

## Archers and throwing weapons

### ARCHERS

Bows: Draw must not be higher than 28 lbs (pounds). Arrows: **\*LARP arrows only\***. Use: 10 metre minimum target engagement distance at full draw, 5 metre minimum target engagement distance at half draw. To avoid head shots, it is preferable you aim at the midriff of your target.

Archer load out: Bow, 12 x arrows, 1 x one handed weapon (up to 115cms), 6 x throwing weapons (coreless, up to 45cms), back up dagger.

*Arrows do -2HP damage!!!*

NOTE: arrows and throwing daggers are a one use weapon per game 'phase' or reset. So for example if we have a game with 3 set phases, you will start each phase with your full load out of arrows and/or throwing daggers. If you throw all your daggers/fire all your arrows in a battle/phase whatever - they are not able to be reused by you or anyone else. This rule effectively means that someone wont be throwing your dagger back at you, and archers especially will have to be judicious with their shots.

SAFE USE: Once the arrow is on the bow, that arrow must not rise above the horizontal plane. Arrows (and throwing weapons) are only to be used in battles i.e. not sparring or 'Highlander' type games.- Arrows cannot be blocked by swords due to safety/possible damage to the arrows.

### THROWING DAGGERS

Throwing weapons/short weapons/daggers: max length 45cms. THROWING WEAPONS MUST BE CORELESS

Example load outs with throwing daggers:

- Shield and one handed weapon. Back up secondary weapon up to 85cm. 1 x dagger no longer than 45cms. Up to 6 throwing weapons.
- One handed weapon, with secondary one handed weapon NO LONGER than 85cm. This is the ONLY combination that can be 'dual wielded'. 1 x dagger no longer than 45cms. Up to 6 throwing weapons.
- Two handed weapon. Back up secondary weapon up to 85cm. 1 x dagger no longer than 45cms. Up to 6 throwing weapons.
- Polearm. Back up secondary weapon up to 85cm. 1 x dagger no longer than 45cms. **\*\*NO\*\***throwing weapons.

*Throwing weapons do -1HP damage!!!*