



PEN:

PLAY
EASILY
NOW.

WARGAME

BY
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MORRIS



**COMMUNITY.
CREATIVITY.
CHRIST.**

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INTRODUCTION.

BUILDING UNITS

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TASKS

RULES

INTRO

INTRO TO WARGAMING.

Welcome to the Play Easily Now (PEN) Wargame! If you have stacks of miniatures without room for conventional wargame minis, if you want a more flexible approach to tabletop wargaming, or if you see ranges of 3D printed models you want to deploy across your game tables, the PEN Tabletop Wargame is created with you specifically in mind.

Using the PEN system, cowboys can go to war with space marines, goblins, medieval knights, or even WWII armies. As long as you have the miniatures, no battle is off the table.

Wargaming is a genre of tabletop games that represents open battle. Miniatures represent the soldiers, machines, generals, and characters. Terrain spread across a tabletop replaces a conventional game board, and units typically move in inches instead of in predetermined spaces, making turns massively customizable and truer to real battlefields.

Gather your minis, clutch a fistful of dice, crack open this book, and take the world by war.

WHAT YOU'LL NEED.

Before you start playing, gather a friend, this rulebook, and the following items:

- A friend, coworker, roommate or stranger to play with
- An army of miniatures, LEGO® minifigures, or other models
- Ten or more d6s
- A space roughly 36" by 24"
- Obstacles or paper cutouts to use as terrain

MODELS + UNITS.

Gameplay centers around **MODELS**. A model is a single figure in your army that has its own base and/or is able to be picked up and removed without affecting other figures. These models are gathered into **UNITS**—sets of models of a visually identifiable type (they may even be identical, or they may just be similar figures in different poses). Models within a unit activate at the same time, move the same distances, and perform the same actions during a game. Watch out for the distinction between models and units in the rules, as instructions often are based on one or the other.



DISTANCES.

Distances in this manual are measured in inches ("). Distances generally refer to horizontal movement, though some players may want to build their battlefields out of LEGO® buildings, vehicles, and build plates.

When using LEGO® terrain, players may easily translate distances by treating every 1" as 3 studs (i.e. movement of 3" becomes movement of 9 studs).

LEPTOMERIAPHOBIA.

That's a big word, and it's not very official. But we couldn't find an official diagnoses for fear of details, so we grabbed the Greek word for "details" and tacked -phobia onto it because details can kill games. Hoodwink Games firmly believes in having game rules that create structure and consistency

in our games. However, the most popular tabletop wargames are mired in tiny details and calculations that lag gameplay, break up fun moments, and create arguments over rule interpretations.

We're scrapping all that. In PEN, rules are straightforward and designed to be implemented as-written, unless players would have more fun changing them! If players are confused about a rule, create a house rule that is agreeable to all players and note it as a rule for future games. Then get back to playing, because that's what games are for.

CUSTOM NAMES.

This rulebook uses relatively generic terminology to describe attacks and abilities so they can be easily applied to many genres. But players are encouraged to come up with their own unit names for abilities, attacks, and powers to best fit their game and figures!

STARTING A GAME.

With these basics in mind, each player can start immediately using the Quick Start rules included in the next section.

ENDING A GAME.

Games end after five rounds. The player with the most Victory Points (VP) at the end of the fifth round wins. In the case of a tie, additional rounds are played until a player has gained the majority.

RULES.

BUILDING UNITS

ARMY RULES

TASKS

RULES

INTRO

BUILD ARMY.

Gather miniatures, 3D prints, or LEGO® minifigures you want to use to play. Then, build unit profiles to assign to the miniatures you've chosen until their total equals up to 500 points (pg. 7).

BUILD MAP.

To build a map, mark a 36" by 24" space—or as big as is available. Then place rubble, model buildings, or even slips of paper to act as terrain. One piece of terrain must be placed at the center of the map. Any additional terrain can be placed at least 6" apart and 6" from the center terrain.

The purpose of terrain is to obscure units and make them harder to attack. A unit cannot target another unit with a shooting attack if the targeted unit's base is entirely obscured by terrain (see Attacks, pg. 6).

Note that <vessel> units (pg. 15), which represent vehicles, also carry the effects of terrain. If a <vessel> unit entirely obscures the visibility of a unit's base, the obscured unit cannot be targeted.

CENTER OBJECTIVE.

The piece of terrain at the center of the map is the **CENTER OBJECTIVE**. At the end of each round, the player with the most models adjacent to the center objective gains +1 VP and +25 **REINFORCEMENT**

POINTS. Reinforcement points may be spent by a player at the end of each round to deploy new units anywhere in that player's deployment zone.

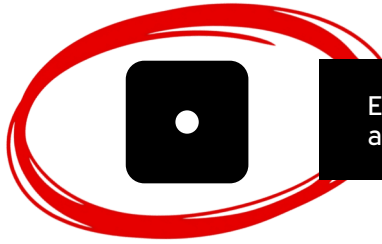
DEPLOY TROOPS.

Mark opposite short edges of the map 9" deep. These 24" by 9" regions are the **DEPLOYMENT ZONES**. Players take turns placing units one at a time in their respective deployment zones until all units are deployed. When a unit is deployed, all models in the unit must physically touch and must stay this way at all times during the game. The player with the highest Agility unit goes first. In a tie, roll a dice to decide first player.

