

THE MERCENARY GUILD:

THE OFFICIAL FOUR HORSEMAN UNIVERSE FAN ASSOCIATION



THE MERCENARY GUILD ACADEMY GUIDE

VERSION 2.0

**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 over 30 training courses available.

- 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 can even award you an Honors score, or the highest score: Distinction.

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 four different tracks: MST, LST, TST, and GHT while Peacemakers currently has a single track: 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 an inspired mercenary can 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 the 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** – **Guild History Track** – 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. The GHT 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 **PST** – **Peacemakers Service Track**, provides courses for potential or serving Peacemakers, and also includes courses about Peacemaker novels in the 4HU that anyone can take.

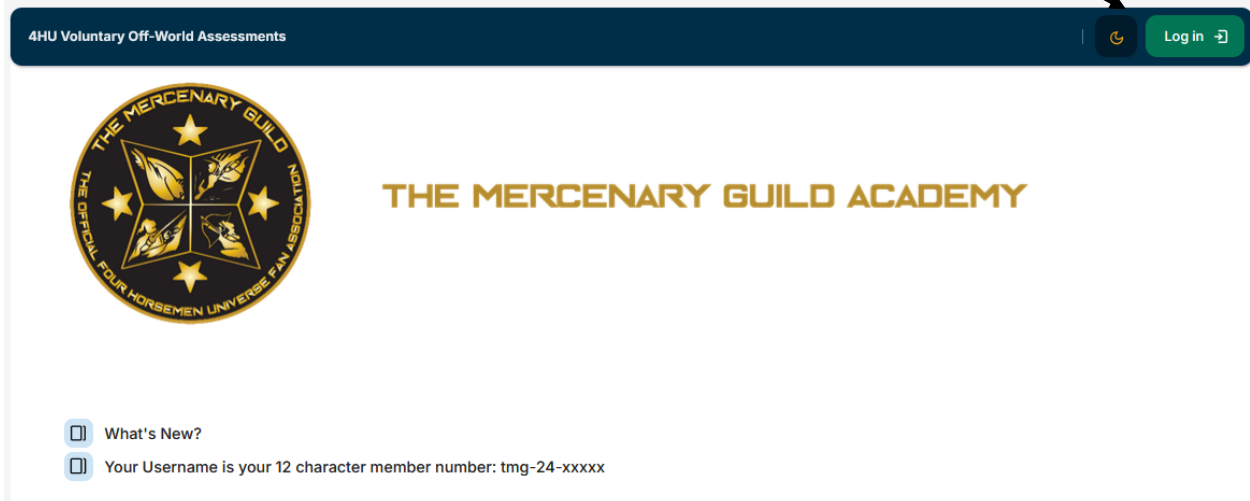
The Academy is a living, breathing creation and will continue to add content for all the mercs to partake of and enjoy.

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, go to the VOWS portal at <http://vows.themercenaryguild.org>

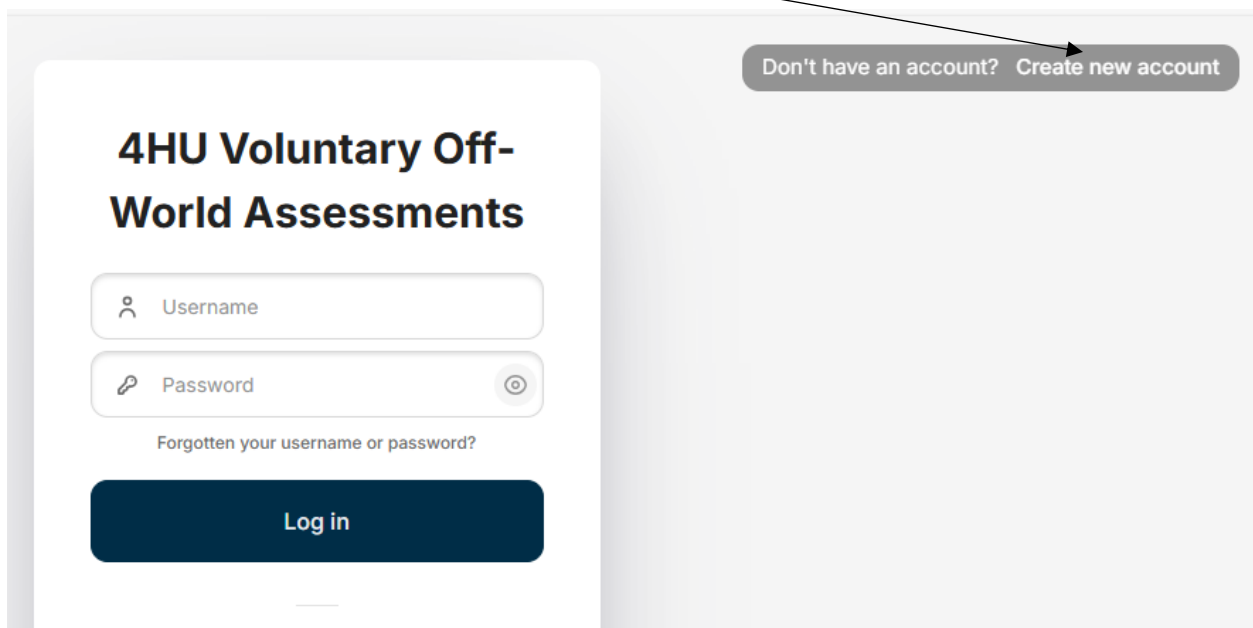
The first thing you will see is the Home page.

