

The Plague

Fall 2000: Vol. 29, No. 5

From His and Her Majesties:

Fox and Nadua Send Greetings to the Fyrd of Markland

We were elated as to the outcome of this past Crown War. The weekend was full of exciting battles and a vast amount of campfire revels. I would like to offer a heartfelt thank you to our allies for fighting with and supporting us for the hard-fought victory.

Our thanks to Swenchen Deeke, regent to our former Queen Squeek, for accepting our challenge and for the opportunity to fight for the Crown on the same day. To the warriors of Dalriada, many thanks for holding the coronation and a special thank you to the Order of the Lost Boys for the open invitation to revel at their camp.

The Circle and I send a "huzzah" to the warriors of Galacia, led by Sir Frederick, for their victory against us in the black and white battle.

All I can say, speaking for the Queen and I, is that our first night as royalty in a great kingdom was one to be remembered. It is not everyday that you get to assist in a wedding proposal. Next for the Queen and I will be our first royal court at the Feast of Lethargy and then our wedding this year's Harvest War. All are invited to join in our wedding celebration.

We will also be looking forward to upcoming events and feasts, and the

excitement of challenges to our Crowns, both present and future. We will try our best to keep the King and Queen positions fun for all Marklanders.

The Queen and I hope to have fratricidal, fencing, and archery tournaments in the future to select our Queen's champion, our royal guard, as well as holding a brewing competition to choose the King's brewer.

Looking forward to seeing everyone at future events.

In service to the Kingdom of Markland, Fox and Nadua.

Challenge for the Crown

Greetings to Your Majesty Fox:

I convey the greetings and blessings of Pope Letch the Consummate, the true Pope of All Markland. As is my duty, I have informed the Pope of your coronation as High King of All Markland, you having become thus by force of arms. As His emissary, the Pope has instructed me to convey to you the following:

I. As you were coronated by the Church, you now have an obligation to bow to the will of Holy Rome and give tribute to the Church.

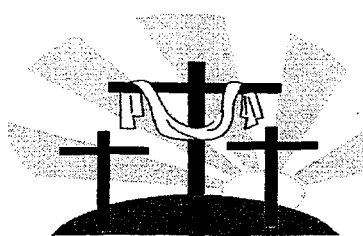
II. As a new puppet ruler for the Church, you will do the Church's bidding and turn all power over to the Church, in this case, to the emissary of the Pope, the good Abbott Domonal.

This you will do if you wish to continue to have the support of the Church. Failure to do so will cause the Church to remove the Crown, by force of arms if necessary. His Holiness the Pope has authorized the Abbott

Domonal, as His emissary, to act as regent, to put together an army, and to declare that a Holy Crusade shall be called against you and any and all who shall be foolish enough to follow you in any campaign against the Church!

So King Fox, It is in your best interest to subject yourself, and your followers, and kneel to the Holy Roman (Marklandic) Church. To do otherwise would be foolish and self destructive. We await your reply.

I am, Your humble servant,
The Abbott Domnhal O'Donnabain,
Emissary to Pope Letch,
the Consummate
The True Pope of All Markland



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Aldorman's Hammer

Ut and hello! Once again!

Yes, I am once more the Aldorman of our chaotically merry band. I will strive to justify your renewed confidence in me.

As I see it, the most important task left to me at present is the work of the new By-Laws Committee. While I am not a member of this group (although I am an alternate), I intend to press them for results so that their work can be available for all of us to peruse and discuss. I am hoping that the structure of Markland will not be much changed by this process, but rather that the By-Laws will come to reflect the way we actually carry out our business.

There may have to be some changes,

Eric Dennis, Spothhead

or at least additions, made, however. Be prepared, just in case. We are a unique and proudly independent group in a larger sea of similar groups, and both our uniqueness and independence should be cherished.

Try to think of why you are a Marklander before you condone or condemn the work of the committee.

Spothead

Aldorman, once more *lex animata*.
Maxima delenda est!

NOTE: Council Meeting is November 4, 2000 at 1:00pm at the Feast of Plenty.

Bailiff's Ut Oh!

UT!! A Challenge occurred at the Summer Althyng this year! We currently have approximately 75+ members that are listed as UNAFFILIATED with any group. The challenge for the current groups that are lacking in their ten members needed to remain official is to recruit these unaffiliated members! It's great that new groups are cropping up, but we need to keep the others active also.

How? Let me know if you are actively recruiting and I will supply you with information. However, a better way is to advertise in *The Plague*!!!! Drop Heather an article with your group information, accomplishments, activities etc. *The Plague* will have information on YOUR group listed for all to see. Unaffiliated members may be lured from the comfort of

Linda Kaserman, Nannyfodder
being unassociated and be encouraged to be more active!

A REMINDER to the COLLEGE STUDENTS: Remember to forward your address changes to me ASAP!!! I usually get a bunch of returned *Plagues* around this time of the year due to this problem. The exception - Mary Beth Madigan - she always changes her address when school lets out and begins again - Thanks Mary Beth!!!

And as always - nag nag nag - renew your memberships!!!

NannyFodder

P.S. Thanks to Scarlet Cross for their \$48.00 donation from the Feast of Fools...Wuhu!!!

Plague Submissions

Opinions expressed in this publication are solely those of the contributing authors and do not necessarily represent those of the editor, staff, or Markland, Ltd. *The Plague* is published for communications to all Markland members and as an official corporate record. A policy of fair access and niceness of demeanor will be upheld by the Editor, staff, and members of the Witan. *The Plague* Staff determines if and when a submission is published.

Please send all submissions to:
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215.722.7674 (M-F 6:00-9:00pm)

MARK ALL EMAIL SUBMISSIONS WITH THE SUBJECT LINE: "ATTN: PLAGUE EDITOR."

The preferred method of submission is electronically: either by email or on an IBM disk, double or high density, 3.5 inch only. We can read most Windows or DOS based file formats. When in doubt, use a simple text format for articles. Alternately, hard copy camera ready art and typewritten or computer generated articles, double spaced are acceptable. And as a last resort, legible hand-written articles will be accepted.

Credits

The Plague is brought to you by the Old One (Editor Emeritus) and the Staff:

Heather G. Dotchel (Editor)

NannyFodder (Publisher)

Ardmore PA Sir Speedy (Printing)

Contributors: Atli, Joe Carpenter, Dmitri Chernovolok, Eric Dennis, Don Donovan, John Dotchel, James Howell, Steve Kaserman, Ed Keller, Anna Kueberth, Ken Ruh

Editor's Corner

Hello all. Here is the Fall issue of *The Plague*. There are several issues I'd like to touch upon for your information. Over the past few months, comments about the state of communications have eventually made their way to my desk and I would like to clear up some questions.

