classic movies X times, I had HEARD them X+10 times. And on these long trips then, I'm listening to the soundtrack without the distraction of visuals, so by the time I'd started *Heir to the Empire*, I had a good sense of the cadence of how Han speaks, how Luke and Leia speak. And that, I think, helped a lot with just hearing the character in my mind as I wrote their dialogue."

BC: Apparently George Lucas had issues with the ysalamiri "blocking the Force". I guess he wasn't explained the concept of them very well, I personally think they're a brilliant device for the story so Luke and Mara don't breeze through everything. Has there been pushback on other ideas in your works?

TZ: "Well, part of that is the idea that the ysalamiri suppress or block the Force, which is what Thrawn explained, but Thrawn does not necessarily understand it, he just knows how it works tactically, to work into his calculations. Because you see in the book, the vornskrs are quite happy hunting through the Force, what it is doing is suppressing the Force to a level Jedi cannot access it. So it's not the same as making a hole in the life-force of the universe, it's a matter of... it's no good to Jedi, "I can't reach that". You could do the same analogy with "I can't smell this, but a bloodhound can follow that track just fine". So it comes from the fact that Thrawn misinterpreted it - again, he doesn't need to know the details, he just needs to know that Jedi don't function with this."

BC: So , the controversial one: How did you feel about continuity reboot in 2014? Did it change after you were able to write for the new canon?

TZ: "We always knew that what we were doing could be eliminated. Bill Slavicsek's analogy was 'We're playing with our toys in George Lucas' driveway. If when he backs his truck out and he runs over anything we've done, we have no cause to complain. So the reboot... I think I posted on Facebook, (something along the lines of) OK everybody, calm down, it's... this happens in comics all the time. When the sheer weight of the universe gets so big you kind of have to restart everything because there's just too much history with the monthly,



or three or four comics a month. So it's... it's something we all knew could happen. The fact I was invited back into doing canon books was just wonderful, it's great to be able to do that. I have tried, wherever I can, to keep my new books consistent with the old ones I did, minus certain things Filoni did in *Rebels* that I didn't anticipate. But I've tried to keep that as consistent as possible. But yeah, it's been fun to do, Thrawn is the same character, just different political and military situations he finds himself in, dealing with different people. It's been a great deal of fun and there was no need to change the song or anything else, just now work within the new canon and new movies and TV shows."

BC: Perhaps a cliché final question, but do you have any advice for aspiring writers?

TZ: "The best advice is: keep writing. It's a lot of work, it's a lot more work than people, I think, realize, when they start into it. It is really something you can learn by yourself, you don't need a tennis pro or a golf pro to teach you how to do this writing. You will learn your style as you do it. You'll get better at everything as you do it. I used to hate dialogue, I wasn't good at it. Now I see, "OK I've got three pages of dialogue? OK I'll have that done by lunch". But only because I kept doing dialogue until I figured out how it works for me. So keep at it, it's not easy, but it is very rewarding."

All of us here at BattleCry would like to thank Mr. Zahn for his time in this interview and for the fantastic content that he has added to the Star Wars Universe. Oya!

PREPPING FOR CONVENTION SET-UPS

By: Retta “Mira Tal” Gamboe

With summer fast approaching, many of us are headed toward the busy season for conventions. Cons are some of the biggest invasions the Mercs do. They are a great chance to recruit new members, fundraise for charities, and provide a unique guest experience while raising awareness of the Mercs. Cons are also a fun opportunity to show off our creativity, both through our costumes and with the things we build for our booths. Many things go into a great convention setup, from the planning stage to building to setting up and then tearing down and storing your props before you use them next.

There are many factors to consider when you are planning the layout and setup of your space for a convention. How big is your space? How big is the con? Are you sharing your space with anyone else, such as the 501st and/or Rebel Legions? What existing props and sets do you have? Determine the goal you have for your booth and what type of experience you want to provide for con-goers. You can dream big, but always ground yourself in reality to what is achievable in the amount of time you have available.

