

LAST HOPE

LIVE ACTION ROLE PLAY

Weapon Construction Guide
Version 1.0 – 2015

Weapons are represented by latex and foam injection LARP weapons that look realistic. Weapons must be of a black, steel or metal color; no high fantasy blades or extremely exotic colored weapons are allowed because those will be reserved for magical game items. Any of the current brand

Striking Weapons

Striking Weapon Construction Guidelines

- Fiberglass rod/tube or PVC tube core.
 - Must not have excessive flex more than 45 degree angle.
 - Must not spin inside the foam or come away from the glue holding the foam to the core.
 - Core should be capped or "Penny Capped" and taped to prevent the core from tearing through the foam.
- Pommel must be adequately padded in case of incidental hits.
 - Pommel must be minimum of 1" in diameter
 - Core should not be able to be easily felt through the padding of the pommel
- Striking surface must be micro-cell or closed-cell
 - Must be adequately padded to not hit too hard for medium contact
 - Striking surface should be free of tape (duct tape/packing tape) but cloth or athletic tape may be acceptable.
 - Must not be able to feel the core of the weapon easily through the padding.
- The tip of the weapon is not required to be any diameter minimum, but it must have enough padding to protect the tip of the core from coming through the foam.
- Must be latex, plasti-dipped, or foam injection finished

Throwing Weapons

Throwing Weapon Construction Guidelines

- Micro-cell or close-cell foam shaped weapon
- Must be coreless (but may have weight added to help it fly better as long as the weights are not rigid/metal/etc)
- Points and edges must be rounded or smoothed out a bit (eye socket safety)
- Must be covered in latex or plasti-dip

Javelin / Pilum Construction Guidelines

- Fiberglass rod/tube or PVC tube core. Must not have excessive flex (no more than 90 degrees)
- Minimum length of 48" and maximum length is 60"
- Pommel must be adequately padded in case of incidental hits
 - Pommel must be minimum of 2" in diameter
 - Core should not be able to be easily felt through the padding of the pommel
- Entire shaft of the javelin must be padded for incidental hits
 - Core should not be able to be easily felt through the padding of the shaft
- Head of the javelin must be padded adequately and properly constructed

- End of PVC of fiberglass rod must be capped or "Penny Capped"
- Minimum of 2" of closed-cell foam must be applied securely to tip of the core
- Minimum of 2" of open-cell foam must be applied securely to the end of the close-cell foam (shaped to a bit of a point)
- Open-cell head must be covered in cloth (cotton or stretchy)
- Entire head of the javelin must not be any smaller than a 2.5" diameter
- Entire head of the javelin must not twist more than a centimeter on the core (parallel to the core)
- Entire head of the javelin must not twist more than a 30 degree angle off the tip of the core (perpendicular to the core)
- Entire head of the javelin must not be able to easily be removed from the core.
- Striking point must be tape free
- Overall aesthetic look of the weapon should be up to decorum standards. The striking point will have some leeway due to safety, but effort should be made to not have it look like a "Q-Tip"
- Majority of the weapon, save for the striking tip, must be covered in latex or plasti-dip

Staff Weapons

Staff Weapon Construction Guidelines

- See Striking Weapon section for rules.

Two Weapon Fighting

Striking Weapon Construction Guidelines

- See Striking Weapon section for rules.

Great Weapons

Great Weapon Construction Guidelines

- See Striking Weapon section for rules.
- Ridiculous sized weapons are not allowed, but there is plenty of evidence of 5-6 foot axes and polearms like halberds and bills being very long weapons. As long as it follows the safety guidelines of the Striking Weapons category and isn't cartoony in its size, large weapons are allowed.

Stabbing weapons,

Stabbing Construction Guidelines

- **Looks:** It should be at least moderately passable in terms of look, as stabbing weapons have a bit of "asthetic leeway" compared to other weapons due to safety reasons.
- **Tip Size:** The overall size/point/surface area of the stabbing weapon must be made safer, round enough to have less danger to the throat and eye sockets during

an accidental strike to these areas. Aim for 2" diameter on the striking tip. The tip must not be able to rotate perpendicular to the core more than 45 degrees.

- **Tip Padding:** The stabbing tip must be adequately padded, with no exposed core or being able to feel the core during normal use, and should be a combination of closed-cell and open-cell foam, so that it does not hit or bite too hard. There should be enough foam between the end of the weapon and the tip of the core to provide sufficient padding.
- **Core:** The core should be free of breaks and cracks, and should be PVC, fiberglass rod, or fiberglass tube. Wooden shafts/cores are not allowed. The core needs to be capped or "Penny Capped" and tape so that the core cannot tear through the foam at the tip. The tip of the weapon should not be able to rotate parallel to the core more than a centimeter.
- **Incidental Padding:** A minimum of one third of the length of the core directly behind the stabbing tip must be padded with enough foam to reduce any accidental hits made in combat, but need not have a "strike legal" amount of padding.
- **Pommel:** The pommel of the spear must also be capped with foam and padded, and a minimum of 2" in diameter.

Bows/Crossbows, Arrows/Bolts, and Projectile Safety

Bow Construction Guidelines

- Cannot be compound.
- Must be wood, fiberglass, or synthetic materials, or a PVC core.
 - If PVC, enough material should be left when the "bow string notch" is cut out that it will not eventually shatter under the stress of normal use.
- Must not have any sharp or overly dangerous protrusions.
- Must have a max of 35 lb draw weight at 28 inches.

