

EARTH FEDERATION FORCES - THUNDERBOLT ARMY LIST

This section contains all the datasheets that you will need in order to fight battles with your Earth Federation Forces - Thunderbolt (EFF-TB) 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 EFF-TB units - these are described below and referenced on the datasheets.

ABILITIES

The following abilities are common to several EFF-TB units:

Escape Vehicle - <Unit Type>

At any time, including if the model is reduced to 0 Wounds (as long as it does not explode), then the pilot may eject in a <Unit Type> and continue fighting. The pilot now uses the basic <Unit Type> unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new <Unit Type> model is considered part of the original unit.

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**.

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).

Vehicle Squadron

The first time this unit is set up, all models in this unit must be placed within 6" of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

Alternate Terrain

Battles in Gundam take place in a more varied set of environments than is typical for Warhammer 40k games. The following are special mission rules that affect the battlefield, and are a subset of the rules that are found in the GundamHammer 40k Codex.

Open Space

Battles in **Space** require every unit to move at least 3" as part of the movement phase. Weapons that require units to remain stationary may be fired at a -2 penalty to hit, and the unit may move no more than 3". Any unit may move through any other unit due to the high speed nature of space combat, but must still end movements at least 1" away from enemy models. Units with minimum speed requirements must still move their minimum speeds. Units must possess the **Space** keyword to field that unit in Space battles.

Lunar Surface

Battles on the Lunar Surface (or inside a colony hangar exposed to vacuum, or other comparable battlefield). Units must possess the **Space** keyword to field that unit in Lunar Surface battles. No other special rules or restrictions apply.

Debris Field

As **Open Space**, but after any movement phase where a unit moves 6" or more, that unit must take an LD check. If the unit rolls more than its LD, it must take a Mortal Wound.



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POWER

IO FLEMING FA-78

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	
Io Fleming	900pts	*	*	*	8	9	21	4	9	2+	11-21+	15"	3+	2+	
Io Fleming in the FA-78 Full Armor Gundam Thunderbolt is a single model equipped with Beam Sabers, two Missile Launchers, a Shoulder Beam Cannon, two Three Shot Missile Launchers, Titanic Feet, a Twin Beam Rifle, and Twin Shields. Only one unit with Io Fleming may be included in your army.											5-10	10"	4+	3+	
											1-4	6"	5+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
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.							
Shoulder Beam Cannon		48"	Heavy D6		8	-3	6	Blast. Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.							
Missile Launcher		72"	Heavy D6		8	-2	2	Blast.							
Three Shot Missile Launcher		60"	Rapid Fire D6		6	-1	1	Blast.							
Titanic Feet		Melee	Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.							
Twin Beam Rifle		36"	Heavy 6		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 Twin Shields with Quad Shields (Power Rating +2).													
ABILITIES		Combat Shield: A model with a Combat Shield has a 5+ invulnerable save.							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
		Twin Shields: A model with Twin Shields has a 4+ invulnerable save.							Armor Eject: At any time, the vast array of weapons and armor may be ejected. All weapons are lost except the Beam Sabers and Titanic Feet; any remaining shields are replaced by a Combat Shield. If damaged, the unit may regain Wounds up to a max of 8 remaining Wounds.						
		Quad Shields +40: A model with Quad Shields has a 4+ invulnerable save and reduces the AP of any ranged attack by 1, to a minimum of 0.													
		Escape Vehicle - FF-X7 Core Fighter (p. 1)													
FACTION KEYWORDS		UC, 0079, EFF-TB													
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Gundam, Space, Io Fleming													



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POWER

FF-X7 CORE FIGHTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
FF-X7	75pts	15"-30"	6+	4+	6	5	6	2	7	2+
This unit contains a single FF-X7 equipped with Twin Link 60mm Vulcans and Twin Link X7 Missile Launchers. It may include an additional single FF-X7 (Power Rating +4) or an additional two FF-X7 (Power Rating +8).										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly .				
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can Fly .				
ABILITIES	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 .					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 15" until the end of the phase - do not roll any dice.				
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Vehicle Squadron (p. 1) Core Explosion (p. 1)				
FACTION KEYWORDS	UC, 0079, EFF-TB									
KEYWORDS	Fly, Vehicle, Aircraft, Core Fighter, Space, Ground									