On this page, click here to log in.



This takes you to the Login page.

To set up a new account, click on the "Create new account" button at the right side of the screen



This will take you to the registration screen. On this screen, you'll be required to enter the following information:

Username: this MUST be your TMG ID number (i.e., tmg-18-00045 – include the dashes and zeros)

Password: 8 characters; 1 upper case, 1 lower case, 1 number, and 1 special character is required

Email address: this needs to be a real email address you can access to complete your registration

First name: your first name

Surname: your last name

The City/town and Country fields are there but not required

Once this information is entered, click on the “Create my new account” button at the bottom

Username

The password must have at least 8 characters, at least 1 digit(s), at least 1 lower case letter(s), at least 1 upper case letter(s), at least 1 special character(s) such as *, -, or #

Password

Email address

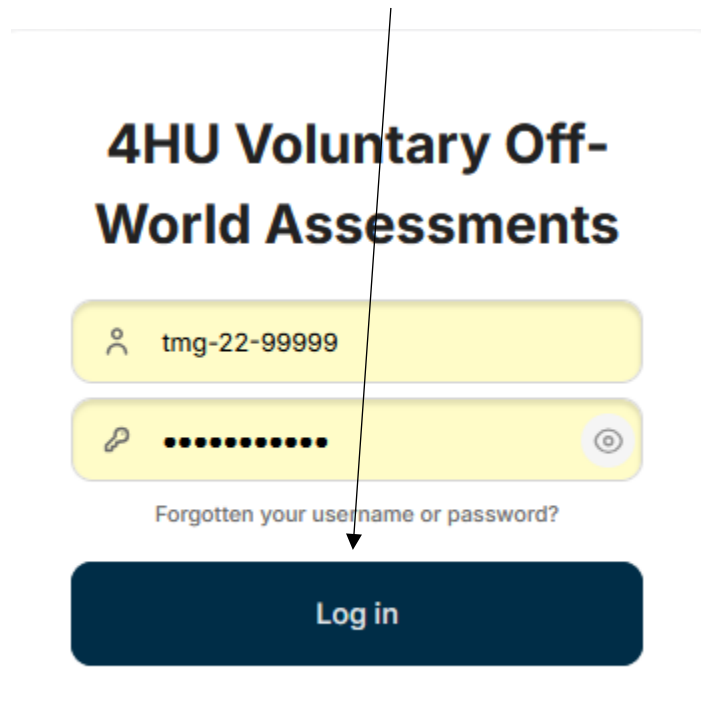
Email (again)

