

Cottington Woods Player's Guide

Part Four: Appendices

17 Appendix 1: Ethical Concerns

The following is copied directly from the Endgame web site with permission from Mac Brown, the Campaign Director. I decided not to repurpose the text because, frankly, I could not say this any better. Please read it, and understand that while our content will be different from that of Endgame, our concerns regarding good and bad, both in game and out, are the same.

Ethical Concerns

The people of Endgame Earth have gone through, and are continuing to experience, massive change and suffering. They are desperate, and in this sort of situation, custom and morality tend to drop far down a person's list of priorities.

That said, the players of Endgame are intended to be a cut above normal people. They are heroes, and they may be humanity's best hope of survival. The Endgame campaign will be the story of their efforts to do what's right.

Now, this is not to say that our staff will force anyone to create a "good" character, or control anyone's actions. It does mean that the majority of our staff's efforts will be put toward writing a story in which people can be heroic. Anyone not willing to work for the good of humanity, or at least go along for the ride with those who are, might not enjoy the game very much. We make no apologies for this, and are doing it quite intentionally. It's difficult enough to create an engaging world and series of storylines for heroes, without trying to accommodate villains as well. People who want to fight other players, or enjoy sabotaging the efforts of the majority, might find a different LARP more to their liking. If any player character is caught betraying humanity or acting against the players, staff will not mitigate the consequences, and they should not expect to be able to continue playing as that character merely because they are paying to play.

Fun and Sportsmanship

The purpose of this game is for the participants to have fun, including not only the players, but staff as well. This may not always be realistic, but it's what we're aiming for.

Endgame staff will attempt to accomplish this by telling an engaging, entertaining story that the players can participate in and influence. This story and its fun value are the most important part of Endgame.

It is the responsibility of all people involved in the game, staff and players alike, to make a reasonable effort to see that other people are able to enjoy themselves. If you are staffing an event, please remember that you are there to entertain the players. If you are playing, please keep in mind that the staff are volunteering their services to make the event possible and fun for you, and give them due consideration for this. Players who consistently cause problems or friction to the detriment of other people's fun, whether they are breaking the letter of the rules or not, may be asked to leave.

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Worth Repeating from the Beginning of our Rulebook:

A Note on Our Plot/Story Style:

We really enjoy making deeply interconnected stories that also weave into player and NPC backstories. This helps with the “small town” feel of Cottington, but also deepens connections between players, NPCs, and the plotlines we – and you - create. Your character histories DO matter, as do the NPCs you write into them. We may not use everything you write, and we may take it in unexpected directions, but we WILL draw on your character history.

This is not to say that every plotline is connected to one another – they are not – but neither are plotlines “sandboxes” with no connection to one another. What it does mean is that you may find out clues and information about one plotline in a seemingly unrelated plotline, so it is important to talk to one another and share information. We like to encourage players and communities to come together and work together; while there may be times you should not reveal info to a particular NPC, we will rarely if ever have plotlines where we expect PCs to keep knowledge *from each other*. (In fact, Priests have skills *to encourage knowledge sharing*.)

This also means that **details matter**. We acknowledge that we aren't perfect and that we do make mistakes (and we will inform everyone if one was made), but we do everything we can to ensure that everything goes out is *relevant*, even if only minorly so. If you are wandering the woods and come across some “wandering pain” but are being attacked by something out of the ordinary, that is actually information about something going on. For example, in our original campaign, the PCs once were misled by a villainous NPC to attack a tower that they were told had been enchanted by the Evil Fairy Queen, but rather than fighting Redcaps, Mischievous Sprites, and other minions that would fight for the Evil Fairy Queen, they were instead attacked by Dryads, Treants, and Will-o-Wisps. This was an intentional clue that the Tower had been enchanted by the Guardian of the Woods, not by the Evil Fairy Queen.

We aim for a bit of the “Sixth Sense” feeling: enough information that you *can* figure things out but might not, hopefully giving you that “ah ha!” moment when it all comes together and you see that you *could have* solved it and had all the pieces to do so.

Content Disclosure

This is a game based on fairytales, folklore, urban legends, stories and more. While there will absolutely be moments and plotlines of silliness, frivolity, and light-heartedness, many fairytales are dark, and Cottington often looks to twist those dark tales in unexpected ways. Thus, some story matter may be disturbing and may contain elements of trauma, systemic and personal abuse, mental illness, self destruction, addiction, the horrors of war, and other difficult topics. We strive to keep our game “lighter” than many mature LARPs in the area, but we do expect to touch on some difficult subject matter from time to time. Wherever possible, we will warn you if a particular module or encounter will have difficult or potentially triggering content. We have also created an in-game skill to “Nope” out of any encounter with no in- or out- of game consequence.

Add to the Immersion; Don't Detract From It

Take the game world as seriously as it is presenting itself at the time. Do not take actions that take away from the gravitas of a situation, especially where it would negatively impact the enjoyment of other players or NPCs. There will be moments of absurdity in Cottington for certain, but there will also be moments where terrifying things occur. Staff will do what they can to make things as terrifying in-game as possible, and we ask that you immerse yourself in the experience and refrain from using infantilizing nicknames for scary things, refusing to be affected by what's going on (unphaseable characters unfortunately don't work well in LARPs), or otherwise detract from the scene.

