PEN:

PLAY EASILY NOW.

WARGAME

DEMO

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HOODWINK GAMES ™®

COMMUNITY.
CREATIVITY.
CHRIST.

INTRODUCTION.

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 grimdark 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 36"
- 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.
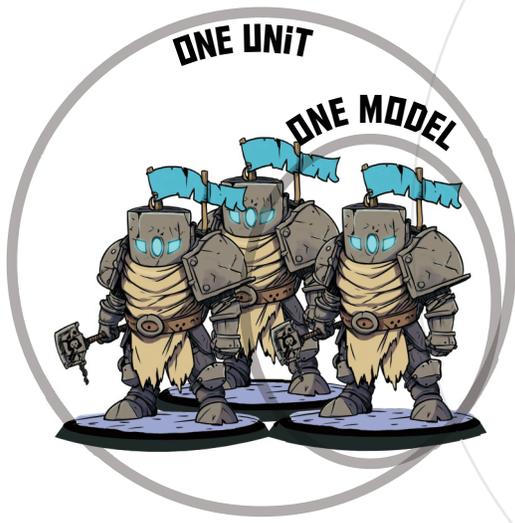
DISTANCES.

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.

BUILD ARMY.

Both players get 750 army points to spend on units. Gather miniatures, 3D prints, or LEGO® minifigures you want to use to play. Then, choose unit profiles to assign to the miniatures you've chosen.

BUILD MAP.

To build a map, mark a 36" by 36" space—or as big as is available. Then place any buildings, structures, or even slips of paper at least 6" apart to represent terrain. There is no wrong quantitity or placement of terrain, but it should be placed roughly symmetrically.

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 and machines, 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.

Place a marker in the center of the map. This is the **CENTER OBJECTIVE**. At the end of each round, the player with the most models within 3" of the marker gains +1 VP and +25 **REINFORCEMENT POINTS**. Reinforcement points may be spent at the end of each round to deploy new units anywhere in that player's deployment zone.

DEPLOY TROOPS.

Mark opposite sides of the map 9" deep. These 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, decide a 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 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 any number of its melee attacks
4. Perform any number of its shot attacks
5. Cast a power

ATTACKS.

Attacks are either melee or shots. Melee attacks occur between adjacent models (models that are physically touching, base-to-base). Shot attacks occur between an attacking unit and any enemy unit with a visible base; stray flags, arms, weapons, etc. do not count. Shot attacks do not have a range limitation unless explicitly stated.

To perform an attack, roll the number of six-sided dice (d6s) shown in the attack listing. 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 an enemy unit.

ARCANA ROLLS.

ARCANA represents supernatural force used by units to cast **POWERS** (pg. 14) chosen for that unit. To cast a power, select an ability from the corresponding ability list and select a target unit up to 12" away. Roll a d6 for each model in the casting unit. If any result is equal or greater than the casting unit's Arcana, the target unit gains the chosen ability until the end of the battle round. 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. Taking a type of power allows a unit to temporarily bestow abilities from that type on friendly units throughout the game.

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 with a visible base.

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 750.

EXAMPLE ATTACK.

Across the battlefield, the Reanimate Warriors see an enemy Militia unit and shoot using their Witchfire attack, rolling a 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 a power from the Damage ability list. They select the Arcane Strike ability and select themselves as the target. They then roll 5d6, one for each model, and get a 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 they can use the Arcane Strike ability this battle round.

REANIMATE WARRIORS

(1)

(2) UNDEAD SQUAD, +15PTS

MOV	AGL	HP	ACC	STR	ARC	RES
(3) 5"	1	1	5	6	4	4

(6)
Dagger (melee)... 1d6, +0pts
Bone Bows (shot)... Xd6, +10pts
Witchfire (shot)... 3d6, +15pts

(4)

+**5pts, Horde.** Gain +1 on resistance rolls if this unit is adjacent to an identical unit.

