



DARK EGG LEGION

A Mobius Army List

Ioan Davies-John

SAGE 21 Edition

Mobius Factions

CONTENTS

UNIQUE SPECIAL RULES 1

DARK EGG LEGION UNITS.....2

HQ 2

Kommissar.....60pts2

Troops..... 2

Legionnaire Squad.....115pts2

Veteran Legionnaire Squad.....70pts3

SWATbot Squad.....105pts3

Transport 4

Saucer.....30pts4

Support 5

Legion Artillery.....35pts5

Legion Biker Squad.....70pts5

G.O.O.N.....60pts6

Wing Dingo Squad.....120pts6

Gun Saucer.....60pts7

Legionized Chariot Tank.....100pts7

DARK EGG LEGION HEROES..... 8

Lien-Da.....170pts8

Drago Wolf & Razorklaw.....220pts9

Diesel.....160pts9

Beauregard Rabbot.....90pts10

Bill Platypus.....70pts10

Mordred Hood.....140pts11

Metal Series Robot.....190pts12

Mecha Sally.....230pts12

DISCLAIMERS 13

UNIQUE SPECIAL RULES

Steel Skin

The cybernetics of Dark Egg Legionnaires – especially those around their vital organs – allow them to survive even the gravest of wounds.

Models with Steel Skin receive a +1 modifier to their Defence Saves. As always, Defence Save rolls of 1 always fail, regardless of modifiers.

Designer's Note: Steel Skin does not apply to Shield Saves or Vehicle Armour Saves.



D.E.L UNITS

HQ

KOMMISSAR.....60PTS

Kommissars fill the senior leadership role in a Dark Egg Legion force, below only their Grandmasters in rank. Most Kommissars can be distinguished by their cybernetics, of which they have far more than your average cyborg. These cybernetics aren't just for show, either – they usually replace tissue lost in previous battles or improve the Kommissar's leadership abilities. Either way, they make for a terrifying sight on any battlefield.

	Move	CQC	RC	PAN	HP	DEF
Kommissar	6"	5	2+	9	4	4

Unit: 1 Kommissar
Type: Infantry

WARGEAR

- Laser Blaster
- Enhanced Brawling

SPECIAL RULES

- Independent
- Terrifying
- Steel Skin

	RNG	ST	AK	DAM	Type
Laser Blaster	12"	3	2	1	Assault
Enhanced Brawling	CQC	4	3	1	Melee

TROOPS

LEGIONNAIRE SQUAD.....115PTS

Dark Egg Legionnaires are not your rank-and-file Egg Pawns – to be "Legionized" is not a loss of free will, but the result of a mind warped by Eggman's brainwashing propaganda. In other words, a Legionnaire is a willing traitor, turning to the Empire in exchange for immortality through cybernetics. Most Legionnaires are disgruntled civilians or rebellious youths, enhanced artificially by steel muscles and programmed tactics.

	Move	CQC	RC	PAN	HP	DEF
Legionnaire	6"	3	4+	7	1	3

Unit: 10 Legionnaires
Type: Infantry

WARGEAR

- Laser Rifle
- Cyborg Punches

OPTIONS

- Up to two Legionnaires may replace their Laser Rifles with Plasma Rifles for **+5pts each**.
- Any number of Legionnaires may replace their Laser Rifles with Laser Carbines.

SPECIAL RULES

- Steel Skin

	RNG	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Automatic
Laser Carbine	18"	3	2	1	Assault
Plasma Rifle	18"	7	1 / 2	D3	Automatic, Power (1)
Cyborg Punches	CQC	3	1	1	Melee

TROOPS UNITS (CONTINUED)**VETERAN LEGIONNAIRE SQUAD.....70PTS**

Veteran Legionnaires are your standard hooded cyborgs who had some experience in the field of combat – likely military or police – before they rejected their flesh. This experience combined with their cybernetic enhancements make them a dangerous foe to face even in smaller numbers, though an experienced soldier is harder to recruit on account of loyalty to their country (often the reason they enlisted in the first place!).

