

Knights of Avalon



Search and Rescue Specialists Extraordinaire



A division of the Mercenary Guild, Four Horsemen Universe Fan Organization

Knights of Avalon: Membership Handbook

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First Printing, Aug. 2019. The Mercenary Guild: The Official Four Horseman Universe Fan Association is a fan organization for the series of books set in the Four Horsemen Universe (4HU) published by Chris Kennedy Publishing. The Four Horsemen Universe series of books:

<https://chriskennedypublishing.com/the-four-horsemen-books/>

AUTHOR PAGES

Chris Kennedy Publishing: <https://chriskennedypublishing.com/>

Mark Wandrey: <http://www.worldmaker.us/>

Chris Kennedy Publishing Authors and Staff: <https://chriskennedypublishing.com/about/>

The Horsemen are a council of core authors tasked with overseeing the integrity of the Four Horseman Universe. This group of authors guards canon, advises the Mercenary Council of the Guild, and

safeguards the vision of the authors. The Horsemen shall be the final decision on all canon or issues dealing with the authors and books. Each member of this council will hold the Guild Rank of O-6 Colonel and are the only members authorized to wear the "Horseman" designation on their uniform. The Leadership of the Fan Organization serves at the discretion of this council.

Section 1 – Introduction to Knighthood

We are a club affiliated with The Mercenary Guild: The Official Four Horseman Universe Fan Association which is a fan organization for the series of books set in the Four Horsemen Universe (4HU) published by Chris Kennedy Publishing.

We share in games of strategy and tactics, and tabletop role-playing of various genres, as well as discussions of sci-fi and fantasy books, health and wellness, and also ways we can work to make the world around us a better place to enjoy life.

As a club focused on role-playing, the Knights of Avalon are a company within the Guilds of the Four Horsemen Universe driven by holding to the dreams of the legends surrounding Camelot, King Arthur and his Knights of the Round Table, and more importantly the elusive but benevolent figure of Nymue - otherwise known as The Lady of the Lake.

Our Motto is: "Sistite fluctus, Post Communionem Tempestatem", which means "Calm the Waves, Direct the Tempest." This is a way to look at life and how we hand ourselves in all situations we encounter or are thrust upon us.

We also hold to a code, that helps us be able to weather the storms of life as well as it's calm moments. which is as follows:

Thou shalt observe all that the Company teaches seeking to spread its teachings in all directions.

Thou shalt defend the Company, scrupulously performing thy Company duties, if they be not contrary to the laws of the realm.

Thou shalt respect all who show weaknesses, and shalt constitute thyself as defender of them.

Thou shalt love the world to which thou wast born.

Thou shalt not recoil before thine enemy, defending against any who defile the personage or character of another, without cessation or mercy.

Thou shalt not lie, remaining faithful to thy pledged word.

Thou shalt be generous, offering knowledge, skill or reward to everyone found deserving of your gifts.

Thou shalt, everywhere and always, be the champion of Right standing against Injustice and Intolerance of all shape and form.

Thou shalt offer kindness and mercy to those in need, whenever and where ever found.

Thou shalt be an uplifting, steadfast presence to those who falter or show themselves to be faint of heart; as the Lady of the Lake offered



the light of Excalibur to Arthur - and through him, to the world - may you be inspired to do the same.

Please, allow me to expound upon each of the sections of the code, to help define it, and allow our members to find ways to incorporate it into the modern world and everyday life. I wished to leave them a bit ambiguous so as not to restrict the group or it's members too much, but I will attempt to offer a bit more clarity for those who might be in need of it.

1. *Thou shalt observe all that the Company teaches seeking to spread its teachings in all directions.*

It has been found that those who spend time teaching what they've learned go on to show better understanding and knowledge retention than students who simply spend the same time re-studying. So, what you learn as a member of the Knights of Avalon is beneficial to others but also to yourself; whether it is playing a particular game we enjoy and share with one another, or watching a TED talk about how to de-escalate a panicked person, be sure to share your knowledge with someone else who is receptive to such knowledge.

2. *Thou shalt defend the Company, scrupulously performing thy Company duties, if they be not contrary to the laws of the realm.*

There will always be times when you will need to stick up for your friends and shared interests. As long as you aren't breaking the law, it shouldn't be something anyone else has a problem with. As a member of this Mercenary Company, stick up for your friends, yourself and don't let others slander the name of the Knights of Avalon.

