

Codex:
Guardians of Equestria
crossover codex for My Little Pony fans

BETA version 1.6



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Special Rules

The following are special rules or abilities are unique to this codex, any other special rules listed in unit entries can be found in the Warhammer 40,000 rulebook.

Bond of Friendship

A model with this special rule is considered fearless as long as the unit it is in is above 50% of its starting size. Furthermore a psyker with this special rule may reroll failed psychic tests as long as the unit it is a part of is above 50% of its starting size.

If the unit the model is in goes below 50% (losing the effect of this rule), then subsequently is brought back above 50% of its starting size (for example, due to the effects of “heal the wounded”), it immediately becomes fearless and regroups immediately if it is falling back.

Note: If a model with this special rule is alone, this rule has no effect.

Warpless Magic

If a psyker with this special rule suffers a Perils of the Warp attack, it must immediately take a toughness test; if the test is passed, the model ignores the effects of the Perils of the warp attack. If the test is failed, the model suffers a single wound with no saves of any kind allowed. Furthermore, a model with this special rule may not, under any circumstances, choose psychic powers from the Warhammer 40k rulebook.

This rule is based on the fact that unicorns do not use the warp for their magic, instead they use their physical strength to power their spells. Therefore, a perils of the warp attack symbolizes the unicorn not having enough strength to support the spell, and a failure of this test symbolizes the spell backfiring onto the unicorn

Celestian

A model with this special rule has the “relentless” special rule; furthermore, if Princess Celestia is part of a unit, every model in that unit with this special rule increases its attacks characteristic by 1 for as long as Princess Celestia is part of the unit.

Lunarian

A model with this special rule has the “night vision” special rule; furthermore, if Princess Luna is part of a unit, every model in that unit with this special rule increases its attacks characteristic by 1 for as long as Princess Luna is part of the unit.

HQ

Princess Celestia, ruler of Equestria

215 pts

Princess Celestia	WS	BS	S	T	W	I	A	Ld	Sv
	5	7	5	4	3	5	2	10	3+ ⁴⁺⁺

Unit Composition:

1 (Unique)

Unit Type:

Jump Infantry, Character
(terminator base 40mm)

Wargear:

Disintegrator hoof, Magic missile, Royal Battle Armor*

Special Rules:

Bond of Friendship, Fearless, Eternal Warrior, Psyker (Mastery level 3), Fleet, Independent Character, Relentless, Warpless Magic, Ruler of Equestria*

Psychic powers:

Shield, Save Life, Solar Flare

*Ruler of Equestria

Any model in a unit that is within 12" of Celestia gains the "fearless" special rule for as long as the unit is within 12" of her.

If the unit is falling back when it comes within range for this rule to take effect, it regroups immediately.

*Royal Battle Armor

Royal battle armor confers a 3+ armor save and a 4+ invulnerable save.

Options:

Celestia may take up to two addition psychic powers from the following list:

- Cloud of smoke.....5 points
- Teleportation..... 25 points
- Contain..... 20 points
- Heal the wounded.....30 points
- Improve armor.....15 points
- Dull the pain.....15 points

Celestia may exchange her Magic Missile for one of the following:

- Magic Burst.....10 points
- Magic Blast.....20 points

Celestia may exchange her Disintegrator hoof for one of the following:

- Disintegrator claw.....5 points
- Annihilator hoof.....10 points



HQ

Princess Luna, princess of the night

215 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Princess Luna	7	5	5	4	3	5	3	10	3+ ⁴⁺⁺

Unit Composition:

1 (Unique)

Unit Type:Jump Infantry, Character
(terminator base 40mm)**Wargear:**

Two Annihilator hooves, Royal Battle Armor*

Special Rules:Bond of Friendship, Fearless, Eternal Warrior, Psyker
(Mastery level 3), Fleet, Independent Character, Night
vision, Warpless Magic, Princess of the night***Psychic powers:**

Shield, Save Life, Menacing Darkness

***Princess of the night**

If Princess Luna is in your army, night fighting automatically applies on the first game turn, furthermore on every subsequent turn, roll a d6: on a 3+ night fighting continues.

Once this roll is failed, night fighting ends for the rest of the game.

***Royal Battle Armor**

Royal battle armor confers a 3+ armor save and a 4+ invulnerable save.

Options:

Luna may take up to two addition psychic powers from the following list:

Cloud of smoke.....	5 points
Teleportation.....	25 points
Contain.....	20 points
Heal the wounded.....	30 points
Improve armor.....	15 points
Dull the pain.....	15 points

Luna may take one of the following:

Magic Bolt.....	5 points
Magic Missile.....	10 points

Luna may exchange her annihilator hooves for a pair of disintegrator claws for **free**.