FIRST: define the space. Think about the physical size and the amount of people you will be presenting to. For smaller conventions, sometimes all you will have is a table with props and maybe a backdrop for costumed characters to stand in front of. For bigger cons, you may have space for multiple backdrops, props, and/or sets. It's also imperative to allow for the flow of traffic through your space. For example, putting a photo op right by the entrance or exit to your space can cause a traffic jam, which frustrates everyone involved. You also need to gauge the funds you have available and how much space you will have to store items between events.

SECOND: lay out your plan. There are four main criteria to consider: finances, workforce, timeline, and storage/building locations. Engage your ver'alor, your clan planning committee (if you have one), and other leadership about potentially using clan funds, as well as ideas for how to fundraise. If members do not have the time to help with the physical construction but still want to be involved, they can help through donating

funds, storing materials and finished pieces, and/or buying helpful pieces. Cerar set up an Amazon wish list for our con setup this year to give members a variety of options and price ranges to contribute; this helped take care of several small expenses without the extra work of raising and managing funds.

Looking at your workforce and timeline, evaluate who will help with what and what skills your members have. This will make it easier for you to

set realistic goals for your setup and to assign projects more evenly throughout your ranks. Involve the members of peer clubs if you are working together. Certain projects – like banners, soft goods, and quick paints – are quicker than others. Other projects are more complex and require extensive planning and many hours to complete. Think about where you can build without making huge messes, and then where you will store your finished sets and props between events. Much of this requires long-term planning, sometimes years in a row as you reuse pieces, so consistency and resilience in your group are essential.

Transportation and storage are some of the most practical elements of your build. Evaluate what your transportation methods will allow you to build, and design around that – eight-foot-long pieces may not fit in a sedan, but two-foot segments do. Cerar's outpost walls are eight feet tall, which looks fantastic in large convention centers with tall ceilings, but they cannot be used at smaller events with lower ceilings. Transporting these pieces to and from events has required pickups, box trucks, and occasionally trailers. Consider also where you can store bigger pieces before you build them.



Several of our members have graciously opened their garages, warehouses, and other property as storage space for set pieces; talk with your members to see what space you have available. Proper transportation and storage will help prevent damage to your pieces, prolonging their lifespan and preventing extra repairs or even having to replace items.

“PLANNING OUT YOUR IDEAS WITH THE PEOPLE HELPING YOU BUILD IS CRITICAL”

THIRD: design your layout. There is plenty of inspiration to draw from when planning your setup. The movies and shows are a great starting point, as is Galaxy's Edge. The Star Wars Set Builders Facebook group is also a fantastic place to share ideas and techniques and learn from others' experiences. Planning out your ideas with the people helping you build is critical, not just for the reasons listed above but also because planning out a setup tailored to their interests is so much more fun. For example, in 2024, my vod Kotir and I wanted to paint the mural from Rebels, so we mentioned it to the group and were tasked with making it. Other clans have made things like a forge to go with an Armorer kit or a jail cell to facilitate a bounty hunt. Many clans have built thrones, which double as an appealing photo opportunity for guests and a place for costumed characters to sit during long shifts. Other common set pieces and props include a cantina/bar, banners, vehicles (such as speeder bikes), outposts, and walls decorated with graffiti, weathering, and/or Imperial elements.

FOURTH: it's finally time to execute your build! Once you've planned out the main elements of your booth, it's time to gather your materials and start delegating tasks to your members. Sometimes it's best to organize build days for the biggest tasks, like construction, so you have plenty of people around to work together. Some projects are better delegated to smaller groups or even individuals – while many hands make light work, sometimes too many cooks in the kitchen can be counter-productive. It's great to assign tasks to people based on their skill sets and interests; however, these projects often function as a way for many members to learn new skills. It is vital to

keep track of your timeline throughout this process: you may have to assess and reassess yourself repeatedly to ensure you are setting and meeting realistic goals in time.