	Move	CQC	RC	PAN	HP	DEF
<i>Veteran Legionnaire</i>	6"	4	3+	8	1	3

Unit: 10 Veteran Legionnaires
Type: Infantry

WARGEAR

- Laser Rifle
- Veteran Cyborg Punches

SPECIAL RULES

- Steel Skin

OPTIONS

- The unit may contain 5 additional Veteran Legionnaires for **+70pts**.
- Up to two Veteran Legionnaires may replace their Laser Rifles with Plasma Rifles for **+5pts each**.
- Any number of Veteran Legionnaires may replace their Laser Rifles with Laser Carbines.

	RNG	ST	AK	DAM	Type
<i>Laser Rifle</i>	24"	3	1 / 2	1	Automatic
<i>Laser Carbine</i>	18"	3	2	1	Assault
<i>Plasma Rifle</i>	18"	7	1 / 2	D3	Automatic, Power (1)
<i>Veteran Cyborg Punches</i>	CQC	3	2	1	Melee

SWATBOT SQUAD.....105PTS

Some lucky Dark Egg Legion forces have old "out of production" robots at their disposal, the SWATbot being the most common example. Due to their increasing rarity, many Grandmasters would rather keep them as status symbols, manual labour, or even a display of sorts than lose them in a battle. That being said, it doesn't hurt to have a few of the "old guard" on the front line now and then!

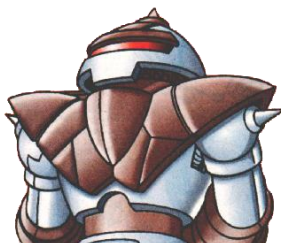
Designer's Note: SWATbots are a rare treat in Dark Egg Legion, who are far more likely to fill their ranks with willing Cyborgs than mindless robots. While I won't be a killjoy and limit the number of SWATbots and Combots you may take, they "in canon" wouldn't fill out a Legion's ranks like they would in an Eggman Empire army.

	Move	CQC	RC	PAN	HP	DEF
<i>SWATbot</i>	4"	2	5+	9	2	4
<i>Combot</i>	6"	3	4+	10	2	4

Unit: 10 SWATbots
Type: Infantry – Robot

WARGEAR

- Laser Carbine
- SWATbot Fists

**OPTIONS**

- The entire unit may be replaced with Combots and given the **Camouflage (1)** Special Rule for **+50pts**

	RNG	ST	AK	DAM	Type
<i>Laser Carbine</i>	18"	3	2	1	Assault
<i>SWATbot Fists</i>	CQC	4	2	1	Melee

TRANSPORT

SAUCER.....30PTS

The Saucer is a “personnel carrier” in the most literal sense. Completely unarmed and barely armoured, it’s quite literally a floating platform which moves troops and supplies from A to B, with little regard for terrain. On the bright side, it’s both incredibly cheap to produce, self-driving, and can float for days without needing a refuel, making them especially useful on long-range battlefields such as the deserts of Efrika.

	Move	RC	PAN	ARM	HP	Type
Saucer	6"	-	8	4	12	Hover, Fast, Open-Topped, Transport (12)
Flying Saucer	6" / 6"	-	8	4	12	Hover, Fast, Open-Topped, Flying, Transport (12)

Unit: 1 Saucer

Type: Vehicle

TRANSPORT CAPACITY

The Saucer and its airborne variant may carry up to 12 Dark Egg Legion Infantry models. One **Artillery** Gun may take three spaces on this Transport.

OPTIONS

- The Saucer may be upgraded to a Flying Saucer for **+15pts**



SUPPORT

LEGION ARTILLERY.....35PTS

The Dark Egg Legion keep many cyborgs behind the front lines to provide fire support with heavy weapons. These weapons can be discarded Kingdom of Acorn Artillery, dangerous makeshift guns, or (if they're lucky) a new weapon from the Empire's factories. Either way, the Legion's Artillery provides much-needed firepower to defend against aerial units, tanks, and squads of infantry.