HQ

Twilight Sparkle

190 pts

Twilight Sparkle	WS	BS	S	T	W	I	A	Ld	Sv
	2	6	2	3	2	2	1	10	- 4++

Unit Composition:

1 (Unique)

Unit Type:

Infantry, Character
(normal base 25mm)

Wargear:

Magic Burst, Strong Magic Shield

Special Rules:

Bond of Friendship, Independent Character, Warpless
Magic, Psyker (Mastery level 3), Talent for Magic*

Psychic powers:

Shield, Teleportation, Contain

*Talent for magic

Twilight may always reroll failed psychic checks, even if the requirements for Bond of friendship are not met

Options:

Twilight may take up to two addition psychic powers from the following list:

- Cloud of smoke.....5 points
- Teleportation..... 25 points
- Save Life.....10 points
- Heal the wounded.....30 points
- Improve armor.....15 points
- Dull the pain.....15 points

Twilight may be upgraded to either jump infantry or beasts for **10 points**.

Rainbow Dash

175 pts

Rainbow Dash	WS	BS	S	T	W	I	A	Ld	Sv
	5	5	4	4	3	6	2	10	4+

Unit Composition:

1 (Unique)

Unit Type:

Jetbike, Character
(small flying base)

Wargear:

Battle Armor, Large Lightning, Disintegrator hoof,
Sonic Rainboom*

Special Rules:

Bond of Friendship, Independent Character, Fearless

*Sonic Rainboom

6-12" str 9 ap 1, Ordnance 1, large blast, pinning
(One time use)

After the attack is resolved, every model still under the large blast template must move the minimum distance necessary to move it out from underneath the blast marker, then place rainbow dash's model where the center of the large blast marker was.

To use this weapon, Rainbow Dash must have moved at least 10" from her starting position in the previous movement phase, and cannot be used if she is attached to a unit.

HQ

Applejack

185 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Applejack	6	2	5	4	4	5	4	10	3+ ⁶⁺⁺

Unit Composition:

1 (Unique)

Unit Type:

Beasts, Character
(terminator base 40mm)

Wargear:

Armored Hooves, Heavy Battle Armor, Magic ward,
Apples

Special Rules:

Bond of Friendship, Independent Character, Stubborn,
Feel no pain, Bucking Strength****Bucking strength**Close combat attacks made by Applejack are
resolved at +2 strength

Options:

Applejack may replace her Armored hooves
with one of the following:

- Disintegrator hoof.....5 points
- Two Disintegrator hooves..... 25 points
- Disintegrator claw.....10 points
- Two Disintegrator claws.....30 points

Fluttershy

140 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Fluttershy	1	1	2	3	2	1	1	10	- 4++

Unit Composition:

1 (Unique)

Unit Type:

Jump Infantry, Character
(normal base 25mm)

Special Rules:

Bond of Friendship, Independent Character,
Hospitalizer*, Too Adorable*, Animal Friend****Too adorable**

Fluttershy benefits from a 4+ invulnerable save.

***Hospitalizer**Fluttershy may use the “heal the wounded”,
“save life”, and “dull the pain” psychic powers
without taking a psychic test.She may only use two of these powers per turn,
and she may not use the same power twice in
one turn.***Animal friend**Woodland creature swarms count as troops
choices in an army that includes Fluttershy.Furthermore, woodland creature swarms may
use Fluttershy’s leadership instead of their own
if they are within 12” of Fluttershy.

HQ

Pinkie Pie

150 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Pinkie Pie	3	3	3	3	2	6	*	10	- 3++

Unit Composition:

1 (Unique)

Unit Type:Infantry, Character
(normal base 25mm)**Special Rules:**Bond of Friendship, Independent Character, Think Inside the Chimney*, 4th Wall Breaker*, What's Walking? *, Put 2, and 2, and 2 together...*, Pinkie Senses****Think inside the chimney**

If your army includes Pinkie pie, you may steal the initiative on a roll of a 5 or a 6.

***Pinkie senses**

Pinkie Pie benefits from a 3+ invulnerable save.

***Put 2, and 2, and 2 together...**

Pinkie pie makes 6+2d6 attacks in close combat, if doubles are rolled on the 2d6, she only makes 6 attacks that turn.

***4th Wall breaker**

if Pinkie pie moves off the side of the table, place her model on the opposite table side directly across from where she left the table edge, she continues whatever movement she was making in the same direction she was moving as though she had not left the table edge. If Pinkie is making a fall back move when this rule takes effect, she immediately regroups after this movement. If pinkie pie is attached to a squad when this rule takes effect, remove the squad as you would normally do, but treat pinkie as if she has detached from the squad (and continue her movement according to this rule)

***What's walking?**

Pinkie pie is never slowed by difficult or dangerous terrain and automatically passes dangerous terrain tests. In addition, she may use the "teleportation" psychic power without having to make a psychic test, but she can only use the power if she is not attached to a unit.

