

# EARTH FEDERATION FORCES - THE ORIGIN

## ARMY LIST

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

### ABILITIES

The following abilities are common to several EFF-TO 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.

### Newtype

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 Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.

#### NEWTYPE DISCIPLINE

##### IT'S A GUNDAM!!

*IT'S A GUNDAM!!* has a warp charge value of 6. If manifested, select a unit within 30" that is visible to the Newtype. 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 Newtype's 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 Newtype's 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 Newtype's unit can Charge this turn.



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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 ( <b>Power Rating +4</b> ) or an additional two FF-X7 ( <b>Power Rating +8</b> ).										
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 <b>Fly</b> .				
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all hit rolls against targets that can <b>Fly</b> .				
ABILITIES	<b>Airborne:</b> This model cannot charge, and can only be charged by units that can <b>Fly</b> , and can only attack or be attacked in the Fight phase by units that can <b>Fly</b> .					<b>Supersonic:</b> 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. <b>Vehicle Squadron</b> (p. 1) <b>Core Explosion</b> (p. 1)				
	<b>Hard to Hit:</b> Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.									
FACTION KEYWORDS	UC, 0079, EFF									
KEYWORDS	Fly, Vehicle, Aircraft, Core Fighter, Space, Ground									





3


POWER


M61A5 TYPE 61  
MAIN BATTLE TANK


NAME	M	WS	BS	S	T	W	A	Ld	Sv	
M61A5	65pts	8"	4+	4+	5	5	6	1	7	3+
This unit contains 1 M61A5. It can include 1 additional M61A5 ( <b>Power Rating +3</b> ) or 2 additional M61A5s ( <b>Power Rating +6</b> ). Each model equipped with a 60mm Vulcan, Smoke Launchers, and Twin 150mm Cannons.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
60mm Vulcan	12"	Rapid Fire 2	4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .				
Twin 150mm Cannons	36"	Heavy 4	7	-1	2	-				
ABILITIES	<div><div><b>Smoke Launchers:</b> Once per game, instead of shooting any weapons in the Shooting phase, this model can use its Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</div><div><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing from the battlefield. On a 6 it explodes, and all units within 3" take a Mortal Wound.</div></div>									
FACTION KEYWORDS	UC, 0065, EFF-TO									
KEYWORDS	Titanic, Vehicle, Ground									

<div>8 POWER</div> <div>RCX-76-01A</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																									
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A RCX-76-01A Guncannon Mobility Test Type is a single model equipped with two 90mm Gatling Cannons, a 100mm Machine Gun, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of these units may be taken for your army.																																																				
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<div>13 POWER</div> <div>RCX-76-01B</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
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<div> <b>9</b> POWER</div> <div>RCX-76-02</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>			
<div>NAMEMWSBSSTWALdSv</div>											<div>REMAINING WMWSBS</div>			
<div>RCX-76-02190pts* * *7715273+</div>											<div>8-15+10"4+4+</div>			
<div>A RCX-76-02 Guncannon First Type is a single model equipped with a 90mm Gatling Cannon, a 90mm Machine Gun, a 240mm Cannon, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans.</div>											<div>4-77"5+5+</div>			
											<div>1-34"6+6+</div>			
<div>WEAPONRANGETYPESDAPDABILITIES</div>														
<div>90mm Gatling Cannon24"Assault 126-11-</div>														
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<div>9POWER</div> <div>RTX-65 GUNTANK (EARLY TYPE)</div>											<div>DAMAGE</div> <div>Some of this model's characteristics change as it suffers damage, as shown below:</div>																																								
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A RTX-65 Guntank (Early Type) is a single model equipped with five 90mm Machine Guns, two 180mm Cannons, and Crushing Treads.																																																			
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<div><div></div><div><b>Mobile Tank:</b> Models in this unit can Fall Back in the movement phase and still shoot and/or charge in the same turn. This unit is eligible to shoot in a turn in which it Advanced. Each time a model in this unit makes a ranged attack in a turn in which it Advanced, that attack suffers the penalty incurred to the hit roll as if firing an Assault weapon. Models in this unit only gain a bonus to its save for being in cover if at least half of the model is obscured from the firer. This model gains <b>Titanic Presence</b>.</div></div>																																																			
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POWER

# RX-78-01[N] GUNDAM LOCAL TYPE

**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	
RX-78-01[N]	255pts	*	*	*	8	8	18	2	7	2+	10-18+	12"	3+	3+
A RX-78-01[N] Gundam Local Type is a single model equipped with a 100mm Machine Gun, a 180mm Cannon, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										5-9	9"	4+	4+	
										1-4	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
100mm Machine Gun	24"	Rapid Fire 6		6	-1	1	-							
180mm Cannon	48"	Heavy 1		8	-3	2D6	-							
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.							
Twin Beam Saber	+10	Melee	Melee	+6	-3	6	Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional 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 the 180mm Cannon with an Aquatic Pack ( <b>Power Rating -1</b> ).													
	This model may replace the Combat Shield and Beam Saber with a Twin Beam Saber.													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.					Aquatic Pack -25: Replace Space with Aquatic. Mobile Suit (p. 1); Core Explodes (p. 1)								
FACTION KEYWORDS	UC, 0079, EFF-TO													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character													



