



# Pony Pie Fights v0.03e

## Generic Rules for Playing skirmish Level Wargames Involving Marshmallow Ponies and Weapons Grade Pastries

### Thanks and Dedication

Special thanks go to Lauren Faust and the team responsible for the My Little Pony: Friendship is Magic animated series. The program has been a source of entertainment and inspiration. Thanks to Hasbro for providing decades of fun. This work is dedicated to the brony community. This one's for you.

### Confound Those Ponies...

Those of you reading this are likely fans My Little Pony: Friendship is Magic. There's a good chance that you're also a tabletop wargamer, or at least curious about it. Pony Pie Fights is a tabletop wargame of the beer and pretzels variety that models the behavior of rainbow-colored magical ponies lobbing pies at each other. Each player controls a force that consists of a herd of ponies. These are represented on the table top by miniature figurines or standing paper cutouts.

### Stuff You'll Need

In addition to these rules, each player will need:

- a ten-sided die (commonly referred to as a d10)
- a ruler or tape measure
- some paper or index cards for recording their herd list
- a selection of models or standing paper cutouts to represent their ponies.
- Markers to indicate status conditions

Pony Pie Fights works well on a 4'x4' table.

Games using larger forces or models may need more space. Some players also find it useful to have a laser pointer, periscope or piece of string for determining line of sight, though these are optional. For the convenience of players outside the United States, the majority of measurements are given in both US Standard and Metric. All Metric measurements have been rounded down, so there is a slight variance from the US Standard equivalents.

### Dice and Rolling

A quick rule of thumb, when it comes to rolling dice: For most rolls a 1 always succeeds and a 10 always fails, regardless of modifiers. Some rules may not be pass/fail or may have varying results depending on the number rolled, but in most cases the rule holds true. In some cases rules may grant a bonus or penalty to a roll. Any bonuses or penalties to a given roll are added to or subtracted from final roll after it has been made. Totals above 10 or below 1 are treated as being a 10 or a 1 respectively for purposes of determining results.

### Regarding Miniatures

The rules are designed with the assumption that players will be using 28mm miniatures on 40mm round or square bases. The horizontal scales have, by necessity, been compressed in order to fit on a 4x4, 4x6, or 4x8 game table and still maintain some semblance of balance. Players desiring a more accurate horizontal scale may opt to move the game to the floor or other large open space and double the distances listed for range and movement. For those looking for miniatures to use with these rules, numerous companies produce 20mm and 25mm scale horses. Paper





cutouts and Hasbro's blind bag pocket ponies are also an option. The blind bag ponies are roughly 25mm scale. Some players may decide that they want to use Hasbro's brushable dolls instead of wargaming miniatures. For general reference, Hasbro's MLP: FiM brushable figures are roughly 76mm tall and have a roughly 20mm x 40mm base area. From a functional perspective, simply adding 4" (10cm) to the distances and ranges listed in the rules is sufficient. At this scale, the game works best on the floor or a 6'x8' table. Those using the toys should mount them on a 60mm square base.

## Model Profiles

Every model has a profile that consists of a set of numbers called characteristics that represent its capabilities and effectiveness in combat.

### Aim (A)

Aim represents the model's proficiency with ranged weapons.

### Melee (M)

Melee represents a model's proficiency in close range fighting.

### Defense (D)

Defense is the model's fortitude and ability to resist injury. The number accounts for a myriad of factors which including armor, agility and even luck.

### Health (H)

This represents the amount of injury a model can suffer before being killed or unable to fight.

### Willpower (W)

Willpower is a measure of a model's inner strength.

### Resolve (R)

Resolve represents the model's confidence in her friends and faith in the rightness of her actions. A model's resolve will fluctuate over the course of the game, and should be tracked using counters.

The basic pony profile is:

A 3	M 3	D 3	H 2	W 5	R 6
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Note that there are three different types of ponies, each with a different profile, and this is merely given as an example.

These profiles may be modified through upgrades and items. Characteristics may have a maximum value of 10 and a minimum value of 0.

## Characteristic Tests

Some rules may call for a player to make a roll against a specific characteristic. To do this, roll a d10 and compare the result to the model's characteristic score. If the roll is less than or equal to the characteristic, then the model has passed.

## Model Statuses

There's a lot that can happen to a pony in a pie fight. The game has several different status conditions use to represent various mental and physical states. This section contains more information on these states and their in-game effects.

### Standing

Standing is the default status of all models. Standing models may be assigned up to two actions per turn from the list of actions available to them.

### Demoralized

Demoralized models have lost their will to keep fighting. They may only be assigned move, disengage, and rally actions.





## Knocked Down

A model that has been knocked down is laid down on its side and a marker is placed next to it to indicate that the model is knocked down. This represents the pony having been pushed over or knocked off balance. Models that are knocked down may only be assigned stand actions and may not counterattack in close combat.

## Casualty

A model that has lost all its health points due to shooting or close combat is laid down on its side and a marker is placed next to it to indicate the model is a casualty. Models that are casualties are incapacitated to a point where they are incapable of acting on their own. Casualties may not be assigned any actions. A casualty that regains a point of health is upgraded to knocked down. A casualty that is wounded by ranged or close combat attack is immediately replaced with a marker indicating that it is Out Cold.

## Out Cold

Given the decidedly less than lethal nature of conflict between ponies, no-pony is actually killed. Instead, they're merely rendered unconscious. A model that has become an Out Cold marker should be replaced with an appropriate marker. Models that are Out Cold do not block line of sight and standing models may move freely through the space occupied by a model that is Out Cold.

## Marking Status Conditions

Some players may not wish to lay their models, particularly those which have been painted, down flat. In such cases, players should mark changes in status conditions using counters. These can be as simple as small slips of paper with the status written on them, or as complex as a dial integrated into the model's base. Regardless of what form counters take, the model's status must be clearly marked and easily discernible at a glance.

## Turn Structure

The typical game turn is divided into three phases: The opening phase, the action phase and the End phase. The phases are merely useful abstractions and in practice the transition between them tends to be fairly transparent.

### Opening Phase

Specific rules or the conditions of certain scenarios may also require players to perform die rolls or other tasks at the beginning of their turn.

### Action Phase

During a player's Action Phase, he may assign two actions to each of his models. The player must complete all the actions with one model before moving on to the next. Players may only assign actions to their models during their turn. Some actions, like close combat attacks, may prompt a reaction from the target. These responses are not considered to be actions.

### End Phase

The End Phase consists of tasks and rolls performed at the end of a player's turn after all actions have been assigned. The most common task during the End Phase is making a Withdrawal Check. Once the player has finished all his actions, his turn ends and the turn passes to the next player.

## Basic Actions

A basic action consists moving, shooting or charging. A model may be assigned any combination of these actions (Example: Move twice, Move and Shoot, Move and Charge).