Rarity

150 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Rarity	0	5	1	3	2	1	1	10	- 4++

Unit Composition:

1 (Unique)

Unit Type:Jump Infantry, Character
(normal base 25mm)**Wargear:**

Strong Magic Shield, Magic Missile

Special Rules:

Bond of Friendship, Independent Character, Psyker (Mastery level 2), Gem Finder*

Psychic Powers:

Improve Armor, Shield

***Gem finder**

Rarity counts as a scoring unit; if she is attached to a unit, that unit counts as a scoring unit for as long as rarity is attached to the unit.

HQ

Commander of the Equestrian Forces

140 pts + options

(<u>must</u> choose one of the following)	WS	BS	S	T	W	I	A	Ld	Sv
Unicorn ^{+25 pts}	2	6	2	3	2	3	1	10	- 4++
Pegasus ^{+20 pts}	4	4	3	4	2	5	2	9	4+
Pony ^{+20 pts}	6	2	4	5	3	4	4	9	3+

Unit Composition:

1 (Unique)

Unit Type:

Character
 Unicorn: Infantry
 Pegasus: Jump Infantry
 Pony: Beasts
 (terminator base 40mm)

Wargear:

Unicorn: Strong Magic Shield, Magic Missile
 Pegasus: Battle Armor, Armored Hooves, Medium Lightning
 Pony: Heavy Battle Armor, Disintegrator Hoof, Apples

Special Rules:

Bond of Friendship, Independent Character
 Unicorn: Commander of Magic*, Warpless Magic, Psyker (Mastery level 2)
 Pegasus: Commander of Weather*
 Pony: Commander of Battle*

*Commander of magic

At the beginning of your turn, this model may take a leadership test; if the test is passed, any model in the unit this model is attached to may reroll any failed invulnerable save.

*Commander of weather

Any model in the unit this model is attached to may reroll any failed to-hit roll of a 1

*Commander of battle

Every model in the unit this model is attached to increases its attacks characteristic by 1.

Any commander may be upgraded to one of the following:

- Celestian..... 10 points
- Lunarian..... 10 points

Unicorn:

May be upgraded to either beasts or jump infantry for **10 points**.

May choose up to four of the following psychic powers:

- Shield.....15 points
- Cloud of smoke.....free
- Teleportation..... 15 points
- Contain..... 10 points
- Heal the wounded..... 20 points
- Improve armor.....5 points
- Dull the pain..... 15 points

May replace Magic missile with one of the following:

- Magic burst..... 10 points
- Magic blast..... 20 points

Pegasus:

Upgrade to jetbike (toughness becomes 5, initiative becomes 6) for **30 points**

May exchange Medium Lightning for one of the following:

- Large lightning..... 10 points
- Lightning Storm.....20 points

May exchange its armored hooves for one of the following:

- Disintegrator hoof..... 5 points
- Disintegrator claw.....10 points
- Annihilator hoof.....20 points

May take one of the following:

- Magic ward..... 5 points
- Magic shield..... 15 points

Pony:

May replace its disintegrator hoof with one of the following:

- Disintegrator claw..... 10 points
- Annihilator hoof.....15 points

May take one of the following:

- Disintegrator hoof..... 5 points
- Disintegrator claw.....15 points
- Annihilator hoof.....20 points
- Rock launcher.....10 points
- Throw boulder.....20 points

May take one of the following:

- Magic ward..... 5 points
- Magic shield.....15 points

Elites

Canterlot Guard

100 pts + options

(Each model must choose one of the following)

	WS	BS	S	T	W	I	A	Ld	Sv
Unicorn ^{+15 pts/model}	3	5	3	3	1	2	1	9	4+ ⁵⁺⁺
Pegasus ^{+15 pts/model}	4	4	4	4	1	5	2	9	4+ ⁵⁺⁺

Unit Composition:

5 Canterlot Guard

Unit Type:

Unicorn: Infantry

Pegasus: Jump Infantry
(terminator base 40mm)**Wargear:**

Battle Armor, Magic Shield, Armored Hooves, Apples

Unicorn: Magic Bolt

Pegasus: Medium Lightning

Special Rules:

Bond of Friendship

Unicorn: Psyker (Mastery level 1), Warpless Magic

Pegasus: Fleet

Unicorn:Any unicorn may be upgraded to either jump infantry or beasts for **5 points per model**.