First, I would like to ask that anyone with a comment, question, complaint, compliment, etc feel free to call me at 215-722-7674 or email me at SiobhanOCahan@hotmail.com. With only one or two exceptions, the feedback I get on *The Plague* seems to travel through the grapevine of Markland rather than being given directly to me. It tends to cause miscommunication and resent-

ment - two things I'm sure we'd all like to avoid.

Secondly, I'd like to clear up some questions regarding *The Plague* and *Pox* schedule. By vote of the Fyrd at the Fall 1999 Council Meeting, *The Plague* is published quarterly. The due dates are: Winter - December 1st; Spring - March 1st; Summer - June 1st, Fall - September 1st.

The Pox (which is now only a schedule and contact list) is to be published on the months in between. There have been virtually no *Poxes* this year because the submission of contact and calendar information has been sparse. Since Markland has

Heather G. Dotchel

been operating in the red, we haven't sent out *The Pox* when there are no changes. However, you should be happy to know that this will no longer be the policy. *The Pox* will be sent out regardless of changes to keep reminding groups that Markland communication does exist. This is in direct response to member request - your voice is heard when raised! Make sure that your *Pox* changes are submitted to me by the 1st of the month (i.e. October *Pox* deadline = October 1st).

Lastly, when you submit something for *The Pox* or *The Plague* - make sure that you do so IN WRITING (email or snail mail). Vocal relay isn't always accurate.

Longship Company Survives Vinland

by Atli

And thus it came to pass that 22 Longship Company folk journeyed northward to Vinland to celebrate Leif Ericson's arrival in the New World. And lo; we were only 1,000 years late, which isn't too bad by Markland time.

Ships and the Sea

So, there we were in Newfoundland, surrounded by rocks and other Viking ships from Iceland, Norway, Sweden, the Netherlands, Canada, and the United States. On the whole, most of the vessels were smaller craft, on par with the *Fyrdraca*. Even the *knarr Snorri* (60') and the Gokstad style *Islandingur* (78') did not dwarf our vessels. The other ships did tend to be lower, leaner and lighter, and their crews were well trained and disciplined.

We ran into a rock or two, and then on the big day, in front of all the ships, 18,000 spectators, international television, God, and everyone else, we managed to snap the mast in twain—right above the oar racks! Now, there's several ways of snapping the mast, but my preferred method is carrying too much sail for the wind. We were in a classic dilemma: the fleet had the weather gage, and we, being out of place and down wind, needed our most weatherly sail, which is also our biggest. (Also, the storm sail didn't look near as neat for such an important day.) I should have caught on that we were a little overpowered when the port sheet tried to drag Fred up and out of the ship. It wasn't really a question of too much wind, but of too much sail. After the mast snapped, we set oars, established control, and started salvage operations in an amazingly efficient manner. Nothing like a good crisis to concentrate the mind and inspire teamwork.

On the whole (ahem!), our operations were competent and we did have a lot of fun. On the other claw, we've seen how far we have to go to become a world-class organization. It was noted that many of the other vessels had extensive governmental or institutional support behind them, where we've been winging it for 21 years on our own.

One bright spot was how well the ship and crew actually handled in (by Chesapeake standards) relatively rough seas and stiff winds.

Another bright spot was how quickly the crew—now essentially shipless—

managed to talk their way onto other ships as crew and what could be learned from the handling of other Viking vessels. Lastly, the lively interest, tolerance, and cooperation among the camp reenactors and the ships' crews from all over was wonderful to experience.

L'Anse aux Meadows National Historic Site

The Parks Canada site is fascinating. The visitor/administrative building is very well done with an excellent display area. (I took notes on the ventilated display cases for the National Park Service.) The exhibits are straight forward and well thought out, with comfortable spacing for the visitors. You walk from the building on an elevated boardwalk to the actual site; thus keeping visitors from trampling the vegetation. (By contrast, heavy traffic had the plants at Garden Point, Norstead, already suffering by the middle of our stay and walking paths cut through the heath like they had been there for years.)

At the actual site, the sod has been restored, outlining the building features and giving a feel for the logic and layout of the temporary settlement. Given the extent of the buildings, and the dearth of artifacts, one gets the impression that the Norse definitely cleaned up before clearing out.

The interpretation by the Parks Canada staff was outstanding, outlining what was known, what they think they know, and what the unknown areas were. They were very receptive to questions, and comments, from visiting Marklanders and other reenactors.

The National Historic Site also has an area with three probable reconstructions of selected buildings. These are substantial buildings, based on archeological evidence and examples from Greenland and Iceland. If the originals were near as well built, it looks like the Norse had come to stay. The buildings belong to Parks Canada, but the reenactors were from Viking Trails Tourism Association. On the whole the interpretation was a touch more lively than at the Norstead site.

Norstead

Norstead relates to LAM much as Jamestown Settlement relates to the nearby NPS Jamestown archeological site. Presently it is presented as a semi-fantasy "what might have been," but we've suggested to the staff that it would be better as an exhibit showing the European context that the Norse settlers of Vinland came from. In terms of interpretation, the Norstead reenactors are on a pretty steep learning curve. Our folks enjoyed explaining techniques and philosophies, and you could see a difference in how they handled visitors before we left.

Redbeard, Lee, Nathan and I pretty much took over the forge (an easy task, since they didn't have any bellows, and we'd brought ours) and forged and donated spearheads, as well as repairing some broken axes. One of the Jolmsvikings from Great Britain needed an axe repaired, and paid with a silver ring rather than fetch and carry services. (It should be noted that their leader came in for some wedges for his axe, and walked out without giving a thank-you, much less payment. No ring-giver there!)

The Longship Company/Markland encampment attracted a continuous stream of visitors, and our less seaworthy members did excellent duty working with the public. [The North American representative of the Viking Network (<http://viking.no>) visited our camp often (with camera in hand) and said that we made his trip worthwhile. One of many compliments received and conversations enjoyed.]

Journey's End

Well, we knew it wouldn't be easy, but getting there and returning were harder than expected, and launching and recovery operations showed that the new trailer needs major modifications.

As of this writing the truck has been repaired (disintegrated timing chain) and re-united with the ship in Nova Scotia. She should be back in the Chesapeake in September.

Meanwhile, it's time to seriously plan for a new ship. We've seen what can be done; it's time we went ahead and did it! The Longship Company is ready for the next step, and your support can help us take it.



HARVEST WAR!

September 29th, 30th October 1st

by John Dotchel

The First (hopefully annual) Harvest War will be fought at Blackbird State Forest in Smyrna Delaware on September 29th, 30th and October 1st, 2000. (Yep the same site where Crown War was). Admission will cost \$2 to offset costs incurred.

This war is being hosted by a conspiracy of Northern groups, Dalriada, Wolves Haven, and The Circle.

There will be camping (and drinking) Friday and Saturday night. Saturday will consist of many creative war scenarios including the Boat War that had to be cancelled at Crown War.

There will be a "bring a bowl" semi-provided feast Saturday night. (That means bring a bowl and we'll try to fill it!).

