

# APPENDIX C

## Weapon, Armor & Shield Creation

### WEAPONS

All weapons, including arrows and thrown weapons, **must** be checked for safety at Registration by the Weapons Committee for safety reasons, regardless of design and construction method. The Committee's determination is **final**.

**We reserve the right to reject any and all weapons that we feel are not safe due to poor construction, unsafe design, or that can trap other weapons.** Remember, safety is the main consideration in the making and use of any weapons.

#### Bows & Arrows & Other Missile Weapons

**Only** Nerf-type bows and arrows may be used in the game. The bows should be modified to look more period. You can paint or cover them to look more like real bows. You must be extremely careful when using a bow to protect the safety of the other players.

Arrows, thrown weapons, and other missile weapons *should* be made entirely of open foam. Any alterations to these requirements must be checked for safety. All missile weapons must be individually checked during Registration by the Weapons Committee. Anyone using missile weapons in an unsafe manner will be banned from using the Weapon Skills.

#### Weapon Design Guidelines

The following are size and construction restrictions when creating a melee weapon.

- All weapons *should* have at least 5/8" foam padding (typically polyurethane pipe insulation) surrounding the pipe center. The pipe **must** not be able to be felt through the padding.
- All ends **must** have at least 2"-3" of open cell foam padding.
- All weapon tips **must** be soft. Compacted, hard tips **will** be rejected for safety reasons.

Because trapping or pinning of weapons is not permitted, any weapons designed to trap other weapons will **not** be approved.

<i>Weapon Table</i>					
<i>Weapon</i>	<i>Dam</i>	<i>Skill Cost</i>	<i>Max Len</i>	<i>Min Len</i>	<i>Pipe Size</i>
Dagger	1	1	18"	12"	1/2"
Dart Bow	1	1	n/a	n/a	n/a
Thrown Weapon	1	1	var.	var.	n/a
Cudgel	1	1	18"	12"	1/2"
Short Sword	2	2	32"	19"	3/4"
Club	2	2	32"	19"	3/4"
Javelin	2	2	44"	33"	3/4"
Hand Axe	2	2	32"	19"	3/4"
Quarterstaff	3	3	72"	60"	1"
1 Hand Spear	3	3	44"	33"	1"
Long Sword	3	3	44"	33"	3/4"
1 Hand Axe	3	3	44"	33"	3/4"
Bow	3	3	n/a	n/a	n/a
Crossbow	3	3	n/a	n/a	n/a
1 Hand Hammer	3	3	44"	33"	3/4"
1 Hand Mace	3	3	44"	33"	3/4"
2 Hand Mace	4	4	60"	50"	1"
2 Hand Hammer	4	4	60"	50"	1"
2 Hand Sword	4	4	60"	50"	1"
2 Hand Axe	4	4	60"	50"	1"
2 Hand Spear	4	4	72"	60"	1"
Pole Arm	4	4	72"	60"	1"

#### SIZE RESTRICTIONS

##### **Daggers and most 1 pt weapons:**

Have an overall maximum length of 18" and a minimum length of 12" and are made with 1/2" CPVC.

##### **Short swords and most 2 pt weapons:**

Have an overall maximum length of 32" and a minimum length of 19" and are made with 3/4" CPVC.

##### **Long swords and most 3 pt weapons:**

Have an overall maximum length of 44" and a minimum length of 33" and are made with 3/4" CPVC.

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### **Two-handed weapons:**

Have an overall maximum length of 60" and a minimum length of 50" and are made with 1" PVC.

### **Staff:**

Have an overall maximum length of 72" and a minimum length of 60" and are made with 1" PVC.

### **Pole arms:**

Have an overall maximum length of 72" and a minimum length of 60" and are made with 1" PVC and a maximum blade - length 24"/width 18".

## **Suggested Weapon Construction Guidelines**

The following is the recommended method for the construction of weapons. **Warning** - Use **only** duct tape! Do **not** use electrical tape, etc.

### **ONE HANDED SWORD CREATION**

One handed weapons, such as daggers, short swords, and long swords, are the most basic weapons used in the game. These steps outline the basic pattern used to construct these weapons.

#### **STEP I**

Cut CPVC pipe about 6" shorter than the total desired length. Ex. To make a long sword of the maximum length (44"), cut the pipe to about 38".

#### **STEP II**

Cut foam padding (minimum of 5/8" thick) to desired length. It should cover the shaft and butt end of the weapon, extending between 2" and 1" over the CPVC. Allow for 6" to 8" for a hand grip and cross guard. For example, the long sword would need 2 cut pieces of foam, one that is 31" long and one that is 2" long.

#### **STEP III**

Securely duct tape the padding to the piping. Remember to leave the padding extend between 2" and 1" off of both ends of the CPVC.

#### **STEP IV**

Cut the open cell foam to match the width of the blade. Fill the gap in the padding with the open cell foam. The open cell foam should extend at least 2" past the closed cell. Lightly tape the open cell foam to the padding.

#### **STEP V**

Duct tape the blade lengthwise lightly but securely. Do **not** wrap the tape spiral around the blade as it will compress the foam too tightly.

