

So Many Wonders

Alternate force lists for pony pie fights

A World of Possibilities

The core rule set for pony pie Fights has a single force list. Combined with the armory, upgrade list and multiple victory conditions, it allows for a great deal of variety and several different viable strategies.

The primary reason for adding additional force lists is to expand the game's milieu and allow players even more freedom and variety.

Herein, you'll find a selection of alternate force lists which which represent various other factions. In many cases, specific models will have special rules associated with them. These will be listed after the model's profile and description.

All models may use upgrades and armory items from the upgrade and armory listings in the main rules document. Unless otherwise stated, they move at the standard rate of 4" per action and may use actions from the list provided in the main rules. Many of the lists include standard profiles from the core rules. These are identical to the main pony force list and have access to all the same rules and actions that they normally would have. In short, a Pegasus is a Pegasus regard of what list it's part of.

Court of the Sun Princess

The sun Princess has ruled wisely and justly. over the ponies for a thousand years.

The Sun Princess

30 Apples

A: 4	M: 4	D: 3	H: 2	W: 9	R: 9
------	------	------	------	------	------

Technically, alicorn is the term for a unicorn's horn, though the word is sometimes used to describe a winged unicorns or horned pegasi. They are also sometimes also called Unisus or Pegacorns. No one is really sure where they come from, but they're extremely rare.

Special Rules:

Celestial Regent

An alicorn may, at the cost of both its actions, raise or

lower the sun. If the sun is lowered, then the entire board is subject to the rules for darkness. Raising the sun negates the effect of darkness for the entire board.

Embodiment of Harmony

Alicorns move 6" per move action. They may ignore the movement impairing effects of difficult terrain

Alicorns have the arcane scholar and arcane master upgrades at no cost.

Unwavering resolve

The faerie queen may never have her resolve reduced below 1 and will never switch herds.

Unique

A herd made using this list must include one alicorn.

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.

Empire of Darkness

The nocturnal Empress is the younger sister of the Sun Princess. A thousand years ago she declared herself sole ruler of the ponies. The civil war that followed was a dark and bitter chapter in pony history.

Eventually she was defeated, and sun princess chose to allow her sister and her followers to go into exile.

Nocturnal Empress

30 Apples

A: 4	M: 4	D: 3	H: 2	W: 9	R: 9
------	------	------	------	------	------

Technically, alicorn is the term for a unicorn's horn, though the word is sometimes used to describe a winged unicorns or horned pegasi. They are also sometimes called Unisus or Pegacorns. Nopony is really sure where they come from, but they're extremely rare.

Special Rules:

Celestial Regent

The nocturnal empress may, at the cost of both her actions, raise or lower the sun. If the sun is lowered, then the entire board is subject to the rules for darkness. Raising the sun negates the effect of darkness for the entire board.

Embodiment of Darkness

The nocturnal empress moves 6" per move action. She may ignore the movement impairing effects of difficult terrain.

The nocturnal empress has the arcane scholar and arcane master upgrades at no cost.

Unwavering resolve

The faerie queen may never have her resolve reduced below 1 and will never switch herds.

By your command

Models that are part of this force list do not make friendship rolls at the beginning of the player's turn.

Instead, roll a single d10. The player receives that many Command points.

Command points may be spent on harmony effects or used to purchase harmony effects. Any unused command points are lost at the beginning of the

player's next turn.

If the nocturnal empress is becomes a casualty or is out cold then the player may not receive command points.

Unique

A herd made using this list must include one nocturnal empress.

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.

Nightmare

15 Apples

A: 4	M: 4	D: 2	H: 2	W: 4	R: 6
------	------	------	------	------	------

Nightmares are resemble bat-winged pegasi with flaming manes and hooves. They are wholly malevolent creatures who delight in tormenting other living things.

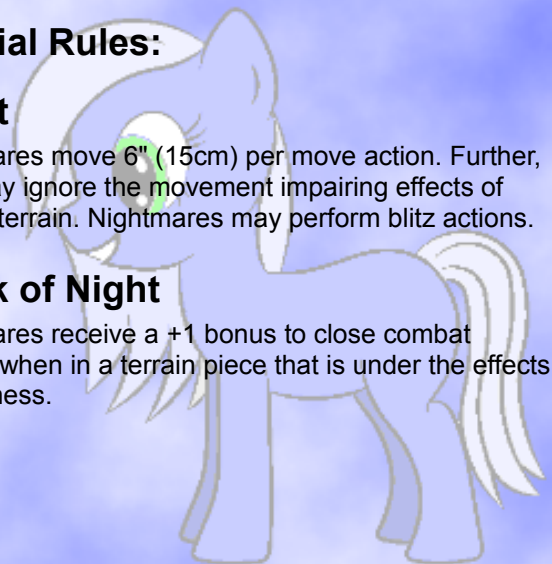
Special Rules:

Flight

Nightmares move 6" (15cm) per move action. Further, they may ignore the movement impairing effects of difficult terrain. Nightmares may perform blitz actions.

Cloak of Night

Nightmares receive a +1 bonus to close combat actions when in a terrain piece that is under the effects of darkness.