Directions to the site:

From the NORTH (or the South if North or West of Baltimore) Take I95 into Delaware to Rte 1 South. Follow Rte 1 South over the Delmarva Canal (\$1 toll bridge). Approximately 14 miles south of the bridge, turn right onto Blackbird Forest Road. (Markland signs will begin at this turn.) Stay on Blackbird Forest Road for approximately 3 miles, park will be on the left. Follow Markland signs to our camping area.

From the SOUTH (South and East of Baltimore, anyway) Take Rte 50 over the Bay Bridge and then follow Rte 301 North for approximately 30 miles. Turn onto Rte 300 EAST towards Dover. In Smyrna (about 19 miles, first real sized town you'll get to...), turn onto Rte 13/Rte 1 North (at the Smyrna Diner). After approximately 6 miles, make a left onto Blackbird Forest Road. (Markland signs will begin at this turn.) (NOTE: It took us about an hour to get to this point from the bridge.) Stay on Blackbird Forest Road for approximately 3 miles, park will be on the left. Follow Markland signs to our camping area.

Notes to both sets of directions:

Route 1 and Route 13 are often, but not always, the same road. The section that goes past Blackbird Forest Road happens to be both, so don't panic!

This is what we call "slower" Delaware and speed traps ABOUND - particularly in the small towns along Rte 300 - watch your speed.

For more information, E-mail: DelbaethOCahan@aol.com

Boat War Rules

By Swinson of Head Clan

It has been some time since I have been in a boat battle in Markland. Here are simple rules adapted by another reenactment organization and created by myself to liven any Frat Battle in Markland. It is up to the Head Reeve or the event organizers to use the boat battle rules. There is a cost for making the boats, but then of course we really do live for our hobbies.

Boats shall consist of five types:

6 man Sloop (2 rows of 3 men), 8 man Outrigger (2 rows of 4), 12 man Viking (2 rows of 6), 12 man Merchantmen (3 rows of 4), 21 man Ship-of-the-Line (3 rows of 7)
32 man Man of War (4 rows of 8)

These numbers include the Captain/Admiralty/Royalty etc on the boat.

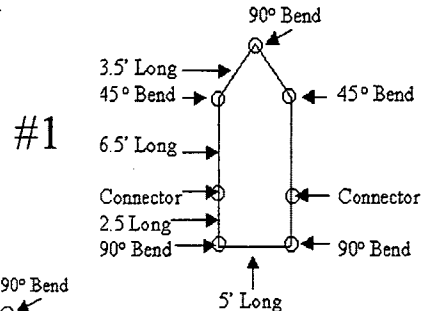
Boat Construction:

Ships are to be constructed of Schedule 40, 1" PVC is suggested, other sizes are allowed. All joints must be securely fastened to prevent the boat from coming apart

Designs

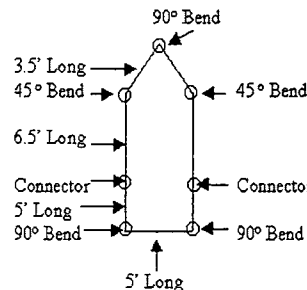
6 man Sloop (#1)

3 10 foot sections
2 45 degree bends
3 90 degree bend
2 pipe to pipe connectors



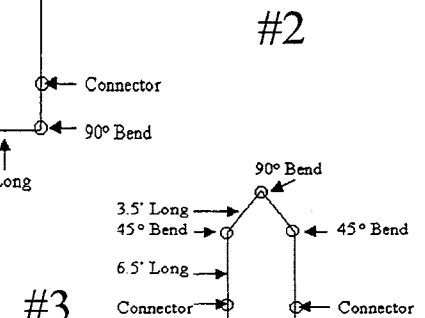
8 man Outrigger (#2)

4 10 foot sections
2 45 degree bends
3 90 degree bend
2 pipe to pipe connectors



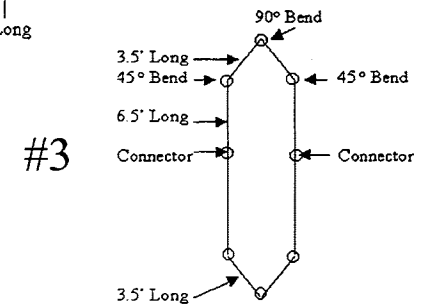
12 man Viking (#3)

4 10-foot sections
4 45 degree bends
2 90 degree bend
2 pipe to pipe connectors



12 man Merchantman (#4)

4 10-foot sections
2 45 degree bends
3 90 degree bend
2 pipe to pipe connectors

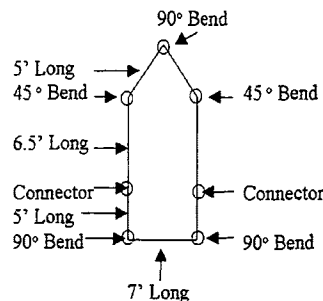


21 man Ship-of-Line (not pictured)

7 10-foot sections
2 45 degree bends
3 90 degree bend
2 pipe to pipe connectors

32 man Man-o-War (not pictured)

8 10-foot sections
2 45 degree bends
3 90 degree bend
2 pipe to pipe connectors



continued on Page 5

Boat War Rules Continued

Boat movement

Boats may move in any direction except backwards, however the Navigation crew must face forward. Navigation crews are those fighters responsible for the movement of the Ship. Navigation crews are not restricted to only navigating the boat; they are capable of fighting too. The PVC must be gripped by hand outside the frame of the boat. Harness rigs, lifting by cross members, or any other method of lifting the PVC is not allowed. This rule may vary per Head Reeve. The PVC may not be constructed in such a manner as to protect a fighter's hand(s). Boats may move so long as enough crews are alive to pick up the PVC pipe of the boat completely off the ground. The navigation crew may drag no part of the PVC along the ground. When moving the PVC may be picked up to waist height level.

Navigation crews

The Navigation Crew must be the following sizes:

6 man	Sloop	2men
8 man	Outrigger	3 men
12 man	Viking)	4 men
12 man	Merchantmen	4 men
21 man	Ship-of-the-Line	8 men
32 man	Man of War	10men

The Navigation Crew can be made part of the combatants on the boat. Remember you can drift with an under-manned Navigation crew. Besides it would look silly if only one person is running a 21-man ship of the line.

Drifting

In the past we've found that a move to an enemy boat, then dropping the PVC boat to the ground works well. The ship may use a small movement once the PVC is on the ground. This is called drifting. The fighters drift a boat by nudging the PVC on the ground with their toes thus moving the PVC. A boat may drift in any direction. **Do not kick the boat!**

Water

If a heavy fighter steps outside the PVC of the boat or a bridging plank, they are considered to have fallen into the water. Heavy fighters are automatically dead if they are in the water. Light fighters will have 30 seconds to get to another boat while on their knees.

