

THE MERCENARY GUILD:

THE OFFICIAL FOUR HORSEMAN UNIVERSE FAN ASSOCIATION



THE MERCENARY GUILD ACADEMY GUIDE

VERSION 1.0

**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

On behalf of the Lieutenant Colonel Michael Ciaravella, LTC for VOWS

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 of work and research.

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

As our site now goes live there are more than a dozen 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 promotion 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!

Captain Michael Malotte
Deputy Commandant for 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 that celebrates it.

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 promotions, 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. 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 courses about Peacemaker novels in the 4HU.

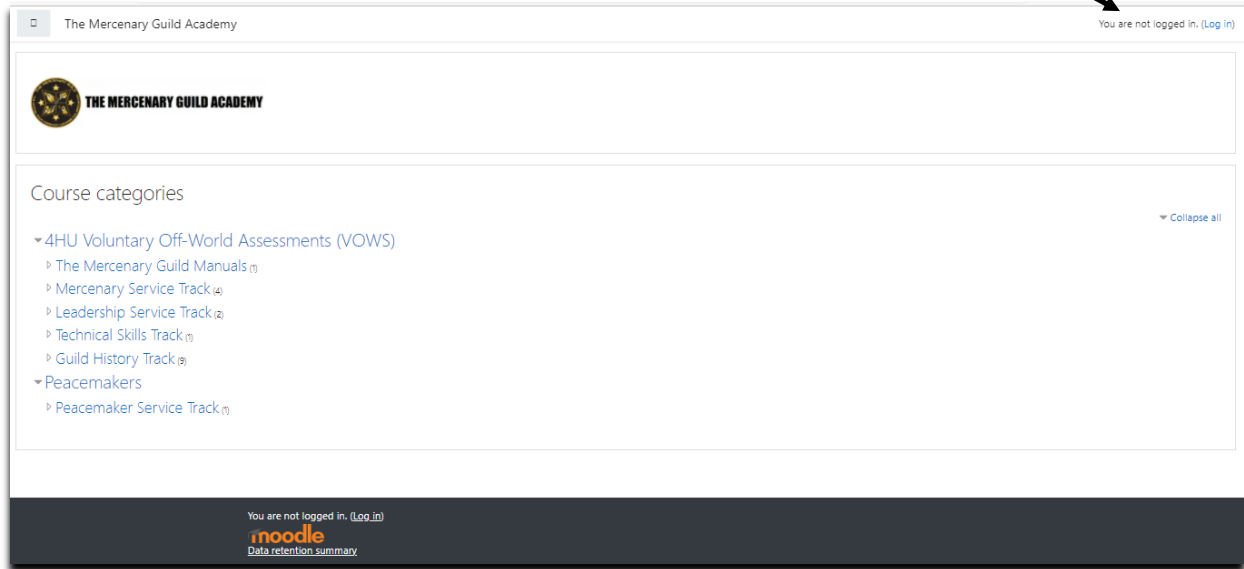
The Academy is a living, breathing creation and will continue to add content for all the mercs to partake of and enjoy.

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>

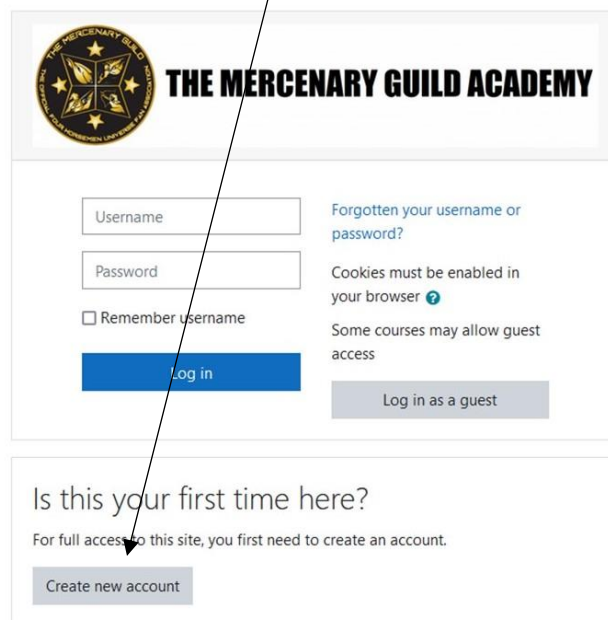
The first thing you will see is the Home page.

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 bottom 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

New account ▼ Collapse all

▼ Choose your username and password

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 !