3. *Thou shalt respect all who show weaknesses, and shalt constitute thyself as defender of them.*

We all suffer moments of insecurity or fear, sometimes this can come into the open and there are those who make fun of the one who is showing such weakness. Do not add to the persecution, but instead set yourself as the one who offers support to help the one suffering and speak out against such persecution.

4. *Thou shalt love the world to which thou wast born.*

While there are a number of worlds and alien species that make up the Mercenary Units of the Four Horsemen Universe, we are human beings, and our planet is all we have. Helping to collect litter, avoiding needlessly harming plants or animals, and showing compassion and care to each life-form that shares this biosphere are just a few ways that you can show love for the planet you were born on and inhabit.

5. *Thou shalt not recoil before thine enemy, defending against any who defile the personage or character of another, without cessation or mercy.*

Let us make note of the key word in this section of the code, “to recoil” is an overwhelmingly emotional response— in fact, an emotional response so strong it overrides our conscious control of our bodies. Unlike a retreat, which can be a considered evaluation of relative strengths, weaknesses and strategy, to recoil from something uses no reason, or perhaps a perversion of reason— a facsimile that it seems like logic, but is really only justification for emoting. It is generally a reaction of disgust— think little girls confronted by something “gross”, like spiders. Unfortunately, many of us have been guilty of just such “recoiling” in our public stances, and have justified it with various arguments that all really boil down to “But, those people are gross! As Knights of Avalon, remember we are defenders, we must show we are better than this. While inwardly we might be repulsed by something we see or hear of that disgusts us, we must do our best to avoid showing such a reaction, and to help stop others who merely react, working to show them how to show compassion and mercy, when possible, or building up or protecting from harm the one they attack if the one reacting is not receptive to our attempts to calm them.

6. *Thou shalt not lie, remaining faithful to thy pledged word.*

This one should be obvious, we are all asked to give our word, to make promises, but deep down we know that not all promises can be kept and that our word is only as good as our resolve. Strengthen your resolve if you are asked to give your word or make a promise or refrain from doing so. Be honest with yourself as readily as you would be honest with others.

7. *Thou shalt be generous, offering knowledge, skill or reward to everyone found deserving of your gifts.*

When you meet others, it's fine to be humble or quiet, but giving a bit of your wisdom, knowledge or offering a skill you have when you notice their need for it can be of great benefit and appreciation. Be sure to conquer your fear or tight-lipped nature and make the offer when you see the need, in this way we hold to the ideals of the legendary phrase "Might For Right" that was uttered by Arthur and his Knights of the Round Table.

8. *Thou shalt, everywhere and always, be the champion of Right standing against Injustice and Intolerance of all shape and form.*

Along with defending the meek, and sticking up for those being persecuted, utilize your knowledge and skills to work with them to learn to defend themselves. Stick up for them, but also help them to learn to stick up for themselves and build up their self-esteem to have the pride and determination to stand up, too. This is also where you can utilize that phrase of "Might For Right" and also show it as an example for others who might look up to you to learn from and follow.

9. *Thou shalt offer kindness and mercy to those in need, whenever and where ever found.*

We all know those who are in pain, those hungry or scared, but too proud or downtrodden to ask for help. Find ways to help, even if it's not exactly what they need directly, doing something to assist them means you are being charitable, kind and offering mercy to spare their pride. When they are downtrodden, work to build them up, present them with gradual challenges that you are sure they

can overcome, so their self-esteem is built up and/or restored and they can freely do for themselves. This is what it means to be merciful, and you will find individuals like this all around you, some even within the Knights of Avalon Company.

10. *Thou shalt be an uplifting, steadfast presence to those who falter or show themselves to be faint of heart; as the Lady of the Lake offered the light of Excalibur to Arthur - and through him, to the world - may you be inspired to do the same.*

Following the rest of these codes, you will easily be able to show yourself as a Knight of Avalon, inspiring and uplifting others. Our path is not easy, it is filled with remaining strong in body and mind. We are defenders, healers, instructors and motivators, holding all of the life this world offers in our hearts, and this makes us the most mighty of all our kind, because we have something to fight for; and seeing what we do for them, others will follow our lead. Stand with honor, Brave Knight, and grasp your sword and shield firmly in hand, ready to do battle with all who trample upon the poor, downtrodden, suffering souls around you.