Ask yourself: Is my roleplay increasing the fun of the people around me? Am I raising up the roleplay of others and contributing to the collective experience in a positive manner? Is my roleplay adding to the emotion of the scene or detracting from it? If we all strive to be immersive and to consider the fun of one another, player and npc alike, we will all walk away having an amazing experience.

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Code of Conduct

"Be Nice."

This is the heart of our intentions and policies at Cottington Woods, and it is our expectation that every player, NPC, and Staff member embody this policy as well. We expect everyone to treat everyone with respect on an out of game level.

For example, if someone disregards an attack, give them the benefit of the doubt before yelling at them in combat. If you feel it is egregious or they are cheating, step out of combat and find a Staff member.

If you have a disagreement with another player, before you confront them, ask yourself if you would appreciate and/or be receptive if the same was given to you. If not, then moderate your approach to be respectful.

If an insult your character would make would offend someone on an out-of-game level, consider a different insult that can be taken entirely in-game. We do not tolerate the use of slurs or language stigmatizing mental health, non-neurotypical, or disabilities. Per Core Accelerant rules: *"Abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game."*

When providing feedback in PELs, understand that there are real people who worked hard and slept little to try to bring you a bit of fun, and so coach feedback in a respectful manner.

In short, BE NICE.

Have Fun, Be A Good Sport.

We want everyone at Cottington to have fun. We realize that this is not always obtainable, but it is something we very much desire to have, players and NPC/Staff alike. We hope to tell an engaging and entertaining story, one where we expect the Players to have agency to influence the stories told and to create their own that take us by surprise.

We therefore expect everyone to take on the responsibility of ensuring that not only they are having fun, but the players, NPCs, and Staff they are encountering are likewise. If you are NPCing/Staffing, remember that you are there to entertain the players. If you are playing, remember that the NPCs are volunteers giving of their time to entertain you, and show them courtesy for this. Players or NPCs who consistently push boundaries, cause problems, or deliberately impede other's enjoyment of the game may be asked to leave.

Harrasment Policy

All attendees are expected to treat others with respect. Physical and verbal harassment and sexual assault will not be tolerated, period. LARPing can be an intense activity, and the staff wishes to provide a safe environment for players, NPCs and staff alike, regardless of gender, gender identity and expression, sex, sexual orientation, disability, mental illness, neruo(a)typicality, physical appearance, body size, race, age, religion, nationality, or any other factor.

Harassment is generally any behavior that annoys, alarms, or threatens another person or group, whether it occurs at in person or online. This includes (but is not limited to) unwanted or inappropriate physical contact, following someone around without their consent, threatening to physically attack someone, offensive verbal comments, display of explicit images, deliberate intimidation, unwelcome sexual attention, and online harassment or hate speech. If you approach someone and they tell you "no" or to leave them alone, you must do so immediately and have no further contact. If you fail to honor their response, they may have a legitimate complaint of harassment.

We do not tolerate harassment in any form. Period. Game participants violating these rules may be given formal warnings, expelled from an event without refund, or banned from the campaign entirely, at the discretion of staff.

If you experience harassment or if someone is making you uncomfortable, or you believe you have witnessed harassment against another, please inform John Mangio, Michelle Mangio, or Alysha Hosford, so we can handle the problem. You may send an email to harrasment@cottingtonwoods.com to reach us directly and immediately with any issues. **We care deeply about creating a welcoming and safe community.**

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Accessibility

LARPing by its nature is a physically demanding activity that also requires one to remember a lot of rules and information. We understand that this is not accommodating to a number of people, and strive to make our game more accessible and accommodating.

We have two standard classes that can allow those for whom physical accessibility is a concern, and whose skills are largely By My Voice or By My Gesture: **Bard** and **Architect** Path under Sandman. Both of these can play support or combat roles, or a combination of both. Additionally, the **Hearth Witch** role is centered around healing and support in central gathering places.

For those who do not wish to participate in combat, we have a section on Non-combatants and rules to support them.

We print copies of character sheets for players at the beginning of game so that you do not need to remember all of your skills, or have the means of making your own copies. We allow you to use a phone or tablet device to access information or skills during the game, but we do kindly request that you try to use a case or cover for modern devices to make them appear more in-game. If you do not have a case or cover, let us know, and we'd be happy to loan ones for the event.

We include two skills to help as needed: our "Nope" skills (Having the Miasma) and our "Bathroom" skill (Answering the Call of Nature). The first allows you to opt out of any encounter, for any reason, from not feeling well, to needing to practice self-care. You do not need to explain yourself; you may just leave and everyone in the game will respect and support your need to do so, no stigma attached. Bathroom skill allows you to travel by spirit to the bathroom, allowing you to leave any in-game situation or bypass any dangers. You may also use this to get needed medications, food, or water from your cabin.

We cannot always control the accessibility of our campsites, but we will work with you to make the facilities and the content of our game as accessible as possible. However, please keep in mind that this IS still a boffer combat LARP and physical challenges will be a normal part of the gameplay.

If you have need of accommodation beyond that which our current rules and policies provide, please reach out to us at staff@cottinghamwoods.com. We respect and protect the privacy of our players, and will not share any medical or other information provided to us except in the extreme situation where your life may be on the line (for example, you inform us that you have a peanut allergy, someone accidentally gives you something with peanuts in it, and we need to call 911 to save your life).