Each Unicorn model may choose one of the following psychic powers:

Shield.....	10 points
Cloud of smoke.....	free
Contain.....	10 points
Teleportation.....	15 points
Dull the pain.....	10 points

For every 5 unicorns in the unit, up to two models may exchange their Magic Bolt for a Magic Missile for **10 points**.For every 5 unicorns in the unit, one model may exchange its Magic Bolt for a Magic burst for **20 points**.If the unit consists of 10 unicorns, one model may exchange its Magic Bolt for a Magic Blast for **30 points**.May include up to 5 additional Canterlot Guard at **20 points per model***(remember that each model must then choose to be either a Pegasus or a Unicorn)*A single model may be upgraded to a Captain of the guard for **10 points**.*(The model must still choose to be either a Unicorn or a Pegasus; furthermore, a Captain of the guard is a character and has +1 Ld and +1 attack. If the model is a Unicorn it may choose up to two psychic powers; if it is a Pegasus, it is equipped with a large lightning instead of medium lightning)*

The entire unit may be upgraded to one of the following:

Celestian.....	3 points/model
Lunarian.....	3 points/model

Pegasus:

Each Pegasus may exchange its Armored hooves for one of the following:

Disintegrator hoof.....	10 points
Disintegrator claw.....	15 points
Two Disintegrator hooves.....	25 points

Each Pegasus may exchange its Medium Lightning for a Large Lightning for **10 points**.For every 5 Pegasi in the unit, one Pegasus may exchange its medium lightning for a Lightning Storm for **20 points**.If the unit consists of 10 Pegasi, one Pegasus may take a Tornado for **25 points**.

Elites

Warmages

60 pts + options

	WS	BS	S	T	W	I	A	Ld	Sv
Warmage	1	5	2	3	1	2	1	9	- 5++

Unit Composition:

3 Warmages

Unit Type:

Infantry, Character
(normal base 25mm)

Wargear:

Magic Bolt, Magic Shield

Special Rules:

Bond of Friendship, Warpless Magic, Psyker (Mastery level 1), Squad Leader*

*Squad leader

Before the battle, each Warmage has the option to split off from its unit to lead another unit of any kind of Ponies, Pegasi, or Unicorns; after joining a unit, it counts as the same army organization slot as that unit for the rest of the game. No other Warmages may join a unit that is already being led by a Warmage.

Options:

May include up to 2 additional Warmages for **20 points each**.

Any Warmage may be upgraded to either jump infantry or beasts for **10 points/model**

Each Warmage must choose at least one of and up to three of the following psychic powers:

Shield.....	15 points
Cloud of smoke.....	free
Teleportation.....	15 points
Contain.....	10 points
Dull the pain.....	15 points
Save life.....	10 points

Any Warmage may be upgraded to Psyker (Mastery level 2) for **20 points**.

(The Warmage may then choose up to one additional psychic power.)

Heavy Battle Ponies

90 pts + options

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Battle Pony	5	1	4	5	1	4	3	8	3+

Unit Composition:

3 Heavy Battle Ponies

Unit Type:

Infantry
(terminator base 40mm)

Wargear:

Heavy Battle Armor, Apples

Special Rules:

Bond of Friendship, Feel No Pain

Options:

Each model must choose one of the following:

Armored hooves.....	free
Disintegrator hoof.....	free
Two disintegrator hooves.....	10 points
Annihilator hoof.....	15 points
Single disintegrator claw.....	5 points

Troops

Assault Ponies

85 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Assault Pony	5	1	4	4	1	4	2	8	4+

Unit Composition:

5 Assault Ponies

Unit Type:

Beasts (normal base 25mm)

Wargear:

Battle Armor, Apples

Special Rules:

Bond of Friendship, Furious Charge

Options:

May include up to 10 additional Assault ponies for **17 points each**.

The entire squad may take a Disintegrator hoof for **10 points/model**.

Battle Pegasi

80 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Pegasus	3	3	3	4	1	5	1	8	5+

Unit Composition:

5 Battle Pegasi

Unit Type:

Jump Infantry (normal base 25mm)

Wargear:

Tactical Armor, Small Lightning

Special Rules:

Bond of Friendship, Hit and Run

Options:

May include up to 10 additional Battle Pegasi for **16 points each**.

The entire squad may exchange their Small lightning for Medium lightning for **5 points/model**.

Combat Unicorns

75 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Combat Unicorn	1	5	2	3	1	2	1	9	- 6++

Unit Composition:

5 Combat Unicorns

Unit Type:

Infantry (normal base 25mm)

Wargear:

Magic Ward, Magic Dart

Special Rules:

Bond of Friendship

Options:

May include up to 10 additional Combat Unicorns for **17 points each**.

The entire squad may exchange their Magic Dart for a magic Bolt for **5 points/model**.

Fast Attack

Woodland Creature Swarms

60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Woodland Creature swarm	2	0	2	2	5	6	5	6	-

Unit Composition:

3 Woodland Swarms

Unit Type:

Beasts
(terminator base 40mm)

Special Rules:

Swarms, Distracting*

*Distracting

For every successful hit scored by a woodland creature swarm, roll a d6: on a 4+, an enemy model in the close combat (chosen by its owner) reduces its weapon skill by 1 (to a minimum of 1).

