

# WAR, HORRIBLE WAR 1994E.

FEATURING REPORTS ON OUR LATEST EFFORTS TO  
FRATRICIDALLY REMOVE EACH OTHER.





Dateline 921 A.H., by Edouard du Nord:

The calm of rolling cow pastures in semi-northern Markland was shattered with a horrendous din as forces of the Prince Pretender Bors ex-Bodenson clashed with the royal, loyal legions of good King Boden in an attempt to decide by force of arms the question of legitimate issue and royal succession. The armies drifted onto the field, veteran and novice alike testing the heft of their weapons, peering anxiously toward the opposite hilltop to see how Markland's alignments should drop into place in determining the royal personage to be championed. Marshalling reeves moved amongst the colorful array of surcoats and duct tape glistening in the sun demanding that fighters declare for King or Prince and be known to them, that deeds of valor and the rolls of the dead be remembered when the sun should set on this threateningly bloody day. Prince Bors anxiously scanned the skyline, searching for the wave of black which would herald the arrival of his allies from the Southern Virgin's land. His musings on the coming conflict were abruptly shattered by two score Skraelings screeching horrid Zulu war chants, accompanied by the clash of weapon on shield and the ominous drone of their snake pipes announcing their availability of services for bribes before the battle. King Boden surveyed the pack of potentially pugnacious padded pugilists. Long gone were the days when Skraeling mercenaries could be paid with the promise of "ok - fight on our side and we won't kill you until after the battle". Rumor hath it that war geld to the tune of the weight of the vastest Skraeling in Pop-Tarts would be paid (a further unverified rumor claims that cunning Skraelings attempted to have one of the local cows enlist in their band in a try for

Pop-Tart Paradise). King Boden was finally forced to abase himself before the Skraelings (for his crime of attempting to banish them before they had even existed) and with that, and a nod to the odds, they swelled his mighty ranks so that a Prince Bors Isandlwana was produced. Though the goofy and gallant Princeling had declared that "It ain't over 'til the Fat Man gives!", he was soon to find himself surrounded by the bodies of his glorious slain allies in the lengthening shadows of a late afternoon versus a very ungiving and unforgiving King. With pluck matched only by his ability to scientifically notate the numbers of his hewn foes. Bors raised his sword over his head prepared for this, the final encounter, with his honked off, axe-wielding dad. There was a furious flurry of fearsome blows and then, what is this! The mighty monarch staggers forward and expires, unfortunately pinning the wriggling rebel to the firmest of terra before he even had the opportunity to gloat over his regicidal deed. Luckily though--King Boden was but mortally wounded and soon was brought to better health and humor by the application of many beer poultices and libations of goodly medicinal spirits and was much cheered when he beheld the skyline awash with flame from the area of the ex-Prince's camp and heard reports that a Viking Funeral was in progress. Too soon was his celebratory hope dashed, when a second group of scouts reported that it was but the Prince's dinner of a full roast pig igniting itself by way of announcing its refusal to cook anymore. 'Twas then that Boden did his most unkingly act and fearing for the safe

succession of young William Robert to his throne, sent horrid Ninja assassins to Prince Bors's camp--there to slip under his tent flaps and subtly mingling with a crowd of rebellious well-wishers fall upon the Prince with deadly daggers and render him unfit for regal presumption. Still rumors fly as e'er they will of how the Prince survived and will come o'er the water again to menace the tranquility of Markland. Spies have heard rumors that armies will march in the Spring...

And now for the mundane side of war reportage: Much of the purple hued prose from the previous report may seem confusing or unintelligible. If you want to know what it all meant, ask someone who was at the war (or better yet, go to the Spring War and be an eyewitness to Markland's semi-annual Slaughter of the Fratricidal Innocents). De La Warr provided an excellent war: directions that worked, signs that were up on Friday night, late night toll-keepers to direct even late arrivals, constructed and covered latrines, lots of camp space, lots of fighting space, water available on site (more on this later), and a whole lot of duct-taped fun. Oh yes, it was also the biggest Markland War in years! My official count of the largest amount of fighters on the field at one time was 126 (counting archers, lights, and some stray SCAdians). I have no idea how many camp followers there were. There was much fighting with minimal complaints, although I feel that the complaints should be addressed.

Some people felt the fighting and scenarios were disorganized and that some battles were getting away from the reeves. This is true; this was Red Eric's first time out as Head Reeve and like it or not, everyone has to learn how to do it and on the field is the only way and speaking of the field--there were only 4 reeves to control those 126 fighters. The recommended ratio is 10 fighters to 1 reeve, so we were taxed to three times our limit--3 times longer for inspection, 3 times longer to transmit information, etc. There were also the usual problems concerning late arrivals, who had to be inspected as the fighting started, which means that the 3 reeves on the field then had 40, instead of 30 people to control. Think about it. Melusine, the Alder-mom, suggests that people learn to be reeves (not a bad idea), but fighters usually prefer to accept calls from other fighters I'm told--So hey! Fighters--help out--if you're in a real long inspection line--maybe it would be shorter if there were more people inspecting--maybe if you were a reeve, as well--it could be you helping out (for all the D & D freaks, consider the Fighter/Reeve as a split character class). Of course--you would have to know the rules--which brings us to another painful issue.

