

**THE MERCENARY GUILD:  
THE OFFICIAL FOUR HORSEMEN UNIVERSE FAN ASSOCIATION**



# **CONTRACTING MANUAL**

**V. 4.0.0**

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The Mercenary Guild (TMG) is a fan-based organization dedicated to uniting fans of the Four Horsemen Universe, based on the books written by Chris Kennedy and Mark Wandrey. It is TMG's intended purpose to support, promote, and recognize the ideas and philosophies reflected in the 4HU mythos in a fun and "realistic" fashion through organized fandom.

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The contents of this handbook are subject to change without notice. Please check the TMG Website and/or one of the club officers for a copy of the latest version. Notice regarding updates will be announced as soon as practicable in all official TMG communication forums.

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This manual is dedicated to Mark Wandrey, Chris Kennedy, Kacey Ezell, Kevin Ikenberry, Marisa Wolf, and all the other wonderful authors who have allowed us to immerse ourselves in their universe. Our history is a direct result of their phenomenal efforts.

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While ribbons and awards are the flash that people see as they pass a trooper on the tarmac, training and contracts are what makes them stand out to a prospective mercenary employer.

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# INTRODUCTION

## WHAT IS CONTRACTING?

The Mercenary Guild utilizes a system of Contracts to promote a sense of community, build camaraderie, and better the individual in fun and exciting ways. Mercenary Experience Points earned through the Contracts system are used towards recognition and awards.

The Contracts Department is always looking for new contracts and is open to new contract ideas. Members should contact the Contracts Department with any questions regarding what does and doesn't qualify for contracts.

Remember - everything must be documented.

The most recent version of this manual can be found HERE (PDF) - <https://4humercenaryguild.com/documents/TMG%20Contracting%20Manual%20V3.0.pdf>

## Contract Length

To fulfill a contract, either a set goal needs to be achieved or a set number of Points must be earned. This is known as the Contract Length.

All activities within a Contract, unless otherwise noted, count towards this goal.

## Points

Some contracts require doing more than one discrete task. These contracts are completed by earning the specified number of Points. A trooper earns these Points by completing individual tasks. Examples include reading a book, playing a game with other Guild members, or taking an emergency preparedness class.

These numbers are used to determine when you've completed the contract.

## Mercenary Experience Points (MXP)

Once a trooper meets a specific goal or earns enough Points to meet the length of the contract, that contract is complete, and the trooper is awarded Mercenary Experience Points (MXP) as noted in the contract. MXP used to be called "Promotion Points" in prior versions of this manual. MXP from all sources (contracts, awards, Time in Service, VOWS, etc.) are compiled, and the total number of MXP earned determines a trooper's Mercenary Level.

Example: A member has earned (12) Points of activity in the Information Courier Contract (103). The contract has a Contract Length of (8) Points. They have enough points to complete the contract (8) and have (4) points remaining toward their next Courier Contract (103). They are awarded a total of 10 MXP.

## **Logging Contract Activity**

Upon completion of a contract activity, it must be logged to be validated and counted toward the completion of the contract.

Below you'll find links to the Google sheets for each of the various contracts.

## **Standing Contract Reporting Links**

[Contract 101A – Community Service](#)

Contract 102 – Vacant Contract

[Contract 103 – Information Courier](#)

[Contract 104 – Tactical Sim Training](#)

[Contract 105 – Recruitment](#)

Contract 106 – Vacant Contract

Contract 107 – Vacant Contract

Contract 108 – Vacant Contract

[Contract 109 – Guard Duty](#)

[Contract 110 – Land Navigation](#)

[Contract 111 – Lifesaver Certification Contract](#)

[Contract 112 – Emergency Preparedness and Response](#)

## **Company Contract Reporting Links**

[Contract 201 – Field Training Exercise](#)

[Contract 202 - Guard Duty](#)

[Contract 203 - Land Navigation](#)

[Contract 204 - Information Acquisition Operations](#)

[Contract 205 - Tactical Sim Training](#)

# STANDING CONTRACTS



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## Types of Contracts

Contracts are divided into categories which determine how the contract is carried out and when the contract is available.

Currently there are two categories: Standing Contracts and Company Contracts.