There are many factors to consider as you plan, build, and store your convention setups. Hopefully by the time your con rolls around, you will have outlined a plan for the transport, setup, and decoration of your space.

Having plenty of people around to drive your pieces, move it into the space, and set it up correctly is important, but what is even more important is having hands for teardown. At the end of a long and successful (and exhausting) weekend, it takes a special group of vode to get everything torn down, loaded up, and transported safely to storage so it is all ready for your next event. Thoughtful planning ensures more efficient use of your resources at all stages of your build, from construction to transportation and use to storing it between events. Most of all, make sure you're having fun – you're getting to spend time with your vode building your own small piece of Star Wars!

Special thanks to Rob “Bryn Cin’Prudii” Even for his contributions to this article



IS STAR WARS SCI-FI?

By: Mike "Diz Ge'tal" Porter

Years ago, I went to a new book release event at a local bookstore that featured a reading by Orson Scott Card. During a short Q&A at the end of the reading, someone asked the author what the difference between Science Fiction and Fantasy was. I will never forget his answer: "Rivets."

Over the many decades that I have been a Star Wars fan, I've had several, shall we say, spirited discussions about the science and technology in Star Wars. These discussions seem to center around what was possible and what wasn't, where the physics of our reality clashed with that of the "Galaxy Far, Far Away." Those discussions could range from why the AT-AT was such a terrible design for a combat vehicle to whether lightsabers were even possible. One person even questioned whether or not Star Wars was even science fiction. Invariably, the person I was having this discussion with was an obvious critic of the franchise but insisted that they were a die-hard fan.

You know how it goes.

The answer to whether or not Star Wars is or is not sci-fi should be a no brainer. The story takes place in space, the characters travel in space ships to various

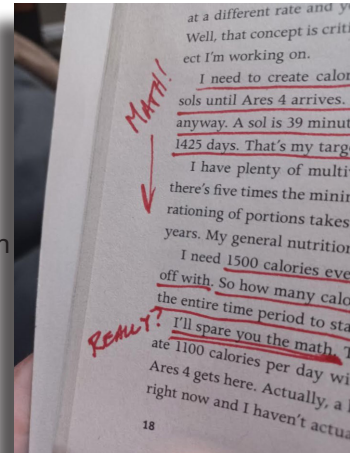
"AT TIMES THE AUTHOR MAY OFFER SOME LOOSE EXPLANATION TO DESCRIBE THE HOW OF A THING, BUT WILL NEVER REALLY EXPLAIN THE WHY OF IT. MIDI-CHLORIAN'S ANYONE?"

exotic planets, they meet with and have conversations with alien beings. You would think that the answer would be pretty obvious, but to some, the answer is not at all obvious.

The genre of literature that we have classified as "Science Fiction" comes in many different flavors, and we have attempted, often ham-handedly, to loosely categorize the genre into a spectrum from "Hard"

sci-fi to "Soft" sci-fi, and included within that spectrum we have wedged sub-genres including cyberpunk, steampunk, military, apocalyptic, dystopian, time travel, invasion, space opera, and at least a dozen other sub-genres. Sci-fi is a wide open place full of endless variation and imaginings.

Beginning at one end of the spectrum we find "Hard" science fiction, which revolves around accurate science, technologies, and situations that are plausible and realistic. On the "Hard" sci-fi end of the spectrum, technology doesn't just have the "what" but also the "why" and especially the "how."



For example, *The Martian* by Andy Weir falls into a "Hard" sci-fi category. Throughout the novel (and to a lesser degree in the movie) the narrator is throwing out math equations and calculations for the calorie potential of potatoes, oxygen consumption of a human, charging rate of solar panels, etc, etc, etc. For an English Major like myself I could sum up the book in two words: Bor-ing. Looking back at the margin annotations that I wrote in my copy of *The Martian*, there are several places where I've just written, "Math - Skip to next paragraph," or something of the sort.