	Move	CQC	RC	PAN	HP	DEF
Legionnaire	6"	3	4+	7	1	3

Unit: 1 Gun, 3 Legionnaires
Type: Artillery (Infantry)

WARGEAR (CREW)

- Laser Pistol
- Cyborg Punches

OPTIONS

- The Gun **must** be one of the following:
 - Gatling Laser
 - Laser Cannon (+5pts)
 - Sky Laser (+5pts)
 - Heavy Gatling Laser (+10pts)

SPECIAL RULES

- Steel Skin

	RNG	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Sky Laser	36"	7	3	1	Heavy, Anti-Air
Heavy Gatling Laser	60"	4	10	2	Artillery, Power (1)
Laser Pistol	12"	3	1	1	Assault
Cyborg Punches	CQC	3	1	1	Melee

LEGION BIKER SQUAD.....70PTS

Efrika is a continent consisting mostly of open plains and huge, scorching deserts, where long-range travel is expected of any army. This is why the Efrika Legion mounts its veterans on motorcycles! These petrol heads will race ahead of their comrades, the roars of their engines acting as fierce battlecries.

	Move	CQC	RC	PAN	HP	DEF
Legion Biker	6"	4	3+	8	1	4

Unit: 5 Legion Bikers
Type: Cavalry

WARGEAR

- Laser Carbine
- Ripping Wheels

OPTIONS

- The unit may contain 5 additional Legion Bikers for +60pts

SPECIAL RULES

- Vanguard
- Steel Skin

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Ripping Wheels	CQC	4	3	1	Melee

SUPPORT UNITS (CONTINUED)

G.O.O.N.....60PTS

The G.O.O.N (*Giant for Offensive Occupation and Nullification*) is towering robot – even by Eggman’s standards – built specifically as siege engines and for the Dark Egg Legion. Mainly used by forces in Mercia, they fill three main roles on the battlefield; kicking down settlement walls, skirmishing with enemy tanks, and encouraging enemy troops to run while they still can!

	Move	CQC	RC	PAN	HP	DEF
G.O.O.N	8"	4	-	10	12	8

Unit: 1 G.O.O.N

Type: Giant Infantry – Robot

WARGEAR

- G.O.O.N Punches

SPECIAL RULES

- All-Terrain
- Terrifying
- Shielded (6+)

	RNG	ST	AK	DAM	Type
G.O.O.N Punches	CQC	9	3	D6	Melee

WING DINGO SQUAD.....120PTS

Wing Dingoes are the sole aerial unit of the Dark Egg Legion, lesser-known Imperial robots from Downunda that are nearly as old as SWATbots. While they lack any ranged weaponry, their extremely strong claws and aerial capabilities have seen them many victories as Shock Troops over the previous Robotnik Wars, catching even the Chaotix off-guard. That being said, the Wing Dingo’s original purpose is as an anti-air unit and is able to quickly swarm enemy planes, clawing through their hulls like paper. As their origins may suggest, they are most commonly seen above the troops of Downunda’s Dark Egg Legion.

	Move	CQC	RC	PAN	HP	DEF
Wing Dingo	6" / 12"	5	-	9	2	4

Unit: 5 Wing Dingoes

Type: Flying Infantry – Robot

WARGEAR

- Shredding Claws

SPECIAL RULES

- Vanguard
- Terrifying
- Escapists



OPTIONS

- The unit may contain 5 additional Wing Dingoes for +100pts

	RNG	ST	AK	DAM	Type
Shredding Claws	CQC	6	2	2	Melee, Fast Strike

SUPPORT UNITS (CONTINUED)

GUN SAUCER.....60PTS

While the Saucer was originally built for civilian and industrial use, its adoption by the Dark Egg Legion has led to some...modifications...by the Legions' more innovative Kommissars. The most common of these modifications is permanently bolting a Gatling Laser or Laser Cannon onto the front of the Saucer and fitting a giant battery across its deck. While this does take away all room except for three Mobians' worth, these "Gun Saucers" provide invaluable ground and air support where mobility is key.

