

# Weapon Props and Packets

Combat is resolved with a staged system that uses props for weapons and spells. In order to ensure that these props are safe, certain guidelines on their construction are necessary.

Weapons and packets may be checked at each and every event where they might be used. You are responsible for the safety of any prop you swing or throw in combat, so you should check them yourself during the course of an event. During any event if a weapon is deemed unsafe by staff it must be removed from the game.

Every player is responsible for bringing their own weapons and packets. We reserve the right to fail any weapon or packet we deem unsafe. It is not uncommon for weapons to fail or break, so you should try to bring a backup weapon and materials to repair your props.

## Weapon Construction

As the art of LARP has progressed, the techniques used to construct safe and effective weapons have grown more sophisticated and more varied. As such, we no longer publish instructions on how to construct weapons. Instead we post guidelines detailing the requirements needed to pass our weapon check. While we do not intend to discourage our players from

learning how to construct their own weapons, we encourage new players to obtain weapons from or to seek the advice of experienced weapon makers rather than trying to construct weapons from a set of written instructions we might provide.

At Invictus, we encourage the use of sock constructed weapons. These weapons are constructed with kite pole cores, custom fitting foam, and have a crafted hilt or haft with a sock fitting over the blade or striking surface. For players new to LARPing, we suggest that you purchase a weapon from an approved supplier. Modern weapon makers often use materials acquired from specific suppliers that need to be ordered and delivered.

Invictus does NOT allow the old duct tape style weapons, as these weapons tend to be heavier and, when it is cold, harder so we get more complaints about players using them.

Invictus also allows plasti-dip style constructed weapons – if they adhere to our guidelines for weapon foam thickness and have soft rounded thrusting tips. These weapons are time consuming as they require sanded foam, DAP glued blades and thrusting tips, and multiple layers of thinned plasti-dip before they are painted.

Experienced weapon makers can make beautiful weapons using these techniques. We do not normally allow latex weapons, so

if you wish to introduce one of these weapons as a playtest you should contact us before the event. These weapons rarely have the foam thickness or tip construction to pass our safety inspections. In addition, any latex weapon we would consider for a playtest would need to be sealed so the raw latex is coated.

### **Will my weapon be allowed?**

Here are the qualities we require before we approve a weapon for general use in the game.

~ The thickness of the foam on the striking surface of the weapon should be at least 5/8" around the core. We do allow for a flatter blade construction, but players using these types of weapons should not strike with the flat of the blade.

~ The thrusting tip should be soft foam and be flat or rounded. It should not be hard foam, and it should not be crafted so it comes to a point that is less than 90 degrees. Ideally it should be rounded with no point at all.

~ A weapon should pass the "push the tip against my eye" test. If the weapon, when gently pressed against the eye, has a thrusting tip that is painful or potentially damaging then the weapon won't pass.

~ A weapon should have a soft enough striking edge that it cannot harm a player if it strikes them in the throat with force that might be generated by a running player.

~ The weapon cannot be too "whippy" - if we hold the

end and shake it the weapon should not noticeably bend.  
~ All weapons must adhere to the guidelines below to size, length, and striking surface proportion.

## Weapon Statistics

Weapons are divided into categories based on their construction requirements and the techniques required to use them. The following section outlines the various weapon types, the lengths and/or dimensions required in their construction, and notes on how they are used.

### Blades

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length.

The weapon may have a cross guard or hand guard, but the guard must be made entirely of pipe foam or the equivalent.

### Weapon Lengths

Type	Minimum	Maximum	Notes
Dagger	18"	24"	Small Weapon ~ Short
Short Sword	25"	36"	Blades ~ Medium

Long Sword	37"	46"	Blades ~ Long
Great Sword	50"	64"	Blades ~ Two Handed

## Axes

These weapons represent hatchets and all types of axes. An axe needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam or approved crafting at least 8" in length that extends at least 4" from the shaft and looks like an axe blade.

## Weapon Lengths

Type	Minimum	Maximum	Notes
Hatchet	18"	24"	Small Weapon ~ Short
Short Axe	25"	36"	Axes ~ Medium
Long Axe	37"	46"	Axes ~ Long

Great Axe	50"	64"	Axes ~ Two Handed
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### Hammers

These weapons represent maces, hammers, and all types of smashing weapons with metal heads. A hammer needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam or approved crafting foam at least 6" long that extends at least 4" from the shaft, although this could be 2" on both sides for a mace.

### Weapon Lengths

Type	Minimum	Maximum	Notes
Blackjack	18"	24"	Small Weapon ~ Short
Short Hammer	25"	36"	Hammers ~ Medium
Long Hammer	37"	46"	Hammers ~ Long

Maul	50"	64"	Hammer ~ Two Handed
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## Staves

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 its entire length. The middle section of the staff must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces.

