

BEYOND RAGNAROK WEAPONS & ARMOUR GUIDE



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BEYOND RAGNAROK WEAPONS & ARMOUR GUIDE

INTRODUCTION

Beyond Ragnarok is a Live-Action Roleplaying game that include strong elements of physical combat. In order to maintain the safety of those attending the Beyond Ragnarok events, the following guide has been put together to provide guidance regarding the construction and make-up of weapons, props and armour considered suitable for LARP based combat, i.e. 'LARP-safe'.

WEAPONS/ARMOUR CHECKING

All weapons and armour will be subject to inspection by the Weapons & Armour Checking Team before they are used in game. The team will use the principles detailed in this document as a guide for determining whether a weapon, prop or armour is LARP-safe and suitable for use within the game, however this is no guarantee it will pass inspection.

That said, as technology and manufacturing techniques are constantly evolving, each individual item will be inspected based on its own merit. In some cases, a prop may not conform to the guidance detailed in this document, but be accepted for use within the game.

Should any prop fail inspection, it will be labelled as unsafe, and you will be asked to return the prop to a safe place where it may not be accidentally used during the game. You may request a second opinion against a ruling given by a member of the Weapons & Armour Checking Team. In these instances, the second inspection will be performed by the Head of the Weapons & Armour Checking Team. Their decision is final.

Anyone found using a prop that has failed inspection may be sanctioned in accordance with the Beyond Ragnarok Policies document.

COMPETENCY TESTS

Some weapons may require additional competency test to ensure that they are used safely. Competency Tests will be run periodically at every Beyond Ragnarok event, and you will be required to demonstrate that you know how to maintain and use your weapon safely.

In some cases you will be provided with a Competency Card as evidence you have successfully passed the Competency Test for a specific weapon type. You may be asked by a referee to show your Competency Card at any point.

Competency Cards provided at a Beyond Ragnarok event are valid for any game hosted by META Game Studios Ltd.

Competency Cards are valid for 3 years and may be revoked at any time if you are found to be using the weapon unsafely or irresponsibly.

Competency tests are required for the following weapon types:

- Bows/Crossbows
- Claws
- Collapsible-tip Weapons
- Flails

MELEE WEAPONS

GENERAL GUIDANCE

There are three sizes of melee weapons that may be used at Beyond Ragnarok events:

- **Daggers/Small Weapons:**
Daggers, Knives, Hammers, Axes, etc. between 8" (approx. 20cm) and 18" (approx. 46cm) in length
- **One-Handed Weapons:**
Swords, Hammers, Axes, Maces, Clubs, etc. between 18" and 42" (approx. 107cm) in length.
- **Two-Handed Weapons:**
Great swords, Staffs, Spears, etc. between 42" and 80" (approx. 203cm) in length

In all cases, melee weapons should consist of a foam and core construction. Coreless weaponry should not be used in melee combat.

A common foam used for the construction of LARP-safe weaponry is called LD45 Plastezote. LD45 Plastezote is a Low Density (LD) closed cell foam of approximately 45kg/m³ (LD45). Any weapons should be constructed using foam with similar properties to LD45, using harder foams (such as EVA foam) may result in injury. Softer foams, such as LD18 and upholstery foam, may be used where appropriate, such as the striking face of a hammer or arrow head.

Common cores used for the construction of LARP-safe weaponry are Carbon Fibre and Glass Permeated Resin (GPR/Fibreglass). The use of materials such as wood, bamboo and metals are strictly prohibited. These cores tend to either break easily, or not have sufficient flexibility or control (due to weight) to be used safely in combat. The thickness of the core will vary depending on the nature of the weapon but typically range from a minimum of 0.25" (approx. 6mm) for daggers to 0.625" (approx. 16mm) for polearms

Injection-moulded weapons will be assessed on a case by case basis as the hardness of the materials can vary greatly based on the temperature. Injection-moulded weapons often have a visible seam or 'flashing' where the moulds come together which can be sharp. Before bringing any injection-moulded weapon to an event, these aspects should be carefully considered.

