

Weapon sizes

- **Small Weapons (Daggers/Knives):** Between 9 (23cm) and 18 inches (45 cm).
- **Medium Weapons:** Between 18 inches (46 cm) and 42 inches (107 cm).
- **Large Weapons (Two-Handed/Polearms):** Between 43 inches (109 cm) and 84 inches (213.4 cm)

Weapon construction

Weapon Cores: Must be made of a stable fiberglass or carbon fiber rods, or tubes for Large weapons.

Foam Padding: High-density foam must be firmly bonded to the core. There must be sufficient padding (at least 12mm on striking surfaces) so that the core cannot be felt through the foam under compression. A minimum of 6 mm on non striking surfaces unless its a hafted weapon at which point 12mm is the minimum from the core.

Pommel and Guard: Both must be securely attached and properly padded to prevent the core from punching through either end.

Whip and Weight: Long weapons must not have excessive flexibility or be heavy enough to cause injury upon impact. Very large weapons must be hollow.

Stab safe weapons:

Normal construction rules apply apart from the tip. The tip must be made from upholstery foam, securely attached and must be longer than 6 inches, to be used to stab.

Bows (a separate bow competency must be passed)

Draw Weight: Maximum 30 lbs draw at a 28-inch draw length.

Crossbow draw weight: Maximum 30lbs

All bows and crossbows must be inspected for structural cracks or frayed strings
Arrows & Bolts:

Must utilize wood or fiberglass shafts with secure nocks and fletchings. The striking head must be a soft, open-cell foam head, circular, at least 50mm in diameter and securely attached. There must be a leather or rigid rubber stopper firmly attached to the shaft.

Note: Injection-molded tear-drop (IDV) and screw-on heads are banned

Claws (a separate claw competency must be passed)

Claws must be made from rigger or gardening gloves, using High-density foam, which must be firmly bonded to the glove. Minimum length is 3 inches from the very tip of the fingers.

Firearms

These must be either non firing replicas or “nerf” style dart guns. They must be theme appropriate with no modern aesthetics. They must never be used for melee combat in any way. Any darts or projectiles must be removed from the firearm before it can pass weapons check.

Shield

There are no shields nor bucklers to be used in game

Armour

There is no armour to be used in game.