### Move

To make a move action, the player first declares that the model is moving and then measures the proper distance before moving the model. Distances are measured from the front edge of







the model's base, and a model is free to turn as necessary prior to measuring. A player may opt to move the model less than the full distance if desired. Difficult terrain reduces the model's movement by half (rounded up). Models may not move through other standing models or through walls and impassable terrain. Models may move over other models that are casualties, knocked down or out cold, though they may not end their move on top of them.

They also may not move through gaps between an opponent's models that are narrower than 1" (2cm). Models may not end their moves any closer than 2" (5cm) from an opposing model which is standing, demoralized, knocked down. Models may move into base contact with opposing models that are out cold or casualties. Models may move freely through windows and doors.

Ponies and unicorns move 4" (10cm) per action. Pegasi move 6" (15cm) per action. Further, they may ignore the movement impairing effects of difficult terrain.

## Shoot

First declare that the model is shooting and which weapon (if the model has more than one) is being fired, then select the target. Models in close combat may not shoot and may not be the targeted by shoot actions. While it may seem strange, Players may opt to target models that are part of their own herd with shooting actions. Most ranged weapons require ammunition to fire. Rather than attempt to keep track of ammunition for each individual weapon type, this game uses a generic ammo pool to cover all the weapons assigned to a given model. Whenever a model is assigned a shoot action; subtract 1 from the model's ammunition pool, unless the rules in the weapon's armory entry states otherwise. A model with a ranged weapon that requires ammunition may not be assigned shoot actions if it does not have any ammunition. Models may only shoot at targets they can see, so the next step is to check line of sight. This is done from the model's eye level. Players may find it useful to use a laser pointer, a piece of colored string or a small periscope as an aid. If at least 1/2 of the target's head, torso and legs are visible from the firing

model's vantage point; then it may fire unimpeded. If less than 1/2 of the target is visible then the firing model suffers a +2 penalty when rolling to hit. Horns, wings, tails, weapons and clothing are not counted when checking line of sight. If the target cannot be seen from the firing model's vantage point, then the model may not fire and must select another target or forfeit the action. Any intervening models, regardless of if they are friendly or unfriendly, between the shooter and target count as obstructions when determining if line of sight is blocked, as do any terrain pieces whose height is a 1/2" (1cm) or taller. Models that are inside buildings and other terrain features are counted as being in line of sight if they can be seen through a door, window or other opening. Once line of sight has been determined, measure the distance from the shooter to the target. The distance should be measured from the front edge of the shooting model's base. The range listed on a weapon's profile is its optimal effective range. For every 6" (15cm) above or below the optimal range the model receives a bonus or penalty to its rolls to hit.

**Range Bonuses and Penalties**

Optimal -24" (60cm) or less	-4 bonus subtracted from the roll to hit
Optimal -18" (45cm)	-3 bonus subtracted from the roll to hit
Optimal -12" (30cm)	-2 bonus subtracted from the roll to hit
Optimal -6" (15cm)	-1 bonus subtracted from the roll to hit
Optimal Range	No bonus or penalty
Optimal +6" (15cm)	+1 penalty added to the roll to hit
Optimal +12" (30cm)	+2 penalty added to the roll to hit
Optimal +18" (45cm)	+3 penalty added to the roll to hit
Optimal +24" (60cm) or more	+4 penalty added to the roll to hit





Next roll a d10. If the roll is less than or equal to the model's aim characteristic then the shot hits. Now you need to determine if the shot did any significant damage. Subtract the target's defense from the damage score of the weapon used to make the shooting attack and then roll a d10. If the roll is less than or equal to the result, then the target has been wounded and loses one point of health. Models which have lost their last point of health are placed face down as casualties. When resolving a shooting action, models in or behind certain terrain features gain a temporary bonus to their defense based on the type of terrain feature they are in. This bonus remains in effect as long as they are in the terrain piece and is lost immediately upon leaving it. If both the Target and the shooter are in or behind the same terrain piece, then no bonus is gained.

**Cover Chart**

Cover type	Terrain Type	Bonus
Hard Cover	Buildings, Walls, Rocks, heavy furnishings	+3 Defense
Med Cover	Light furnishings, wagons, crates, trenches, fences	+2 Defense
Soft Cover	Forests, shrubberies, fields, Water features, dangerous terrain, other models*	+1 Defense

*\*Note that the target only receives a bonus of 1 def regardless of how many models are between it and the model performing the shoot action.*

## Charge

Normally, a model may not move any closer than 2" (5cm) from an opposing model that is standing, demoralized or knocked down. A charge is a special 6" (15cm) move that allows a model to enter base to base contact with the opposing model and engage in close combat. To perform a charge, first declare that the model is charging and then select an opposing model as the target.

Now check line of sight. The charging model must have a clear path to the target which is free of intervening models and large obstacles. If the model has a clear path, then measure the distance between the model and its target. As with move and shoot actions, the distance is measured from the front edge of the charging model's base. If the range is less than or equal to 6" (15cm) then move the model into base contact with the target. The model and its target are now in close combat. If the target is out of range, the model may not charge and the action is forfeited.

## Special Actions

Some items, missions or upgrades require a model to perform a special action in specific situations or in order to gain some benefit. In most cases, the player needs only to declare that the model is performing the action. Doing so counts as one of the model's actions for that turn. Any further rolls or rules pertaining to the action will be listed under the item or upgrade's entry, or in the scenario's rules.

## Other Actions

There are other actions aside from the basic three. Some are only used in specific scenarios, and others are situational or are available from specific upgrades.

### Stand

A model that has been knocked down may stand as a single action.

### Aim

A model with a ranged weapon may use its first action in a turn to aim. The model's next action must be a shoot action, but the model gains a -2 bonus when rolling to hit.

### Pass

As a single action, a model may pass a healer's bag, water balloon or up to 3 rounds of ammo to a friendly model it is base contact with.





## Jump

A model that is within 1/2" (1cm) of a ledge or exterior window elevated terrain piece may jump off. Models that jump are moved horizontally a distance equal to their movement rate off the ledge and then straight down. See the section on falling for more information.

## Push

A model in close combat that is within 1/2" (1cm) of a ledge or exterior window elevated terrain piece may attempt to push its opponent off the edge. Roll close combat attack as per the normal procedure. If the attack hits and damages it does no damage but the target is pushed over the edge and falls. Models that fall are moved off the ledge and horizontally a distance of 2" (5cm). See the section on falling for more information.

## Carry

If a model is in base contact with a friendly casualty, then the model may, as an action, pick up the casualty and carry it. A model carrying another model may also, as an action, release the model being carried. When the model being carried is released, place it behind or to either side of the carrying model in base contact. Being knocked down or failing a Panic roll causes a model to drop any other models it may be carrying. Models carrying another model may not be given shoot or charge actions, but may defend themselves if charged as well as in subsequent close combat actions.

## Kick

A model in close combat may attempt to knock her opponent off balance. Roll a close combat attack as per the normal procedure. If the attack succeeds, it does no damage but the target is knocked down. Lay the target down face up to show this. Targets that have been knocked down may only be assigned a stand action.

## Heal

A model may attempt to heal itself or another model within 2" (5cm) of itself. Roll a d10. On a roll of 3 or less the model regains one lost point of health. A model's health may never exceed its starting profile.

