

hASTINGS

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MARKLANDERS!

We invite you to participate in Markland's 18th Annual Re-enactment of the Battle of Hastings to be held at the University of Maryland on October 4, 1986. The plans for the day include the re-enactment of the Battle of Hastings; the re-enactment of the Battle of Stamford Bridge; a fair with displays on the 11th century Norman, Saxon, and Viking Cultures; a Frat Tournament; and, of course, the Hastings Feast. The information below contains a schedule, maps, contact numbers, and other pertinent details to help you help us put on a good show. We hope to see you there.

The Fyrd of Maryland Medieval Mercenary Militia and Grimric, Warlord of Maryland, Battle Master of Hastings, Grandmaster of the order of the Yellow frog, Knight before Christmas, Ruler of the teenage Wastelands, Skraelings (...and a few other bloated and undeserved titles.)

Schedule for Hastings Day

- 09:00am Booths may set-up.
- 10:00am Fair Opens
- 10:30am Armor & Weapons inspection for the Battle of Stamford Bridge
- 11:15am Participants form-up for the Battle of Stamford Bridge
- 11:30am Battle of Stamford Bridge

- 12:30pm Frat Tournney Begins

- 02:00pm Armor & Weapons Inspection for the Battle of Hastings
- 03:00pm Participants form up for the Battle of Hastings
- 03:30pm Battle of Hastings
- 04:30pm Fair Closes
- 06:00pm Feast Hall doors open.

Contacts:

Battle of Hastings - Grimric (Mike Smith) (301) 863-5481, Battle of Stamford Bridge - Edmund Fitzjohn (Paul Silbermann) (301) 992-7034, Hastings Fair - Ivan Osset (Evan Steinhart) (301) 490-8409, Hastings Tournament - Thrid (Tom Hundley) (703) 631-6816, Hastings Feast - Theresa Farrell (301) 596-5414 or (301) 454-3160 [please leave a message], Feast Tickets - Chort (John Montrie), Olender (Earl Miller, Jr.), Theresa Farrell, Event Publicity - Kate (Kate Condray) (301) 779-2798. General questions should be directed to Grimric (Mike Smith) (301) 863-5481.

Information on the Fair

- 1) We will provide tables and chairs only to displays directly pertaining to the Battle of Stamford Bridge, the Battle of Hastings, or the Norman, Saxon, and Viking cultures.
- 2) If a display wants to be provided tables and/or chairs for the fair, they should contact Evan Stienhart before September 25.
- 3) Merchant's who wish to set-up at the Hastings Fair MUST get permission to setup from Evan Stienhart before 10/1/86. NO ONE WILL BE ALLOWED TO SETUP WITHOUT PRIOR PERMISSION.
- 4) There will be a roped off stage area for performances

For further information on the Hastings Fair, call Evan Steinhart.

Information on the Battles

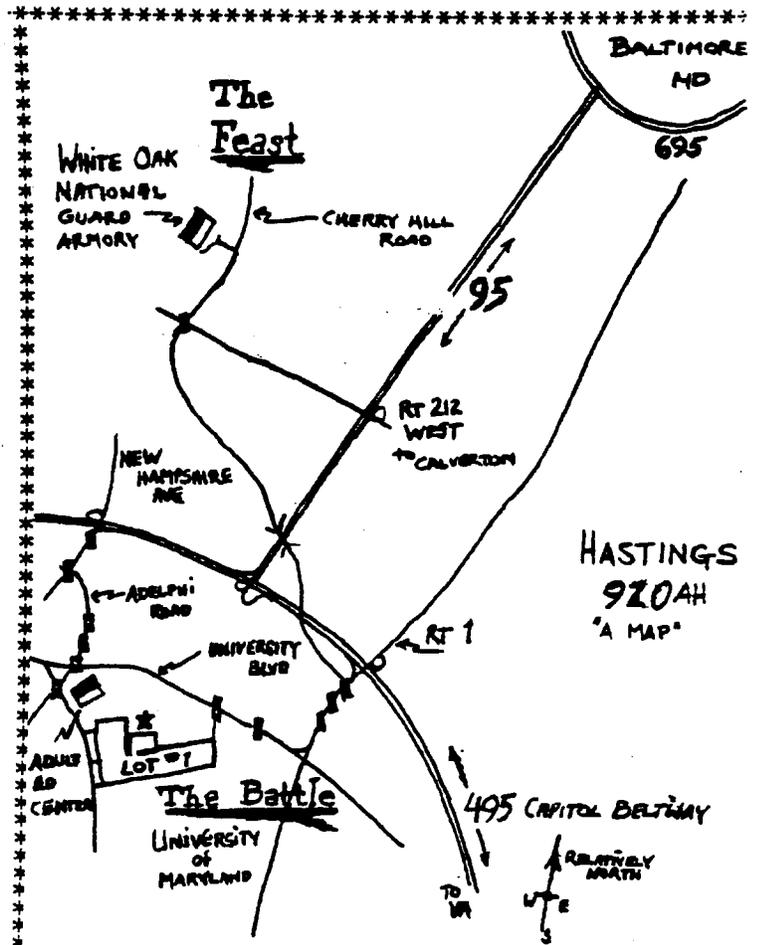
- 1) Fighters should be dressed and armed as 11th century Normans, Saxons, or Vikings. (ie. NO blue jeans, sneakers, or glaring anachronisms).
- 2) All fighters must have their armor and weapons inspected before each battle. On passing inspection, each fighter will be given a copy of the battle plans to review. The battle plans will be collected prior to the battle.
- 3) All archers must also have their equipment inspected.
- 4) Archers should paint or otherwise disguise their green fiberglass bows.