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POWER

FF-X7-C CORE POD

NAME		M	WS	BS	S	T	W	A	Ld	Sv
FF-X7-C	40pts	15"-30"	6+	4+	6	5	6	2	7	2+
This unit contains a single FF-X7-C.										
ABILITIES	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 .					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 15" until the end of the phase - do not roll any dice.				
	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					Core Explosion (p. 1)				
FACTION KEYWORDS		UC, 0079, EFF-TB								
KEYWORDS		Fly, Vehicle, Aircraft, Core Fighter, Space								

<div>12 POWER</div> <div>RGC-80 GM CANNON</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	WS	BS	
RGC-80	235pts	*	*	*	7	7	12	2	7	3+	7-12+	12"	4+	4+
A RGC-80 GM Cannon is a single model equipped with a Beam Spray Gun, a 240mm Cannon, Twin Link 60mm Vulcans, and Titanic Feet.											4-6	9"	5+	5+
											1-3	5"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
240mm Cannon	84"	Heavy D6		8	-3	2	Blast. This weapon can target units not visible to the bearer.							
Beam Spray Gun	24"	Pistol D3		8	-3	4	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 Fly.							
WARGEAR OPTIONS	This model may take a Combat Shield (Power Rating +1).													
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.													
	Combat Shield +20: A model with a combat shield has a 5+ invulnerable save.													
	Escape Vehicle - FF-X7 Core Fighter (p. 1)													
FACTION KEYWORDS	UC, 0079, EFF-TB													
	Titanic, Vehicle, Mobile Suit, Space													

<div><div><div></div></div><div>9</div><div>POWER</div></div> <div>RGM-79 GM</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div><div>NAME</div><div>M</div><div>WS</div><div>BS</div><div>S</div><div>T</div><div>W</div><div>A</div><div>Ld</div><div>Sv</div></div>											<div>REMAINING W</div> <div>M</div> <div>WS</div> <div>BS</div>			
<div>RGM-79<div>180pts</div><div>*</div><div>*</div><div>*</div><div>7</div><div>6</div><div>12</div><div>2</div><div>7</div><div>3+</div></div>											<div>7-12+</div> <div>12"</div> <div>4+</div> <div>4+</div>			
<div>A RGM-79 is a single model equipped with a 90mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.</div>											<div>4-6</div> <div>9"</div> <div>5+</div> <div>5+</div>			
											<div>1-3</div> <div>5"</div> <div>6+</div> <div>6+</div>			
<div><div>WEAPON</div><div>RANGE</div><div>TYPE</div><div>S</div><div>AP</div><div>D</div><div>ABILITIES</div></div>														
<div>90mm Machine Gun<div>-10</div><div>24"</div><div>Rapid Fire 4</div><div>6</div><div>0</div><div>1</div><div>-</div></div>														
<div>100mm Machine Gun<div></div><div>24"</div><div>Rapid Fire 6</div><div>6</div><div>-1</div><div>1</div><div>-</div></div>														
<div>Bazooka<div></div><div>48"</div><div>Heavy 2D6</div><div>8</div><div>-2</div><div>1</div><div>Blast.</div></div>														
<div>Beam Sabers<div></div><div>Melee</div><div>Melee</div><div>+6</div><div>-3</div><div>6</div><div>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</div></div>														
<div>Beam Spray Gun<div>+30</div><div>24"</div><div>Pistol 3</div><div>8</div><div>-3</div><div>4</div><div>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</div></div>														
<div>Titanic Feet<div></div><div>Melee</div><div>Melee</div><div>User</div><div>-2</div><div>2</div><div>Make 3 hit rolls for each attack with this weapon.</div></div>														
<div>Twin Link 60mm Vulcans<div></div><div>12"</div><div>Rapid Fire 4</div><div>4</div><div>0</div><div>2</div><div>Add 1 to all hit rolls against targets that can Fly.</div></div>														
<div><div>WARGEAR OPTIONS</div><div>This model may replace its 100mm Machine Gun with a Bazooka, a Beam Spray Gun (Power Rating +1), or a 90mm Machine Gun (Power Rating -1). This model may replace its Combat Shield with Twin Shields (Power Rating +1).</div></div>														
<div><div><div>Combat Shield:</div><div>A model with a combat shield has a 5+ invulnerable save.</div></div><div><div>Twin Shields</div><div>+20:</div><div>A model with Twin Shields has a 4+ invulnerable save</div></div><div><div>Hard to Hit:</div><div>Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div></div><div><div>Escape Vehicle - FF-X7-C Core Pod</div><div>(p. 1)</div></div></div>														
<div><div>ABILITIES</div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div>														
<div><div>FACTION KEYWORDS</div><div>UC, 0079, EFF-TB</div></div>														
<div><div>KEYWORDS</div><div>Titanic, Vehicle, Mobile Suit, Space</div></div>														