Resurrection

During some battles, resurrection may occur by designating a "port". Boats having sustained casualties may return to "port" to restock its crew.

Boarding/Capturing

To board an enemy vessel the PVC of both boats, on the side being boarded must be on the ground. To cross to another vessel the fighter must be able to easily step from one boat to another. In interest of safety, The Markland Plague

jumping from boat to boat is forbidden. Planks constructed of PVC Pipe may be placed between boats for crossing. Planks may not exceed the following dimensions: The width of the plank may not be greater than 24". The length of the plank may not exceed the width of the boat carrying it. The plank may be either frame of the plank made from PVC, or a number of PVC pipes bound together. To successfully capture a boat, at least enough crew must be placed on the boat to successfully navigate it. Note: You still have to deal with the defenders.

Boat Damage

If a boat comes apart during the melee, that boat is automatically sunk. If the scenario is a melee resurrection, the boat may return to port for repairs. Once the boat is repaired, it may then return to the melee.

Weapon Types

The primary standard weapons within Markland are Sword/Shield for a boat battle. Secondary weapons include Spears, polearms, Axes & Daggers. No two-handed swords or Flails. Throwing weapons are ok. And about the archers, the foulest people on the planet, the nay-bobs that can never hit a barn, but can hit me in the head! What about those black hearted daemons (unless of course they are on my side, then they are kind, sweet, and accurate) that live amongst us during the day! Of course can fight in the boat battles. Markland rules apply.

Legal Target Areas

The portion of the fighter's body below the PVC is considered to be protected by the "wood" of the boat when their boat is raised and moving. The PVC may only be carried waist high. All other areas of the fighter are considered a legal target area.

FAQs

Q: Does this mean we all have to build our own boats in order to participate?

A: Yes, The boats can be build in 5 minutes or less. The cost is less than \$14.00? You will also need PVC glue. There is a possibility that some boats may sink (get destroyed) so please plan for that factor. I suggest that you put the boat together first before gluing it together. 90 degree bends are used as bows and flat sterns of the boat if you have a traditional boat design.

Q: What do we do with the boat after the battle?

A: The boat is your responsibility to dispose of after the battle. A suggestion is not to use the PVC primer to cement the boat together, just use the PVC glue. I found out that if you use the glue, you could pull the pipe connections off with a great deal of success. Of course this will be a week bond and the boat may fall apart in battle.

Q: What about the use of cannons?

A: The use of the potato guns are up to the event organizers and the local municipality laws. A suggestion is to slingshot purple onions as canon balls. It will be safer and will have a significant impact when hitting heavy fighters.

Q: What about the simulated use of fire arrows?

A: Hmmm... I would think you could use red crepe paper around the shafts to designate a fire arrow. But I would suggest keep things simple and not complicate matters more with the use of fire. Yes fire was used in ship battles. I would like to investigate more on this matter.

Scenario Suggestions

Stranded Galleon

Not enough boats? Make an outline of a ship on the ground. A Galleon with gold is stranded on a sand bar and all other boats are coming to get or to defend the gold.

Zombie Ship

A Zombie king with his crew on a plague ship on the high seas. You can use Zombie battle rules. Will the Human race survive?

Captains Battle

This is the equivalent of the old kings battle scenario. The object of course is to kill the other captain.

Viking Raid

Viking ships are coming to raid a monastery in Ireland, England, etc. The Viking Raiders goal is sack the monastery when landing.

A layout of the land would be the sea, beach, and monastery. You can have one defending ship against the Vikings. A certain length of the beach from the landing will put the Vikings on their knees simulate wading in the water. Once the Vikings get past that point off the beach they can walk on their legs.

The last part is the sacking on the monastery. The monastery building should be marked out using hay bails or other markers. No murder holes will be use. Once inside of the monastery an item(s) are used (box, Gold Cross, etc.) to indicate a successful raid. The Vikings will have to get those items back into their boat in the same manner as before. If the boat can get underway again then the Vikings win the scenario.

A variation of this scenario is to have a reserve defending force come to the rescue. You would then remove the defending boat from the scenario. A light fighter on the defending monastery side will send back word to the defending force of the Viking raid once the Vikings have landed. Before the battle starts, the Head Reeve will then determine the amount time until the rescue force arrives. The current defenders will have to fight the Vikings on their own until reinforced.

A VIKING THYNG

September 29-Oct. 1, 2000 - Blackstone, VA

Let all who have suits to settle, marriages to arrange, goods to be traded or challenges to make bring their business to the Tingvellir! Be you Norse, Irish, Scots, Welsh, Angle, Frisian, Finn or Norman come to the social event of the Nordic year, the Althyng.

We offer again many of your favorite pastimes. We encourage you to play in persona-bring suit before the Thyng, join a clan and help settle a feud (melee battle), barter and trade, or challenge an opponent to holmganga. Men of mettle are encouraged to pit their skills against the wild beasts—there will be a boar hunt this year, so bring your spears!

Please bring your Viking tents to add to the atmosphere; there is a period only camping area. The theme of the A & S competitions this year is "Tools of the Trade". Bring your period tools for what ever craft you do. There will be a competition for individual tools, as well as for the best tool set for a craft. For the tool set competition you do not have to have made all the tools yourself. We will be looking for completeness, appropriateness, and appearance.

The *Gyrfalcon* returns and, conditions permitting, will be taken out for trips on the lake. Classes in various Viking arts and crafts will be held. Archery, axe throwing and bardic activities return, as well as the infamous Magyar Memorial Bunny Hunt and Free For All.

Enjoy a simple but hearty feast Saturday night and help judge the Tacky Viking contest.

Also, weather permitting, there will be a class in Norse astronomy on the main field

after dinner. Bring your blankets and lay out under the open sky and learn the constellations—see which stars to steer by.

The site opens at noon on Friday and closes at 6 p.m. on Sunday. We have made arrangements for a barracks this year for those who do not wish to camp, and there will be shower facilities available at the barracks. Please note that the barracks will be quite a distance from the site (several miles).

Fees: Before Sept. 10 Adults—\$7 for the first day, \$3 for each succeeding day, \$8 for feast. Children age 5-15—\$4 for the first day, \$2 for each succeeding day, \$5 for feast. Children under 5 are the guests of the College. All-barracks accommodations are \$3.50 per person per night, which includes a mattress cover and pillow case. After Sept. 10, please add \$1 per day and \$2 for feast.

The event Autocrat is Finn Grimulfsson (James Howell-jamesahowell@juno.com) 996 Dorset Road, Powhatan, VA, 23139. (804) 598-4658, ntt 10:00 p.m.

Merchants are welcome. Please contact the autocrat to reserve space.

DIRECTIONS:

From the WEST: Take US 460 EAST towards Petersburg. Once you pass the second 460 business exit for Blackstone, proceed approximately three miles to route 634 (Wellville Road) and turn RIGHT. If you pass route 153 (Amelia exit - Military Road) you've gone too far.