Section 2 – Procedures and Processes for Promotion

Cadet *Squire* **No Promotion Points or Time In Grade (TIG)**



E-1 *Lancer*



E-2 *Armiger* 25 Promo Points/3m TIG



E-3 *Scutifer* 50 Promo Points/6m TIG



E-4 *Esquire* 75 Promo Points/9m TIG



E-5 *Knight Errant* 100 Promo Points/12m TIG



E-6 *Knight* 125 Promo Points/15m TIG



E-7 *Grand Knight* 150 Promo Points/18m TIG



E-8 *Banneret* 175 Promo Points/21m TIG



E-9 *Chevalier* 200 Promo Points/24m TIG



E-10 *Cavalier* By Appointment Only



O-1 *Hostler*



O-2 *Gallant* 25 Promo Points/6m TIG



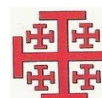
O-3 *Sentry* 50 Promo Points/12m TIG



O-4 *Legionnaire* 75 Promo Points/15m TIG



O-5 *Myrmidon* 100 Promo Points/18m TIG



O-6 *Templar* 125 Promo Points/21m TIG



O-7 *Sir/Dame* 150 Promo Points/24m TIG



O-8 *Justicar* 175 Promo Points/30m TIG



O-9 *Paladin* 200 Promo Points/36m TIG



O-10 **No Equivalent, By Appointment Only**



Point Awards for Activities:

Mercenary Guild Contracts – 5 points to each participant

Battletech RPG - 2 points per session to each participant.

Battletech Tactical Combat Wargaming - 3 points per session to each participant.

Other RPGs - 1 point per session to each participant.

Other Tactical Combat games - 2 points per session to each participant.

Board Games - 2 points per session to each participant.

Card Games - 2 points per session to each participant.

Town outings - 3 points per session to each participant.

Movie viewings and book readings - and discussions of them - 4 points per book/viewing per session.

Wilderness outings - 5 points per outing to each participant.

Wellness discussions and endeavors (making soaps, putting together first-aid kits, hygiene kits for the homeless, et. al.) - 5 points per session to each participant.

Donating Blood – 3 Points per session to each participant.

Charity Drive – 5 Points to each participant, minimum of 2 hours of time volunteered.



Section 3 – Rules and Regulations for the Knightly Guild

Every Organization has to have some form of rules. Since this organization is no different we will require a certain baseline of behavior. We represent the Authors of the Four Horsemen universe at all times when in uniform or interacting with the public, or the membership. Our status as the Official Four Horsemen Fan Association depends on this. Therefore a standard must be set and upheld. Here are the basic rules of conduct for all members.

- I. We are all adults. Act like one. Treat others as you would want to be treated. Respect everyone.
- II. We are all EQUALS. This organization does have rank and structure, but at the end of the day we are all people trying to have a good time.
- III. We will not insult, bully, belittle, or otherwise intentionally make anyone feel less.
- IV. We will praise in public, and criticize in private. We will also remember that all feedback is a gift to be considered.
- V. We will remember that much of the emotional context of a conversation is missing while communicating with words on a screen. We will therefore give the benefit of the doubt to the writer.
- VI. At conventions we will dress to the convention minimum uniform while representing the Fan Org. While working a table or a convention we will remember that we represent the authors and our behavior will be beyond reproach.
- VII. We will always try to defuse problems and offer solutions and not cause them.
- VIII. This list is not all inclusive. There may be other standards set elsewhere.

The Knightly Guild WILL NOT discourage membership with other science fiction fan groups. Who you associate with is your choice. However membership may be removed if information covered under the Classified Information Policy is shared with an outside group.

CLASSIFIED INFORMATION POLICY

The following documents, databases, and information, and contained within, are to be considered CLASSIFIED by The Mercenary Guild and are not to be distributed to ANYONE without rights or authority to view them.