We also welcome feedback and suggestion on how to make our game more accessible.

Pronouns

We kindly ask that you do not make assumptions about the pronouns of a player or of a character/NPC, unless you know with certainty or have been told their choice of pronouns. If you do not know the preferred pronouns of an individual, please use they/them.

Physical Contact

Cottingham Woods is a no physical contact game. This is core tenant of the Accelerant Rules Systems, but it is worth repeating. You may not touch another player unless they have explicitly given you permission to do so. Undesired physical contact is against both the rules and the policies of the game.

Representation and Appropriation

Cottingham Woods embraces diversity and inclusiveness, and our stories draw their inspirations from the folk and fairy tales from around the world. While the Houselands is largely Euro-centric, we seek to incorporate the beauty of legends from other cultural backgrounds. Some members of our staff are BIPOC, including white-passing

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Indigenous, and seek to connect to their diverse heritages through the incorporation of NPC characters and storylines from those heritages. Further, we seek to bring the diversity of non-European stories into our game as best we can in a careful, considered, and respectful manner.

For players and NPCs who likewise seek to celebrate their heritage, we encourage you to work with staff to do so, and we encourage you to explore your heritage and the stories that belong to them. That being said, we respectfully ask that if you are not BIPOC (Black Indigenous People of Color) that you do not seek to play a BIPOC character. We will not question you if you decide to do so – that is not our job, nor do we want to make assumptions about your racial, cultural, and/or ethnic background. This is not a perfect solution, but we ask you respect the BIPOC members of the Cottington Community by adhering to this request.

However, we do not stand for appropriation in any manner. We recognize that this is a complicated and nuanced topic in fantasy games. While you make take inspirations for costuming from other cultures, we ask that you do so in a respectful, non-appropriative manner, and that you do not use sacred, religious, or culturally important costumes or artifacts as props. We do not allow black-face, brown-face, or yellow-face. We consider engaging in racial stereotyping behaviors as harassment and do not tolerate it.

If you think something you might be doing is offensive, error on the side of “it might be” and not do it. If you have any questions or concerns, you may always reach out to staff.

Sobriety and Campsite Rules

Cottington Woods is an alcohol, tobacco, and recreational drug-free game. Usage of alcohol, tobacco, or recreational drugs on site, or playing while impaired or under the influence of such substances, is grounds for an immediate and permanent ban.

You are expected to follow Campsite or other Event Space rules and insurance requirements and local laws with regards to alcohol, tobacco, and fire, as well as all other concerns communicated by Staff during Pre-Game Briefing.

Community Values

Our community – Staff, NPCs, and PCs – has members who have chronic, invisible illnesses, have chronic, visible illnesses, are neuro-atypical, are LGBTQ+, are POC. We represent a diversity of thought and being, and where an individual may not be one of those things, they are expected to support and respect those who are. We are imperfect, but we strive to be and do good, and we collectively care deeply about the community we have here.

The Golden Rule may be a fairytale, but it is one we uphold: Do unto each other as you would have done unto you. Be nice. Be respectful. Love one another. Be the good you want to see in the world.

If you join Cottington Woods, know that are joining a community who all strive to be and do good while having fun together, and that we expect the same from you in return.

We do not tolerate hatred or harassment of any kind, full stop.

We reserve the right, without notice, to remove players violating our values from our community. Our priority is to maintain a safe and inclusive community, and we hold ourselves equally accountable to being the change we wish to see in the world, requiring constant vigilance, work, learning, and action.

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18 Appendix 2: Character Points, CP Earning and CP Cap by Event

Character Points (CP)

All new players will begin play with **250 points** to purchase skills.

You may receive **+25 CP** once for submitting an approved character history 3 weeks before your 1st event.

One-time campaign start: +10 CP for concept submitted by 1/31/2021 and +10 CP for history submitted by 3/1/2021.

Earning Character Points

The total amount of Character Points are increased each event, as such:

Weekend Event CP

For attending any part of the event:	10 CP
For Submitting a Post Event Letter (PEL):	10 CP
For aiding in set up or clean up during an event:	5 CP each
For staying and helping until the "bitter end"	10 CP

One Day Event CP

For attending any part of the event:	5 CP
For Submitting a Post Event Letter (PEL):	5 CP
For aiding in set up or clean up during an event:	5 CP each
For staying and helping until the "bitter end"	10 CP

Additional character points may be earned by helping us run and maintain the game.

Donations/Other	varies
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The CP reward for donations varies. Donations are always welcome, but permission for submitting them must be received ahead of time. Please respect this. We cannot award CP for items we do not need, and it would be unfortunate for you to send us something and get nothing in return.

Feed an NPC Donation (\$10 each)	2 CP per
Loading/Unloading Props/Costumes into the Van	10 CP

Additional character points may be earned in other ways:

Providing Character Photo for Monster Camp Use	5 CP
Early Registration by Deadline, when available	5 CP
Referring an NPC to Tales	5 CP per event
NPCing/other Accelerant and Approved LARPs	5-25 CP

Character Point Cap by Event

The CP cap is raised by 60 for each weekend event and 30 points for each one day event. Additional CP, including "bitter end", those points earned by attending a one day event, by helping to load or unload the truck or by making donations to the game will add to your total, but do not add to your cap.

