

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 Fang units:

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.



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POWER

OZ-02MD
VIRGO

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	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 single model equipped with a Mega Particle Cannon and four Planet Defensors.										1-3	5"	5+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mega Particle Cannon	48"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
<p>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.</p> <p>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.</p> <p>Mobile Doll (p. 1)</p>						<p>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.</p> <p>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.</p> <p>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.</p> <p>If the battlefield is not in Space, the Planet Defensors may only disembark for a single turn before needing to re-embark for a turn.</p>
ABILITIES	Core Explodes (p. 1)					
FACTION KEYWORDS	AC, AC195, White Fang					
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground					



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POWER

OZ-13MSX1 MD

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	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 Vayeate Mobile Doll is a single model equipped with a Buster Rifle and Titanic Feet. Only one model with Vayeate may be chosen for your army.										4-7	9"	5+	4+
										1-3	5"	6+	5+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Buster Rifle	When firing the Buster Rifle, choose one of the two modes below.												
--- Beam Rifle Mode	36"	Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for 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 mode may only be fired 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.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
Mobile Doll(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.							
ABILITIES	Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, White Fang												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground, Vayeate												



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POWER

OZ-13MSX2 MD

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	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 Mercurius Mobile Doll is a single model equipped with a Beam Gun, Beam Sabers, a Combat Shield, 10 Planet Defensors, and Titanic Feet. Only one model with Mercurius may be taken for your army.										1-3	5"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Gun	24"	Pistol 2D3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.

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 needing to re-embark for a turn.

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.

ABILITIES

Mobile Doll (p. 1); **Core Explodes** (p. 1)

FACTION KEYWORDS

AC, AC195, White Fang

KEYWORDS

Titanic, Vehicle, Mobile Suit, Space, Ground, Mercurius



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POWER

MILLIARDO PEACECRAFT

OZ-13MS

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	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 army.										5-9	9"	3+	3+
										1-4	5"	4+	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Beam Anti-Ship Sword	Melee	Melee	Sx2	-3	2D3	When attacking with this weapon, you must subtract 1 from the Hit roll. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Claw	Melee	Melee	+1	-1	D2	When attacking with two Claws, you may make an additional attack with them this turn.							
Heat Rod	When attacking with the Heat Rod, choose 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+ for this weapon, it also inflicts a mortal wound.							
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack with this weapon.							
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .							
<div><div><p>Combat Shield: A model with a combat shield has a 5+ invulnerable save.</p><p>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 characteristic increases by 6". It may not use any weapons while transformed.</p><p>Gundanium Alloy: Whenever this unit loses a Wound, roll a D6. On a 5 or 6, it does not lose a wound.</p><p>Hard to Hit*: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p></div><div><p>Heat Rod: When Charging, you may add 3" to the result of your Charge roll. If you do so, the first attack in the Assault must be with the Heat Rod.</p><p>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.</p><p>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.</p><p>Mobile Suit (p. 1); Core Explodes (p. 1)</p></div></div>													
<p>ABILITIES</p>													
<p>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 models from Perils of the Warp.</p>													
<p>PSYKER</p>													
<p>FACTION KEYWORDS AC, AC195, White Fang</p>													
<p>KEYWORDS Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Epyon, Gundam, Fly</p>													



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POWER

WF-02MD
VIRGO II

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	Sv
WF-02MD	*	4+	*	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 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	RANGE	TYPE	S	AP	D	ABILITIES
Beam Sabers	Melee	Melee	+3	-3	2D3	Each time you roll a wound roll of 6+ for 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+ for 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+ for this weapon, it also inflicts a mortal wound.
WARGEAR OPTIONS This model may replace its Mega Particle Cannon with a Beam Rifle. If it does so, it may take an additional Beam Rifle (Power Rating +4).						

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 needing to re-embark for a turn.

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.

ABILITIES

Mobile Doll (p. 1); **Core Explodes** (p. 1)

FACTION KEYWORDS

AC, AC195, White Fang

KEYWORDS

Titanic, Vehicle, Mobile Suit, Space



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POWER

WF-12SMD TAURUS MOBILE DOLL

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	Sv
WF-12SMD	*	6+	*	8	7	15	1	0	*	7-12+	12"	3+	3+
A WF-12SMD Taurus Mobile Doll is a single model equipped with a Beam Rifle.										4-6	9"	4+	4+
										1-3	5"	5+	5+
WEAPON	RANGE		TYPE		S	AP	D	ABILITIES					
Beam Rifle	36"		Heavy 3		8	-3	4	Each time you roll a wound roll of 6+ for 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+ for this weapon, it also inflicts a mortal wound.					
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Mega Particle Cannon.												
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 Fly , Hard to Hit , Airborne , and Supersonic . Additionally, it's Movement characteristic increases by 6". It may not use Titanic Feet while transformed.										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 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 .			
ABILITIES	Mobile Doll (p. 1)												
	Core Explodes (p. 1)												
FACTION KEYWORDS	AC, AC195, White Fang												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												

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 attacking with this weapon, choose one of the 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 attacking with the Heat Rod, choose 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.					