If anyone has any questions about the battle or the appropriate equipment they should contact either Grimric or Edmund Fitzjohn (See Contacts)

The Feast

This year's Hastings Feast will be a mostly provided for feast with bread, fruit, cheese, nuts, beef stew, cider, and beer. Tickets are \$6 each. The feast will be held in the White Oak National Guard Armory (the same hall as last year) on October 4, 1986 from 6pm to 11pm. You can buy tickets through Theresa Farrell, Ivan Chort, or Olender at various Markland Events, or you can mail a check and a SASE (Self addressed stamped envelope) to Theresa Farrell, 4219 Centerville North, College Park, MD 20742. Ticket requests received by September 26th will be mailed back. Ticket requests received after September 26th will be held at the door.

MAKE CHECKS PAYABLE TO THE MARYLAND MEDIEVAL MERCENARY MILITIA.



Current Dues:
Basic Markland Membership \$10
 This is the basic membership fee which includes 1 years worth of Plagues, First class postage and you are covered by the group liability Insurance at official group 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 the above and in addition \$6 goes into the fund.
Title \$25
 This is your very own title. It must not already be held by someone.
 Ad rates for this publications are as follows:

Full Page	\$30.00	Half Page	\$15.00
Quarter Page	\$7.50	Eighth Page	\$3.25

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 at the above rates.

Markland Schedule
(as of September 5, 1986)

[Optional, unofficial, ?]

September 12-14, North American Manx Association Conference, Williamsburg, VA. The Longship Company has been invited to attend, loot, pillage, but to keep the burning to a minimum. If you would like more info contact the Longship Company.

[Optional, unofficial, none]

September 13, PennMed Feast, BYD.

[Optional, unofficial, none]

September 14, Fenby Meeting, Earl Miller's.

[Secondary, official, show]

September 21, Oxen Hill Joust, 11am, Tucker Road Recreation Center, Oxen Hill, MD, Paying event, parade & halftime battle, contact Rorick (301) ICE-LORD.

[Optional, unofficial, none]

September 28, Pre-Hastings Workshop, Chorts, all day.

[Primary, official, authentic]

October 4, Battle of Hastings, University of Maryland, See map this issue, contacts [Battle of Hastings] Mike Smith (Grimerick) (301) 863-5481, [Stamford Bridge] Paul Silbermann (Edmund Fitzjohn) (301) 992-7834, [Tournament] Tom Hundley (Thrid) (703) 631-6816, [Fair] Evan Steinhart (Ivan Osset) (301) 490-8409, [Feast] Theresa Farrell (301) 596-5414 or (301) 454-3160.

[Optional, unofficial, none]

October 11-12, Fenby Thatching Workshop, Jamestown, contact Kate Condray (301) 779-2798.

[Optional, unofficial, none]

October 25, Fenby Workshop (rumor)

[Optional, unofficial, none]

November 1, MEAD All Hallows Feast, Richmond, tickets \$5, fully provided, Alys (804) 358-1428, or Kathy (804) 358-7503, crash space available.

[Secondary, official, none]

November 8-9, Fall War, sponsored by the Skraelings, Granam Memorial Park, Baltimore MD, contact Marco (301) 668-7318. NO open fires, charcoal off the ground.

[Optional, official, none]

November 22, Council Meeting, Richmond. No Details.

December 9, submission deadline [Pre-Winter-Aithynq Issue]

[Optional, unofficial, none]

December 12, Norman Barnacle Choir, Begins.