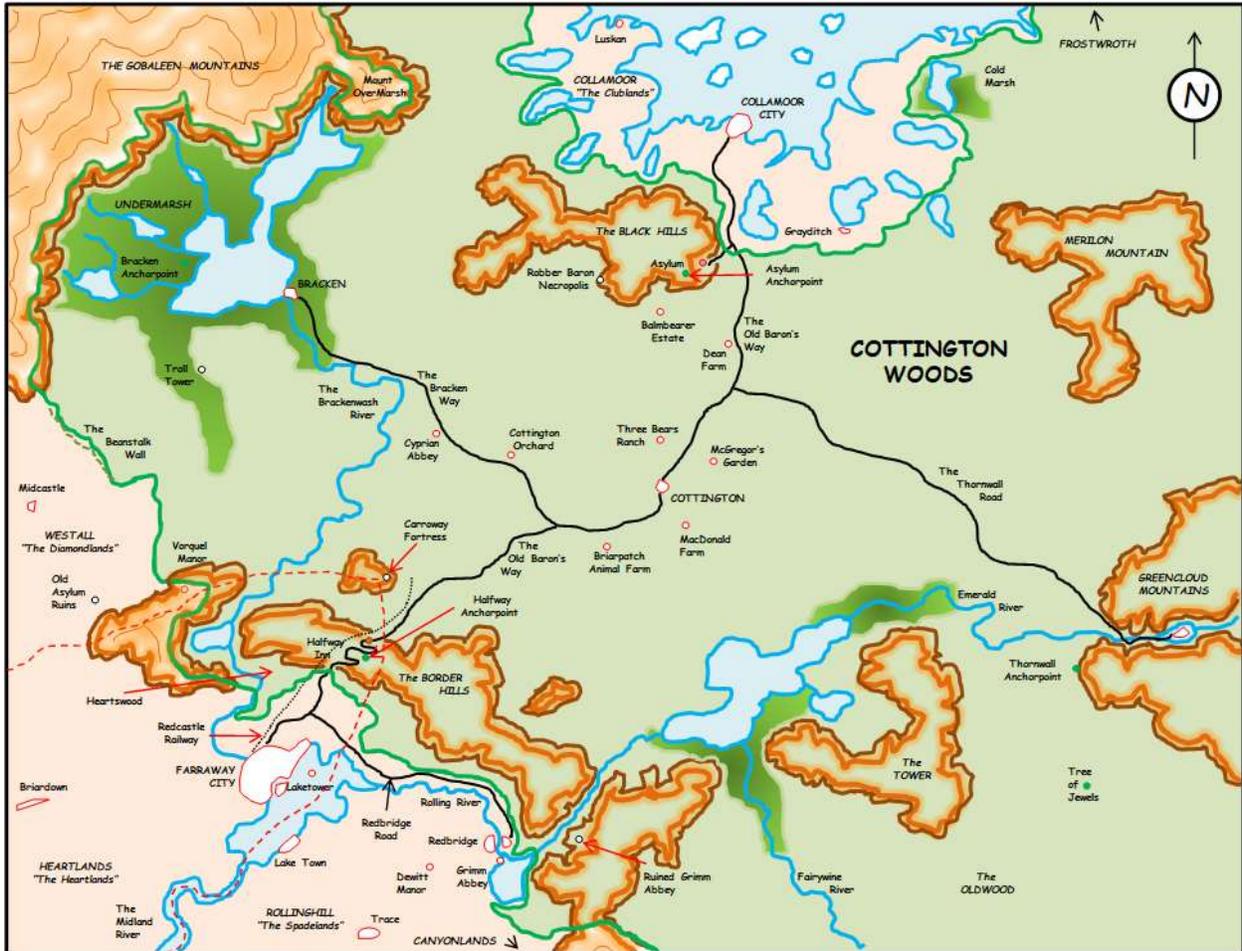
If you earn over the cap, those extra points are held until after the next event, when the cap is raised. You never lose CP if you earn over your Cap. You may also choose to transfer unused CP to another player.

Starting CP Cap:	350
CP cap after the 1 st Event	410
CP cap after the 2 nd Event	470
CP cap after the 3 rd Event	530
CP cap after the 4 th Event	590
CP cap after the 5 th Event	650
CP cap after the 6 th Event	710
Etc.	

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(More Detailed) Map of Cottingham Woods



