

THE MERCENARY GUILD:

THE OFFICIAL FOUR HORSEMAN UNIVERSE FAN ASSOCIATION



THE MERCENARY GUILD ACADEMY GUIDE

VERSION 3.0

**VOLUNTARY OFF-WORLD ASSESSMENTS
PEACEMAKER ASSESSMENTS**

The Mercenary Guild (TMG) is a fan-based organization dedicated to uniting fans of the Four Horsemen Universe (4HU) created by Mark Wandrey and Chris Kennedy. It is the TMG's intended purpose to support, promote, and recognize the ideas and philosophies reflected in the Four Horsemen books 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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CREDITS

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PREFACE

Greetings Mercs!

Welcome to the Mercenary Guild: The Official Four Horseman Universe Fan Association Training Academy.

The Mercenary Guild Academy training online site and this Guide describing it are the culmination of many hours, days, and weeks of work and research.

We now are offering training courses for members of The Mercenary Guild (TMG) fan club.

As of this writing, there are 38 training courses available, with more being created.

- There are courses that teach you about the fan club itself, giving you the information you need to have a more fulfilling and enjoyable experience with your fellow mercs.
- There are courses which explore the many novels of the Four Horsemen Universe (4HU) in depth, expanding your knowledge of that galaxy.
- There are even practical courses, giving you useful and fun knowledge of the real world.
- We are anticipating that new technical training courses and courses covering individual 4HU novels will be added regularly.

This Guide shows you how to navigate the Mercenary Guild Academy online site, choose a VOWS or Peacemaker course, complete the study requirements, then take and submit the examination.

In addition to the knowledge you learn, completing these courses will earn you MXP points in the Guild! For many of our courses, the Merc Guild Academy site will automatically grade your exam and determine if you have passed.... no long grading wait-times for courses with multiple choice and true/false answers. The site will award you a score (Pass, Honors, Distinction) and automatically update the TMG Central Command database.

Good luck, now dive into your assessments, Merc!

Lieutenant Colonel Michael "Bassman" Malotte
Deputy Guild Master, VOWS
The VOWS Development Team

ASSESSMENTS

What are they?

In the Four Horsemen Universe (4HU), VOWS are the Voluntary Off-World Assessment Exams, a battery of tests that determined whether a human is suitable to serve in one of the mercenary companies. In the books, the tests consist of five mental and four physical categories.

In The Mercenary Guild, we have incorporated VOWS into our online Mercenary Guild Academy, along with the Peacemakers assessments. Peacemakers are the enforcement guild in the 4HU, resolving disputes and enforcing Galactic Union law, and sometimes keeping mercenary units in line. This is the place where you can learn about the Four Horsemen Universe and The Mercenary Guild.

The Academy is broken into two different schools: Voluntary Off-World Assessments (VOWS) and Peacemakers Assessments. VOWS is broken up into five different tracks: GHT, GUT, LST, MST, and TST while Peacemakers currently have two tracks: PLT and PST.

It all starts with **MST**, which stands for **Mercenary Service Track**. According to Major Evelyn Taylor, former First Sergeant of the Golden Horde, “MST is your pathway to fame, fortune, and a brighter future for all humanity.” Here in TMG, it is your pathway to learning all about the inner workings of The Mercenary Guild: The Four Horsemen Universe Fan Association and our policies on Mercenary Experience Points, awards, and contracts. Following the MST, there are multiple paths to take...

Many of our mercenaries will want to move on to the **LST** – the **Leadership Service Track**. These courses will test your knowledge of basic military strategy and tactics, as applied to the 4HU. Using the books as reference manuals, the mercenary will delve into the principles of war, the rules and guidelines that represent truths in the practice of war and military operations. Using principles listed in the course instructions, you’ll examine and discuss what principle was observed and how it was applied by a human mercenary unit.

TST, our **Technical Skills Track**, covers survivability while completing contracts. This includes courses on knowing how to survive certain situations, the fundamentals of flight, successfully leading an Infantry Weapons Company, and CASPers. Having this knowledge can be half the battle to successfully completing a contract.