[Optional, unofficial, none]

December 14, MEAD Yule Feast, Fully provided, Richmond, contact Alys (804) 358-1428, or Kathy (804) 358-7503.

[Optional, unofficial, none]

December 28, Solstice Feast, all proceeds to Markland, contact Chris Jensen, will be in VA somewhere.

[Secondary, unofficial, show]

January 10, Ashdown, sponsored by Midgard, contact Thorin, no kite shields, probably at University of Maryland, South Chapel Lawn.

[Optional, official, none]

January ??, Winter Aithynq.

[Secondary, unofficial, show]

March, Clontarf, Skraelings.

[Secondary, unofficial, none]

April, Spring War, PennMed.

Event Ratings

Primary - recommended event
Secondary - good event, usually recommended
Optional - can go, can not go
Official - event form in, insurance applies
Unofficial - no event form in yet
Authentic - Authentic!!! Get rid of the watches...etc.
Show - be reasonable, the public is watching
None - wear garb or none required.

Continuing Events

Sundays, Fratricidal Practice, 11:00am until 2:00pm at the University of Maryland, Peasants Park (Campus Woodlands), Contact Bek (Brett Abbott) @ (301) 596-5138.

Recreation/Frat Practice, Rigley Creek State Park, PA, Pennsylvania Medievalists Society (PennMed).

Battle Practice, Delaware, Bill Heaths, (302) 731-1892.

Tuesdays, every other one, Dance practice at University of Maryland, contact Greykell (Ruth Perks) at (301) 948-4274.

Wednesdays, Medieval Study Workshop, from 8pm to 10pm, sponsored by Medieval Recreation Guild, Vienna, VA, contact the Guild Hall (703) 255-3216.

Thursdays, Sewing, Armor Making, Spinning, and Dying workshop at the PennMed Hall, in Bridgeport, PA.

Fridays, Tapestry Workshop, University of Maryland, contact Kate Condray (301) 779-2798.

Other continuing events welcome.

Schedule courtesy of Mike Bartman with alterations/ additions (Editor). All persons wishing to schedule an event on this calendar must contact the Bocman, Beth Gaylor (301) 247-3218. Those events listed above as (unofficial events) have not gotten their official event forms in to the Bocman.

Markland Council Meeting, August 23, 920 A.H.
Somewhere (barely) in Maryland.

The meeting was brought to order by Pindarus. All official groups were represented but: Bardoom, Jarnvid, Jomsvikings, and Maryland. As a result of the Jomsvikings' absence, the group has lost official status.

The schedule of events was discussed and updated. The latest additions were the announcements that Skraelings/ Order of St. Anysia wish to host the Winter Althyng, and PennMed wishes to host Spring War. Details are forthcoming.

Marklands 3rd class mailing permit was discussed, and its value was weighed against its cost. The use of the permit is available to mailings in excess of 200 pieces of M.M.M. related items. The cost is 8.5 cents per piece (less than 1 oz.) and the items must be sorted and taken to the Greenbelt Post Office. Markland pays \$50.00/yr. for the permit. As it must be renewed each year, its use will be monitored to justify its expense, or it will be eliminated. (i.e. use it, or lose it.)

The following people volunteered to serve as "land officers" at the Summer Althyng: Mike Bartman, Joe Marek, Steve Kiefert, Mike Forestieri, Kent Aist, Charlie Brookes, and Andre' Catalfano. They will be contacted to begin research on Markland's impending land investment.

In response to questions from Council Representatives, the following information:

- Any official group may appoint any paid Marklander as an ambassador to represent them at a council meeting.
- Markland is NOT incorporated in Virginia.
- Thrid is running the Frat-Tournament at Hastings/ Stamford Bridge on October 4th.

Pindarus re-emphasized the idea of an event rating system (suggested; "Primary", "Secondary", and "optional", as ratings.) Among the criteria to be considered would be:

- a) Is the event a money-maker?
- b) Is the event usually well attended by Marklanders?
- c) What public exposure should we/ do we usually get?
- d) Is the event well attended by civilians?

It was suggested that feastes be considered "optional" events; that event organizers advise Markland of how they would rate the event, and of the historical accuracy/ authenticity of the event; and that more event organizers give more attention to in-Markland publicity. A one-half page ad in the Plague is free, and the more people know, the more interest there will be.

The rating system is not a means by which the witan tells you which events you must attend, but it is intended to be a guide for new Marklanders, and those who have a limited number of

weekends at their disposal.

Pindarus is still looking for lists of people who are interested in showing off their skills at public events. Group leaders, get your people together, figure out what they can do, and let Pindarus know that they are available.