▼ More details

Email address !

Email (again) !

First name !

Surname !

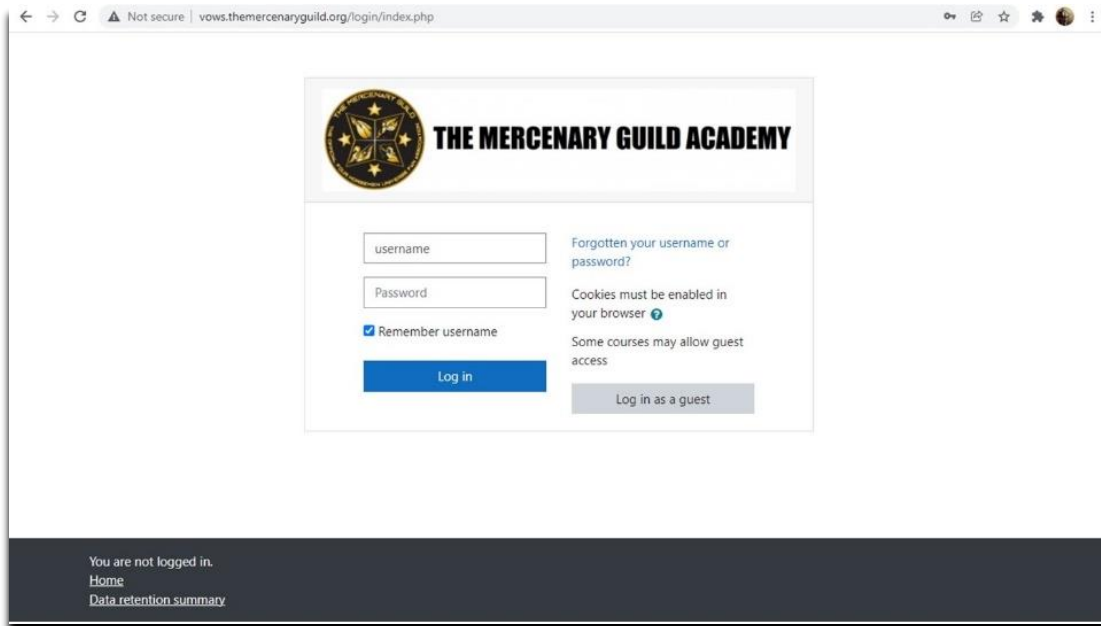
City/town

Country

[Create my new account](#) [Cancel](#)

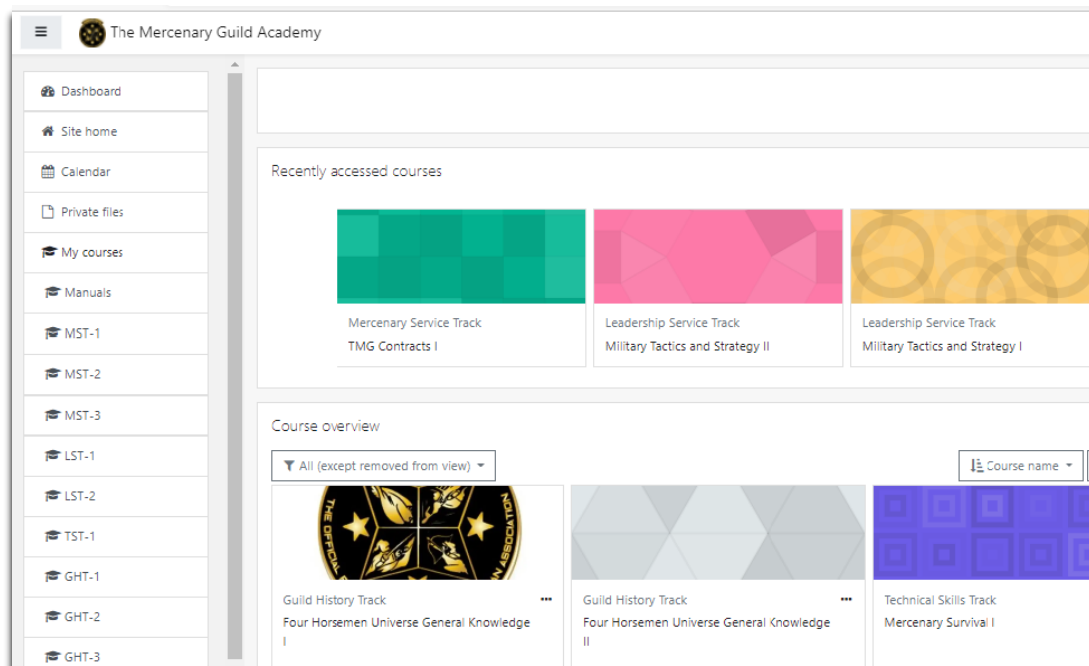
Once this is complete, you'll be sent back to the Home page. Click on the Log in link in the upper right-hand corner again to be directed back to the log in page