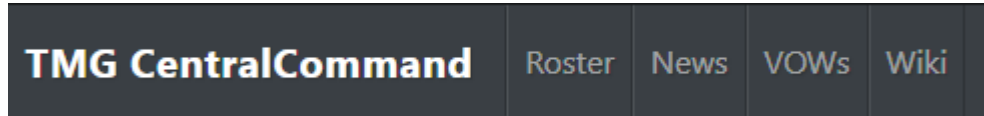
The **GHT and GUT** – **Guild History and Galactic Union Tracks** – gives the mercenary a real opportunity to not only learn more about the Four Horsemen Universe but to share that knowledge, as well. This track starts with the two 4HU General Knowledge courses. Here, you learn basic knowledge of the Four Horsemen Universe and the Mercenary Guild, originally created by authors Mark Wandrey and Chris Kennedy. Following those courses are the GALNET Research Projects. These projects task the merc with notating important people, places, and things found within the 4HU books. The information gathered here will be passed on to the GALNET team and assist them in creating a much more robust Wiki, with that information made available to everyone through the Wiki interface. These tracks will also allow the mercs to take a deeper dive into the 4HU books, with courses over each of the Four Horsemen and many other Merc Races and stories.

Finally, the **PLT/PST** – **Peacemakers Leadership/Service Tracks** - provides courses for potential or serving Peacemakers and also includes courses about Peacemaker novels in the 4HU that anyone can take.

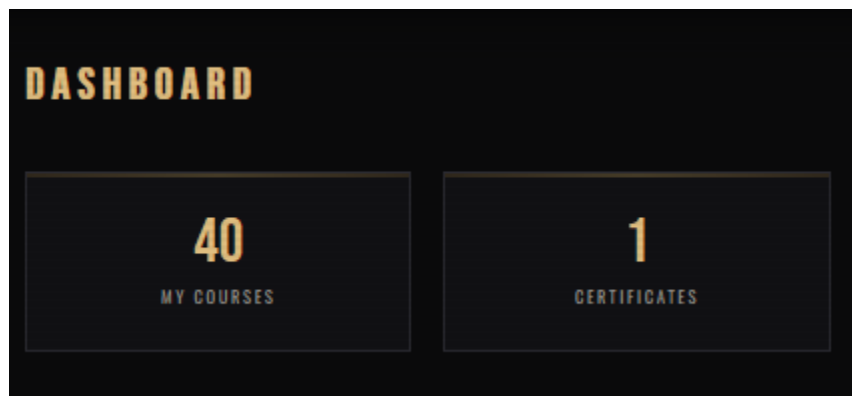
The Academy is a living, breathing creation and will continue to add content for all the mercs to partake of and enjoy.

VOWS DEPARTMENT

All coursework for VOWS is accessed through the TMG VOWS portal. Access is restricted to members of The Mercenary Guild: The Official Four Horsemen Fan Association. When you are ready to participate in VOWS, log in to the TMG Central Command page at [Home — TMG CentralCommand](#) and click on VOWs on the top.



The **Dashboard** page is displayed. This page will show you the number of courses you've enrolled in and the number of certificates you've received.



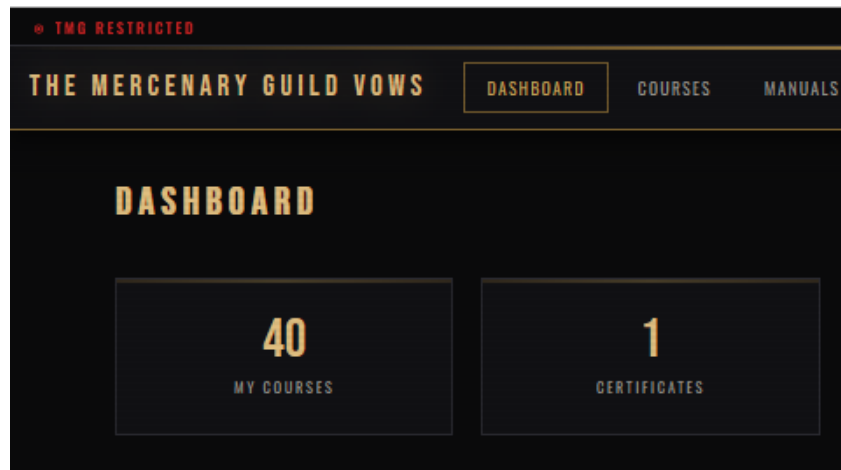
Scrolling down, you will see the courses of each track you've enrolled in and the progress of each of them, including your grade if it's been completed

