

WHITEGOLD

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Whitegold Militia [10]	6+	Light Spear	Rarity's Duty	A, B	40
Ponies of Fortune [5]	4+	Light Melee, Pistol	Strikes First, Money My Dear Colt	A	85
Dogs of War [5]	4+	Medium Melee	Armored, Tough (2)	A	180
Arqueteers [3]	5+	Rifles	Scoped	A	100
Gem Golems [3]	4+	Medium Melee	Armored, Walking Shield		120
Nighthooves [5]	4+	Light Melee	Fast, Nimble, Flying, Strikes First, Scout, Skirmisher, Hit and Run		180
Sapphire Siren [1]	5+		Hero, Squishy in All the Right Places, Siren Song		70
Praetor Ponies [5]	4+	Medium Lances	Armored, Iron Defense, Hatred, Tough (2)	A	150
Zebra Janissaires [5]	4+	Light Melee	Ambush, Skirmisher, Exotic Pact	C	100
Griffin Marauders [5]	5+	Medium Claws	Flying, Money My Dear Colt	C	130
The Great Whitegold Lodge of the Manehatten Elite [1]	4+	Medium Magic (Melee), Ranged (12")	Resistance, Tough (3), Unicorn (1)	D	100
Fancypants' Mortar [1]	5+	Cannon (Indirect)	Ordnance, Tough (3), Slow Reload, Work of Art		140
Wing Dragoons [5]	4+	Light Melee, Rifles,	Flying, Fast, Nimble	A	150
Saddle Arabian Mujahideens [5]	4+	Light Melee	Ambush, Skirmisher, Dusty Pact	C	100

Whitegold Tachanka [1]	4+	3x Rifles, Master Lance	Chariot, Tough (3)	E	160
Gleaming Captain [1]	4+	Master Melee	Armored, Fearless, Furious, Hero, Tough (3)	F	75
Flash Sentry (RP)* [1]	4+	Master Melee	Armored, Fast, Nimble, Flying, Fearless, Furious, Hero, Tough (3), Waifu Stealer, Wafflin' Waifus	F	150
Lady Rarity	4+	Master Magic (Melee)	Armored, Deceptive, Tough (5), Unicorn (2)		200

*(RP): Only used in a game that includes some form of GM controlled RP.

SPECIAL RULES:

Rarity's Duty: If the unit with this rule is within 6" of a friendly unit that has Fearless or contains Lady Rarity, this unit is Fearless.

Money My Dear Colt: This unit may reroll failed Morale rolls. However, if this subsequent roll is failed, the unit is immediately removed from the game as a casualty.

Walking Shield: All friendly units within 3" gain the Armored special rule.

Hit and Run: After the combat phase of the turn, if this unit was engaged in combat in the turn, they may make a full move.

Squishy in all the Right Places: This unit does not contribute to shooting or attack Quality rolls. The unit this Hero is in may reroll failed Morale tests. You may spend 10 points before the game to improve this Hero's Quality by 1.

Siren Song: Any unit the unit containing this hero charges must take a Morale test with a -1 penalty. If they fail, that unit gains the Strikes Last special rule during that combat only.

Iron Defence: This unit may declare it is using this ability at the start of the combat phase. For that combat, the unit's Quality becomes 2+, but each pony may only make a maximum of 1 attack.

Exotic Pact: This unit gains Fearless if it is within 6" of a friendly unit containing a Hero, or 12" of a friendly unit with the Dusty Pact special rule.

Work of Art: This unit may reroll failed defensive Quality rolls.

Dusty Pact: This unit gains Fearless if it is within 6" of a friendly unit containing a Hero, or 12" of a friendly unit with the Exotic Pact special rule.

Waifu Stealer: If this Hero is in close combat with an opposing unit that contains a Hero, that Hero must take a morale check. If the roll is failed, that Hero either develops a deep admiration for Flash (If straight male or lesbian female) or develops a huge crush on him (gay male or straight female). If the unit the enemy Hero is part of is wiped out, that enemy Hero is not slain, but is still removed as a casualty. Develop the consequences with your GM.

Wafflin' Waifus: If Flash Sentry is engaged in combat with an opposing unit that contains a Hero, improve the results of all of his quality rolls by 1.

Deceptive: If the unit containing this Hero is charged by an enemy unit, they must roll a Morale test. If failed, the unit stalls in their charge 1" away from your unit.

Adorable: If this Hero takes a wound, the unit that delivered the wound must take a Morale check. If this check is failed, the wound is ignored.

A:

Sergeant (5)

Musician (10)

Standard (10)

B: Replace all Light Spear with:

Light Halberds (5)

C:

Tribal Leader (5)

Scout (10)

Rifles (20)

Strider (10)

D: Upgrade Unicorn (1)

Unicorn (2) (10)

Upgrade with Seraph Wings (Fast, Nimble, Flying) (10)

E: Equip with

Gatling Rifle (24", A4x) (40)

F: Replace Master Sword

Master Lance (5)

Master Mace (20)

WHITEGOLD POWER MANIFESTO

Whenever you field a unit with the Unicorn special rule, choose one of these Manifestos.
That unit gains all the spells from that Manifesto

MANIFESTO OF GEOMANCY

Craggy Ground (1): The Unicorn chooses an area of the battlefield within 18" of them. Place an item representing difficult mountainous terrain in that area with diameter 6".

Crystal Shield (2): The Unicorn's unit gains the Armored special rule.

Haelstrom (3): One enemy unit within 12" must take a Morale test at -1. If failed, they take D6 automatic wounds equal to the number they failed the test by. Can only be used once per Unicorn per game.

MANIFESTO OF DECEPTION

Illusion (1): Move target unit (friendly or enemy) up to 3". Shooting rolls against this unit suffer a -1 penalty for the rest of the turn.

Doomsayer (2): One unit within 12" automatically fails the next Morale test it takes.

Doppelganger (3): Choose two enemy Heros. Exchange each hero with one another and place them in their new units. Temporarily change their Quality scores if necessary.

THE LADY'S MANIFESTO (Lady Rarity automatically chooses this Manifesto. No other Unicorn may choose this Manifesto.)

Dresses in Style (1): Rarity's unit gains Fear until the end of the turn.

Rarity's Eye (2): Choose one effect: [1]: One friendly unit within 12" gains Fearless until the end of the turn. [2]: One enemy unit within 12" gains the Slowed special rule until the end of the next turn.

A Generous Beating (2): All members of Rarity's unit gain 1 additional attack during its next combat.

The Worst Possible Thing (RP) (3): Replace 1 member of Rarity's unit with Sweetie Bell, who uses the following profile:

Name [Size]	Quality	Equipment	Special Rules	Upgrade	Cost
Sweetie Belle [1]	(The same as the quality of her	(The same as the equipment of	(The same as those of her unit), Adorable, Tough (2)	X	X

	unit)	her unit)			
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While Sweetie Belle is still alive, Rarity cannot leave her unit and Rarity's unit gains the Strikes First and Fearless special rule. If Sweetie Belle dies (only allowed if she is the last member of her unit), Rarity uses the following stats for the rest of the game. After the game ends, Rarity is removed from the campaign as a casualty (consumed with grief), and Fancy Pants becomes the default leader of Whitegold (unless your game's events have conspired in which Fancy Pants would not become the leader i.e. his death)

Name [Size]	Quality	Equipment	Special Rules	Upgrade	Cost
Rarity Unchained [1]	3+	Force Magic (Melee)	Armored, Tough (7), Monster, Rapid, Strikes First, Unicorn (2)		