



BOY SCOUTS OF AMERICA
LAUREL HIGHLANDS COUNCIL

CourageCon 2026

November 20-22, 2026

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 20-22, 2025

Where:

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

Cost:

Scout:

\$60 for Potomac Home bunk (limited availability)

\$50 for campsite (must bring tent)

Adult:

\$50 for Potomac Home bunk (limited availability)

\$40 for campsite (must bring tent)

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

New This Year!: We will be selling T-Shirts. These are completely optional, not needed swag. They will feature the Logo from this year's Courage con, and will be able to be ordered by units at the time of registration. Shirts must be ordered by September in order to be completed in time for the con. Pricing will be in the registration portal, and will vary by size as we are trying to keep those costs low.

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 Safeguarding Youth 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 Safeguarding Youth 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 Safeguarding Youth Training and PA-required background clearances go to <https://lhcscouting.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 SYT policies.

**Again 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. The menu will be available closer to the event, but will have a variety of offerings. We build the menu after we confirm allergy information to be as accommodating as possible. So please fill out the allergy info forms as quickly as possible after booking!

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? Participants may also bring their own snacks for the weekend please keep them NUT FREE. Also be mindful that snacks do not cause damage to games (ie cheetos and sticky items)

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 make 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:

CourageCon 2025 Schedule		
	Time	Activity
Friday, 11/3/2023	6:00-8:00 PM	Check-In
	8:15 PM	Cracker barrel
	8:30 PM	Orientation
	8:45-Midnight	Open Gaming Code Names Destruction Derby
Saturday, 11/4/2023	8:00 AM	Breakfast
	9:00 - 11:00 AM	Morning Sessions
	12:00 - 1:00 PM	Lunch
	1:00 - 4:00 PM	Afternoon Sessions
	5:00 - 6:00 PM	Dinner
	7:00 - 10:00 PM	Evening Sessions
	10:00 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. In a guide book you can take with you. 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. Do not panic if you don't have available things to sign up for during a timeslot. These are great times to catch a new game in the board game area, or if there is room in any activity we have running our staff will do its best to see every scout has a great time.

Organized Games and Game Sign-Up

CourageCon is organized into 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

This year we will have 1 instructor per game in a dedicated teaching room with at least 2 other instructors in the open gaming/library area. Also, feel free to bring your own games to share with other scouts or leaders!

See something that catches your eye? Jump in—someone's always ready to play and teach!

What you need to play:

Nothing. All gaming materials will be provided.

Learn to Play Games:

Game	Description	Run Time	Max Players
Kingdomino	Build a kingdom with varied terrains on domino-shaped tiles in this fast family game.	45 min	4
Reef	Grow your reef, and arrange it beautifully on your seafloor to score more points.	45-60 min	4
Castle Panic	<i>Castle Panic</i> is a Fantasy themed, cooperative, light tactical wargame for 1 to 6 players. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board.	45 min	6
Terraforming Mars with Prelude Expansion	In this engine building game you will compete with rival CEOs to make Mars habitable and build your corporate empire. The Prelude Expansion helps the game play faster	2 -3 hours	5
The Downfall of Pompeii	Trouble strikes at the foot of Vesuvius. Creeping lava! Who will survive unscathed?	1 hour	4
Heat! Pedal to the Medal	Push your car to the limit in the pursuit of victory, but don't overheat!	2 hours	6
Kingdom Builder	Build chains across varied terrains to establish the best kingdom and win!	2 hours	4



Five Tribes: The Djinns of Naqala	Move assassins, elders & builders through Naqala to claim oases & control djinns.	2 hours	4
Settlers of Catan	Collect and trade resources to build up the island of Catan in this modern classic.	2 Hours	4
Potion Explosion	Collect and combine ingredients to mix potions and try to become Student of The Year.	2 hours	4
Quacks of Quedlinburg	Pull ingredients from your stock to make your pot bubble, but hopefully not explode!	2 hours	4
Codenames	Give your team clever one-word clues to help them spot their agents in the field.		8+
Open Play Library	https://boardgamegeek.com/collection/user/LHC_Collection		

Period	Start	End	Learn to Play 1	Learn to Play 2	Open Library
1	9:00 AM	10:00 AM	King Domino		Open
2	10:00 AM	11:00 AM	Reef		
3	11:00 AM	12:00 PM	Castle Panic!		Close/Clean
Lunch	12:00 PM	1:00 PM			
4	1:00 PM	2:00 PM	Terraforming Mars	Heat	Open
5	2:00 PM	3:00 PM		Kingdom Builder	
6	3:00 PM	4:00 PM			
7	4:00 PM	5:00 PM	Downfall of Pompei		Close/Clean
Dinner	5:00 PM	6:00 PM			
8 (Rest)	6:00 PM	7:00 PM			Open
9	7:00 PM	8:00 PM	Five Tribes	Catan	
10	8:00 PM	9:00 PM			
11	9:00 PM	10:00 PM	Potion Explosion	Quacks	



12	10:00 PM	11:00 PM			Close/Clean
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Game information:

- **Codenames** - Friday Night Group Games - Challenge other Patrols or Troops with Codenames and other fun Party Games to kick off this fun filled weekend!
- **Learn to Play** - This area is located in Room B of the Pathfinder building and will feature games featured on the above schedule.
- **Open Play Library** - This area is located in Pathfinder lodge. Games are available to sign out and play in the open play table area. The Learn to Play games on the above schedule may even be available. If you missed a chance to sign up for a game you really wanted to learn, we can teach it to you in the open play area. Please be respectful of the game components and leave everything better than 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 except for the Demolition Derby.