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



The screenshot shows a web browser window with the URL `vows.themercenaryguild.org/login/index.php`. The page features the academy's logo and name at the top. Below this is a login form with fields for 'username' and 'password', a 'Remember username' checkbox, and 'Log in' and 'Log in as a guest' buttons. To the right of the form, there are links for 'Forgotten your username or password?' and a note about cookies. At the bottom of the page, a dark bar contains the text 'You are not logged in.' and links to 'Home' and 'Data retention summary'.

The **Dashboard** page is displayed.

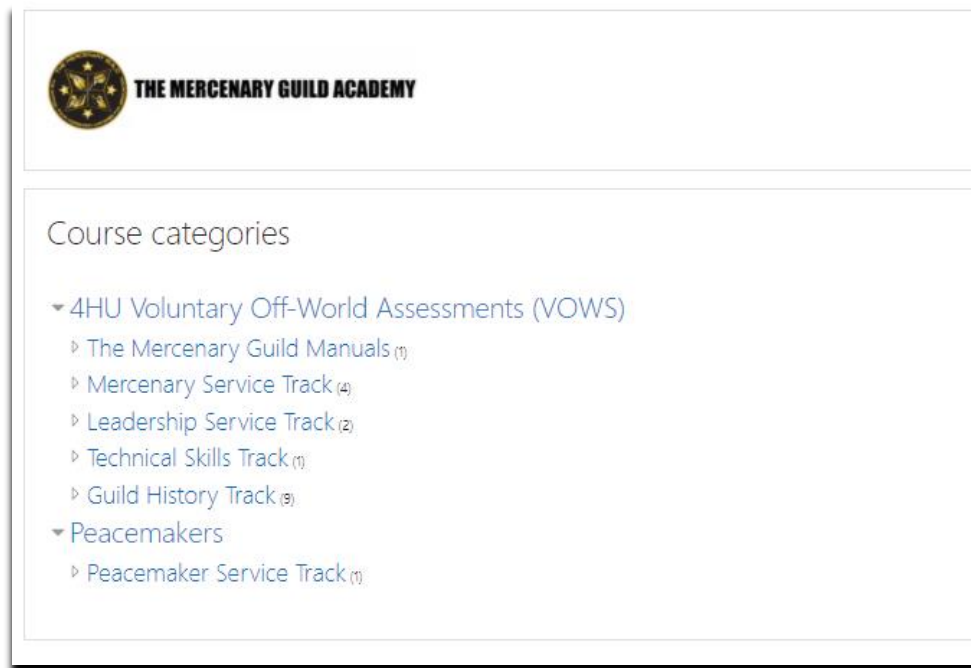


If the menu along the left side of the page is displayed, click the **Site home** choice.

If the menu is not displayed, click on the small button in the upper-left of the page with the three horizontal lines. This will bring up the menu on the left of the page. Click **Site home**.