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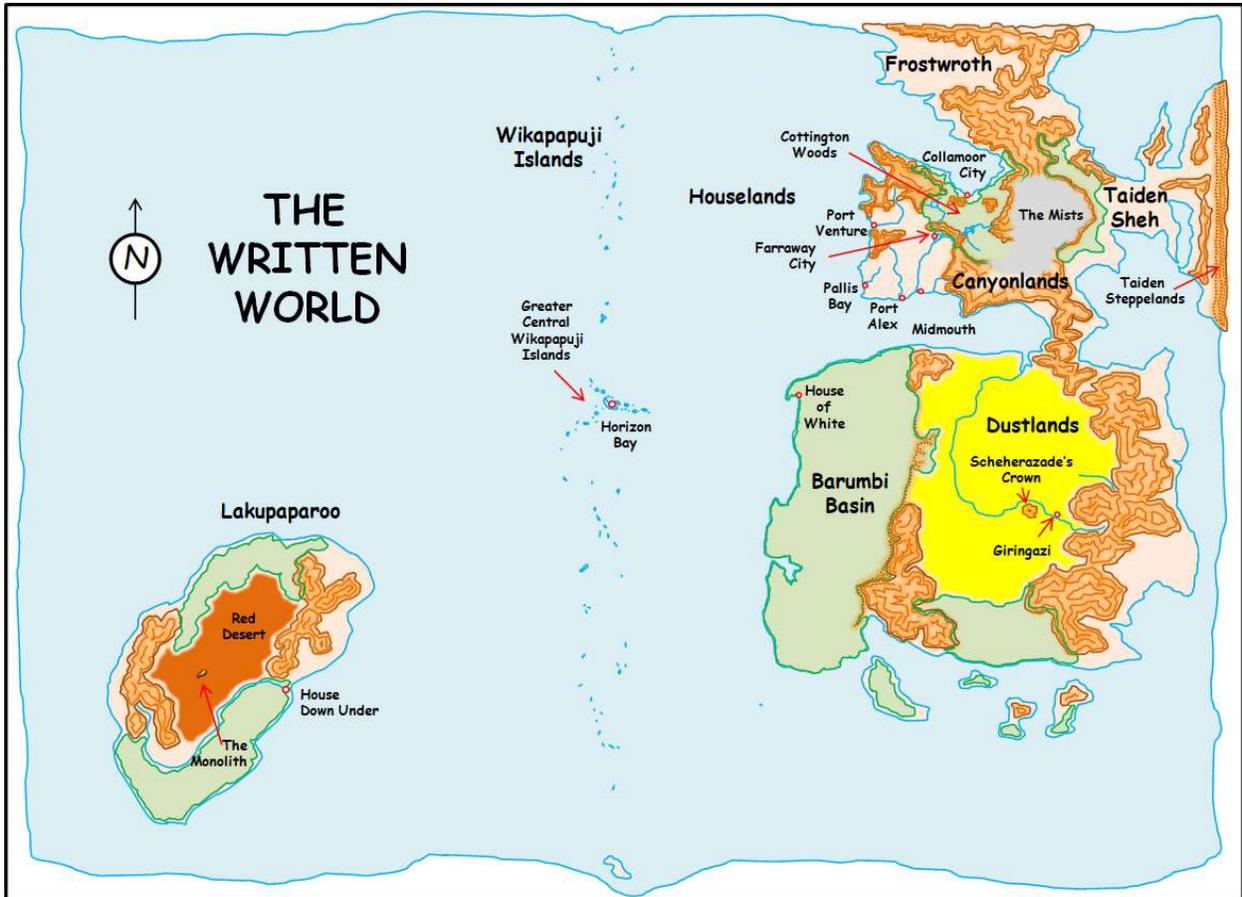
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Map of the Houselands



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20 Appendix 4: Armor Guidelines

Some Armor Skills require that you wear an appropriate prop (Physical Representation or Phys Rep) when you use them. This appendix describes what we expect from an armor prop for each armor skill type.

Our desire is that Armor Phys Reps add to the look and atmosphere of the game. However, we do not require that Armor Props be made of real leather or metal, nor do we expect them to provide real life protection, realistic coverage, or add a lot of weight. We would rather have Armor Phys Reps made from lightweight materials that look cool and make for great costuming, than to have heavyweight, realistic armor hidden beneath tabards and costuming. Nor do we want players to forego costuming because the cost or weight of the Armor prevents a player from being able to wear armor. Metallic woven knits that look like chainmail, eva foam or lightweight plastics painted to look like plate mail, etc., are all perfectly acceptable Phys Reps. This is a Fantasy LARP, not the SCA. We would rather you go with unrealistic but cool-looking armored costuming than to wear a platemail breastplate hidden under costuming no one can see.

The three main skills in the game that require you to wear an Armor Phys Rep are Wear Armor: Light Armor, Wear Armor: Medium Armor, and Wear Armor: Heavy Armor. You can always wear more than the armor level you have bought, but you do not get additional protection without the skill. Armor does not need to be made of the material it is meant to look like, so long as it reasonably looks like the material from a short distance.

Wear Armor: Light Armor:

Examples of light armor include

- (1) soft/suede leather tunic that covers chest, and at least 2 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (2) hard leather or chainmail covering chest and at least 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (3) platemail, scale mail, or metal brigandine covering chest

You may wear more than this, or mix and match materials, but you gain no additional protection unless you have the appropriate skill.

Wear Armor: Medium Armor:

Examples of medium armor include

- (1) soft/suede leather tunic that covers chest, and at least 3 of: head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (4) hard leather, chainmail, platemail, scale mail, or metal brigandine covering shoulders and at least 3 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs

You may wear more than this, or mix and match materials, but you gain no additional protection unless you have the appropriate skill.

Wear Armor: Heavy Armor

Examples of heavy armor include

- (1) hard leather or chainmail that covers chest, and at least 4 of in soft/suede leather: head/helmet, shoulders, forearms, hips, upper legs, lower legs.
- (2) hard leather or chainmail covering chest and at least 2 of head/helmet, shoulders, forearms, hips, upper legs, lower legs
- (3) platemail, scale mail, or metal brigandine covering chest and 1 of head/helmet, shoulders, forearms, hips, upper legs, lower legs

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19 Appendix 4: Weapon Props & Packet Guidelines

From the Accelerant Rules: Combat is resolved with a staged system that uses props for weapons and spells. In order to ensure that these props are safe, certain guidelines on their construction are necessary.