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POWER

## RX-78-01[N] GUNDAM LOCAL TYPE NA

### 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	
RX-78-01[N]	255pts	*	*	*	8	8	18	2	7	2+	10-18+	12"	3+	3+
A RX-78-01[N] Gundam Local Type North American Type is a single model equipped with a 100mm Machine Gun, a 180mm Cannon, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										5-9	9"	4+	4+	
										1-4	5"	5+	5+	
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES							
100mm Machine Gun	24"	Rapid Fire 6		6	-1	1	-							
180mm Cannon	48"	Heavy 1		8	-3	2D6	-							
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.							
							Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.							
Twin Beam Saber	+10	Melee	Melee		+6	-3	6	Add 1 to all hit rolls against targets that can Fly.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2								
WARGEAR OPTIONS	This model may replace the 180mm Cannon with an Aquatic Pack ( <b>Power Rating -1</b> ). This model may replace the Combat Shield and Beam Saber with a Twin Beam Saber.													
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Aquatic Pack -25: Replace Space with Aquatic. Mobile Suit (p. 1); Core Explodes (p. 1)							
FACTION KEYWORDS	UC, 0079, EFF-TO													
KEYWORDS	Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character													



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POWER

# RX-78-01[FSD] GUNDAM FSD

## 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	
RX-78-01[FSD]	245pts	*	*	*	8	8	18	2	7	2+	10-18+	12"	3+	2+
A RX-78-01[FSD] Gundam Full Scale Development is a single model equipped with a 90mm Gatling Cannon, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only up to two of this model may be included in your army.										5-9	9"	4+	3+	
										1-4	5"	5+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
90mm Gatling Cannon		24"	Assault 12		6	-1	1	-						
100mm Machine Gun		+25	24"	Rapid Fire 6		6	-1	1	-					
180mm Cannon		+25	48"	Heavy 1		8	-3	2D6	-					
Beam Rifle		+75	36"	Heavy 3		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.					
								A model can only fire the Long Beam Rifle 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 3 times in a battle. Each time you select a target for this weapon, you can ignore the <b>Look Out, Sir</b> rule.						
Long Beam Rifle		+145	84"	Heavy 3D3		9	-4	4						
Titanic Feet		Melee		Melee		User	-2	2	Make 3 hit rolls for each attack with this weapon.					
								Each time you roll a Wound roll of 6+ with this weapon, it also inflicts a Mortal Wound. Each time the bearer fights with this weapon, it can make one additional attack with this weapon.						
Twin Beam Saber		+10	Melee	Melee		+6	-3	6						
Twin Link 60mm Vulcans		12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
		This model may take a 180mm Cannon ( <b>Power Rating +1</b> ). This model may replace the Combat Shield and Beam Saber with a Twin Beam Saber. This model may replace the Combat Shield with a Massive Shield ( <b>Power Rating +1</b> ). This model may take a Beam Rifle ( <b>Power Rating +3</b> ), a 100mm Machine Gun ( <b>Power Rating +1</b> ), or a Long Beam Rifle ( <b>Power Rating +7</b> ).												
		<b>Combat Shield:</b> A model with a combat shield has a 5+ invulnerable save.							<b>Massive Shield</b> +20: A model with a massive shield has a 4+ invulnerable save.					
ABILITIES		Mobile Suit (p. 1)							Core Explodes (p. 1)					
FACTION KEYWORDS		UC, 0079, EFF-TO												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character												





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# WERZ RX-78-01

## 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	
Werz	340pts	*	*	*	8	8	18	2	7	2+	10-18+	12"	3+	2+
Werz in a RX-78-01 Prototype Gundam is a single model equipped with a 35mm Gatling Cannon, a 180mm Cannon, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and Twin Link 60mm Vulcans. Only one of this unit may be included in your army.										5-9	9"	4+	3+	
										1-4	5"	5+	4+	
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
35mm Gatling Cannon		30"	Pistol 6		5	0	1	-						
180mm Cannon		48"	Heavy 1		8	-3	2D6	-						
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.						
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.						
Twin Link 60mm Vulcans		12"	Rapid Fire 4		4	0	2	Add 1 to all hit rolls against targets that can <b>Fly</b> .						
ABILITIES		Combat Shield: A model with a combat shield has a 5+ invulnerable save.						Mobile Suit (p. 1)						
								Core Explodes (p. 1)						
FACTION KEYWORDS		UC, 0079, EFF-TO												
KEYWORDS		Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character												



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# AMURO RAY RX-78-2

## 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
Amuro Ray	380pts	*	*	*	8	8	18	4	9	2+	7-12+	12"	2+	2+
Amuro Ray in the RX-78-2 Gundam is a single model equipped with a 35mm Gatling Cannon, a Beam Rifle, Beam Sabers, a Combat Shield, Titanic Feet, and three Twin Link 60mm Vulcans. Only one model with <b>Amuro Ray</b> may be included in your army.											4-6	9"	3+	3+
											1-3	5"	4+	4+
WEAPON		RANGE	TYPE		S	AP	D	ABILITIES						
35mm Gatling Cannon		30"	Pistol 6		5	0	1	-						
180mm Cannon		+25 48"	Heavy 1		8	-3	2D6	-						
Bazooka		-50 48"	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 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.						
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> .						
WARGEAR OPTIONS		This model may replace its Beam Rifle with a Bazooka ( <b>Power Rating -3</b> ).												
		This model may take a 180mm Cannon ( <b>Power Rating +1</b> ).												
		Combat Shield: A model with a combat shield has a 5+ invulnerable save.							Mobile Suit (p. 1)					
ABILITIES		Escape Vehicle - Core Fighter (p. 1)							Core Explodes (p. 1)					
PSYKER		Powerful Newtype: This model is considered a psyker. This model can attempt to manifest up to two psychic powers in each friendly psychic phase, and can attempt to deny up to two psychic powers in each enemy psychic phase. It may use any power from the Newtype Discipline when manifesting. Note - Newtypes do not know Smite, and do not damage other models from Perils of the Warp.												
FACTION KEYWORDS		UC, 0079, EFF-TO												
KEYWORDS		Character, Titanic, Vehicle, Mobile Suit, Amuro Ray, Psyker, Powerful Newtype, Space, Ground												