Even if you have no known skill...there is always a need for crowd control and local color.

Two groups are forming and begining research work on specialized historical projects. Aldred, The official Saxon Guy, is looking for people interested in Saxon specialization; and Brett is planning some specific 13th century re-creation. Contact these Guys for more information.

Quinn reported no casualties at PennMed's Summer War.

The next council meeting will be hosted by MEAD in Richmond on November 22.

Details concerning the time and location are forthcoming.

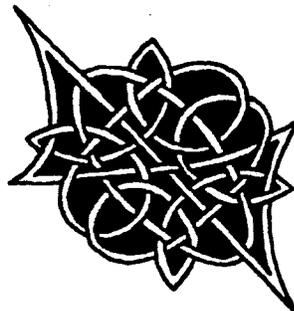
Pindarus closed the meeting.

FROM THE BOOBYH

Please send me anything you would like to see on the agenda for the November 22nd Council Meeting by November 1st !!!

Event organizers, lets see some paperwork coming through for official events, the sooner you take care of it, the less you need to worry about.

Reverend Mother Elsbeth Dechsley, OSA
Bochman



Viking Garb and Accessories - Part 1

What did vikings wear? It depended on class, location, period, and places visited. I'll start with the basics and expand by geographical area in other articles.

Basic garb for men should include two tunics; a long sleeved under tunic and a short to almost long sleeved over tunic (the under tunic should show). Tunics should be midhigh to knee length, the longer the tunic the wider the "skirt". Riders might have slits, but most had none. Common materials were linen and wool; silk was rare and Egyptian cotton rarer. Long, non-baggy pants of heavy linen, heavy wool, or leather (buckskin, cowhide, or reindeer, with or without fur). Use a drawstring to close the pants; a belt through beltloops is OK. Footwear should be ankle length boots or sandals, crossgaiters are optional. Men occasionally wore an embroidered headband called a niadn.

Women wore ankle length dresses with sleeves similar to men's tunics. The overdress was probably somewhat shorter than the underdress (to allow the fabrics to contrast each other). Women's boots can be as high as midcalf. Aprons were two rectangles fastened at the shoulders with straps and oval brooches. Women wore scarves over their hair, especially married women. They may have worn headbands similar to those worn by men. Women commonly carried on piece, spring type scissors, bone needles in a tubular case, and drop spindles. Married women carried keys.

Cloaks were square or rectangular and fastened at the off hand shoulder (the hand you don't write with). Cloaks should be made of heavy wool or leather (with fur on the inside). Both sexes wore cloaks. Men and women wore belts (aprons were probably belted in the front only) and carried a small, single edged knife. The knife was carried on the belt or on a thong around the neck. Vikings used pouches (due to lack of pockets). Coins, combs, and other small articles were carried in these pouches. Bronze or silver plates were used to decorate belts and pouches.

Ragg wool was invented some time in the tenth century. However, viking knitting was more similar to crochet in texture. Socks, watch caps, and sweaters were known to have been in use. Some references mention richly embroidered vests and heavy woolen coats. These coats seem to resemble modern peacoats. Vikings used buttons made from wood or antler. These were round or toggle types with loops of thong instead of button holes. In cold weather, both sexes wore wool caps or pointed hoods that covered the shoulders. Wide brimmed nats, some with pointed tops have been mentioned.

Trim can be bands of solid color, geometric patterns, knotwork serpents, or fur. Tablet weaving and cross-stitch are authentic.

In addition to written sources, the spectroanalysis of the York finds and incredible range of colors. Keep in mind that brighter, truer, deeper colors were more expensive. Avoid neon and pastel shades (rich colors that have faded to pastel shades are OK.) Almost any shade of brown or grey is acceptable. Off whites are good, if you want a brighter white, bleach it.

Black was common. Black and red were associated with the Danish invasions of England. Reds should be rust to blood. Blues, if light or bright, should be dusky, cobalt to midnight in shade. Any dark green ranging to emerald or kelly on the bright end (all greens should be slightly muted). Mustard to lemon yellows, dull oranges, Maroon to royal purple (purples were rare). Vikings loved color, bright clashing color combinations were very common. Woven stripes and simple plaids are OK.

Jewelry was worn by both sexes. Silver, bronze, and gold being the preferred metals. Arm rings, finger rings, Thor's hammers, and beads (amber, jet, glass, horn, antler, bone, metals, and stones) were the most common. Coins were used as pendants.