The three-digit number in front of each contract name is the Contract Code, which is used for reference.

## STANDING CONTRACTS

Standing Contracts are contracts which are perpetually open with no start or end dates. Most can be completed multiple times.

### 101 Service Contracts

Description: *We are all part of our communities, and the Mercenary Guild encourages its members to participate in their communities through volunteer service.*

#### (101A) Individual Contracts

Short-term individual contracts are those where volunteering occurs over the course of a day or three, but no more than a week. Examples of activities include, but are not limited to, volunteering at: homeless shelters, animal shelters, Veteran centers, soup kitchens, food pantries, environmental cleanup, charity building programs (like Habitat for Humanity), etc. The key is selfless service to the community. Activities and the time for which a person receives compensation do not count, though receiving reimbursement materials etc. is allowed.

*Note: If you have an ongoing, long-term individual volunteer situation (mentoring a group, fostering kittens or pups, etc.), please contact us at [contracts@4humercenaryguild.org](mailto:contracts@4humercenaryguild.org). We'll find an appropriate solution.*

*Activities such as political campaigning and religious canvassing do not count.*

Contract length: **Less than a week** (short term) or **More than a week** (long term)

Completed Contracts award **3 MXP or 6 MXP**, as is appropriate to the length of the contract.

#### (101B) Unit Contracts

Chapters can complete community service contracts too. Chapter contracts include hosting events like food drives, holiday toy drives, blood drives, charity fundraisers, etc. on behalf of TMG. Members actively participating in a unit contract earn **(3) Points** participation in a short-term event (lasting less than a week, like drives at conventions and charity auction events) and **(6) Points** for participation in long-term events (like item/food drives lasting more than one week). Participation includes activities like setup and collection of drive items, manning tables/booths specifically for the drive (working a fan table with a charity/drive donation doesn't count) or delivering physical drive items to the charity. Member donations to the drive themselves do not count as participation.

Contract length: **3 Points** (short term) or **6 Points** (long term)

Completed Contracts award **3 MXP or 6 MXP**, as is appropriate to the length of the contract.

### (101C) Convention Support Contracts

Conventions offer the opportunity for community support of TMG directly. While recognition for these efforts typically appears in the way of awards and recognition, those same efforts are contract-worthy as well. Some activity examples include (but are not limited to): manning a TMG supporting facility (wardroom, security, recruitment, etc.), standing security as directed, etc.

Contract length: Volunteering your time at a convention by directly supporting TMG operations for a minimum of four (4) hours.

Completed contracts award: **3 MXP**

### (101D) Convention Operations Contracts

Conventions don't happen without the efforts of the convention's staff, the people behind the scenes who've worked from long before the convention doors open until long after they close.

Contract length: Being part of a TMG-supporting convention's staff

Completed contracts award: **6 MXP**

Note: Limited to 1 issuance of the Support contract and the Operations contract per convention.

Documentation: Letter or time sheet from sponsoring organization's activity supervisor. Similar documentation from the convention's organizers.

### (101E) Guild Service Contracts

At lot of things happen behind the scenes in TMG and the less that the troopers notice those efforts, the better the operation is functioning. Those efforts still deserve recognition.

#### Board or Council Service

Contract length: Being part of TMG's Board or Council for a year.

Completed contracts award: **6 MXP**

#### Staff or Committee Service

Contract length: Being part of a Department's staff or committee for a year.

Completed contracts award: **3 MXP**

Note: Limited to 1 issuance of each level of the Guild Service contract per year.

Your efforts should be reported via the [101A-E Service Contracts Form](#)

**(102) Currently Not In Use**

***This contract is currently not in use***

## **(103) Information Courier Contracts**

Description: *This fan group is based on books, so spread the love.*

Contract length: **8000 Pages**

Completed Contract awards **10 MXP**.

A book may only be counted in one of the categories below:

- **Four Horsemen Universe** (4HU main books, official 4HU anthologies, and side books) are worth **2.5x** the book's page count.
- Books that are focused on **Leadership** and books from the "**Armed Forces Reading List**", comprised of the current Professional Reading Lists for the various US military services (US Navy's CNO, USMC's Commandant, Secretary of the Air Force, Space Force Commander, US Army NCO, US SOCOM) are worth **2x** the book's page count.
- Books from the **Chris Kennedy Publishing** list are worth **1.5x** the book's page count.
- Non-fiction books focused on **History** are worth **1.5x** the book's page count.
- All other books are worth **1x** the book's page count.