Kingdom of the Sea

Hippocampi are a species distantly related to ponies. They have their own society and an undersea kingdom. The hippocampi will sometimes meet with ponies in coastal regions to trade and conduct diplomacy. Recent incursions into inland waterways have caused relations with the pony kingdom to become strained.

Narcampus

30 Apples

A: 4	M: 4	D: 3	H: 2	W: 9	R: 9
------	------	------	------	------	------

A narcampus is a horned hippocampus.

Special Rules:

Tidal Regent

Terrain within a 5" radius of a narcampus is considered to be within a water feature.

Ruler of the Sea

Narcampi move 6" per move action when in a water feature. In all other terrain, they treat all other terrain as difficult terrain. A narcampus has the arcane scholar and arcane master upgrades at no cost.

Siren's Song

A narcampus gains a +2 bonus to all rolls made for persuade actions.

Unwavering resolve

The faerie queen may never have her resolve reduced below 1 and will never switch herds.

Unique

A herd may only include one Narcampus.

Hippocampus

15 Apples

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

Hippocampi are creatures with the upper body of a pony and the lower body of a fish. They are rarely seen far from the ocean.

Special Rules:

Sea creature

Hippocampi move 6" per action when in a water feature. In all other terrain, they treat all other terrain as difficult terrain.

Siren's Song

Hippocampi gain a +1 bonus to all rolls made for persuade actions.

Griffons

The griffons maintain a small and flourishing hegemony that borders the pony kingdom. They have frequent dealings with the pegasi, though their dietary habits can be a source of unease.

Griffon

15 apples

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

A griffon has the head wings and forelegs of an eagle and the body, tail and hind legs of a lion. They are known to eat ponies, though they aren't known to have done so in recent history.

Special Rules:

Flight

Griffons move 6" (15cm) per move action. Further, they may ignore the movement impairing effects of difficult terrain.

Pegasus

16 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.



Hall of the Faerie queen

The faerie ponies are cruel and capricious beings. Their motivations are a mystery. The faeries are rumored to have aided the Shadow King in his conquests, though no concrete proof has ever been found.

Faerie Queen

30 Apples

A: 3	M: 3	D: 3	H: 2	W: 9	R: 9
------	------	------	------	------	------

Technically, alicorn is the term for a unicorn's horn, though the word is sometimes used to describe a winged unicorns or horned pegasi. They are also sometimes called Unisus or Pegacorns. No pony is really sure where they come from, but they're extremely rare.

Special Rules:

Shape shifter

Faerie ponies are adept at changing their appearance to mimic others and use this ability to their advantage.

Rolls to hit for Shooting and close combat attacks against a faerie pony are made at a +2 penalty.

Faerie ponies gain a -2 bonus to rolls made for persuade actions.

Mistress of the Hive

Alicorns move 6" per move action. They may ignore the movement impairing effects of difficult terrain

Alicorns have the arcane scholar and arcane master upgrades at no cost...

Unwavering resolve

The faerie queen may never have her resolve reduced below 1 and will never switch herds.

Unique

A herd may only include one faerie queen.

Pony

16 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

16 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

16 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.

Faerie Ponies

15 apples

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

Faerie ponies are about half the size of a regular pony and have large insect-like wings. They are extremely reclusive and somewhat capricious in nature.

Special Rules:

Flutter

Faerie ponies move at a rate of 4" per action. They may ignore the movement impairing effects of difficult terrain.

Shape shifter

Faerie ponies are adept at changing their appearance to mimic others and use this ability to their advantage.

Rolls to hit for Shooting and close combat attacks against a faerie pony are made at a +1 penalty.

Faerie ponies gain a -1 bonus to rolls made for persuade actions.

Alien mindset

Faerie ponies may resemble other ponies, but they tend to be calculating and amoral beings with little use for such trivialities as harmony or friendship.

Do not make friendship rolls for faerie ponies at the

beginning of the player's turn. Players may still make rolls for any unicorns, ponies or pegasi in the force.

Zebra tribes

The zebras are nomadic savannah dwellers from a distant land. They are seldom seen near the pony kingdom, and their strange customs and are a source of both wonder and distrust.

Zebra

15 Apples

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

Zebras are horse like creatures from a distant land. While they are generally friendly, the ponies don't trust them entirely.

Special rules

Outsider

Zebras receive a -1 penalty to all rolls made for persuade actions.

Herbal lore

Zebras receive a +1 bonus to rolls made heal actions.

Donkey

15 Apples

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

Donkeys are stubborn though reliable. They can often be found living on the fringes of pony society.

Citizens of Ponytown

Ponytown is a mid sized settlement on the outskirts of the pony kingdom. The town has a history of being flattened by disasters on a fairly regular basis and then being rebuilt from the splinters. It's inhabitants are more than a bit eccentric and are seen by outsiders as being stubborn and backwards.

