



Book of Blacksmithing

2022 Edition, Patch A

The weapons listed in this section are examples of the types of weapons typically found at K.B.A. Fields. Weapon Smiths are more than welcome to explore other weapons. All weapons **MUST** be inspected by the Field Marshal or a K.B.A. Staff member before being allowed onto the battlefield.

Acceptable Materials

Weapons must be made from PVC pipe covered with closed-cell foam securely fastened to the pipe in question and must be covered completely with duct tape or cloth.

Weapon handles may be wrapped in whatever material is comfortable for the participant but must be secured to both the pommel and the haft (or hilt) of the weapon. Examples include, but are not limited to electrical tape, duct tape, coiled strips of leather, thin rope, etc.

Shield cores may be made from any hard plastic (Ex: trash can lid, snow sleds, etc.), foam, cardboard, and wood. Shield edges must be covered with 1/2" of closed-cell foam and the front of the shield must be covered with at least 2 layers of foam if the participant wants to shield flash, unless the shield is made from 100% foam. (See 'Legal Attack Requirements V. & VI. in the book of Combat & Etiquette)

Size Limitations

All weapons covered in the sections following Size Limitations must adhere to the core PVC diameter shown in the table below:

Core PVC	<u>6"-18"</u> Dagger	<u>19"-36"</u> One-Handed	<u>36"-60"</u> Two-Handed	<u>61"-84"</u> Pole Arms
1/4" Schedule 40	X			
1/2" Schedule 40	X	X		
3/4" Schedule 40		X	X	
1" Schedule 40			X	X

Maximum Size for Shields

All shields covered in the sections following Size Limitations must adhere to the table below:

Shield Type	Size
Buckler	72 - 144 sq in
Light Shield	145 - 780 sq in
Heavy Shield	781 - 1080 sq in

To figure out your square inches, please refer to these sites as we'll be using them to check your legality:

Rounds

<https://www.inchcalculator.com/circle-area-calculator/>

Square

[http://www.squarefootage.org/square-inches-calculator.php#square footage results](http://www.squarefootage.org/square-inches-calculator.php#square%20footage%20results)

Hand Weapons

A weapon's striking surface must be as wide as the core foam or larger. The thinnest a striking surface can be (in thickness, or depth) is two layers of 3/8", 5/8" or 1/2" foam. Thrusting tips may be acceptable, so long as it meets the thickness requirement for a striking surface and must extend at least 2" from the end of the core. The foam used should be appropriate for the core size or larger, cut to size and secured. All handles cannot be larger than 10" on these weapons that allow it. Below the handle must be a 2" or longer pommel with 1" on the pipe core and at least 1" extending off of the end.

Dagger - Daggers are melee weapons of 6-18" in core PVC length, as a dagger may be designed as a SMALL ax, mace, sickle, hammer, or sword. No more than 1/3 of the core's length can be a handle and a 2" thrusting tip.

Examples: Gurkha, Ball Peen Hammer, Hatchet.

Sword - A sword is considered a bladed weapon, either single or double edged, has a long blade, a handle and a pommel. A sword's core can be a maximum of 36" in length and at least 3/4 of the blade's length must be padded on one side, or both, as a striking surface. Swords have a thrusting tip, which requires at least 2" of foam to extend from the end of the core. A single-bladed sword MUST have a "trigger" on the handle to signify the direction of the blade.

Examples: Katana, Saber, Galdius.

Ax - Axes are considered bladed weapons. These weapons have a haft; the front of the haft must have two layers of padding that extends from the bottom of the ax head down to at least the halfway point of the haft padding. An ax can have a maximum core length of 36", an ax's striking surface may extend a maximum of 8" from the haft, and be as long as 1/3 the core's length. Since these weapons cannot be used to thrust or stab, they do not require a thrusting tip, but the padding must be extended at LEAST 1" past the core's edge.

Examples: Tomahawk, Toki, or Bearded Ax.