## Rally

A demoralized model may attempt to rally. Roll a d10. On a 6 or less she regains her composure and is no-longer demoralized.

## Disengage

A model may attempt to disengage from close combat by making a disengage action. Roll a d10. If the roll is less than or equal to the model's resolve, the model has successfully disentangled itself from close combat. Move the model 4" (10cm) away from the nearest enemy model. All normal movement restrictions apply to disengagement moves. If a model fails an attempt to disengage, then enemy models in close combat with it may make an attack of opportunity. This is resolved in the same fashion as a normal counterattack.

## Cheer

In the heat of conflict, ponies will sometimes cheer to bolster their own courage and that of their comrades. A Cheer action may be assigned to a model once per turn, and causes friendly models within 6" (15cm) of the model performing the Cheer action to make a Nerves check using the same procedure as a Panic check. Friendly models that pass a Nerves gain a -1 bonus to any rolls made for Panic checks until the beginning of the player's next turn. The effects of multiple Cheer actions are cumulative up to a -4 Bonus.

## Search

A model that is inside a building and not in close combat may attempt to search for something of use. To perform a search action the player must declare the action and then roll a d10. On a roll of







3 or less, the model found a useful item and gains either a Healer's bag, or 3 rounds ammunition (equal chance). If the action is successful then no more search actions may be performed in that room for the rest of the game.

## Hide

A standing model that is in cover may hide as a single action. Models may not hide if they are in close combat or during a turn in which they perform any action other than a move action. Models that are hidden may not be targeted by shoot, levitate or charge actions. A hidden model that performs any action is no longer hidden and may be targeted as normal.

## Blitz

A pegasus can enter a steep dive and attempt to generate a shock wave to knock other ponies off balance. Blitzing counts as two actions. To perform a blitz, first select a target model no further than 12" from the model performing the action. A blitz action may not target models that are in buildings or terrain that provides cover. Roll a d10. If the die roll is less than or equal to the model's aim score, then the model has succeeded. The target and any models (Both opposing and friendly) within 3"(7cm) of it are knocked down. Generating these sort forces is quite risky, and the chances of something going wrong are quite high.

Regardless of whether the blitz succeeded or failed, place the model that performed the action 2" from the target. Roll a willpower test for the model that performed the blitz. If the test fails, then the Pegasus has lost control of the dive. It is knocked down and loses a point of health.

## Close Combat

A model in close combat normally may not make any actions save for close combat attacks or attempts to disengage. To make a close combat attack, roll a d10. If the roll is less than or equal to the model's melee characteristic then the attack succeeds. Subtract the target's defense from the damage score of the weapon used to make the

shooting attack and then roll a d10. If the roll is less than or equal to the result, then the target has been wounded and loses one point of health. Models which have lost their last point of health are placed face down as casualties. Once the attack is resolved, the target, if still standing, makes a counter attack using the same procedure. A counter attack does not count as an action.

## Damage Scores

A pony without a close combat weapon has a damage score of 4 for purposes of close combat. Ponies armed with a ranged weapon may choose to use it as close combat weapon. Close Combat attacks made using a ranged weapon consume one round of ammunition (as per shooting) and use the ranged weapon's damage value. Otherwise, they are treated as normal close combat attacks.

## Multiple Models in Close Combat

If several opposing models are in base to base contact with the model making the attack, then the player must choose a single target for that model's attack action. Models may not normally attack targets that are not in base contact unless otherwise specified by a specific item. A player with a model which in close combat with more than one opponent may, prior to declaring an action with that model, turn the model to face an opposing model on one of its edges. Charging models should always be aligned with the nearest edge of the target's base. In cases where the target's nearest base edge is already occupied by another model, then the model may be placed at the nearest open corner. In such cases the normal movement restrictions still apply. Models in corner positions are still considered to be in base contact with the target, even if the bases are not physically touching.





### Close Combat Facing

Opposing model (Rear Facing)	Opposing model (Rear Facing)	Opposing model (Rear Facing)
Opposing model (Side Facing)	Pony (front)	Opposing model (Side Facing)
Opposing model (Front Facing)	Opposing model (Front Facing)	Opposing model (Front Facing)

*This chart shows the correct alignment and the facing for models in corners and on edges.*

## Status Changes and Base Contact

Over the course of close combat models will receive status changes. Models which are in base contact with another model do not cease to be in base contact with that model when their status changes. In some cases a status change may require a model to be laid on its front or back, or to be replaced with a marker. In such cases the model or marker is always placed in the exact position that the model previously occupied. If a model that was a casualty is upgraded to standing, then the model is stood up and place it 2" (5cm) away from any models that it was in base contact with.

## Resolve and Persuasion

While ponies will resort to violence in extreme circumstance, they generally favor debate and discussion over brute force.

### Persuade Actions

As a single action, a pony may attempt to negotiate with an opposing model that is within 6" (15cm) of it. The player must declare which model is performing the action and which model it is targeting. Next, measure the distance between the models to verify that the target is within range.

If it is not in range, then the action may not be performed. Next, each player rolls a d10 and adds their model's resolve score to it. The player with the higher total succeeds and the loser subtracts a number of points from their model's resolve equal to the difference between the two totals. In the case of a tie, neither model loses any resolve.

## Zero Resolve and Switching Herds

A model's resolve may never go below 1, save as the result of a persuade action. A model whose resolve drops to zero as the result of a persuade action immediately switch sides to the opposing herd and then gains 2 resolve.

### Losing Resolve

Models lose a point of resolve each time they fail a panic check or if they lose a wound as a result of an action performed by a friendly model. Ponies can also lose resolve as a result of persuade actions made by opposing models.

### Gaining Resolve

Models gain a point of resolve each time an opposing model inflicts a wound to it or to a friendly model within 6"(15cm). Models also gain a point of resolve each time they pass a nerves or panic check. A model may never have more than ten points of resolve.







## Morale

The rules for morale cover a number of factors which represent the mental states of individual models as well as the overall mood and cohesiveness of the group as a whole. The rules in this section are merely an abstraction, and serve only as a useful approximation of the myriad of factors and mental states involved.

## Panic

Seeing companions injured or rendered unconscious and can cause individuals to panic. Whenever a model becomes a casualty, each friendly model within 6" (15cm) of it must make a panic check. To make a panic check, roll a d10. If the roll is less than or equal to the model's willpower, then the Panic check is a success and the model is able to shrug off the fear and keep going. If the roll fails, the model panics and becomes demoralized. Demoralized models may only be assigned move, disengage, and rally actions. If a model rolls a natural 1 on a panic check it need not make any additional panic checks for the next 2 turns, regardless of what happens around it. Models in close combat that are outnumbered may also lose their nerve. If a model is outnumbered by more than three to one, then make a panic roll using the above procedure at the start of each turn that the model is in close combat. Friendly models that are also involved in close combat and that are within 2"(5cm) of the model are counted when determining whether the model is outnumbered.

