

# GF - White Fangs AC195 1.0



## About OPR

OPR ([www.onepagerules.com](http://www.onepagerules.com)) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

**Thank you for playing!**

## Background Story

White Fang is an extremist group hell-bent on destroying The Organization of the Zodiac and freeing the colonies from planetary rule forever. Lacking the manpower to pilot enough mobile suits to effectively threaten OotZ, White Fang leaned heavily into Mobile Doll technology instead. These soulless machines are emotionless killers, following orders blindly. Their devastating Mobile Suits were massive humanoid military machines that crushed traditional armed forces and even other Mobile Suits under their titanium-alloy treads.

The White Fangs needed a powerful figurehead, though, so they brought onboard their own Devil Mobile Suit to challenge the pilots from Operation Meteor. Featuring a variant of the Zero System, their leader's Mobile Suit increased the efficiency of the Mobile Dolls but also showed them the path to Perfect Victory.

Game Design: Gaetano Ferrara  
Illustrations: Brandon Gillam  
Army Book by: MarkBell  
Cover Image by: MarkBell  
Created with: [OPR Web Companion](#)

# GF - White Fangs AC195 1.0

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
OZ-13MS Epione Devil [1]	2+	2+	Stomp (A4, AP(2)), Claws (A2, AP(3)), Heat Rod (A1, AP(3), Deadly(4), EMP), Large Beam Saber (A6, AP(3), Deadly(6), Rending)	Flying, Gundanium, Hero, Mobile Suit, Rocket Anchor, Shield, Tactical Zero System, Tough(18), Transform, Zero System	-	1320pts
OZ-13MSX1 Vayeate [1]	3+	2+	Stomp (A4, AP(2)), Heavy Beam Cannon (48", A3, AP(3), Deadly(6), Poison, Rending)	Fearless, Hero, Mobile Suit, Regeneration, Tough(15)	-	935pts
OZ-13MSX2 Mercurius [1]	3+	2+	Stomp (A4, AP(2)), Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Gun (24", A6, AP(2), Deadly(3), Rending)	Beam Shield, Fearless, Hero, Mobile Suit, Tough(15)	-	760pts
WF-02MD Virgo II [1]	3+	2+	Stomp (A4, AP(2)), Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Beam Shield, Fearless, Mobile Suit, Tough(12)	A	580pts
WF-02MD Virgo II Team [2]	3+	2+	Stomp (A4, AP(2)), Beam Saber (A2, AP(3), Deadly(4), Rending), Beam Rifle (36", A2, AP(3), Deadly(6), Rending)	Beam Shield, Fearless, Mobile Suit, Tough(12)	A	1060pts

A | *Replace any Beam Rifle with:*  
 Beam Bazooka (48", A4, AP(3), +170pts  
 Deadly(3), Rending)

## Special Rules

**Beam Shield:** This model gains Shield and always counts as being In Cover.

**EMP:** This weapon counts as having Rending but only needs rolls of 5-6 to take effect.

**Gundanium:** Add +1 to this model's defense rolls.

**Mobile Suit:** This model has Strider, moves 12" when using Advance, and moves 18" when using Rush/Charge.

**Rocket Anchor:** Add +3" to this unit's charge range.

**Shield:** This model gains Regeneration, and enemy units get -1 to all all attack rolls when targeting this model.

**Tactical Zero System:** Tactical Zero System: When the hero's unit is activated, pick up to two other friendly units within 12". They each get one of these special rules until the end of the round:

- Double Time: +3" when moving
- Take Aim: +1 to shooting rolls
- Focus Fire: AP(+1) when shooting
- Wreck Face: +1 to melee rolls

**Transform:** At the beginning of the game and each time this unit activates, it may choose to transform to or from a high speed mode. In High Speed mode it gains Aircraft, but loses access to any melee weapons.

**Zero System:** This model gains Psychic(3). It may attempt to cast two psychic spells when it activates, but it may not attempt to cast the same spell more than once in a turn.

## Psychic Spells

**Plot Armor (5+):** The casting model's unit Regenerates on rolls of 4+ until its next Activation.

**The Lightning Count (5+):** The casting model's unit may move up to their Advance distance before their normal movement. This must be cast before moving.

**Combat Hypnosis (6+):** The casting model's unit gains Relentless, Furious, and Stealth until its next Activation.

**Emergency Transformation (6+):** The casting model may immediately Transform to or from it's High Speed Mode.

**Perfect Victory (6+):** The casting model may immediately make a charge move, and then resume it's current activation. Subtract 2 from the roll when attempting to cast.

**Target in Sight (6+):** The casting model's unit may reroll hits when attacking until its next Activation.