ON YOUR TURN.

The first player **ACTIVATES** their highest Agility unit. If the player has multiple units tied, choose one. This unit may move inches equal to its movement and perform up to three actions. These actions may be taken in any order.

If a player would activate a unit but does not want to for strategic reasons, he or she may **PASS** the turn. The opponent may activate his or her highest Agility unit instead, and then the turn order continues as usual. If the opponent also passes, the player whose turn it was initially may activate any unactivated unit in their control, regardless of that unit's Agility. Then turn order continues as



Every unmodified roll of 1 is **ALWAYS** a failure, no matter the roll and no matter the modifier that would be added. No ifs, ands, or butts.

usual. Activate units until the opponent has an inactivated unit of greater or equal Agility. Then it becomes the opponent's turn. The process repeats until all units have been activated. Then the round is over, and the turn order starts again.

TAKING ACTIONS.

When a unit activates, it may perform any three of the following actions in any order, and no action more than once:

1. Move up to its full movement distance
2. Move a second time
3. Perform a melee attack
4. Perform a shot attack
5. Cast a power
6. Use an ability-specific (pg. 17) action

ATTACKS.

Attacks are either melee or shots. Melee attacks occur between adjacent units (units with models that are physically touching, base-to-base). Shot attacks occur between an attacking unit and an enemy unit within line of sight; that is, a straight line up to 12" can be drawn across the surface of the table from an attacking model's base to a targeted model's base.

To perform an attack, choose the type of attack (melee or shot) and one eligible enemy unit to target. Then roll the number of six-sided dice (d6s) shown for the attacking unit (i.e. 3d6). Each result equal to or greater than the

relevant skill (**STRENGTH** for melee, **ACCURACY** for shots) scores a hit.

DEFENDING.

The unit targeted by the attack then blocks. To block, roll a d6 for each hit scored by the attack. Each dice equal to or greater than the defender's **RESISTANCE** skill blocks a hit. Each unblocked hit deals one damage to the defending unit, unless otherwise stated. Damage is recorded on <minions> and <squad> units by removing models and on <characters> and <vessels> by keeping a small counter next to the model.

RETREATING.

After taking damage, if the defending unit lost half or more of the health it had prior to the attack, the defending unit **RETREATS**. To retreat, the defending player moves their unit 2d3" away from the attacker as far as possible without ending adjacent to another enemy unit.

ARCANA ROLLS.

ARCANA represents supernatural force used by units to cast **POWERS** (pg. 14) chosen for that unit. To cast a power, simply declare which of the casting unit's powers is being cast and choose any relevant targets. Then, roll a d6 for each model in the casting unit. If any result is equal to or greater than the casting unit's Arcana, the effect resolves. Otherwise, nothing happens.

READING PROFILES.

Each unit profile follows the same template to be easy to reference and easy to use.

1. NAME.

Names are a convenient quick reference for units and may be made up or chosen based on lore.

2. ARCHETYPE.

A unit's archetype thematically describes the unit and determines its base cost and skills.

3. SKILLS.

Skills are measures of this unit's capabilities. Skills are determined by a unit's archetype and range in use from measuring health, to establishing initiative, to dealing and blocking blows.

4. ABILITIES.

Abilities are the unique rules this unit has. These are highly thematic and transform this unit from a generic model into a specially-designed agent of war!

5. POWERS.

Powers are the psychic abilities, spells, or force powers units wield. They are potent, unique actions that require successful Arcana rolls to use.

6. ATTACKS.

Attacks are the hostile actions units can take to destroy enemies. These are classified as either melee or shots. Melee attacks may only target adjacent (touching) units. Shots may target any unit within line of sight.

7. POINT COST.

The unit's point cost is the total of all point costs for the unit's archetype, abilities, powers, and attacks. Add up each unit's total cost until your army's total equals 500.

EXAMPLE ATTACK.

12" across the battlefield, the Reanimate Warriors see an enemy Militia unit and shoot. They have 3d6 shots and Accuracy 5. The Warriors roll 3, 6, and 6. The 6s are greater than or equal to their Accuracy of 5, meaning the attack scores two hits.

EXAMPLE POWER.

To end their turn, Reanimate Warriors cast the Strike power targeting the Militia. The Reanimates have five models in their unit and have Arcana 4, so they roll 5d6, one for each model. They roll 1, 4, 4, 5, and 6. Since at least one roll was equal or higher than their Arcana of 4, the power is cast and deals d3 damage to the Militia 12" away.

SORCERER

1

MOV
5"

AGL
3

HP
5

ACC
6

STR
2

ARC
4

RES
3

6
3d6 melee
0d6 shots

7
95 PTS
Fiend character,
1 model

3

ARCANE BOLT. At the end of this unit's activation, select an enemy unit up to 6" away. The chosen unit suffers 1 damage.

4

RITUAL. Before this unit performs an Accuracy or Arcana roll, you may choose a friendly <minion> unit within 6." The chosen unit suffers d3 damage and the subsequent roll gains +2.

ANCIENT TEXTS. When this unit makes an Arcana roll, re-roll dice results of 1 or 2.

2

STRIKE. Choose an enemy unit within 12". On a successful Arcana roll, that unit suffers d3 damage and enemy units adjacent to it suffer 1 damage.