There is this subtle, though usually unspoken, agreement that before you come out into some borrowed field to chase after me with a six and a half foot club that somewhere along the line you read the rules, and remember them, and you don't really want to kill me. I think at future events I will pull people from the field, if they can't keep the rules straight. Comments such as the following will suffice: "I don't remember ever hearing that rule before." (said rule passed in 1979); "Well, all spears are throwing

weapons, aren't they?"; "I'm a light, I don't have to wear gloves."; "I had to take my helmet off so I could see to fire my bow, you can't see anything with one of these helmets on." (this--in the middle of a melee); "That arrow doesn't count, it hit me in the leg."; "I don't have to take that call from you, only a reeve can tell me what to do." (this to a reeve wearing a white surcoat with red trim). If any of these comments seem reasonable to you, you're likely to be the next transgressor--read the rules immediately--it's your responsibility to your fellow fighters and theirs to you. [Editor's insert: Marklanders, not SCAdians, were making these comments. Copies of the Rules of War were available at the site.]

And remember--you don't have to reeve all day or all the time--but if you can just help occasionally, it could alleviate the strains on reeves and fighters alike.

Two items/sets of questions: Who broke the water source dispenser at the War and wandered off without reporting it? I don't expect an answer--but, look gang--we could have done without the flooded field and the owner of the farm could have cut off the water tap, instead of having the pump run all night. We don't have lynch mobs waiting for anyone making a small mistake (Honest, Delaware Charlie looks like a crazed bounty hunter--but he's not, really.) Just let the event host know if something goes wrong so they can keep a bad situation contained. And two--who were those guys who spent the entire weekend turning down offers to fight on the field so they could instead bat at each other with padded weapons while wearing no gloves or helmets and who built their fire pit across one entrance to the latrines (who would want to camp there?) and who set off firecrackers on Sunday even after the event organizers hollered over at them to stop? Are they a group recreating early Markland recreation, pre-Freon can helmet era? Are they sure of their source materials on this behavior? Perhaps next event they'll try interacting with the Markland horde instead of playing aliens in our midst.

Rumors on the War Front: Reliable spies have come to tell that at a recent feast there was much merriment and recounting of classic tales of battle ("There I was, in the left nostril of a boar's snout ...") and King Boden was loudly heard to claim of his prowess as the greatest of Marklandic Tacticians and point with pride to his victory over the Pretender Princeling--Bors, ex-Bodenson, George Gunby the Baby-Headed, when he was tut-tutted by the aged voice of Sir Volodya, reminding the sarcastic sovereign of his (Volodya's) own prowess in the skills of generalship (in the olden times--before the black ships came and burnt the golden towers of Markland and destroyed the secrets of hose gartering that never collapses and ...but here I do digress). Well, what else can be the result of such counter-charged opinion, but when royalty doth have its way and the war drum beats in every village--harkening the soldier and freeman to take to the field--there in the spring--to divide his troops evenly and see who shall militarily prevail. So plan and think and talk to De La Warr and MEAD who shall see to the securing of a suitable field that this slaughter may be enjoyed.

Alderman's Report, December, 1987

TELEOS

Marklanders,

from Edouard du Nord

The Markland Council met on November 7, 1987, at the Beltsville Library and much was discussed and voted upon at the meeting. The most sweeping decision concerned the Plague. The Council voted to add an editorial staff of five to six people and to have an editor-in-chief to manage the publication of the Plague. In previous times, the editor of the Plague was appointed by the Witan. However, for this time, you, the Fyrd of Markland, will vote at the Althyng to select the editor-in-chief. Several people have announced their candidacy for this position and it is hoped that all who are interested have their qualifications listed in this Plague. If you did not make the deadline and would like to run, mail a list of your qualifications and a statement of your intent to the group contact people.

In addition, I would like to make a proposal that we, the Fyrd, add a by-law to the Constitution concerning the editor-in-chief position. I propose that the job of the Plague editor-in-chief be a two year position, appointed by the Witan, this appointment to be confirmed or rejected by the Council of Markland. This will be voted upon at the Althyng, which will take place on January 30, 1988, in the Foreign Language Building (across the street from the Student Union) on the campus of the University of Maryland, College Park. Please do your best to attend.

The next item on my mind is the purchase of land. I have been researching prices and so far our best bet is Charles County, Maryland, because of the fall in the tobacco market. There are many tobacco farms being auctioned off in that county. However, we still do not have enough money in the land account to put forth a bid. Raising money for Markland is one of my primary goals for this year. Anyone who has fund raising ideas or knowledge concerning corporation donations, please tell me.

Events, events, events! The Fall War was a great deal of fun. There were over one hundred fighters on the field. This is the largest frat war we have had in many years. A couple of issues need to be addressed, however. We need more reeves and we need training for those reeves. Many of you who were spectators could be reeves. It is more fun to reeve than it is to just watch! Also some of the fighters may be drafted to reeve for one or two battles. This will be a topic of discussion at the next Fighters' Council Meeting.

There are three feasts in December. Attend at least one of them, or why not all three. The MEAD feast in Richmond gives everyone a chance to meet new people. The Yule Feast in Northern Virginia on December 12, promises to give everyone an authentic taste of the Medieval period. The Solstice Feast on December 19, will be a celebration in Rockville, Md. for all.

Thanks for taking the time to read all of this. Special thanks to all of those people who have contributed to the land fund!