- The online membership database: Only the Mercenary Council and Membership database staff will have full access to this database. Company commanders will get access to perform their duties. Certain staff, such as the staffs of Membership, Vows, and the JAG, will also be given access to the database as dictated by their needs. All members will have access to view their own information.

- Financial documentation: Only the Colonel of the Guild, Finance Officer and staff, Logistics, and as necessitated by legal requirements, the JAG, shall have access to this information.
- Exams: All exams are controlled items and are covered by Classified Information Policy. Completed answers or exams are not to be shared with any member who has not successfully completed said exam.
- Documents provided to TMG by the Horsemen, Chris Kennedy Publishing, or Authors representatives.
- Any additional documents relating to membership records or member finances deemed to require extra protection to ensure the safety of our membership's personal and financial information
- Any additional documents or systems voted on by the Mercenary Council. Dissemination of any documents, databases or systems covered by the Classified Information Policy is ground for immediate membership termination.



So, are you ready to join the Knights of Avalon?

Section 4 – Equipment and Uniform Guide

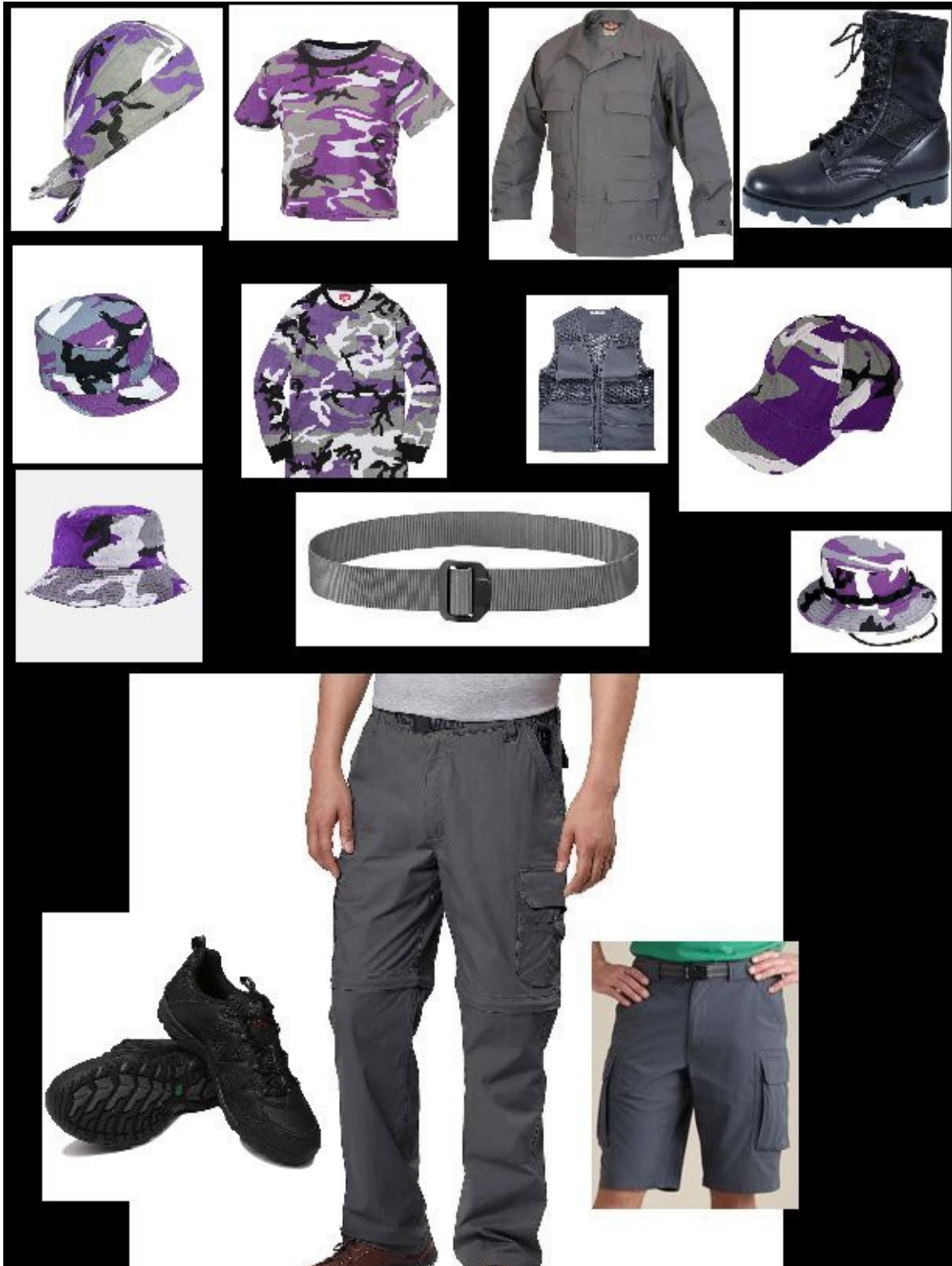
In today's society, your uniform is what will define you, noting you are with a particular company when at events. It allows you to be easily recognizable, and looking good while doing your thing can attract new recruits – which is always a plus!

