

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.

KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **UC-TO**, **EFF-TO**, **<Year>**, **Ground**, **Aquatic**, and **Space**. **UC-TO** defines the particular universe of Gundam that these suits fall into (Universal Century - The Origin), **EFF-TO** as the Earth Federation Forces - The Origin, and **<Year>** as the year the unit was deployed. 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 EFF-TO 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.

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.

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.

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.



FF-X7 CORE FIGHTER



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POWER

M61A5 TYPE 61

MAIN BATTLE TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
M61A5	8"	4+	4+	5	5	6	1	7	3+
This unit contains 1 M61A5. It can include 1 additional M61A5 (Power Rating +3) or 2 additional M61A5s (Power Rating +6). 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 Fly .		
Twin 150mm Cannons	36"	Heavy 2		7	-1	2	-		
ABILITIES	Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use it's Smoke Grenades; until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.					Explodes: 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.			
FACTION KEYWORDS	UC-TO, 0065, EFF-TO								
KEYWORDS	Titanic, Vehicle, Ground								



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
RCX-76-01A	*	*	*	7	7	15	2	7	3+	8-15+	10"	4+	4+
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.										4-7	7"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Gatling Cannon	24"	Assault 6		6	-1	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
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 .						
ABILITIES	Mobile Suit (p. 1) Core Explodes (p. 1)					Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.							
FACTION KEYWORDS	UC-TO, 0078, EFF-TO												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



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
RCX-76-01B	*	*	*	7	7	15	2	7	3+	8-15+	10"	4+	4+
A RCX-76-01B Guncannon Firepower Test Type is a single model equipped with two 90mm Machine Guns, two 120mm Low Recoil Cannons, a Combat Shield, and Titanic Feet. Only one of these units may be taken for your army.										4-7	7"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
120mm Low Recoil Cannon	96"	Heavy D6		9	-3	D3	This weapon may target units not visible to the bearer.						
Titanic Feet	Melee	Melee		User	-2	D3	Make 3 hit rolls for each attack with this weapon.						
ABILITIES	Mobile Suit (p. 1)					Poor Balance: After firing either of the 120mm Low Recoil Cannons, this model must not fire either cannon in the next shooting phase to compensate.							
FACTION KEYWORDS	UC-TO, 0078, EFF-TO												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Space, Ground												



RCX-76-02

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

<div>9 POWER</div> <div>ERDUSH RCX-76-02</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>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>Erdush</td><td>*</td><td>*</td><td>*</td><td>7</td><td>7</td><td>15</td><td>2</td><td>7</td><td>3+</td></tr></table>										NAME	M	WS	BS	S	T	W	A	Ld	Sv	Erdush	*	*	*	7	7	15	2	7	3+	<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																																														
Erdush	*	*	*	7	7	15	2	7	3+																																														
REMAINING W	M	WS	BS																																																				
8-15+	10"	4+	4+																																																				
4-7	7"	5+	5+																																																				
1-3	4"	6+	6+																																																				
Lt. JG Erdush in 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. Only one of these units may be taken for your army.																																																							
<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>90mm Gatling Cannon</td><td>24"</td><td>Assault 6</td><td>6</td><td>-1</td><td>1</td><td>-</td></tr><tr><td>90mm Machine Gun</td><td>24"</td><td>Rapid Fire D3</td><td>6</td><td>0</td><td>1</td><td>-</td></tr><tr><td>240mm Cannon</td><td>84"</td><td>Heavy D6</td><td>8</td><td>-3</td><td>2</td><td>This weapon can target units not visible to the bearer.</td></tr><tr><td>Titanic Feet</td><td>Melee</td><td>Melee</td><td>User</td><td>-2</td><td>D3</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	90mm Gatling Cannon	24"	Assault 6	6	-1	1	-	90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-	240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.	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 .
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES																																																	
90mm Gatling Cannon	24"	Assault 6	6	-1	1	-																																																	
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-																																																	
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.																																																	
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 .																																																	
ABILITIES		Mobile Suit (p. 1) Core Explodes (p. 1)				Combat Shield: A model equipped with a Combat Shield gains a 5+ invulnerable save.																																																	
FACTION KEYWORDS		UC-TO, 0078, EFF-TO																																																					
KEYWORDS		Titanic, Vehicle, Mobile Suit, Space, Ground, Character																																																					