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
- Memoir '44 Overlord Scenario

Game	Start Time	Run Time	Players Needed
Paint and Take	Open Table		
40k Demolition Derby	Friday 9:00 PM	2 hours	Unlimited
Memoir '44	9:00 AM	2 hours	8 players
Star Wars Legion	9:00 AM 1:15 PM 3:15 PM 7:00 PM	2 hours	2 players
Mini Mech	9:00 AM 1:15:PM 3:15 PM	2 Hours	3 - 4 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	60 mins	2 players – tutorial instructions will be provided to both players.
Learn to Paint - Warhammer 40k	3:15 PM	2 hours	12 participants
Learn to Paint - Fantasy	7:00 PM	2 hours	12 participants

Game information:

- **Paint and Take** – Try your hand at painting a basic miniature. 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/>
 - Space Marine Rules <https://warhammer40000.com/wp-content/uploads/2023/06/xw27iUOHPKXBNdG.pdf>
 - Tyranid Rules - <https://warhammer40000.com/wp-content/uploads/2023/06/lbmtXmWRsColL5m.pdf>
- **Warhammer 40,000 Introductory Set – Self-taught 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. **NOTE: If you are registered for the Combat Patrol demo, do not sign up for this demo.**
- **Mini Mech** - This is a game using Mech's to play a variety of small simulated war games. Set in the far future, where mechs rule the battlefield, take your squad of mech warriors and play Area Control, Capture the flag, or just a straight up Battle Royal. This is a great introductory game to the area of table top wargames. This Game will have all supplies supplied! So you just need to show up and check it out. Depending on play, games can have multiple rounds.
- **Memoir '44 - Operation Overlord** - Command an army and recreate some of the most famous historic battles of World War II in this easy to learn but challenging miniature wargame. Using both cards and dice, "generals" manage the historical terrain, troop placements and objectives for each army. We will be playing an "Overlord" scenario where 8 players will conduct large scale operations, experiencing the challenges of troop coordination and military chain of command on a large battlefield.
- **Advanced Painting Coaching** - For those looking for more advanced painting help, Mr. Surkosky, ASM of Fun, will be around the painting area all weekend to help you move beyond "good enough to play with" and really make those models pop! Whether it's help with painting faces, edge highlighting or even object-sourced lighting, Mr. Surkosky will help you learn new skills to really make your model jump off the table. Bring your own models that are built and primed, and get ready to take your painting to the next level!



You may also bring a painted model for tips, touchups, and advice. Please bring any necessary paints/brushes/tools. If you have any questions, please reach out.

- **Open Gaming** – We will have a few tables available for open gaming. If you have an army at home that you would like to bring and test your mettle, this is your time. Recommended that the points are kept to a reasonable amount. For example, 1,000 points for a Warhammer 40k battle.

One last reminder to apply the Scout Law in the gaming and painting areas. Be respectful of other people's models and always ask before touching another painted miniature. Be positive to help build an inclusive community of miniature painters and gamers.

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.

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.

10

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.

Monster vs Human diplomacy- 6 players 60-90min

We gather as the representatives of the dwarves, goblins, and orcs stand a united front to negotiate peace with human diplomats and a moderator from the "monster liberation front". Each person has their own issues and goals they are trying to achieve in this discussion working to understand each other's cultures.

Long Time Listener, Last Time Caller- 4-10 players 30-60min

A radio show at the end of the world. It is inspired by great moments of radio where a crisis has enabled broadcasters to transcend the constraints of the medium and help their audiences on a personal level. As the game goes on, the host gradually abandons the artifice of broadcasting, until everything is stripped away and all that remains is two people talking to one another while the world listens. This game is designed to be a meditative experience where listening is as important as acting.



Arena Name: Role Playing Games

Role-Playing Games come in all kinds of varieties, offering unique worlds, rules, and cooperative storytelling experiences. While Dungeons & Dragons is widely known, this year we are exploring exciting alternate tabletop systems that offer fresh mechanics and distinct settings perfect for Scouts to dive into. Dread is also back for another chilling and thrilling late night adventure.

ATTENTION LEADERS!! Do you want to be a DM? Contact Amanda: manda01@gmail.com

Games in the area:

Game Title	Setting & Theme	When?	Players Needed
D&D 5e	Enter a fantasy world of might and magic where your actions are limited to your imagination and the abilities of your character.	Morning, Afternoon, & Evening Sessions	8 tables 5 players each
Dread	A suspenseful and thrilling horror role playing game. Scouts ages 14 and up only!	Late Night (10pm-?)	2 tables 5 players each
Mausritter	Take on the roles of brave little mice exploring a massive, dangerous world filled with clever puzzles and hidden treasures.	Morning Session	6
Land of Eem	A whimsical, lighthearted, open world fantasy world where "The Lord of the Rings meets The Muppets".	Afternoon Session	6
Daggerheart	A rich, high-fantasy heroic adventure system designed for cinematic storytelling and deep character development.	Evening Session	6

Need to know:

- **What to bring:** All gaming materials will be provided including dice!
- **No Experience Required:** All sessions include a full rules teach if needed.
- **Session Lengths & Breaks:** Role playing games are deep 4-hour epic adventures. We highly encourage scouts to bring snacks and drinks to keep energy up and minds sharp.
- **Open Play:** Bring a one-shot session to run for other Scouters in our designated Open Play Table Area!
- **If Sessions Are Full:** Please don't leave! We have an "On-Demand" game table featuring fast, prompt-driven, GM-less storytelling games that take less than 5 minutes to learn and run for under an hour:
 - Tacklebox: A cozy 2-player esoteric fishing simulation.
 - For the Queen: A 3-6 player collaborative storytelling game about loyalty.

- Nobi Nobi: A fast-paced 2-5 player dungeon crawl with a fun chibi art style.