These penalties must be placed on the same model until the model's weapon skill is reduced to 1, then pick another model in the close combat and repeat the process. The penalties last until the unit is no longer locked in close combat with woodland creature swarms.

May include up to 7 additional Woodland creature swarms for **20 points per base**.

Wonderbolts

120 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Wonderbolt	4	4	4	5	1	6	2	9	4+

Unit Composition:

4 Wonderbolts

Unit Type:

Jetbike
(small flying base)

Wargear:

Battle Armor, Medium Lightning

Special Rules:

Bond of Friendship

Options:

May include up to 8 additional Wonderbolts for **30 points each**.

Any Wonderbolt may exchange their Medium lightning for a Large lightning for **10 points**.

For every 3 Wonderbolts, one Wonderbolt may exchange its Medium lightning for a Lightning storm for **15 points**.

For every 5 Wonderbolts, one Wonderbolt may take a Tornado for **25 points**.

Each Wonderbolt may take one of the following:

- Armored hooves.....5 points
- Disintegrator hoof.....10 points
- Disintegrator claw.....10 points



Fast Attack

Phoenix

60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Phoenix	2	2	2	2	1	5	2	10	- 4++

Unit Composition:

3 Warmages

Unit Type:

Infantry, Character
(normal base 25mm)

Wargear:

Magic Bolt, Magic Shield

Special Rules:

Bond of Friendship, Warpless Magic, Psyker (Mastery level 1), Squad Leader*

*Creature of magic

This model benefits from a 4+ invulnerable save.

Furthermore, it may use Solar Flare without taking a psychic test once per game turn.

*Reborn from the ashes

Whenever a phoenix is removed as a casualty, place a marker where it died; at the end of each turn after that, roll a d6, on a 5+ the phoenix returns to life, place the model as close as possible (not within 1" of enemy models).

If the model returns to the field out of unit coherency, it must move as quickly as possible towards the nearest phoenix unit and joins with it, if there are no phoenix units on the battlefield, it may move freely on its own.

Options:

May include up to 3 additional Phoenix for **20 points each**.



Heavy Support

Apple Artillery

65 pts + options

Crew:	WS	BS	S	T	W	I	A	Ld	Sv
Artillery Pony	4	3	4	4	1	4	1	8	4+
Warmage	1	5	2	3	1	2	1	9	- 5++

Unit Composition:

2 Artillery Ponies
1 Warmage
1 Apple Artillery Weapon

Unit Type:

Artillery
(Platform: terminator base 40mm)
(others: normal base 25mm)

Wargear:

Artillery Pony: Battle Armor
Warmage: Magic Shield, Magic Bolt

Special Rules:

Bond of Friendship, Fueled By Magic*
Warmage: Psyker (Mastery level 1), Warpless Magic

*Fueled by magic

In order to fire each weapon, both the artillery ponies and the Warmage must forgo any other form of shooting attack, and the Warmage must expend one warp charge.

(The Warmage does not have to make a psychic check in order to fire the weapon)

Options:

Each artillery platform must choose one of the following weapons to fire:

Apple cannon.....free
Heavy apple cannon..... 15 points
Rapid apple launcher.....5 points
Suppressive apple cannon..... 5 points

May take up to 2 additional Apple artillery platforms including their standard crew for 65 points per weapon. *(Remember that each platform must then choose its weapon.)*

The Warmage may take any options from the Warmage entry on page 11.

Each Artillery pony may take Armored hooves for **5 points each**.

Manticore

75 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Manticore	5	0	5	5	3	4	3	10	3+ 6++

Unit Composition:

1 Manticore

Unit Type:

Monstrous Creature
(Dreadnought base 60mm)

Wargear:

Manticore Claws*, Scorpion Tail*, Magical Creature Hide

Special Rules:

Fearless, Furious Charge

*Manticore Claws

Manticore claws count as two close combat weapons; furthermore, close combat attacks made with Manticore claws are resolved with an AP value of 4.

*Scorpion Tail

Close combat attacks made with a Scorpion tail have the Poisoned(2+) special rule.

(A Manticore must choose which of its weapons to attack with every turn, it may not use both weapons in one turn.)

Heavy Support

Dragon

185 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Dragon	5	4	6	6	4	3	4	10	3+ ⁶⁺⁺

Unit Composition:

1 Dragon

Unit Type:

Flying Monstrous Creature
(large oval base, flying base and stem, or Dreadnought base 60mm)

Wargear:

Dragon Claws*, Fire Breath*, Magical Creature Hide

Special Rules:

Fearless

*Dragon claws

Range: melee – Str: +2 – AP: 3.

