

This document contains the allowed list and disallowed list for weapons in this game of HvZ at ANU. Humans are permitted to use any weapon on the allowed list, and they are not allowed to use any weapon on the disallowed list. Anything which is not on the allowed list which you intend to use, must be checked by a moderator.

Allowed List:

- Blasters:
 - Commercially sold Nerf / Buzz bee / Wipeout blasters:
 - Unmodified Nerf Nitefinder
 - Unmodified Nerf Maverick
 - Unmodified Nerf Recon
 - Unmodified Nerf Raider
 - Unmodified Nerf Longshot
 - Unmodified Nerf Vulcan
 - Unmodified Nerf Firefly
 - Unmodified Nerf AS-20
 - Unmodified Buzz Bee Tommy 20
 - Unmodified Buzz Bee Shell Loading Shotgun
 - Unmodified Buzz Bee Shell Loading Rifle
 - Unmodified Buzz Bee Tek 3 Single Shot
 - Unmodified Buzz Bee Tek 6
 - Unmodified Buzz Bee Tek 10
 - Unmodified Buzz Bee Belt Blaster
 - Unmodified Nerf Ball Launcher
 - Unmodified Wipeout Single Shot
 - Nerf grenade, which disperses several whole, unmodified foam darts: It cannot be thrown. If used it must be used as a blaster. By this, we mean that you must not let go of the grenade in the process of releasing the foam darts.
- Throwing weapons:
 - Socks. Socks must be thrown, not used as a melee weapon (see the Disallowed List below) and must not contain anything hard or heavy. They must be clean. They cannot be attached to strings.
 - Plushies. These are soft toys with no hard bits.

Disallowed List:

- **Melee Weapons.** A melee weapon is any weapon that does not involve a projectile — that is, both the user and target of the weapon are in contact with it simultaneously in normal use. That is, it is not a ranged weapon. Examples of melee weapons include swords, bats, pool noodles, inflatable hammers, etc.
- **Ranged Weapons:**
 - Blowdarts / Blowguns (including Nerf / Buzz Bee brand blowguns);
 - Remote controlled blasters (note that remote controlled equipment is allowed, but it cannot be fitted with a stunning mechanism);
 - Catapults, Trebuchet (for socks or otherwise);
 - Slings (for socks or otherwise);
 - Using melee weapons to hit socks or other projectiles.
- **Throwing weapons:**
 - Nerf darts may not be used as throwing weapons;
 - Cut up darts;
 - Nerf mini howlers;
 - Medicine balls;
 - Fit balls / Exercise balls;
 - Beach balls;
 - Anything made from paper;
 - Clothing other than socks;
 - Socks on a string.
- **Grenades:** With the exception of using the Nerf grenade as a blaster, no grenades are allowed.
- **Special Ammunition:**
 - Stefans – Also know as home made darts;
 - Nerf micro tagger darts (velcro);
 - Any modified darts.