Hammer - Hammers are considered a blunt weapon. These weapons have a haft. A hammer can have a maximum core length of 36" and a maximum striking surface length of no more than 1/4 of the core PVC length. A hammer's striking surface may be a maximum of 8" thick from the core PVC. Since these

weapons cannot be used to thrust or stab, they do not require a thrusting tip, but the padding must be extended at LEAST 1" past the core's edge.

Examples: Warhammer, Totokia, Mallet.

Club - Clubs are considered a blunt weapon. These weapons can have a haft. A club can have a maximum core length of 36 and a minimum striking surface of 1/3 of the core's length. Since these weapons cannot be used to thrust or stab, they do not require a thrusting tip, but the padding must be extended at LEAST 1" past the core's edge.

Examples: Mace, Scepter, Shillelagh,

Two-Handed Weapons

The thinnest a striking surface can be (in thickness, or depth) is two layers of 5/8" or 1/2" foam, or three layers of 3/8". Thrusting tips on Great Weapons must be a minimum of 2" past the core of the PVC. The foam used should be appropriate for the core size or larger; if you are making a weapon out of 1" PVC, then the foam used for the striking surfaces, pommel, and haft should be for 1" pipe rather than 3/4" pipe. Below the handle there must be a pommel. All Weapons that have **GREAT** in the name, and meet the listed specifications, have the ability to "break" shields (including bows and madus) in battle games, to help signify this and alert combatants of the weapon's ability, each must have a strip of YELLOW tape that goes horizontally around just above the crossguard or handle of the weapon.

Great Sword - A Two-Handed Sword is considered a bladed weapon, either single or double edged, has a long blade, a handle and a pommel. A sword's core can be a minimum of 48" in length (maximum of 60") and at least 3/4 of the blade's length must be padded on one side, or both, as a striking surface. The handle of the weapon may not exceed 1/4 of the weapon's overall length. Great Swords have a thrusting tip, which requires at least 2" of foam to extend from the end of the core.

Examples: Claymore, Nodachi, Zweihander.

Great Ax – Two-Handed Axes are considered bladed weapons. These weapons have a haft; the front of the haft must have two layers of padding that extends from the bottom of the ax head down to at least the halfway point of the haft.

A Great Ax can have a minimum core length of 48" (maximum of 60"), a handle of no more than 1/3 of the core PVC length. A Two-Handed Axe's striking surface may extend a maximum of 12" from the haft. Since these weapons cannot be used to thrust or stab, they do not require a thrusting tip, but the padding must be extended at LEAST 1" past the core's edge.

Example: Tabar, Labrys, Dane Ax.

Great Hammer - Great Hammers are considered a blunt weapon. These weapons have a haft. A hammer can have a minimum core length of 48" (maximum of 60"), a handle of no more than 1/3 of the core PVC length and a maximum striking surface length of equal proportions to the handle (no more than 1/3 of the core PVC length). A Great Hammer's striking surface may extend a maximum of 12" from the haft. Since these weapons cannot be used to thrust or stab, they do not require a thrusting tip, but the padding must be extended at LEAST 1" past the core's edge.

Examples: Maul, Sledge, Ōtsuchi,

Club - War Clubs are considered a blunt weapon. These weapons have a haft. A War Club can have a minimum core length of 37" (maximum of 60"), a handle of no more than 1/3 of the core's length and a minimum striking surface of 1/3 of the core's length. Since these weapons cannot be used to thrust or stab, they do not require a thrusting tip, but the padding must be extended at LEAST 1" past the core's edge.

Examples: Hercules Club, Kanabō, Tongan War Club

Short Spear - A short spear is considered a bladed weapon, either single or double edged, has a long blade, a handle and a pommel. A spear's core can be a minimum of 37" in length (maximum of 60") and a maximum length striking surface of 1/4 of the core length. The handle of the weapon may not exceed 3/4 of the weapon's core length. There must be a haft area to all spears that is equal to the length of the striking surface. Spears have a thrusting tip, which requires at least 2" of foam to extend from the end of the core.

