

# IMCF Weapons Specifications

One-handed swords (including falchions)		
	GROUP FIGHTS	DUELS
Length	40 - 110 cm	75-110 cm
Weight	≤ 1900 g	1100-1900 g
Striking edge curve*	3,5 cm	
Tip/non-striking edge*	1 cm	

One-handed axes	
Length	40 - 90 cm
Weight	≤ 1300 g
Striking edge curve*	3.5 cm
Striking edge length*	≥ 7 cm
Shaft	Wood or Steel

Maces	
Length	≥ 40 cm
Weight	≤ 1000 g
Striking edge curve*	3.5 cm
Shaft	Wood or Steel

Shields	
Shields shall be measured across their convex	
Weight	≤ 5000 g
Buckler in Ø	≤ 40 cm
DUELS	
Round shield in Ø	≤ 65 cm
Length	≤ 75 cm
Width	≤ 60 cm

Longswords		
	GROUP FIGHTS	DUELS
Length	110-140 cm	120-140 cm
Weight	≤ 3000 g	1600 – 2600 g
Tip	1 cm	

Two-handed swords	
Length	≥ 140 cm
Weight	≤ 3500 g
Striking edge curve*	≥ 5 cm
Tip*	1 cm

Two-handed axes (NO HAMMERHEAD)	
Length	120 – 220 cm
Weight	1600 – 3200 g
Striking edge curve*	≥ 5 cm
Non-striking edge*	≥ 1,5 cm
Striking edge length	≥ 7 cm
Shaft	Wood

Polearms (NO HAMMERHEAD)	
Length	120 – 220 cm
Weight	1600 – 3200 g
Non-striking edge*	≥ 1.5 cm
Striking edge curve*	≥ 5 cm
Striking edge length*	≥ 7 cm
Shaft	Wood

- ❖ \*=Radius
- ❖ All weapons used in IMCF combat must be based on historical originals. The weapon(s) used must also be within the same time, period, and region as the weapon bearer's armor.
- ❖ All weapons combat must have a striking edge with a minimum thickness of **2 mm and a maximum of 8mm**. This edge must be rounded so that it is not sharp (rebated). All striking edges must be clear of graters, nicks, uneven surfaces, and chips.
- ❖ For all two-handed swords, axes, and polearms, the striking edges, non-striking edges or rounding must have their minimum curves matching the outline of a circle up to a straight edge.
- ❖ **Weapons may be fitted with a historic lanyard for group fights only but may not be allowed to hang freely.**
- ❖ Warhammers and axes with hammer end are **forbidden** from use. Any protrusion on the back of the axe head over **20mm (2cm)** will be considered a hammer, **the excess should be cut off and the edges must be rounded.**
- ❖ **For all axes, polearms, and maces:** the head must be fastened securely to the shaft with at least one pin or rivet, which goes through the head of the weapon and into the shaft itself. If the shaft is metal, the head must be cast with the shaft or welded safely onto the shaft.
- ❖ **Rattan is allowed for shaft if it is not visible, and the shaft has a minimum diameter of 4 cm in the direction of the striking edge.**
- ❖ All wooden, wicker, leather shields or metal shields should be made based on reliable historical sources and correspond to the form of the source in all three planes. A shield can only be used with a set of armor of the same time, period, and region.
- ❖ The edges of all wooden, wicker or leather shields are to be trimmed with 2mm or thicker leather or rawhide or three or more layers of fabric attached with glue. Any metal edge reinforcement is required to be fully covered by the fabric/leather/rawhide covering. All edges of the shield are expected to be in good repair. No splintering edges, exposed metal or sharp surfaces will be permitted. Metal tacks are permitted to secure leather, fabric, or rawhide, but must not present a safety risk and must be firmly attached to the body of the shield. The edges of metal shields must have a rolled or rounded edge with a minimum thickness of 4mm throughout.
- ❖ **Modern images painted on the shields are not permitted.**
- ❖ Metal handles are not allowed on shields, except for bucklers.
- ❖ **Marshals have the right to ban any weapons that pose a threat to the safety of opponents.**
- ❖ **Any weapon that does not fall under these weight and length minimum – maximum requirements is not allowed for use in IMCF combat.**