

# RoberCon Gaming Guide

The Saturday & Sunday guide for gaming at RoberCon, which includes a number of tabletop games free to play all weekend, as well as scheduled role-playing games.

## Saturday

**10 a.m. - 2 p.m.**

### **Jadepunk: Tea, Trouble, and the Revolution**

**System:** Fate – Jadepunk

**Number of players:** 5

**GM:** Nicolas Schapira

You are the Jianghu – a loose society of like-minded yet quarrelsome individuals and organizations. Using powerful Jadetech devices and martial-arts techniques, you stand against oppression and injustice. Though you are few, the Council fears you, for you have the most powerful weapon in Kausao City – the hearts and minds of the people. Unite them, and they will fight with you.

Trouble always starts in a teahouse - especially when Flavia the Butcher wants his cut of the teahouse's profits this month. What will you do when your oolong musings are disrupted?

### **Pathfinder Society: 5-08 The Confirmation levels 1-2**

**GM:** Michael Bohn

Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.

### **Battlestar Galactica**

**Ages:** 10+

**Number of players:** 3 - 6

**GM:** Jared Streger

Unlike most board games where players win individually, Battlestar Galactica is a cooperative game, with the added complication that one or more of the players is a secret Cylon traitor — your side will win or lose, and you might not even be certain who is on your side until the game ends!

**12 - 4 p.m.**

## **Dream Askew**

**Number of players:** 3 - 5

**GM:** Elle Owls

Gangs roam the apocalyptic wasteland, and scarcity is becoming the norm. The world is getting scarier, and just beyond our everyday perception, howling and hungry, there exists a psychic maelstrom. We banded together to form a queer enclave – a place to live, sleep, and hopefully heal. More than ever before, each of us is responsible for the survival and fate of our community. What lies in the rubble? For this queer enclave, could it be utopia?

Dream Askew gives us ruined buildings, haunted faces, strange newpsychic powers, fierce queer love, and turbulent skies, asking “What do you do next?”

Dream Askew explores the concepts of belonging outside of belonging through a diceless, GM-less system. Safety tools will be emphasized.

## **Cthulhu Wars**

**Ages:** 14+

**Number of players:** 3 - 6

**GM:** Steve Lawrence

Cthulhu Wars is a combination of strategic gaming and Lovecraftian horror, with the bonus of high-quality monster figures.

**2 - 6 p.m.**

## **Traveller**

**GM:** John Ziemba

## **D&D 5E for Beginners**

(or anyone who wants to play)

**DM:** Keith Tanner

**2 - 4 p.m.**

## **Roll for the Galaxy**

**Number of players:** 2 - 5

**Ages:** 13+

**GM:** Jared Streger

Roll for the Galaxy is a dice game of building space empires. Your dice represent your populace, whom you direct to develop new technologies, settle worlds and ship goods. The player who best manages his workers and builds the most prosperous empire wins.

**4 - 8 p.m.**

## **Pathfinder Society 4-09: The Blackros Matrimony, levels 3-7**

**GM:** Michael Bohn

The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?

## **Call of Cthulhu: The Dive**

**Number of players:** 4 - 8

**GM:** Kevin Kreiner

The wreck of the British merchant ship Margam Abbey, sunk in 1918 by a German U-boat, has never been explored - until now. Your team of divers will be the first to see it in a hundred years. Unless the noises coming from your sonar mean someone, or something, got there first.

**6 - 10 p.m.**

## **Rippers Resurrected - 'Dr. Wolf, I Presume?'**

**Savage Worlds**

**Number of players:** 4 - 5

**DM:** Elle Owls

A game of supernatural horror where Victorian-era monster hunters — the Rippers — fight the fearsome creatures of the night: werewolves, vampires, and other horrors that stalk the earth preying on humanity. These foul monsters boast superhuman strength and supernatural powers, and the Rippers must use everything at their disposal to resist them.

El Postillón, your lodge, is growing in members and in space. With your increase in stature comes an increase in budget, and you're hoping to track down new specialists and new benefactors. But Dr. Wolf, the enigmatic and wealthy scientist who was first on your list, has recently stopped taking callers with no warning.

## **Eldritch Horror**

**Ages:** 14+

**Number of players:** 1-8 Players

**GM:** Keith Tanner

Eldritch Horror is a cooperative game for one to eight players, based on the fiction of H.P. Lovecraft and inspired by the classic board game Arkham Horror. In Eldritch Horror, investigators travel the globe in a quest to save the world from a diabolical, omnipotent Ancient One. With four different Ancient Ones, 12 investigators, numerous monsters and hundreds of possible encounters, every game provides a unique and epic adventure.

## **Fallen Lands**

**Number of players:** 2 - 5

**GM:** Steve Lawrence

Set in a post-apocalyptic sci-fi setting, Fallen Land: A Post Apocalyptic Board Game is a hybrid game that combines the elements of a strategy board game with card-building and role-playing. It is driven by macabre stories of a world gone mad and features adventure, politics and

economics to deliver an unlimited sandbox experience. Each game the variables change: cards, player interactions, stories, strategies and threats.

As a player, you are the leader of a unique faction of survivors competing for primacy in the ruinous aftermath of post-apocalyptic America. You must manage and enhance your town, protect your citizens and secure resources. You will also have to make and break treaties to endure amid bribery and betrayal by the other players. You must also direct your agents (a party of characters) to explore the rugged landscape, establish your territory and solidify your agenda.