Weapons and packets must be checked at each and every event where they might be used. You are responsible for the safety of any prop you swing or throw in combat, so you should check them yourself during the course of an event.

Every player, both PC and NPC, is responsible for bringing their own weapons and packets. We will try to have weapons and packets to rent at our events, but we can make no guarantees about the availability of these props. We reserve the right to fail any weapon or packet we deem unsafe. It is not uncommon for weapons to fail or break, so you should try to bring a backup weapon and materials to repair your props.

WEAPON CONSTRUCTION

As the art of LARP has progressed, the techniques used to construct safe and effective weapons have grown more sophisticated and more varied. As such, we no longer publish instructions on how to construct weapons. Instead we post guidelines detailing the requirements needed to pass our weapon check. While we do not intend to discourage our players from learning how to construct their own weapons, we encourage new players to obtain weapons from or to seek the advice of experienced weapon makers rather than trying to construct weapons from a set of written instructions we might provide.

At Cottington, we encourage the use of sock constructed weapons. These weapons are constructed with kite pole cores, custom fitting foam, and have a crafted hilt or haft with a sock fitting over the blade or striking surface. For players new to LARPing, we suggest that you purchase a weapon from an approved supplier. Modern weapon makers often use materials acquired from specific suppliers that need to be ordered and delivered.

Cottington does allow the old duct tape style weapons, but these weapons tend to be heavier and, when it is cold, harder so we get more complaints about players using them. If you choose to create and/or use these types of weapons you will need to fight accordingly.

Cottington also allows plasti-dip style constructed weapons – if they adhere to our guidelines for weapon foam thickness and have soft rounded thrusting tips. These weapons are time consuming as they require sanded foam, DAP glued blades and thrusting tips, and multiple layers of thinned plasti-dip before they are painted. Experienced weapon makers can make beautiful weapons using these techniques.

We do not normally allow latex weapons, so if you wish to introduce one of these weapons as a playtest you should contact us before the event. These weapons rarely have the foam thickness or tip construction to pass or safety inspections. In addition, any latex weapon we would consider for a playtest would need to be sealed so the raw latex is coated.

WILL MY WEAPON PASS?

Here are the qualities we require before we approve a weapon for general use in the game.

~ The thickness of the foam on the striking surface of the weapon should be at least 5/8" around the core. We do allow for a flatter blade construction, but players using these types of weapons should not strike with the flat of the blade.

~ The thrusting tip should be soft foam and be flat or rounded. It should not be hard foam, and it should not be crafted so it comes to a point that is less than 90 degrees. Ideally it should be rounded with no point at all.

~ A weapon should pass the "push the tip against my eye" test. If the weapon, when gently pressed against the eye, has a thrusting tip that is painful or potentially damaging then the weapon won't pass.

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~ A weapon should have a soft enough striking edge that it cannot harm a player if it strikes them in the throat with force that might be generated by a running player.

~ The weapon cannot be too "whippy" – if we hold the end and shake it the weapon should not noticeably bend.

~ All weapons must adhere to the guidelines below to size, length, and striking surface proportion.

WEAPON STATISTICS

Weapons are divided into categories based on their construction requirements and the techniques required to use them. The following section outlines the various weapon types, the lengths and/or dimensions required in their construction, and notes on how they are used.

Blades

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length.

The weapon may have a cross guard or hand guard, but the guard must be made entirely of pipe foam or the equivalent.

Weapon Lengths

Type	Minimum	Maximum	Notes
Dagger	18"	24"	Small Weapon ~ Short
Short Sword	25"	36"	Blades ~ Medium
Long Sword	37"	46"	Blades ~ Long
Great Sword	50"	64"	Blades ~ Two Handed

Axes

These weapons represent hatchets and all types of axes. An axe needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 8" in length that extends at least 4" from the shaft, and looks like an axe blade.

Weapon Lengths

Type	Minimum	Maximum	Notes
Hatchet	18"	24"	Small Weapon ~ Short
Short Axe	25"	36"	Axes ~ Medium
Long Axe	37"	46"	Axes ~ Long
Great Axe	50"	64"	Axes ~ Two Handed

Hammers

These weapons represent maces, hammers, and all types of smashing weapons with metal heads. A hammer needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 6" long that extends at least 4" from the shaft, although this could be 2" on both sides for a mace.

Weapon Lengths

Type	Minimum	Maximum	Notes
Blackjack	18"	24"	Small Weapon ~ Short
Short Hammer	25"	36"	Hammers ~ Medium
Long Hammer	37"	46"	Hammers ~ Long
Maul	50"	64"	Hammer ~ Two Handed

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Glaives

Glaives and shafted weapons that have a blade on both sides of the weapon. Each striking surface covers at least 1/3 its entire length, and the blade itself must be at least 18". The middle section of the glaive must also be padded, although you can use 3/8" padding for the grip of the haft so long as the full 5/8" is used for the striking surfaces. Because both ends of the glaives are striking surfaces, the glaive has a thrusting tip on both ends.

These types of weapons are not included in standard weapon skills; the weapons do not share a weapon group with other weapons. The skills needed to use these weapons are, in many games, more exotic.