E-books, audio books, and alternate formats will use the mass market paperback page count listed on amazon.com where possible.

Documentation: Book List: Date finished, Author, Title, ISBN/ASIN, Page count (for e-books and audio books, regardless of source, use page count for the "Mass Market Paperback" version of the book found on Amazon as available), and category of book (4HU; Leadership and Military Science; Non-fiction History books; CKP books; all other books).

Your reading efforts should be reported via the [103 Information Courier Reporting Form](#)

## **(104) Tactical Sim Training Contracts**

Description: *Friends that game together...*

Contract length: **8 points**

Each completed Tactical Sim Training contract earns **10 MXP**.

- 4HU sanctioned games played in-person earn (1) point per (3) hours played. These are currently limited to Rules of Engagement and Omega Wars.
- Other in-person games (card games, board games, RPGs, and the like) earn (1) point per (6) hours played.

*Note that these face-to-face types of games may be played online using any number of virtual table-tops and still count as in-person games.*

- Online games, such as MMORPGs or battle simulators earn (1) point per (12) hours played. Games must be multi-player.

*Note that these types of games include (but aren't limited to): World of Warcraft, Skyrim, City of Heroes, World of Tanks/Ships, Diablo, Helldivers, etc.*

Games played should be logged via the [104 Tactical Sim Training](#) form

## **(105) Recruitment Contracts**

Description: *Meet new people, make new friends.*

Contract length: **1 Instance**

Each completed Recruitment contract earns **5 MXP**.

Each of the following actions completes a contract

- Recruiting a new member into TMG (regardless of the Chapter they join). The new recruit will need to confirm this recruitment.
- Directly helping to start an entirely new chapter. 'Directly helping' means that you guided the new chapter's creation. For example, you helped decide on a name, you helped with ideas on the type of chapter, you helped to encourage starting members for the chapter, or any other action that directly and beneficially affected the creation of the chapter where it was not this person's job to do so. You may not be part of the new chapter.

Documentation:

New Recruit: Name, contact information (email or phone number), member ID#, and chapter name (or Cadre) of the new recruit.

New Chapter: Statement from the new Chapter Commander or Mercenary Council/Staff certifying your assistance.

Fan Table: Statement from the coordinating persons at the con. Pictures of you working at the fan table would be nice as well.

Recruitment efforts should be logged via the following [Contract 105 — Recruitment](#) form

**(106) Currently Not In Use**

***This contract is currently not in use***

**(107) Currently Not In Use**

***This contract is currently not in use***

**(108) Currently Not In Use**

***This contract is currently not in use***

## **(109) Guard Duty**

Description: *Looking good out of your CASPer says a lot about your dedication as a trooper.*

Contract length: Completion of an approved TMG uniform.

This shows active engagement in our fandom.

or

Attending a convention in a TMG uniform (above the Guild minimum level).

This showcases TMG to the convention attendees.

Each completed contract awards **3 MXP**.

**Synopsis:** Each of the following completes a contract:

- Creating an approved uniform. This can be a guild minimum uniform, a company uniform, or a TMG-themed cosplay uniform.
- Attending a convention in a TMG uniform higher than Guild Minimum level.

### **Details**

To qualify, a uniform must meet the standards as described in The Mercenary Guild Membership Manual or in your Company's uniform guide.

### **Reporting**

Documentation: Each trooper should submit their own information to the [Guard Duty Contract \(Contract 109\) form](#)

Completed uniforms must be verified/approved by submitting pictures (either individual or group) to Contracts (contracts4HU@gmail.com), where they will be verified against the appropriate Uniform Guide documents (as provided by the various Company COs).

Note: Units without the appropriate Uniform Guide documents cannot be verified.

### Guard Duty Contract FAQs

Q: What is a 'Guild Minimum' uniform?

A: Refer to the current Membership Manual – that information is provided there.

Q: How do I report my uniforms?

A: Photo verification is required for this contract. Snap an image of you wearing your uniform and forward it to Contracts using the link provided above.