Our uniforms might seem complex at first, but offers a number of options. We have both a summer-weight outfit, and also a nice set of winter-wear to allow for some comfort in the varying climates we might work within. And while our officers wear blue (sky) camouflage, our personnel can be found in purple (ultraviolet) camouflage to give a bit of easier distinction between who is in command and who is not. Footwear varies for those who harbor special medical needs, and there is a wide range of head-gear for our members to have a bit of individual preference.

Command Uniform Options

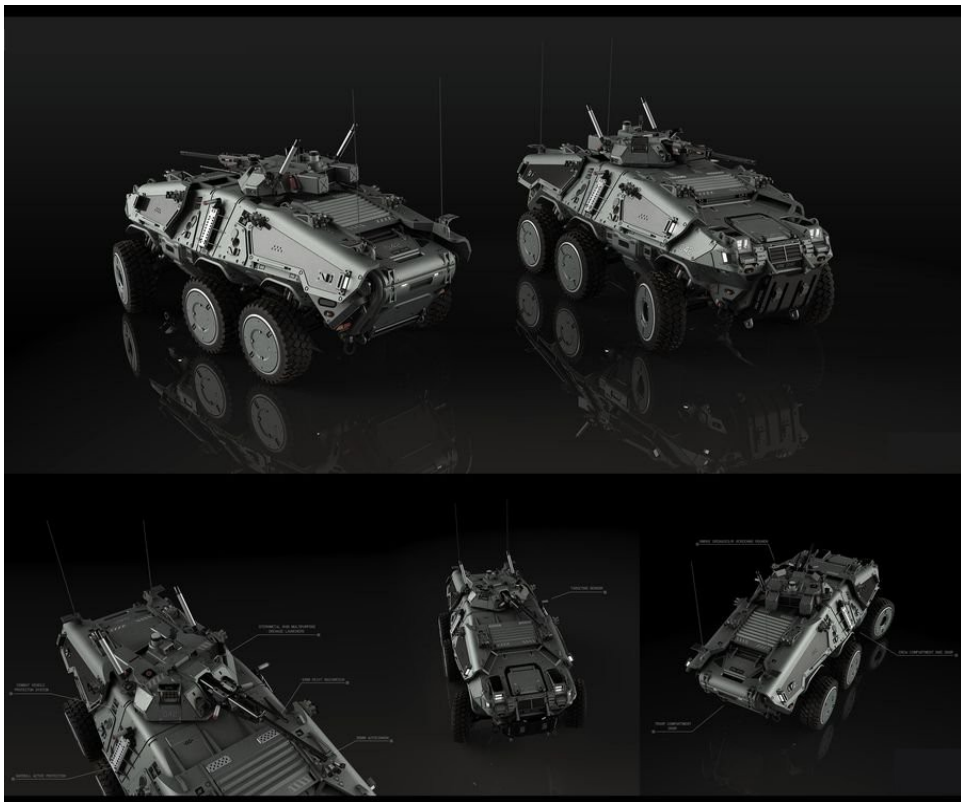


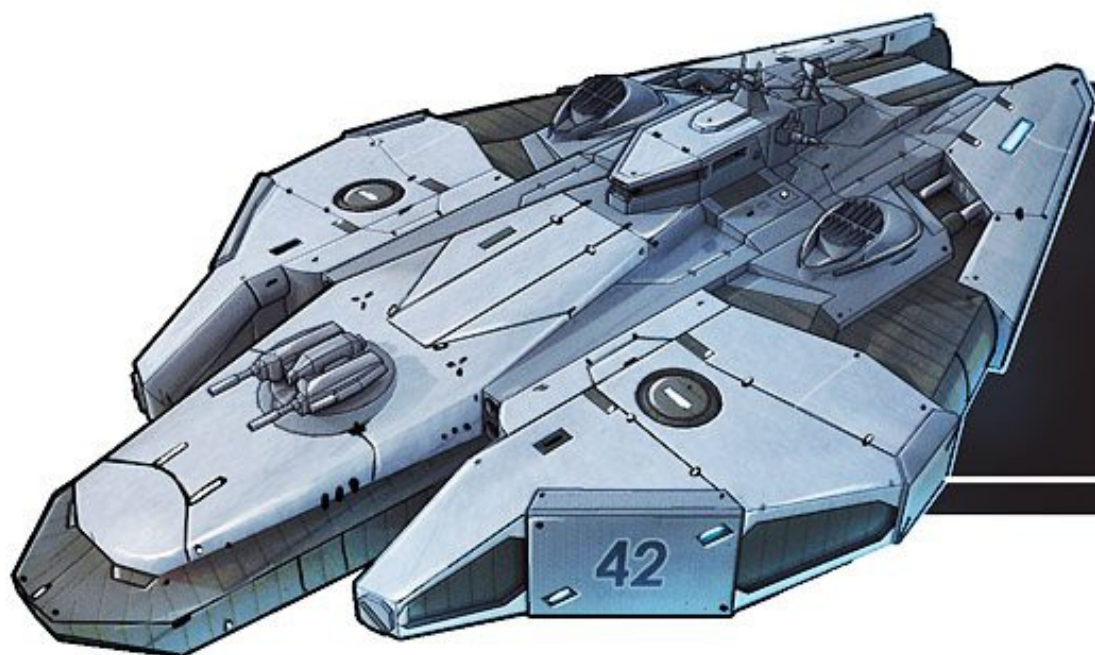
Personnel Uniform Options



Fictionally, we also have a fair number of worn articles. There are armored power-suits, and also a form of walking armored vehicle known as a Mech Suit or Mechanized Armor. There are also rovers and orbital ships that are able to travel at sub-light speeds. While weaponry is something we all carry, our primary mission focus is on Search & Rescue, healing those in need, and hostage negotiation – with extraction efforts made only in an “as needed” capacity. Our aim is always to dissuade and disarm, not destroy. Remember the old adage, “Might FOR Right”.









Section 5 – Errata