MERCENARY SERVICE TRACK		
COURSE	PROGRESS	GRADE
TMG Awards	100% complete	100% PASSED

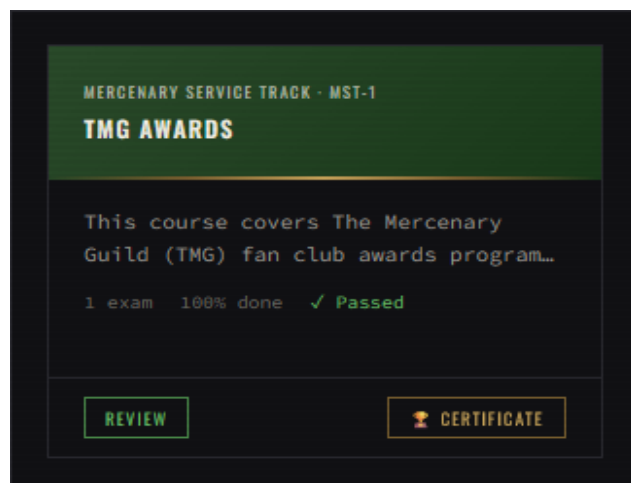
Taking Courses

If you're in the middle of completing a course, you can click on that course listed in your dashboard and be taken back to that course's page.

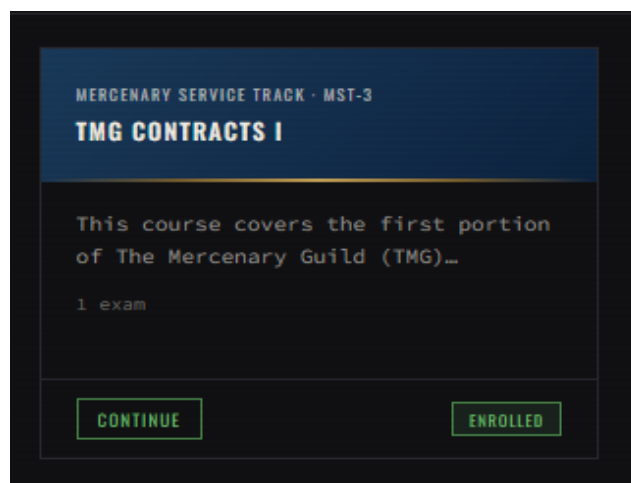
You can also click on Courses at the top of your dashboard



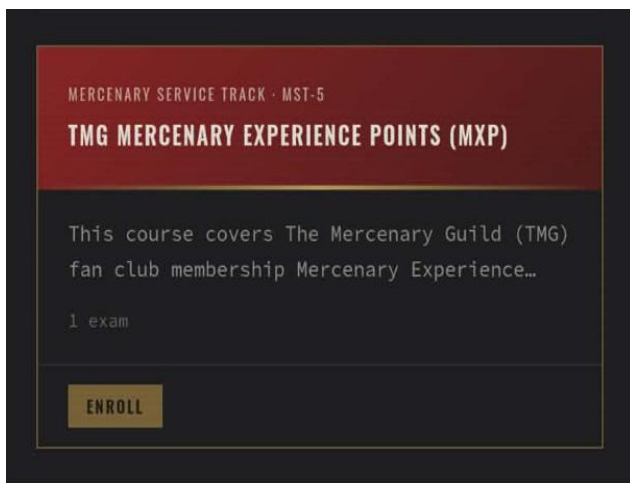
This will bring up the **Course Catalog** page. Scroll down to see a list of all the Academy courses available. The ones you've completed have a green top. Here, you can review the course and get a copy of your certificate



The courses you've started and are still needing completed are topped in blue. Click on the Continue button on the bottom left to go to the course.