Q: How do I report my convention attendance in uniform?

A: Photo verification of you, in your uniform, taken at the convention with some indicator of which convention that you attended in the same picture.

## **(110) Land Navigation**

Description: *Finding the battle is sometimes just as important as fighting the battle.*

Members will need to sign up for a free account with Geocaching.com.

This website is used to track finds.

Contract length: **20 caches found**

Completed Contract awards **5 MXP**

### Documentation

Each trooper should submit their own information to both the Geocaching.com site and to the TMG Land Navigation Contract (Contract 110) form.

Information required:

Geocaching.com ID  
Date cache was found,  
Cache ID (example: GC35XV6)

Log your caches on the [Contract 110 — Land Navigation](#) form

## **(111) Lifesaver Certification**

Description: *Medic!*

Contract length: **1 course**

Completed Contract awards **5 MXP.**

Completion of any of the programs listed below will complete this contract.

The same holds true for certification renewals for those programs.

- First Aid + CPR (combined)
- Advanced First Aid certification
- Lifeguard and Water Safety Training
- Other Training courses of a similar nature

Professional First Responder training will be evaluated on a case-by-case basis.

Documentation: Copies of certificates, licenses, or transcripts are uploaded in the submission form or they can be sent to:

[contracts@4humercenaryguild.org](mailto:contracts@4humercenaryguild.org)

Your training efforts should be logged via the following form:

[Contract 111 — Lifesaving](#)

## **(112) Emergency Preparedness and Response**

Description: *Training to help better ourselves for our community.*

Contract length: **5 Points**

Completed Contract awards **5 MXP**

Completion of any of the programs listed below will contribute points to this contract.

- Red Cross training: **(2) Points** per CEU equivalent completed.
- FEMA ICS: **(2) Points** per CEU completed.
- CERT: In addition to ICS classes taken, a CERT certification (or FEMA recognized equivalent, NET, ETC) earns **(5) Points** plus a **(3) Points** bonus for volunteering on an active team. Volunteer training time on a team is calculated under "Other Safety and Emergency Training:"
- Amateur Radio: **(5) Points** per initial (or current) license level earned (Tech, General, Extra; and the foreign equivalents of) and **(3) Points** per follow-on renewals.
- Other Safety and Emergency Training: **(1) Point** per 10 hours (or equivalent) of course time for courses and certification not listed above. Only the most current training or certification counts, only training time/coursework with a specific focus on emergency preparedness counts.
- Instructor Bonus: **(1) Point** is earned per (2) hours' time a member serves as an instructor in safety and emergency preparedness. Instruction time as part of paid employment does not count.

Documentation: Copies of certificates, licenses, or transcripts; links to entry in license databases (i.e.: Amateur Radio/FCC), instructor letter can be uploaded into the submission form or sent to:

[contracts@4humercenaryguild.org](mailto:contracts@4humercenaryguild.org)

Your training efforts should be logged via the following form:

[Contract 112 — Emergency Preparedness & Response](#)

# COMPANY CONTRACTS



*THE MERCENARY GUILD: THE OFFICIAL FOUR HORSEMEN UNIVERSE FAN ASSOCIATION*

## COMPANY CONTRACTS

Company Contracts are a type of revolving short-term contracts for chapters. At the beginning of each calendar quarter, the Contracts Department will select a contract for Chapters to work towards during that quarter. **Activities from these contracts must be completed within the calendar quarter when the Company Contract is open (unless otherwise noted).** The Contracts Department will post more detailed rules prior to the opening of the contracts. Promotion points are earned by each member of a chapter regardless of participation.

Company Contract codes are typically numbered ***Contract name (2##)***

Company contracts minimum company participation is based on that company's Tier.

### **Company contract minimum participation**

Tier	Number of Members	Threshold Number
1	3-5	3
2	6-10	5
3	11-20	7
4	21+	11

What does this mean? Well, let's start with what is "Tier Threshold"? The number of members in a unit determines its "tier". This is explained in the Membership Manual, but the chart for that is included above. Each Tier has a "threshold" of the number of members that must participate in a garrison contract. That number or more must be reported as involved in activities that contribute to the garrison contract.