TELEPORT. Choose a friendly unit within 12". On a successful Arcana roll, remove that unit from the board and place it anywhere it fits on the map and visible to this unit. The placed unit suffers d3-1 damage.

5

*X REFERS TO THE NUMBER OF MODELS IN THIS UNIT WHEN THE ATTACK IS MADE

ARCHETYPES

ATTACKS

POWERS

ABILITIES

UNIT SHEETS



TASKS.[OPTIONAL]

MORE STRATEGY.

For greater tactical gameplay, players can choose to use **TASKS**, which are shown to the left and numbered sequentially 1-6. Both players must agree to use tasks before the start of the game. These add additional ways to score VP and lead to more varied games versus the conventional struggle for the center objective.

CHOOSING TASKS.

In a game where tactics are used, both players start each battle round by choose three different tasks. Then, at the end of that battle round, players gain +1 VP for each task condition (red half of the tile) they currently meet.

USING MANEUVERS.

The bottom half of each task tile is a **MANEUVER**. Maneuvers are special abilities that grant a slight advantage to units.

A player may grant maneuvers if the corresponding task was unsuccessfully chosen during the previous battle round. For example, if a player chooses Hold the Line for a task in battle round two and fails, he or she may choose one unit

to benefit from the Retreat maneuver during battle round three.

Maneuvers are assigned at the end of a battle round and only apply for the subsequent round. No unit can benefit from more than one maneuver at a time.

EXAMPLE USING TASKS.

Frank's army is built to be fast, furious, and agile, so he focuses on tactics that lend to that play style.

For his first battle round, Frank chooses Raise the Banners, Surround, and Storm the Stronghold. His army charges up the field, but he fails to score Surround.

At the end of the first battle round, Frank gains +2 VP for scoring two tasks. He also gets to choose a unit to benefit from the Bravery maneuver during battle round two.

Before the start of battle round two, Frank chooses Surround again. Hopefully this time ignoring retreats will keep his troops anchored on the edges of the field.

I**HOLD THE LINE.**

Gain +1 VP if you have more models than your opponent in your deployment zone at the end of the battle round..

Choose a unit. This unit has Agility 10 during the next battle round and must move toward your deployment zone.

RETREAT.**II****RAISE BANNERS.**

Gain +1 VP if you control the center objective and your opponent controlled it last turn.

Choose two units. During the next battle round, these units have +1 Agility.

AMBUSH.**III****SURROUND.**

Gain +1 VP if you have units touching both, non-deployment zone board edges at the end of the battle round.

Choose two units. During your next battle round, these units may ignore retreats.

BRAVERY.**IV****MOW THEM DOWN.**

Gain +1 VP if you destroyed 6 or more enemy models this round.

Choose a friendly <minion> or <vessel>. This unit gains +4 shot attacks during the next battle round.

FRANTIC FIRE.**V****KILL THE KING.**

Gain +1 VP if you destroyed one or more of an opponent's <character> units this round.

Choose a friendly <character> or <squad> unit. During the next battle round, this unit has the Duel (pg. 19) ability.

CHALLENGE.**VI****STORM THE STRONGHOLD.**

Gain +1 VP if you have more models than your opponent in your opponent's deployment zone at the end of the battle round.

During the next battle round, your units have +1" of movement.

CHARGE.

ARMIES.

Armies are comprised of an army rule and units. These combine to form a unique, flavorful set of abilities to match whichever models a player might be using.

ARMY RULE.

Before creating units, players choose an **ARMY RULE**. The rule is a special, army-wide ability that creates a unique set of interactions between different types of units.

If you are creating an army to mimic armies in other universes, such as Warhammer 40K®, Star Wars®, or Lord of the Rings®, the right rule creates extra thematic emphasis. Or, if you are just getting started, army rules offer a helpful strategy to build around. If you are unsure what theme to build around, consider taking the standard army rule instead:

Standard Rule. At the beginning of each battle round, select one unit to gain +2" movement, another to gain +1 Strength, and another to gain +1 Accuracy until the end of that battle round.

ARMY RULES. PICK 1.

Battlehorde. During the first battle round, friendly <flesh squad> units have +3" of movement and +2 strength. During the second battle round, these units instead have +2" of movement and +1 strength. During the third battle round, these units instead have +1" of movement.

Bitter Battlesmiths. Whenever a <machine> is destroyed within 6" of a friendly <flesh character> unit, gain +10 reinforcement points. Also, if it was destroyed within 6" of a <flesh squad> unit, gain +10 reinforcement points. These points may only be spent on <machine> units.

Bloodthirsty Berserkers. Gain +5 reinforcement points for each model a <flesh squad> unit destroys using melee attacks. These points may only be spent on <fiend> units. <Squad> units ignore the movement penalty for entering or exiting Transport units (pg. 17).

Court of Contagion. Whenever an enemy unit activates within 3" of a friendly <fiend> or <undead> unit, that enemy suffers 1 damage. If that enemy unit is a <minion>, it suffers d3 damage instead. If the friendly unit is a <character>, the radius is extended to 6."

Cult of the Hive Mind. When a friendly <flesh minion> unit dies, gain +20 reinforcement points. Those points may only be spent on <beast> units. <Beast> units purchased with these points may be placed anywhere on the battlefield no closer than 6" from an enemy unit.

Deeproot Wellguard. All <plant> units obstruct line of sight during your opponent's turns.