COLLAPSIBLE TIP WEAPONRY

Collapsible tip weaponry is permitted in the game. However, the use of any collapsible tip weaponry requires a competency test to ensure the safety of their use in the field.

Collapsible tip weaponry may be categorised in one of two ways:

- **One-Handed Spear:**
One-handed spears are between 36" (approx. 91cm) and 42" (approx. 107cm) in length and may be used in conjunction with a shield only. They cannot be dual wielded with other melee weapons.
- **Two-Handed Spear:**
Two-handed spears are between 42" and 84" (approx. 203cm) in length. They cannot be used in conjunction with a shield or dual wielded with other melee weapons. Two hands must remain on the weapon at all times when it is being used

During the competency test, a grey ribbon will be issued for the weapon. This ribbon must be kept attached to the weapon at all times, as this is designed to clearly identify the weapon has a collapsible tip and prevent accidental misuse in the field.

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BLADED WEAPONS

MATERIALS

Core	A 0.5" (approx. 12mm) foam POD must be firmly affixed to the top end of the core. The handle end of the core must be rounded at a minimum, but may also have a foam POD. The core must be rigid and firmly attached to any surrounding foam, materials and reinforcement. The core should not flex any more than 20% of the weapons length.
Foam	LD45 or similar foam, laminated in multiple layers. The layers must be laminated using a suitable flexible adhesive and the adhesive must not harden under compression, nor present a hardened edge
Weighting	Weapons may be weighted. Any materials used to weight the weapon must be securely attached the core and must not extend past the handle into the striking section of the weapon.

COMPONENTS

Tip	Minimum of 1.5" (approx. 38mm) of foam from the top of the core. Additional reinforcement should exist around the top of the core to support the tip, such as cloth, leather or soft rubber.
Striking Edge	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point. Care must be taken that the blade does not have any hard spots (e.g. excess adhesive, leather) along the striking edge.
Non-Striking Edge	Minimum of 0.25" (approx. 6mm) of foam from the core at its nearest point. This includes any patterns, etc. that have been carved into the side of the blade
Hilts	Must be made of foam and is considered to be a 'Striking Edge' for the purposes of construction. Hilts may be reinforced with soft materials, such as cloth, leather and soft rubber.
Handle	Depending on the length of the handle, the weapon may be constructed using any suitable material. Handles for daggers/one-handed weapons that are longer 9" (approx. 22cm) or 18" (approx. 46cm) should ideally be made from padded materials as if it were a striking edge.
Pommel	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point.
Decoration	No decoration is permitted along the striking edge of the weapon. Any surface decoration may not be constructed using rigid materials and have sufficient flexibility to maintain the safety of the weapon. Rigid decorations, such as EL Wire, LEDs and gemstones, must be recessed into the foam approximately 0.25" (approx. 6mm) from the surface of the weapon.

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HAFTED WEAPONS

MATERIALS

Core	A 0.5" (approx. 12mm) foam POD must be firmly affixed to the top end of the core. The handle end of the core must be rounded at a minimum, but may also have a foam POD. The core must be rigid and firmly attached to any surrounding foam, materials and reinforcement. The core should not flex any more than 20% of the weapons length.
Foam	LD45 or similar foam, and softer foams for Hammers/Maces (such as upholstery foam). Where applicable, layers of foam must be laminated using a suitable flexible adhesive and the adhesive must not harden under compression, nor present a hardened edge
Weighting	Weapons may be weighted. Any materials used to weight the weapon must be securely attached the core and must not extent past the handle into the hafted section of the weapon.