First name

Last name

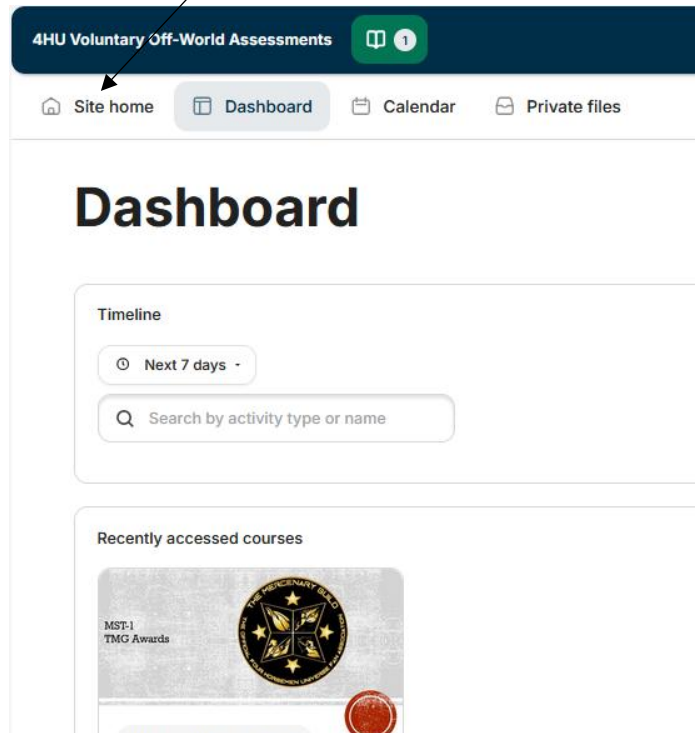
Once this is complete, you'll be sent back to the Home page. Click on the Log in link in the upper right-hand corner again to be directed back to the log in page

Type your username and password then click the **Log in** button.



The login form features a title "4HU Voluntary Off-World Assessments" in bold black text. Below the title are two yellow input fields: the first contains the username "tmg-22-99999" with a person icon, and the second contains a masked password "....." with a key icon and a toggle eye icon. A link "Forgotten your username or password?" is positioned below the password field. A dark blue "Log in" button is at the bottom. An arrow points from the "Log in" button in the preceding text to this button.

The **Dashboard** page is displayed. Click **Site home**.



The dashboard has a dark blue header with the title "4HU Voluntary Off-World Assessments" and a green notification bubble with the number "1". Below the header is a navigation bar with four items: "Site home" (with a house icon), "Dashboard" (with a dashboard icon and highlighted), "Calendar" (with a calendar icon), and "Private files" (with a folder icon). The main content area is titled "Dashboard" in large bold text. It contains a "Timeline" section with a "Next 7 days" filter and a search bar labeled "Search by activity type or name". Below this is a "Recently accessed courses" section showing a card for "MST-1 TMG Awards" with a circular logo and a red seal.

This will bring up the **Course Categories** page. Scroll down see a list of all the Academy Tracks that are available. It also shows a link for “The Mercenary Guild Manuals” which you can use to help you study.

The Guild Manuals
1 Course
These are the current manuals of The Mercenary Guild. You may use them to help you complete the exams.
You MUST "enroll" here to access The Mercenary Guild manuals. It is required by the system.

Mercenary Service Track
4 Courses
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.

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

Leadership Service Track
5 Courses
This Academy Track contains courses that help mercenary leaders (and future leaders) sharpen their leadership skills

Guild History Track
16 Courses
This Academy Track contains courses that cover basic knowledge of the Four Horsemen Universe (4HU)

Peacemaker Track
0 Courses
The Peacemaker Track in the Mercenary Guild Academy provides training courses for current or prospective

Click on one of the Academy Tracks to see the courses in that track.


This will display the **Course Catalog** page for that track. Click on the course you want to take.


Mercenary Service Track


Mercenary Service Track


Q Search courses →

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.


MST-1
TMG Awards
Mercenary Service Track
TMG Awards


MST-3
TMG Contracts I
Mercenary Service Track
TMG Contracts I


MST-4
TMG Contracts II
Mercenary Service Track
TMG Contracts II


MST-6
TMG Mercenary Experience Points (MXP)
Mercenary Service Track
TMG Mercenary Experience Points (MXP)

Scrolling down will show you all the courses available for that track. Click on the **Enrol me** button to enroll yourself in that course.

["Enrol" is the British English spelling for "Enroll"].

TMG Contracts I

Course start date
Sunday, 12 December 2021

Enrolment options

MST-3
TMG Contracts I

THE MERCENARY SERVICE

Mercenary Service Track

Self enrolment (Student) ▲

No enrolment key required.

Enrol me

Note: if you already were enrolled in the course, the **Enrollment** page will be skipped, and you will be taken straight to the **Course Content** page.