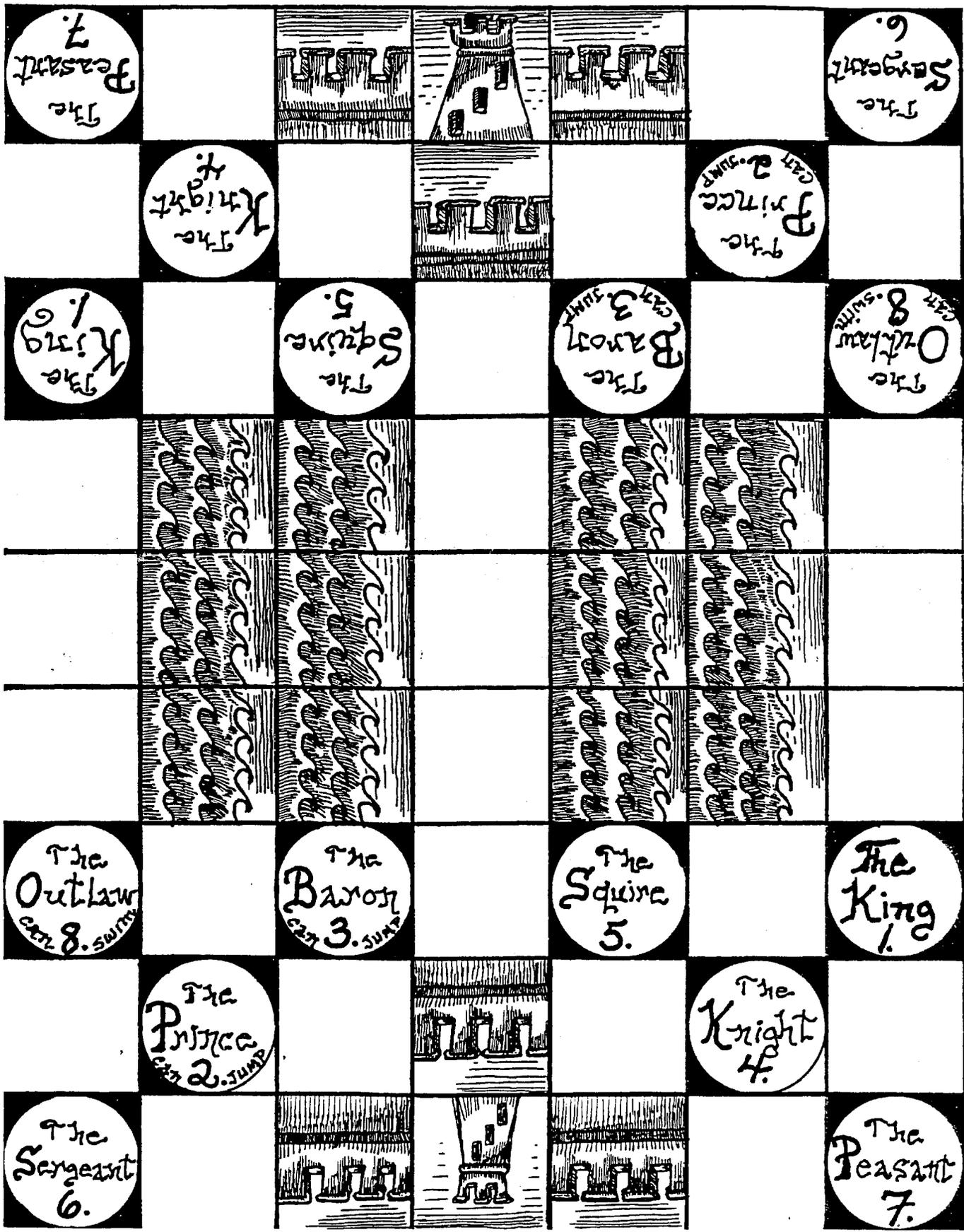
Melusine de Godervya  
Aldermom

This game is a mediievally flavored adaptation of the Jungle Game, which is an ancient Chinese game, analagous to Chinese chess, as checkers would be to our current chess game. I think it is much more challenging than checkers (or draughts, as it would have been titled in medieval times) and with the variations has a much wider field of options for strategy in play. The original game is shown in the Dover Book of Table Games and features ranked animals. I have used miniature wargaming figures as playing pieces, but numbered counters of wood or tile could be used just as easily. For an improved appearance at feasts, you may xerox the gaming surface on a sheet of parchment paper, affix it to a board and then varnish or polyurethane it overall, for a feast-proof transportable amusement.

1. A player may move one piece, one square, in any orthogonal (up and down, side to side) direction. Only one piece may occupy any square.
2. A piece may capture and remove any piece of lower rank by moving onto its square. The outlaw is an exception, as he has nought to lose, and so may assassinate the king. If pieces of equal rank meet, the first to move onto the other's square shall capture that piece.
3. The Prince and the Baron may jump from a square adjacent to the river to an adjoining orthogonal land square and destroy any enemy of lesser rank on that square.
4. The Outlaw may enter and move on the river square as he does on land, although he may not attack the King from a river square. The Outlaw may not be attacked by any piece while he is in the water, excepting the other outlaw. The Outlaw prevents the Prince and Baron from jumping if he blocks their straight path over the water. The rationale for this restriction is that the Prince and Baron are on horseback, and fear the Outlaws may hamstring their horses if they jump over invested waters.
5. A player may move on and off her own castle walls without restriction, while an enemy piece on the wall is reduced to a rank lower than any defending piece. An enemy piece regains its rank on moving off the castle wall.
6. A player may not enter her own keep and loses the game if an enemy piece enters her keep.

#### Variations:

1. Pieces may move orthogonally as far as possible if unblocked, but must stop on castle walls and remain there for one turn to scale them, before moving onto the keep.
2. The player rolls a dice and may select any piece to move, but may only move the number of pips on the dice.



4.

Letter from the Interim Editor, Ceirdwyn

As many of you know, at the last Council Meeting, I was requested to serve as editor for this Plague, until a new editor could be selected. After that meeting I was told by the person who proposed me, that she thought I would do a good job and wasn't too controversial (a much needed attribute, at that time). This surprised me somewhat, not the praise, of course, but the description as non-controversial, since I recalled making several "pointed" comments throughout that meeting. However, at least most people were talking to me at the end of the meeting, and offering help if it was needed.