COMPONENTS

Axes	The head of the axe is considered to be a Striking Edge. The head of the axe must be coreless but may be supported with reinforcing materials such as cloth, leather or soft rubber. The reinforcing material must not extend to within 0.5" (approx. 12mm) from the edge and surface of the weapon.
Hammers/Maces	Minimum of 0.5" (approx. 12mm) of foam. The striking surface may also be made of a softer foam, such as upholstery foam with an LD45 foam backing.
Spikes	Maximum of 2" (approx. 50mm) and must be collapsible any may not be reinforced with any additional materials.
Shaft	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point. This includes any patterns that have been carved into the shaft.
Handle	Depending on the length of the handle, the weapon may be constructed using any suitable material. Handles for daggers/one-handed weapons that are longer 9" (approx. 22cm) or 18" (approx. 46cm) should ideally be made from padded materials as if it were a striking edge.
Pommel/Ends	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point.
Decoration	No decoration is permitted along the striking edge of the weapon. Any surface decoration may not be constructed using rigid materials and have sufficient flexibility to maintain the safety of the weapon. Rigid decorations, such as EL Wire, LEDs and gemstones, must be recessed into the foam approximately 0.25" (approx. 6mm) from the surface of the weapon.

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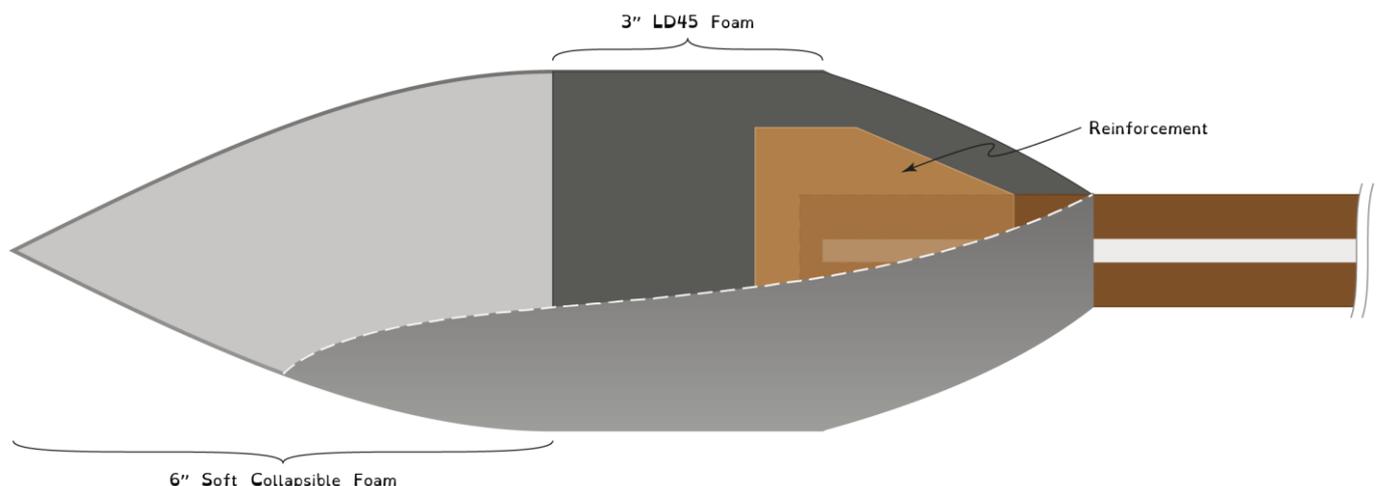
⟨COLLAPSIBLE-TIP SPEARS⟩

MATERIALS

Core	A 0.5" (approx. 12mm) foam POD must be firmly affixed to the top end of the core. The handle end of the core must be rounded at a minimum, but may also have a foam POD. The core must be rigid and firmly attached to any surrounding foam, materials and reinforcement. The core should not flex any more than 20% of the weapons length.
Foam	LD45 or similar foam, and softer foams/materials for the tip. Where applicable, layers of foam must be laminated using a suitable flexible adhesive and the adhesive must not harden under compression, nor present a hardened edge
Weighting	Weapons may be not be weighted.