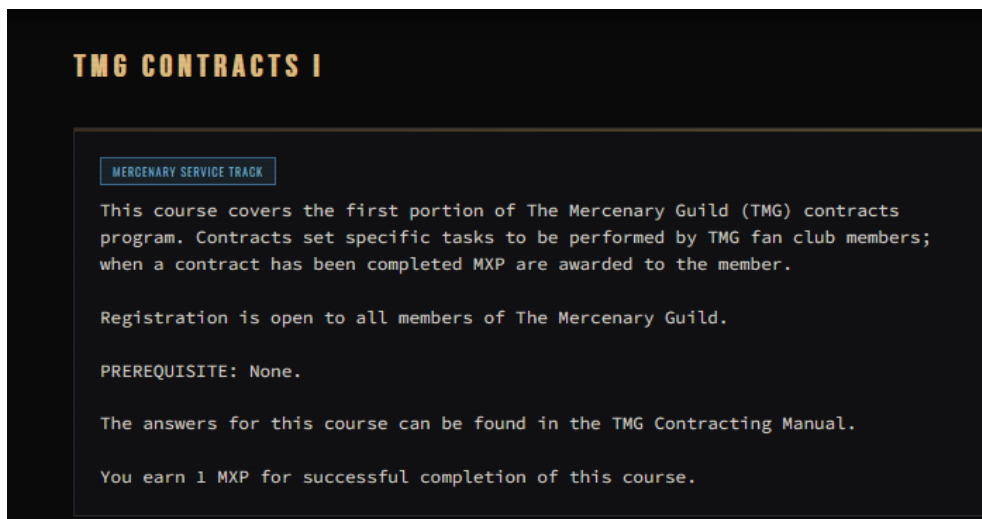


If you've not started the course, you'll see a red box. To start the course, click on the Enroll button at the bottom left of the course box.



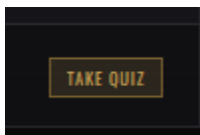
Once you click Continue or Enroll, you will be taken to the [Course Details](#) page.

This page describes the course in more detail and provides you with the instructions you'll need for completing it.

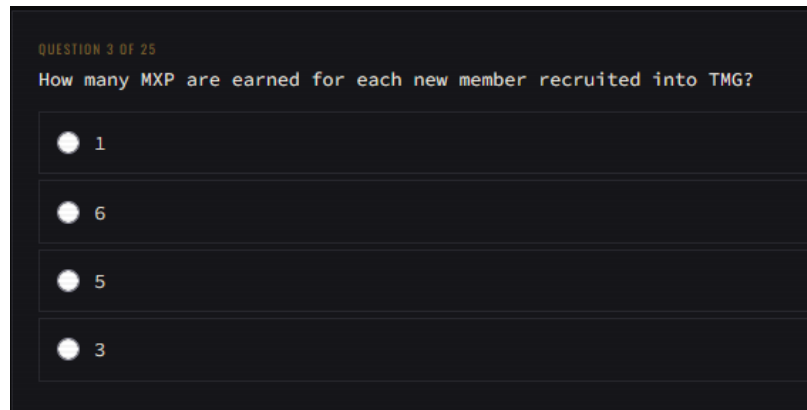


Below the Course Detail section are the General and Reference Manuals sections. You'll be able to download the reference manual here.

When you are ready to take the exam, scroll down to the General box and click on the Take Quiz button on the far right



The first exam question will then be displayed.



QUESTION 3 OF 25

How many MXP are earned for each new member recruited into TMG?

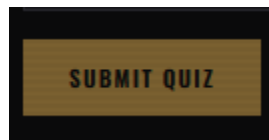
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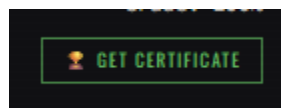
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3

Most exams are a combination of multiple-choice, true/false, and/or matching questions. All questions are on this one screen, so you'll be able to skip around between questions and go back to those you want to see again. When you are finished with the exam, click on the Submit Quiz button at the bottom of the page.



Once completed (for the self-grading exams), click on the Get Certificate button to download your completion certificate.



NOTE: For some research projects, you will be cutting-and-pasting blocks of text from a word processor document you wrote for the exam.

For the GALNET Research Projects, the exam is two fields: the first is the subject information; the second is the research. Once submitted, the administrator is notified for grading.

Once you have submitted the exam, your next step will depend upon which type of course you took.

For courses with all multiple-choice, true/false questions and/or matching on the exam (non-essay, self-grading), once you submit the quiz it will be automatically graded, and you'll see your score. If you pass the quiz (a minimum score of 70% is required to pass), VOWS will email your certificate of completion and update your profile in the TMG database. This will also be shown on the course tile on your Course Catalog page.