Dryads of Destruction. Friendly <beast> units adjacent to a friendly <plant> unit may spend their full movement to move anywhere on the battlefield adjacent to another friendly <plant> unit. If they do, the friendly <beast> unit gains +1 strength until the end of its activation.

Faithful Battalions. Whenever one of the following conditions is met, roll two dice and set them aside: the game starts, a friendly <flesh> unit is destroyed, or a friendly <celestial> unit destroys an enemy unit. Before any roll, instead of rolling one of the dice, you may spend any number of the set aside dice as if their combined value had been rolled.

Imperial Artillery. Friendly <vessel> units may target units up to 18" away with shot attacks if the target is within 3" of a <flesh minion> unit. <Flesh minion> units may take the Legion ability for 5pts instead of 10pts.

Magos of Machines. <Machine character> units may take the Repair ability for 0pts. Units with this ability may choose to do d3 damage to an enemy <vessel> unit within 6" instead.

Silent Graveguard. Treat friendly <undead minion> and <undead squad> units within 6" of an <undead character> as though they had the Regenerate ability.

Pactbound Legions. When a friendly <flesh minion> or <flesh squad> unit activates within 12" of a friendly <fiend character>, that <flesh> unit may gain your choice of +2 accuracy, +2 strength, or +3" of movement. If the do, at the end of that unit's activation, it suffers d3 damage.

Restless Wraiths. When a <beast> or <flesh> unit is destroyed within 6" of one or more <undead minion> or <undead squad> units, choose one. Add +2d3 models to the chosen <undead> unit. This may cause it to exceed its original unit size.

Starseeing Celestials. When selecting <celestial> units to activate each turn, you may ignore agility order a number of times equal to the battle round (e.g. on battle round three, 3 <celestial> units may be chosen to act even if they are not the highest agility units when chosen).

The Droid Alliance. At the start of each battle round except the first, gain +50 reinforcement points. These may only be spent on <machine minion> units.

Virulent Vermin. Friendly <beast minion> units may take the Erupt ability for 5pts instead of 10pts. Units with this ability may spend a movement action to remove themselves from the board if they are within 12" of a friendly <beast character> unit. Then, on their next activation, they may use Erupt again as if they were deploying for the first time.

UNITS.

Armies are composed of **UNITS**, which each contribute a point cost to the total army. Players create custom unit profiles to fit specific lore or their own original ideas. By creating and combining new and unique units, players develop their own strategies with their favorite models. Print out a unit sheet from the back of this book, gather models you want to use, and follow the steps here to get started. Record values on your unit sheet as you go, and keep track of each unit's total point cost. Continue creating units using the process below until their total points add up to 750.

ARCHETYPE.

The process starts by picking a unit's **ARCHETYPE** which broadly describes its thematic role, establishes the unit's starting skills, and determines the unit's preliminary point cost. These are recorded on the unit sheet.

ATTACKS.

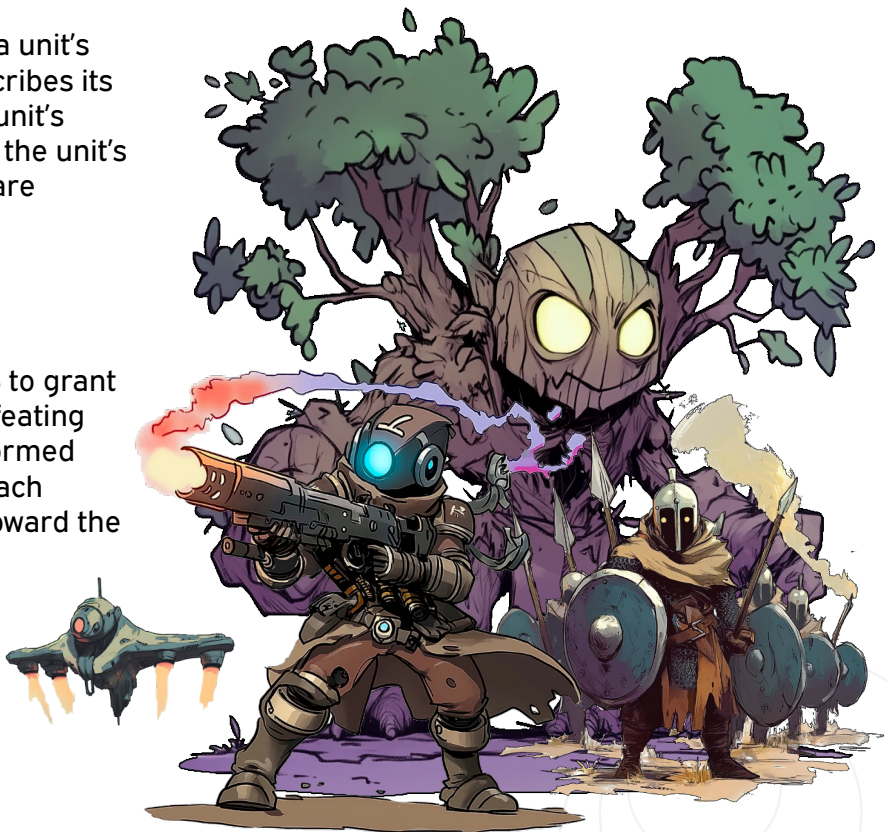
Next, pick up to three **ATTACKS** to grant the unit. Attacks are key to defeating enemy units and may be performed each time the unit activates. Each attack cost additional points toward the unit's total.