Examples: Green Standard Army Hand Spear, Trident, Lance.

Long Spear - A spear is considered a bladed weapon, either single or double edged, has a long blade, a handle and a pommel. A spear's core can be a

minimum of 61" in length (maximum of 84") and a maximum length striking surface of 1/3 of the core PVC's length. The handle of the weapon may not exceed 3/4 of the weapon's core length. There must be a haft area to all spears that is equal to the length of the striking surface. Spears have a thrusting tip, which must be at least 2" (3" is preferred) of foam to extend from the end of the core.

Examples: Pike, Partisan, Ji.

Staff - A staff is considered a blunt weapon, but can be used to thrust with, requiring it to have thrusting tips. A staff can have a minimum core length of 48" and a maximum core length of 60". The handles of a staff are at the center of the core area, they can be no more than 6" in length each, must have haft padding between them with half being double thick, and be no more than 12" away from each other. The staff's striking surfaces EACH must be each at LEAST 1/4 the core PVC's length with a minimum of a 2" thrusting tip.

Examples: Bo Staff, Quarter Staff, Walking Stick.

Halberd - Halberds are considered bladed weapons. These weapons have a haft. A halberd is, effectively, a spear with a great ax blade on one side and an optional, smaller, scythe/spike blade on the other. A halberd's ax head's minimum striking surface length is equal to 1/6 of the core PVC length and can extend 12" from the haft. The handle of the halberd can be a maximum of 1/2 the core PVC length. The thrusting tip for the scythe blade and spear head must be a minimum of 3".

Scythe - Scythes are curved and are considered a bladed weapon. Before curving the scythe, a scythe's core can be a minimum of 37" in length (maximum of 84") and has a maximum striking surface length of 1/4 of the core length. The handle can be a maximum of 1/3 of the core PVC's length. Before curving the scythe, the striking surface may only extend past the un-curved portion of the PVC a maximum of 12" (before padding). The thrusting tip for the scythe blade must be a minimum of 3".

Projectile Weapons

If a participant wants to be an archer and use a bow with arrows, the participant must go over safety protocols with Field Marshals about the proper

use and maintenance of the gear. Arrows CAN NOT be reused during a battle and must be inspected after each game.

Bow - The maximum draw of the bow can be 35 pounds. No exceptions. No compound. Every part of the bow must be covered in open cell foam as per the "haft" rules, except the bowstring and handle. This means you can use the bow to block like a shield, and is therefore susceptible to the shield breaking rules.

Arrows - Carbon fiber shafts are the only shafts allowed for arrow construction. Arrows must be padded with a 2-inch thrusting tip and a minimum of 2 inches in width. Insulation foam MAY NOT be used for arrowheads. The tip of the shaft must be secured inside the padding by something like a penny or a cork to ensure that the shaft doesn't go through the padding. Gluing a penny to the end of a shaft does NOT cut it. A participant may carry as many arrows as they can fit in a quiver. This does not add protection but instead acts as an extension of the participant. Arrowheads made for LARP and Archery Tag are permitted but must complete inspections before use.

Javelins - Between 30-48" total length. Semi flexible or springy core (1/4-inch CPVC works well, as does carbon fiber tubes). Fully padded on all parts including the handle. This plus the flex core protects players if the weapon turns sideways mid flight. The head (striking surface) must extend 6" from the end of the core and must have two or three horizontal layers of foam, such as camp foam, to prevent core break through. Any hollow areas must be filled with a plug. A fletching or drag of some sort at the back to reduce turning sideways in flight is suggested. At least 1" of foam must extend off the back end of the weapon. You are also free to double tip your Javelin.

Chakrams – A ring shaped throwing weapon between 12-18" in circumference that is cut from 1" thick soft foam (e.g. two layers of camp foam), and a blade depth of no more than 3", meaning a minimum center whole of 9". No core or weights can be added.

