

Weapons, Shields, and Armor Guide

General Guidelines

- **Inspection Requirement:** All Weapons, Shields, and Armor must pass a physical representation (PhysRep) safety inspection conducted by a Marshal before gameplay
- **Loaner Equipment:** Limited loaner PhysReps may be available for Items that fail safety inspection, but availability is not guaranteed
- **Minimum Damage Rule:**
 - All attacks deal a minimum of 1 Damage, regardless of Damage immunity or Damage Reduction (DR)
 - Attacks without a specified Damage type called verbally also inflict 1 point of Damage to encourage combat roleplay

Melee Weapons

The following form factors are allowed in Vanguard:

- Injected foam Weapons (preferred)
- Tube and foam boffers

Safety Standards

- No sharp or hard edges (except unpadded handle/haft areas)
- No exposed interior or core materials
- Non-striking surfaces require less padding than striking surfaces

Weapon Dimensions

- **Thrown Weapons:** Always fit in one hand and are at least 2 inches long.
- **Daggers/Fists/Claws:** Blade 8-20", Handle 6"
- **One-handed Weapons:** Blade 20-32", Handle 8"
- **Two-handed Weapons:** Blade 32-42", Handle 12"
- **Staff:** Full length max 76"

Note: Sizes are guidelines; Marshals will evaluate based on user safety and Character design. If you have a Weapon that is outside of these guidelines, especially by a large amount, please contact Staff ahead of the game for approval.

Spell Packets

- Use approximately 6" square non-green neon cloth filled with bird seed
- Should have a beanbag-like texture with some give
- If you have questions about making these or would like to borrow some from game if available, please contact Staff ahead of time

Ranged Weapons

Boomers

- **Darts:**
 - Only standard Nerf darts (regular or mega)
 - Mega darts do not deal extra Damage
- **Aesthetics:**
 - Players encouraged to paint or enhance their Boomers for immersion
- **Safe Firing Distance:** Minimum of 6' from the Target
- **Restrictions:**
 - No mechanical modifications to increase dart speed or velocity
 - Speed must be under 80 feet per second (fps; tested during Safety Check)
 - No battery-operated or automatic Weapons

Bows and Arrows

- **Prohibited:** Bows and arrows are no longer allowed at Vanguard for Safety reasons

Thrown Weapons

- Entirely foam with no sharp edges

Shields

- **Size:**
 - Tower Shields: Maximum height of 50"
 - All Other Shields: Maximum size of 36" in any dimension
- **Construction:**
 - Made from injected foam or hand-constructed
 - All surfaces must be covered in foam
 - Handles behind the Shield must not interfere with any Shield blocking or come in contact with others
 - No exposed bolts, screws, or other metal
 - No sharp edges

Armor

Damage Reduction (DR) Rules

- **Base DR:** Players can wear a maximum of 3 DR naturally
- **Enhanced DR:** Players can acquire up to 8 DR through gameplay; extra DR requires appropriate Abilities
- **Aesthetics:** Additional Armor beyond 3 DR can be worn for appearance but does not add DR without required skills

Approval

- All Armor types must be inspected and approved by Armor Marshals before gameplay
- Any Armor that does not fit listed classifications must be approved ahead of time
 - Upon approval, the Armor will be categorized (see below)
 - Different Material categories are worth different values only as far as the breastplate or chest coverage is concerned
- Armor made of fiberglass will be classified as the Armor type it most closely resembles