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

(5) Damage Powers, +10pts

(7) 70 **POINT TOTAL**

HOLD THE LINE.

Gain +1 VP if you have more models than your opponent in your deployment zone.

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

RETREAT.

STORM THE STRONGHOLD.

Gain +1 VP if you have more models than your opponent in your opponent's deployment zone.

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

CHARGE.

KILL THE KING.

Gain +1 VP if you destroyed an opponent's <character> unit this round.

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

CHALLENGE.

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 a Shots, 4d6 attack during the next battle round.

FRANTIC FIRE.

RAISE THE BANNERS.

Gain +1 VP if you hold the center objective.

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

AMBUSH.

SURROUND.

Gain +1 VP if you have units touching both, non-deployment zone board edges.

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

BRAVERY.

TACTICS. [OPTIONAL]

MORE STRATEGY.

For greater tactical gameplay, players can choose to use **TACTICS.** Both players must agree to use tactics before the start of the game. These add additional ways to score VP and lead to more varied games verses the conventional struggle for the center objective.

SCORING TACTICS.

In a game where tactics are used, both players roll two, 6-sided dice at the start of every battle round (including the first). If a player rolls two of the same result, re-roll one until the two dice are different values.

Then compare the results of these rolls to the tiles on page 9. The corresponding results give players new methods of scoring VP, explained in the top (red) half of the tactic tiles. This tactic is only in effect until the end of the battle round, and players ignore the bottom half for now.

At the end of the battle round, each player scores a tactic's VP if the condition is met at the end of the round. If players did not meet their condition, resolve the bottom half of the tactic tile.

USING MANEUVERS.

The bottom half of each tactic tile is a **MANEUVER.** Maneuvers are special abilities that grant a slight advantage to the player who failed to complete their tactic.

Maneuvers are resolved before the start of a battle round and only apply for that round. They just may be enough to even the playing field and position a player to score!

EXAMPLE USING TACTIC.

Frank is playing a game with a friend, and they agree to use tactics. After deploying their armies, Frank and his friend both roll 2d6.

Frank rolls two sixes, so he re-rolls one of the dice. He now has a 2 and a 6. Checking these against the tiles on page 9, Frank sees Storm the Stronghold and Surround are his tactics for the first battle round.

At the end of the round, Frank has achieved Surround, so he gains +1 VP. But he could not reach his friend's deployment zone, so he failed to Storm the Stronghold. Now he'll benefit from Charge during round two.

BUILD AN ARMY.

Players build an army by collecting their favorite miniatures and assigning them customized profiles of rules.

Visit HoodwinkGaming.com/ PENWargame for lists of pre-built profiles for popular LEGO sets and wargaming kits you may already have! In the full version of PEN Wargame, players can even build unique own profiles for their miniatures to fit favorite themes, play styles, or lore.

UNIT ARCHETYPES.

Units are classified into various archetypes that describe their themes and battlefield roles. Battlefield roles include **MINIONS**, **SQUADS**, **CHARACTERS**, or **VESSELS**.

Minions are 10-model units that represent the rank-and-file of armies. These are generally weaker units but are useful for tying up space on the battlefield and claiming the center objective.

Squads are 5-model units that are more elite and powerful than the rank-and-file. They are strike teams or bodyguards that more effectively eliminate threats.

Characters are single-model units serving as generals, heroes, and wizards. Characters are thematic anchors to armies and often their most powerful units.

Vessels are single-model units acting as vehicles or buildings. These often serve utility roles and also function as terrain (pg. 5).

Unit profiles each contribute a point cost to a player's total army proportional to the relative strength that unit contributes. Players build their army by choosing profiles until the units' total equal up to 750 points.

ARMY RULE.

An army rule is a special, army-wide ability that creates a unique set of interactions between different types of units.

The full rules include a number of special army rules to mimic armies in other universes, such as Warhammer 40K©, Star Wars®, or Lord of the Rings®. These thematic rules give a helpful strategy to build around.