Feast gear should consist of drinking horns, funnel beakers, mugs, or goblets. Wooden or metal spoons, wooden or stoneware plates, wooden, soapstone, or metal bowls. You'll want a table cloth, napkins, and a basket to put everything in. Use candles or oil-lamps to provide light.

Basic weapons should include a club, saex, spear, axe, and shield; (see last Hastings issue of Plague). Wealthier men carried swords, these should be straight, double edged, one-handed types. Armor can be padded cloth or leather. Heavy soft leather (rings can be sewn on or trapped between two layers, if you wish). Sleeves on these three types can be any length or non-existent; sleeves were probably short since vikings favored mobility. The armors listed above should be midhigh to knee length and were most likely slit for ease of movement (front-back or on each side). Cuirboulle armor probably resembled the Roman lorica and may have been segmented. Wealthy men and professional warriors were probably the only people who owned chainmail. Chain can be of two types, the byrnie or the hauberk. Byrnie were short sleeved or sleeveless and came to midhigh. Hauberks were knee length with short to long sleeves. Short sleeves were probably more common. Metal splints may have been used as reinforcers on the upper arms of chain armor. Vambraces of cuirboulle and splint types were used, splints were of horn, wood, or metal. Band helmets can be round or conical with horn, leather, or metal inserts. Band helmets may have straight or flared nasals, some had none at all. Round, all metal helmets can have face protection (spectacle to full face plate). This type of helmet can have leather or chain hung off the back or all the way around, cheek pieces may have been used. Metal splints were sometimes hung off the backs of the last type of helmets. Helmets with facial protection usually had bronze ornamentation. Remember that the more ornate and heavier the armor, the richer the wearer.

This is an on going series of articles on vikings, if you have a particular interest, idea, or piece of information, let me know and I'll see what I can do. The next article will probably be on the Varangian Guard.

I'm not perfect, so if you think I've made an error tell me and I'll try to find a specific source for my information.

Halfdanr Jomsvikingar

Medieval Paper

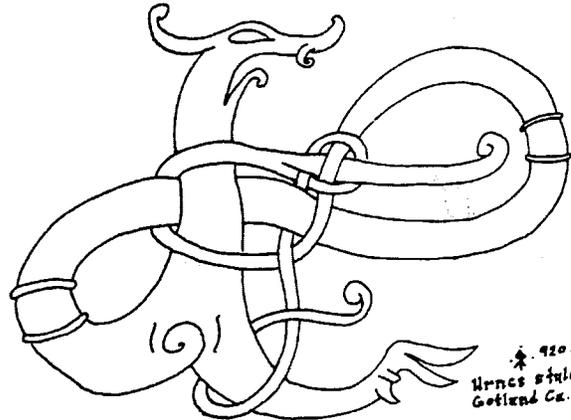
The usual writing surfaces of the medieval society were parchment and vellum, rather than paper. These are both made from skin. For parchment, this is the split skin of a sheep. Vellum is made from whole calf skin, which is scraped and treated with lime. The general procedure is washing the skin, applying lime, taking off the hair, then scraping the skin with a curved knife. The skin is then washed and dried on a frame. It is then scraped to give it an even thickness.

Monks making books would choose their pieces of parchment for the pages so that there would not be a wide variation of color through the book. The pages were set up so the hair side of the parchment would face the hair side of the next page. This was to limit variation visible between the left and right pages when a book was opened.

The actual invention of paper is Chinese and is dated as occurring A.D. 105, this is actually the date that was officially and publicly announced. Paper made its way into Europe by the same routes that silk was traded and that Marco Polo mapped later in the 13th century. It was sometime during the 12th or 13th century that it was introduced into Europe. It was supposed to have been introduced to Spain or Italy first, no one really knows which. At first paper was not accepted due to its high price and fragility compared with parchment, and due to the fact that it was introduced by Jews and Arabs. The first use of paper for an official European document was by King Roger of Sicily, a deed written in Greek and Arabic. The use of paper before the invention of printing (1450) was limited enough that no real development of the process of making paper occurred. However the evaluation of this should take into account that papermaking, like most guilds, jealously guarded its secrets and information, and skills were not traded from locality to locality.

The medieval paper was very different from our present day paper. Today paper is mainly wood pulp. The medieval paper had no wood pulp, since the process was not invented till relatively recently, but instead was 100% rag paper. The rag referred to, was linen rag. Which was pulped to provide the raw material. The other form of rag is cotton rag, which would not have been available. Cotton requires a warmer climate than Germany, Flanders, or England. However, flax will grow well in these areas as is shown by Ireland, famous for its linen. The first use of the watermark in Europe was in 1282, Italy; and were simple crosses and circles.