COMPONENTS

Tip	<p>The tip must have a two stage construction:</p> <p>The base of the spearhead must consist of a minimum of 3" (approx. 75mm) of LD45 foam from the top of the core (this may include the POD) with supporting laminated layers of reinforcing materials, such as cloth, leather or soft rubber This is to prevent the core protruding through the foam</p> <p>The striking point of the spear must consist of a minimum 6" (approx. 15cm) of softer, collapsible materials.</p>
Shaft/Handle	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point. This includes any patterns that have been carved into the shaft.
Pommel/Ends	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point.
Decoration	<p>No decoration is permitted along the striking edge of the weapon. Any surface decoration may not be constructed using rigid materials and have sufficient flexibility to maintain the safety of the weapon.</p> <p>Rigid decorations, such as EL Wire, LEDs and gemstones, must be recessed into the foam approximately 0.25" (approx. 6mm) from the surface of the weapon.</p>



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FLAILS

Due the varying nature of flail construction and use, you must demonstrate that you can use your Flail safely in combat. You are not permitted to use a flail you have not demonstrated competency with.

Flails will be individually assessed on a case by case basis to ensure that they are safe for use within the game

MATERIALS

Core	A 0.5" (approx. 12mm) foam POD must be firmly affixed to the top end of the core. The handle end of the core must be rounded at a minimum, but may also have a foam POD. The core must be rigid and firmly attached to any surrounding foam, materials and reinforcement. The core should not flex any more than 20% of the weapons length.
Foam	LD45 or similar foam, and softer foams for the striking end (such as upholstery foam). Where applicable, layers of foam must be laminated using a suitable flexible adhesive and the adhesive must not harden under compression, nor present a hardened edge
Weighting	Weapons may not be weighted.

COMPONENTS

Striking End	The striking end must be clearly distinguishable from the shaft/handle and be constructed out of foam (preferably softer foams), where possible. The striking end must be coreless.
Spikes	Maximum of 0.5" (approx. 12mm) and must be collapsible any may not be reinforced with any additional materials.
Links	<p>Links between the shaft/handle and the striking end must be constructed from flexible, inelastic materials, such as foam, leather, rubber or rope.</p> <p>The connection between the shaft/handle and striking end may be connected in one of two ways:</p> <ol style="list-style-type: none"> 1. Constructed links attached to the striking end and the shaft/handle. 2. A single length of inelastic material, such as rope connecting the striking end to the shaft/handle. <p>Whichever linkage method is used, the links must not allow the flail to wrap around a struck weapon or limb.</p>
Shaft/Handle	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point. This includes any patterns that have been carved into the shaft.
Pommel/Ends	Minimum of 0.5" (approx. 12mm) of foam from the core at its nearest point.
Decoration	<p>No decoration is permitted along the striking edge of the weapon. Any surface decoration may not be constructed using rigid materials and have sufficient flexibility to maintain the safety of the weapon.</p> <p>Rigid decorations, such as EL Wire, LEDs and gemstones, must be recessed into the foam approximately 0.25" (approx. 6mm) from the surface of the weapon.</p>

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<LAWS>

The use of claws are subject to a Competency Test. Please note, Player Characters cannot use claws during normal play, however, players may use claws during their allocated monster slot, where clawed creatures are required.

MATERIALS

Core	Claws are coreless weapons
Foam	LD45 or similar foam, The foam must be able to maintain its shape during use, but flex when a strike is made.
Weighting	Claws may not be weighted

COMPONENTS

Gloved Claws	Must protrude a minimum of 3" (8approx. 75mm) from the end of the fingers. Claws must fasten to the wearer's hand with fingers extended in a manner that means the user cannot strike with clenched fists.
Held Claws	Must be a minimum of 12" (approx. 30cm) in length. The grip must be positioned away from the striking surface so that the user's hands do not come into contact with their target during use. There should be sufficient padding around the grip to support and protect the user's wrist during use.