## Attrition and Withdrawal

If, during any turn, 50% or more of a player's original number of models are currently out cold or casualties; the player must make a Withdrawal check at the end of the turn. To make a withdrawal check, roll a d10. Compare the result of the roll to the willpower score of the model with the highest value. If the roll is greater than the model's score, then the herd decides to cut their losses and withdraw. The game immediately ends. Withdrawing isn't necessarily a loss, and the player may still be able to win depending on

the scenario played and whether or not he has completed his objectives prior to withdrawing. If the die roll is greater than or equal to the willpower score, then the game continues.

## Friendship and Harmony

At the beginning of each of the player's turns, roll a d10 for each standing model in that player's herd. If the result of the roll is less than the model's Willpower score, then the model has passed the roll.

For each model that passes its friendship roll, add one point to the player's Harmony pool. Harmony points should be kept track of using convenient counters. Points remain in the harmony pool until the beginning of the player's next turn, and any points not spent before the beginning of the player's next turn are lost. A player may spend harmony points during the action phase to gain bonuses and additional actions. The player must declare which model the points are being spent for and which effect is being used at the time of use. Players with no harmony points may not purchase effects from the list.

Cost	Effect
1 point	Gain a + or -1 bonus to a single die roll
3 points	Allow a model to use the aim, melee or willpower of a friendly model within 2"(5cm) for purposes of performing a single action
4 points	Re-roll a single die
5 points	Grant a single model an extra action

## Magic

Unicorns are known for performing magic. Most unicorns have the ability to perform simple spells, such as levitating object or producing light. Learning more complex spells takes years of careful study and discipline. Few of them achieve any mastery of magic beyond these common, though useful tricks.





## Spell Casting

Casting a spell is a single action. In order to cast a spell, first declare that the model is performing the action, which spell is being cast and the spell's target. Any unicorn may cast the levitate and light spells. Other spells are only available to unicorns with a specific upgrade. The player then subtracts the spell's harmony cost from his or her harmony pool. If the player has no harmony points, then his or her models may not cast any spells that turn. Models may only cast spells on targets they can see, so the next step is to check line of sight. This is done from the model's eye level. Players may find it useful to use a laser pointer, a piece of colored string or a small periscope as an aid. If at least 1/2 of the target's head, torso and legs are visible from the casting model's vantage point; then it may fire unimpeded. If less than 1/2 of the target is visible; then the casting model suffers a -2 penalty when making the casting roll. Horns, wings, tails, weapons and clothing are not counted when checking line of sight. If the target cannot be seen from the firing model's vantage point, then the model may not cast the spell and must select another target or forfeit the action. Any intervening models, regardless of if they are friendly or unfriendly, between the caster and target count as obstructions when determining if line of sight is blocked, as do any terrain pieces whose height is a 1/2" (1cm) or taller. Models that are inside buildings and other terrain features are counted as being in line of sight if they can be seen through a door, window or other opening. Once line of sight has been determined, measure the distance from the shooter to the target. The distance should be measured from the front edge of the shooting model's base. Next, roll a will test for the model casting the spell. If the test succeeds, then the spell has been successfully cast and the spell's effect is applied to the target.

## Casting and Close Combat

Models in close combat may attempt to cast spells, though there is a chance that the spell may be interrupted. If a unicorn casts a spell while in close combat, then any models in base

contact with it may make an immediate counter attack. If the counter attack hits, then the spell is interrupted and the casting model's action is forfeited. Players do not need to pay the harmony cost for spells that are interrupted.

## Sustained Effects

Some spells have the word sustained in their description. In such cases, once the spell has been successfully cast the player may choose to pay the harmony cost at the beginning of his or her subsequent turns to maintain the spell's effect. If the player is unable or chooses not to pay the cost, then the spell's effect ends. Each model may have no more than one sustained effect on it any time.

## Spell List

### Cantrips

All unicorns may cast cantrips.

### Light

1 harmony

Range: self, sustained

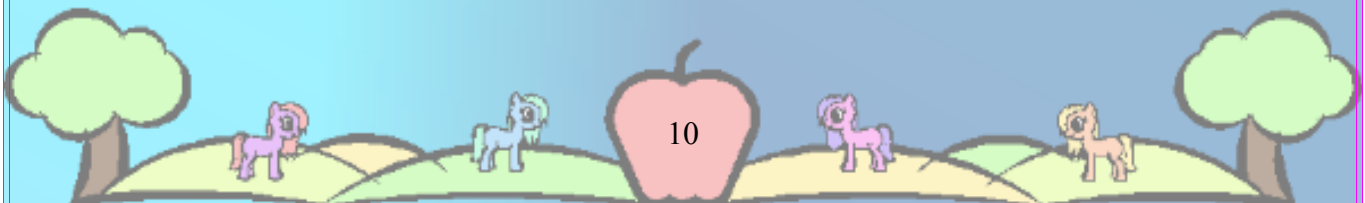
This model, and all models within 6" (15cm) of it, ignores the effects of darkness. Models casting or sustaining a light spell may not hide.

### Levitate

0 harmony

Range 4"

Move a single friendly or hostile model 3" (7cm) in any direction. The target must be within 4" (10cm) of the Unicorn prior to being moved. The target may avoid this effect by passing a Panic check. This ability may not target models that are in close combat or which would not otherwise be valid targets for a shooting action and moves made using this action must comply with all normal movement restrictions.





## Minor Spells

Only unicorns with the arcane scholar upgrade may cast minor spells.

### Swiftess

3 harmony

Range: 4"

If the casting roll succeeds, the target may move 6" on its next movement roll.

### Steadiness

2 harmony

Range: 4"

If the casting roll succeeds, the target gains a +1 bonus to hit for its next shooting action.

### Might

2 harmony

Range: 4"

If the casting roll succeeds, the target gains a +1 bonus to hit for its next close combat attack.

### Flash-bang

3 harmony

Range: self

A more specialized variant of the common light spell, flash-bang produces a sudden flare of bright light and loud noise. If the casting roll succeeds, then the caster may not be targeted by shoot or charge actions until its owner's next turn.

## Major spells

Only unicorns with the arcane master upgrade may cast major spells.

### Arcane Fire

3 harmony

Range 24" Damage 8

This spell launches a bolt of magical fire at a target. If the willpower test succeeds, roll for damage as per the rules for shooting.

### Mend

3 harmony

Range 6"

This spell may only target friendly models. If the shoot action hits, do not roll for damage. Instead, restore 1 point of health to the target. This spell may only be used to restore lost points of health and may not be used to grant a model more points of health than its starting profile.

### Arcane Shield

4 harmony

Range 2", sustained

The next shooting or close combat attack made against the target receives a -2 penalty on the roll to hit.

### Ephemeral Wings

4 harmony

Range 2", sustained

Grants the target a temporary pair of majestic, though very fragile, wings. If the casting roll succeeds, then the target may ignore the effects of difficult terrain. The effect immediately ends if the target is wounded by a shoot or close combat action.

