



BOY SCOUTS OF AMERICA  
LAUREL HIGHLANDS COUNCIL

# CourageCon 2024

November 1-3, 2024

Heritage Reservation



Leader and Participant Guidebook



**Welcome to CourageCon!**

Let your geek out at CourageCon! CourageCon will be a weekend of fun and fellowship through gaming. Scouts and Scouters will gather at Heritage Reservation's Pathfinder Lodge to play games, learn new games, and make new friends.

Why gaming? Gaming teaches creativity, problem-solving, sportsmanship, teamwork, communication, leadership, critical thinking, and much more! On top of all that, it's just plain fun.

**When:**

November 1-3, 2024

**Where:**

Heritage Reservation's Pathfinder Lodge - 300 Heritage Rd., Farmington, PA 15437

**Cost:**

Scout:

\$55 for Potomac Home bunk (limited availability)

\$45 for campsite (must bring tent)

Adult:

\$45 for Potomac Home bunk (limited availability)

\$35 for campsite (must bring tent)

Fees include meals, lodging, patches, and other program materials.

**Participation:**

Participation is limited to the first 150 registrants. This event is only open to registered Scouts BSA, Venturers, Sea Scouts, and their Adult Leadership. All adults (18+) spending the night must be currently registered as adult volunteers or adult program participants based on the requirements outlined in the Guide to Safe Scouting.

**Arrival and Check-In:**

Check-in begins at 6:00 p.m. Friday evening at Pathfinder Lodge. Signage will direct participants toward parking and check-in. During check-in, medical forms will be collected (see below), housing assigned, and final weekend schedules distributed.

**Medical Forms and Background Clearances:**

A medic will be on duty throughout the weekend to oversee health and safety and respond to any emergencies.



Each participant (youth **AND** adult) must provide a completed [BSA Annual Health and Medical Form Parts A & B](#) during check-in. If you have questions about the medical form, please see our [FAQ](#). Medical forms will be collected and secured for the duration of the event. At the end of the event, participants can pick up their forms. Any forms not retrieved will be destroyed.

All adults spending the night at camp must attach a copy of current, completed BSA Youth Protection training, proof of current BSA registration, and required PA background clearances to their medical form. Failure to provide these documents with your medical form will result in dismissal from the property. No refunds will be given to those individuals who are asked to leave for non-compliance.

#### **Required Paperwork List:**

- **All Youth and Adults** - [BSA Medical Form Parts A&B](#)
- **Adults Spending the Night With Youth**
- **(Attached to medical form) -**
  - Proof of current BSA registration (current membership card or roster)
  - Current BSA Youth Protection Training Certificate
  - Pennsylvania State Police (PATCH) Criminal Background Check
  - Pennsylvania State Child Abuse Clearance
  - Either: PA Resident Volunteer Verification Form (if you have lived in PA for 10 consecutive years or longer) OR FBI Fingerprint Based Criminal History Check (if you have lived outside of PA within the last 10 years).

For more information on Youth Protection Training and PA-required background clearances go to <https://lhscouting.org/resources/youth-protection/>.

#### **Housing:**

Participants will be staying in Heritage Reservation's Potomac Homes, and nearby Campsites around Pathfinder Lodge. Participants will need to provide their own linens and overnight personal items. Each Potomac Home includes a small kitchen with a refrigerator, microwave, coffee maker, and stove/oven. Upstairs there is a full bathroom. Downstairs there is a half-bath. Each home has a washer and dryer in the basement. Campsites are as you would expect them at any council weekend camp.

Housing assignments will be provided during check-in. To allow for maximum participation, groups may be split across multiple Potomac Homes and participants from multiple groups may share the same home. There are 140 "Beds" in the homes total. This assumes all beds are used, so to accommodate we will give your assignments based on bed counts in the home. Our bed assignments will be based on following BSA YPT policies.

**\*\*NEW this year:** A Discounted stay camping option will be available to troops. The two sites nearby Pathfinder lodge will be available for troops wishing to do tent camping. The discount is listed out in this guide, and will still include food in the dining area.



### **Dress for the Weekend:**

CourageCon will be a casual, fun weekend. BSA Field (Class A) Uniforms are not required. BSA Activity (Class B) Uniforms are appropriate. Gaming related shirts are also allowed. **All clothing must be Scout-appropriate.** Make sure to double-check the weather and keep in mind that participants will spend at least a bit of time outdoors traveling between their assigned housing and Pathfinder Lodge.