PROJECTILE WEAPONS

BOWS

The use of bows are subject a Competency Test. During the competency test, you must demonstrate that you can perform the following activities safely:

- String and unstring the bow
- Using the bow safely in various scenarios and environmental conditions
- Checking the condition of the bow and bow-string
- Checking the condition of arrows before use

Bows must have a poundage no greater than 30lbs at a 28" draw. The bow must be in good condition, showing no signs of cracking/splintering. String notches must be capable of holding the string firmly, and show no signs of excessive wear. The string must be in good condition and show no signs of damage/fraying

CROSSBOWS

The use of crossbows are subject a Competency Test. During the competency test, you must demonstrate that you can perform the following activities safely:

- Using the crossbow safely in various scenarios and environmental conditions
- Checking the condition of the crossbow and crossbow-string
- Checking the condition of bolts before use

Crossbows must have a poundage no greater than 30lbs. The crossbow must be in good condition, showing no signs of cracking/splintering. String notches must be capable of holding the string firmly, and show no signs of excessive wear. The string must be in good condition and show no signs of damage/fraying

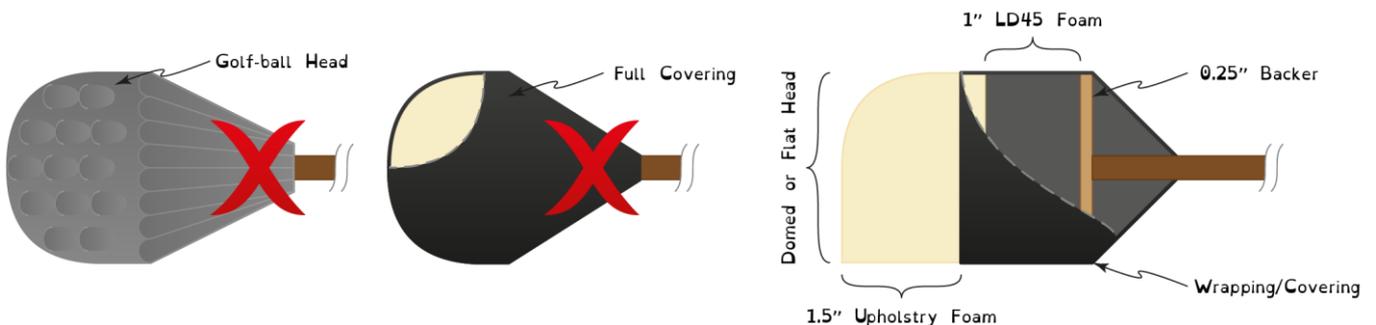
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ARROWS/BOLTS

If you have constructed your own arrows or are using arrows that are unfamiliar to the Weapons & Armour Checking Team, we may request to disassemble an arrow to see how it is made in order to ensure it is safe for use. This arrow will be tagged for future reference, should the build of your arrows be questioned in the future.

COMPONENTS

Head	<p>The heads of an arrow/bolt must be at least 2" (approx. 50mm) in diameter and have a circular cross-section. The head should be comprised of three sections:</p> <ol style="list-style-type: none"> 1. Contact Face: Typically a low density foam (such as upholstery foam) with no covering of any kind. The Contact Face must be a minimum of 1.5" (approx. 38mm) thick and collapse fully under pressure. 2. Support: The Contact Face must be securely attached to a portion of thicker density foam, a minimum of 1" (approx. 25mm) thick. 3. Backer: A layer of thick leather, rubber or other appropriate material no less than 0.25" (approx. 3mm) thick securely attached to the Support of the arrow head and the end of the shaft. The backer prevents the shaft of the arrow piercing through the foam construction of the arrow head. <p>The head of the arrow must be securely attached to the shaft of the arrow.</p> <p>If any form of wrapping or covering is used around the head of the arrow or bolt, the Contact Face of the arrow head must extend the minimum distance (1.5") beyond the edge of the covering.</p> <p>Latex/Rubber coated arrows, such as Tear-Drop IDV arrows and 'Golf-ball' arrows are strictly prohibited.</p>
Shaft	<p>Shafts for must not exceed 28" (approx. 71cm) from the nock to the base of the head. The shafts for crossbow bolts must be appropriate for the size of the crossbow</p> <p>Shafts must be made of solid wood or fibreglass tube and must not splinter or crack when gently flexed or put under torsion. Dowel, metal and carbon fibre shafts are not permitted.</p>
Flights	<p>Flights must be securely attached to the shaft of the arrow/bolt and of adequate size to keep the arrow/bolt stable in flight.</p>
Nocks	<p>Arrows must have a nock securely attached at the base of the shaft. The nock must not be cracked or damaged and must hold the arrow securely against the bow string.</p> <p>Crossbow bolts typically do not have a nocks as part of their construction. However, if present, they must not be cracked or damaged.</p>