POWERS.

Then pick up to one field of **POWER** a unit may cast from during its activation. Powers reflect psychic energy, magic, or force abilities and give units the option to equip other units with additional abilities during gameplay.

ABILITIES.

Lastly, pick up to four **ABILITIES**, which are special rules that add thematic and strategy depth to a unit. Abilities, like attacks, contribute points toward the unit's cost depending on the relative power of the ability.



ARCHETYPES. PICK 1.

MINIONS. 10 MODELS.

+10pts, Beast Minion. Scarab swarms, rats, bats, beastmen, etc. [10 models, Mov 7", Agl 1, HP 1, Acc 6+, Str 5+, Arc 6+, Res 6+]

+10pts, Celestial Minion. Sprites, fairies, cherubs, etc. [10 models, Mov 5", Agl 2, HP 1, Acc 6+, Str 6+, Arc 4+, Res 6+]

+10pts, Fiend Minion. Daemonkin, hellhounds, imps, etc. [10 models, Mov 5", Agl 2, HP 1, Acc 6+, Str 4+, Arc 6+, Res 6+]

+10pts, Flesh Minion. Guardsmen, men-at-arms, goblins, etc. [10 models, Mov 5", Agl 2, HP 1, Acc 5+, Str 5+, Arc 6+, Res 6+]

+10pts, Machine Minion. Servitors, droids, drones, etc. [10 models, Mov 5", Agl 2, HP 1, Acc 4+, Str 6+, Arc 6+, Res 6+]

+10pts, Plant Minion. Saplings, mandrakes, fungifolk, etc. [10 models, Mov 5", Agl 2, HP 1, Acc 5+, Str 6+, Arc 6+, Res 5+]

+10pts, Undead Minion. Skeletal reanimates, shambling zombies, ghostly spirits, etc. [10 models, Mov 5", Agl 1, HP 1, Acc 5+, Str 5+, Arc 6+, Res 4+]

SQUADS. 5 MODELS.

+15pts, Beast Squad. Goatmen, greenskin orks, eagles, wolves, etc. [5 models, Mov 5", Agl 2, HP 1, Acc 6+, Str 3+, Arc 6+, Res 5+]

+15pts, Celestial Squad. Hospitallers, angels, high elves, etc. [5 models, Mov 5", Agl 2, HP 1, Acc 6+, Str 4+, Arc 4+, Res 6+]

+15pts, Fiend Squad. Possessed, shades, accursed, etc. [5 models, Mov 5", Agl 3, HP 1, Acc 6+, Str 3+, Arc 6+, Res 6+]

+15pts, Flesh Squad. Space marines, storm troopers, dwarves, elves, etc. [5 models, Mov 5", Agl 1, HP 1, Acc 4+, Str 5+, Arc 6+, Res 4+]

+15pts, Machine Squad. Robots, cyborgs, etc. [5 models, Mov 6", Agl 1, HP 1, Acc 3+, Str 6+, Arc 6+, Res 5+]

+15pts, Plant Squad. Dryads, nymphs, bloomstalkers, etc. [5 models, Mov 5", Agl 3, HP 1, Acc 4+, Str 6+, Arc 5+, Res 6+]

+15pts, Undead Squad. Skeletal knights, sorcerer covens, conjured beasts, etc. [5 models, Mov 5", Agl 1, HP 1, Acc 5+, Str 6+, Arc 4+, Res 4+]

CHARACTERS. 1 MODEL.

+20pts, Beast Character. Pack alphas, dragons, minotaurs, etc. [1 model, Mov 9", Agl 3, HP 5, Acc 6+, Str 3+, Arc 6+, Res 5+]

+20pts, Celestial Character. Prophets, seraphs, saints, etc. [1 model, Mov 5", Agl 3, HP 5, Acc 6+, Str 3+, Arc 3+, Res 4+]

+20pts, Fiend Character. Shades, demons, nephilim, etc. [1 model, Mov 5", Agl 3, HP 5, Acc 6+, Str 2+, Arc 4+, Res 4+]

+20pts, Flesh Character. Elven champions, wizards, human knights, dwarf generals, etc. [1 model, Mov 5", Agl 2, HP 5, Acc 4+, Str 4+, Arc 4+, Res 3+]

+20pts, Machine Character. Datasmiths, AIs, engineers, etc. [1 model, Mov 6", Agl 3, HP 5, Acc 3+, Str 4+, Arc 6+, Res 4+]

+20pts, Plant Character. Shamans, druids, demigods, etc. [1 model, Mov 5", Agl 3, HP 8, Acc 5+, Str 6+, Arc 4+, Res 4+]

+20pts, Undead Character. Necromancers, ghostly kings, dark knights, etc. [1 model, Mov 5", Agl 2, HP 5, Acc 4+, Str 5+, Arc 3+, Res 3+]



VESSELS. * 1 MODEL.