I would like to thank those who contributed, including Melusine, who delivered a report, unlike others who did not, and who helped write the calendar of events; Hengist, who also helped with the calendar, and to Wihtrud, who assisted with his knowledge of the mechanics of printing, labeling, and mailing the Plague.

Since I am a fairly new parent, I want to contribute my intelligent thoughts to the discussions taking place on the participation of children in Markland. I'm not sure what triggered the current outbreak of letters, gossip, and discussion, but I've tried to keep abreast of the subject. First of all, most of the comments and complaints I've heard are the result not so much of children's behavior, but of their parents. Most people in Markland understand that small children misbehave, make noise, and create havoc in their wake. But if parents don't try to control their small hurricanes, or demand special treatment, or are inconsiderate of other Marklanders (the majority without children) people blame the children. In my opinion, this is because it is easier to publicly say children are a menace and aren't wanted, than to blame the parents.

Edouard and I took Brendan to the Fall War. [We read the "no infants" notice on the flyer for the war and checked out the reasons for it. We were told the organizers were concerned about the availability of medical care, water, and the desire to not attract people who would expect quiet at midnight. We then said, if you want Edouard to reeve, he's going to bring Brendan and me (I didn't want to spend the weekend in the house on my own with Brendan, I like frat wars!) and they said, okay. Another advantage to reeving.] We learned a lot about how utterly exhausting it is to follow or carry an adventuresome toddler around a war site all day long, and try to cook, or in Edouard's case, reeve. We were blessed with friends who helped watch Brendan and Bec who let us sleep in his van some distance from the campers (they weren't bothered by his screams, and he wasn't bothered by theirs). Brendan had a wonderful time (especially killing Skraelings Sunday morning) and we survived, but it took extra planning on our part.

Two or three years ago, B.C. (before child) we partied with the best of them, now we collapse into bed early, even at a war; but I've never thought this was a reason why everyone else should stop partying, even late at night. Parents, you have a responsibility to watch your children, and keep them in order, realizing that many Marklanders

don't have children and do not want to discipline your children. You should also realize that on some occasions it's inadvisable to bring children, depending on the age, activity, and maturity of the child. Small people running around at meetings can be distracting, although on occasion we have been guilty of this. I was pleased to see somewhat older children actively participating at Hastings as arrow runners, for example. Several people have taken on "squires" and pay them. Participation by children should be encouraged; responsibility from parents should be demanded.

Given this opportunity, I would also like to summarize the most important decisions of the last Council Meeting, since no official report of that meeting was received in time to be included. The Council decided to postpone any Marklandic action in the case of the young man who was arrested outside the hall at Hastings, pending a legal resolution of the case and a report by Ono at the Althyng. What began as a discussion of proposed changes in the operation and format of the Plague (see the Aelderman's report), ended in the resignation of the Plague editor, after a motion to appoint Wihtrud editor-in-chief failed, as a result of many Council members wishing to discuss the issue with their group members, such discussion necessitated by the eruption of personal animosity into the proceedings.

Markland will be selecting a new editor for the Plague at the Winter Althyng. Having done one, I can advise that this is a difficult job. I wish the new editor good luck and offer my thanks and appreciation to Wihtrud who did a very good job for many years, bore up under much criticism (including some complaints by me) and managed to get the Plague out on time.

Proposed Duties of the Editor-in-chief of the Plague

1. Set deadlines for submissions to the Plague and dates of publication.
2. Hold at least one meeting of the editorial staff prior to the publication of each Plague.
3. Determine space allotment.
4. Establish the format and layout of the Plague.
5. Write a note from the editor in each Plague.
6. Submit a list of nominees for editorial staff members to the Witan for their approval. (The first editor will write job descriptions for the editorial staff to be approved by the Witan.)
7. Be responsible to the Bailiff for all monetary transactions concerning the Plague (i.e., advertising, printing costs, etc.).

Application For Plague Editor-In-Chief

Name: Donna C. Lettow

Markland Persona: Sister Rachel, co-founder of the Order of St. Anysia

Newsletter Experience:

- 1) Markland Medieval Mercenary Militia--edited, typed, layed-out, copied, folded, and licked the stamps for The Screacher, a bi-monthly newsletter. I set out to produce an entertaining, yet informative 10-12pg newsletter that people could count on. My motto was "I'll print anything," and so I received great submissions from members afraid to submit to other publications.
- 2) Styx Communication Network (SCN)--co-edited and wrote feature articles for a national rock band newsletter that specialized in photographs. Deadlines were vital--sometimes we'd only get a week's notice of an event and get an edition out beforehand.
- 3) StyxCon--I organize a yearly convention in Chicago and produce a 2pg bi-monthly newsletter, as well as advertising mailings, publicizing the event and updating its progress.
- 4) Dr. Paul Harris--edited, typed, and produced periodic patient newsletter written by the doctor.

Related Qualifications:

- 1) Editor at EA Engineering, Science, & Technology--I currently work as an Editor and Publications Specialist, editing major reports (50-300pgs) for style and content, coordinating layout, and assisting the word processing, graphics, and printing staffs.
- 2) Candidate for Master's Degree in Professional Writing--related coursework includes: Editing; Design, Layout & Production; Media Writing; Business Writing; Exposition; Scripting; Creative Writing.
- 3) Computer Experience--Minored in Computers in college and have an IBM clone and graphic printer for personal use. Experience with word processing, desktop publishing, and laser printers.

Proposal:

Format--A 10-12 page Plague, printed by laser printer in two columns on 11x17 paper, folded, so it resembles a magazine. Certain sections will always be printed in the same place, i.e., the calendar of events will always be on the last page so it will be easy to find. There will be a greater use of illustrations and diagrams, and a layout that, with the aid of an Art/Graphics editor, will accommodate them. I hope to use actual photographs, properly prepared for printing, whenever possible.

