

MOBIUS 3.5 **FAQ & ERRATA**

KNOTHOLE CONVENTIONS

A COMPANION FOR THE ARGUMENTATIVE WARGAMER!



LAST UPDATED 29.02.2024
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FAQ & ERRATA

CORE RULEBOOK

How many re-rolls can I do? One. The result of a re-roll is final, even if it's the same as or worse than the initial roll.

When it comes to Charging, does the whole Unit need to be able to draw Line of Sight and/or a straight line? No, as long as one Unit member meets the criteria to Charge (and can do so at the Slowest model's distance!), the whole Unit can Charge!

Can a Unit fight more than once per Melee Phase (i.e., a Felidae Unit wipes out an enemy Unit, uses *Frenzy* to charge the next Unit, and attacks again)? No. Units may only fight once per Melee Phase, unless a rule specifically says otherwise.

[ERRATA: Shaken Units in Melee] Shaken Units have a -2 CQC modifier in Melee. Any text saying otherwise is a typo and will be fixed in future updates.

Can *Stunned* models perform Special Commands? No.

[ERRATA: High ST values] No ST value can be higher than 14, regardless of modifiers. Any ST value higher than 14 becomes ST "D" – but only in games allowing ST "D" weapons (i.e., *Armoured Assault*).

Can Units disembark from a Vehicle after it has Moved? Yes, but only after a Standard Move.

Can Units Disembark from Shaken Transports? Yes.

Can Flying and/or Airborne Units Take Cover? Not if they're in the air!

Special Rules

[Ambush] Can *Ambush* Units Deploy normally, or must they wait until Turn 2 and use *Ambush*? They can, but I'd recommend waiting and *Ambushing*!

[Ambush] Can a Unit *Ambush* above or below an enemy Unit – i.e., on a bridge the enemy Unit is under? Yes, but the distance between them must still be at least 9".

[Ambush, Vanguard] Can Units *Ambush* or make *Vanguard* deployments into Buildings? Yes, but the building must not contain any enemy Units.

[Head Start] Can Units make *Head Start* movements into Buildings? Yes, but they may not do so into the same section as an enemy Unit, as that would count as Charging.

[Immobile] What happens if an *Immobile* model is forced to move, such as failing a Panic Test? Nothing. It stays put and, in the case of a Panic Test, becomes Shaken.

[Implode] What happens if a DEF 5 model is Hit by a ST 1 *Implode* Weapon? Resolve the Hit as if the target were DEF 1 and Hit by a ST 5 Weapon.

Terrain & Buildings

Can Units Deploy from Reserves into Buildings? Yes, but regular restrictions still apply. The section you Deploy into must be fully within 6" of the designated table edge and not contain any enemy Units.

Does a Moving into a Building section with an enemy Unit count as Charging that Unit? Yes. This would trigger effects such as *Furious Charge* as well.

Are Building Fights compulsory? No. If both players agree to it and your buildings can accommodate it, you can count indoors fights as outdoors fights (but, y'know, *indoors*).

Scenarios & Missions

If I lose all Units that can complete my scenario's Mission, do I automatically lose? Yes.

Can I put Objectives in my enemy's Deployment Zone? Yes, but why would you?

[Deployment – Ruined Recon] Can Support Vehicles with Transport Capacities Deploy? If they're only carrying HQ and/or Troops Units, yes.

[Deployment – Ruined Recon] How do you calculate "half the Units" in the Army for this Deployment method? By number of Units in the Army, rounding up (for instance, if you have 5 Units, you can deploy 3 – provided they're all Troops and/or HQs).

Independent Units count as separate even if Deployed within other Units. Transports are also counted separately (a Transport with a Unit inside counts as 2 Units!).

FREEDOM FIGHTERS

Does Nicole block Line of Sight? No.

When Nicole is reduced to 0 HP and the pool targeting her still has dice, does Sally roll the remaining Saves? Yes.

Can Mina use her Quick Step to Charge? No.

KINGDOM OF ACORN

[Regiments of Renown – Royal Tank Corps] Do Command Cuirassiers count as Transports for Rank purposes? No, they're still Support.

Where's Hershey the Cat? Use Geoffrey St. John's Unit Sheet but change his Variant of to "Hershey the Cat". Yes, this is a serious Unit addition.

EGGMAN EMPIRE

How long does Eggman's "Manual Controls!" last? Until the upcoming End Phase.

G.U.N

[ERRATA: Regiments of Renown – After Burner] If the player using this Regiment of Renown is going second, any *Pinning* effect caused by it is removed in the player's second Start Phase.

[ERRATA: Rouge the Bat] You may have noticed that Rouge has *Chain of Command* but not *Independent*. This is a typo. She does have *Independent*, and this will be fixed in the next core zip update.

If Hope Kintobor escapes a Vehicle she's piloting while it explodes, does she suffer the ST 8 Hit? No.

IRON DOMINION

Do enemy Units with *Shadow War* still break Line of Sight, or can I target Units behind them? You may target Units behind those with *Shadow War*, provided the target doesn't also have *Shadow War*.