You can choke up to one end and grasp the blade of a glaive only if you are wearing thick gauntlets. If you are skilled with a war glaive (the 64" weapon) you can hold the weapon along the shaft and block attacks with one hand. You cannot normally attack while using a war glaive held in this fashion unless you have some special skill that specifically allows you to do so. Some games might have skills that allow you to fight with a War Glaive in one hand and a short or medium sized weapon in the other.

The great glaive is a two handed weapon. You cannot use it with one hand.

Weapon Lengths

Type	Minimum	Maximum	Notes
War Glaive	48"	64"	Glaives ~ Special
Great Glaive	60"	72"	Glaives ~ Two Handed

Staves

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 its entire length. The middle section of the staff must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces.

Because both ends of the staff are striking surfaces, the middle of the staff is aluminum and each end has PVC or CPVC. The staff has a thrusting tip on both ends.

Weapon Lengths

Type	Minimum	Maximum	Notes
Staff	48"	64"	Staves ~ Two Handed

Spears

The spear is the only long weapon that may be used one handed. A spear can only be used to stab an opponent. It cannot be used to swing. A spear must have padding that covers down the striking end at least 1/2 of its entire length. You cannot fight a spear and another weapon if that weapon is longer than 36". If you are using a spear one handed you may not thrust at any target above the arm pit of the opponent.

Weapon Lengths

Type	Minimum	Maximum	Notes
Staff	48"	64"	Spears ~ Special

Polearms

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have padding that covers down the striking end at least 1/2 of its entire length. The striking surface must cover at least 12", and must include additional padding of open celled foam that extends at least 1" from the shaft or another layer of pipe foam cut in half.

Weapon Lengths

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Type	Minimum	Maximum	Notes
Polearms	60"	72"	Polearms ~ Two Handed

Clubs

These weapons represent weapons made entirely from wood. A club needs padding that covers at least 1/2 of its entire length. The striking surface is at least 6" long. It may be open celled foam that extends at least 1" from the shaft, or it could be an additional layer of pipe foam.

Weapon Lengths

Type	Minimum	Maximum	Notes
Blackjack	18"	24"	Small Weapon ~ Short
Short Club	25"	36"	Hammers ~ Medium
Long Club	37"	46"	Hammers ~ Long
Great Club	50"	64"	Hammer ~ Two Handed

Claws

These weapons represent some kind of natural weaponry. Unlike other weapons, you cannot carry claws unless you have a magical or racial ability to grow them, and you cannot hand them off to other characters. Characters who can use claws are assumed to be able to grow claws (ie. you have the props in hand and ready to fight) and retract them (ie. you have put them away or do not have them in hand) as well.

A claw needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip.

Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

Weapon Lengths

Type	Minimum	Maximum	Notes
Short Claw	25"	36"	Special ~ Medium
Long Claw	37"	46"	Special ~ Long

Thrown Weapons

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if the staff deems them safe.

Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

These weapons need to adhere to the "eye" safety check.

Weapon Lengths

Type	Minimum	Maximum	Notes
Throwing Dagger	4"	12"	Thrown Weapons
Dart	2"	12"	Thrown Weapons
Javelin	8"	36"	Thrown Weapons

Bows

These weapons use thrown type projectiles and a prop for the bow made from padded PVC. The arrows are represented with packets. You must draw the arrow prop, touch it to the bow, and draw it back to your ear. You may then throw it to represent the arrow shot.

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Weapon Lengths

Type	Minimum	Maximum	Notes
Bow	36"	48"	Archery ~ Special
Crossbow	18"	36"	Archery

We also allow NERF type bows and crossbows if the weapon is painted and/or decorated so it does not break immersion. NERF type weapons that are obviously plastic or brightly colored will not be allowed.

We also allow B3 Imagination Studios packet bows, though the bows must be padded.

Shields

Shields are defensive props used to block weapon blows. They cannot be used to strike another player. They are generally constructed from plastic or sturdy foam, although some shields of light wood are allowed if the edges are properly padded. All exposed edges must be foam or protected with 5/8" thick foam piping. Most shields use a handle and an arm strap, but light shields might only have a single handle.

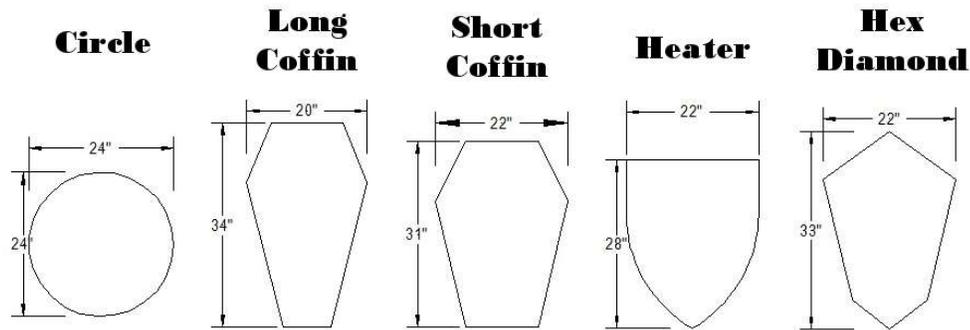
A small shield cannot be more than 24" at its longest dimension. A large shield cannot be more than 36" at its longest dimension.