From the SOUTH: Take I-85 north to exit 27 (route 46). Turn LEFT and proceed approxi-

mately 15 miles to route 40. Turn RIGHT and follow route 40 into and through Blackstone. The road will become business 460 in Blackstone—keep going straight! At the junction with US 460 (Second business 460 exit) turn RIGHT. Proceed approximately three miles to route 634 (Wellville Road) and turn RIGHT. If you pass route 153 (Amelia exit - Military Road) you've gone too far.

From the NORTH: 1) Take I-95 to U.S. 460 WEST and proceed for @26 miles. Immediately after route 153 (Amelia exit-Military Road) turn left onto route 634 (Wellville Road). 2) Take US 360 WEST from Richmond. Just past the Amelia County line, turn SOUTH onto route 153 (Military Road—Blackstone and Ft. Pickett exit). Follow route 153 for 17 miles to its junction with US 460. Turn RIGHT and immediately LEFT onto route 634 (Wellville Road).

ALL: Proceed cautiously down route 634—there is a very narrow railroad underpass with a 9'9" clearance. On the far side of the underpass, the road becomes gravel. 1/2 (.5) mile from 460, turn left following Wellville Road. Proceed approximately 1 mile until you reach paved road again, ignoring the road on your right. At the paved road, bear LEFT onto Archer Road. Proceed approximately 3/4 (.75) of a mile to Twin Lakes Road. (Look for a grove of Pine Trees on the left) and turn LEFT. Follow Twin Lakes Road into the event site.

FALL WAR 2000

November 10-12, 2000 - Page's Farm

by Anna Kueberth

Fall War will be held this year at Page's Farm, November 10, 11 & 12. The site will open at noon on Friday and close at dusk on Sunday.

There will be no generators, coleman lanterns, or psychodramas, please. Camping is only in designated areas, inquire at troll. Cars will not be permitted to remain in the campsites. ALL vehicles must be parked in the upper field. Parking along the outside of that fence is not acceptable. Our parking habits have been a large aggravation to the landowner, in the past, and the event organizers do not think it is appropriate for a handful of people to jeopardize the site for all of Markland, so please park in the appropriate area. If there has been rain just before the event, we may not be able to drive to our camping areas. Another group drove all over

the wet grounds, caused a lot of damage, and are now, not welcome back. Let's not have this happen to Markland.

The site fee is \$5. Email preregistrations are appreciated, so that we can be sure of having an appropriate number of porta-johns.

The head reeve for the event is Ty McNeer. We will not be allowing frat guns. Any other experimental weapons will be dealt with according to Markland Frat rules. In some scenarios, plate will be considered proof against arrows.

Directions from the South: Take I-95 north, stay on through Baltimore, wake up when you hit the Susquehanna River bridge. (This is north of Baltimore.) Take the first exit (Exit 93) after the tollbooth (MD 22), towards Port Deposit. (The exit is really right after the toll booth; perhaps 300 meters.) Turn in the direction of Port Deposit. Go through 2 red

lights and at the flashing red light, make a right on Rt 276. Go about 2 miles. The farm is on the left-hand side. However, it is a turn between trees, so you have to be looking HARD for it.

Directions from the North: Take I-95 south, into Maryland. Take exit 93, (just before the Susquehanna River Bridge) towards Port Deposit. Turn in the direction of Port Deposit. Go through 2 red lights and at the flashing red light, make a right on Rt 276. Go about 2 miles. The farm is on the left-hand side. However, it is a turn between trees, so you have to be looking HARD for it.



The Markland Plague

THE HASTINGS FAIRE 2000

October 14 and 15, 2000 - Glenn Dale, MD

Dear Marklanders

Hello again. I am Joe Carpenter and I am the person in charge of The Hastings Faire for 2000. Along with the changes that came last year that were designed to build the Hastings Faire to be larger then ever before and to bring it closer to historically accurate there will be a couple more to preserve the site.

The first change is that there will be no fire pits dug. Instead there will be sand under a tarp by the camping area. All campers are to bring this sand to their camp, lay it out, and build a fire on top of that. This will keep the holes that are starting to develop at a minimum. This is at request of the site

owners. The other change is that all Markland vehicles will have a Markland parking permit in them. Also the cars will be parked in a more organized pattern than before. Any person that will be coming to the site after 11:00 AM on either Saturday or Friday must contact me or Susan Wolfe ahead of time or he or she will be charged admission.

These changes are set by our host and are designed to improve the property or the ease of managing the event.

The changes that involve the merchants last year are still the same. If the merchants have any questions or I have missed any please contact me as soon as possible. If you need a tent or want a tent approved again please contact me.

Also, I would like to see more with fund raisers at the event. This is the perfect event for such.

As for the activities at the faire, all Markland educational camps are asked to participate. We should have a really large turn-out of steel fighters this year and Tank will be running the field again. We will have the same standards as last year as far as accuracy. Be accurate. We who are working the event will do the best we can to help people if they need loaner gear so please speak up.

Until then please have fun and play save, but above all play.

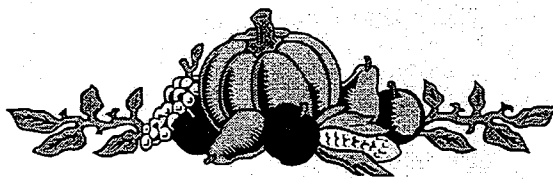
Thank You, Joe Carpenter
(609) 742-0065 - eogwulf@hotmail.com.

THERE WILL BE A STEEL QUALIFIERS MEETING AT HASTINGS.

ALL STEEL QUALIFIERS ARE REQUIRED TO ATTEND.

~ See the Ad on the Back Page. ~

House Von Draken's 4th Annual Feast of Plenty and Markland's Fall Council Meeting November 4, 2000



Location: Shiloh Lodge, Masonic Temple in Landsdale, PA
Time: Council Meeting at 1:00pm; Feast of Plenty at 5:00pm

Tickets are \$12.00 per person until October 25th. \$15.00 at the door. Age 12 and under are \$6.00. There is a 150 person limit so call Kyrin (215-362-5229) for tickets or for more info and directions.

Feast will include (but not limited to): Venison, Chicken, Pork, Duck, Veggies, Rices, and "a ton" of other delicacies that Kyrin is perfecting.

Bring Zip Lock bags to bring home the leftovers!

Look for a letter to go out to all household heads and contacts!

Longship Company Happenings

Saturday and Sunday, September 30/ October 1:

VIKING THYNG

Viking Thyng is in Blackstone, VA. We will be bringing the GYRFALCON. Please see "<http://acorn.atlantia.sca.org/calendar.htm>" for more information (more information should be posted there, soon.) This is an SCA event. There will be a site fee. There is camping on site, with a feast on Saturday evening. Bring your own camping and feast gear. You must wear "a reasonable attempt at pre-1600 clothing" to attend. If you'd like to go and need appropriate clothing, contact terry at the e-mail address. If you need other information, contact James Howell, the autocrat, at jamesahowell@juno.com. Also, see the article on page 6.