Crossbow Construction Guidelines

- Cannot be compound.
- Must be made of wood or synthetic materials with care made to the overall look to maintain decorum
- Must not have any sharp or overly dangerous protrusions.
- Must have a max of 35 lb draw weight at 28 inches.
- Must not strike too hard upon firing at normal acceptable use.
- It is recommended that you do not try to make your own crossbows unless you know what you are doing; there are plenty of online retailers/manufacturers of good quality LARP crossbows.

Arrow/Bolt Construction Guidelines

- 28 inch draw stop (tape, etc) placed on them (disregard for bolts) to prevent an arrow from being drawn past 28 inches
- Carbon fiber or aluminum shafts (no wooden shafts)
 - Shafts must be free of cracks or visual damage that could alter the safety of their use.

- Arrow shafts must be "Penny capped" or adequately secured to prevent the shaft from tearing through the foam of the head
- Must have at least 2 fletching attached and in good repair
- Must have adequately padded and safe arrow heads. Foam tipped arrows, such as those passing safety standards for Belegarth/Dagorhir or the softer foam LARP arrows are usually acceptable.
 - There must be 1" of closed-cell foam (or similar impact foam) in front of the "Penny Capped" core with an additional minimum of 2" of open-cell foam (or similar soft foam) secured in front of that foam.
 - Diameter of the arrow head must be 2.5" minimum and must not readily pass more than 0.5" inches through a 2.5" diameter hole.
 - Foam compression must be adequate so that the arrows do not strike too hard.
 - The arrow head must not have significant flex (axial movement) when twisted/bent at the tip of the arrow shaft
 - The arrow head cannot twist or rotate (lateral movement) more than a centimeter on the arrow shaft and cannot be able to be pulled off easily if twisted or pulled.
 - Modular or removable heads must be secured via glue and tape or thread-lock to create a semi-permanent bond so that the heads cannot spin off easily and are locked into place.
 - All open-cell foam arrows must be covered with cloth.
 - Bright colors are allowed but patterns are not. Symbols may be painted onto the arrows for identification, but they must not be "funny", obnoxious, or distracting. For example, painting a leaf on your green arrow head so you can identify it easier is fine, but drawing a smiley face or cartoon character or having a polka dot arrowhead is not allowed.
- Passed safety inspection at check-in. *No arrows or bolts are to be used at an event without being inspected first.*

Shields

Shield Construction Guidelines

- Shields may be cored or coreless
 - Cores may be plastic or wood but no metal
 - Cores must be secured to the face of the shield with adhesive
- Shields must be adequately padded for medium contact use.
 - The edges around the core must have a minimum of 1.5" of micro-cell, closed-cell or impact foam so that the hard core cannot strike someone
 - Shields must have a micro-cell or closed-cell foam striking face of at least 1". If there is a hard core, a minimum of 2" of micro-cell or closed-cell foam must be on the striking surface for adequate padding.
 - Shields cannot have any kind of sharp or hard points that could hit an opponent during proper use.
 - If handles are bolted through a core, they must be taped and padded adequately

- Handles may be leather, string, or synthetic materials (like nylon strapping or paracord) but cannot use velcro, zippers, or modern closures but can use buckles.
- Shields may be painted or decorated with latex, plasti-dip, or be foam injection.
- Cloth or duct tape covered shields are not allowed. Linen or leather covered shields are allowed as long as they are secured in a way that does not involve duct tape or modern materials (lashing, eyelets, etc). Effort needs to be made to make it look like more than just a cloth covered shield.

Exotic Weapons

Most Exotic weapons are going to follow the same construction methods as their similar category, like striking weapons, but each one would be unique based on what it is.

- **Combination Weapons** - Some weapons may be classified as both Cleaving and Stabbing (such as a halberd) and the attacker must call out Cleaving if using that part of the weapon. A character must have the training to use both parts of a combination weapon. *Contact a Herald before buying any weapons like this.*
- **Punching Weapons** - Absolutely no punching weapons can be used in the game, such as Katars, punching daggers, a cestus, etc. The amount of force that can be generated in a punch motion is too dangerous. If safe punching weapons can be used as a slashing weapon, that may be allowed. *Contact a Herald before buying any weapons like this.*
- **Flail / Chain Weapons** - Flail weapons are allowed if the chain used to connect the base of the weapon and the striking ball is no more than 8 inches. The Calimacil flail is an example of an approved chain weapon. The “chain” may NOT be made of metal or hard materials and must be wrapped in latex and/or foam. Longer chain weapons cannot be used; the risk of entangling peoples limbs or the striking ball moving and getting out of control is too great. Also, weapons that use chains (like nun chucks) to generate additional force through swinging or movement are not allowed. *Contact a Herald before buying any weapons like this.*
 - The flail head must follow the same rules as a coreless throwing weapon; no core and must have rounded points or protrusions.
- **Slings & Slingshots** - Slings can be used in the game if the materials used are cotton, leather, etc. Synthetic strings and plastic are not allowed. The “rocks” used in the sling should be made the same way as the spell bags (hackey sack wrapped in fleece) but it must be wrapped TWICE in fleece to provide a bit more cushion. Sling rocks can be colored much like arrow heads, they may be brighter colors but no patterns or obnoxious drawings. Slingshots must be approved on a case by case basis and must be fairly low powered. The shot must be foam projectiles that are covered in fleece. *Contact a Herald before buying any weapons like this.*