## **Scythe**

**Number of players:** 1-5 Players

**GM:** Jared Streger

It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as “The Factory,” which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries.

Scythe is an engine-building game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In Scythe, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures and activate monstrous mechs.

## **Dream Apart**

**Number of Players:** 4

**GM:** Nicolas Schapira

Dream Apart is a game of belonging outside belonging. It is a GM-less and dice-less storytelling game that gives us demons and wedding jesters; betrothals and pogroms; mystical ascensions and accusations of murder; rabbi's daughters running away to be actresses or bandits or boy soldiers; the sounds of the shofar ringing through cramped and muddy streets, of cannon fire, of the wolf's footfalls in the snowy pine forest; asking “What do you do next?”

You play a Jew of the shtetl, a little mostly-Jewish market town in the Eastern European countryside. In the cities, the industrial revolution has begun. Prussia, Russia and the Hapsburgs have devoured the small countries between them. Surrounded by an often hostile Christendom, by wild forests in which anything might creep, and by the invisible creatures of the Unseen World — angels, demons, ghosts, and dybbuks — the Jews of the shtetl try to outwit or outlast those who would do us harm.

## **Sunday**

**10 a.m. - 2 p.m.**

### **A Quiet Year**

**Number of Players:** 2 - 3

**GM:** Elle Owls

For a long time, we were at war with The Jackals. But now, we've driven them off, and we have this – a year of relative peace. Come winter, the Frost Shepherds will arrive and we might not survive beyond that. Right now, in this moment, there is an opportunity to build something.

The Quiet Year is a map game. You define the struggles of a post-apocalyptic community, and attempt to build something good within their quiet year. Every decision and every action is set against a backdrop of dwindling time and rising concern.

The game is played using a deck of cards – each of the 52 cards corresponds to a week during the quiet year. Each card triggers certain events – bringing bad news, good omens, project delays and sudden changes in luck.

### **World Wide Wrestling**

**Powered by the Apocalypse**

**Number of players:** 5

**GM:** Nicolas Schapira

Welcome to American World Wrestling (AWW), the best up-and-coming wrestling promotion based in Binghamton. Play the role of one of five up and coming wrestlers: The Hardcore, The High Flyer, The Monster, The Technician, or The Veteran. Will you be a face or a heel? Will you stay kayfabe or will you shoot? Make up your moves, generate heat with other wrestlers, cut your promos, and get in the ring!

his game is not a wrestling simulation. An understanding of wrestling is helpful but not necessary.

### **Pathfinder Society: 5-08 The Confirmation levels 1-2**

**GM:** Michael Bohn

*[See description for same session on Saturday.]*

***10 a.m. - 12 p.m.***

## **7 Wonders**

**Number of players:** 3 - 8

**GM:** Jared Streger

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways.

***12 - 4 p.m.***

## **Terraforming Mars**

**Number of players:** 2 - 5

**Ages:** 13+

**GM:** Jared Streger

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system and doing other commendable things.

## **Marvel Saga Edition: The Lonely Man**

**Number of players:** 4 - 8

**GM:** Kevin Kreiner

Ah, summer camp. Sports, crafts, fun. Ghost stories. But for the students of the Xavier Institute, and their friends or foes from the Massachusetts Academy, ghost stories might be more than they seem. And what of the legend of the lonely man of the mountain?

## **Dread: The Dungeon Delvers**

**Number of players:** 3 - 7

**ST:** Dan Schwarz

A century ago, a brave band of heroes died defeating the Dragon of Frenck, and saved the kingdom. But roars are heard from the mountains and smoke rises among the peaks. The king has promised great rewards for those who slay the Dragon and return alive. The innovative Dread system pushes this classic mission of beasts and bravery into new territory. Will you emerge victorious? Will you emerge at all?

## **Cthulhu Wars**

**Ages:** 14+

**Number of players:** 3 - 6

**GM:** Steve Lawrence

*[See description for same session on Saturday.]*

**2 - 5 p.m.**

## **Pathfinder Society 9-19: Clash in Kaimuko Wood, levels 5-9**

**GM:** Michael Bohn

On a recent foray into Kwanlai, the Pathfinder Society learned that a conniving being from the Abyss has been targeting righteous communities on the border between the tengu nation and Tianjing to the south. Venture-Captain Amara Li has asked the PCs to lead a company of tengu soldiers to a fort near the northern border of Tianjing to lend aid and provide information. When the PCs arrive at the fort, it quickly becomes apparent that all is not well. As blight and corruption creep out from Kaimuko Wood toward the fort, it falls to the PCs to rally their allies and lead the charge.

## **Eldritch Horror**

**Ages:** 14+

**Number of players:** 1 - 8

**GM:** Keith Tanner

*[See description for same session on Saturday.]*

## All Con Long

In addition to the scheduled games above, RoberCon gamers will be welcome to take out any of the titles listed below for play. Whether it's a 2 player board game or starting up an impromptu game of DnD.

- A.D.A.P.T
- Affliction: Salem 1692
- Arkham Horror
- Best Pitch
- Boss Monster
- Call of Cthulhu
- Cards Against Humanity
- Downfall
- Dungeons & Dragons 5e
- Euphoria
- Exploding Kittens
- Forbidden Island
- Good Cop, Bad Cop
- Hive
- Just Survive The Game
- Mysterium
- One Night Ultimate Werewolf
- Pandemic
- Stick Figure Fighters
- Unearth
- Werewords