### **Meals:**

Meals will be provided all weekend. Menu will be sent out closer to the event, but will have a variety of offerings.

Juice and coffee will be available all weekend.

Dietary restrictions or allergies must have been reported using the form that will be sent out at registration. Participants should contact the event kitchen staff to identify themselves and to ask any questions. If dietary restrictions or allergies were not reported at the time of registration, participants will need to provide their own food items to supplement what they cannot have from the menu. Refrigerator space will be available.

For any questions with Dietary needs, please contact Sam Merando (campmer@comcast.net), head of Culinary.

### **Snacks and Trading Post**

What is a day of gaming without snacks? Am I right? The trading post will be open throughout the weekend to purchase snacks and souvenirs. Participants may also bring their own snacks for the weekend.

### **Game Store**

Thanks to our friends at Taitan Game Shop and Fabricator's Forge in Coraopolis, PA there will be a small game shop set up. Items will include Magic: The Gathering booster packs and sealed-constructed decks, board games, and possibly more. All items will be New in Box. Items can be purchased with cash or card.

### **Participant Expectations**

CourageCon is intended to be a weekend of fun for everyone. As such, it is important for us to emphasize a few things:

- We are all Scouts who are expected to always follow the Scout Oath and Law. That means being Helpful, Friendly, Courteous, Kind, Cheerful, etc. Poor sportsmanship, or inappropriate language or actions may result in a participant being asked to leave a game.
- Everyone's help will be needed cleaning up after meals.
- If there is an issue such as a restroom out of TP or a spill, make sure to report it right away to the event staff.
- Provided games should be respected and treated with care. Many are the personal belongings of event staff who generously making them available for everyone to try out. Make sure they are taken care of and are put back complete in just as good shape when finished.



**Adult Help and Participation**

Many adult participants reached out offering to help. Thank you! Each arena lead can definitely use some extra hands whether that be helping with a specific game/activity or just providing extra supervision. Friday evening during cracker barrel, adults willing to help will have an opportunity to connect with arena leads and find out where they are needed. Outside of helping where needed, adults are more than welcome to join in and play.

**Event Schedule:**

<b>CourageCon 2023 Schedule</b>		
	<b>Time</b>	<b>Activity</b>
Friday, 11/3/2023	6:00-8:00 PM	Check-In
	8:15:00 PM	Cracker barrel
	8:30:00 PM	Orientation
	8:45-Midnight	Open Gaming
Saturday, 11/4/2023	8:00:00 AM	Breakfast
	9:00 AM - 12:00 PM	Morning Sessions
	12:30:00 PM	Lunch
	1:15 - 5:15 PM	Afternoon Sessions
	6:00:00 PM	Dinner
	7:00-10:00 PM	Evening Sessions
	10:00:00 PM	Cracker barrel
	10:00 - Midnight	Open Gaming
Sunday, 11/5/2023	8:00 AM	Breakfast
	9:00 AM	Clean Up/Depart

The final event schedule will be provided during check-in. The schedule above is subject to change.

**Weekend Program**

CourageCon will be a mix of organized games and open gaming opportunities. There will be plenty of things available to do.

**Organized Games and Game Sign-Up**

CourageCon is organized into six different games “arenas.” Arenas will have scheduled, organized games led by event staff. Each organized game lasts a different amount of time and can accommodate different numbers of players at one time. Due to this, youth and adult attendees can sign up for games prior to



arriving. See the game arena information following for specific arena's scheduled games. Some listed games will have both scheduled games and Open Table opportunities.

Sign-up is completed in your CourageCon registration in the same way that merit badge classes are signed up for at Heritage Reservation's summer camps. Many games have limited space. Sign-up is first come, first served. For anyone who does not sign up prior to the event, joining organized games will depend upon available space, if any, and whether a game needs a minimum number of players to run.

### **Open Table Gaming**

When signing up, it is perfectly okay not to have a full schedule, in fact, it is encouraged! There will be lots of Open Table Gaming opportunities in each arena to pick up and learn a game with a group of friends or take part in another activity to fill the time. If you do not want to take part in any organized games and just want to find various games to learn and play on your own throughout the weekend, go for it!