	Move	RC	PAN	ARM	HP	Type
Gun Saucer	6"	4+	8	4	12	Hover, Fast, Open-Topped
Flying Gun Saucer	6" / 6"	4+	8	4	12	Hover, Fast, Flying, Open-Topped

Unit: 1 Gun Saucer
Type: Vehicle

OPTIONS

- The Gun Saucer's Gatling Laser may be replaced with a Laser Cannon or Sky Laser for **+5pts**
- The Saucer may be upgraded to a Flying Gun Saucer for **+30pts**.

WARGEAR

- Gatling Laser

	RNG	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Sky Laser	36"	7	3	1	Heavy, Anti-Air

LEGIONIZED CHARIOT TANK.....100PTS

The Dark Legion of Albion stormed cities with entire battalions of the Albion-made Chariot Tanks, known for its high-tech artillery even by the Echidnas' standards. Now under the leadership of the Eggman Empire, this tank is a much rarer sight due to their extremely high operating costs and overall lack of discretion – though those lucky enough to get one will waste no time putting them to good use!

	Move	RC	PAN	ARM	HP	Type
Legion Chariot Tank	6"	4+	8	6	8	Fast

Unit: 1 Legion Chariot Tank
Type: Vehicle

OPTIONS

- The Legionized Chariot Tank may replace its Turret-mounted Plasma Cannon with one of the following:
 - Siege Beam
 - Vehicle Flamethrower **(+30pts)**
- The Legionized Chariot Tank may take one of the following:
 - Front-mounted Gatling Laser **(+20pts)**
 - Front-mounted Heavy Gatling Laser **(+30pts)**

WARGEAR

- Plasma Cannon

	RNG	ST	AK	DAM	Type
Plasma Cannon	36"	8	1	D6	Heavy, Blast (3"), Power (1)
Siege Beam	48"	10	1	D6	Heavy, Tankbuster
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit
Gatling Laser	36"	3	6	1	Heavy
Heavy Gatling Laser	60"	4	10	2	Artillery, Power (2)

D.E.L HEROES

LIEN-DA.....170PTS

Lien-Da (or "Lien-Da of the House of Dimitri") was the Grandmaster of the Dark Legion since the Echidnas' Civil Wars and was the one who negotiated their integration into the Eggman Empire, her years of backstabbing and politicking paying off greatly. She's a feared general, perhaps even more so than the Egg Emperor himself, who rules her battalions with an iron will and a complete disregard for ethics. Despite all of this, she fights for the betterment her own people, and will act against anyone (even her allies) whenever she sees the opportunity to achieve this goal.

	Move	CQC	RC	PAN	HP	DEF
Lien-Da	8"	8	2+	10	16	4

Unit: 1 Named Hero
Type: Infantry
Variant Of: Lien-Da

WARGEAR

- Torture Whip

SPECIAL RULES

- Independent
- Fearless
- Climb
- Terrifying
- Steel Skin



OPTIONS

- Lien-Da may gain Internal Cybernetics for +40pts

Precision: When used as a Ranged Weapon, Lien-Da's Torture Whip may target specific members of enemy Units, even Independents hiding among them. If it targets an enemy model with the **Independent** Special Rule, its DAM becomes D6.

Internal Cybernetics: If Lien-Da receives Internal Cybernetics, she gains the **Shielded (4+)** Special Rule, and her Torture Whip gains +2 ST (both Ranged *and* Melee).

	RNG	ST	AK	DAM	Type
Torture Whip					Combined
> Ranged	12"	4	1	D3	Melee, Power (3), Precision
> Melee	CQC	4	6	1	Melee, Power (1)



*Lien-Da shows off her Internal Cybernetics
 (A.K.A the reason "Late Second Robotnik War" Lien-Da is worth 210pts)*

DRAGO WOLF & RAZORKLAW.....220PTS

Drago Wolf and Razorklaw are joint Grandmasters of the Soumerca Dark Egg Legion. Once powerful warlords from rival countries; the Wolf Pack and Felidae Kingdom respectively, these traitors have put aside (some of) their differences to form a Dark Egg Legion as a means of revenge against their former leaders. Their most infamous scheme involved stealing the ancient Onyx, an important relic to both nations' cultures, hoping this disappearance would incite a civil war between the two. While this plan failed, they still rule the Soumercan underworld, waiting for their next chance to strike against their unsuspecting former allies.

