

EXODUS

Weapon and Shield Rules

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1. Weapons Permitted

Note: Each weapon purchased or constructed is subject to case-by-case and ongoing approval at the discretion of referees.

1.1 List of approved commercial LARP weapon producers:

- Ateliers Nemesis
- Calimacil
- Elysian Forge
- Epic Armoury
- Forgotten Dreams
- IDV
- Mitryl

1.2 Non-commercial weapons (“home-made”)

Players and community members are encouraged to contact the Exodus Team regarding planned weapons they wish to construct before construction begins, primarily to avoid unnecessary waste of player effort or resources. This does not however guarantee approval.

Each weapon suggested and presented (if already constructed) is subject to case-by-case and ongoing approval.

Exodus Battle LARP Pty Ltd reserves the right to bar any weapon on field and will invest this authority to delegated officials to ensure the safety of the game of Exodus and the players participating.

1.3 Referee Discretion

Even though referees may not be specifically trained in the manufacture or maintenance of LARP weapons, particularly in relation to non-commercial LARP weapons, they still retain the full discretionary authority given to them by Exodus Battle LARP Pty Ltd to direct a player to remove a weapon from field to ensure the safety of the game of Exodus and the players participating.

2. Swing, Thrust or Both?

2.1 Swing

Weapons that are to be swung in the game of Exodus generally are in the vein of axes, maces, hammers, staffs/staves et cetera.

Guiding principle: If it has a long or broad damage dealing surface it should be swung

2.2 Thrust

Weapons that are to be thrust in the game of Exodus generally are in the vein of spears, spontoons et cetera

Guiding principle: If it has a narrow or concentrated damage dealing point it should be thrust

2.3 Both

Weapons that can to be swung or thrust in the game of Exodus generally are in the vein of, daggers, knives, swords et cetera

Guiding principle: If it has a long or broad damage dealing surface leading into a narrow or concentrated damage dealing point it may be either swung or thrust

2.4 Thrown

Throws weapons must be coreless foam.

They are required to resemble something with an edge or a point, and preferably something from history that was used as a throwing weapon in combat.

Medieval fantasy analogues of throwing weapons are permitted so long as the weapon is believably of a pre-1600's technological epoch.

3. One handed or Two Handed?

3.1 One handed

One Handed weapons must not exceed 125cm in total length.

Generally large one handed weapons (~90cm-125cm) should not exceed 800 grams in total weight, with 10% variance permitted, as a maximum.

Generally small one handed weapons (less than ~90cm) should not exceed 380 grams in total weight, with 10% variance permitted, as a maximum of total weight.

A one handed spear has its own weight and length specification ranges: 500g-1000g weight, 100cm-185cm length

3.2 Two Handed

Two handed weapons must be greater than 125cm in total length but must not exceed 220cm in total length.

Two handed weapons must not exceed 1200 grams, with 10% variance permitted, as a maximum of total weight

A staff is a two handed weapon with its own weight and length specification ranges: 500g-1000g weight, 150cm-210cm length

A two handed spear is a weapon with its own weight and length specification ranges: 1200g-4000g weight, 150cm-300cm length

3.3 Dual Wielding

When a player is dual wielding they must either be wielding the following:

- One each of a short one handed weapon and long one handed weapon
- Two short one handed weapons

4. Ranged

3.1 Band Guns and Band Ammunition

Band guns

Band guns must be representative of a firearm before 1600.

Band guns must have a representation of a striking mechanism such as a match lock, wheel lock, snap lock, snaphaunce, miquelet, or dog lock striking mechanisms. This list is however not exhaustive and is subject to revision.

Band guns must be single barrelled unless express approval is otherwise sort prior to fielding.

Band Ammunition

Band ammunition should be made for an individual band gun.

Band ammunition used on a band gun must be of 6mm diameter exercise tubing or greater.

Band ammunition used on a band gun must be of either the blue (extra firm) or green (firm) tension categories of exercise tubing.

Band ammunition when folded flat (see below) **must not** be less than 1/3 of the barrel length of the gun it is being used on.

3.2 Bows and Arrows

Bows **must not** exceed 25lb of force at a 28 inch draw length.

Bows may only have one shot loaded and fired from them at a time.

Arrows must be free from damage along the shaft or they may not be fired.

Round head and flat head IDV arrows are the only arrows permitted at the game of Exodus, and as such shouldn't exceed 82cm in length.

Flat head IDV arrows may not be used in wet conditions.

3.3 Other

Throwing weapons must generally must be opened celled foam or injection moulded.

Throwing weapons (except javelins) must be coreless.

Javelins are subject to approval and may be denied on a case-by-case basis.

5. Shields

5.1 Materials for shields

Shields may be made from wood, steel or entirely foam and latex.

Where a shield is made from wood or steel it is the responsibility of the player to ensure there are no dangerous corners or edges on the wood or steel components of the shield.

Where a shield is made from wood or steel it is the responsibility of the player to ensure the edges of the shield are sufficiently protected by foam around the edges of the shield.

All shields must be constructed in such a way as to not adversely increase the risk of damage to equipment or injury/death to other players.

5.2 Dimensions for Shields

Shields are measured as three different types at Exodus:

- Round
- Heater/Tower
- Irregular/Singular

Shields in the Round category must not exceed 75cm in diameter

Shields in the Heater/Tower category must not exceed 60 cm width at the widest point, or 92cm at the longest point generally following an X and Y axis principle of measurement according to the usage orientation.

Shields in the Irregular/Singular category must generally adhere to the dimensions of the Heater/Tower category, but at the discretion of the Exodus team may be permitted to be larger due to Irregular or Singular silhouettes that would create an increased vulnerability of losing hit points. Anyone considering an Irregular/Singular shield is encouraged to send their proposed design to exodusbattlelarp@gmail.com prior to construction to prevent unnecessary cost of materials or effort before approval is granted.