WHITE FANG AC195 ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your White Fang miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several White Fang units - these are described below and referenced on the datasheets.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like AC, AC195, White Fang, Ground, and Space. AC defines the particular universe of Gundam that these suits fall into, AC195 as the year the unit was deployed, and White Fang as the White Fang faction. Future faction indices may indicate that they can use units from this Index, and these keywords will help refine those choices.

ABILITIES

The following abilities are common to several White Fangunits:

Mobile Suit

This model can Fall Back in the movement phase and still shoot and/or charge in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

Mobile Doll

This unit is a **Mobile Suit**. In addition, the AI control system of the unit replaces a normal pilot. This unit is immune to any power that affects its Ld score. This unit automatically passes all Ld tests.

Core Explodes

If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" receives D6 mortal wounds.

Weapon Types

All weapons from 40k and from the Gundam Indices are considered **Kinetic** unless otherwise specified as follows: Weapons with *dark lance, flamer, fusion, gauss, grav, melta, phase, star, tesla,* or *vortex* as part of the name gain **Energy**

Weapons with *lance, las-, laser, light,* or *prism* as part of the name gain **LASER**, **Energy**

Weapons with *beam, fusion, ion, particle,* or *plasma* as part of the name gain **Beam, Energy**

Zero System

This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Zero System Discipline when manifesting. Note - Zero System models do not know Smite, and do not damage other models from Perils of the Warp.

SEED FACTOR DISCIPLINE

IT'S A GUNDAM!!

IT'S A GUNDAM!! has a warp charge value of 6. If manifested, select a unit within 24" that is visible to the Zero System unit. Until the start of your next psychic phase, that unit must subtract 1 from their hit rolls and from their Leadership characteristic.

Plot Armor

Plot Armor has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Zero System unit suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.

Combat Hypnosis

Combat Hypnosis has a warp charge value of 6. If manifested, the Zero System unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Zero System unit can Charge this turn.

10 POWER			OZ V			M GO				DAMAGE Some of this mode change as it suffer shown below:			
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Sv
OZ-02MD	*	6+	*	6	6	12	1	0	*	7-12+	12"	3+	2+
Planet Defensors	12"	6+	6+	5	5	1	1	6	4+	4-6	9"	4+	3+
A OZ-02MD Virgo is a sin four Planet Defensors.	gle model	equipp	ed with	n a N	Mega	a Parti	cle (Cannor	n and	1-3	5"	5+	4+
WEAPON	RANGE	Т	YPE		S	AP	D	ABIL	LITIES				
Mega Particle Cannon	48"	Нє	eavy 3		8	-3	4			u roll a wound roll o o inflicts a mortal v			
	Beam Shield Emitters: If at least 3 Planet Defensors models are in unit coherency, they can forgo their shooting phase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ be Invulnerable save against all shooting						choo Defe that I inste Plan Defe Defe being mode Pland	my successfully wounds that unit, you can ose to allocate that wound to the Planet ensors unit instead of the target unit. If you do, Planet Defensors unit suffers a mortal wound ead of the normal damage. The Defensors: When a model with Planet ensors is set up, any accompanying Planet ensors models are attached and are treated as any embarked. While the Planet Defensors lels remain attached, none of the abilities of the net Defensors models are available.					
	grants any Invulnerable saves to nearby models.					models can disembark or re-embark. When disembarked, those Planet Defensors models are treated as a separate unit. If the controlling unit is destroyed, those Planet Defensors models are destroyed as well.							
ABILITIES	Mobile D Core Exp		•					Defe	nsors ma	ld is not in Space , by only disembark f g to re-embark for	or a si	ingle tu	ırn
FACTION KEYWORDS	AC, AC19		. ,	ıg						-			
KEYWORDS	Titanic, V				it, Sp	oace,	Grou	ınd					