BASE SIZE GUIDE

Here's a guide to model sizes in Mobius, namely their base diameters in millimetres. Note that most Vehicles and other models without a base aren't listed here, and this guide is just that – a guide! All base sizes listed here are commonly available from many famous model makers.

Certain species have standardised base sizes, and you may have their names listed instead of a size. Hell, some factions contain multiple standard species – in that case, you can choose which size to use!

Your typical **Mobian (MB)** is 25mm tall and stands on a 25mm base. The average **Humans and Overlanders (HU)** are around 30mm tall and stand on 28.5mm bases. Most **Wolves (WL)** and **Felidae (FD)** are 40mm tall and stand on 32mm bases.

FREEDOM FIGHTERS & CHAOTIX

Model	Base Size
Sonic	28.5
Tails	28.5
Sally Acorn	28.5
Nicole	28.5
Antoine	28.5
Bunnie	32
Amy	28.5
Rotor	32
Mina Mongoose	28.5
Guntiver	32
Augustus	40
Erma	28.5
Flip Penguin	28.5
Sealia	28.5
Rob O' The Hedge	28.5
Bow Sparrow	28.5
Thorn	28.5
Munch Rat	28.5
Alan Quail	28.5
Friar Buck	28.5
Lupe	40
Lobo	32
Reynard	32
Canus	40
Diablo	32
Leeta	32
Lyco	32
Walt Wallaby	28.5

Model	Base Size
Barby	28.5
Wombat Stu	28.5
Gru Emu	28.5
Monkey Khan	65 <i>Flying</i>
Shard	28.5
Blaze	28.5
Silver	28.5
Cream	25
Big the Cat	50
Tangle	32
Whisper	32
Knuckles	28.5
Julie-Su (on foot)	28.5
Julie-Su (mounted)	60 x 35
Mighty	28.5
Ray	28.5
Vector	32
Charmy	32 <i>Flying</i>
Espio	28.5
Auxiliary	MB, HM, WL
Auxiliary Sergeant	MB, HM, WL

KINGDOM OF ACORN

Model	Base Size
Capitaine	MB, HU
Lieutenant	MB, HU
Luminaire	MB, HU, WL
Luminaire Sergeant	MB, HU, WL
Royal Guard	MB
Musician	MB, HU, WL
Sharpshooter	MB, HU WL
Bombardier	MB, HU, WL
Outrider	60 x 35
Outrider Sergeant	60 x 35
Outrider Capitaine	60 x 35
Elias Acorn	28.5
Amadeus Prower	28.5
Sally Acorn	28.5
Nicole	28.5
Sonic	28.5
Tails	28.5
Antoine	28.5
Bunnie	32
Geoffrey	28.5
Rotor	32
Amy	28.5

EGGMAN EMPIRE

Model	Base Size
Command SWATbot	32
SWATbot	32
Shadowbot	50
Eggrobo	32 <i>Flying</i>
Egg Hammer	65
Mk. II Egg Pawn	25
Egg Pawn	25
Egg Flapper	32 <i>Flying</i>
Metal Series Robot	28.5
Shadow Android	28.5
Egg Destroyer	100
Egg Destroyer Black	100
Robotnik (on foot)	32
Robotnik (Mobile)	65 <i>Flying</i>
Scratch	28.5
Grounder	28.5
Snively	28.5
Mecha Sonic	32
Mecha Sally	28.5

G.U.N

Note that non-Humans are rare in GUN.

Model	Base Size
Sergeant	HU, MB
Paladin Sergeant	HU
GUN Paladin	HU
GUN Soldier	HU, MB
GUN Corporal	HU, MB
GUN Sniper	HU, MB
Jump Rider	40
Jump Rider Corporal	40
Recon Drone	32 <i>Flying</i>
Hunter UCW	40
Giga Trooper	65
Big Foot	100
Abraham Tower	32
Hugo Brass	32
Hope Kintobor	28.5
Shadow	28.5
E-123 Omega	40
Rouge the Bat	28.5

WOLF PACK NATION INC. ADAPTER PACKS

Note that human "honorary Wolves" are rare.

Model	Base Size
Chieftain	WL, HU
Wolf Warrior	WL, HU
Wolf Hunter	WL, HU
Headhunter	WL, HU
Witch Doctor	WL, HU
Junor Witch	WL, HU
Howldiver	65 <i>Flying</i>
War Shaman	WL, HU
Lupe	40
Lobo	32
Reynard	32
Canus	40
Diablo	32
Leeta	32
Lyc0	32
Adapter Chieftain	WL, HU
Whisper	32