Contents--Each editor will be responsible for several departments, including how-to (cooking, sewing, armoring, fighting), reviews of media and events, history, coming events, fiction, poetry, humor. Those last are vital, in moderation, to give a sense of Marklandic personality that might otherwise be missed by attending strictly to business. Editorials and letters to the editor are also very important. With the Plague as a place to first air suggestions and problems, Council Meetings and Althyns can be used to solve or implement them, as they were intended. I hope to spotlight individual Groups and involve all the Groups of Markland in the Plague.

Motivation:

Some Marklanders are great fighters. Others can touch a piece of cloth and turn it into a wonderful piece of garb. There are Marklanders who can direct large groups and run a flawless battle, or create a fabulous feast on a \$10 budget. There are all talents they bring to Markland and freely give. I can do none of those. I can barely keep my body garbed and my belly fed--but I can write and edit. These are the talents that I can give to Markland.

A STATEMENT OF INTENT  
VIS A VIS THE TEUTONIC PLAGUE

I intend with this to state my intentions and attitudes towards the Teutonic Plague. I am offering my services to Markland, not that Markland doesn't have them already, but in particular with an eye towards using me on the editorial staff of the Teutonic Plague. I believe that I can fulfill the role of editor-in-chief or some subordinate position. Which ever role it is determined is appropriate for me, I shall serve in that role so long as my performance in that role is deemed acceptable by the Witan of Markland, and/or any superiors in the staff of the Teutonic Plague. I will cheerfully resign when this is no longer the case. In terms of my attitude, it is more important to me that the Witan members and the members of the Teutonic Plague editorial staff see more or less eye-to-eye, than that I should be editor-in-chief or even editor. I dislike conflicts of personality intensely and I feel that if personality conflicts cannot be prevented, at least their impact on essential Markland services, such as our communications, should be minimized.

Communications are what the Teutonic Plague should be all about. The members of Markland do not see each other every day, nor even every month, so we need a newsletter to keep an eye on each other. Another function is ensure the evolution of Markland to meet the needs of the membership by providing a forum for ideas. Theoretically, people who come to know and love Markland will sooner or later feel strongly enough about something in connection with Markland to want to tell everyone about it. The Plague needs a forum section, or if people feel that name has been overly identified with another publication, a bulletin board or whatever, for the expression of ideas. This would also be a good place for the reporting of news from the member groups. I would like each member group in Markland to appoint one of its members to be a correspondent, to send news and reports of that group to the Plague for publication. I think this is specially important for the more distant groups.

Another useful column or page in the Teutonic Plague could be devoted to profiles, both of individuals in Markland who have talents and/or experience worthy of recognition and of the different groups in Markland, both voting and non-voting. I think this would have the effect of getting more unaffiliated Marklanders to join a group or groups, particularly if an impression of a group had been formed in the past which was no longer (if ever) a valid understanding about the way that group operates.

One of the advantages of having an editorial staff as opposed to a sole editor, is the encouragement of diversity within the publication. If every editor is responsible for 2-3 pages and has specified areas of responsibility that cover a wide range of Medievalist expression, our publication will be more likely to appeal to a wider group of readers. Each editor will be responsible for digging up material in the editor's area, both from sources such as books, museums, etc. and by going to Marklanders known to be knowledgeable in a given area. (I have visions of Barchan being approached by the poetry and prose editor to write something about what it is like to ride a horse, by the combat editor to write an article about dos and don'ts of fighting on horseback, by the history editor for a history of the saddle, and by the cooking editor as to how to prepare horse, and what it tastes like.)

The chief editor's role is primarily the same as the other editors. I think the editorial page should be written by each editor in turn; the chief editor will his/her own areas of responsibility as far as producing articles. The unique responsibilities of the chief editor have to do first with Quality Control (No George, Medieval is not spelt M-E-D-E-E-V-U-L-L, though I agree, it would be nice if it were), and scheduling. By scheduling I mean that the chief editor has to see that every editor has their articles ready for layout so that the Plague can come out on time, every time. I think, too, that the chief editor will have to make editorial policy, subject to confirmation by the Witan.

I want to see more artwork and more pictures in the Plague. Perhaps it would be possible to produce pages for photographs separately to keep costs down, though I cannot claim to be an expert in this. Plainly avenues for improving the quality of the production, the look and feel of it as a magazine have to be explored and evaluated. Content is more important than slickness, but if the slickness increases sales and attracts advertisers who reduce the costs of producing the plague and improving the image of Markland to the world in general I won't object!

Slick production techniques aside, I would like to see the Plague become good enough that we sell a goodly portion as single issues to non-Marklanders and non-paid-up-Marklanders at Fyrdmoots, Fairs, conventions, and other such events. I want to see people keeping their back issues in 3-ring binders for quick reference, because there will be so much useful as well as amusing stuff in it.

At least one editor will have to be in charge of advertising. I would like to see advertising take a bigger role in the Teutonic Plague in the future. Many members do not have the time or the skill to make everything they need as well as they would like it, and the easier we can connect up the buyer of Medieval goods with the producer, the more people will be encouraged to go into production of the things that we want. Advertising can also pay for the plague. If each page of advertising is made to pay for itself and one other page in the Plague, and perhaps 30% of the plague is paid advertising, we will have reduced the cost of publishing the Plague by about 43%. Classified advertising can also enable Marklanders to sell items they have outgrown, or no longer need to Marklanders who are in need of such. And I would love to see a personal messages column, for birthday announcements, etc. These are things that can tie Markland together as a community, which is the major purpose of the Teutonic Plague.