John Evans.. Arp



Kent's first principle of re-enactment fighting;

"The person who appears to be at a disadvantage is in control of the situation."

The person who is to die knows where and how they can be killed. Let them tell you, or don't touch them. Some other examples of how I put this principle into practice follow;

The person who is to lose their weapon doesn't have it ripped out of their hand. Instead, the opponent touches it (at most) and the original owner puts it in the direction it is supposed to go. This avoids having weapons fly into people not intended to be hit.

The person who has their leg hooked out from under them only has the axe placed near their leg, and they throw their leg forward, and themselves backward under their own power.

The person who is underneath with a dagger slowly being pushed toward him as he valiantly resists it, actually is pulling it toward himself as the person above is resisting this action slightly.

If you practice this principle at all times, then a safe but colorful fight can be put on.

It is the recommendation of the steel qualifiers that reenactment battles have a scheduled rehearsal time. Sometime during that rehearsal a cut off should be implemented after which any local latecomers should be excluded for ignorance in public. Additionally, at least one non-active (not currently fighting) steel qualifier should be behind each line to observe the fighting.

A Viking Comb and Case

During the viking Age combs were made from antler, bone, horn and wood. Several surviving examples have been found at various archaeological sites throughout the viking sphere of influence.

Written references tell us that the vikings were a clean, wellgroomed people.

To date I have seen one such comb in the militia. Hrathkus, through many hours of patience, made it from antler. Don't think combs are difficult to make, they're just tedious.

Wood is easier to work, but less durable than the other materials. Antler and wood are the easiest materials to obtain in pieces large enough to make a comb. If you decide to use wood, choose a straight grained piece of walnut, maple or cherry. The grips and case sides can be curly or figured. Dollhouse furniture stock works well, you can get it at some hobbyshops.

If you use antler be prepared to law out several pieces thin enough for toothed pieces. It will take several peices to make it wide enough to be an effective comb.

Before you decide on which material to make your comb out of, see the diagrams.

List of materials:

- 2 pc. - 1/8"x5" wood.piece A&C
- 3 pc. - 1/4"x2"x6" wood, pieces B&D
- Glue - carpenters or hide
- Brass eschutcheon pins, 5/8" or 3/4"
- Tung oil or varnish

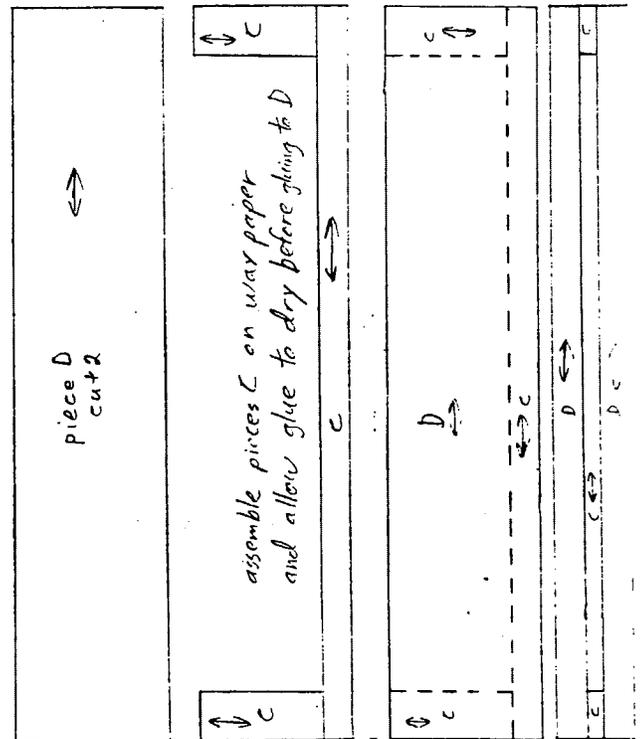
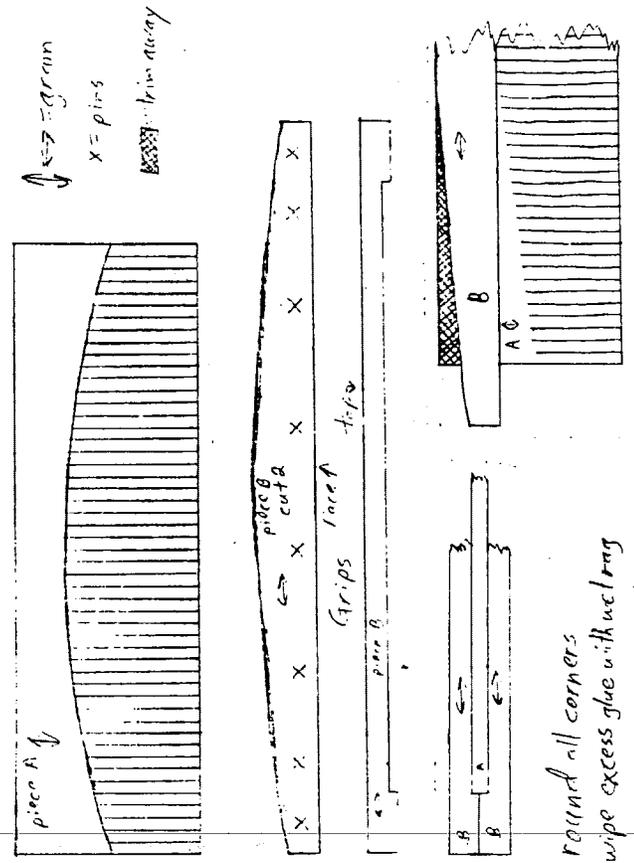
Tools:

- #1Xacto knife with #13 blade
- Mill bastard file (use on antler)
- 200, 320, and 400 grit sandpaper

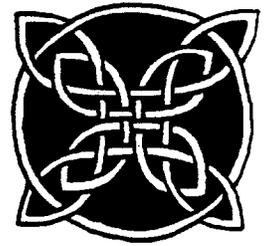
Cut piece A to length and mark teeth (1/16" to 1/8" wide). Clamp in vice and cut teeth. Cut two pieces B and carve slots for piece A. Glue pieces B to Piece A and clamp. When dry trim the top as shown and drill holes for pins.

Use pins as rivets. Use 200 and 320 paper to sand teeth to shape; taper towards the ends and round the points. Sand the grips with 200 and 320 paper, round all corners. If you plan to carve the grips do it now! Final sand the teeth and grips with 400. Finish with oil or varnish if you used wood. No finish is needed on antler.

The case is made sandwich style. Cut pieces D to shape. Cut piece C to shape. Piece C is made in three pieces (see diagram). Glue pieces C and D as shown. Sand, carve, and finish as for comb. Paint carving if desired. Secure case to comb with thong.



The Markland Medieval Mercenary Militia Contact List (as of September, 1986)
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The HOT-LINE HAS
MOVED

The Teutonic Plague September, 920AH
Volume 8, 920AH

Editor.....The Old One
Assistant Editor.....Wiltread of Inc
Assistant to the Assistant...Raeadrille of Inc
Art.....Attila and Tom Ball

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However, anyone wishing to express a
controversial view should do so in writing
and in a constructive manner addressed to
the Editor. These shall be printed as space
permits.

Althynq July 920AH

(from notes made by the Plague Editor)

First we opened with upcoming events... see the schedule.

Steel Rule Changes both passed.

"Swings to the Head are not allowed in line battles"

"The rule governing line battle and conduct in line battles will
be assumed to be in effect except in special routines approved in
advance by a steel qualifier."

Dues increase was discussed from an income and expense
standpoint. After discussion, the dues increase passed. Dues
are now \$18.00. Included in the dues increase, it was determined
that all Plagues will be mailed first class.

Future funding and other means of income were deferred until a
future council meeting.

Land committee was formed, or is to form, see council meeting
minutes.

Ono and Jomsvikings were warned that failure to show at the next
council meeting would result in the two groups losing official
group status.

MEAD (Medieval Education and Demonstration) and The Order of St.
Anysia were approved as new groups in Markland.

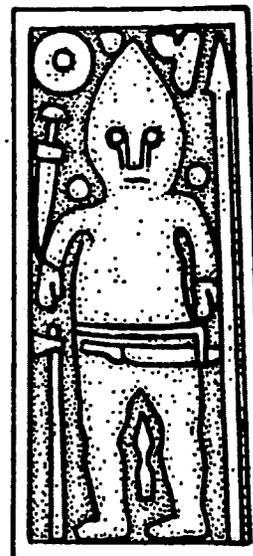
Plywood to Planks

Here are a few quick and easy tips that can be used to turn that
light colored piece of 3/4" plywood into a passible plank shield.