For exams that involve essay questions or submission of a research paper, they won't be automatically graded by the system. An instructor will read it and manually grade it. Once the grade is manually entered into the system, the VOWS system will email the completion certificate to the mercenary, and the database will be updated.

If you fail the course, you can retake it.

PEACEMAKERS

If you're a current Peacemaker or considering joining that group in the Guild fan club, then **PST** – the **Peacemaker Service Track** is for you. These courses cover what being a Peacemaker is all about.

The courses are accessed and completed in the same way the VOWS Department courses are accessed.



Some things to keep in mind while doing the multiple-choice and true/false question exams:

- If the answer choices are preceded by circles, there is only one correct answer
- If the answer choices are preceded by squares, there are MULTIPLE correct answers, and all correct answers must be chosen to receive full credit for that question. Choosing every answer choice – right or wrong – will not result in full credit, wrong answers result in negative scores. If some of your answer choices are correct, you will receive partial credit for that question.
- You don't have to complete the exam in one sitting. The exam site will allow you to stop in the middle and come back later to finish it. There is NO time limit for completing an exam.
- After you've answered all of the questions you are encouraged to click back through all your answers to review them (and to make sure you didn't accidentally miss one).

For exams that involve a writing project, you will NOT be marked down for spelling, grammatical errors, or word choices, just as long as the instructor can decode what it is you were trying to say.

IMPORTANT: If you use a quote from a novel, textbook, or Wiki in your writing project, you must include that paragraph, sentence, or portion of a sentence in double-quotes. And make sure the number of author-quotes you use is limited.... we want to hear what YOU have to say on the topic covered in the exam.

THE MERCENARY GUILD ACADEMY

COURSE CURRICULUM

4HU Voluntary Off-World Assessments (VOWS) Department

Mercenary Service Track

This Academy Track contains courses that cover many of the things a member of the TMG fan club needs to know to fully enjoy the experiences and opportunities the Guild offers.

Each course is worth 1 MXP point.

- **TMG Awards Course**

This course covers The Mercenary Guild (TMG) awards program.

PREREQUISITE: None.

- **TMG Contracts I Course**

This course covers the first portion of The Mercenary Guild (TMG) contracts program. Contracts set specific tasks to be performed by TMG fan club members; when a contract has been completed MXP are awarded.

PREREQUISITE: None.

- **TMG Contracts II Course**

This course covers the final portion of The Mercenary Guild (TMG) contracts program. Contracts set specific tasks to be performed by TMG fan club members; when a contract has been completed MXP are awarded.

PREREQUISITE: Take and pass the TMG Contracts I course.

- **TMG Mercenary Experience Points (MXP) Course**

This course covers The Mercenary Guild (TMG) fan club membership Mercenary Experience Points (MXP) program.

PREREQUISITE: None.

Leadership Service Track

This Academy Track contains courses that help mercenary leaders (and future leaders) sharpen their leadership skills and develop a good grasp of the strategies and tactics needed for a successful mercenary company.

The MilTac courses earn 2 MXP, the novel course earns 1 MXP. The Vetting Exams have no associated MXP.

- **Military Tactics and Strategy I Course**

This course covers knowledge of military tactics and strategies demonstrated in a specific novel of the Four Horsemen Universe (4HU). It will test your ability to conduct book research and operational analysis and prepare a report.

PREREQUISITE: None.

- **Military Tactics and Strategy II Course**

This course covers knowledge of military tactics and strategies demonstrated in a specific novel of the Four Horsemen Universe (4HU). It will test your ability to conduct book research and operational analysis and prepare a report.

PREREQUISITE: Take and pass the Military Tactics and Strategy I course.

- **TMG Vetting Exam Level I**

This course is the first in a series of examinations for vetting potential leaders of Mercenary Guild companies.

Registration is by invitation only.

PREREQUISITE: None.

- **TMG Vetting Exam Level II**

This course is the second in a series of examinations for vetting potential leaders of Mercenary Guild companies.

Registration is by invitation only.

PREREQUISITE: None.

- One Minute Management Course

This course covers knowledge of leadership principles and practices discussed in the book THE NEW ONE MINUTE MANAGER by Ken Blanchard PhD & Spencer Johnson MD.

PREREQUISITE: None.

Technical Skills Track

This Academy Track contains courses that cover technical or physical skills for the practicing mercenary.