### Dispel

5 harmony

Range: 24", special

A model may attempt to dispel a sustained spell effect or interrupt a spell being cast by another model. This spell may be cast during an opponent's turn as a reaction to a cast action being declared. If the casting roll succeeds, then the target's cast action automatically fails. This spell may also be used to end a sustained effect on a single model within range of the caster.







## Terrain

Models are normally able to move freely when given a movement action, but there are certain terrain features which may alter how a model is able to move or which may have other effects on gameplay. In general, the game is intended to be played with roughly 25 to 50% of the table covered in terrain pieces.

### Open Terrain

Open terrain includes roads, yards, building interiors and other flat areas of ground which allow for easy movement and unobstructed vision. Open terrain gives no modifiers to movement or shooting.

### Difficult Terrain

Certain terrain features (such as swamps, bogs, water features, forests, piles of rubble and low walls) have conditions which require more caution to bypass or which may slow the rate at which individuals may move through them. Models entering, exiting and moving through difficult terrain move at half their normal distance. Players should examine terrain pieces prior to the game and agree which ones should be classed as difficult terrain.

### Very Difficult Terrain

Very difficult terrain includes loose gravel, dense undergrowth and other similar obstructions. Models entering, exiting and moving through difficult terrain move at one quarter of their normal distance. Players should examine terrain pieces prior to the game and agree which ones should be classed as difficult terrain.

### Impassable Terrain

Impassable terrain includes features such as steep cliff sides and the walls of buildings. Models may not move through impassable terrain. Players should examine terrain pieces prior to the game and agree which ones should be classed

as impassable terrain.

### Dangerous Terrain

Some environmental conditions, such as fires, heavy smoke or clouds of toxic chemicals can prove dangerous to those exposed to them for too long. Players should decide before the game whether to use dangerous terrain and which features fall under that category. At the beginning of each turn, roll a d10 for each model that is in dangerous terrain. On a 3 or less that model takes a wound. This wound cannot be mitigated by armor.

### Darkness

Players may agree that scenarios take place in dark or very dimly lit areas or that certain buildings or terrain features have insufficient levels of light for models to see. All terrain features affected by darkness count as difficult terrain to ponies. In addition, models performing shooting actions do so at a +2 penalty when rolling to hit with ranged actions.

### Vertical Movement

Players may wish to use multi-story buildings or other terrain features with multiple levels. Moving between levels requires a single movement action. Models may only move between levels that are connected by stairs, a ladder or some other suitable means of access. Models may use charge actions to move between levels provided that the above conditions are met and that there is a valid target for the charge at the other end of the access point on the level being moved to. For the purposes of charging, the transition from one floor of a terrain piece to an adjacent floor counts as having moved 4", regardless of the actual distance between floors.





## Falling

Models that jump or are pushed over a ledge may take damage from the fall. Falling damage is resolved as a close combat attack that automatically hits. The base damage score for falling is 5. Add 1 to the damage score for every level above the first that the model falls. Roll a d10 and compare it to the model's defense score. If the roll is less than or equal to the result, then the hit has scored a wound and the target immediately loses one health. The model loses an additional point of health for every two levels that it falls. Models that lose more points of health than they have are replaced with a marker to indicate they are out cold. Models that fall are always knocked down, regardless of whether or not they receive any damage. If a falling model lands on another model, then the falling damage is resolved against both models separately. Both models are knocked down.

upgrades and equipment. The idea is that forces of the same point value should be relatively equally matched on the tabletop, thus ensuring a fair game. These rules use the terms herd to refer to forces and apples in place of points, but the alternatives are acceptable. In the typical game each player has 500 apples with which to purchase and upgrade models. Players are of course free to agree to increase or decrease the point allotment in order to play larger or smaller games if desired. Each model should have some sort of card or record sheet which records its profile, total points cost and upgrades. 5x8 cards are handy for this. Sample record sheets are provided; though players are welcome to record things in whatever way makes sense and gives them easy access to necessary information. Players may also find it useful to have a notepad on hand for tracking other information.

## Hills and High Ground

Controlling the high ground has certain advantages. Models on hills, or in terrain features that 3 or more inches above the tabletop, may ignore other models when checking for line of sight for shooting actions. Models on a hill that charge a target which is at tabletop level gain a -1 bonus to their first roll to hit in close combat. This bonus does not apply to subsequent close combat attacks.

## Herd Selection

The concept of force lists, as well as point buy systems, should be familiar to most war gamers. For those who might be new to the hobby or who are unfamiliar with the concept: In a point buy system players are with presented with a set of basic profiles and options representing various types of personnel and equipment. Each player has an equal number of points to spend to purchase models, as well as to give them





## Pony Herd List

In a faraway enchanted land there lives a civilization made up of ponies. Theirs is a benevolent society, founded on the ideal that friendship and kindness are their own unique brand of magic. They work and frolic among the rolling hills and verdant fields, sharing fun and adventure. Sadly, this world is not without its perils. Beneath the candy coated surface lurks a powder keg of tension and strife. While the ponies rarely engage in open armed conflict, those that do occur are messy affairs involving bitter rivalries and hard packed pastry.

Each of the following three profiles represents one of the three types of ponies.

### Pony

15 apples

A 2	M 4	D 3	H 2	W 5	R 7
-----	-----	-----	-----	-----	-----

A pony is a brightly colored miniature equine. These ponies are quite intelligent and are capable of speech. They're sturdy creatures, capable of great strength and endurance.

### Unicorn

15 Apples

A 4	M 3	D 2	H 2	W 5	R 6
-----	-----	-----	-----	-----	-----

Unicorn ponies have a lighter build than regular ponies. They aren't as strong or as durable. Like their legendary forerunners, they're capable of performing feats of magic.

### Pegasus

15 Apples

A 3	M 3	D 2	H 2	W 6	R 6
-----	-----	-----	-----	-----	-----

Pegasi, much like their namesake, are winged horses. They are proud creatures who enjoy racing and performing aerobatics.

## Upgrades

The upgrade list represents a selection of different personality traits, skills and areas of knowledge. Models can have any number of upgrades from this list, though unless otherwise specified each upgrade can only be purchased once for each model. Players may spend no more than 20 Apples on upgrades per model. The various upgrades have been divided into several categories based on their focus for easier reference.

### Category 1: Psychological

#### Upgrades

These upgrades are based on personality traits.

#### Stubborn

5 Apples

Some ponies refuse to give up even the face of impossible odds. Models with this upgrade do not make Panic rolls for being outnumbered. Other situations which would trigger a Panic roll (such as seeing a friendly model become unconscious) still apply.

#### Inspiring Presence

4 Apples

Friendly models within 6" (15cm) of this model may use its willpower score when making panic rolls.

#### Never Say Die

5 Apples

Some ponies are naturally optimistic even in the worst of situations. To some degree, it even rubs off on the folks around them. Friendly models within 3" (7 cm) of this model (inclusive of the model itself) gain a -1 bonus to Panic rolls.

#### Insane Courage

8 Apples

This model automatically passes all Panic rolls. Models with the insane courage upgrade receive







a +3 penalty to any rolls made for disengage actions.