From humble beginnings, each of us has the capability to make ourselves into heroes of our time, like Knights of old who took an oath to defend those unable to fend for themselves against all forms of tyranny, it is up to each of us to do no less for our fellow lifeforms in this vast universe we share. May each of you find that bravery within yourselves to heed the call, and we hope you will choose to join the Knights of Avalon. Should you wish to do so, please take the time to register with the Mercenary Guild Four Horsemen Universe Fan Organization at: <https://mercenaryguild.org/>

With great thanks to Tom Coonradt, Chris Kennedy and the countless others who have made these stories come to life through the novels offered, and the 4 Horsemen Mercenary Guild fan club allowed and established.

Special thanks to the wonderful artists who offered their work to be utilized in this handbook. (In Order of Appearance)

The Knights of Avalon Guild Logo - Conn McAlevey

4HU Merc Guild Patch - <Unknown>

Armored Pegasus by Smirtouille of DeviantArt

Knights of the Round Table; from the film Excalibur, 1981, based on the book by Thomas Malory, screenplay by Rospo Pallenberg and John Boorman

Clarent, Sword In the Stone - <Artist Unknown, found in article by John Sword>

Lady of the Lake - Mawain Tino

Fem – Tek75 of DeviantArt

Soldier – Tek75 of DeviantArt

Mechsuit – Adstatus of DeviantArt

Peacemaker M2 – Alexey Karanak

AA Corvette Clacker – Alexey Karanak

FXC Bell Helicopter - <https://www.bellflight.com/products/bell-fcx-001>

Lady of the Lake by Isikol