12 POWER)Z-13 I	MS	X 1		ИD		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS BS S	S T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
OZ-13MSX1 MD	*	* *	7 7	15	1	8	2+	8-15+	12"	4+	3+
An OZ-13MSX1 MD Vaye	ate Mobile	Doll is a single	model	equi	pped	with a	Buster	4-7	9"	5+	4+
Rifle and Titanic Feet. Or	nly one mod	lel with Vayea	te may	be ch	oser	for you	ur army.	1-3	5"	6+	5+
WEAPON	RANGE	TYPE	S	AP	D	ABILI'	TIES				
Buster Rifle	When firin	g the Buster R	Rifle, cho	ose	one o	of the tv	vo mode	s below.			
Beam Rifle Mode	36"	Heavy 3	8	-3	4		•	roll a wound roll o inflicts a mortal w			
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	remair phase Save. weapo	ned station . Subtrace Each time on, it also	nly fire the Buster conary in the prece ct 2 from any targe ne you roll a Wound inflicts a Mortal Volumay only be fired	ding net unit d roll Vounc	noveme 's Invuln of 6+ w l. This	ent nerable ith this
Ancillary Targets	60"	Heavy 2	9	-4	4	within autom includi can FI	1" of a li atically h ing friend y . Each	ter Rifle Mode is fine drawn from the hit by the edges of ally units but excluding time you roll a World also inflicts a Mor	firer the maining mount of the fire of the	to the tanassive to the	rget is beam, hat
Titanic Feet	Melee	Melee	User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	is weap	on.
Mobile Doll(p. 1) ABILITIES Core Explodes (p. 1)						External Generator: After this unit takes damage, roll a D6 and add this unit's current BS. If the result is greater than this unit's remaining Wounds, the External Generator explodes, causing D3 Mortal wounds to every unit within 6". The Buster Rifle can no longer fire if the External Generator explodes.				result he tal fle can	
FACTION KEYWORDS		5, White Fang				110 1011	30, 1110 11	LIO EXIOTIAI GOII	5,4101	- SAPIOU	
	, , , , , , ,	-,									

Titanic, Vehicle, Mobile Suit, Space, Ground, Vayeate

KEYWORDS

20 POWER		OZ	-13	\mathbf{SN}	1S	X2	2 1	ИD		DAMAGE Some of this mod change as it suffe shown below:			
NAME	M	WS	BS	S	T	W	Α	Ld	Sv	REMAINING W	M	WS	BS
OZ-13MSX2	*	*	*	7	7	15	5	9	2+	7-12+	12"	3+	3+
Planet Defensors	12"	6+	6+	5	5	1	1	6	4+	4-6	9"	4+	4+
An OZ-13MSX2 MD Merc Gun, Beam Sabers, a Col one model with Mercuriu s	mbat Shiel	d, 10 F	Planet I	Defe	ensors					1-3	5"	5+	5+
WEAPON	RANGE	Т	YPE		S	AP	D	ABILI	ITIES				
Beam Gun	24"	Pist	tol 2D3	3	8	-3	4	weap	on, it also	roll a wound roll o inflicts a mortal w	ound/		
Beam Sabers	Melee	M	lelee		+3	-3	2D3		_	roll a wound roll o inflicts a mortal w			
Titanic Feet	Melee	M	lelee		User	-2	D3	Make	3 hit rolls	s for each attack w	ith thi	s weap	on.
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Saviour Protocols: If a Planet Defensors unit is within 3" of the unit that launched them when an enemy successfully wounds that unit, you can choose to allocate that wound to the Planet Defensors unit instead of the target unit. If you do, that Planet Defensors unit suffers a mortal wound instead of the normal damage. Planet Defensors: When a model with Planet Defensors is set up, any accompanying Planet Defensors models are attached and are treated as being embarked. While the Planet Defensors models remain attached, none of the abilities of the Planet Defensors models are available. Any or all of the controlling unit's Planet Defensors models can disembark or re-embark. When disembarked, those Planet Defensors models are treated as a separate unit. If the controlling unit is destroyed, those Planet Defensors models are destroyed as well. If the battlefield is not in Space, the Planet Defensors may only disembark for a single turn before						d ith dels g ors els olling s t. If e	Beam Shield Emitters: If at least 3 Planet Defensors models are in unit coherency, they can forgo their shooting phase that turn to form a Beam Shield Team. One friendly unit within 3" of the Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 3 Planet Defensors models in unit coherency in a Beam Shield Team, then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models. If at least 7 Planet Defensors models are in unit coherency, they can forgo their shooting phase that turn to form a Complete Beam Shield Team. Any friendly unit within 3" of the Complete Beam Shield Team gains a 4+ invulnerable save against all shooting attacks until your next shooting phase. Alternately, one friendly unit within 3" of the Complete Beam Shield Team gains a 3+ invulnerable save against all shooting attacks until your next shooting phase. If at any time there are less than 7 Planet Defensors models in unit coherency in the Complete Beam Shield Team, then any 3 or more Planet Defensors models in unit coherency can reform into a Beam Shield Team instead. Mobile Doll (p. 1); Core Explodes (p. 1)					
FACTION KEYWORDS	AC, AC19												
KEYWORDS	, , , ,												