Special Equipment

Hand Flail - Flails can have a maximum core length of 36", a chain of no more than 8 inches, and the handle can be no more than 1/3 the core's length (maximum of 10"). The striking surface of a flail is made from a soft foam that

doesn't have any kind of coating with an additional layer of padding around the circumference of the "head". The "chain" of a flail must be made of nylon rope and must have appropriate padding along the length. The haft of the flail must have two layers at the top, but is not considered a striking surface, this second layer must cover 1/3 of the haft. A flail is required to have a pommel.

Pole Flail - These can have a minimum core length of 48" and a maximum core length of 60", a chain of no more than 8 inches, and the handle can be no more than 1/3 the core's length. The striking surface of a flail is made from a soft foam that doesn't have any kind of coating with an additional layer of padding around the circumference of the "head". The "chain" of a flail must be made of nylon rope and must have at least 1" of padding along the rope every other inch (1" padded, 1" bare, etc). The haft of the flail must have two layers at the top, but is not considered a striking surface, this second layer must cover 1/3 of the haft. A flail is required to have a pommel.

Madu - A madu is a weapon designed for blocking and striking. The madu's minimum core length is 24" and it's maximum core length is 60" with a basket guard of no more than 18" in circumference. The handle can be no more than 1/4 of the core's length. This weapon can have one or two striking surfaces (like a staff), each must have a 2" thrusting tip, if the madu only has one striking surface, it must have a pommel.

Sickle - Sickles are curved weapons. Before curving the core, a sickle can have a maximum core length of 36" and the handle can be no more than 1/3 of the core's length, to a maximum of 10". This classification of weapon must have at least a 3" thrusting tip made from double-thick foam but is otherwise padded as a single edged sword. A sickle is required to have a pommel.

Magestaff - A Magestaff is considered a blunt weapon, but can be used to thrust with, requiring it to have thrusting tips. A Magestaff can have a minimum core length equal to it's user's height (minimum of 48"), and a maximum core length of 72". The handles of a staff are at the center of the core area, they can be no more than 6" in length each, must have haft padding between them with half of that being double thick, and be no more than 12" apart. Each of the staff's striking surfaces must be at LEAST 1/4 the core PVC's length including a minimum of a 2" thrusting tip.

Shields and Bucklers

Light Shield - A Light Shield has a maximum square inch surface of 145 to 780 inches. They can have hard plastic, wood or cardboard cores. All foam shields, also known as coreless, can be made of all foam, but must not bend easily. If you want your shield to be strike legal, it must not contain wood, it is required to have 2" of padding past the core on the edge, and be decorated with stripes on the edge. The face of the shield is required to have a minimum of 1/2" of foam, if you want it to be shield flash legal, then it needs a full 1" of padding. The straps and handle can be made from any material that is safe, such as leather, fabric, nylon straps, duct tape strips, even garden hose. NO METAL OR WOOD as these parts are exposed.

Heavy Shield – Any dimension larger than a light shield up to a maximum of 1080 square inches. They can have hard plastic, wood or cardboard cores. All foam shields, also known as coreless, can be made of all foam, but must not bend easily. If you want your shield to be strike legal, it must not contain wood, it is required to have 2" of padding past the core on the edge, and be decorated with stripes on the edge. The face of the shield is required to have a minimum of 1/2" of foam, if you want it to be shield flash legal, then it needs a full 1" of padding. The straps and handle can be made from any material that is safe, such as leather, fabric, nylon straps, duct tape strips, even garden hose. NO METAL OR WOOD as these parts are exposed.

Buckler - Bucklers are defensive guards which are strapped to the participant's forearm so that they may wield a weapon in the same hand. The buckler may have a minimum of 72 square inches and a maximum of 144 square inches. Bucklers should be made as coreless, but can also be made using hard plastic and cardboard cores. Since they can not be used for melee, you do not have to worry about the 2" for striking, but you do need to make sure there is at least 1" of padding on the edges and 1/2" on the face.