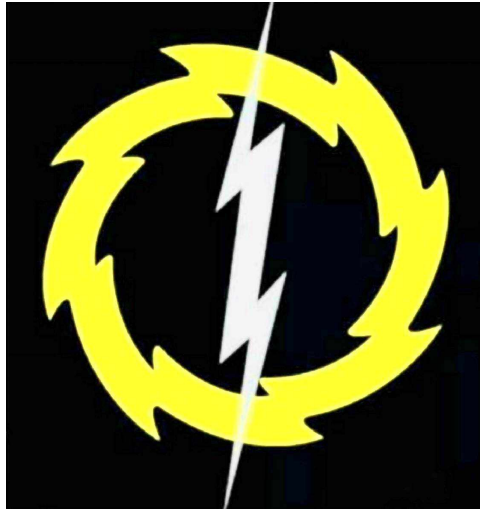


ROLLING THUNDER (EMP)

An EMP Branch

I. To establish Rolling Thunder the in the Empire, as a Mercenary fighting household.

II. Heraldry –



III. Challenge Location – King's Arrow Ranch, 39 King's Hwy, Lumberton, MS 39455

IV. Leadership

1. Change of Leadership

1. Leadership In Rolling Thunder (EMP) is appointed or removed by the High Silver Council of Rolling Thunder (National), it may be in perpetuity or any length of term set by the High Silver Council.

2. Leadership of Rolling Thunder (EMP) may be challenged for, per the EMP rules. To be a challenger for leadership of Rolling Thunder (EMP), the challenger must meet the requirement set by the High Silver Council.

2. Responsibilities

1. To uphold the Laws and Traditions of the EMP.

2. To uphold the Laws and Traditions of Rolling Thunder.

V. Advisors to the Leadership

1. Federated Rolling Thunder High Silver Council

2. Allied Rolling Thunder High Silver Council

VI. Public Web Information – <https://www.facebook.com/groups/739584721568486/>

VII. Founding Membership

1. Egil Haraldsson (Harold Eagle Martin)

2. Kaelon The Red (Kimberly Parsons)

3. Cedric Helmbreaker (Steve Sena)

4. Isolda Eldrsdottir (Rebecca August)

5. Callin Ofaolain (Kellen Durio)

VIII. Operational Note – This Charter applies only to the EMP branch of Rolling Thunder; in no way does it imply that it is overall function, or rules for Rolling Thunder in any other circumstances.

IX. A Statement from Rolling Thunder

Rolling Thunder is a proud and extensive household with many members of wide and varying beliefs and interests. There are those who feel it is a household associated with medieval reenactment, and there are those who consider it an entity unto itself that happens to participate in medieval reenactment groups. In the past, Rolling Thunder members and clans have been involved with other historical societies and in larps, but it wasn't common. With the emergence of several new medieval societies open to us, it became clear that Rolling Thunder, while it primarily engages in the medieval reenactment community, is not limited to a specific group. Times change, but we should respect and remember our past. We are family, and we should act as such no matter where we are participating.

In this regard Thunder traditions and rules transcend the groups we play in. One does not start a Rolling Thunder clan in another organization and expect to change the rules and traditions to suit themselves, their clans, or said organization. These rules are what bring us together as Family, and distorting them in new medieval organizations will not be tolerated.

If you are wearing a wheel in any organization you know and understand that you are representing a clan of Rolling Thunder and should act accordingly, respecting our rules and traditions.

The Rolling Thunder wheel has been our heraldry, whether recognized officially by any organization or not, for decades. If you are displaying the wheel in a new group we would expect you to be Rolling Thunder.

The Thunder Wheel is not for personal heraldic use.