RTX-65 GUNTANK (EARLY TYPE)

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
RTX-65	*	*	*	6	6	12	2	7	3+	7-12+	10"	4+	4+
A RTX-65 Guntank (Early Type) is a single model equipped with five 90mm Machine Guns, two 180mm Cannons, and Crushing Treads.										4-6	7"	5+	5+
										1-3	4"	6+	6+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
90mm Machine Gun	24"	Rapid Fire D3		6	0	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
Crushing Treads	Melee	Melee		User	-2	D3	Make 2 hit rolls for each attack with this weapon.						
ABILITIES	Mobile Tank (p. 1)					Core Explodes (p. 1)							
FACTION KEYWORDS	UC-TO, 0065, EFF-TO												
KEYWORDS	Titanic, Vehicle, Mobile Tank, Space, Ground												

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13 RX-78-01[N] GUNDAM POWER 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]	*	*	*	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 model 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 2D3		6	-1	1	-					
180mm Cannon	48"		Heavy 1		8	-3	2D3	-					
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.					
Twin Beam Saber	Melee		Melee		+3	-3	2D3	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 remove the 180mm Cannon (Power Rating -1). If it does, it may replace the Space keyword with Aquatic .												
	This model may remove the Combat Shield (Power Rating -1). If it does, it may replace the Beam Sabers with a Twin Beam Saber.												
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-TO, 0079, EFF-TO												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character												

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13 RX-78-01[N] GUNDAM POWER 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]	*	*	*	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 model 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 2D3		6	-1	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
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.						
							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	Melee	Melee		+3	-3	2D3	Add 1 to all hit rolls against targets that can Fly.						
Twin Link 60mm Vulcans	12"	Rapid Fire 4		4	0	2							
	This model may remove the 180mm Cannon (Power Rating -1). If it does, it may replace the Space keyword with Aquatic .												
	This model may remove the Combat Shield (Power Rating -1). If it does, it may replace the Beam Sabers with a Twin Beam Saber.												
WARGEAR OPTIONS													
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-TO, 0079, EFF-TO												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character												

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]	*	*	*	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 6		6	-1	1	-						
100mm Machine Gun	24"	Rapid Fire 2D3		6	-1	1	-						
180mm Cannon	48"	Heavy 1		8	-3	2D3	-						
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		+3	-3	2D3	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. This weapon may target a Character , even if it is not the closest unit.						
Long Beam Rifle	84"	Heavy 3D3		9	-4	4							
Titanic Feet	Melee	Melee		User	-2	D3	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						
Twin Beam Saber	Melee	Melee		+3	-3	2D3	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 take a 180mm Cannon (Power Rating +1). This model may remove the Combat Shield (Power Rating -1). If it does, it may replace the Beam Sabers with a Twin Beam Saber. Alternately, this model may replace the Combat Shield with a Massive Shield (Power Rating +1). This model may take a Beam Rifle (Power Rating +3), a 100mm Machine Gun (Power Rating +1), or a Long Beam Rifle (Power Rating +7).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
	Massive Shield: A model with a combat shield has a 4+ invulnerable save.												
FACTION KEYWORDS	UC-TO, 0079, EFF-TO												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character												

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POWER

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	*	*	*	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 model 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	2D3	-					
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		+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 .					
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-TO, 0079, EFF-TO												
KEYWORDS	Titanic, Vehicle, Mobile Suit, Gundam, Space, Ground, Character												