Pony

14 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

16 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

16 Apples

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

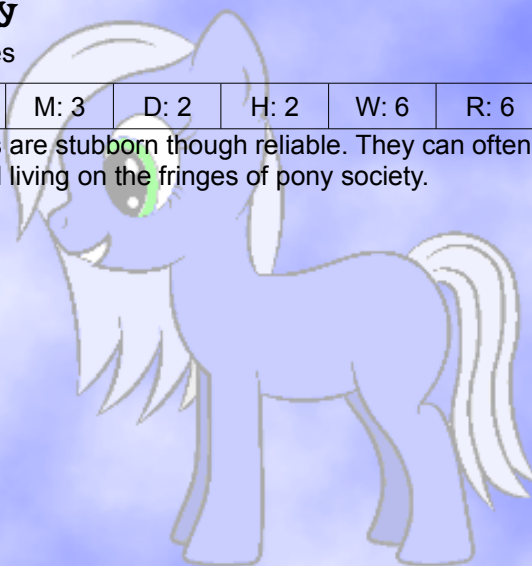
Pegasi, much like their namesake, are winged horses. They are proud creatures who enjoy racing and performing aerobatics.

Donkey

15 Apples

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

Donkeys are stubborn though reliable. They can often be found living on the fringes of pony society.



The Jeweled Empire

The jeweled Empire is a nation far to the north of the pony kingdom. Its inhabitants are strange and reclusive. The region was once ruled by an oppressive usurper called the Shadow King. He was eventually dethroned, and the Jeweled Empress established the jeweled Empire after his defeat.

The Shadow King

25 Apples

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

The Shadow King was a meglomaniacal unicorn who seized control of the Jeweled Empire in the distant past. He was a brilliant sorcerer, but his lust for power and disregard for those he ruled led to his eventual downfall.

By your command

Models that are part of a herd containing the The Shadow King do not make friendship rolls at the beginning of the player's turn.

Instead, roll a single d10. The player receives that many Command points.

Command points may be spent on harmony effects or used to purchase harmony effects. Any unused command points are lost at the beginning of the player's next turn.

If the The Shadow King is becomes a casualty or is out cold then the player may not receive command points.

Unique

A herd made using this list must include either the the Shadow King or The Jeweled Empress. It may not include both.

Master of Dark Magic

The shadow king is a unicorn with the arcane master upgrade. In addition to the spells listed in the main rules rules, he may cast the following spells in addition to those listed in the main rules.

Corruption

4 Command

Range 6", Sustained

If the casting roll succeeds, the target may not cast

spells or use blitz actions.

Aura of Despair

5 Command

Range 8", Sustained

If the casting roll succeeds, the target and any models from the target's herd within 4" of it receive a -2 penalty to all die rolls.

Unwavering resolve

The faerie queen may never have her resolve reduced below 1 and will never switch herds.

The Jeweled Empress

30 Apples

A: 4	M: 4	D: 3	H: 2	W: 9	R: 9
------	------	------	------	------	------

Technically, alicorn is the term for a unicorn's horn, though the word is sometimes used to describe a winged unicorns or horned pegasi. They are also sometimes also called Unisus or Pegacorns. No one is really sure where they come from, but they're extremely rare.

Special Rules:

Embodiment of Love

Alicorns move 6" per move action. They may ignore the movement impairing effects of difficult terrain

Alicorns have the arcane scholar and arcane master upgrades at no cost.

Love's Regent

Friendly models within 6" of The Jeweled Empress generate an additional point of Harmony.

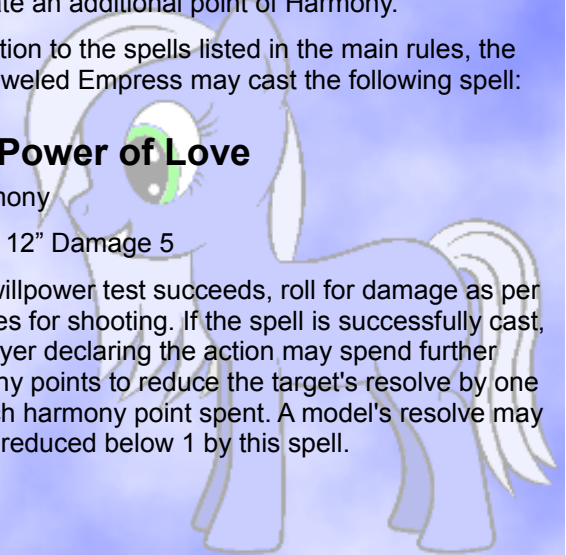
In addition to the spells listed in the main rules, the The Jeweled Empress may cast the following spell:

The Power of Love

6 Harmony

Range 12" Damage 5

If the willpower test succeeds, roll for damage as per the rules for shooting. If the spell is successfully cast, the player declaring the action may spend further harmony points to reduce the target's resolve by one for each harmony point spent. A model's resolve may not be reduced below 1 by this spell.



Unwavering resolve

The faerie queen may never have her resolve reduced below 1 and will never switch herds.

Unique

A herd made using this list must include either the the Shadow King or The Jeweled Empress. It may not include both.

Jem Pony

15 Apples

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

Gem ponies are the inhabitants of the mysterious Jeweled Empire.