Participants are invited to bring their own games to share (as long as they are Scout-appropriate). LHC and Heritage Reservation are not responsible for the damage, loss, or theft of any personal items.



### Arena Name: Board Games

Get ready to try some modern games that are far from dusty classic BORED games like Uno, Sorry, or Monopoly. This year the board game area will be streamlined to get to the fun faster. We'll have several games all setup to play and several instructors ready to teach. Get to know modern mechanisms like deck building, cooperative play, and route construction in these iconic games. Does a game look interesting? Jump in and play! Someone will be happy to teach.

#### Learn to Play Games:

Game	Description	Run Time	Players
Azul	Tile-drafting board game where players compete to create the most aesthetically pleasing mosaic by strategically placing colored tiles on their boards.	45 min	2-4
Dominion	Deck-building card game where players craft their own kingdoms, artfully acquiring and combining cards to create the most powerful and prosperous dominion	45 min	2-4
Splendor	Strategy game where players take on the roles of Renaissance merchants, collecting precious gems and cards to build an impressive tableau of wealth and prestige	45 min	2-4
Ticket to Ride	Players embark on a thrilling adventure, collecting train cards to claim railway routes across a richly detailed map, weaving a tapestry of travel and exploration	1 hour	2-5
Kingdom Builder / Winter Kingdom	Players become visionary lords, strategically placing settlements across diverse landscapes to create sprawling, prosperous kingdoms that echo with tales of grandeur and ambition	45 min	2-4
Sonar	Team-based board game where players become submarine crew members, engaging in high-stakes underwater warfare, coordinating their actions to outmaneuver and outgun the opposing vessel	45 min	2-4
Pandemic	Cooperative board game where players become members of an elite disease control team, racing against time to contain outbreaks and find cures for four deadly viruses	45 min	2-4
Lords of Waterdeep	Players assume the roles of secretive lords, deploying agents to recruit adventurers, complete quests, and amass influence in the bustling, intrigue-laden city of Waterdeep	2 hours	2-5
Open Play Library	<a href="https://boardgamegeek.com/collection/user/LHC_Collection">https://boardgamegeek.com/collection/user/LHC_Collection</a>	Varies	Varies

#### Game information:



- **Learn to Play** - This area is located in the Keystone building and will feature games at 1 hour blocks. All the games will be ready to play with an instructor ready to teach.
- **Open Play Library** - This area is located in Pathfinder lodge. Games are available to pick up and play if they are located in the open play table. Please be respectful of the game components and leave everything as you found it.





## Arena Name: Magic: The Gathering

Come take on the role of a powerful wizard called a Planeswalker as you draw power from the earth to cast spells, summon creatures, and use artifacts while trying to vanquish your foe! Whether you're new to the game or an experienced spell slinger, we'll have what you need to have a great time learning one of the most popular Trading Card Games of all time!

### What you need to play:

Except for the Draft, everything will be provided. If you have dice, feel free to bring them, but outside of that a willingness to learn is all that is needed! For the draft, there will be an entry fee (\$14/ea.) to cover the cost of the Draft Booster Packs that will be used.

### Games in the area:

- Constructed Deck Format
- Limited Event - Product Dependent
- Magic: The Gathering - Wizards Academy Learn to Play
- Open Deck Building and Games
  
- \*\*\* New this Year, Pokemon \*\*\*

Game	Start Time	Run Time	Players Needed
Constructed Deck Format	Open Table	50 minutes/game	2-10 players
Open Deck Building	Open Table	-----	-----
Limited Event	Evening Session	4 hours	Up to 16 players
Pokemon	Open Table	50 minutes/game	2-10 players
Pokemon - Learn to Play	Morning Session	50 minutes/game	up to 8
Wizards Academy	Morning and Afternoon Session	1 hour	2-8 players

### Game information:

- **Constructed Deck Format** - The most basic way to play Magic: The Gathering is 60-card constructed decks! The ten Guilds of Ravnica will all be represented, and Wizards are free to choose from the faction that best meets their personality. Find an opponent and battle! The first to bring their opponent to 0 life wins.
  
- **Open Deck Building** - The coven is recruiting! We've reached out to our wizarding friends, and there will be a table with bulk cards for new recruits to start building their stable of spells!