Saturday, October 7: WORK PARTY

The Work Party is at Oakley farm at 10:00 am. We will work very hard on the mast, and hopefully finish it! We will work on caulking and painting the FYRDRACA. WE NEED PEOPLE TO HELP! RSVP to Terry at "longshipco@hotmail.com". Please plan to be on time. Please bring a lunch. Please dress in tick-resistant clothing. Oakley is in Southern Maryland. If you need directions, please e-mail Terry.

Monday, October 9: DEMO at American Swedish Museum

—CANCELLED— There was a miscommunication at the museum. They are not doing a demo afterall.

Friday, October 13: BOARD OF TRUSTEES MEETING at 7:30.

This is our annual pre-Hastings meeting. It will be at the Chinese restaurant directly across from the main entrance to Goddard Space Flight Center on Greenbelt Road (Route 193) in Glenn Dale, MD. The Chinese restaurant is next to a Baskin Robins ice cream place. All members of the Longship Company are invited to attend (this is true of ALL Board meetings!)

Saturday and Sunday, October 14 and 15:

DEMO at the Reenactment of the Battle of Hastings

Hastings is at the Marietta Mansion in Glenn Dale, MD off Greenbelt Road (Route 193), approximately two or three miles east of Goddard Space Fight Center. It will be on your right if you are travelling east-bound. You need Viking clothing or a Longship Company T-shirt to demo at this event. We will interpret the GYRFALCON.

Saturday and Sunday October 28 and 29:

RICHMOND CELTIC FESTIVAL

The fesitval is at the State Fair Grounds in Richmond, VA. We will set up the GYRFALCON with the Manx Camp. This is an AUTHENTIC encampment and you must have good Viking, Irish, Scottish or Ango-Saxon gear from the mid 900s—any culture in contact with the Isle of Man during that time is acceptable. Contact Terry or James Howell if you want to participate. Your gear must be vetted. (Don't let this scare you! It's not that hard to get good gear!)

The Bard's Box

The Most Woeful Tale of an Anonymous French Knight at Agincourt

Tune: "Why Paddy's Not at Work Today"
By Feleimid MacDougall (Ken Ruh)
Bard of House Wolves Haven

My lord I write this note to you to tell you of my tale
At the time of writing I am waiting for my bail
For I've been taken prisoner sore wounded in the fray
And I write this note to tell you why I'm not at court today

Now Harry and his Englishmen from France we had to clear
To chase them back to Calais seemed like a good idea
But the Knight-Marshall had none of it, he was an awful sport
So we set up in a muddy field outside of Agincourt

The morning started pretty well, we formed-up in the line
Our pennants flapping merrily, our armor, brightly shined
The best of France's chivalry all crowded to be first
To kill and capture English pigs and make from them a purse

Down the hill we bravely charged, our vast host thundered on
Hot to face our ragged foe and "harry" him anon
But in our haste to do the job, we were too blind to see
That arrows flung from English bows were swifter far than we

Through the storm of arrows sharp we charged like men possessed
Though many man and mount went down beneath their awful test
We closed upon the archer scum, our vengeance for to take
'Twas then they quit before us and we saw the bloody stakes

Now stakes and horses do not mix and that's the point of it
Our mounts, they turned and fled who were not stuck upon the spit
They carried us back whence we came as we strove to bring
 them round
And halfway up we met the bloody footmen coming down

We crashed into the footmen and we scattered them quite neat
Had it been the English, we'd have counted it a feat
But as it was we could not stop, myself, the least of all
Then my horsie toppled over and he fell upon my balls

Luckily my armor held, so yet, I was still manned
But mistress pain insisted on a merry sarabande
So on the field I danced about and hoped I'd passed the worst
'Twas then the footmen turned to rout and the bloody shield wall
burst

Now being brave and stout of heart, though sore of arse and crotch
I grabbed a fallen comrade's sword, the blade was dull and notched
I laid about with strength and will, my honor to acquit
But I awoke a prisoner, and visor-deep in shit

Now any normal man would say that I had done my best
That I had fought the gallant fight and deserved a well-earned rest
So I resolved to take my ease and make the best of fate
When Harry called "Let's kill 'em all!", and his man staved in my pate

We French, they say, are headed hard, to that I can avow
For I awoke a second time, with lumps upon my brow
So if I'm worth a sou or two, please send them, straightaway
And I hope you'll understand why I am not at court today

The Mongols! Or How the Known World Was Won, Part 1

by Dmitri Chernovolok of *Wolves Haven* and *Arbiter Bibendi*

I hate to say this, but one cannot look at the medieval world without looking to the Mongols. The Mongol Empire, founded by your friend and mine, Temuchin (Genghis Khan), had one of the greatest impacts on history. It had a greater effect than both Roman Empires, their buddies the Celts, and the Crusades. And if you were to ask a Mongolian today, they'd more than likely tell you that Genghis and his Mongols conquered the World. And that one phrase, conquered the World, sums it all up. Until the death of Mongke in 1259, it was the closest history had yet witnessed to a centralized world empire. But how did they do it? And why? We'll take a brief look at both. The "how" is pretty easy. But the "why" is not that easy. So I think we'll do the easy stuff first, then move on to the hard part.

A Mongol Way of Doing Things Part 1: Arms, Armor and Warfare

So you want to know how they did it? Well let's start out with the master of it all, Genghis. Now this guy knew how to make an empire. First of all, he eliminated his rivals, including his half brother Bekter. With fewer leaders to choose from, other Mongols found it easier to choose Genghis as their leader. Secondly, he would reward his followers. So much so that he was known to give his own property to those that were faithful to him. This was the foundation with which Genghis could unite all of his people and some of the neighbors to boot. And it only took him about five years to do it -- Not bad for a guy who couldn't read.

Then there were tactics to win the battles. The most famous of them was called the *nerge*. This was a hunting technique involving a huge ring of horsemen gradually drawing together, forcing trapped animals into a small space where, after the leader had loosed his first arrow, the killing would begin. I think you can see the usefulness of this one in battle.

There was the "Fooled You" move. This is one of my favorites. This was a move that seems based on the *nerge*. You take a few horsemen, have them "chase down" the enemy, then have these horsemen retreat. The enemy looks at this and says "Hey, look at this! Let's get 'em!" and goes after the horsemen who are now heading into a small space. Can you see where this is going? Soon the enemy has the horsemen cornered. But, all of the sudden, they notice that they are being rained upon with arrows, thus ruining their fun. There were also light horse archers who attacked and wheeled away, one unit replacing another so that the enemy was constantly barraged by arrows.