+25pts, Beast Vessel. Incubation chambers, plague beasts, bio-pods, etc. [1 model, Mov 6", Agl 2, HP 8, Acc 6+, Str 3+, Arc 6+, Res 3+]

+25pts, Celestial Vessel. Simalcrums, processions, shrines, etc. [1 model, Mov 5", Agl 3, HP 6, Acc 6+, Str 4+, Arc 3+, Res 4+]

+25pts, Fiend Vessel. Hellforged vehicles, carrion chariots, etc. [1 model, Mov 7", Agl 1, HP 6, Acc 4+, Str 4+, Arc 6+, Res 4+]

+25pts, Flesh Vessel. War elephants, sandworms, sea serpents, etc. [1 model, Mov 6", Agl 4, HP 5, Acc 6+, Str 3+, Arc 6+, Res 3+]

+25pts, Machine Vessel. Tanks, artillery, mechs, etc. [1 model, Mov 7", Agl 2, HP 6, Acc 3+, Str 6+, Arc 6+, Res 3+]

+25pts, Plant Vessel. Ents, golems, fungal carriages, etc. [1 model, Mov 5", Agl 3, HP 8, Acc 6+, Str 4+, Arc 5+, Res 4+]

+25pts, Undead Vessel. Bone chariots, death barges, darksteel towers, etc. [1 model, Mov 6", Agl 2, HP 5, Acc 3+, Str 6+, Arc 4+, Res 3+]

**<Vessel> units also function as terrain and can obscure units from attacks (pg. 5)*

CREATING A CUSTOM ARCHETYPE.

If players want additional freedom, they may forgo the archetypes offered on the previous two pages and create their own units from scratch. Simply follow the steps outlined on this page, and then continue unit creation normally.

ROLE. PICK 1.

+10pts, Minion. [10 models, Mov 5", Agl 1, HP 1, Acc 6+, Str 6+, Arc 6+, Res 6+] Start with the statline listed, and spend one point. The point may be spent to improve* any skill by one (except HP).

+15pts, Squad. [5 models, Mov 5", Agl 1, HP 1, Acc 6+, Str 6+, Arc 6+, Res 6+] Start with the statline listed, and spend three points. Each point may be spent to improve* any skill by one (except HP).

+20pts, Character. [1 model, Mov 5", Agl 1, HP 5, Acc 6+, Str 6+, Arc 6+, Res 6+] Start with the statline listed, and spend eight points. Each point may be spent to improve* any skill by one.

+25pts, Vessel.** [1 model, Mov 5", Agl 1, HP 5, Acc 6+, Str 6+, Arc 6+, Res 6+] Start with the statline listed, and spend eight points. Each point may be spent to improve* any skill by one.

**To improve Movement, Agility, or HP, add +1 to the stat. To improve Accuracy, Strength, Arcana, or Resistance, reduce the stat by 1.*

***<Vessel> units also function as terrain and can obscure units from attacks (pg. 5)*

LORE. PICK 1.

Beast. Gain two points. Each point may be spent to improve* Strength or Movement by one.

Celestial. Gain two points. Each point may be spent to improve* Agility or Arcana by one.

Fiend. Gain two points. Each point may be spent to improve* Arcana or Strength by one.

Flesh. Gain two points. Each point may be spent to improve* Movement or Accuracy by one.

Machine. Gain two points. Each point may be spent to improve* Accuracy or Resistance by one.

Plant. Gain two points. Each point may be spent to improve* Agility or Strength by one.

Undead. Gain two points. Each point may be spent to improve* Arcana or Resistance by one.

ATTACKS. PICK UP TO 1 OF EACH.

MELEE ATTACKS.

- +0pts, (Melee) Xd6
- +0pts, (Melee) 3d6
- +10pts, (Melee) 5d6
- +15pts, (Melee) 10d6

SHOT ATTACKS.

- +5pts, (Shot) Xd6
- +10pts, (Shot) 3d6
- +15pts, (Shot) 5d6
- +20pts, (Shot) 10d6

POWERS. PICK UP TO 2.

+10pts, Heal. Choose a friendly unit within 12". On a successful Arcana roll, that unit restores d3+1 lost health or models.

+10pts, Levitate. Choose an enemy unit within 12". On a successful Arcana roll, move that unit up to 6". If the unit ends adjacent to terrain, it suffers 1 damage.

+10pts, Warding. Choose a friendly unit within 12". That unit gains +1 Resistance and is not required to resolve retreats until the start of the next battle round.

+10pts, Strike. Choose an enemy unit within 12". On a successful Arcana roll, that unit suffers d3 damage and enemy units adjacent to it suffer 1 damage.

+15pts, Strengthen. Choose a friendly unit within 12". That unit gains +1 strength and +1" of movement until the end of its next activation.

+15pts, Teleport. Choose a friendly unit within 12". On a successful Arcana roll, remove that unit from the board and place them anywhere on the map visible to this unit and that fits on the map. The placed unit suffers d3-1 damage.



ABILITIES. PICK UP TO 4.

ARMOR

+5pts, Fortified. Gain +1 Resistance if this unit did not move on its previous activation or yet this game. This bonus does not stack over multiple turns.

+5pts, Shield Wall/Horde. Gain +1 Resistance if this unit is adjacent to an identical unit.

+10pts, Deflect. When this unit rolls an unmodified 6 on Resistance, the attacker suffers 1 damage.

+10pts, Shields. This unit may spend an action to choose an enemy unit on the battlefield. This unit gains +3 Resistance against ranged attacks from the chosen unit until this unit's next activation.

+15pts, Armor. This unit gains +1 Resistance.