- **Limited Event** –This event will feature building of fresh decks and playing in a tournament. Players will open fresh cards in either a Pack Smash style, or a draft depending on available product.
- **Wizards Academy** - The recruiting table is open! Come find out if you have what it takes to become a powerful Planeswalker, traveling to different realms to battle different foes! We'll teach you the basics of how to play Magic: the Gathering. Special “learning decks” will be available to simplify the process and get you started on your journey.
- **Pokemon** - The Pokémon TCG is a thrilling battle of wits and strategy where your favorite Pokémon come to life. Build your team, unleash powerful attacks, and outsmart your opponent in epic duels. Get ready to experience the excitement of the Pokémon world like never before!



### Arena Name: Miniatures Gaming

If you've ever wanted to take part in games featuring amazingly painted armies on awesome-looking battlefields with terrain representing distant, unexplored planets, this is your place. Miniatures gaming offers a lot of hobbying and social skills but can be intimidating to get into. This is a perfect place to learn the basics of miniatures gaming as we will have different systems available to try out, including fully painted forces. Each gaming system is unique, but one thing that is always present in miniatures gaming is good sportsmanship and the ability to share memorable moments with friends at the gaming table. Last year a fantastic community was formed around the gaming tables and we look to continue that tradition. Feel free just to come by and hang out with fellow gamers and discuss the hobby.

#### **What you need to play:**

Nothing. All gaming materials will be provided.

#### **Games in the area:**

- Star Wars Legion: The Clone Wars Starter Set
- Warhammer 40,000 Combat Patrol – Space Marines and Tyranids
- Warhammer 40,000 Starter Set – rules will be provided for self-teaching
- Heroclix Miniatures – rules will be provided for self-teaching

Game	Start Time	Run Time	Players Needed
Paint and Take	Open Table	----- ----- -	-----
Star Wars Legion	9:00 AM 1:15 PM 3:15 PM 7:00 PM	2 hours	2 players
Warhammer 40k Combat Patrol	9:00 AM 1:15 PM 3:15 PM 7:00 PM	2 hours	2 players
Warhammer 40k Starter Set	9:00 AM 11:00 AM 1:15 PM 3:15 PM 7:00 PM 9:00 PM	90 mins	2 players – tutorial instructions will be provided to both players.
Heroclix	9:00 AM 11:00 AM 1:15 PM 3:15 PM 7:00 PM 9:00 PM	90 mins	4 players – basic game instructions will be provided to both players

#### **Game information:**

- **Paint and Take** – Try your hand at painting a basic miniatures. Available all day while supplies last. All materials provided.
- **Star Wars: Legion – The Clone Wars** - Learn to play Star Wars Legion with formidable miniatures and gaming components. It will be a casual game as the players will learn the unique system featuring movement templates and unique dice for combat. If you want to see Star Wars take place in front of you, this is your game.



- *War has engulfed the galaxy. The vast forces of the Separatist Alliance, bolstered by seemingly endless ranks of battle droids, have pushed the Galactic Republic to the brink of dissolution and defeat. The Republic's only hope is its army of elite clone troopers, led into battle by noble, Force-wielding Jedi Knights.*
- **Warhammer 40,000 – Combat Patrol** – Pilot an army of around 500 points of 40k miniatures. Lead the unstoppable Ultramarines or the Tyranic hive in a great next step in Warhammer gaming. You will lead multiple units in your army and work through a variety of Warhammer tactics and rules in leading your forces to ultimate victory in the grim, dark future.
  - **If you signed up to play, it is recommended you read some of the information here prior to CourageCon.**
    - Combat Patrol Splash Page  
[-https://warhammer40000.com/combat-patrol/](https://warhammer40000.com/combat-patrol/)
    - Space Marine Rules  
<https://warhammer40000.com/wp-content/uploads/2023/06/xw27iUOHPKXBNDnG.pdf>
    - Tyranid Rules -  
<https://warhammer40000.com/wp-content/uploads/2023/06/lbmtXmWRsColl5m.pdf>
- **Warhammer 40,000 Introductory Set – Basic Core Rules** – An easy introduction into the 40k universe. Play a part in basic missions on a battle mat in the heart of a ship featuring the all-powerful Space Marines engaged with the hive-minded Tyranids. The game will be simple and introduce core mechanics such as movement, shooting, charging, and objective taking.
- **Heroclix Miniatures** – Play a fast-paced miniatures game with your favorite characters across Marvel, DC, and even pop culture. Hero clix is a great squad style game with small forces of 4-5 units on a grid board. The novelty is the clix system where when your character takes damage, you rotate the dial on the base the number of clicks and the stats and abilities change. We will keep the game simple and quick, but as you explore the game further, it gains a lot of depth and tactical knowledge as you assemble your squad to match your playstyle.