Hard Science Fiction is not for everyone, the reader can get so lost in the science (and the how of the thing) that the story, plot, and characters can start to feel

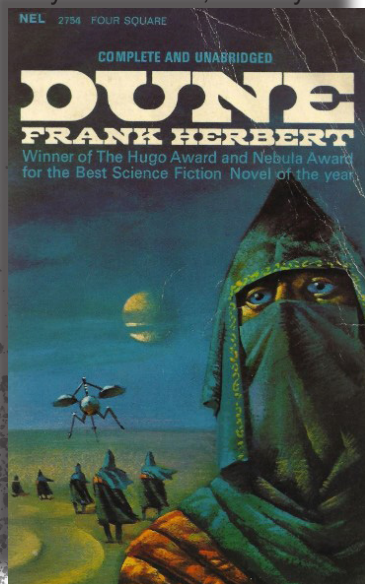
secondary. Now, don't get me wrong, there are lots of people who love a good science filled sci-fi, and that's great. I just don't happen to be one of them.

At the other end of the spectrum you find "Soft" Science Fiction. In this literary realm, futuristic technologies are described, but not explained. There is no need to know how something works, just that it does. At times the author may offer some loose explanation to describe the how of a thing, but will

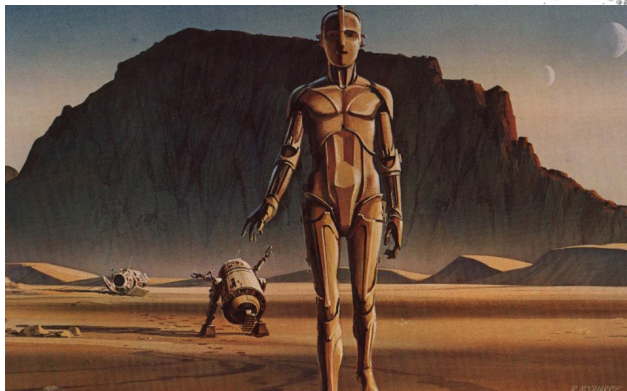
never really explain the why of it. Midi-chlorians anyone?

The lack of explanation for technologies can sometimes strain credibility with the reader. Take *The Martian Chronicles* by Ray Bradbury for example, the softest of “Soft” science fiction if there ever was one. In the chapter titled *The Green Morning* we are introduced to a character named Benjamin Driscoll, who can’t survive in the thin Martian atmosphere and so he begins a mission of Terraforming Mars. He travels across the face of the planet planting the seeds of trees. Trees that will take in carbon dioxide and produce breathable oxygen. How are the trees watered and how do they survive and grow in the sterile Martian sand? We don’t know, and Bradbury doesn’t offer an explanation. The answer seems to be, “they just do.” This seems to be the major feature of “Soft” science fiction, don’t worry about how a technology works, just know that it does.

Within the ‘Hard-Soft’ spectrum of Science Fiction, sits a sub-genre that we like to call “Space Opera.” Now, the term “Opera” refers more to the spectacle and drama of the genre than it does with heavily made-up divas in horned helmets belting out arias. Space Operas are generally bigger than life. They deal with heavily armed and powerful galactic empires and of great noble houses battling for dominance and the favor of that all powerful king or emperor. They are often very melodramatic in nature and feature risky adventures, unlikely friendships, and chivalric romance. Sound familiar at all?



Dune by Frank Herbert is an excellent example of what would be considered a Space Opera on the softer side of the Science Fiction spectrum. We have a powerful Galactic Emperor and two great noble houses, Atreides and Harkonnen, fighting over the financially lucrative planet, Arrakis. Do we need to know how the little box of the



Bene Gesserit produces pain? No, we don't and Herbert doesn't offer an explanation.