Then, there was demoralization. This included tactics such as big, loud drums brought into battle; slaughtering all but a few of the inhabitants and letting them go just so others could learn of the Mongols handiwork; mounting straw dummies to spare horses to overawe their enemies by numbers alone; and destroying all of the food supplies and crops.

However, battle tactics alone will not win wars. You need technology. And the Mongols' best technology was the composite bow. This was not just any old bow. This bow was made for power. It needed greater strength to pull than the English long bow. It also had a more regular release of tension when loosed. This meant its arrows had about twice the range and better accuracy than the English long bow. Where the long bow relied on weight, the composite bow relied on velocity.

The Mongol composite bow was made especially for their

kind of warfare, strong and light. Its core was made of wood and either four pieces of ram's horn or a single piece of water-buffalo horn was added. The belly of the bow consisted of strands of sinew. Fish glue was used to keep it all together. Many of the Mongol bows had angled "ears" reinforced with bone. These were often angled so far forward that the string rested on them, but the reasons for this are a bit unclear. But most important was its size. The Mongol composite bow was made to be used on horseback more often than not. There's nothing worse than a bunch of horse archers with attitude.

The arrow and arrowheads were just as important. Most arrows were made of hollow reeds. This meant the shaft could absorb the shock of release very quickly, thus the arrow straightened out faster and flew more accurately. There were a multitude of varied arrowheads. Some were designed to whistle as they flew, used to signal others. Chisel-shaped arrowheads made broad wounds. Many were multi-bladed, barbed, or designed to penetrate armor and shields.

Let's not forget the most important thing to a Mongol -- his pony. This small fry was as tough as its owner. The Mongol pony was strong, had a dense coat, lots of endurance, and steadiness and sureness of foot which made it perfect, not only on the steppes, but also for the Mongol style of warfare. The pony thrived on the grassy plains and even did well in the Russian forests and the Alpine regions. On the other hand, it was not good in the heat of the Middle East or the humidity of India. And that made things a bit rough when trying to conquer these regions.

Mongol armor was not too elaborate. It was mostly made of steel, iron, leather, or some combination of each. Styles varied but most consisted of a helmet, lamellar cuirass, a type of girdle, shoulder protection, and a silk kaftan called a *del* that was worn loose under the armor. This one particular item that sparks a lot of conversation. Was the silk *del* that they wore underneath their armor to help stop arrows from penetrating the skin? The answer is this; it was meant to help minimize the damage an arrow could cause. When an arrow made it through the armor, the silk *del* would wrap itself around the arrowhead instead of tearing. So instead of cutting into the skin, the arrowhead punctured the skin. The Mongol would then pull on the silk *del*, pulling out the arrowhead without causing serious damage.

But what the Mongols didn't have was siege technology. And that was a problem after a few tangles with the Chinese. So how does one fix that kind of problem? Well, you force your prisoners who are siege crafters to make and operate the weapons. This proved to be a lethal tactic for the Mongols. Not only did they use such weapons against the cultures that made them, the Mongols even got creative. In one siege, the Mongol army catapulted the rotting heads of the dead into a walled city. This promoted the spread of disease and caused demoralization. Within a week the city surrendered to the Mongols.

All in all the Mongol way of warfare was the first form of "Total Warfare." Not only did they destroy and slaughter masses of people (like one group, the Ismailis, who almost became extinct), they orchestrated mass relocations of many populations, and put to ruin great buildings and vast lands. But once their empire was established, the Mongols achieved many great things. And these achievements will be looked at part two of this missive; Running an Empire.

Until then...

Calendar of Events

As of September 12, 2000 (All event information is as reported to the *Plague* Staff. Details missing? Incorrect? Let us KNOW!)
 A note about event status – Every event is assumed to be official, unless the staff knows otherwise. Questions? Contact the Bocman.

Meetings and Fighter Practices

Sun Galacia "ARENA" Fighter Practice
 7 PM, Columbia, MD area. Contact Dan for details 410-730-0762.

Viking Camp monthly meetings/workshops. VA & MD. Contact Thyri for directions and times. 703-359-7081

Dalriada monthly frat practices, 3rd Sunday of each month. Contact John Dotchel at 215-722-7674 for directions and times.

Mon Sit and Stitch Nights, Belle Mead, New Jersey. Contact Kass McGann: 908-431-0131

Foil/Epee Fencing Practice every other Monday. Fencing acadmey of South Jersey starting at 7PM. Cost: \$5 per fencer Contact Cheslov for info and schedule.

Outdoor Fencing Practice, 6 PM - ? Weather permitting, Egg Harbor City, NJ. Room for Frat and Rec if enough interest. Donation for lighting costs requested. Contact Terry Marr at 1.marr@worldnet.att.net

Tues UMCP Fyrdmoot, Reckord Armory, College Park Campus. Many different workshops (frat, steel, etc.) and coversion. Contact Justin Briley at (301) 345-5057 or jbriley@wam.umd.edu

Thurs Fencing Practice at Forked River United Methodist Church, Forked River, NJ. For more info contact Terry Marr at: 1.marr@worldnet.att.net

Garb Night - Tricia Whealan's place in Bellmawr, NJ - every 2nd and 4th Thursday. Contact Tricia to confirm and for directions and times - 856-931-7744 or whealan@yahoo.com

Note: All Longship Company Work Parties take place at Oakley Farm in Maryland. Contact LongshipCo@hotmail.com for more information. **Longship Company Voyages** take place from Oakley Farm.

Events

Sept 29 - Oct 1, 2000 - Harvest War.
 See article on Page 4 for more details and directions.

Sept 29 - Oct 1, 2000 - A Viking Thyng
 See article on Page 6 for more details and directions.

Oct 14 - 15, 2000 - Hastings Faire 2000
 See article on Page 7 and ad on Page 12 for details.

Oct 27-29, 2000 Beer War
 The Lights vs. the Darks. Sponsored by Galacia. Held in Northern Maryland at the same site as Flaming Midget War.

Oct 28-29, 2000 Fencing Demo
 Companions of the Cross will be hosting a fencing demo on the *Primara Gazell* (tall ship) at Penn's Landing, Philadelphia. Contact Cheslov at 609-267-9675 for more information. Pirate Garb. Non-Markland Event.

Nov 4, 2000 - Feast of Plenty and Council Meeting
 See ad on Page 7 for more details.

Nov 10-12 Fall War
 See article on Page 7 for details and directions.

GROUP SPOTLIGHT:

COMPANIONS OF THE CROSS

"We are a very diverse group and we like to do almost everything. We frat-fight, period fence, throw feasts, hold events, and travel to Renaissance Faires in a group [in garb, of course]. We have held wars and workshops, taught how to tan leather and real hides, and some of the ladies are belly dancers and musicians. We occasionally do mundane things together as well. We welcome all age groups in the organization. We plan two formal events per year. There are a number of slavic and scottish members, but all personas are welcome. We do like to have fun."