+15pts, Mind Wall. Once per battle round, after an enemy unit successfully passes an Arcana roll, this unit may make an Arcana roll in response. If this unit rolls equal or higher than the opponent's, the opponent's roll is treated as failure instead.

+15pts, Protector. When an adjacent unit is targeted by an attack, you may force those attacks to target this unit instead.

+15pts, Wallraisers. This unit may spend two actions to place a 3"x1" rectangular piece of terrain on the map anywhere adjacent to this unit.

+20pts, Stealth. This unit can only be targeted by a ranged attack if it is the closest unit to the enemy or if there are no friendly units within 6" of it.

+25pts, Heavy Armor. This unit gains +2 Resistance.

+25pts, Spectral. Strength and accuracy rolls targeting this unit suffer -1.

DAMAGE

+5pts, Last Stand. After this unit is killed by a melee attack, it may perform one of its melee attacks against the killer using the number of models it had prior to the attack.

+10pts, Arcane Bolt. At the end of this unit's activation, select an enemy unit up to 6" away. The chosen unit suffers 1 damage.

+10pts, Explosive Charges. If an ability allows this unit to move over or through another unit, roll a d6 for each model in the unit moved through. For each roll of 6, deal one damage to that unit.

+10pts, Greatweapon. Choose melee or shot. This unit may spend two actions to perform a 15d6 attack of the chosen type.

+10pts, Shockwave. When this unit dies, all units within 6" suffer 1 damage.

+15pts, Blast Orbs. This unit may spend an action to fire a blast orb. Place a 1" circle token onto the battlefield anywhere up to 2d6+1" from this unit. The next unit to move within 3" of the token suffers d3 damage.

+20pts, Charge. After this unit completes a movement that travels in a straight line and ends adjacent to an enemy unit, roll a d6 for each inch moved. For each 5+, the enemy unit suffers 1 damage.

+20pts, Inferno. This unit may spend an action to draw a straight line starting at this unit and going 6" in any direction. All units touched by this line (including friendly units) count as being hit by 4 shot attacks at 1 damage each and must defend accordingly.

+20pts, Radiation. Whenever a unit without Radiation activates within 6" of this unit, that unit suffers 1 damage.

+25pts, Monstrous. Gain +1 strength. This unit may move through enemy units. After moving through a unit, roll d6. On a 5+, that unit suffers 1 damage.

HEALING

+5pts, Elixir. Once per battle, spend an action to heal 3 HP or models lost.

+5pts, Resurrection. After any turn where one or more models from this unit died, if the unit is still alive, roll a d6. On a 2+, put one model from this unit back on the table.

+10pts, Devour. When this unit destroys a model in melee, regain +1 HP or model lost.

+15pts, Regenerate. When this unit activates, it regains +d3 HP or lost models.

+15pts, Medic. When this unit activates, choose a friendly unit within 6." The chosen unit regains +d3 HP or models lost. A unit cannot be targeted by this ability more than once per battle round.

+15pts, Repair. When this unit activates, choose a friendly <vessel> within 3." The chosen unit regains +3 HP. A <vessel> cannot be targeted by this ability more than once per battle round.

+20pts, Undying. The first time this unit is destroyed, roll a d6. On a 2+, the next time this unit would activated, redeploy it anywhere on the battlefield at half health.

+25pts, Essence. Increase this unit's HP by 5. If this unit is a <minion> or <squad>, represent this increase with five additional models instead.

MOVEMENT

+5pts, Installation. Unit's movement becomes 0." This unit ignores retreats and movement modifiers and counts as terrain.

+5pts, Scout. After deployment, this unit may move up to 6" before gameplay begins.

+10pts, Erupt. Do not place this unit on the board during game setup. Instead, the first time this unit activates, place it on the battlefield anywhere it fits. It may only perform one action on its first activation.

+10pts, Duel. This unit may spend an action to issue a challenge to a character or squad unit within 6." Immediately move the challenged unit up to 6" until it is adjacent to this unit.

+10pts, Reaver. When this unit moves away from an adjacent enemy unit, if the enemy unit is at half or less than half health, the opponent's unit moves with this unit to stay adjacent with this unit.

+10pts, Speed. Increase this unit's movement by +3."

+15pts, Heave. This unit may spend an action to throw an adjacent enemy <character> or <vessel> by moving it 2d3" straight in any direction. On results of 4+, the thrown unit suffers d3 damage.

+15pts, Hover/Treads. This unit may move through terrain but cannot end movement inside terrain.

+15pts, Voidstep. Once per battle, at the end of this unit's activation, remove this unit from the battlefield. At the start of its next activation, place it back on the battlefield anywhere where its base(s) fit.

+20pts, Clairvoyance. When this unit activates but before it takes any actions, the next opposing player must declare which unit he or she will activate next and what

attacks it will use. If the unit will move, the opposing player performs that movement before this unit performs its actions.

+20pts, Terror. Enemy units retreat whenever this unit deals damage instead of usual retreat rules (pg. 6).

+25pts, Flying. Melee attackers without this ability suffer -3 Strength on attacks against this unit. This unit may move through terrain and other units.

+25pts, Mounted. Gain +1 Agility, +5" movement, and +4 melee attacks.