Standard Coverage Materials for Breastplates and Chest Coverage

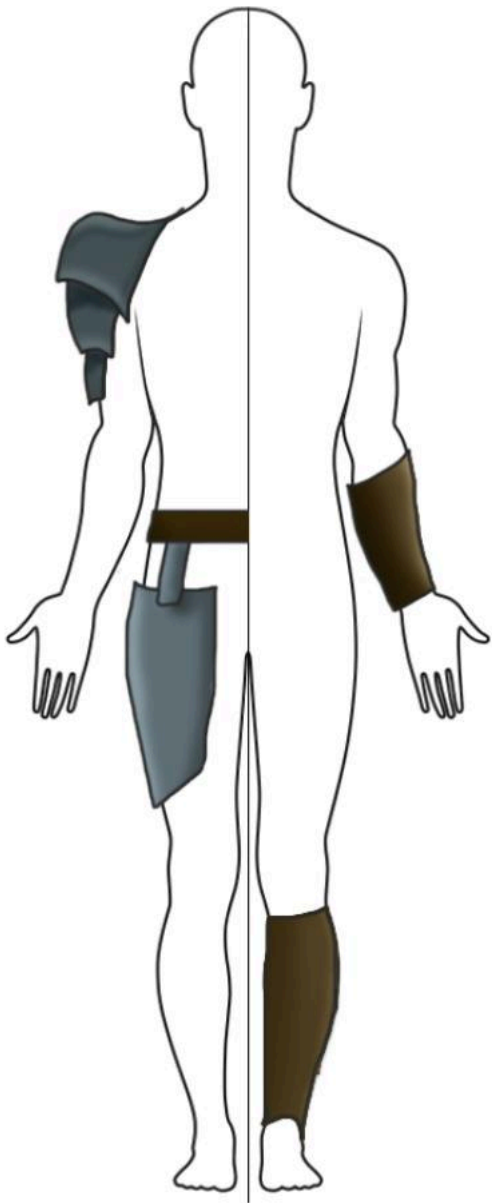
- **Cloth Armor:** Restricted to Dwarves with the Required Skill
 - Must be made of thick, padded cloth
 - Qualifies as Leather Armor for DR purposes
- **Leather Armor:** Grants 1 DR
 - Must not be made of suede or clothing-grade leather
 - Only Armor-grade leather is permitted
 - Leather Brigandines count as leather armor
- **Chainmail:** Grants 2 DR
 - Must be made of metal
 - No additional restrictions on the type or design of the chainmail
- **Plate Armor:** Grants 3 DR
 - No additional restrictions on Material or construction, as long as it meets safety requirements

Standard Coverage Requirements for Limbs

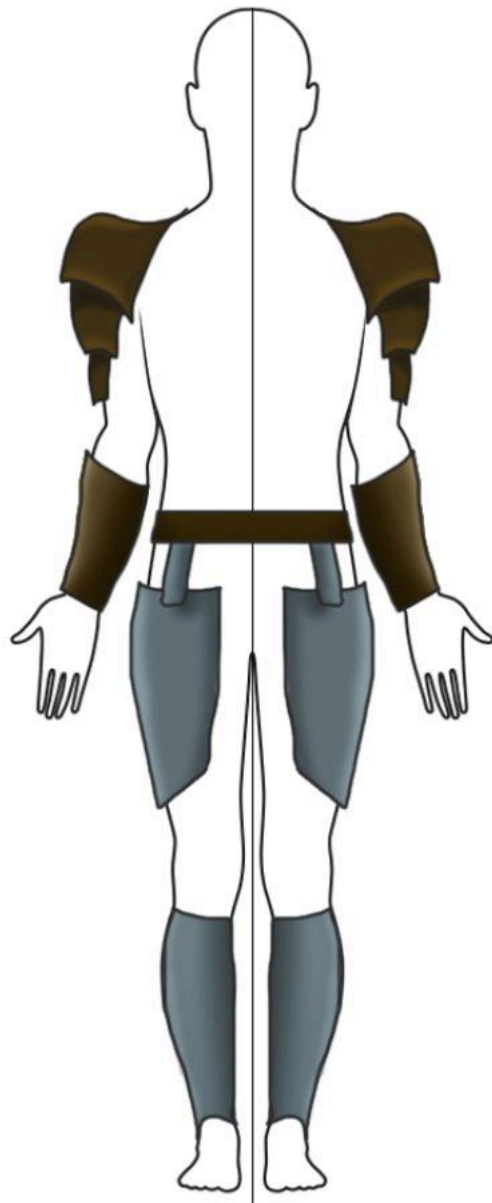
- Armor must cover at least half of the body part it is protecting
- Must be within 2" of the crease/bend of elbows or knees
- No half-DR will be awarded

Set Bonus Requirements

- **Criteria:** A Set Bonus can only be obtained by wearing one of the following combinations:
 - A full sleeve of Armor on both arms (excluding the elbow), e.g., pauldrons and vambraces
 - A full leg of Armor on both legs (excluding the knee), e.g., tassets and greaves
- **Bonus:** Gain an additional +1 DR for a total of 3 DR in the following cases:
 - Wearing a full set on both arms
 - Wearing a full set on both legs
- **Additional Notes:**
 - Set Bonuses can be earned without completing the full Armor tree and are not the only way to gain additional DR



Two different examples of standard 1 DR bonus per Limb. Remember, the Armor must cover at least half of the body part it is protecting and must be within 2" of the crease/bend of the elbows or knees.



Two different examples of how to achieve a Set Bonus. Remember, both arms and legs must be covered in order to achieve the additional +1 DR for that bonus.