

# 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.

## 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. This model gains **Titanic Presence**.

### 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.

### Titanic Presence

After attacking in melee with a chosen weapon, this model may then make 1 additional attack with each other melee weapon it is equipped with. This model counts as 10 models when determining control of an objective marker. If every model in your army shares a <Faction> keyword,

then all  models with this rule gain **Objective Secured** (see the Warhammer 40,000 Core Book).

## 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.

<div><div><div></div><div>10</div><div>POWER</div></div><div>OZ-02MD VIRGO</div></div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>				
NAME		M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W		M	BS	Sv
OZ-02MD		210pts	*	6+	*	6	6	12	1	0	*	7-12+	12"	3+	2+
A OZ-02MD Virgo is a single model equipped with a Mega Particle Cannon and one unit of four Planet Defensors (p.7).											4-6	9"	4+	3+	
											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.						
ABILITIES		Mobile Doll (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS		AC, AC195, White Fang													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground													

<div></div> <div>16 POWER</div> <div>WF-02MD VIRGO II</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
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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	405pts	*	*	*	7	7	15	5	9	2+	7-12+	12"	3+	3+
An OZ-13MSX2 MD Mercurius Mobile Doll is a single model equipped with a Beam Gun, Beam Sabers, a Combat Shield, two units of five Planet Defensors (p.7), and Titanic Feet. Only one unit with <b>Mercurius</b> may be taken for your army.											4-6	9"	4+	4+
											1-3	5"	5+	5+
WEAPON		RANGE		TYPE		S	AP	D	ABILITIES					
Beam Gun		24"		Pistol 4		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		+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.					
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							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 <b>280pts</b>	*	*	*	8	8	18	4	9	2+	10-18+	15-30"	2+	2+
MilliarDO Peacecraft in the OZ-13MS Gundam Epyon is a single model equipped with a Beam Anti-Ship Sword, a Combat Shield, Claws, a Heat Rod, Titanic Feet, and Twin Link 60mm Vulcans. This unit may not be taken in the same army as <b>Zechs Merquise</b> . Only one unit with <b>Epyon</b> may be taken for your army.										5-9	15-21"	3+	3+
										1-4	15"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beam Anti-Ship Sword	Melee	Melee	Sx2	-4	9	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.
Claws	Melee	Melee	+3	-3	3	When attacking, you may make an additional attack with this weapon.
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	+6	-3	6	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.
Titanic Feet	Melee	Melee	User	-2	2	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 <b>Fly</b> .

**Combat Shield:** A model with a combat shield has a 5+ invulnerable save.

**Mobile Suit Transformation:** This unit may transform to a Mobile Suit mode at the beginning of any of your movement phases. When transformed, it loses **Hard to Hit**, **Airborne**, and **Supersonic**. Additionally, its Movement characteristic becomes 12".

**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.

**Heat Rod:** When Charging, you may add 3" to the result of this unit's Charge roll. If you do so, reduce this unit's Attack value by 1 for the following Fight phase.

**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.

**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)


## ABILITIES

**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.

## PSYKER

**FACTION KEYWORDS** AC, AC195, White Fang

**KEYWORDS** Titanic, Vehicle, Mobile Suit, Space, Ground, Character, Epyon, Gundam, Fly

<div> <b>10</b> POWER</div> <div><b>WF-12SMD TAURUS</b> <b>MOBILE DOLL</b></div>										<b>DAMAGE</b> Some of this model's characteristics change as it suffers damage, as shown below:																																									
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POWER

# PLANET DEFENSER

No	NAME	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Planet Defender 15pts	12"	5+	5+	5	6	2	1	6	4+

For each model past the first, it has **Power Rating +1**.

## Keywords:

- **Funnel** models do not gain the keywords of any units that contain them.
- For the purposes of interacting with terrain features, **Funnel** models count as having the INFANTRY keyword.

**Shield Team:** If at least 3 Planet Defender models are in unit coherency, they can forgo their shooting phase that turn to form a 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.

**Valued Sacrifice:** Each time a **Funnel** model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the **Funnel** keyword.

**Artificial Helpers:** **Funnel** models are ignored for the purposes of:

- The Look Out, Sir rule.
- Determining this unit's Starting Strength, and whether this unit is below Half-strength.
- Determining this unit's Toughness characteristic, if it also contains models without the **Funnel** keyword.

## Psycommu:

- This unit must begin the game docked to a unit that can take **Funnels** (the Controlling Unit), and must remain within 24" of the Controlling Unit at all times. If at the end of any phase this unit is more than 24" away from the Controlling Unit (or the Controlling Unit is destroyed), then all remaining **Funnel** models in this unit are destroyed.
- A **Funnel** unit may join or separate from the Controlling Unit at any point during its Movement phase, but must be in unit coherency with the Controlling Unit to join.

**Docked Funnel:** If this model is docked with another:

- Any weapons this model is equipped with are considered to be equipped to the model it is docked with.
- Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.
- If the model it is docked with is destroyed, this **Funnel** model is destroyed as well.

**Limited Parameters:** If this unit contains only **Funnel** models, this unit cannot perform actions, and loses the Objective Secured ability if it has it, and cannot gain it through any means.

## ABILITIES

**FACTION KEYWORDS** AC, AC195, White Fang

**KEYWORDS** Funnel, Space, Fly