+25pts, Transport. [Vessels only]. Up to 11 <minion>, <squad>, or <character> models may be inside this unit at once. These may move into or out of this unit by using 2" of movement. While inside, transported units move with this unit and cannot be the target of attacks or perform attacks. Units may be deployed inside this unit during game setup. If this unit is destroyed, place any transported models as close to where this model was as possible.

REINFORCEMENTS

+5pts, Presence. This unit always counts as 4 more models when determining control of the center objective, regardless of how many models it has.

+20pts, Gate. Suffer -3" movement. When this unit activates, gain +25 reinforcement points. When you spend reinforcement points, new units may be deployed adjacent to this unit.

+25pts, Deploy. Each time this unit activates, gain +15 reinforcement points. Then you may immediately spend any amount of reinforcement points to deploy minion units adjacent to this unit.

SUPPORT

+5pts, Bladehand/Loader. This ability may be taken up to four times. When this unit makes an attack roll, you may re-roll one die for each time it was taken and may not reroll a dice more than once.

+5pts, Crossfire. This unit's shot rolls gain +1 if the target was targeted by a friendly unit last turn.

+5pts, Hive Mind. Minion units of the same type (Flesh, Fiend, etc.) within 12" of this unit gain +1 agility. Minion units of the same type not within 12" of a unit with Hive Mind suffer -1 agility.

+5pts, Ritual. Before this unit performs an Accuracy or Arcana roll, you may choose a friendly <minion> unit within 6." The chosen unit suffers d3 damage and the subsequent roll gains +2.

+10pts, Ancient Texts. When this unit makes an Arcana roll, re-roll dice results of 1 or 2.

+10pts, Flanking. This unit gains +3 melee attacks if one or more other friendly units are adjacent to this unit's target.

+10pts, Legion. If this unit is adjacent to one or more units of the same name, those units (up to 30 models) may all activate together on the same turn as though they were one unit.

+10pts, Lookout. Once per battle round, a friendly unit may re-roll failed Accuracy rolls if targeting an enemy within 12" of this unit.

+10pts, Onslaught. Choose one of this unit's attacks. Unmodified rolls of 6 when using this attack cause an extra hit each.

+15pts, Command. When this unit activates, choose a friendly <squad> or <minion> unit within 6". That unit gains one of the following on its next activation: +3" movement, +1 Strength, or +1 Accuracy. A unit may only benefit from one instance of Command simultaneously.

+20pts, Support Fire. All units within +10" gain +1 shot attack.

+25pts, Elite. Improve one of this unit's skills, other than Health, by two or two skills by one (i.e. Strength 4+ becomes 2+, Agility 2 becomes 4, Movement 4" becomes 6", etc.)

+25pts, Icon Bearer. Friendly <squad> and <minion> units within 12" of this unit may re-roll Resistance and Strength rolls of 1.





ARMY RULE

UNIT NAME 1MOVAGLHPACCSTRARCESARCHETYPE.

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ABILITY 3.

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TOTAL

UNIT NAME 1MOVAGLHPACCSTRARCESARCHETYPE.

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NAME

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MELEE. ... PTS

SHOTS. ... PTS

ABILITIES

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POINT
TOTAL



NAME

MOV AGL HP ACC STR ARC RES

ARCHETYPE. ... PTS

MELEE. ... PTS

SHOTS. ... PTS

ABILITIES

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POINT
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AUTHOR'S NOTE.

One of the things I come to realize as I play games is that people use games to escape. Fantasy worlds are a place where people connect with others without the stress of real life, so they use fantasy stories to replace their reality. I find more and more people who fixate on in-game characters, who feel most comfortable talking about campaign sessions, and who outside of the gaming table have few healthy habits or relationships. It's understandable—the world is overwhelming, and we as a generation struggle more than any other with loneliness, trauma, hurtful religious experiences, negative familial relationships, obesity, addiction, gender confusion, and PTSD.

I'm reminded, though, of Jeremiah 2:13. "My people have committed two sins: They have forsaken me, the spring of living water, and have dug their own cisterns, broken cisterns that cannot hold water." Games may help us escape, but they cannot hold value unless they lead to something greater.

I named my company Hoodwink to draw attention to this, to how we are "hoodwinked" by consumption entertainment that distracts from real relationships, real purpose. Instead, I want this game to be a medium where players can interface. Where someone who is the most fundamentally opposite to me could come and say "Hmm, I don't think I'll like you, but I like this, so at least we have that in common." Then from that one commonality, each time we play helps us understand—and enjoy—each other a little more.

That's where the meaning of games comes in. To tell your story, create your character, and invite others to join you. To create community around this game where it didn't exist before, and use it to draw close with coworkers, classmates, flatmates, and friends around you. Let the game create familiarity. Then turn the familiarity into friendship.

Even more than friendship, though, I hope to share a glimpse of Christ with you. People have strong opinions of Christians, whether from politics, tradition, parents, or media. So I want this game to be a testimony, too. As a fellow gamer, nerd, storyteller, and Christian, I come to you as a regular guy who has been indescribably blessed and comforted by Christ. Whatever you might want to escape from, you deserve better. Christ created you for better. He loves you, died for you, took the guilt of your mistakes, and draws you to himself. He offers a life of forgiveness and purpose you don't have to escape from, and I hope the word of this fellow gamer is enough to make you consider it. Email me (josiah@hoodwinkgaming.com) if you ever want to talk about it.





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