### The Horse Guild Makes Plans

The Horse Guild has revised its horse test to qualify riders in events. The following test will apply to riders who wish to assume non-fighting roles in Markland events.

1. Saddle and mount unassisted.
  2. Ride a serpentine pattern around 6 objects at a trot.
  3. Ride 3 figure eights at a canter.
  4. Send a horse into a full gallop and stop within a reasonable distance.
  5. Mount unassisted in full garb, send the horse into a gallop, throw a lance, and stop the horse within a reasonable distance.
- People wishing to qualify for fighting on horseback must pass these additional tests.
6. Mount with armour.
  7. Ride with armour, shield, and lance at a full gallop, throw the lance, and stop within a reasonable distance.
  8. You must be steel qualified.
  9. Present your individual routines to the horse fighting qualifiers.

Non-fighting qualifiers: Barchan, Teanna Byerts, Briavael, Suesy Mesa, Dave Walker, Andra, Lisa, and Zanni Rechen.

Fighting horse qualifiers: Barchan and Teanna.

Each individual horse and each individual rider must qualify. In order to ride a horse at an event (and this includes just hacking around---oooh, I love your horse, may I ride him??) you must either be horse qualified on that horse, or a horse qualifier must be present and in direct control.

The Horse Guildmaster (Barchan) will keep a list of which horses and which riders have qualified. All new qualified people must submit their names to the guildmaster.

#### Rules and Proposed Changes to Rule for Horses

1. Two or more members of the Horse Board should be present at any event with three or more horses or events involving horses in combat.
2. The Horse Board has the right to reject any horse or rider or battlefield or routine involving horses, which it feels is unsafe, or to restrict the number of horses at an event.
3. All routines, charges, or battles involving horses must first be approved by the Horse Board and the Battlemaster.
4. All steel rules apply to any combat done on horseback.
5. All saddles must be authentic or they must be covered (either by the rider's garb or a saddle cover).
6. All horses that are known to be habitual kickers will be identified by a red ribbon in their tails.
7. In battles where there is fighting on horseback, there will be a designated area where no bodies, weapons, etc.

are to be left. Any horse activity outside this area must be approved by horse qualifiers and battlemaster.

EDITOR'S NOTE: This rule modifies and augments a former rule which stated: "In charges or passes, the horses will stay within a preplanned corridor marked by lime, gravel, or fallen weapons. Within the corridor, no armour, weapons, or casualties will be left."

8. Space between the horse corridor and the infantry line(s) will be determined before the battle by the Battlemaster and the Horse Board.
9. All lances will be padded, balanced, and pre-tested. (We recommend that people have their own personal lances so that they may practice with them and know how they feel and handle, just like a sword.)
10. In order to ride in an official Markland event, a rider must first qualify using the horse test (ed. note: see article in this issue) on the horse they intend to ride.
11. Each rider must qualify on each horse they ride.

EDITOR'S NOTE: Rules 10 and 11 replace a former rule which stated: "To ride in a battle a person must show up to at least one practice prior to and related to that battle."

These rules have also deleted the former rule stating "Charges in a recreational battle must be signaled by winded horn." All other rules are the same as the previously approved horse rules.

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The Horse Guild was recently contacted by the Maryland Jousting Tournament Association, Inc. (the ring jousters) about a mutual concern to both our groups. It seems there is soon to be introduced before the Maryland State Legislature, a bill which would denote lacrosse as the state's official "team" sport. As we all know, Maryland is the only state with a "state sport" and it is jousting. Certain pre-determined Horse Guild members may be called upon to testify at committee hearings this winter against the lacrosse bill. As for the rest of us, a paragraph from the MJTA letter to the Horse Guild will explain.

"I believe with everyone's help and involvement we will be able to present an organized, informative, and overwhelmingly convincing presentation on behalf of jousting. In the meantime, please have your group send letters, make phone calls, or even make personal visits to their local delegates and senators concerning their interest in keeping jousting as our only official state sport. It is extremely important that these legislators be contacted by as many organizations and as many individuals as possible.

Thank you in advance for your assistance.

Sincerely,  
Mary Lou Bartran  
President, MJTA"



# SPARTAN



Red warrior where have you gone  
 the troop is gathered but you're not come  
 have you found some better pastures to roam  
 far from Skraeling horde or Jomsborg war.  
 Why would you want to leave us, we had such fun  
 drenched in sweat fighting in August sun,  
 blue in mail riding the November grunge  
 bruised and tired, whether we lost or won.  
 You were always eager every day  
 just touch your flanks and off you'd run  
 whether killing Saxons or tilting Elizabeth's best  
 load you up, and off on the quest!  
 They say you're dead and gone  
 yet of you more than memories live on.

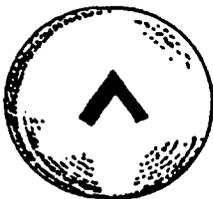
When he first came to Markland, Spartan was voted least likely to succeed, "the horse that would never be any good". But, under the sensitive care and handling that he received, Spartan gradually turned into the finest warhorse in Markland. But now he is gone. On October 29, Spartan, the Jomsviking, died a painful, but noble death as a result of his old foe, a stomach tumor. He lives on now in memories, photographs, videos, and perhaps in Valhalla, for he was buried with a Thor's hammer and a sword.

Equally adept at trail ride and battle charge, fox hunt and joust, Spartan will be mourned by many, for he was the horse we could always count on to lead the charge, to not step on the slain, to run straight, to give his all.