20 POWER	MILI			PE -13			CR	AFT	DAMAGE Some of this mode change as it suffer shown below:								
NAME	M	WS BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	ws	BS					
Milliardo Peacecraft	*	* *	8	8	18	4	9	2+	10-18+	12"	2+	2+					
Milliardo Peacecraft in the OZ-13MS Gundam Epyon is a single model equipped with a Beam Anti-Ship Sword, a Combat Shield, two Claws, a Heat Rod, Titanic Feet, and Twin Link 60mm Vulcans. This model may not be taken in the same army as Zechs Merquise . Only one model with Epyon may be taken for your								3+ 4+									
army. WEAPON	RANGE	TYPE		S	AP	D	ABIL	ITIES									
Beam Anti-Ship Sword	When attacking with this weapon, you must sub 1 from the Hit roll. Each time you roll a wound r Melee Melee Sx2 -3 2D3 of 6+ for this weapon, it also inflicts a mortal wo					d roll wound.											
Claw	Melee	Melee	<u> </u>	+1	-1	D2			ing with two Claws, ack with them this t		nay mal	ke an					
Heat Rod				-	-				vo modes below.								
Entangle Mode	Melee	Melee		*	*	*	Each	succes	sful hit with this wea o lose an attack in t	•							
Heat Mode	Melee	Melee)	+3	-3	2D3			ou roll a wound roll o so inflicts a mortal v								
Titanic Feet	Melee	Melee	:	User	-2	D3	Make	3 hit ro	lls for each attack v	vith th	is weap	on.					
Twin Link 60mm Vulcans	12"	Rapid Fir	e 4	4	0	2	Add	1 to all h	nit rolls against targe	ets tha	t can F	ly.					
	Combat Shield: A model with a combat shield has a 5+ invulnerable save. Mobile Armor Transformation: This unit may transform to or from a Mobile Armor mode at the beginning of any of your movement phases. When transformed, it gains Hard to Hit, Airborne, and Supersonic. Additionally, it's Movement						straight forwards. Note that it cannot pivot again										
ABILITIES	Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound. Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Airborne*: This model cannot charge, and can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly. Mobile Suit (p. 1); Core Explodes (p. 1)											
PSYKER	Zero System: This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Zero System Discipline (p. 1) when manifesting. Note - Zero System models do not know Smite, and do not damage other							power o. 1)									
FACTION KEYWORDS	AC, AC195	, White F	ang														
KEYWORDS	Titanic, Vel	nicle, Mob	ile Su	uit, Sp	ace,	Grou	nd, Cł	naracter.	, Epyon, Gundam, F	-ly		Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Epyon, Gundam, Fly					

WF-02MD DAMAGE Some of this model's characteristics VIRGO I change as it suffers damage, as POWER shown below: NAME М WS Ld Sv **REMAINING W** М BS Sv WF-02MD 12" 3+ 4+ 6 6 12 0 7-12+ 2+ Planet 12" 5 1 6+ 6+ 5 6 4+ Defensors 4-6 9" 3+ A WF-02MD Virgo II is a single model equipped with Beam Sabers, a Mega Particle Cannon, and eight Planet Defensors. 1-3 5" 5+ 4+ **WEAPON** S AP D ABILITIES **RANGE TYPE** Each time you roll a wound roll of 6+ for this Beam Sabers Melee Melee +3 -3 2D3 weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 Beam Rifle 36" weapon, it also inflicts a mortal wound. Each time you roll a wound roll of 6+ for this Heavy 3 8 -3 48" Mega Particle Cannon weapon, it also inflicts a mortal wound. This model may replace its Mega Particle Cannon with a Beam Rifle. If it does so, it may take WARGEAR OPTIONS an additional Beam Rifle (Power Rating +4). Beam Shield Emitters: If at least 3 Planet Defensors models are in unit coherency, they can Saviour Protocols: If a Planet forgo their shooting phase that turn to form a Beam Defensors unit is within 3" of the unit that Shield Team. One friendly unit within 3" of the launched them when an enemy Beam Shield Team gains a 4+ Invulnerable save against all shooting attacks until your next shooting successfully wounds that unit, you can choose to allocate that wound to the phase. Planet Defensors unit instead of the target unit. If you do, that Planet If at any time there are less than 3 Planet Defensors Defensors unit suffers a mortal wound models in unit coherency in a Beam Shield Team, instead of the normal damage. then the Beam Shield Team collapses and no longer grants any Invulnerable saves to nearby models. Planet Defensors: When a model with If at least 7 Planet Defensors models are in unit Planet Defensors is set up, any coherency, they can forgo their shooting phase that accompanying Planet Defensors models are attached and are treated as being turn to form a Complete Beam Shield Team. Any embarked. While the Planet Defensors friendly unit within 3" of the Complete Beam Shield models remain attached, none of the Team gains a 4+ invulnerable save against all abilities of the Planet Defensors models shooting attacks until your next shooting phase. are available. Any or all of the controlling Alternately, one friendly unit within 3" of the unit's Planet Defensors models can Complete Beam Shield Team gains a 3+ disembark or re-embark. When invulnerable save against all shooting attacks until your next shooting phase. If at any time there are disembarked, those Planet Defensors models are treated as a separate unit. If less than 7 Planet Defensors models in unit coherency in the Complete Beam Shield Team, then the controlling unit is destroyed, those Planet Defensors models are destroyed any 3 or more Planet Defensors models in unit as well. If the battlefield is not in **Space**. coherency can reform into a Beam Shield Team the Planet Defensors may only instead. disembark for a single turn before **ABILITIES** needing to re-embark for a turn. Mobile Doll (p. 1); Core Explodes (p. 1) **FACTION KEYWORDS** AC, AC195, White Fang **KEYWORDS** Titanic, Vehicle, Mobile Suit, Space