### **Valiant**

5 Apples

Some ponies are willing to protect others even at the cost of their own safety. If a friendly model within 2" (5cm) of a model with this upgrade would take a wound, the player controlling it may instead choose to have the model with the Valiant upgrade take the wound instead. The Panic rules still apply.

### **Iron Will**

3 apples

Add 1 to the model's Willpower score.

### **Peacemaker**

5 apples

This model gains a +2 bonus to any rolls made for Persuade actions.

### **Skilled Orator**

5 Apples

Opposing models receive a -1 penalty to rolls made for persuade actions against this model.

### **Showpony**

3 Apples

This model gains a -2 bonus to friendship rolls and adds an additional point to the harmony pool for succeeding its roll. It also receives a -1 penalty to rolls made for persuade actions.

### **Determined**

5 Apples

This model's starting resolve is equal to its Willpower score at the start of the game.

## **Category 2: Martial Upgrades**

The upgrades in this section focus on making a model more capable in combat.

### **Good Aim**

2 Apples

This model has a bit better aim than the average pony. Add 1 the model's Aim characteristic. This upgrade may be taken four times per model.

### **Workhorse**

2 Apples

This model is used to physical exertion. Add 1 to this model's melee characteristic. This upgrade may be taken four times per model.

### **Warhorse**

8 Apples

This model is a member of the Royal Guard, or some other organization that maintains a high level of training and discipline. Add 2 to the model's Willpower score.

### **Martial Artist**

5 Apples


This model has training in one or more martial arts. If this model has not been given a close combat weapon, then it may use its melee score as its damage score for purposes of resolving close combat. If the model has been given a close combat weapon, it uses the weapon's damage score instead. If this model has not been given an armor item or shield, it may use its melee score in place of its defense when resolving close combat actions made against it. This upgrade may only be taken by a model that has been given the workhorse upgrade.

### **Healthy**

5 Apples

The model is healthier than normal. Add 1 the model's Health characteristic. This upgrade may be taken twice per model.





## Category 3: Knowledge

### Upgrades

These upgrades broadly focus on non combat skills and general knowledge.

#### Kind Heart

5 Apples

This individual cares deeply about others has some basic knowledge of medicine. Heal actions assigned to this model succeed on a 6 or less.

#### Healer

5 Apples

This pony has advanced medical knowledge. This upgrade may only be given to models with the Kind Heart upgrade. Heal actions assigned to this model succeed on a 7 or less.

#### I Know It's Here Somewhere...

10 Apples

This model is good at finding useful things. Any search actions assigned to this model succeed on a 5 or less.

#### Skilled Organizer

5 Apples

Models with this upgrade are good at directing and coordinating the efforts of those around them. This model may, at the cost of both its actions, grant an additional action to a friendly model within 3".

#### Resourceful

5 Apples

Models with this upgrade are good at improvising solutions to problems on the fly and finding unorthodox uses for common items. Models with this upgrade gain a -1 bonus to rolls made for Search and Heal actions.

#### Arcane Scholar

5 Apples

This model has spent years studying magic, and may purchase spells and spell points from the spell list. Add 1 to the model's willpower score. Models with this upgrade may not purchase armor. Models with this upgrade may cast minor spells.

#### Arcane Master

5 Apples

This model has a deep understanding of magic, and may purchase spells and spell points from the spell list. Add 1 to the model's willpower score. This upgrade may only be taken by models with the Arcane Master upgrade. Models with this upgrade may not purchase armor. Models with this upgrade may cast both major and minor spells.

#### Baker

5 Apples

This model is skilled at baking. Each turn, the model may use a single action to create 4 rounds of ammunition. Models with this upgrade may not perform shooting actions and may not be given ranged weapons.

## Category 4: Other Upgrades

The upgrades in this section are themed around supernatural elements or various fanon or Meta themes. They have odd effects on the game.

#### Trollestia's Favor

8 Apples

This model has caught the attention of... something. It is prone to both grand successes and terrible tragedies. This model may opt to automatically succeed on a die roll. The next die rolled for this model by its owner after using this ability automatically fails. This ability may not be used to prevent such a failure.



### **Where did that come from?**

5 Apples

This model has the ability to items seemingly out of nowhere. Once per turn, this model may, as a single action, replace one of its weapons with another weapon of equal or lesser Apple value from the pony armory. If a weapon of lesser value is chosen, then any subsequent weapon swaps will use the lower value instead of the original.

### **Derp**

4 Apples

This model's eyes have a tendency to wander in different, and often opposing, directions. The model moves one inch less than it normally would be able to, but receives a +1 bonus to its defense and a -1 bonus to any rolls made for disengage actions. This model also receives a +1 penalty to any hit rolls made for shoot actions.

### **Break the 4th Wall**

10 Apples

This model is capable of breaking the fourth wall. At the cost of both the model's actions, the player may remove the model from play. On the player's next turn, the model may be redeployed elsewhere on the table. The model must be placed in cover, and may not be placed within 8" of any opposing models.

### **That's Cute... BUT IT'S WRONG!**

2 Apples

This pony is absolutely adorable... but there's something a bit off. This model gains a +1 bonus to its Defense for being so soul-wrenchingly cute. This model may not make Friendship rolls and may not use harmony effects.







## Armory

The armory section includes weapons, armor, ammunition and other useful items. Models may be armed with up to two ranged weapons and a single close combat weapon. Each model may carry no more than 1 Healer's bag, 2 gifts, and 2 water balloons. The amount of ammunition a model may carry is based on the ranged weapon given to them. If a model has more than one ranged weapon, then amount of ammunition that the model may carry is the cumulative total of the amounts listed for those weapons. A Model may only be given one type of armor.

### Section 1: Close Combat Weapons

This section contains a listing of various close combat weapons. A weapon's entry contains its damage score, which is used for resolving close combat actions, as well as a brief description and any additional rules or restrictions it may have.

#### Rubber Chicken

3 Apples

5 Damage

A rather limp looking rubber chicken. Not very effective as a weapon, but good for comedic effect.

#### Squeaky Mallet

5 Apples

6 Damage

A larger rubber mallet that squeaks when you hit things with it.

#### Massively Overstuffed Cushion

6 Apples

7 Damage

A rather large and overstuffed cushion, probably from someone's couch.

#### Iron horseshoes

8 Apples

9 Damage

Using iron-shod hooves is a clear indicator that a

pony means business.

### Section 2: Ranged Weapons

This section contains a listing of various ranged weapons. A weapon's entry contains its damage score, which is used for resolving shooting or close combat actions, as well as a brief description and any additional rules or restrictions it may have. In addition to this information, ranged weapons list the amount of ammunition a model with that weapon may carry and a Range score, which tells the maximum effective distance at which that weapon may be used for performing shoot actions.

#### Muffin

6 Apples

Damage: 5, Range: 12" (30cm)

Muffins and cupcakes are common, both as snacks and improvised weapons. The model may carry 12 rounds of ammunition.