#### **STEP VI**

Puncture the tip of the weapon to allow for the escape of air and attach foam to the hilt for a cross guard.

### **OTHER ONE HANDED WEAPONS**

From the basic pattern almost any one handed weapon can be created, by using more open and closed cell foam to create the desired look.

#### **MACE**

Use extra open cell foam wrapped around the blade and lightly taped to create a mace.

#### **AXE**

Use pipe insulation to form a flexible axe blade. Then fill in the gaps with open cell foam. Duct tape the blade lightly. The blade should be firm but offer a lot of give.

### **TWO-HANDED SWORD CREATION**

Many other large weapons may be created but speak with a marshal before creating them. We have many experienced players willing to help with weapon construction. They can help design larger weapons that are safer. **WARNING** - Use **only** duct tape! Do **not** use electrical tape, etc.

#### **STEP I**

Cut CPVC pipe about 6" shorter than the total desired length. Ex. To make a two handed sword of the maximum length (60"), cut the pipe to about 54".

#### **STEP II**

Cut foam padding (minimum of 5/8" thick) to desired length. It should cover the shaft and butt end of the weapon, extending between 2" and 1" over the CPVC. Allow for 6" to 8" for a hand grip and cross guard.

#### **STEP III**

Securely duct tape the padding to the piping. Remember to leave the padding extend between 2" and 1" off of both ends of the CPVC.

#### **STEP IV**

Cut the open cell foam to match the width of the blade. Fill the gap in the padding with the open cell foam. The open cell foam should extend at least 2" past the closed cell. Lightly tape the open cell foam to the padding.

#### **STEP V**

Duct tape the blade lengthwise lightly but securely. DO **NOT** wrap the tape spiral around the blade as it will compress the foam too tightly.

#### **STEP VI**

Puncture the tip of the weapon to allow air for the escape of air and attach foam to the hilt for a cross guard.

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## ARMOR

Armor in Quest is protective material used to absorb the damage caused by your enemies in combat. Armor Points are based on its flexibility and rigidity as per the Armor Class as per the table. Armor can add a great deal of flavor to the atmosphere of Quest. As such, players receive Armor Points at no skill cost for the armor they wear.

At least **50%** of each area must be covered in order to qualify as armored, and only one type of armor can be worn for each location. The Armor Committee checks all armor for safety and area-coverage at Registration. The Committee's decision is **final**.

**We reserve the right to reject any and all armor that we feel is not safe due to poor construction, unsafe design, or that can harm other players.** Remember, safety is the main consideration in the making and use of any armor.

### Armor Design & Qualifications

The following qualifications and guidelines should be considered for using the appropriate materials during the construction of armor:

#### Class I - Costume

This class includes other types of materials like cloaks, robes, etc. Everyone should wear a costume. Street clothes do not make the period.

#### Class II - Soft Leather/Padded

This class includes soft leather, or thick, quilted materials. Naugahyde is considered leather.

#### Class III - Studded /Hard Leather

This class includes leather armor with metal studs or rings less than six inches apart or hard leather.

#### Class IV - Chain/Scale/Banded

This class is in general made up of slightly more flexible materials. It consists of interlocking rings of metal or small overlapping plates (smaller than plate mail plates) or bands. Chain must be 2" diameter links or less.

#### Class V - Plate Armor

This class of armor requires extremely rigid, solid material, consisting of large overlapping plates or one large plate.

Armor Point Table					
Area	Class I	Class II	Class III	Class IV	Class V
Head	1	2	4	8	12
Front Torso	5	8	10	15	25
Back Torso	5	8	10	15	25
Upper Arm	1	2	3	4	6
Lower Arm	1	2	3	4	6
Upper Leg	1	4	5	7	8
Lower Leg	1	4	5	7	8
Total	15	30	40	60	90

## SHIELDS

Shields are protective metal or wood constructs that are used to parry and fend off the attacks of your enemies in combat. Shields must be in hand to parry attacks. Only characters with the *Shield Use* Skill may use Shields.

**All Shields must have foam along the entire outside edge of the shield** and must be checked for safety and design during Registration by the Armor Committee for safety and design. The Committee's decision is **final**.

**Shields are not to be used as weapons**, and body contact **cannot** be made with them. Players **must** keep shields close to the body and not swinging about and **must** maintain control over their shields at all times. No kneeling or crouching (turtling) with a shield is allowed, where you present no target (or just your head as a target) to your opponents. Any abuse of your shield will result in the loss of the *Shield Use* Skill and the forfeiture of the 6 Skill Points. Shields must meet the guidelines below in order to pass for safety.

**We reserve the right to reject any and all shields that we feel are not safe due to poor construction, unsafe design, or that can harm other players. Remember, safety is the main consideration in the making and use of any shield.**

### Shield Design

The longest dimension of a shield cannot exceed 36", with an area of no more than 531 square inches (or 26 inch diameter circle), and can be no less than 400 square inches, including the foam padding around the edges. When calculating this area, all holes, voids, recesses, and concavities of the shield will **not** be counted towards the total area of the shield. This will be done by wrapping a string tight around the prominent perimeter of the shield and calculating the area from the shape that is created. *Bucklers and small shields cannot be used in Quest and are not permitted due to safety reasons.*

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