In his earlier days, he was a firey iron-mouth and nothing could stop him. He always had to be in front, wherever he was going. If he saw something he could jump, he charged it at a run. Later, as he mellowed, he learned to march in parades as the proudest looking horse; he learned that sword fighting was fun to do, and fun to watch, and that jumping over people was as easy as eating grass.

In December, 1985, his qualifications were examined (long hair, a black saddle, over 18 years old, does very good recreation fighting, etc.) and Spartan was acknowledged a Jomsviking, an honour that fazed him not at all.

He was later the centerpiece of the Knights of the Nearly Round Table. And this last summer, he jousted in New York. Like the meteor, Spartan's fire burned brightest at the end. We will all miss him very much.



# FFRMA



## Schedule of Events

- January 9 - Horse Guild Meeting, 10:00 a.m., Olney, Md., call Barchan (301) DILEMMA for information,
- January 30 - The Winter Althyng sponsored by Maryland Medieval Mercenary Militia, held at the University of Maryland, College Park, Foreign Languages Bldg. (across from the Student Union)  
There will be a teach-in of many skills from 10:00 a.m. until 1:00 p.m. There will be a publicity workshop, a communications/how to run a large event workshop, a costuming workshop, as well as several others for those interested. At 1:00 p.m. the Althyng will begin. Call Melusine for directions or information at (301) 927-5673.
- February 13 - Attila the Hun's Birthday Feast  
COME AS YOUR FAVORITE BARBARIAN! A fun feast, sponsored by Midgard, to be held at the Church of Ascension, Silver Spring, Md. This is a semi-provided feast, ticket price unknown as of publication deadline. Tickets will be available at the Solstice Feast, which was December 19.
- March/April - Battle of Clontarf, Baltimore, Md. for information call Marko (301) 747-0748; also see announcement elsewhere.
- March/April - Spring War, Richmond, Va. to be sponsored by HEAD, with Marche de la Warre.
- April 23-24 - Horse War  
Sponsored by the Horse Guild, at Knight's Rest Farm in Centerville, Md. All interested people are invited to participate in our second Horse War. Participants will be given free riding lessons, and gain experience riding at the quintain, lancing favors from the air and ground, trying some horse to horse combat, and many, many other activities. This will be a camping event. No site fee. Call Barchan at (301) DILEMMA for more information.

## VIKINGS! CELTS!

Here's your chance to beat each other's brains out (in an authentic fashion). The Battle of Clontarf, a 10th Century Irish battle, will be fought at Graham Memorial Park in Baltimore in early April. Feast will follow, and a frat tourney will occur the next day. Watch the next Plague for the exact date, time, and directions, or ask your local Skraeling.

## Hastings Fair, 922 A.H.

On October 15th and 16th, the Militia will once again be putting on a Medieval Fair at Berrywine Plantation. This time it will be a Hastings Fair, featuring, of course, our annual re-enactment of the Battle of Hastings. Last summer's fair in August was a great success and this year we want to do even better. To this end, we need to know who will be doing what at the fair. I will be coordinating the various groups in Markland and we hope that all of you unaffiliated members out there will also turn up. Set up will begin on Friday, October 14. There will be camping through the 17th. Water is available on site. There will be both a Viking camp and a Crusader camp for living history types. There will be three battle re-enactments each day, with fratricidal fighting inbetween. We also need our usual complement of Musicians, Craftspeople, Merchants, Cooks, Storytellers, Jugglers, Jesters, Fortune tellers, Beggars, Heralds, not to mention Support Personnel.

Please notify me to let us know what you would like to do.

Ivan Chort, Fair Chairman (Guy in Charge)  
7539 Wilhelm Drive  
Lanham, Maryland 20706  
(301) 552-9115

The Folk Harp Society (many of whose members performed at the Great Medieval Lammastide Fair) are holding their Second Annual Benefit Concert on February 19, 1988 at 8:00 pm, place TBA.

Contact Sue Richards at (301)-424-9239. Let's give them some support, they made a major contribution to the Medieval Fair.

## Open House

Company D, 5th Battalion, 2nd [Chesapeake] Brigade, MDSG, invites all members of Markland, and any and all other medieval recreation groups, to an OPEN HOUSE at the Glen Burnie Armory, 14 Dorsey Rd., on 19 January 1988, from 8:00 p.m. to 10:00 p.m. Refreshments will be served and there will be a presentation on the Maryland State Guard. Contact Wilhelm Greycloake (PSG William C. Marlow), 120 Bonnie View Road, Glen Burnie, Md., (301) 760-6788.

## WOODCARVER NEEDED

The Longship Company requires the services of a talented woodcarver to repair recent damage to their dragon's head, Ejvan. The head is symmetrical and all elements are there for duplication. Skill with Dremel Moto-tool helpful.

Please contact the Longship Company, Ltd., Oakley Farm, Avenue, Md. 20609 or call Bruce Blackistone at home (301) SOW-BOAR (8-10 p.m.) or at work (202) 272-7024 (8 a.m.-4:30 p.m.).