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THROWN WEAPONS

MATERIALS

Core	Thrown Weapons are coreless weapons
Foam	LD45 or similar foam, and/or softer foams (such as upholstery foam).
Weighting	Thrown weapons may be weighted with soft materials such as cloth, leather or foam (such as LD45) but must not impact the safety of the striking surface(s)

COMPONENTS

Weapon	The weapon must be of sufficient size and shape to reduce the risk of injury when used and are visible when thrown. A minimum width of 2" (approx. 50mm) is advised but each weapon will be assessed on a case by case basis.
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ARMOUR & SHIELDS

SHIELDS

The maximum dimensions for shields are dependent on the individual using them. Typically, for regular shields (e.g. round shields) the maximum height should be approximately waist height of the user. For larger shields (e.g. tower and kite shields), the maximum height is approximately shoulder height of the user.

Shields may not be used as an offensive weapon (no punching), nor dual-wielded.

MATERIALS

Foam	LD45 or similar foam. Higher density foam sheeting may be used as long as the edges are soft enough to limit injury (and will be assessed on a case by case basis)
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COMPONENTS

Shield Face	A minimum of 0.5" (approx. 12mm) of foam from any reinforcement/former used
Shield Edge	A minimum of 0.75" (approx. 20mm) of foam from any reinforcement/former used
Handle	Handles must be securely mounted to the shield so that the shield does not spin around the handle. The ends of the handle must be rounded to prevent the handle breaking through the foam construction of the shield. The handle may be reinforced with materials such as cloth, leather or soft rubber to support the handle in the shield
Shield Bosses/ Decoration	Shield bosses must be made from foam, or similar materials. The use of metal, plastic or wood for shield bosses are not permitted. The foam should be a minimum of 0.25" (approx. 6mm) and provide sufficient padding that the user's hand is protected when held. Any surface decoration may not be constructed using rigid materials and have sufficient flexibility to maintain the safety of the weapon. Rigid decorations, such as EL Wire, LEDs and gemstones, must be recessed into the foam approximately 0.25" (approx. 6mm) from the surface of the weapon.

