

## **The Hundred Swords: Rules and Construction \*revised\***

[10 January 2013 at 13:15](#)

### **GENERAL:**

1. Foam sword fighting is not about aggression, it's about skill.
2. A firm tap is all that is required for a legal tag. All strikes should be pulled and not made with full force.
3. Melee combat IS a contact sport, and this means you may take a harder than intended strike\*.
4. Slashing, stabbing and thrusting is permitted.
5. Over head strikes are permitted as long as they are not aimed at an opponent's head.
6. Shield bashing is not permitted. Shields are not to be used offensively.
7. Tags/Hits: The only areas which do not count as a tag are the hands, feet, groin, head and neck.
8. \*\*\*\*\*Minimum age is 14 - though case by case exceptions \*may\* be made\*\*\*\*\*

\*This is why we enforce the safety and construction rules.

### **COMPULSORY SAFETY REQUIREMENTS:**

1. Eye Protection such as safety glasses. Sunglasses or prescription glasses are also suitable.
2. Groin protection (e.g. cricket box) for males; chest protection/padding for females.

### **RECOMMENDED SAFETY REQUIREMENT:**

1. Full or half face protection which covers the nose and teeth (e.g. Airsoft mask)

NOTE: If you are wearing a mask with eye mesh, you obviously won't need safety glasses. Half face masks will require eye protection. Metal helmets which provide adequate protection will not require glasses.

### **WEAPONS AND WEAPON USE:**

1. All weapons will be foam/latex/prop weapons (see point 8 below)
2. Throwing weapons/short weapons/daggers: max length 45cms. **THROWING WEAPONS MUST BE CORELESS.**
3. One handed weapons: max length 115cms. This classification covers, swords, axes, maces, flails etc.
4. Two handed weapons: max length 185cms. This classification covers two handed 'great' swords, naginatas, spears, etc.
5. Polearms: minnum length 190cms to max 220cms. This covers weapons such as the Bardiche, Halberd, Pike.

6. **\*\*Any weapon longer than 115cms must have two hands on it at all times\*\***
7. Shields. Round: max diameter of 75 cms; all other types 60 x 90 cms (See 'Shield Construction and Safety')
8. Bows/missile weapons are covered separately.

Example player fit outs:

- 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.
- Archer. Bow with up to 12 arrows, one handed sword up to 115cms, 1 x dagger no longer than 45cms. Up to 6 throwing weapons. Archers do not have shields.
- For any weapon/combo which is NOT a single 1 H sword, 1 H sword and shield, or dual wielding with 1 H swords and short offhand, **YOU NEED TO DEMONSTRATE YOU CAN USE IT SAFELY**. You can receive training from anyone who is already authorised with that weapon. When you feel you are ready to be authorised, request a Sergeant-At-Arms for authorisation. The Sergeant will observe while you fight under a variety of conditions. This will involve fighting with your weapon against a number of different weapon combinations, including 1-h sword and shield, 2-h sword, and spear. **YOU CAN ONLY QUALIFY AT A TRAINING SESSION**.
- **\*\*All players can carry a back up dagger of no longer than 45cm. This is not classed as a throwing dagger\*\***

8. Weapons must be foam/latex/prop/LARP weapons. Recommended brands are:

- Calimacil
- Forgotten Dreams
- Epic Armory
- Mytholon
- Palnatoke
- Nerf N-Force (Marauder Sword, Battlemaster Mace, Warlock Axe)
- Eagle Flex
- Battle Legends (some of these need to be checked by a Game Marshall prior to use)
- Home made weapons/'boffers' **MUST BE FIBREGLASS CORED**.

9. Throwing weapons must be foam/latex and **MUST BE CORELESS**.

### **HEALTH POINTS (HP), ARMOUR & SHIELDS:**

1. All player start with 3 'Health Points' (HP). This means you can take 3 tags before you are 'dead'.

2. One tag = one HP.
3. Every time you make a legal tag you must call out 'Hit' – if you take a tag you must call out the number of tags you have taken "One", "Two" etc.
4. IF YOU HIT SOMEONE IN THE HEAD - \*you\* will take a 1 HP penalty.
5. It is each players responsibility to keep a track of their HP's.
6. A player can increase their HP by wearing armour. For example:
  - A helmet or full face/half face mask adds 1 HP
  - A breastplate/leather jerkin/brigandine/padded tunic/any form of torso armour adds 2 HP
  - Greaves adds 1 HP
  - Bracers adds 1 HP
  - A tabard or some form of appropriate costuming adds 1 HP
  - This would give a player a total of 9 HP if wearing all of the above.

6. Shields. Round: max diameter of 75 cms. All other types/shapes: 60 x 90 cms (approx/give or take a few cms).

7. Shields do NOT add HP, but they do block all attacks without a HP penalty.

8. Armour (this includes helmets, leg/arm protection etc) can be constructed out of ANY of the following materials:

- Metal plate
- Leather
- Ring mail
- Foam
- Scale
- Laminate
- Latex
- Rubber
- Plastic

## **BOWS AND MISSILE 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). 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. Bows are not be used against a shield wall, or in bridge or road battles. BOWS ARE ONLY TO BE USED IN OPEN SKIRMISH BATTLES. 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.

- You can not intentionally block throwing weapons with melee weapons, however deflected throwing weapons which have hit weapons and shields that hit someone else will cause damage as usual.

#### **SHIELD CONSTRUCTION AND SAFETY:**

- Shields can be constructed of foam, latex, rubber, plastic or soft wood. If constructed of wood, hard plastic, rubber, foam the edges MUST BE covered in some type of soft padding. EDGES \*MUST\* BE PADDED IF REQUIRED.