**Arena Name: LARP**

Live-action roleplay (LARP) is any form of game played using your physical person as a representation of a fictional character. This is most seen in fantasy settings through things like Renaissance Faires or, more realistically, in historical reenactments. **Note: Activities where participants strike at each other, including martial arts, boxing, combat games, gladiator games, and reenactment activities such as live-action role-playing games (LARP) and Society for Creative Anachronism (SCA) activities are prohibited by the Boy Scouts of America. Games in this arena will not include any activity involving striking another person.**

**What you need to play:**

Nothing. All gaming materials will be provided.

**Games in the area:**

- A Crow Funeral
- The Hench Union
- Triple Blind
- Bell the Cat

Game	Run Time	Players Needed
A Crow Funeral	30 minutes	4 -10
The Hench Union	45 minutes	4-6
Triple Blind	1.5 hours	9
Bell the Cat	30 Minutes	4+

**Game information:**

**Triple blind- exactly 9 players- 90 min,**

A game of secret identities layered on secret identities. As you gather at the banquet on the eve of a peace treaty between two fictional vaguely European countries, each player works to accomplish individual goals while possibly uncovering secrets of the others.

**Hench Union- 4-6 players, 30 - 45 min**

The henchfolk of the famous super villain, Professor von Doctor, have gathered together in an attempt to form a union in favor of a handful of better working conditions within the lair. There are 2 teams, the henchfolk or PVD and his/her/their company lawyer. An imaginative bout of superpowered union negotiation is about to begin.

**Bell the Cat- 4+ players, 30 min**

You, the famous mice of the multiverse have gathered together under a common goal, cheese, meats, and crackers. However there is just one obstacle, the cat which guards the food. Using your respective abilities, devise a plan to bell the cat so its presence may be noticed and avoided to snatch the food it guards.

**Crow Funeral- 4-10 players, 30min**



Your flock has gathered to mourn the death of one of its kin, but more importantly to discuss the reasons this crow might've died so the rest of you may be vigilant for this danger in the area and keep safe. A general discussion based game using a hand stacking mechanic to determine the player speaking.



## Arena Name: RPGs/Dungeons & Dragons 5<sup>th</sup> Edition

Role Playing Games come in all kinds of varieties. Currently, the most popular and most well-known tabletop role-playing game is Dungeons and Dragons 5<sup>th</sup> Edition. Players create characters and go on adventures led by a dungeon master (DM), who controls non-player characters (NPCs), monsters, and events in the world. Over the course of their adventures, characters increase in skill and power and gather treasure both magical and mundane.

### What you need to play:

Nothing. All gaming materials will be provided. If you have your own set of gaming dice or the D&D 5<sup>th</sup> edition Player’s Handbook, it may be helpful but is not necessary.

### Games in the area:

- D&D 5e - New Player Game
- D&D 5e - Experienced Player Game
- Learn to be a D&D 5e Dungeon Master
- Learn to be a D&D 5e Player
- Open Gaming

Game	Start Time	Run Time	Players Needed
D&D 5e – New Player Game	1:15 PM 7:00 PM	3-4 hours	4-6 players
D&D 5e – Experienced Player Game	1:15 PM 7:00 PM	3-4 hours	4-6 players
Learn to be a D&D 5e Dungeon Master	9:00 AM	3 hours	Up to 10 players
Learn to be a D&D 5e Player	9:00 AM	3 hours	Up to 10 players
Open Gaming	Open Table	-----	-----

### Game information:

- **D&D 5e – New Player Game** - You and up to 5 others will play a D&D 5e game designed for new D&D players. Enter a fantasy world of might and magic where your actions are limited to your imagination and the abilities of your provided character. This D&D module is for characters of level 5. Characters, dice, paper, and pencils will be provided. Players should have played D&D 5e at least once or attended the Learn to be a Player session.
- **D&D 5e – Experienced Player Game** - You and up to 5 others will play a D&D 5e game designed for experienced D&D players. Enter a fantasy world of might and magic where your actions are limited to your imagination and the abilities of your provided character. This D&D module is for characters of level 5. Characters, dice, paper, and pencils will be provided. Players should have played D&D 5e several times and have a good understanding of the rules system.