DARK EGG LEGION

Model	Base Size
Kommissar	MB, FD, WL, HU
Praetor	MB, FD, WL, HU
Kommissar (Bike)	60 x 35
Praetor (Bike)	60 x 35
Legionnaire	MB, FD, WL, HU
Veteran Legionnaire	MB, FD, WL, HU
Metal Series Robot	28.5
Troubleshooter	MB, FD, WL, HU
Bolthead	40
Legion Biker	60 x 35
GOON	65
Wing Dingo	32 <i>Flying</i>
Dimitri (Head)	28.5
Dimitri (Walker)	28.5
Dimitri (Mantis)	80
Lien-Da	28.5
Dr Finitevus	28.5
Drago Wolf	32
Razorklaw	32
Diesel	65 <i>Flying</i>
Beauregard Rabbot	28.5
Bill Platypus	28.5
Mordred Hood	28.5
Hugo Brass	32
Egg Paladin	HU
Mecha Sally	28.5

NERB LEGION

Model	Base Size
Nerb Kommissar	25
Nerb Legionnaire	25
Nerb Troubleshooter	25
Nerb Weapons Team	40
Enslaved Kraken	40
The Foreman	28.5

ECHIDNA SECURITY TEAM

Note that the "Mobians" here are all Echidnas.

Model	Base Size
Inspector	MB
Bike Inspector	65 <i>Flying</i>
EST Enforcer	MB
EST Sniper	MB
EST Interceptor	65 <i>Flying</i>
EST Medic	MB
Remington	28.5
Knuckles	28.5
Julie-Su (on foot)	28.5
Julie-Su (mounted)	60 x 35

FELIDAE DYNASTY

Model	Base Size
Warlord	FD
Cat Trooper	FD
Cat Troop Sergeant	FD
Exalted Champion	FD
Kit Trooper	25
Queen Hathor	32
Big the Cat	50

DINGO REGIME

Note that the "Mobians" here are all Dingoes

Model	Base Size
Dingo Captain	MB
Dingo Soldier	MB
Dingo Sergeant	MB
Dingo Sniper	MB
Helmut von Stryker	28.5
Kage von Stryker	28.5

KINGDOM OF MERCIA

Model	Base Size
Marshal	60 x 35
Sergeant	MB
Mercian Knight	60 x 35
Guard	MB
Guard Champion	MB
Honour Guard	MB
Bard	MB
Physic	MB
Honour Guard (Cavalry)	60 x 35
Bard (Cavalry)	60 x 35
Physic (Cavalry)	60 x 35
Peasant	MB
Mounted Guard	60 x 35
Mounted Champion	60 x 35
Rob O' The Hedge	28.5
Bow Sparrow	28.5
Thorn	28.5
Munch Rat	28.5
Alan Quail	28.5
Friar Buck	28.5

IRON DOMINION

Model	Base Size
Ninja Lord	MB
Ninja	MB
Longwatcher	MB
Samurai Lord	MB, HU
Samurai	MB, HU
Daimyo	MB, HU
Regina Ferrum (on foot)	32
Regina Ferrum (Spider)	65
Jun Kun	40
Snively	28.5
Conquering Storm	28.5
Endless Reach	28.5
Constant Vigil	28.5

BLACK ARMS

Model	Base Size
Black Centurion	32
Black Ethereal	50
Black Warrior	28.5
Death Leech Swarm	40
Black Assassin	28.5
Black Oak	65
Black Wing	32 <i>Flying</i>
Black Hawk	32 <i>Flying</i>
Black Bull	100
Kill Worm	65
Doom's Eye	32
Black Doom	65
Shadow	28.5
Eclipse	28.5

BATTLE BIRD ARMADA

Model	Base Size
Battle Kukku	25
Floating Kukku	65 <i>Flying</i>
Trooper Bird	25
Trooper Kukku	25
Shock-Kukku	25
Float-Pod	65 <i>Flying</i>
Pursuit Drone	32
Battle Lord	28.5
Speedy	28.5
Jet	75 x 42
Wave	75 x 42
Storm	75 x 42

BREEZECORP

Model	Base Size
Boss	MB, HU
Mercenary	MB, HU
Merc Sniper	MB, HU
SWATbot	32
Shadowbot	50
Motobug Swarm	40
Buzz-Bomber Swarm	40
Breezie	28.5
Scratch	28.5
Grounder	28.5
Coconuts	28.5
Honey	28.5
Nack	28.5
Nack (Mounted)	65 <i>Mounted</i>
Bark	40
Bean	28.5

IF A UNIT (NAMELY HERO) CAN (AND WOULD WANT TO) BOTH FLY AND FIGHT ON THE GROUND, YOU MAY WANT TO HAVE TWO DIFFERENT MODELS - ONE FLYING AND ONE ON THE GROUND - OR HAVE A STAND OR TOKEN FOR WHEN THEY'RE FLYING.

THERE ARE TWO MAIN KINDS OF "FLYING BASE": ONE WITH A 32MM RADIUS AND ONE WITH A 65MM RADIUS.

IF NEITHER OF THESE REALLY FIT, THERE ARE CLEAR STANDS YOU CAN ADD TO STANDARD BASES AND OTHER WAYS TO MAKE THEM LOOK AIRBORNE!

CREDITS & DISCLAIMERS

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