#### Pie

10 Apples

Damage: 6, Range: 24" (60cm)

The model may carry 6 rounds of ammunition.

#### Military Grade Pastry

12 Apples

Damage: 8, Range: 24" (60cm)

The model may carry 6 rounds of ammunition. Military grade pastries have harder crusts and thicker fillings. They're generally baked in heavier cast iron pans. Military grade pastries may only be taken by models with the warhorse upgrade.


#### Water Balloon

5 Apples

Damage: 9, Range: 9" (22cm)

This is water filled balloon. Throwing a water balloon is a shooting action, but does not consume any ammo. Instead, mark the Water Balloon off of the model's record sheet. Once a target has been selected for a Water Balloon, roll a separate dice to hit for the target and for any models within 3" (7cm) of the target. Damage is





resolved for each successful hit as per the normal procedure.

### Mini-catapult

10 Apples

Increases the range of water balloons thrown by this model to 24" (60cm). This model may carry an additional 6 water balloons.

### Tactical Cake Launcher

15 Apples

Damage: 10, Range: Minimum 12" (30cm) - Maximum 36" (91cm)

A shoulder fired cake launcher. A model with a Tactical cake launcher may only fire it once per turn. Targets must be a minimum of 12" (30cm) and no more than 36" (91cm) away from the model performing the action. On a successful hit roll wounds for the target and any other models within 4" (10cm) of the target. Models which are successfully wounded by a Tactical cake launcher lose two points of health. The model may carry 2 rounds of ammunition. A tactical cake launcher may only be taken by models with the warhorse or showpony upgrades.

### Party Cannon

10 apples

Damage: - , Range: 12" (30cm)

Spontaneous parties can erupt at any time. A good party pony is always prepared for such occurrences. If a shoot action performed with a party cannon hits, it does no damage. Instead, the target and any models within 3" of it may make an immediate nerves check. The model may carry 2 rounds of ammunition. A party cannon may only be taken by models with the showpony upgrade.

## Section 3: Armor

In game terms, armor is any item that modifies a model's defense score. Some items, such as shields and helmets are technically armor items and are listed in this category, but do not count as armor for purposes of what items a model may carry.

### Fancy Duds

3 Apples

Thick padded clothing. Provides minimal protection against attacks. Add 1 to the model's defense characteristic.

### Working Tack

5 Apples

Thick leather or other similar clothing which might provide more significant protection than light armor. Add 2 to the model's defense characteristic.

### Guard's Barding


7 Apples

A suit of articulated metal plates that offers excellent protection. Add 3 to the model's defense characteristic. Models wearing Guard's Barding that do not have the warhorse upgrade always move at half their normal rate as though in difficult terrain regardless of what terrain type they are in.

### Hat

3 Apples

No pony should ever go out without a hat. One per model. Does not count toward the model's armor limit. Add 1 to the model's defense characteristic.



## Section 4: Equipment

This section contains various bits of equipment that ponies might find useful. Some items help to negate environments penalties, while others provide bonuses or other useful effect.

### Ammunition

2 Apples (per round)

Ammunition for ranged weapons. Models which have run out of ammunition may not make shooting actions.

### Healer's bag

5 Apples

A small bag that contains medicinal herbs, bandages and other basic medical supplies. If the player rolls a 1 on a first aid action, then the Healer's bag has run out of supplies and is marked off the model's record sheet.

### Saddlebags

10 Apples

Allows the model to carry an additional 20 rounds of ammunition, 4 gifts and 2 additional Healer's bags or water balloons.

### Torch

2 Apples

A pony-portable light source, such as a flashlight, lantern or torch. This models, and all models within 6" (15cm) of it, ignore the effects of darkness.

### Gift

2 Apples

A model may use a gift to gain a +1 bonus to a single roll made for a persuade action. Once used, mark the gift off the model's record sheet.









## Scenarios

The following are some basic scenarios for use with this set of rules. In general, skirmish games tend to be more fun when the players have a clear objective to accomplish. Some scenarios may specify a number of turns played; otherwise there is no set number of turns. If players desire, they may agree to set a specific number of turns, though there is no requirement to do so. The setup diagrams are simply rough guidelines. The setup diagrams depict a 48"x48" table. Modifications will need to be made to the setup if larger or smaller table sizes are used.

## Scenario 1: Showdown

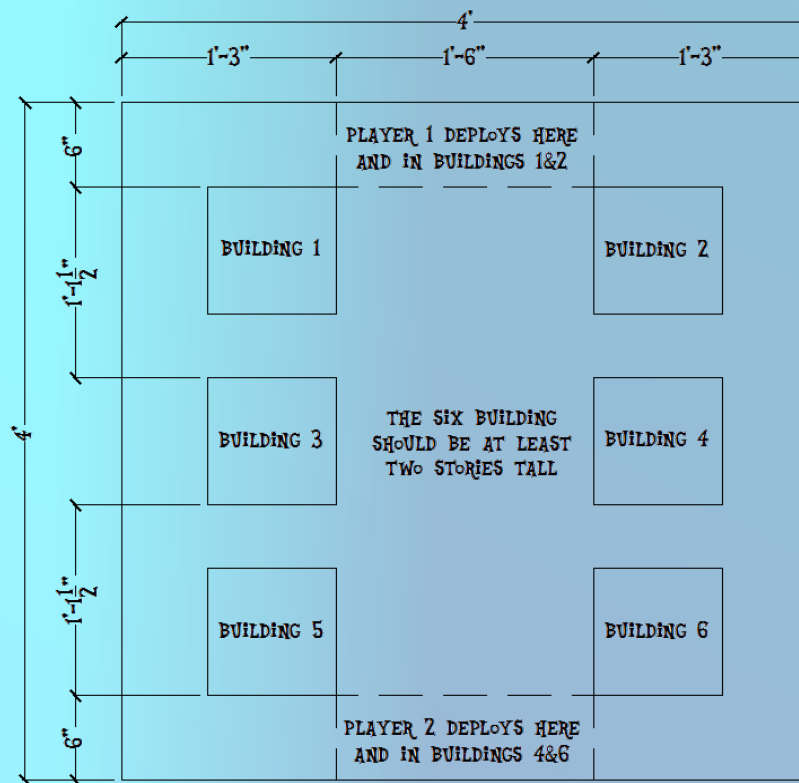
### Objectives

Both players have the same objective, which is to wipe out the opposing Herds. Players gain victory points by incapacitating or converting opposing models. At the end of the game each player counts the number of opposing models that are Out Cold, casualties or that have been converted to their herd and adds a number of victory points to his score equal to the total points cost of those models. Players also gain 5 additional victory points for each opposing model that has been converted.

### Herds

Each player has 500 apples for purchasing models, upgrades and armory items. Players may of course agree to increase or decrease the apple allowance if desired.