To better incentive participation by the members of Cadre in these Company Contracts, members of Cadre may participate in Company Contracts in the following fashion.

First, contact the CO of a Company that you're thinking about joining, to get their approval for joining the Company's efforts toward the current Company Contract.

If you join the ranks of that company before the end of the Quarter/Contract, then your efforts will be added to those of all the other members of your new company.

Should you choose not to join their ranks, then your efforts won't be counted toward that Company Contract for either you or them.

(Your efforts **will** still count toward the Individual Contracts though)

## **(201) Field Training Exercise**

*Doing things as a team is the best way to build a better crew.*

Each completed contract awards **4 MXP**. It can be earned a maximum of **5 times** per active Quarter.

A Company/unit must host at least four (4) activities during the quarter. These activities may be on-line or in-person but must include a minimum of three (3) members from the unit and must last at least 1 hour per event. Examples of activities may include movie nights, group gaming, cookouts, sport outings, museum trips, nerf wars, etc.

Each event must be reported by the CO or XO of the unit. To this end, the form used to report each event will require the person entering the data have a Google ID. If the CO/XO does not have a Google ID and is not willing to create an ID, they may submit an email to Contracts once a month during the three months of the contract. Each event must include the following:

- Name of the event
- Date of event
- Location of event
- Description of the event
- The names and TMG IDs of each person participating in the event.

At the end of the quarter, the details will be combined and compared to the following requirements:

Each event reported had a minimum of three members of the unit.

Each event reported must have a duration of at least 1 hour.

Each unit must have a minimum of Tier Threshold unique members attending the entirety of the events.

What does "unique" mean? This means that if you have an event and have four members of the unit (Members A, B, D, and F) and then have another event and it is attended by Member A, F, G, and Q, then you have had six unique members attending (A and F attended 2; B, D, G, and Q attended 1).

A Company must host at least four (4) activities within the contract period. Examples of Chapter activities include movie nights, group gaming, cookouts, sports outings, museum trips, nerf wars, etc. Online events also count for this contract, though they must last at least one (1) hour.

To qualify, the activity must be attended by at least 3 Company members.

### **Documentation**

For each activity, the Company Commander (or their appointed Company representative) will need to submit the current chapter member count.

Additionally, they must submit:

The activity	Event date and location
Description of the event	Names and member ID# the participants.

Your Company CO or his designated appointee should log the information via

[Company Contract 201 — Field Training Exercise](#)

## **(202) Ceremonial Guard Duty**

*Sometimes looking good is as important as fighting good.*

A minimum number of a Company's members (as determined by the Company Tier) must have a complete, approved Company or other authorized cosplay uniform. (Example: a Tier 2 company would need at least 5 uniformed members, while a Tier 3 company would need at least 7 uniformed members.)

A completed contract awards **4 MXP**.

This contract can be earned a maximum of **5 times** per active Quarter.

### Documentation

The Company Commander (or their appointed Company representative) will need to submit the current Company member count.

Plus, for each participating member:

- Name and member ID number,
- Name/type of uniform.
- Photograph of the member in that uniform.

Your Company CO should log your information via [Company Contract 202 — Guard Duty \(Uniforms\)](#)

## **(203) Land Nav Training**

*Helping to keep the LT from getting lost*

A completed contract awards **5 MXP**.

This contract can be earned a maximum of **10 times** per active Quarter.

Companies need to locate, and log their geocaches, with a minimum participation (as set by your company's tier). A total of 5 points times the Company's minimum participants must be earned to complete this Company contract.

Tier	Number of Members	Threshold Number	Points needed per Completed Contract
1	3-5	3	15
2	6-10	5	25
3	11-20	7	35
4	21+	11	55

All logged caches, new finds and re-finds as well, count as **1 point**.

(Note: a given cache can only be claimed once per year for the Land Navigation contract.)

Members will need to sign up for a free account with GEOCACHING.COM, This is used to track finds.

Use this link to log your caches: [Company Contract 203 — Land Navigation](#)

## **(204) Information Acquisition Operations**

Knowledge is some part of the battle.

*"If you know the enemy and know yourself, you need not fear the result of a hundred battles" - Sun Tzu.*

*"By reading, you learn through others' experiences, generally a better way to do business." - Secretary James Mattis.*

Companies read books - the more the better.