Dragon claws count as two close combat weapons.

*Fire breath

Fire breath may be fired 4 different ways: at the beginning of each shooting phase, choose up to two of the following styles (each style may be chosen up to twice unless otherwise specified); the Dragon may fire his Fire breath up to twice, once for each style chosen:

Focused breath:

Range: 24" – Str: 8 – AP: 1. Heavy 1, Melta

Torrent of fire:

Range: Template* - Str: 3 – AP: 4. Assault 1, Torrent

If assaulted, the dragon may use its torrent of fire for overwatch regardless of which styles were chosen, resolved as a normal template weapon.

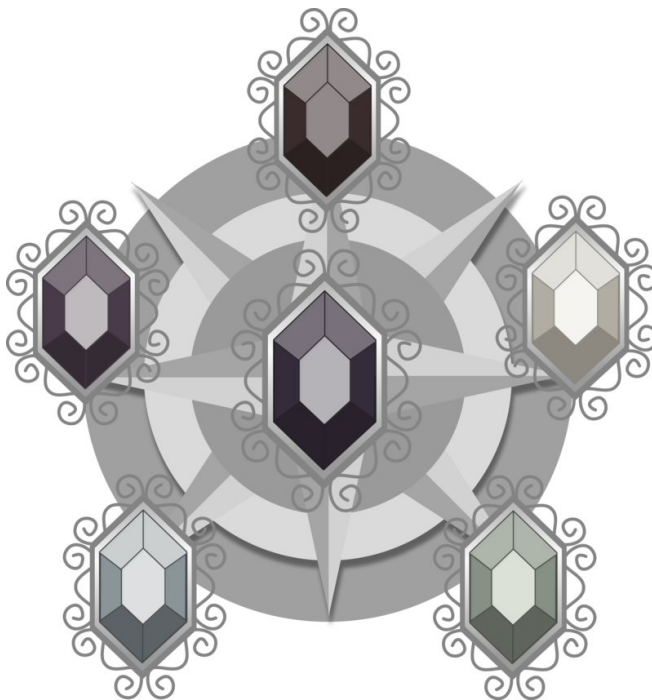
Fireball:

See wargear entry for Fireball on page .

Firestorm:

Range: special – Str: 4 – AP: 3. Heavy 1

Every model within 3" of the dragon's base takes one automatic hit. This style may only be chosen if the dragon is locked in a close combat; furthermore, it may only be chosen once per turn.



Armory

Ranged Weapons

	Range	Str	AP	
Apple Cannon	48"	5	3	Heavy 1, Blast
Boulder Throw	24"	7	3	Heavy 1, Small Blast, Unpredictable*
Heavy Apple Cannon	60"	6	3	Heavy 1, Large Blast
Fireball	24"	4	4	Assault 3
Small Lightning	24"	2	-	Assault 3, Storm*
Medium Lightning	24"	3	6	Assault 3, Storm*
Large Lightning	24"	4	5	Heavy 4, Storm*
Lightning Storm	24"	4	4	Heavy 4, Storm*
Magic Dart	24"	4	-	Assault 1, Magic Dissipation*
Magic Bolt	24"	5	-	Assault 1, Magic Dissipation*
Magic Missile	24"	6	-	Heavy 1, Magic Dissipation*
Magic Burst	36"	7	-	Heavy 1, Blast, Magic Dissipation*
Magic Blast	48"	8	-	Heavy 1, Large Blast, Magic Dissipation*
Rock Launcher	18"	5	4	Heavy 2
Rapid Apple Launcher	36"	3	5	Heavy 8
Suppressive Apple Cannon	36"	3	4	Heavy 2, Blast, Pinning, Strikedown
Tornado	24"	9	1	Ordnance 1, Large Blast, Unpredictable, Teamwork*

***Magic Dissipation:** the weapon counts as ap 4 if the target is within half of its maximum range, and ap 3 if within 1/4 of its max range; if the attack uses a blast template, determine the distance the center hole is away from the caster after rolling to scatter (use the center hole to determine the ap of the weapon).

***Storm:** if the target suffered at least one hit from a weapon with the "storm" special rule during your previous turn, increase the number of shots the weapon makes by 1 (i.e. assault 3 becomes assault 4). "Storm" has no effect on overwatch.

***Teamwork:** in order for the unit to fire a weapon with this special rule, 5 models in the unit must give up all other forms of shooting for the rest of your current turn (the unit may still fire overwatch on your opponent's turn).

***Unpredictable:** this weapon rolls 3d6 to scatter instead of the normal 2d6.

Melee Weapons

	Str	AP	
Annihilator Hoof	x2	2	Melee, Unwieldy, Specialist Weapon
Armored Hooves	user	-	Melee, Shred
Disintegrator Hoof	user	3	Melee
Disintegrator Claw	user	3	Melee, Shred, Specialist Weapon

Armor:

Tactical Armor: confers a 5+ armor save.