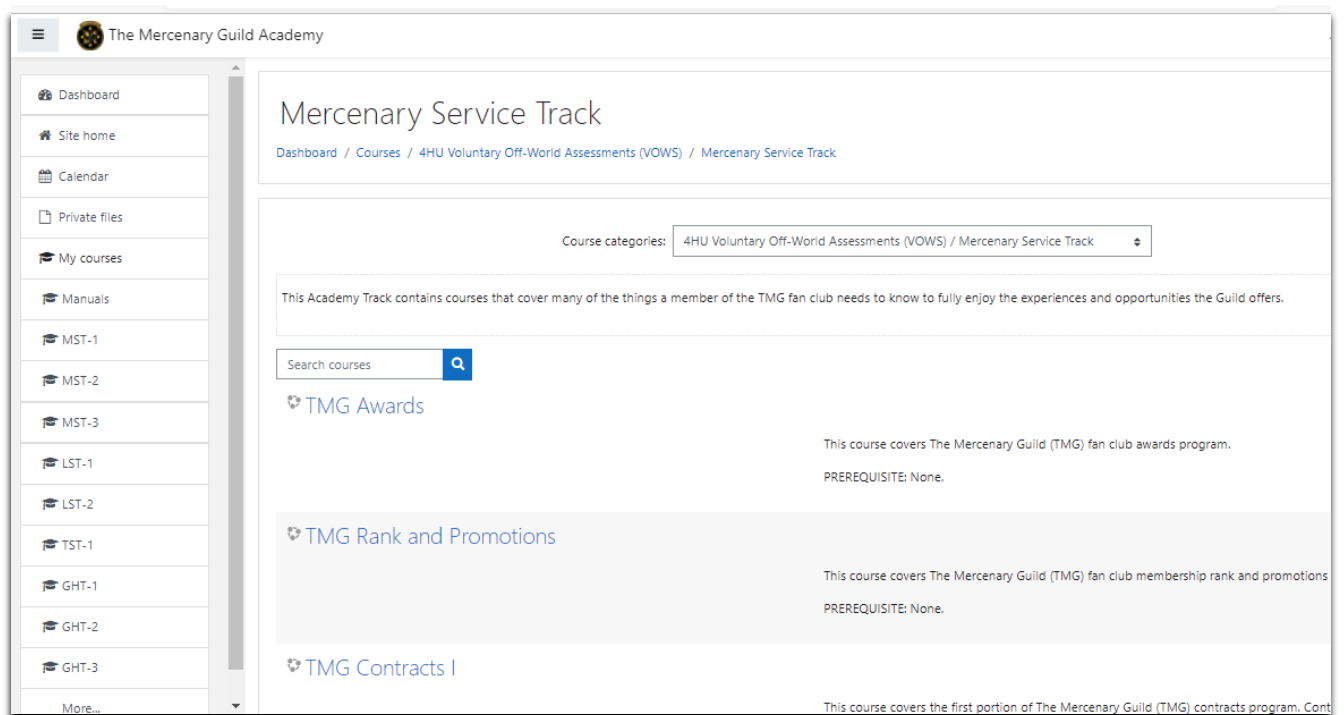


This will bring up the **Course Categories** page. Here you will see a list of all the Academy Tracks that are available. It also shows a link for “The Mercenary Guild Manuals” which you can use to help you study.



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

This will display the **Course Catalog** page for that track.



Scrolling down will show you all of the courses available for that track.

PREREQUISITE: None.

[TMG Rank and Promotions](#)

This course covers The Mercenary Guild (TMG) fan club membership rank and promotions program.

PREREQUISITE: None.

[TMG Contracts I](#)

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](#)

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: You need to have taken and passed the "TMG Contracts I" course.

Once you have chosen a course you want to take, make sure you meet the **PREREQUISITE** shown for it.

If you qualify, simply click on that course title to get started.

This will take you to the **Enrollment** page for that course.

TMG Contracts II

[Dashboard](#) / [Courses](#) / [4HU Voluntary Off-World Assessments \(VOWS\)](#) / [Mercenary Service Track](#) / [MST-4](#) / [Enrol me in this course](#) / [Enrolment options](#)

Enrolment options

[TMG Contracts II](#)

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: You need to have taken and passed the "TMG Contracts I" course.

▼ [Self enrolment \(Student\)](#)

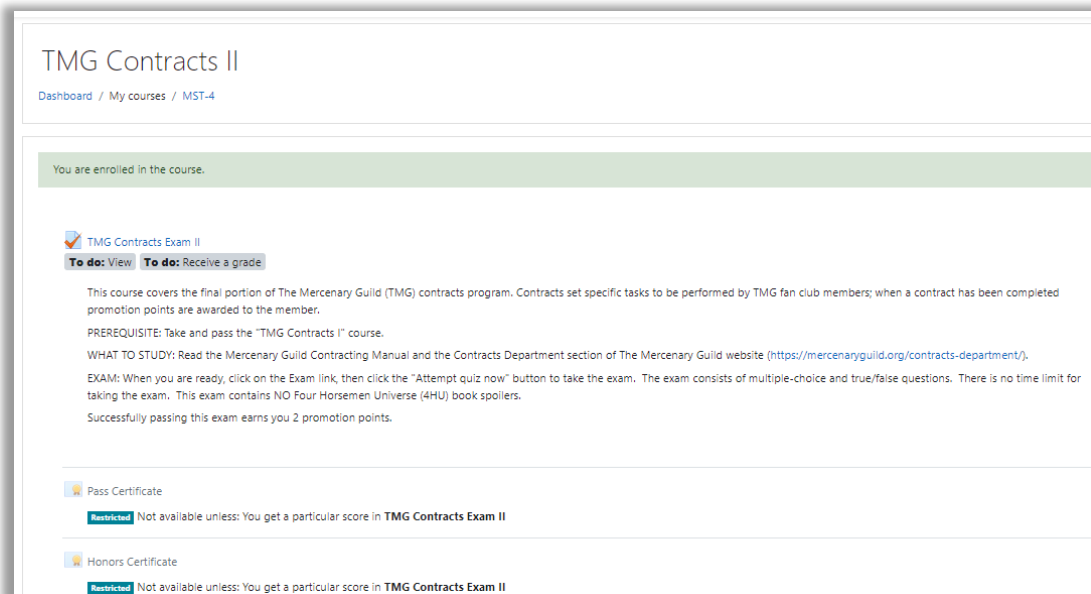
No enrolment key required.