Each contract completion awards **5 MXP**.

This contract can be earned a maximum of **10 times** per active Quarter.

Standard Company participation, based on Company Tier.

Overall, to complete this contract, the Company needs to read 2500 pages times the minimum participation level for their Company's Tier.

Example: For a Tier 2 company, with a participation minimum of 5 members, reading  $2500 \times 5 = 12,500$  pages completes this contract.

A book may only be counted in one category below.

- **4 Horseman Universe** (4HU main books, official 4HU anthologies and side books) are worth **2.5 x** the book's page count.
- Books that are focused on **Leadership** and books from the "**Armed Forces Reading List**", comprised of the current Professional Reading Lists for the various US military services (US Navy's CNO, USMC's Commandant, Secretary of the Air Force, Space Force Commander, US Army NCO, US SOCOM) are worth **2x** the book's page count.
- **Chris Kennedy Publishing** books are worth **1.5x** the book's page count.
- Non-fiction books focused on history are worth **1.5 x** the book's page count.
- Other books otherwise not covered are worth **1x** the book's page count.

While this is a Company contract, each member is responsible for entering their individual book completions on the [103 Information Courier Reporting Form](#)

## (205) Battle Simulations

*Mount up and tread heavy through the fields.*

A completed contract awards **5 MXP**.

Mercenary Companies need to spend time gaming together to hone the skills for tactical thinking in a combat situation. This contract is about playing games with friends, which includes board games, card games, dice games, pencil and paper games, as well as online multi-player wargames (MMORPG). The tabletop games can be played in person using physical game pieces, through an online tabletop simulator such as Roll20 and similar software. For games played only online (i.e., MMORPGs), using the game's online platform is expected.

This contract can be earned a maximum of **5 times** per active Quarter.

To qualify for this contract, each unit must meet two criteria:

- The unit must have a minimum number of members participating, based on their company's Tier.
- The participating members must collectively play games and report a minimum number of points based on their company's Tier.

If each criterion is met, then all members in that unit, regardless of whether they participated in the activities of the contract or not, will receive the MXPs awarded by this contract. This contract may be completed multiple times during the performance period and each completion will award the same number of MXPs.

Each unit must have a minimum number of their members participating for successful contract completion, based on their Company's Tier. What does this mean? Well, let's start with what is "Tier Threshold"? The number of members in a unit determines its "tier". This is explained in the Membership Manual, but the chart for that is included below. Each Tier has a "threshold" of the number of members that must participate in a garrison contract. That number or more must be reported as involved in activities that contribute to the garrison contract.

Tier	Number of Members	Threshold Number	Points earned Gaming per Completed Contract
1	3-5	3	120
2	6-10	5	200
3	11-20	7	280
4	21+	11	440

A base of 40 hours played times your Company's minimum participation number sets the threshold for completing this contract.

### EXAMPLES:

Rhonda's Rangers is a Tier 2 company with 9 members. At least 5 members must participate (report at least 1 hour spent gaming). They must earn a combined 200 contract points gaming to complete this contract.

The Bronze Bombers is a Tier 3 company with 18 members. At least 7 members must participate (report at least 1 hour spent gaming). They must earn 280 combined contract points gaming to complete this contract.

Contract points earned are calculated as follows:

Playing a game without another Mercenary Guild member is worth **2 points** for each hour of gaming. All games must involve at least one other player, even if they are not a Guild member.

Playing a game with one or more other Mercenary Guild members, regardless of whether they belong to your company, is worth **4 points** for each hour of gaming.

*Note that solo-play games shouldn't be logged for this contract, as this contract's goal is one of promoting group play and interaction.*

Online games, such as MMORPGs or battle simulators, must be multi-player to be counted.

Since the name of this contract is "battle simulation", playing a game that involves battle, defined as the capture or elimination of an opponent's or the game's pieces, grants **1 bonus point** for each game reported, regardless of how many hours were spent playing that game.

Examples of games involving battle: Battletech, Chess, Checkers, Go, War card game, Dungeons and Dragons, Munchkin, Risk, Axis and Allies, Small World, Magic: The Gathering, 4HU Rules of Engagement RPG, 4HU Omega Wars card game, Memoir '44, Stratego, Battleship, Betrayal at House on the Hill, Twilight Imperium, War of the Ring, etc.