ARMOUR GENERAL REQUIREMENTS

SAFETY

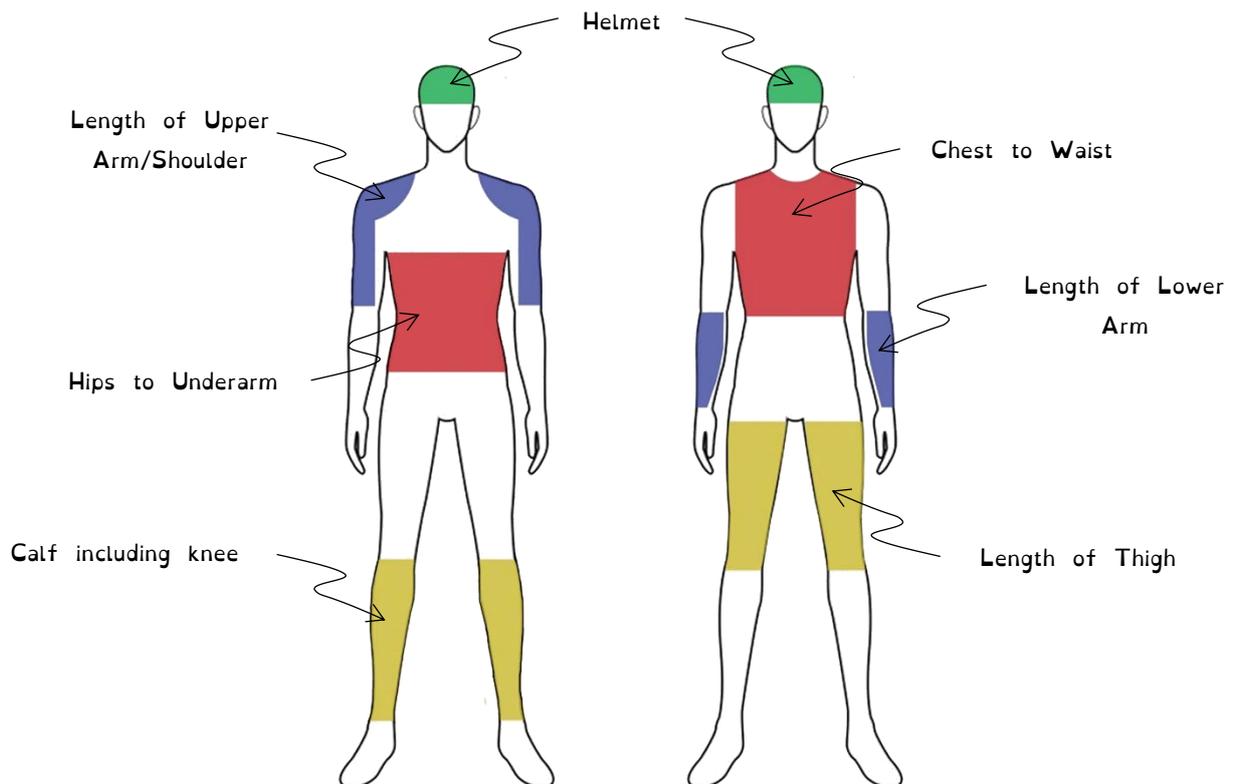
For all armour types and locations, safety concerns must be adhered to with the construction of the armour. Any metal/polyurethane (or similar) armour, including studded leathers are subject to inspection.

- Armour should always be securely fastened to you, to stop the armour moving needlessly.
- All armour should have rolled or non-sharp edges. If these are found on armour, it will be failed.
- All armour and straps should have securely attached together to prevent breaking and separation of armour pieces.

50% COVERAGE

To receive any benefit from wearing armour, there must be a minimum of 50% coverage on each location for the location to gain any additional Armour Points (AP). For Light Armour (Leather) this amount of coverage would grant 1AP, and for Heavy Armour (Metal) this amount of coverage would grant 2AP.

The diagram below shows two examples of how this could be achieved for each location. However, armour can be combined in many ways to achieve the desired effect. It is not a requirement that armour makes a complete connection around the limb or torso, as LARP armour usually instead attaches via belts or buckles. The belts/buckles count towards the coverage.