This page describes the course in more detail and provides you the instructions you need for completing it. The boxes at the top start out as "To do". Once you have finished the course, the boxes will display "Done".

PREREQUISITE: This reminds you what you need to have completed before you can start this course.

WHAT TO STUDY: This paragraph tells you what you need to read (or do) to learn the material in the course. It might involve reading a manual or other textbook, or reading one of the Four Horsemen Universe novels, studying it and writing things down as you read. These might also direct you to read an online Wiki or other website with information relevant to the course.

Sometimes, these instructions will direct you to click a link on this page that brings up a detailed instructions document (PDF). Please read the instructions under WHAT TO STUDY (or in the PDF document) carefully so that you can correctly complete the course and receive credit.

EXAM: Once you have read the materials required by the course, the EXAM instructions tell you how to take the examination for the course. It might involve you launching an online page that asks you various multiple-choice or true/false questions, or it might involve a writing project.

There will always be an exam link (above the “To Do” box) for you to launch, click that link when are ready to take the exam.

If the course requires you to upload a written document (as your exam) there will be a link for a Submission Folder. Click that to upload a (PDF) document.

The bottom of the page lists the three kinds of certificates available: one for passing the course, one for passing with Honors, and one for passing with Distinction. There will be a link for whichever one of those you earned.

The page also tells you how many Mercenary Experience Points (MXPs) you’ll earn for successfully passing the exam.

When you are ready to take the exam, click the exam link. This will take you to the Exam Access page for that course. Exams are also called 'quizzes'. The exam link is located here

The screenshot shows a course interface. On the left is a sidebar with a close button (X) and a progress bar at 0%. Below the progress bar are two sections: 'General' and 'Topic 1'. Under 'General', there are links for 'TMG Contracts Exam II', 'Pass Certificate', 'Honors Certificate', and 'Distinction Certificate'. Under 'Topic 1', there is a link for 'Topic 1'. The main content area is titled 'General' and features a section for 'TMG Contracts Exam II' with a clock icon and a 'To do' button. The text in this section describes the course, registration, prerequisites, study materials, exam instructions, and the reward of 1 MXP point for passing.

On the page, click the “Attempt quiz” button.

This screenshot shows the 'Request a retest' section. It includes the text 'Request a retest' and 'Howard Smith, TMG-24-00964, TMG C'. Below this is a progress bar with two buttons: 'Done: View' (with a green checkmark) and 'To do: Receive a grade'. At the bottom, there is a large blue button labeled 'Attempt quiz'.

The **Exam** question #1 page will then be displayed.

For most exams you will be answering multiple-choice or true/false questions, one page at a time.

The exam allows you to skip around between questions and go back to those you want to see again.

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

For the GALNET Research Projects, the “exam” is just a few questions having you identify the novel you used. Separate from the exam pages, you’ll need to upload the PDF document you wrote into the **GALNET Research Project Submission folder**.

Once you have submitted the exam (the “quiz”), your next step will depend upon which course you took.

For courses with all multiple-choice or true/false questions on the exam, once you submit the quiz it will be automatically graded, and you’ll see your score. If you passed the quiz (a minimum score of 70% is required to pass), VOWS will email you your certificate of completion.

If you fail the course, send an email to 4hu.vows@gmail.com and they will reset the course

For exams that involve a research paper, they won’t be automatically graded by the system. The VOWS staff will forward your paper to a faculty member. You will need for that instructor to read it and manually grade it. Once the grade is entered in the system by the VOWS faculty member, the VOWS system will email the completion certificate to the mercenary.

PEACEMAKERS DEPARTMENT

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

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) fan club awards program.

PREREQUISITE: None.

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

This course covers The Mercenary Guild (TMG) fan club membership Mercenary Experience Points (MXP) 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 promotion points are awarded to the member.

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 promotion points are awarded to the member.

PREREQUISITE: Take and pass the TMG Contracts I course.

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.

Each course is worth 2 MXP points.

- **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 Guild Colonel's Reading List 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 point. Each GALNET research project course is worth between 1 and 3 MXP points.

- 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 detailed 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 detailed 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 detailed 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 detailed 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 detailed 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 detailed knowledge of the Four Horsemen Universe (4HU) novel THE GOLDEN HORDE, by Chris Kennedy.
PREREQUISITE: Take and pass The Golden Horde I.

- **Novel: Winged Hussars I Course**

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

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.