Examples of games that do not involve battle: Ticket to Ride, Agricola, Terraforming Mars, Poker, Blackjack, Monopoly, Catan, Scrabble, Codenames, Sequence, Trivial Pursuit, Uno, Jenga, Dominos, Sorry!, Backgammon, Carcassonne, Candy Land, Mah Jong.

When in doubt, you may err on the side of classifying a game as a battle game.

Examples of contract points you can earn:

Spending 1.5 hours playing Scrabble with your daughter who is not a Guild member is worth 3 contract points.

Spending 3 hours playing Battletech with two other Guild members is worth 13 contract points for you (4 + 4 + 4 + 1 bonus point). Note that the other Guild members may also report \*their\* time spent playing the game to also earn 13 contract points for themselves.

Spending 2 hours playing Monopoly with one other Guild member and two non-Guild members is worth 8 contract points for you (4 + 4), and worth 8 as well for the other Guild member when they report the game.

Remember that the magic number your company needs to reach or exceed is the contract points threshold. To do this, you'll need to earn an average of about 20-25 points per member in your company. That means, for example, if one participant earns only 10 contract points, another member may earn 30-40 contract points to make up the difference.

Each contract completion awards **5 MXP**.

This contract can be earned a maximum of **5 times** per active Quarter.

Log your information via [Company Contract 205 — Tactical Sim Training](#)

## (206) Scavenger Hunt

Description: *A good plan is made from quality parts.*

*Sometimes finding them is the toughest part of the process.*

A Company/unit must locate items from a curated set of lists. Photographic documentation must be provided to and will be logged by the Company's CO (or their designated representative) using a Google file provided to each participating Company/unit.

Multiple curated item lists are made available and there's no expectation that all the items will be located. When collecting images of these items, your personal safety is **paramount**. Don't put yourself in a dangerous situation so you can take a selfie with a bear in the wild, just to 'capture the Oogar' for this. Additionally, show respect for others – ask permission as needed before taking pictures.

Evidence of your collected finds should include some way of identifying that an image correctly links to the specified Collectable item. If possible, those images should also include at least one TMG member (though it's understandable that some images can't be safely obtained that way – see the 'Oogar' comment above).

The last (2025, Q3) hunt's categories were:

Alien Recon	Authors	Company Significance
Fallen Heros	Headgear	Inter-Team Ops
Jump Gates	Merc Pits	Souvenirs

Each item logged counts as a **Found Collectable**.

20 documented **Found Collectables** completes a Contract.

Each completed contract earns **5 MXP** for every member of the Company.

This contract can be earned a maximum of **10 times** per active Quarter.

## **(207) Showing the Flag**

Description: *You'll need a good reputation to score those high value missions*

*Building that rep means getting out there and showing your Company's flag.*

A Company needs to promote their affiliation with The Mercenary Guild to earn this contract. They accomplish this by showing up in their TMG uniforms. Photographic documentation must be provided to and will be logged by the Company's CO (or their designated representative) using a Google sheet provided to each participating Company/unit.

Each event will need the following information:

- Name of the event
- Date of event
- Location of event
- Description of the event
- The names and TMG IDs of each person participating in the event.

A minimum of three (3) Company members must be present for the event to be counted. An event can only be counted once, though multiple pictures from that event may be combined for the purposes of counting trooper participation.

(Note that your Company flag may stand as a bonus trooper to meet the participation minimum. TMG's Guild President (currently Joel Lyons) can also act as a bonus trooper.)

Each unit must have a minimum of Tier Threshold unique members (as noted at the start of the Company Contracts section) to successfully complete of this contract.

This Company contract will be ongoing over the course of the year and will be evaluated Quarterly to determine if a unit has completed it or not. In the event of a completion, that Company's efforts begin again at the start of the next Quarter. If not, their efforts roll over into the next Quarter and will be reevaluated after three more months. Regardless of success, all efforts will be cleared at the start of the next calendar year.

Each contract completion awards **5 MXP**.

This contract can be earned a maximum of **1 time** per active Quarter, up to **4 times** per year.