To get started, though, players building their first army can use the **STANDARD ARMY RULE**:

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

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ARMY RULE

UNIT NAME 1

	MOV	AGL	HP	ACC	STR	ARC	RES	ARCHETYPE.		
									...	PTS

ABiLiTY 1.	...	PTS
ABiLiTY 2.	...	PTS
ABiLiTY 3.	...	PTS
ABiLiTY 4.	...	PTS

| ATTACK 1 | ... | ... | PTS | POWER | | | | ... | PTS |
| ATTACK 2 | ... | ... | PTS | ATTACK 3 | ... | ... | PTS | ATTACK 4 | ... | ... | PTS | TOTAL |

UNIT NAME 2

	MOV	AGL	HP	ACC	STR	ARC	RES	ARCHETYPE.		
									...	PTS

ABiLiTY 1.	...	PTS
ABiLiTY 2.	...	PTS
ABiLiTY 3.	...	PTS
ABiLiTY 4.	...	PTS

| ATTACK 1 | ... | ... | PTS | POWER | | | | ... | PTS |
| ATTACK 2 | ... | ... | PTS | ATTACK 3 | ... | ... | PTS | ATTACK 4 | ... | ... | PTS | TOTAL |

UNIT NAME 3

	MOV	AGL	HP	ACC	STR	ARC	RES	ARCHETYPE.		
									...	PTS

ABiLiTY 1.	...	PTS
ABiLiTY 2.	...	PTS
ABiLiTY 3.	...	PTS
ABiLiTY 4.	...	PTS

| ATTACK 1 | ... | ... | PTS | POWER | | | | ... | PTS |
| ATTACK 2 | ... | ... | PTS | ATTACK 3 | ... | ... | PTS | ATTACK 4 | ... | ... | PTS | TOTAL |

UNIT NAME 4

	MOV	AGL	HP	ACC	STR	ARC	RES	ARCHETYPE.		
									...	PTS

ABiLiTY 1.	...	PTS
ABiLiTY 2.	...	PTS
ABiLiTY 3.	...	PTS
ABiLiTY 4.	...	PTS

| ATTACK 1 | ... | ... | PTS | POWER | | | | ... | PTS |
| ATTACK 2 | ... | ... | PTS | ATTACK 3 | ... | ... | PTS | ATTACK 4 | ... | ... | PTS | TOTAL |

UNiT 1 TOTAL COST	NO.	UNiT 2 TOTAL COST	NO.	UNiT 3 TOTAL COST	NO.	UNiT 4 TOTAL COST	NO.	ARMY	
x	+	x	+	x	+	x	=		/ 750

NAME

MOV	AGL	HP	ACC	STR	ARC	RES

ARCHETYPE. ... PTS

ATKS
- ... ... PTS
- ... ... PTS
- ... ... PTS
- ... ... PTS

... PTS
... PTS
... PTS
... PTS

POINT TOTAL

ABILITIES

PWRS ... PTS

NAME

MOV	AGL	HP	ACC	STR	ARC	RES

ARCHETYPE. ... PTS

ATKS
- ... ... PTS
- ... ... PTS
- ... ... PTS
- ... ... PTS

... PTS
... PTS
... PTS
... PTS

POINT TOTAL

ABILITIES

PWRS ... PTS

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.

THE MODERN WARGAME

You already have miniatures (LEGOs, 3D-printed models, D&D figures) what you don't have are hours of free time or a desire to study a textbook just to play a game.

That's why Hoodwink Games created the Play Easily Now (PEN) Wargame. PEN is designed for people like you with intuitive rules that are quick to learn, endlessly customizable, and based on simple six-sided dice.

In this book, you'll find less than six pages of rules for setup and gameplay using any miniatures, over 10 pages of unit creation options, and quick reference tools to make army building and gameplay fast and fun!

So start wargaming! It has never been easier.

HOODWINK GAMES™