Battle Armor: confers a 4+ armor save.

Heavy Battle Armor: confers a 3+ armor save.

Magic Ward: confers a 6+ invul save.

Magic Shield: confers a 5+ invul save.

Strong Magic Shield: confers a 4+ invul save.

Armory

Psychic Powers:

Cloud of smoke: used at any time during your turn

until the beginning of your next turn, the unit the psyker is attached to counts as being armed with defensive grenades.

Contain: used at the beginning of any of your opponent's phases

a target enemy unit within 12" of the caster has any movement it would be able to make that phase reduced by 1d6", the unit can only be the target of Contain once per game turn.

Heal the wounded: used at the end of any player turn

choose a unit within 12" of the caster (can be the unit the caster is a part of), that unit can regain 1d3-1 wounds. If the squad consists of single-wound models, up to two such models (depending on the dice roll) may be returned to the battlefield in unit coherency with a model not returned to play using this power, if the unit contains models with multiple wounds, such models may regain wounds according to the amount rolled (i.e. a dragon with only one wound left is targeted with this power, and a 3 is rolled; the dragon may regain 2 wounds, bringing it up to 3 wounds). This power may not take the unit past its starting size, and no other uses of this power may be used on a unit affected by this power until the beginning of your next turn.

Improve armor: used at any time during your turn

Until the beginning of your next turn, every model in a target unit within 12" of the caster counts its armor save as 1 better, to a maximum of 2+

Menacing darkness: used at any time during your turn

a unit within 18" moves as though it were moving through difficult terrain until the beginning of your next turn

Save life: used when the unit the caster is attached to takes any number of unsaved wounds

Roll 3d6, for each roll of a 4+, the unit may ignore a wound as if it was saved, this power may not be used to ignore a wound that would cause instant death.

Shield: used any time during your turn

choose any friendly non-vehicle unit within 12" of the psyker (the unit can be the unit the psyker is attached to), every model in the target unit gains a 5+ invul save until the beginning of your next turn. Any model with an invul save of 5+ or better is unaffected by this power.

Solar flare: used during your shooting phase

A unit within 18" of casting model must immediately make a morale test. The unit may not be the target of another solar flare until the beginning of your next turn. This power has no effect upon units with the "fearless" special rule.

Teleportation: used at the beginning of your movement phase

Instead of moving normally, remove the Psyker and its unit from the battlefield and immediately return the unit to the battlefield using the rules for deep strike. This power may be used to deploy the unit from reserves, but may not be used if the unit is locked in close combat.

Dull the Pain: used at the beginning of your shooting phase

Every model in the target unit gains the "feel no pain" special rule until the beginning of your next turn

Explanations

Why make this codex?

This codex is my attempt to blend two of my hobbies: being a Brony and playing Warhammer 40k. The initial ideas for this codex came out of the blue when in one episode of My Little Pony, it was shown that unicorns could produce magical shields, which led to the basis of the army (most of the survivability of the units in this codex is based on unicorn magic). After that, my imagination went wild and I wrote the rest of the codex basically without stopping; this version of the codex is a much shorter and much less complicated version of that first codex I wrote, as many of the complaints about that first codex were that it was too complicated or that there were too many special rules, or that it was not well organized. Therefore, I took it upon myself to completely redesign the codex from an aesthetic point of view, and along the way toned down the codex to make it much more playable.

My hope in making this codex is that my fellow bronies may have the fun that I enjoy in blending my hobbies, while also providing a balanced new fandex. I make no claims saying this codex is balanced in its current form as I have not had many opportunities for playtesting. It is very difficult to find people who, first of all, play Warhammer, and then within that small group to find players who are also bronies. This is why I am releasing it in a public Beta form, so that other players, both bronie and non-bronie, can help me playtest this codex in an effort to balance it, so that everyone can have fun playing with and against an army made with this codex.

Notes on design:

- As there are no actual models for the units in this codex, each unit has a suggested model base size to use to represent the model (this can be found in the Unit Type section of each unit entry).
- Each Unit type was chosen on purpose to reflect how the unit would move and behave, for example: the Wonderbolts are the best flyers in Equestria, therefore they can fly faster than other units, so it makes sense for them to be classified as jetbikes even though they obviously are not riding jetbikes.
- This codex was formatted in Microsoft Word without much experience in formatting such documents in Microsoft Word, so please be gentle with criticisms about general formatting.
- The General design for this codex is based heavily upon 'Just' Dave's excellent Eldar fandex; although basically every part of this codex is formatted in imitation of 'Just' Dave's fandex, all formatting and writing of this codex was done by me (except for the legal page, most of which was literally copy-pasted from 'Just' Dave's fandex as I have no idea how to handle legal stuff like that).