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POWER

BIANCA CARLYLE

RGM-79

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	
Bianca Carlyle	190pts	*	*	*	7	6	12	3	8	3+	7-12+	12"	3+	3+	
Bianca Carlyle in a RGM-79 GM is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.											4-6	9"	4+	4+	
											1-3	5"	5+	5+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES							
90mm Machine Gun		-10	24"	Rapid Fire 4		6	0	1	-						
100mm Machine Gun			24"	Rapid Fire 6		6	-1	1	-						
Bazooka			48"	Heavy 2D6		8	-2	1	Blast.						
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.						
Beam Spray Gun		+30	24"	Pistol 3		8	-3	4	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 Fly.						
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a Bazooka, a Beam Spray Gun (Power Rating +1), or a 90mm Machine Gun (Power Rating -1).													
		This model may replace its Combat Shield with Twin Shields (Power Rating +1).													
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.						
		Twin Shields +20: A model with Twin Shields has a 4+ invulnerable save							Escape Vehicle - FF-X7-C Core Pod (p. 1)						
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, EFF-TB													
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space													



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POWER

RGM-79 ACE

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							
RGM-79 Ace	190pts	*	*	*	7	6	12	2	8	3+	7-12+	12"	3+	3+						
A RGM-79 Ace is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield.										4-6	9"	4+	4+							
										1-3	5"	5+	5+							
WEAPON															RANGE	TYPE	S	AP	D	ABILITIES
90mm Machine Gun		-10	24"	Rapid Fire 4		6	0	1	-											
100mm Machine Gun			24"	Rapid Fire 6		6	-1	1	-											
Bazooka			48"	Heavy 2D6		8	-2	1	Blast.											
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.											
Beam Spray Gun		+30	24"	Pistol 3		8	-3	4	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 Fly.											
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a Bazooka, a Beam Spray Gun (Power Rating +1), or a 90mm Machine Gun (Power Rating -1).																		
		This model may replace its Combat Shield with Twin Shields (Power Rating +1).																		
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.											
		Twin Shields +20: A model with Twin Shields has a 4+ invulnerable save							Escape Vehicle - FF-X7-C Core Pod (p. 1)											
		Mobile Suit (p. 1)							Core Explodes (p. 1)											
FACTION KEYWORDS		UC, 0079, EFF-TB																		
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space																		




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POWER

IO FLEMING RGM-79

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
Io Fleming	200pts	*	*	*	7	6	12	3	9	3+	7-12+	12"	3+	2+
Io Fleming in a RGM-79 GM is a single model equipped with a 100mm Machine Gun, Beam Sabers, Titanic Feet, Twin Link 60mm Vulcans, and a Combat Shield. Only one model with Io Fleming may be included in your army.											4-6	9"	4+	3+
											1-3	5"	5+	4+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun		-10	24"	Rapid Fire 4		6	0	1	-					
100mm Machine Gun			24"	Rapid Fire 6		6	-1	1	-					
Bazooka			48"	Heavy 2D6		8	-2	1	Blast.					
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.					
Beam Spray Gun		+30	24"	Pistol 3		8	-3	4	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 Fly .					
WARGEAR OPTIONS		This model may replace its 100mm Machine Gun with a Bazooka, a Beam Spray Gun (Power Rating +1), or a 90mm Machine Gun (Power Rating -1).												
		This model may replace its Combat Shield with Twin Shields (Power Rating +1).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.					
		Twin Shields +20: A model with Twin Shields has a 4+ invulnerable save							Escape Vehicle - FF-X7-C Core Pod (p. 1)					
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, EFF-TB												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Space, Io Fleming												