Each course is worth 1 MXP point.

- Mercenary Survival I Course

This course covers basic survival knowledge for Earth mercenaries.

PREREQUISITE: None.

- Mercenary Aircrew Fundamentals of Flight

This course covers the basic principles of fixed-wing flight

PREREQUISITE: None.

- Mercenary Infantry Weapons Company

This course covers the basic knowledge required to successfully lead an Infantry Weapons Company and prevail on the battlefield.

PREREQUISITE: None.

- CASPer I

This is the first of two courses that cover the history of the CASPer armored combat suits worn by human mercenary companies, and the features and specifications of each model as they were improved over time.

PREREQUISITE: None.

- CASPer II

This is the second of two courses that cover the history of the CASPer armored combat suits worn by human mercenary companies, and the features and specifications of each model as they were improved over time.
PREREQUISITE: Take and pass the CASPer I course.

- CASPer Weapons I

This is the first of two courses that cover the weapons of the CASPer armored combat suits worn by human mercenary companies, and the features and specifications of each model as they were improved over time.
PREREQUISITE: None.

- CASPer Weapons II

This is the second of two courses that cover the weapons of the CASPer armored combat suits worn by human mercenary companies, and the features and specifications of each model as they were improved over time.
PREREQUISITE: Take and pass the CASPer Weapons I course.

Guild History Track

This Academy Track contains courses that cover basic knowledge of the Four Horsemen Universe (4HU) and The Mercenary Guild (TMG) as depicted in the novels. It also offers courses that allow you to demonstrate your in-depth knowledge of specific 4HU books.

Each General Knowledge or novel course with standard multiple-choice, true/false, and/or matching questions are worth 1 MXP. Each GALNET research project course is worth between 1 and 3 MXP.

- Four Horsemen Universe General Knowledge I Course

This course covers basic knowledge of the Four Horsemen Universe (4HU) and the Mercenary Guild as depicted in the novels, originally created by authors Mark Wandrey and Chris Kennedy.

PREREQUISITE: You need to have read Cartwright's Cavaliers by Mark Wandrey.

- **Four Horsemen Universe General Knowledge II Course**

This course covers basic knowledge of the Four Horsemen Universe (4HU) and the Mercenary Guild as depicted in the novels, originally created by authors Mark Wandrey and Chris Kennedy.

PREREQUISITE: Take and pass the Four Horsemen Universe General Knowledge I course.

- **The Four Horsemen GALNET Research Project I Course**

This course covers knowledge of a specific novel (chosen by you) of the Four Horsemen Universe (4HU) and the Mercenary Guild, originally created by authors Mark Wandrey and Chris Kennedy. It will test your ability to conduct book research and prepare a report... a sometimes tedious but essential skill for any officer or non-commissioned officer in a mercenary company.

PREREQUISITE: None.

- **The Four Horsemen GALNET Research Project II Course**

This course covers knowledge of a specific novel (chosen by you) of the Four Horsemen Universe (4HU) and the Mercenary Guild, originally created by authors Mark Wandrey and Chris Kennedy. It will test your ability to conduct book research and prepare a report.

PREREQUISITE: Take and pass the Four Horsemen GALNET Research Project I course.

- **The Four Horsemen GALNET Research Project III Course**

This course covers knowledge of a specific novel (chosen by you) of the Four Horsemen Universe (4HU) and the Mercenary Guild, originally created by authors Mark Wandrey and Chris Kennedy. It will test your ability to conduct book research and prepare a report.

PREREQUISITE: Take and pass the Four Horsemen GALNET Research Project II course.

- The Four Horsemen GALNET Research Project IV Course

This course covers knowledge of a specific novel (chosen by you) of the Four Horsemen Universe (4HU) and the Mercenary Guild, originally created by authors Mark Wandrey and Chris Kennedy. It will test your ability to conduct book research and prepare a report.

PREREQUISITE: Take and pass the Four Horsemen GALNET Research Project III course.

- The Four Horsemen GALNET Research Project V Course

This course covers knowledge of a specific novel (chosen by you) of the Four Horsemen Universe (4HU) and the Mercenary Guild, originally created by authors Mark Wandrey and Chris Kennedy. It will test your ability to conduct book research and prepare a report.

PREREQUISITE: Take and pass the Four Horsemen GALNET Research Project IV course.