The following is my reasoning behind each unit and how they were designed.

Explanations will be added to as more and more questions are asked.

Pony races:

Since there are 3 different kinds of ponies in My Little Pony (Unicorns, Pegasi, and Earth Ponies), each of which have different strengths and weaknesses, I felt it was necessary to define each race in different ways:

- Unicorns are the backbone of the army as pony technology is not exactly up to par in the Warhammer 40k universe. Unicorns bridge the technology gap with magic, as well as being dedicated shooters focused on using their magic for combat.
- Earth Ponies are usually stronger than their Unicorn and Pegasus counterparts, and are much more focused on hoof-to-hand combat as they usually have no other way of fighting. Therefore, Earth Ponies are designed specifically to be used in close-combat, and have no ballistic skill to reflect their inability to fight without their hooves.
- Pegasi are the fastest of the Pony races, as is reflected in their jump infantry or jetbike unit type. They are designed to be somewhere between Unicorns and Ponies in terms of fighting, so they are ok in shooting and close combat, but can be upgraded to be a bit more specialized into either.

Princess Celestia and Princess Luna:

Since Celestia and Luna are both co-rulers of Equestria I wanted to make them of equal power, but in different ways, therefore I made Celestia a “shooty” hq while making Luna a close combat Hq, though both can definitely hold their own in the other’s role. As they are both alicorns and therefore very magically powerful, it was only fitting that they are the highest Psyker Mastery level in the codex, matched only by Twilight Sparkle whose special talent is magic.

The Mane 6:

I designed the Mane 6 in this codex to reflect their personalities in the show, as can be seen in each one’s special rules, unit types, and psychic powers.

- Twilight Sparkle is a powerful unicorn with a talent for magic, which is reflected in her Psyker Mastery level 3, her Strong Magic shield, and obviously her “talent for magic” special rule.
- Rainbow Dash is an amazing flyer and is the element of Loyalty, reflected in her Jetbike unit type and “fearless” special rule, meaning she will never abandon her friends or mission.
- Applejack is super strong and will always keep going, even under tons of stress; this is reflected in her special rule, and her ability to wear heavy battle armor while retaining her “beasts” unit type
- Fluttershy is a kind pony, who usually would never fight, she is also wonderful with animals; this is reflected in her near total inability to fight, but powerful support role, as well as being able to unlock woodland creature swarms as troops.
- Pinkie Pie is known for being epicly random and her ability to break both physics and the 4th wall, therefore I felt it was appropriate to make her rules, stats, and weapon super random. (Pinkie Pie is not an HQ to be taken seriously, under any circumstances. If you want to use her, make sure everyone involved in your game is familiar with how strange her rules are.)
- Rarity is a fashion designer and would never get her hooves dirty, this is reflected in her focus on armor and protection, and her complete lack of close-combat skill

Commander of the Equestrian Forces:

This unit was originally supposed to be a Captain of the Equestrian guard, but that would exclude the possibility of an earth pony generic HQ.

Canterlot Guard and Heavy Battle Ponies:

Canterlot guard and Heavy Battle Ponies are the elite versions of the troops choices (go figure), they are basically what terminators are to tactical marines.

Warmages:

As I said before, the survivability of the units in this codex is based mostly upon the support of unicorns, namely Warmages. The original design of the Warmage was based upon Eldar exarchs and Necron Crypteks: a psyker (or pseudo-psyker) attached to a squad.

Troops Choices:

The troops choices exemplify the differences in the three different pony races: unicorns are very clearly shooty, earth ponies are nothing but close combat, and Pegasi are somewhere in between. The upgrades for each are there for higher points games or if you want to go a bit more of an elite army (but be careful as the troops choices are all pretty fragile).

Woodland Creature Swarms:

Woodland creature swarms emulate the role of Necron Scarab swarms. They were originally put into the codex because of Fluttershy, and were subsequently reworked to be an actual unit.

Apple Artillery:

Apple Artillery are the most non-canon unit in this codex, I created them because I felt that the heavy support choices for the codex were lacking after the removal of some more complicated units. They must have a Warmage to reinforce the theme of being supported by magic, and to allow a more logical explanation of how apples can hurt things in the Warhammer 40k universe.

Wonderbolts, Phoenix, Manticore, and Dragon:

All of these are rather self-explanatory.

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Design based on David 'Just Dave' Martin's excellent Eldar fandex.

Special thanks to Praetors, Tivarox, and Tetsuo1667 for help in playtesting, support, and opinions.

None of the images in this codex are mine; if you recognize one of the images as yours, do not hesitate to contact me to add you to the list of credits.

Please don't hesitate to contact me with any feedback, questions, suggestions, and your experiences with this Codex:

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Thanks,

Nicaetinismo

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