Which brings us to Star Wars and our core question, is it science fiction? Now, I contend that Star Wars has more in common with *The Lord of the Rings* than *Star Trek*. Think about it, Star Wars has knights, wizards, rogues, princesses, swords, crossbows, armor, and quests to fight ultimate evil. What makes Star Wars sci-fi and not fantasy? As Orson Scott Card said, “Rivets.”

It is an easy thing to say that Star Wars falls entirely on the “Soft” side of the science fiction spectrum. After all, the technology is largely unexplained or improbable, planets seem to have a single climate, and it's very character driven. Another hallmark of “Soft” sci-fi. We know that George Lucas borrowed heavily from Frank Herbert's *Dune* and *The Man-Kzin Wars* by Larry Niven, but aspects of the writings of Asimov and Burroughs, Saturday morning serials like *Flash Gordon* and *Buck Rogers*, and even the legends surrounding King Arthur find their way into the lore that is Star Wars. It is without a doubt in my mind that Star Wars is a Space Opera, on the “Soft” side of the science fiction spectrum, but sci-fi nonetheless with a history and a lore that goes back centuries before that historic Battle of Yavin that kicked it all off for those of us who sat in those crowded theaters during the summer of 1977.

I know that I took a long road to get here, (and I thank you for sticking with me), but in the end there is no need to argue the validity of Star Wars in the pantheon of classic science fiction because its pedigree is long and storied. Star Wars has benefited from the sci-fi of the past, and will influence... has influenced... sci-fi being currently written and will be written for some time to come.

So the next time someone asks “How is Hyperspace supposed to work?” you can look them right in the eye and say, “It just does, and isn't it great?”

ANNOUNCEMENTS FROM STAR WARS CELEBRATION - JAPAN

By: Mike "Diz Ge'tal" Porter

During Star Wars Celebration Japan, there were tons of announcements, some were already known, and a few made me say, "oh... really." I don't think that I have to remind you that Star Wars and I go back to the summer of 1977 when 8-year-old me sat in a crowded movie theater with his dad and was completely mesmerized. For this issue, I thought that I'd visit a few of those surprise announcements, and see if we can figure out what LFL has in mind.

STAR WARS: STARFIGHTER

So... What do we know? We know that it's the next theatrical film to go into production. We know that it's being directed by Shawn Levy (Deadpool & Wolverine) and stars Ryan Gosling (Barbie). We also know that the movie will take place about 5 years after the events in *Star Wars: The Rise of Skywalker*. Other than that... we really have no other information. It's scheduled to open in theaters on Memorial Day 2027

STAR WARS: MAUL - SHADOW LORD

It seems that during a 20th anniversary Lucasfilm Animation panel, Sam Witwer, who portrayed Maul during *The Clone Wars* animated Series, showed up at the panel and announced the return of Maul in his own

animated series.

The series is said to take place after the final episodes of *The Clone Wars*, and will deal with Maul's involvement in the criminal underworld. I would imagine (but don't know for sure) that it will explain the ending of *Solo: a Star Wars Story*.

Shadow Lord should hit Disney+ sometime in 2026

AHSOKA, SEASON 2

With the untimely death of Ray Stevenson as Baylan Skoll, I was unsure that Ahsoka would be back for a second season, and if it did, the plot involving the orange lightsaber wielding former jedi and his apprentice would be

abandoned. But, the show must go on, as they say, and the part of Baylan Skoll will be going to Rory McCann (Game of Thrones).

Other than that, there are few details about what the new Season will hold. We do know where season 1 left off... Zombie Storm Troopers! Maybe Season 2 will look like *The Walking Dead*, but with Lightsabers? I hope not. That being said, I couldn't find a preliminary release date, but we do know that they have started filming.

STAR WARS VISIONS: THE NINTH JEDI

When I first watched *Visions*, I was blown away. But, let's just say I love short stories and I love animation styles that are pure eye candy. *Visions* was just that for me. But, after each episode, I was left wanting more, what *Star Wars Visions: The Ninth Jedi* will do is give us more. In this case, it will continue the story given in Season 1: Episode 5 and follow the further adventures of Lah Kara in this new spin-off as she tries to rebuild the Jedi order and save her father, the sabersmith Lah Zima.