[Enrol me](#)

Click on the "Enrol me" button to enroll yourself in that course.

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

Note that 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.

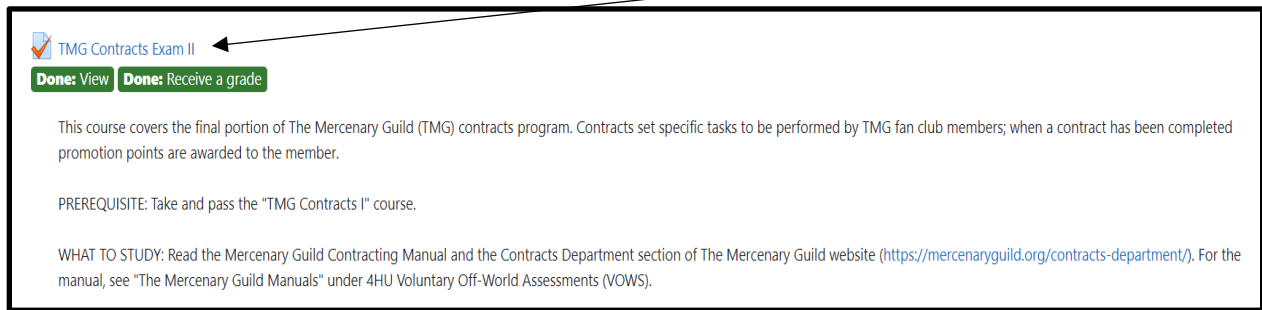
EXAM: Once you have read the materials required by the course, the EXAM instructions tell you how to take the examination for the course. It might involve you launching an online page that asks you various multiple-choice or true/false questions, or it might involve a writing project. There will always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



 **TMG Contracts Exam II**

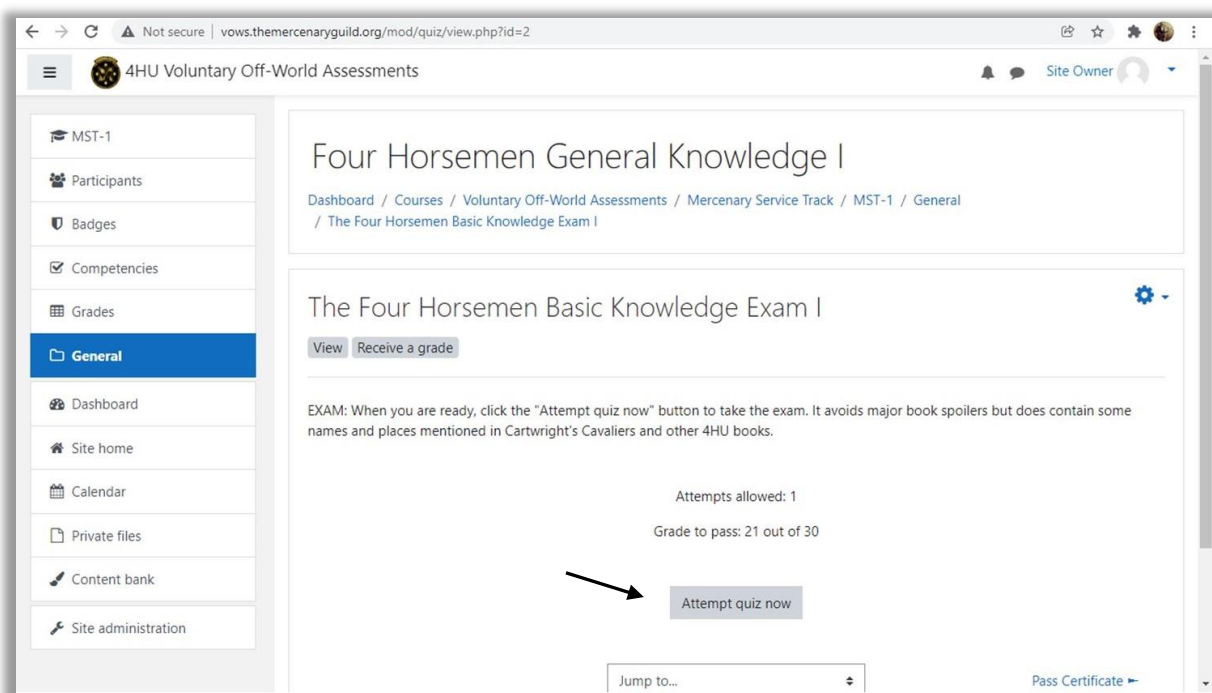
Done: [View](#) **Done:** [Receive a grade](#)