## Setup: Showdown





## Scenario 2: The High Ground

### Objectives

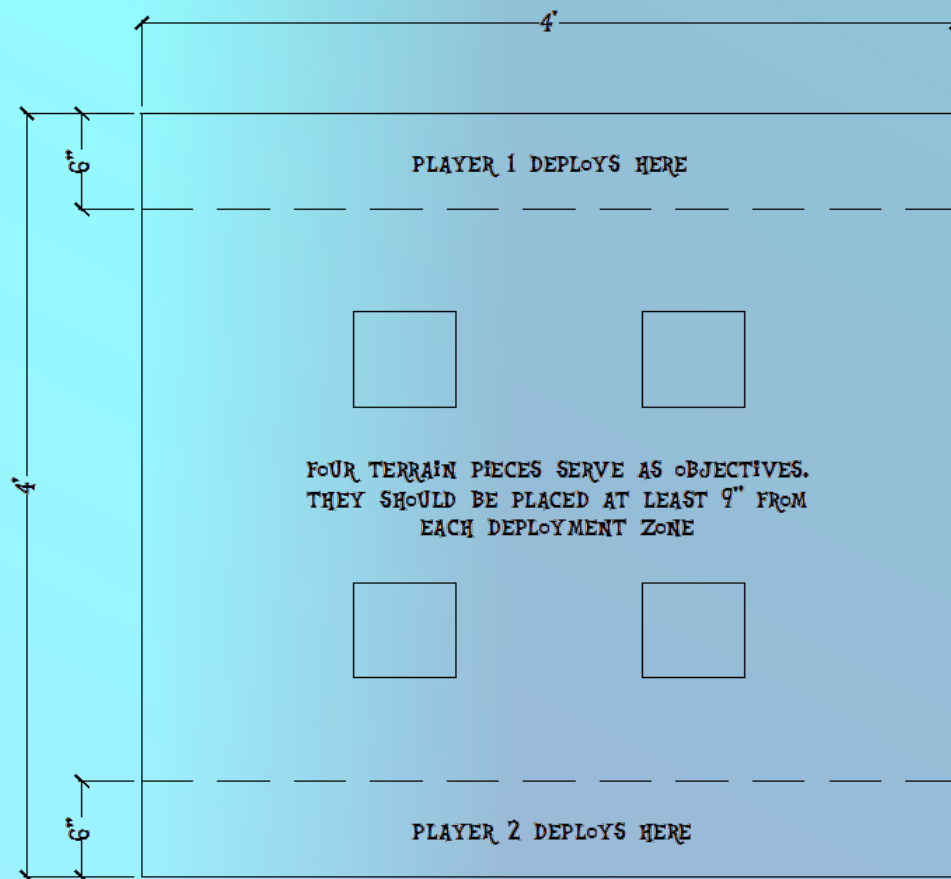
The game lasts 6 turns. There are four terrain pieces that serve as objectives. Players gain 25 points for each objective that they control at the end of the game. A player controls an objective if models from that player's herd are within 2" (5cm) of the terrain piece and no standing enemy models are within 2" (5cm) of it. IF both players have standing models with 2" (5cm) of the objective, then it is said to be contested. Contested objectives are worth 10 points to each player. Players also gain victory points by

incapacitating or converting opposing models. At the end of the game each player counts the number of opposing models that are Out Cold, casualties or that have been converted to their herd and adds a number of victory points to his score equal to the total points cost of those models. Players also gain 5 additional victory points for each opposing model that has been converted.

### Herds

Each player has 500 apples for purchasing models, upgrades and armory items. Players may of course agree to increase or decrease the apple allowance if desired.

### Setup: The High Ground







## Scenario 4: Sales Pitch

### Objectives

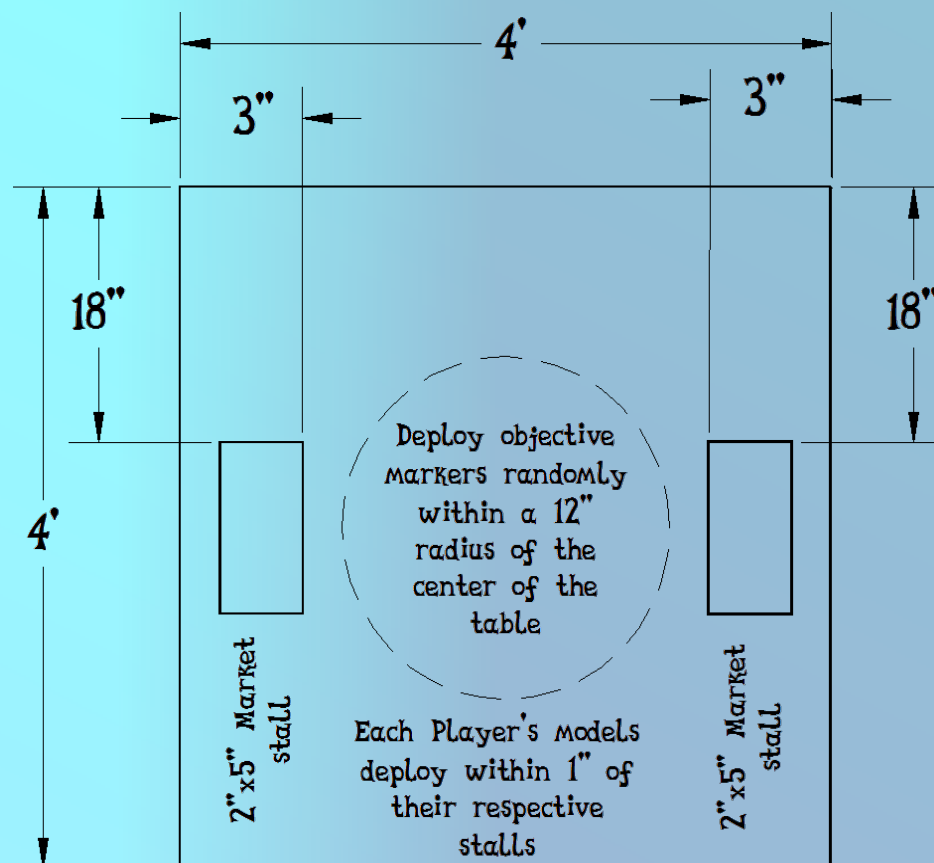
There are twelve Objective markers. These represent towns folk who are potential customers. The markers should be something easily recognizable, such as models or paper or cardboard chits.

The game lasts for eight turns. Players gain 15 victory points for each customer at their stall at the end of the game, 5 points for each opposing model that is converted and 1 point for each opposing model that is a casualty or out cold.

### Customers

A -	M 1	D 2	H 2	W -	R 5
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### Setup: Sales Pitch



Customers count as ponies for purposes all applicable rules. Customers do not perform actions. Instead, they move They move at a rate of 4" per action. A model within 4" of a customer may perform a persuade action to attempt to convince it to try the player's wares. If the action is successful, then move the customer 4" toward the player's stall. Other wise, the customer remains where it is. Customers that lose both their points of health are removed from the table and grant no victory points.

### Herds

Each player has 500 apples for purchasing models, upgrades and armory items. Plays may of course agree to increase or decrease the apple allowance if desired.

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