Shield Maximum Dimensions

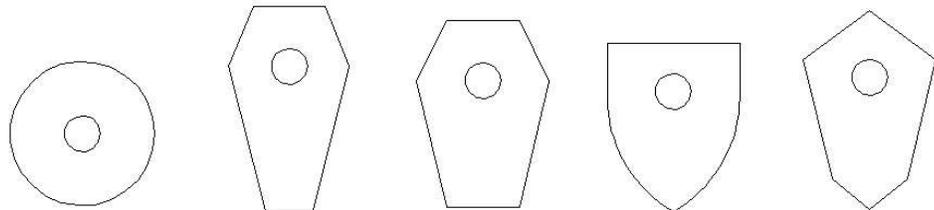
Type	Minimum	Maximum	Notes
Small Shield	12"	24"	Buckler
Punch Shield	25"	30"	Shield ~ Single Handle
Large Shield	25"	36"	Shield ~ Must be strapped against the forearm



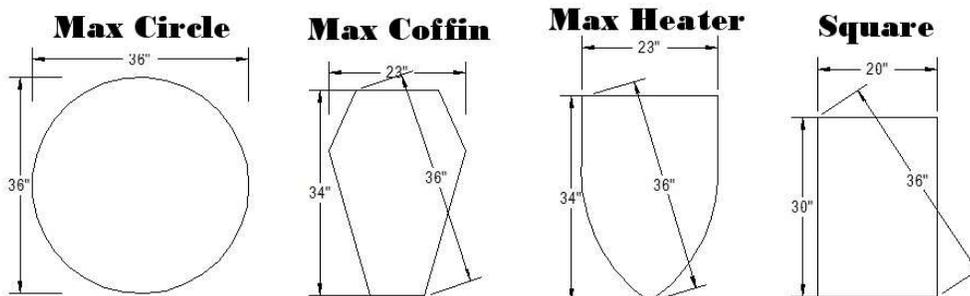
NERO / Accelerant



Punch Shield Hole Position



Accelerant



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Chemical Bows (Guns)

Chemical bows are NERF™ guns used to fire “bullets.” They cannot be used to strike another player. Chemical Bows are represented by NERF™ guns that have been painted to remove all trace of the neon yellow, green, or other modern colors and designs. They should instead be painted in tones reminiscent of wood or metal. The rep should be a pistol or rifle, and should be a single shot weapon or used as a single shot weapon. The weapon should have a receptacle in which to place zap, and, like lightning bottles the receptacle should be able to be closed and sealed so that any contained zap does not fall out as the weapon is jostled.

Bullets are represented by NERF™ foam darts (not foam balls).

While we understand the desire for range and accuracy, we ask that players do not use the NERF™ Elite or NERF™ N-Strike Mega series, as these bullets can be painful when shot at close distance.

The NERF™ Maverick, Hammershot, Strongarm, Doublestrike, Rebelle Messenger, are all good NERF™ weapons to use for chemical bow phys reps.

PACKETS

Packets are small bean bags that are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds. A square of fabric is pulled around the birdseed and its corners are gathered together to form a “tail” and closed up with strapping tape. You may also sew a packet shut. Sealing the packet with rubber bands or other types of tape will be allowed on a case by case basis, and the packet should have give in any case. Packets with any other material inside will not be allowed.

The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 3 inches. The fabric must be stretchable and cannot be pulled so tight that it no longer has give. You should be able to squeeze the center of the packet and almost touch your fingers together.

ADVANCED CONSTRUCTION NOTES

If you do intend to learn how to construct your own weapons, here are the materials that are common in the construction of our LARP weapons.

.414 Ultralight

The core this refers to is actually called spiral wound fiberglass tubing and can be purchased from a number of online vendors. Intended to be used as a kite pole, the core is light, durable, and has give. This is only appropriate for one handed weapons with no head.

.505 Ultralight

The core this refers to is actually called spiral wound fiberglass tubing and can be purchased from a number of online vendors. Intended to be used as a kite pole, the core is light, durable, and has give. One handed weapons use the .505 diameter pole.

.610 Ultralight

This core is a thicker version of the spiral wound fiberglass tubing used for two handed weapons.

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Ultralight two handed weapons require extra padding on the striking surface. The weapon should have at least 1" of foam padding on the striking surface of the weapon.

3/4" PVC

3/4" CPVC

Although not ideal, this common core can be used in a pinch for one handed weapons. It is too generally too heavy and whippy for anything longer than a short sword. You will want to find schedule 20 PVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water, or softening it if you are good with the heat of a stove or gas burner. CPVC usually has more whip than PVC.

1/2" PVC

This core is too whippy to use for longer weapons, but can be used for small weapons or even short swords. This material is not good for any other type of weapon.

Aluminum

This material has no give, so it cannot be used for one handed weapons. The purpose of aluminum is to give two handed weapons with older construction less whip. It have fallen out of use in favor of .610 spiral wound tubing.

Some older two handed weapons use a 7/8" galvanized aluminum and 3/4" CPVC core. The cores should be picked so the CPVC fits snugly into the aluminum. They should overlap about three inches and be secured together with an adhesive like Plumber's Goop or with a good amount of strapping tape wrapped around the seam.

Open Cell Foam

Weapon tips are generally constructed from open cell foam. You can purchase this foam at most fabric stores. Tips are generally affixed to the end of the weapon with glue and reinforced with a small amount of tape before the weapon sock is put over the blade.