- 1) Add lines to the exterior surface so as to define the
planks. This is most easily done with the grain of the exterior
wood.
 - a. Either paint or draw (with indelible black marker) thin
roughly parallel lines from the top edge to the bottom.
 - b. These lines can be enhanced and made more permanent by first
cutting a shallow narrow groove with a knife or chisel.
- 2) Darken alternate or random "planks" so that the surface color
is not uniform. This can be accomplished by many things such as
wood stain, oil (vegetable to used motor oil), coffee, thinned
brown paint, etc...
 - a. If you wish to get fancy you can stain or paint a new wood
grain on some of the modified planks. Do this before you stain
(of course)
- 3) Cover or paint bolt heads on the boss and shield.
 - a. Cover with epoxy putty or plastic wood. These can be shaped
so as to appear as they were hand forged and beaten.
 - b. When dry paint with appropriate dull metallic model paints.
 - c. Recessed bolts on the shield can be similarly disguised as
knots.
- 4) Stain or darken shiny bosses with a wash of appropriate
metallic paint.

Hope you find these tips useful.

Garth of Wessex



Pindarius proposed an event rating system. The rating system would rate events as either primary, secondary, or optional events. This is not intended to discourage participation in secondary or optional events, but is intended to let people who must make a choice between events, which event is more important to Markland, in terms of Public exposure and benefits. In addition, events would be rated according to the authenticity requirements for the type of event. (ie. Jamestown is super authentic, a feast is very informal, usually).

Steel qualifiers brought up that the safety and performance at recreation events recently is very poor. To alleviate the problem, recreation practices are planned in the future. It was recommended that they be monthly or bi-monthly. In addition, Pindarius is soliciting for people who are willing and able to do public events to submit their names, addresses, and phone numbers so that when events that require a certain number of participants come up, he can look at the list and have an idea how many bodies to promise.

Rosters were discussed. Maryland, Longship Company, Mercenary Guild, and Jomsvikings were remise in submitting their rosters. Well, almost all of them were. Somewhere along the line, one or more of the above were lost. It was voted to allow the groups until the next council meeting to get a new copy in.

For those of you who think that the Plague does not come out often enough, and would like to get schedules monthly, or bi-monthly, please take advantage of the services that Mike

Bartman is providing. He is the official Markland Scheduler. His schedule is put together monthly, and Constantia (Linda Rioux) mails out all the SASE's she has with a copy of the schedule in it. You must send him the SASE's in order to have a schedule mailed to you. Mark the SASE's you send with the months you want to receive the schedule.

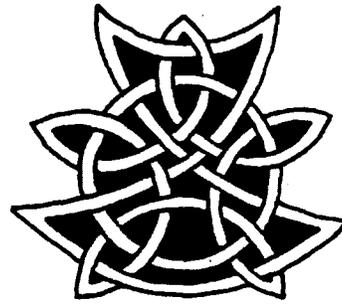
Mike Bartman, 9219 3rd Street, Lanham, MD 20706, (301) 731-5807.

Elections were held... the following are your new officers.

Alderman.... Joe Marek..... Pindarius
Balif..... Bill Sudbrink... Guillaume Fitzedouard
Sheriff..... Marco Jankovic.. Vukmarkovic
Bocman..... Beth Gaylor..... Reverend Mother Elisabeth Dechsley

See the updated contact list in this issue of the Plague.

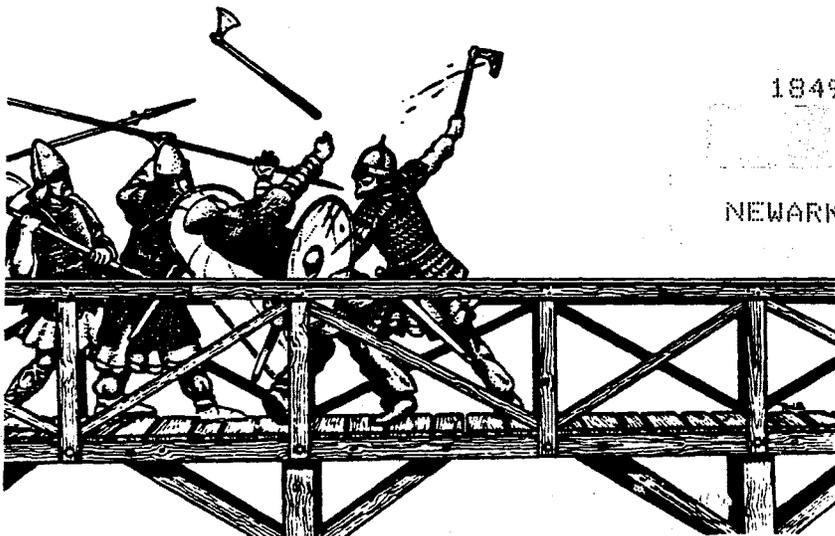
The meeting was closed, and we all went feasting.



The Markland Medieval Mercenary Militia
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