- Novel: Cartwright's Cavaliers I Course

This is the first of two courses covering knowledge of the Four Horsemen Universe (4HU) novel CARTWRIGHT'S CAVALIERS, by Mark Wandrey.

PREREQUISITE: None.

- Novel: Cartwright's Cavaliers II Course

This is the second of two courses covering knowledge of the Four Horsemen Universe (4HU) novel CARTWRIGHT'S CAVALIERS, by Mark Wandrey.

PREREQUISITE: Take and pass Cartwright's Cavaliers I.

- Novel: Asbaran Solutions I Course

This is the first of two courses covering knowledge of the Four Horsemen Universe (4HU) novel ASBARAN SOLUTIONS, by Chris Kennedy.

PREREQUISITE: None.

- **Novel: Asbaran Solutions II Course**

This is the second of two courses covering knowledge of the Four Horsemen Universe (4HU) novel ASBARAN SOLUTIONS, by Chris Kennedy.
PREREQUISITE: Take and pass Asbaran Solutions I.

- **Novel: The Golden Horde I Course**

This is the first of two courses covering knowledge of the Four Horsemen Universe (4HU) novel THE GOLDEN HORDE, by Chris Kennedy.
PREREQUISITE: None.

- **Novel: The Golden Horde II Course**

This is the second of two courses covering knowledge of the Four Horsemen Universe (4HU) novel THE GOLDEN HORDE, by Chris Kennedy.
PREREQUISITE: Take and pass The Golden Horde I.

- **The Mercenary Guild History Course**

This course covers the history of The Mercenary Guild: The Official Fan Association of The Four Horsemen Universe from its conception and founding through its first three years of operations.
PREREQUISITE: None.

- **Novel: Winged Hussars I Course**

This is the first of two courses covering knowledge of the Four Horsemen Universe (4HU) novel WINGED HUSSARS, by Mark Wandrey.
PREREQUISITE: None.

- **Novel: Winged Hussars II Course**

This is the second of two courses covering knowledge of the Four Horsemen Universe (4HU) novel WINGED HUSSARS, by Mark Wandrey.
PREREQUISITE: Take and pass Winged Hussars I.

Galactic Union Track

This Academy Track contains courses that cover many of the things found in the Galactic Union, from its residents to the Guilds that control it.

Each course with standard multiple-choice, true/false, and/or matching questions are worth 1 MXP.

- **Name That Merc Race!**

This course covers basic knowledge of the merc races as depicted in the novels, originally created by authors Mark Wandrey and Chris Kennedy.

PREREQUISITE: None

- **Name That Non-Merc Race! (Coming Soon)**

This course covers basic knowledge of the non-merc races as depicted in the novels, originally created by authors Mark Wandrey and Chris Kennedy.

PREREQUISITE: None

Peacemakers Department

Peacemaker Service Track

This Academy Track contains courses that cover the Peacemaker Guild, a force used by the Galactic Union to resolve disputes between guilds, hunt criminals, and settle armed conflicts where the use of mercenaries is impractical or impossible. It also covers concepts related to Peacemaker Force Alpha, part of The Mercenary Guild (TMG) fan club.

- **Peacemaker I Course**

This is the first course covering detailed knowledge of the Four Horsemen Universe (4HU) novel PEACEMAKER, by Kevin Ikenberry.

PREREQUISITE: None.

Peacemaker Leadership Track

This Academy Track contains courses that help Peacemakers (and future Peacemakers) sharpen their leadership skills and develop a good grasp of the strategies and tactics needed to become a successful Peacemaker

- **Peacemaker Vetting Exam Level I**

This course is the first in a series of examinations for vetting potential Peacemakers.

Registration is by invitation only.

PREREQUISITE: None.

- **Peacemaker Vetting Exam Level II**

This course is the second in a series of examinations for vetting potential Peacemakers.

Registration is by invitation only.

PREREQUISITE: None.

- **Peacemaker Vetting Exam Level III**

This course is the third in a series of examinations for vetting potential Peacemakers.

Registration is by invitation only.

PREREQUISITE: None.

- **Peacemaker Vetting Exam Level IV**

This course is the fourth in a series of examinations for vetting potential Peacemakers.

Registration is by invitation only.

PREREQUISITE: None.