> 10	W	F-1	2S	M	D	TA	A U	JR	US	DAMAGE Some of this mod	del's cl	haracte	ristics
POWER		MC	B		Æ	D	\mathbf{O}			change as it suffe shown below:	ers da	mage, a	18
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	REMAINING W	M	BS	Sv
WF-12SMD	*	6+	*	8	7	15	1	0	*	7-12+	12"	3+	3+
										4-6	9"	4+	4+
A WF-12SMD Taurus Mol	bile Doll is	a single	e mod	el eq	uipp	ed wi	th a	Beam	Rifle.	1-3	5"	5+	5+
WEAPON	RANGE	T	YPE		S	AP	D	ABIL	ITIES				
Beam Rifle	36"	He	avy 3		8	-3	4			roll a wound roll o inflicts a mortal v			
Mega Particle Cannon	48"	He	avy 3		8	-3	4			roll a wound roll o inflicts a mortal v			
WARGEAR OPTIONS This model may replace its Beam Rifle with a Mega Particle Cannon.													
	may trans mode at t movemen gains Fly	form to he begi it phase , Hard t	or from inning es. What to Hit	om a of a nen t , Air l	Mok ny o rans born	oile Ar f your sforme ne, and	mor ed, it d	pivot straig after incre of the move	Supersonic*: Each time this model moves, first pivot it on the spot up to 90°, then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 12" until the end of the phase - do not roll any dice. This model must move at least 8" in each movement phase. Hard to Hit*: Your opponent must subtract 1 from				
	Supersor character use Titani	istic inc	rease	s by	6".	It may			lls for atta ting phas	icks that target thi e.	s mod	el in the	;
	Mobile Doll (p. 1)					Airborne* : This model cannot charge, and can only be charged by units that can Fly , and can only attack or be attacked in the Fight phase by units							
ABILITIES	Core Exp		. ,					that o	an Fly .				
FACTION KEYWORDS	AC, AC19	-											
KEYWORDS	Titanic, Ve	ehicle,	Mobile	e Sui	t, Sp	oace, (Grou	ınd					

WHITE FANG POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-13MSX2 MD	1	140

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-02MD	1	65
OZ-12SMD	1	125

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
OZ-13MSX1 MD	1	140

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
WF-02MD	1	80

CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Zechs Merquise, OZ-13SMS	1	145

RANGED WEAPONS							
WEAPON	POINTS PER WEAPON						
Beam Gun	55						
Beam Rifle	75						
Buster Rifle	200						
Mega Particle Cannon	80						
Twin Link 60mm Vulcans	10						

MELEE WEAPONS							
WEAPON	POINTS PER WEAPON						
Beam Anti Ship Sword	40						
Beam Sabers	40						
Claw	15						
Heat Rod	40						
Titanic Feet	0						

OTHER WARGEAR			
WARGEAR	POINTS PER ITEM		
Combat Shield	20		
Planet Defensor	15		

WHITE FANG WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	s	AP	D	ABILITIES
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Rifle	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Rifle	When attack	ng with this weap	on, cho	ose on	e of the p	profiles listed below.
Beam Rifle Mode	36"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Buster Rifle Mode	60"	Heavy 2D3	9	-4	4	A model can only fire the Buster Rifle Mode if it remained stationary in the preceding movement phase. Subtract 2 from any target unit's Invulnerable Save. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. This weapon may only be fired in either Buster Rifle Mode 3 times in a battle.
Ancillary Targets	60"	Heavy 2	9	-4	4	When the Buster Rifle Mode is fired, any model within 1" of a line drawn from the firer to the target is automatically hit by the edges of the massive beam, including friendly units but excluding models that can Fly . Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all to hit rolls against targets that can Fly.

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti Ship Sword	Melee	Melee	Sx2	-2	2D3	When attacking with this weapon, you must subtract 1 from the hit roll. Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Claws	Melee	Melee	+1	-1	D2	When attacking with two Claws, you may make an additional attack with them this turn.
Heat Rod	When attackir	ng with the Hea	t Rod, ch	oose c	one of the	two modes below.
Entangle Mode	Melee	Melee	*	*	*	Each successful hit with this weapon causes the enemy unit to lose an attack in this combat phase.
Heat Mode	Melee	Melee	+3	-3	2D3	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.

OTHER WARGEAR	
Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Planet Defensor	Starts Embarked, has Beam Shield Emitters and Saviour Protocols.