MARKLAND CONTACT LIST

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3606 Varnum St.  
Brentwood, Md. 20722  
(301) WAR-LORD

THE HOT LINE  
(301) 927-0927

Penn. Med. Society  
Thomas Quinn (Archbsp. Thomas O'Cuin)  
P.O. Box 339  
Bridgeport, Pa. 19405

Northern Bardoom  
Earl Miller, Jr. (Olender)  
7419 Blackford St.  
Springfield, Va. 22151  
(703) 256-6606

Southern Bardoom  
Kim Moyer (Alvina)  
4223 Jamestown Rd.  
Williamsburg, Va.  
(804) ALE-1351

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Hans Paasch (Johann Von Reimer)  
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9903 Dallas Ave.  
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(301) 270-5761

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Weehawken, N.J. 07087  
(201) 865-0925

Mercenary Guild  
Laura Becraft (Raadrille)  
4417 38th Street  
Brentwood, Md. 20722  
(301) 699-3599

Marche de La Warre  
Steve Eisenbrey  
5 Arlington St.  
Newark, Del. 19711  
(302) 454-1088

Midgard  
John Montrie (Ivan Chort)  
7539 Wilhelm Dr.  
Lanham, Md. 20706  
(301) 552-9115

MEAD  
Fritz Grundeman (Aelfred)  
2900 Monument Ave.  
Richmond, Va. 23221  
(804) 353-4283

Skraelings  
Fred Pollnitz (Aldred)  
3116 Laurel Ave.  
Cheverly, Md. 20785  
(301) 773-0876

Order of St. Anysia  
Beth Gaylor (Elsbeth), Bocman  
1 Dalmeny Ct. #103  
Baltimore, Md. 21234  
(301) 661-8915

The Teutonic Plague  
Volume 12, 921 A.H.

December, 1987

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Current Dues:

Basic Markland Membership \$10 : This is the basic membership fee which includes a one year subscription to the Plague, first class postage, and group liability insurance coverage at official Markland events.

Personal Accident Insurance \$4 : Adds personal accident insurance to the basic membership. This is highly recommended, especially for fighters.

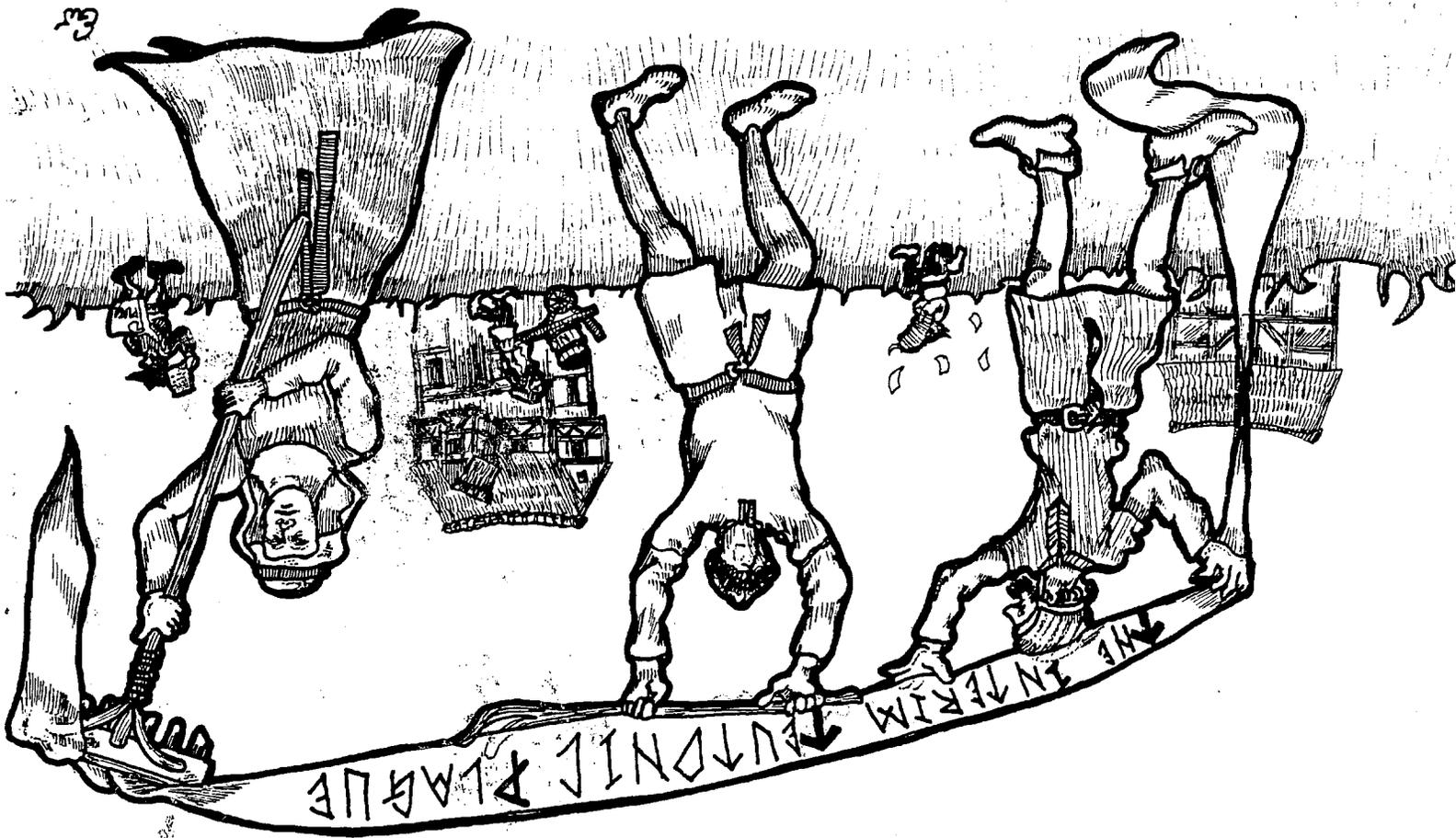
Contributors Fund \$20 : This includes all of the above benefits and contributes \$6. to the contributors' fund.

Title \$25 : This buys your very own title. It must not already be held by someone else.

Advertising rates for this publication are as follows:

Full page	\$30.00	Half Page	\$15.00
Quarter page	\$7.50	Eighth Page	\$3.75

Requests for less than 1/8th of a page will pay the 1/8th page rate. Groups are entitled to 1/2 page free, additional space is charged at the above rates.



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