Interested in Writing for
The Plague?

Please contact Heather G. Dotchel
 at 215-722-7674
 M-F 6:00 - 9:00pm

or
 SiobhanOCahan@hotmail.com
 for more information!

Advertising in the *Plague*

1. **Each Event** is limited to a single free half-page ad (or two quarter-page ads), provided it is an official Markland event. Any larger or additional ads will cost the difference between the basic half-page allowance and the total submitted. This applies to ads **only**, not to **articles** concerning official events.
2. The Editor will determine the difference between an ad and an article.
3. Ads for the purpose of making a profit (i.e. commercial ads), or to announce events/services **not** strictly related to Markland, will be charged a fee. The Editor will make the final decision regarding the application of fees for ads. The editor also reserves the right to accept or reject ads, and to determine the timing of their publication. Rates subject to change with notice to the person placing the ad.
4. **Four** copies of "camera-ready" copy must be submitted, PER issue. Allow .75 inch margins all around. The **Plague** staff must usually scan or re-set ads to meet publication requirements. Only **very clean** copy can be accepted. **Note:** electronic copies are also acceptable. Call for details and acceptable formats.
5. Only Marklanders get the Markland rates. (One of the perks of membership!) **No** third party submissions accepted. Payment in full, in advance, **only**, by check or money order. Payments should be made out to Markland, Ltd.

	Markland Member	Non-Member
Two (2) facing pages	\$100	\$200
Full page	\$ 50	\$100
Half page (approx. 4.6"h x 7"w)	\$ 25	\$ 50
Quarter page (approx. 4.6"h x 3.25"w)	\$ 13	\$ 30
Business Card (life-size)	\$ 5	\$ 15
One column inch (approx. 1"h x 2.25"w)	\$ 5	\$ 10

If you have questions about ad rates or how your ad will be considered, contact the Bailiff (Linda Kaserman), or the **Plague** editor. Discounts may be available for multiple ad purchases. Send checks to the Editor, made payable to Markland, Ltd. Witan may change rates without prior notice, subject to posting in the next **Plague**.

Contact Information

Please send any updated CONTACT information (IN WRITING!) to the Editor, as well as the Bocman. Mailing address changes go to the Bailiff.

The Witan

The Aeldorman
Eric Dennis (Spothead)
404 Dragon Lane
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302-325-1327

spothead@thalia.org
(Best time to call: 9:00am to noon
or 10:30pm weekdays OR leave a
message on the machine with
your name and number)

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✓ **Caer Edgemere**
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Manahawkin, NJ 08050
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batman@dca.net

Maryland Medieval Mercenary Militia
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eburg@wam.umd.edu

✓ **Order of the Golden Lion**
Mary Beth Madigan
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Ewing, NJ 08628
609-671-0358
goldlion@tcnj.edu

✓ **The Order of Lost Boys**
Matthew K. Cardwell
(Angus O'Kelly)
8135 Grayhaven Road
Baltimore, MD 21222
~~410-265-6775~~

✓ **Østvik Vikings**
PO Box 211
Beltsville MD 20704
410-644-7374 (Signet)
surrain@erols.com (Cynewulf)

✓ **Scarlet Cross**
Todd M. Minetti
(Kenneth)
10 Harley Blvd.
Bayville, NJ 08721
tminetti@eden.rutgers.edu

✓ **Viking Camp**
Terese Scott (Thyri Thorirwif)
12313 Sleepy Lake Ct.
Fairfax, VA 22033-2838

703-359-7081 (before 9:30PM)
thyri@pressroom.com

Virginia Medieval Arts Assoc.
Linda Rice (Alianora)
637 S. Military Highway
Virginia Beach, Virginia 23464
757-420-5439
sleipnir@gateway.net

Wolves Haven
Les Ford
1356 East Columbia Avenue
Philadelphia, PA 19125
215-634-5240
LesJobFord@aol.com

Special Activity Groups

Bowling Green Anglo-Saxons
Jim Comer 419-353-3416

Celtic Camp
Carol Huff
cahuff@mindspring.com

Clan Cambion
Wayne Dionne (Rorik)
301-BOCK-ALE

Dance Troupe
Fred Blonder 301-390-4089

Educational Fund
Gwynyth 703-503-7841

Hörse Guild
Bill Page 410-658-2147

Irish Camp
Mike Haarstick 610-384-1013

Land Council
Steiner 302-456-1238

Renaissance Art of Defense
Terry Marr 609-926-1297

Needle Arts Guild
Sheree Krasley 610-495-0867

Reenactors Guild
Joe Carpenter (Eogwulf)
313A Lakeview Dr.

Collingswood, NJ 08108
856-833-1134

eogwulf@hotmail.com

Reeves Guild
Craig Braccato (Draco)

Saxon Camp
Garth of Wessex 302-731-1892

Markland Webpage URL
<http://www.markland.org>

Markland, Ltd. Membership Information

Markland, Ltd. is recognized by the state of Maryland as a non-profit educational corporation, whose primary goal is the study and reenactment of the Middle Ages.

Annual membership dues are \$25.00 and include a subscription to **The Plague/Pox** (the monthly publications), group liability insurance, and full rights and voting privileges. A joint membership (2 members, 2 votes, 1 **Plague/Pox**) is \$33. A non-voting child's (under 16) membership is available for \$8 and does not include a copy of **The Plague/Pox**. Personal accident insurance (for official Markland events) can be purchased separately for \$4.50. Contributor's memberships are \$25, and include personal accident insurance.

To join, send a check to the following address (payable to Markland, Ltd.):

Markland, Ltd.
P.O. Box 715
Greenbelt, MD 20768-0715

Your contribution (excluding \$4 group insurance premium) is tax deductible. The additional \$4.50 personal accident insurance premium is not deductible.

Deadline for Winter 2000 Plague is December 1, 2000

Markland Medieval Mercenary Militia, Ltd.
Post Office Box 715
Greenbelt, MD 20768-0715

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HASTINGS



FAIRE &

BATTLE

WHEN: OCTOBER 14-15, 2000
10:00AM -5:00PM

WHERE: MARIETTA MANSION
GLENN DALE, MD

BATTLES: STANFORD BRIDGE &
BATTLE OF HASTINGS



**2ND ANNUAL
FEAST IN THE FIELD
AT HASTINGS**

FOR MORE INFORMATION:

**MARIETTA HOUSE MUSEUM -
SUSAN WOLFE (301) 464-5291**

**FEAST, BATTLES & CAMPING-
JOE CARPENTER (856) 833-1134**

EOGWULF@HOTMAIL.COM

HOSTED BY: THE BACCHUS BRIGANDS

OCTOBER 14TH 6:00PM

TICKETS \$15 (\$10 IN ADVANCE)

CONTACT: JOE CARPENTER

(856) 833-1134 OR EOGWULF@HOTMAIL.COM