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.

WHAT TO STUDY: Read the Mercenary Guild Contracting Manual and the Contracts Department section of The Mercenary Guild website (<https://mercenaryguild.org/contracts-department/>). For the manual, see "The Mercenary Guild Manuals" under 4HU Voluntary Off-World Assessments (VOWS).

On the page, click the "Attempt quiz now" button.



← → ↻ ⚠ Not secure | vows.themercenaryguild.org/mod/quiz/view.php?id=2

4HU Voluntary Off-World Assessments

MST-1

Participants

Badges

Competencies

Grades

General

Dashboard

Site home

Calendar

Private files

Content bank

Site administration

Four Horsemen General Knowledge I

[Dashboard](#) / [Courses](#) / [Voluntary Off-World Assessments](#) / [Mercenary Service Track](#) / [MST-1](#) / [General](#) / [The Four Horsemen Basic Knowledge Exam I](#)

The Four Horsemen Basic Knowledge Exam I

[View](#) [Receive a grade](#)

EXAM: When you are ready, click the "Attempt quiz now" button to take the exam. It avoids major book spoilers but does contain some names and places mentioned in Cartwright's Cavaliers and other 4HU books.

Attempts allowed: 1

Grade to pass: 21 out of 30

Attempt quiz now

Jump to...

[Pass Certificate](#)

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 DepVOWS@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 promotion point.

- **TMG Awards Course**

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

PREREQUISITE: None.

- **TMG Rank and Promotions Course**

This course covers The Mercenary Guild (TMG) fan club membership rank and promotions 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: You need to have taken and passed 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 promotion 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: You need to have taken and passed 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.

COMING SOON

- **Servant Leadership in Action Course**

This course covers knowledge of leadership principles and practices discussed in the Guild Colonel's Reading List book **SERVANT LEADERSHIP IN ACTION**, edited by Ken Blanchard & Renee Broadwell.

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 promotion 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, essential for Earth mercenary aircrews beginning their flight training

PREREQUISITE: None.

- **Mercenary Infantry Weapons Company**

Modern human mercenary companies in many ways resemble some combination of Basic Infantry units, Infantry Weapons units, Armor units, and Air Mobile units from a century ago. This course covers the basic knowledge required to successfully lead an Infantry Weapons Company and prevail on the battlefield.

PREREQUISITE: None.

COMING SOON

- **Mercenary Starship Fundamentals of Space Flight Course**

This course covers the basic principles of space flight as a fundamentals introduction for Earth Mercenary spaceship crews. Material covers the Guild Colonel's Reading List book SPACE FLIGHT FOR BEGINNERS by Dr. Andrew Motes.

PREREQUISITE: None.

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 promotion point. Each GALNET research project course is worth between 1 and 3 promotion 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: You need to have taken and passed 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: You need to have taken and passed 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: You need to have taken and passed 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: You need to have taken and passed 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: You need to have taken and passed 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: You need to have taken and passed the "Cartwright's Cavaliers I" course.

- 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: None.

- **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: None.

COMING SOON

- **Novel: Winged Hussars I Course**

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

- **Novel: The Four Horsemen Alpha Contracts I Course**

This is the first courses covering detailed knowledge of the Four Horsemen Universe (4HU) novel ALPHA CONTRACTS, by 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.