- **Learn to be a D&D 5e Dungeon Master** - "Learn to be a Dungeon Master", will teach you the basics of what you need to run your own D&D 5e game as the Dungeon Master (DM). This session will teach you how to run a pre-generated module as well as how to start creating your own fantasy D&D world. You will learn about running combat, skill challenges, and all other aspects of the D&D world including the basics of storytelling, balancing challenges, and making it fun. Prior experience as a D&D 5e player is helpful.
- **Learn to be a D&D 5e Player** - "Learn to be a D&D 5e Player", will teach you the basics you need to know to play common role-playing games (RPGs) including the popular Dungeons & Dragons 5th edition (D&D 5e). It also covers the basics of the three core D&D 5th Edition books – Player’s Handbook, Dungeon Masters Guild, and the Monster Manual. This session demystifies the game and gives new players all the tools they need to start playing with friends. You’ll learn how to create characters; role-play their personality and take part in simulated combat and spellcasting.
- **Open Gaming** – Already have your own role-playing game going? Bring your stuff, find a place, and go ahead and play all day!





## Arena Name: Social Deduction Games

Do you think you can solve the crime? Do you enjoy bluffing, hiding, and sleuthing out the truth? Then the social deduction games might be for you! The games in this arena are based on group interactions and require a willingness to bluff and mislead, and a keen mind to sort out the truth from the other players.

### What you need to play:

Nothing. All gaming materials will be provided. A cell phone with the One Night app is helpful for playing One Night Ultimate: Werewolf but is not required.

### Games in the area:

- Blood on the Clocktower
- Coup
- Deception: Murder in Hong Kong
- One Night Ultimate: Werewolf

Game	Run Time	Players Needed
Blood on the Clocktower (Are you a Sasquatch?)	2 hours	9-12 players
Coup	20-30 minutes/game	4 players minimum
Deception: Murder in Hong Kong	45 minutes/game	5-12 players
One Night Ultimate: Werewolf	20 minutes	5-10 players
2 Rooms and a Boom (Cookie Thief)	30 minutes	5-25 players

### Game information:

- **Blood on the Clocktower** - A newer social deduction game played over a series of day phases and night phases in the town of Ravenswood Bluff where the players must find the hidden sasquatch among them. Each day, the players use information they may gather using their special abilities at night, along with trust, to find the bad team and vote them out of the game. For this game, we will be using a modified version of the Trouble Brewing script from the original game. A copy or two of this modified version will be given out as a prize.
- **Coup** - Set in a dystopian universe ruled by a weak court, a resistance by the people sets things in motion at court. As a head of your family, you must outwit the other members of the court and be the last person standing. The rules are easy to understand, and each game lasts 20 to 30 minutes. Use character cards like the Assassin, the Ambassador, the Duke, and the Contessa with action cards to assassinate, bribe, indict, and exile other players to your advantage. This exciting game is more fun the more you play it.



- **Deception: Murder in Hong Kong** - Do you like solving the crime? In this game, a mute forensic scientist knows who committed a murder, and you must figure it out using some vague clues. The only way to be sure is to identify the murder weapon, and what clue they left behind. One of you is only pretending to be a detective... can you figure out who?
- **One Night Ultimate: Werewolf** - Looking for a quick foray into the world of social deduction games? One Night gives you all the mystery and all the intrigue but none of the time commitment. These quick games put a set of werewolves against their town where you have one night led by a set of audio cues to use your abilities and then a matter of minutes to discuss who might be the big bad wolves... then you vote and win or lose all in under 7 minutes. These games are fast, fun, and a good way to fill time between bigger games. **Note: There is a free One Night companion phone app that can make gameplay easier but is not required. The app can be found in your app store under the name One Night and has a yellow icon with a werewolf on it.**