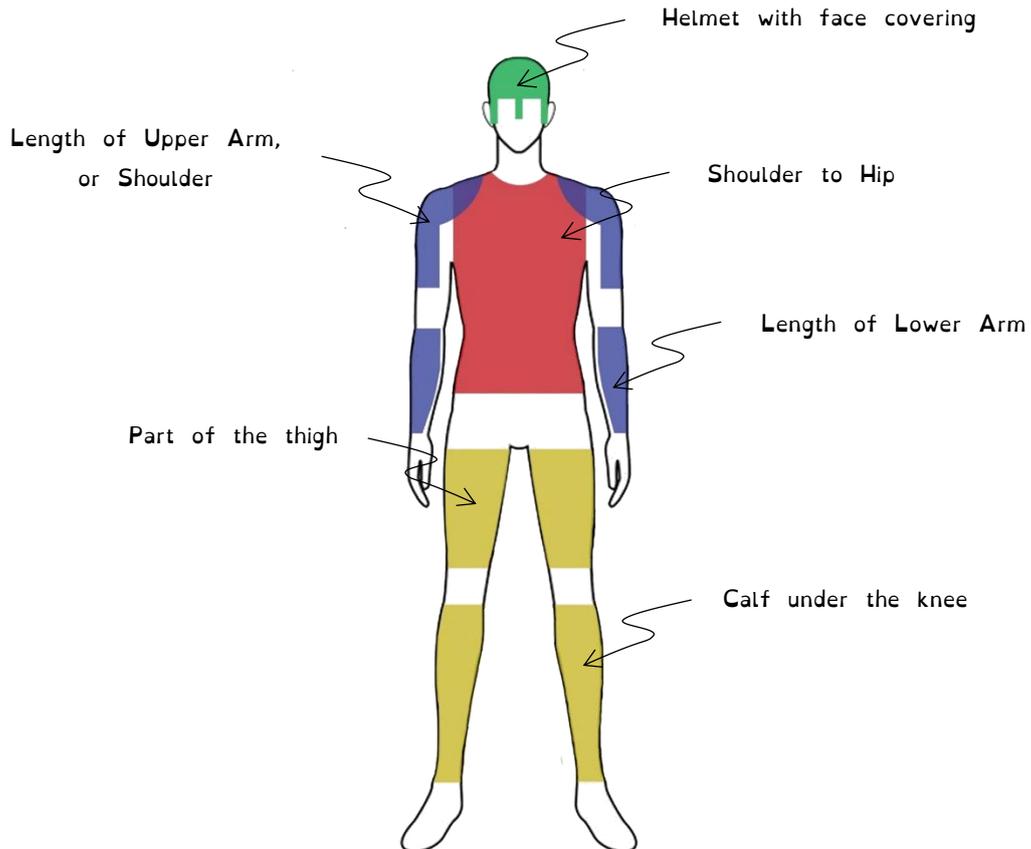


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75% COVERAGE

Armour covering at least 75% of a location provides additional Armour Points to that location, i.e. Light Armour grants 2AP and Heavy Armour grants 3AP.

The diagram below shows an example of how this could be achieved for each location. However, armour can be combined in many ways to achieve the desired effect. As with the previous example, it is not a requirement that armour makes a complete connection around the limb or torso, as LARP armour usually instead attaches via belts or buckles. The belts/buckles count towards the coverage.



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LIGHT ARMOUR

Light Armour encompasses Leather and similar materials including thick suede and padded materials (e.g. gambesons). Leather armour can be rigid, flexible and studded leather.

Studs and rivets used to assemble/decorate the armour must protrude no more than 0.25" (approx. 6mm) above the surface of the material and must be firmly secured to the armour. Sharpened studs/rivet are strictly prohibited.

HEAVY ARMOUR

Heavy Armour encompasses Metal and similar materials with metallic appearance, such as Polyurethane. Ideally, this should be comprised of Chainmail and Lamellar style armours, as medieval plate does not fit the era; **this does not mean that this style of armour is not permitted, this is a preference!**

Care should be taken to ensure that chainmail links are fully closed to prevent damaging weapons or injuring people.

Care should be taken to prevent 'pinch points' or overlaps in the armour where fingers or weapons could be trapped and cause injury.

Plastic/Polyurethane armour should be in good condition and flexible enough to take repeated weapon blows without cracking or shearing.

The edges of the armour should be rolled or filed smooth so that there are no burrs or sharp edges, depending on the thickness of the material. Sharpened studs/rivet are strictly prohibited.

BANNED WEAPONS

The following items cannot be used at Beyond Ragnarok Events.

- 'Real' weapons such as those found in re-enactment environments and theatre, including:
- Steel blade weapons
- Wooden weapons
- Replica and live guns

Weapons that do not suit the theme of the game such as modern/futuristic weaponry, including;

- Chainsaws
- Power armour
- Nerf and airsoft guns
- Percussion cap guns
- Rubber training knives
- Inflatable weapons