

Weapons and Props Guide

Introduction

All weapons, bows, arrows, shields and armour, must be checked by a member of Macifaria Games weapon checking team before they are used at our events. They check every item to ensure that the design, construction and condition of it is suitable for use at our events. If they are not satisfied that an item is safe for use then you must secure the item in the OOC area and may not use it at the event. The team use the following guidelines when checking weapons.

Rules regarding the use of bows and bow competency are covered in a separate document.

Traders

Items on sale at all Macifaria Games events have not been checked by a weapon checker. Please take any item that you purchase to a weapon checker and have it checked.

- ❖ You must get any item you buy at the event checked before you use it.

Melee Weapons

Weapons designed for live roleplaying are commonly constructed from a solid core that is surrounded in high-density foam and then covered with latex. Weapons must meet the following guidelines:

- ❖ The rigidity of the foam must protect the core and must not have degraded and become too soft
- ❖ The layers of foam must be securely bonded to each other and not be delaminating
- ❖ The right kind of foam must be used. High-density foam is the basic material and low-density foam must be used appropriately in collapsible tip weapons or in large hammerheads. This stops weapons being too heavy and having too much momentum
- ❖ The whole length of the core must be held securely in place and must not be moving freely inside the weapon
- ❖ The tip reinforcement must not be protruding through the surface of the foam
- ❖ The core of the weapon must be made of an appropriate material such as fibreglass or carbon fibre - not of metal, wood or bamboo
- ❖ There must not be any protruding hard or sharp objects such as gems or studs
- ❖ There must be sufficient padding on the tip, guard, pommel and haft
- ❖ The handle must be securely attached to the rest of the weapon and must not be loose
- ❖ The choice of former must be appropriate to the length of the weapon and must not be too heavy and rigid (especially for thrown weapons) or too light making the weapon 'whippy' (long weapons)

Throwing Weapons

Thrown weapons take many forms in the field are mostly commonly constructed from shaped foam with a latex coating. Thrown weapons:

- ❖ Should not be weighted (e.g. marbles, coins, modelling clay, washers) or be of a size likely to cause injury to the person hit.
- ❖ May be reinforced internally using cloth or leather.
- ❖ Very large items (such as barrels or chests) built for throwing must be hollow.
- ❖ Throwing weapons must not be used in m el e (hand-to-hand) combat.

Shields

Please take care when using shields in melee combat. You must not use the shield as a weapon or for "shield bashing".

- ❖ A rigid former may be used but shields should preferably be of full-foam construction
- ❖ If you use a rigid former, then there must be at least 6mm of high-density foam on the face and no protruding bolts
- ❖ Hardboard and Chipboard must not be used as a rigid Former
- ❖ If a rigid former is used, the rim must be padded all round to the thickness of 6mm.
- ❖ Handles must be securely fixed so that they do not cause the shield to swing from the arm or hand
- ❖ Wing nuts must not be used to secure straps and any protruding bolts must be cut short
- ❖ Leather coverings will be considered on a case by case bases

Armour

In general armour will not be checked. However, where concern is raised, this will be amended. In this, we ask that players keep the following things in mind when using or making armour:

- ❖ The armour should not have any sharp burrs, edges or protrusions
- ❖ Mail should not include unclosed links that allow sharp edges to be felt
- ❖ The armour should not have any loose studs or rivets
- ❖ The armour must not have any solid steel tower studs
- ❖ The armour must have no sharp edges that could damage other player's weapons.
- ❖ The edges do not have to be rolled, but if they are not then they do have to be filed smooth.

Thrust-"Safe"/ Collapsible Tip Weapons

Currently weapons of this design/ function are not allowed at Macifaria Games events. This rule is under review and may change at a later date.

Nerf®-Style Blasters

We understand that Nerf®-style dart blasters come in a wonderful array of types and these differing types of gun have varying power levels. The following guidelines apply:

- ❖ No firing mechanism modifications (such as spring/flywheel mods) are permitted.
- ❖ Modifications, such as air restrictor removal, are permitted if the weapon can be demonstrated to be safe.
- ❖ Blasters are not permitted for the purposes of melee combat

Flintlock Replicas

Cap-firing flintlock replicas, such as pistols, rifles, etc. are permitted in-game. Players will be required to provide their own caps.

- ❖ Replicas are not permitted for the purposes of melee combat, or "clubbing"
- ❖ Replicas shall be professionally pinned
- ❖ Firing mechanism should be clean and in good working order
- ❖ Blank firing replicas are not permitted
- ❖ Replicas shall not be fired in close proximity to the head or face

Props

Items which are neither shields nor weapons, but are likely to be present in combat, must be shown to a weapons checker to be marked as a non-combat prop. As they do not conform to the regulations that govern weapons and shields, they must not be used for:

- ❖ Melee combat, either defensively or offensively
- ❖ They must not have any sharp protrusions or edges.
- ❖ They must be removed from the combat, where possible, preferably in an out of the way area.

Banned Items

The following items cannot be used at Macifaria Games events, either for reasons of safety or because they are unsuitable for the campaign. Traders may be permitted to sell these items but only on the condition that they are collected at the end of the event. You must not carry these items on site in an IC area.

- ❖ Real weapons, including bayonets, re-enactment weapons and any sort of non-replica firearm
- ❖ No fireworks or pyrotechnics of any sort may be brought onto the site without prior permission of Macifaria Games