Because both ends of the staff are striking surfaces the staff has a thrusting tip on both ends.

## Weapon Lengths

Type	Minimum	Maximum	Notes
Staff	48"	64"	Staves ~ Two Handed

## Spears

The spear is the only long weapon that may be used one handed. A spear can only be used to stab an opponent. It cannot be used to swing. A spear must have padding that covers down the striking end at least 1/2 of its entire

length. You cannot fight a spear and another weapon if that weapon is longer than 36". If you are using a spear one handed you may not thrust at any target above the armpit of the opponent.

### Weapon Lengths

Type	Minimum	Maximum	Notes
Staff	48"	64"	Spears ~ Special

### Polearms

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have padding that covers down the striking end at least 1/2 of its entire length. The striking surface must cover at least 12" and must include additional padding of open celled foam that extends at least 1" from the shaft or another layer of pipe foam cut in half.



## Weapon Lengths

Type	Minimum	Maximum	Notes
Polearms	60"	72"	Polearms ~ Two Handed

## Clubs

These weapons represent weapons made entirely from wood. A club needs padding that covers at least 1/2 of its entire length. The striking surface is at least 6" long. It may be open celled foam or approved crafting foam that extends at least 1" from the shaft, or it could be an additional layer of pipe foam.

## Weapon Lengths

Type	Minimum	Maximum	Notes
Blackjack	18"	24"	Small Weapon ~ Short
Short Club	25"	36"	Hammers ~ Medium

Long Club	37"	46"	Hammers ~ Long
Great Club	50"	64"	Hammer ~ Two Handed

## Claws

These weapons represent some kind of natural weaponry. Unlike other weapons, you cannot carry claws unless you have a magical or racial ability to grow them, and you cannot hand them off to other characters. Characters who can use claws are assumed to be able to grow claws (i.e. you have the props in hand and ready to fight) and retract them (i.e. you have put them away or do not have them in hand) as well. A claw needs padding that covers at least  $\frac{2}{3}$  of its entire length. The striking surface is the padded area of the weapon above the grip.

Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

## Weapon Lengths

Type	Minimum	Maximum	Notes
Short Claw	25"	36"	Special ~ Medium
Long Claw	37"	46"	Special ~ Long

## Thrown Weapons

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if the staff deems them safe.

Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

These weapons need to adhere to the "eye safety check.

## Weapon Lengths

Type	Minimum	Maximum	Notes
Throwing Dagger	4"	12"	Thrown Weapons
Dart	2"	12"	Thrown Weapons
Javelin	8"	36"	Thrown Weapons

## Bows

These weapons use thrown type projectiles and a prop for the bow made from padded PVC. The arrows are represented with packets. You must draw the arrow prop, touch it to the bow, and draw it back to your ear. You may then throw it to represent the arrow shot.

## Weapon Lengths

Type	Minimum	Maximum	Notes
Bow	36"	48"	Archery ~ Special.

Bows are considered two handed weapons

Invictus allows the use of packet bows so long as they have a draw limiter.

### Shields

Shields are defensive props used to block weapon blows. They cannot be used to strike another player. They are generally constructed from plastic or sturdy foam, although some shields of light wood are allowed if the edges are properly padded.

All exposed edges must be foam or protected with 5/8" thick foam piping. Most shields use a handle and an arm strap, but light shields might only have a single handle.

A buckler is a small shield that cannot be more than 24" at its longest dimension.

A full sized shield cannot be more than 36" at its longest dimension.

### Shield Maximum Dimensions

Type	Minimum	Maximum	Notes
Buckler	12"	24"	Buckler

Punch Shield	25"	30"	Shield ~ Single Handle
Shield	25"	36"	Shield ~ Must be strapped against the forearm
Tower Shield	25"	30"	Shield ~ Must have a flat bottom edge. No maximum Height.

## Packets

Packets are small bean bags that are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small bird seed with no larger or sharper seeds (for example, no sunflower seeds). A square of fabric is pulled around the birdseed and its corners are gathered together to form a "tail" and closed up with strapping tape. You may also sew a packet shut. Sealing the packet with rubber bands or other types of tape will be allowed on a case by case basis, and the packet should have give in any case. Packets with any other material inside will not be allowed.

The head of the packet should be between 1 and 1.5 inches

in diameter, and the tail behind the tape should not be longer than 3 inches. The fabric must be stretchable and cannot be pulled so tight that it no longer has give. You should be able to squeeze the center of the packet and almost touch your fingers together.

**Known and approved companies that sell weapons:**

**Uncharted Fabrications**

**B3 Imagination Studios**