

Weapons, Shields And Armor



A players guide to the battlefield.

Basic Information



All weapons, shields, and armor must be inspected by a phys rep safety marshal prior to the game session. There will be a limited number of loaner phys reps available in case of safety inspection failure, but the game cannot guarantee the availability of loaner phys reps.

Characters take a minimum of 1 point of damage from any attack even if immune to the damage type, or if their DR is over the damage called. This represents the concussive force of any attack made on a person. Characters also take 1 point of damage from any attack for which damage is not called. This is to allow people more freedom to roleplay during combat while still dealing damage.

Melee Weapons

Both tube and foam style boffers as well as injected foam weapons are allowed.

All melee weapons and armor must be approved at safety check in by the safety marshalls. All calls made by the safety check-in marshalls are final.

No sharp or hard edges are allowed on melee weapons other than the unpadded handle/haft area. There should be no exposed interior or core material, though non-striking surfaces do not need to be as padded as striking surfaces.

People are built in a wide range of body types and there is no way to accurately assign a length range for weapons. The sizes listed below should be viewed as guidelines. At weapon safety check in, the marshal will check to make sure that you can safely use your weapons the way that you plan to on your character sheet. Example: a very short person may need to make a smaller version of a two-handed weapon to fit their stature.

Total length of blade:

Max length of unpadded handle/haft:

- ❖ Dagger/Fists/Claws 15-20"
- ❖ One handed 20- 40"
- if Axe this is any part not the handle*
- ❖ Two handed 35"
- ❖ Staff- Full Length max at 76"

- Dagger/Fists/Claws 6"
- One handed 8"
- Two handed 12"

Spell Packets

Packets are approx 6" square pieces of solid non-green neon-colored cloth filled with bird seed and closed with a rubber band.

Packets should not be packed so tightly as to be solid, but should have a detectable amount of give, like a beanbag.

Ranged Weapons

Boomers

Mechanical modifications made expressly for the purpose of increasing firing speed or velocity of darts are prohibited. Speed test will be conducted when weapons are checked for safety; must clock in below 80fps.

No battery operated or automatic weapons of any kind are allowed.

We use only standard nerf darts (regular sized or mega darts). Mega darts do not grant additional damage.

We encourage players to paint and make aesthetic upgrades to their boomers to increase their immersive value.

Safe firing distance is more than 6 feet from the target.

Bows and Arrows

For safety reasons, bows and arrows are no longer allowed at Vanguard.

Thrown Weapons

Thrown weapons are made entirely of foam and have no sharp edges.

Shields

There are no size restrictions for shields at Vanguard.

Shield construction can be injected foam or hand constructed.

No sharp edges are allowed.

All perimeter edges must be covered in foam.

Armor

Damage Reduction is granted for a variety of armor types that must be approved by armor safety marshals prior to game being called in session. DR granted must be denoted and approved on the player's character sheet.

Players may utilize a maximum of 3 DR worn naturally. Players may gain access to more DR through game play with a maximum of 8 DR. More than 3 DR can be worn for aesthetics, but without the appropriate Extra Armor foundation or mastery skill, it does not grant additional DR.

Armor marshals reserve the right to classify abnormal types of armor (brigandine, EVA foam, etc) to it with the most compatible listed armor type.

Chainmaille - must be standard sized maille rings. Microchain or butchersmaille is subject to reclassification by an armor marshal.

Armor must cover at least half of the body part being awarded DR. There is no ½ DR.

Half the body part includes an armor piece coming within 2" of the actual crease/bend of the elbow or knee. *See the following images for clarification.*



Leather Armor



Chainmaille

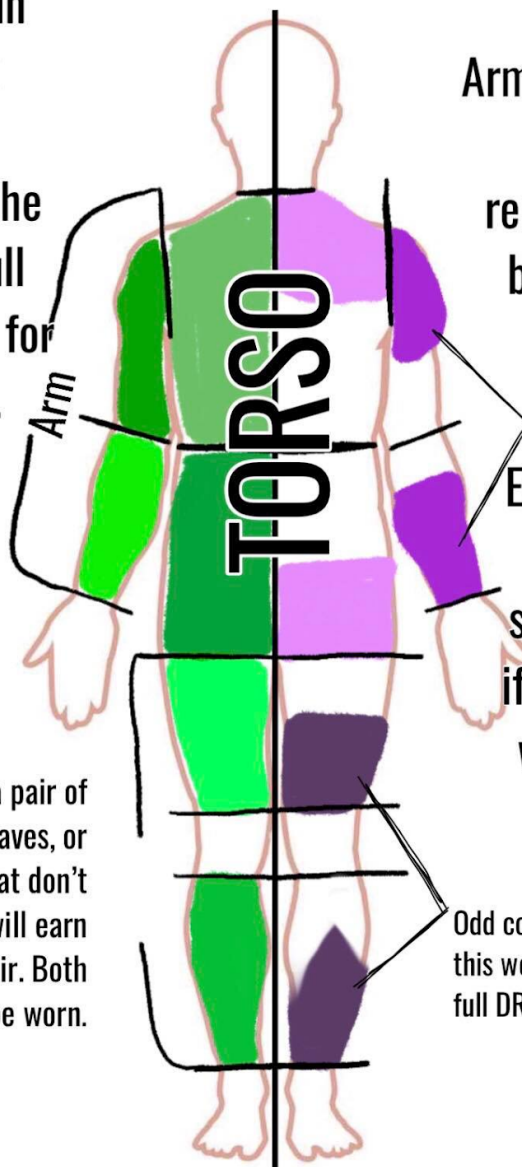


Metal Armor



How to Measure Armor

Armor is built in many different ways. If armor covers any of the green areas, full DR is awarded for that body part.



Armor that doesn't meet coverage requirements can be combined for full DR award.

Example: a short pauldron and a small vambrace, if worn together, would grant full DR award.

Note: a pair of vambraces, greaves, or pauldrons that don't cover a full zone will earn 1 DR for the pair. Both pieces must be worn.

Odd combo, but this would grant full DR for the leg.