

Weapon and Armor Policy 2010

Weapon/Armor Safety

Players found to be using unsafe weapons and/or armor (hereafter 'arms') or arms with no safety tag (see below) will be subject to disciplinary action. Ultimately it is the owners' responsibility to maintain the safety of their weapons and armor – please take this seriously!

Follow the safety guidelines as expressed in the Core Rules, and in addition look for these key issues:

- Is the weapon constructed using approved materials?
- Is the weapon starting to show signs of wear or are the covering materials (tape, latex, etc.) breaking down noticeably?
- Can you touch your toes while wearing your full suit of armor?
- Does the weapon and/or armor have protrusions that could impale, gouge the eyes, or otherwise seriously injure other participants?

Marshal Inspections

An Arms Marshal must inspect every weapon and armor phys. rep. at every event to insure safety.

In the course of inspection the marshal may need to cut open a weapon in order to fully inspect the core and/or materials. In all cases this will be done as discretely as possible in order to cause the minimum amount of damage to the weapon, and will always be done with the owner's approval. If the marshal seeks to cut open a weapon and the owner declines his request, the weapon will likely fail.

For each phys. rep. that passes, the weapon marshal will provide a safety tag with his or her initials and the date. This tag must be attached to the weapon at all times, and will be valid for the current event only.

Whenever arms of any type fail inspection, the marshal will explain what must be done in order for it to pass. Failed arms must be removed from the game environment entirely, and should be taken to your car or another, similarly out-of-game location.

An Arms Marshal has the right to deny the use of any weapon or armor for reasons pertaining to safety.

Self Examination

Throughout the course of the event, you must monitor the state of your own weapon. If the weapon appears to be breaking down you should repair it or speak to someone that can. Just because your weapon received a safety tag at check-in doesn't mean that at some point it could not become dangerous to others.

Armor Rules

Armor Rating

Players must have their armor phys. rep. rated each and every event that they attend. Rating should always be done with the player's maximum phys. rep. that will be used during that particular event. The character's armor rating is recorded on their character record along with the marshal that rated it.

If later in an event a player removes pieces of their armor phys. rep., the armor owner must reduce the rating appropriately. Adding pieces in the middle of the event (borrowed from a friend, purchased from a vendor, etc.) will require a re-rating by the Arms Marshal.

Costume

Five points of costume armor can be earned, but it must be granted by a marshal at the time of rating. Players cannot use the costume armor without having it rated.

Costume Armor will be awarded based on the following criteria:

- The armor phys. rep. must be made of appropriate materials (i.e. no shiny cloth to represent metal, Kevlar plates to represent plate mail, woven fabric to represent 'tight' chain mail, etc.).
- The armor must look 'in-game' and have no obvious anachronisms or out-of-game connotations. A storm trooper outfit could certainly be modified to look in-period, but walking in the door with one fresh out of the package will not only get you ridiculed by fellow players, but will also preclude you from receiving the additional five points.

A character can only rep as much as their sheet says, and anyone found using an armor tag/tags any higher than their noted rep. is guilty of cheating.