<div>12 POWER</div> <div>RX-77-2 GUNCANNON</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																									
<table><tr><th>NAME</th><th></th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>A</th><th>Ld</th><th>Sv</th></tr><tr><td>RX-77-2</td><td>240pts</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>15</td><td>2</td><td>7</td><td>2+</td></tr></table>											NAME		M	WS	BS	S	T	W	A	Ld	Sv	RX-77-2	240pts	*	*	*	7	7	15	2	7	2+	<table><tr><th>REMAINING W</th><th>M</th><th>WS</th><th>BS</th></tr><tr><td>8-15+</td><td>10"</td><td>4+</td><td>4+</td></tr><tr><td>4-7</td><td>7"</td><td>5+</td><td>5+</td></tr><tr><td>1-3</td><td>4"</td><td>6+</td><td>6+</td></tr></table>				REMAINING W	M	WS	BS	8-15+	10"	4+	4+	4-7	7"	5+	5+	1-3	4"	6+	6+
NAME		M	WS	BS	S	T	W	A	Ld	Sv																																										
RX-77-2	240pts	*	*	*	7	7	15	2	7	2+																																										
REMAINING W	M	WS	BS																																																	
8-15+	10"	4+	4+																																																	
4-7	7"	5+	5+																																																	
1-3	4"	6+	6+																																																	
A RX-77-2 is a single model equipped with two 240mm Cannons, Titanic Feet, and Twin Link 60mm Vulcans.																																																				
<table><tr><th>WEAPON</th><th>RANGE</th><th>TYPE</th><th>S</th><th>AP</th><th>D</th><th>ABILITIES</th></tr><tr><td>240mm Cannon</td><td>84"</td><td>Heavy D6</td><td>8</td><td>-3</td><td>2</td><td>Blast. This weapon can target units not visible to the bearer.</td></tr><tr><td>Beam Rifle</td><td>+7536"</td><td>Heavy 3</td><td>8</td><td>-3</td><td>4</td><td>Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.</td></tr><tr><td>Spray Missile Launcher</td><td>-2572"</td><td>Rapid Fire D6</td><td>7</td><td>-2</td><td>1</td><td>Blast.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>2</td><td>Make 3 hit rolls for each attack with this weapon.</td></tr><tr><td>Twin Link 60mm Vulcans</td><td>12"</td><td>Rapid Fire 4</td><td>4</td><td>0</td><td>2</td><td>Add 1 to all hit rolls against targets that can Fly.</td></tr></table>											WEAPON	RANGE	TYPE	S	AP	D	ABILITIES	240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.	Beam Rifle	+7536"	Heavy 3	8	-3	4	Each time you roll a wound roll of 6+ for this weapon, it also inflicts a mortal wound.	Spray Missile Launcher	-2572"	Rapid Fire D6	7	-2	1	Blast.	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 Fly.
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																														
240mm Cannon	84"	Heavy D6	8	-3	2	Blast. This weapon can target units not visible to the bearer.																																														
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Twin Link 60mm Vulcans	12"	Rapid Fire 4	4	0	2	Add 1 to all hit rolls against targets that can Fly.																																														
<div><div>WARGEAR OPTIONS</div><div>This model may replace both 240mm Cannons with two Spray Missile Launchers (Power Rating -3). This model may take a Beam Rifle (Power Rating +3).</div></div>																																																				
<div><div>ABILITIES</div><div><div>Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</div><div>Escape Vehicle - FF-X7 Core Fighter (p. 1)</div></div><div><div>Mobile Suit (p. 1)</div><div>Core Explodes (p. 1)</div></div></div>																																																				
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