It looks like this limited series will be available for streaming in 2026, although I could not find an exact date.

"WE DO KNOW WHERE SEASON 1 LEFT OFF... ZOMBIE STORM TROOPERS!"



STAR WARS: TALES OF THE UNDERWORLD

If you have yet to see the teaser trailer for *Underworld*, look for it. I mean now, stop reading and look it up... I'll wait.

Did you see it? Am I right?

Underworld focuses on two of my favorite bounty hunters, Cad Bane and Asajj Ventress and takes place in the criminal underbelly of the galaxy. I can't wait. Fortunately, I don't have to wait for long, *Underworld* arrives on Disney+ on May 4th.

THE MANDALORIAN AND GROGU

I sure hope that's the working title of the movie, but if it isn't, I'll still be there on opening day.

The movie is being directed by Jon Favreau, and is intended to finish off *The Mandalorian* tv series.

Since LFL and Disney are notoriously tight lipped about plot and filming, we know almost nothing about the film.

We can assume that Zeb will make an appearance, since he showed up at the end of season 3. We can also assume that Bo-Katan will play a part as will the reclaiming of the Mandalorian home world, and the reunification of the Mandalorian people.

Wow, that's a lot of guess work... but hey, that's what we've got.

If all goes well, we should see it hit theaters in one year's time on May 22, 2026.

There were several other things announced, but they were so vague that I really couldn't find any confirmation

on the news feeds, so I just don't want to go into them just yet.

One other thing I can announce is:

STAR WARS CELEBRATION LOS ANGELES, 2027

Let's face it, Japan was just too far away for someone of my means, but Los Angeles! Heck Yeah, that one is doable!

My bags are packed and the Verbo is booked! Ok, not really... but still!

I hope to see you all in LA!

Special Thanks to StarWars.com for their reporting on Star Wars Celebration - Japan



THE VERD'IKA PAGES



Fun at the Con

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

Celebrities

Food Trucks

Long Lines

Costumes

T Shirts

Panels

Droids

Concessions

Interviews

Star Wars

Artists

The MMCC

Cosplay

Crowds

Autographs

Workshops

Photo Ops

Charity

Booths

Friends

Make Up

Fans

THE BESKAR CHEF

CSPINE CRAB DIP

Ingredients:

2, 7 oz. cans crab meat
1, 8 oz. package cream cheese
1 cup mayonnaise
1/2 cup sour cream
1/2 teaspoon Old Bay seasoning
1 tablespoon Worcestershire sauce
1/4 teaspoon Tabasco sauce
dash of cayenne pepper
dash of garlic powder (or 3 pressed cloves)
salt to taste

Directions:

Soften cream cheese and combine with mayonnaise, sour cream, Tabasco, Worcestershire, cayenne, salt, garlic, and Old Bay.

Stir in crab meat

Notes: I find that longer refrigeration enhances the taste as it gives the crab flavor time to blend. Also, while you should drain most of the water from the crab, I suggest leaving some to add more crab flavor to the dip.

Do you have a favorite recipe that you would like to share? Please contact us at PR@mandalorianmercs.com or by PM to our editor at mporter on the forums.

Master of Disguise

By: TEA!



Mando Tip:
Sometimes
a well Placed
Poncho and hat
Can Save The
Day...



Fun at the Con

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

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|-------------|-------------|------------|------|
| Celebrities | Concessions | Autographs | Fans |
| Food Trucks | Interviews | Workshops | |
| Long Lines | Star Wars | Photo Ops | |
| Costumes | Artists | Charity | |
| T Shirts | The MMCC | Booths | |
| Panels | Cosplay | Friends | |
| Droids | Crowds | Make Up | |

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