POWER

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	*	*	*	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 Amuro Ray 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	48"		Heavy 1		8	-3	2D3	-					
Bazooka	48"		Heavy 2D3		8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.					
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.					
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 .					
WARGEAR OPTIONS	This model may replace its Beam Rifle with a Bazooka (Power Rating -3).												
	This model may take a 180mm Cannon (Power Rating +1).												
ABILITIES	Combat Shield: A model with a combat shield has a 5+ invulnerable save.												
	Mobile Suit (p. 1)												
PSYKER	Core Fighter (p. 1)												
	Core Explodes (p. 1)												
KEYWORDS	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.												
FACTION KEYWORDS	UC-TO, 0079, EFF-TO												
KEYWORDS	Character, Titanic, Vehicle, Mobile Suit, Amuro Ray, Psyker, Newtype, Space, Ground												

EFF-TO 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)
RX-78-01[FSD]	1	155

FLYER		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
FF-X7	1-3	45

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
RX-78-01[N] Local Type	1	135
RX-78-01[N] North American	1	135

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
M61A5	1-3	40
RCX-76-01A	1	60
RCX-76-01B	1	60
RCX-76-02	1	60
RTX-65	1	50

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Beam Sabers	40
Crushing Treads	0
Titanic Feet	0
Twin Beam Saber	50

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Erdush, RCX-76-02	1	75
Werz, RX-78-01 Prototype	1	155
Amuro Ray, RX-78-2	1	200

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
35mm Gatling Cannon	15
90mm Gatling Gun	20
90mm Machine Gun	15
100mm Machine Gun	25
120mm Low Recoil Cannon	75
180mm Cannon	25
240mm Cannon	65
Bazooka	25
Beam Rifle	75
Long Beam Rifle	145
Twin 150mm Cannon	20
Twin Beam Rifle	130
Twin Link 60mm Vulcans	10
Twin X7 Missile Launchers	20

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Combat Shield	20
Core Fighter	30
Massive Shield	30

EFF-TO WARGEAR

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
35mm Gatling Cannon	30"	Pistol 6	5	0	1	-
90mm Gatling Gun	24"	Assault 6	6	-1	1	-
90mm Machine Gun	24"	Rapid Fire D3	6	0	1	-
100mm Machine Gun	24"	Rapid Fire 2D3	6	-1	1	-
120mm Low Recoil Cannon	96"	Heavy D6	9	-3	D3	This weapon can target units not visible to the bearer.
180mm Cannon	48"	Heavy 1	8	-3	2D3	-
240mm Cannon	84"	Heavy D6	8	-3	2	This weapon can target units not visible to the bearer.
Bazooka	48"	Heavy 2D3	8	-2	1	When targeting units with 5 or more models, change this weapon's type to Heavy 2D6.
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.
Long Beam Rifle	84"	Heavy 3D3	9	-4	4	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. This weapon may target a Character , even if it is not the closest model.
Twin 150mm Cannons	36"	Heavy 2	7	-1	2	-
Twin Beam Rifle	36"	Heavy 6	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 made against targets that can Fly .
Twin Link X7 Missile Launchers	30"	Assault 2	6	0	D3	Add 1 to all to hit rolls made against targets that can Fly .

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
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.
Crushing Treads	Melee	Melee	User	-2	D3	Make 2 hit rolls for each attack with this weapon.
Titanic Feet	Melee	Melee	User	-2	D3	Make 3 hit rolls when attacking with this weapon.
Twin Beam Saber	Melee	Melee	+3	-3	2D3	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.

OTHER WARGEAR

Combat Shield	A model with a Combat Shield has a 5+ invulnerable save.
Core Fighter	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 Core Fighter and continue fighting. The pilot now uses the basic Core Fighter unit, placing it within 1" of where the prior model was. The prior model is removed from the game. The new Core Fighter model is considered part of the original unit.
Massive Shield	A model with a Massive Shield has a 4+ invulnerable save.