	Move	CQC	RC	PAN	HP	DEF
Drago Wolf	6"	7	-	10	10	4
Razorklaw	6"	7	-	10	10	4

Unit: 2 Named Heroes
Type: Super Speed Infantry
Variant Of: Drago Wolf, Razorklaw

Designer's Note: You may take either Drago Wolf or Razorklaw individually for 120pts each.

SPECIAL RULES

- Independent
- Fearless
- Climb
- Terrifying
- Steel Skin



WARGEAR

- Terror Claws

	RNG	ST	AK	DAM	Type
Terror Claws	CQC	5	6	1	Melee, Power (1), Fast Strike

DIESEL.....160PTS

Diesel is the Grandmaster of the Efrika Dark Egg Legion – petrolheads with a thirst for speed and destruction, preferably at the same time. This legion has been formed from former biker gangs of the continent, most notably the Nasty Hyenas and Bear Pack, into one travelling circus of carnage and anarchy. While they hate having to obey Eggman, they're willing to stop grumbling in exchange for the money and resources such an alliance can provide.

	Move	CQC	RC	PAN	HP	DEF
Diesel	8"	6	2+	10	12	5

Unit: 1 Named Hero
Type: Hover Cavalry
Variant Of: Diesel

WARGEAR

- Laser Carbine
- Carnage Ram

SPECIAL RULES

- Independent
- Fearless
- Vanguard
- Furious Charge
- Terrifying
- Steel Skin



COMMAND BONUS

Master of Motorcycles

If Diesel is your army's Commander, you may write your Army List as if Legion Biker Squads were Troops choices (they are normally Support).

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Carnage Ram	CQC	6	4	D3	Melee

BEAUREGARD RABBOT.....90PTS

Beauregard Rabbot is Grandmaster of the Great Desert Dark Egg Legion, settled in the Oil Ocean Refinery outside Sand Blast City. These people were once Roboticized Mobians who inexplicably turned back to flesh, only to willingly side with the Egg Emperor once more – though this act of treachery wasn't made out of spite or loyalty to Robotnik. Rather, Beau's people were attacked by Sand Blast City, accused of being Robians, to the point where Beau felt that Eggman Empire support was needed to ensure his family's safety.

	Move	CQC	RC	PAN	HP	DEF
Beauregard Rabbot	6"	6	-	10	10	4

Unit: 1 Named Hero
Type: Infantry
Variant Of: Beauregard Rabbot

WARGEAR

- Heavy Metal Fist

SPECIAL RULES

- Independent
- Fearless
- Climb
- Steel Skin



COMMAND BONUS

A Familial Bond

If Beauregard Rabbot is your Army's Commander, all friendly Dark Egg Legion units (except for SWATbot, GOONS and Wing Dingoes) gain +1 PAN. If Beau is removed as a Casualty, so is this modifier.

	RNG	ST	AK	DAM	Type
Heavy Metal Fist	CQC	4	3	1	Melee, Fast Strike

BILL PLATYPUS.....70PTS

Duck Platypus (otherwise known as "Bill") is Grandmaster of the Downunda Dark Egg Legion. He once led his own nation but was soon forced to join the Dark Egg Legion by his people's protests, and – while he disagrees with this choice – he would never outright deny their will. Now, he fights for Robotnik but does so as a double agent, sabotaging his own schemes whenever possible and sending whatever information he can back to the Allies.

	Move	CQC	RC	PAN	HP	DEF
Bill Platypus	6"	6	-	10	10	4

Unit: 1 Named Hero
Type: Infantry
Variant Of: Bill Platypus

WARGEAR

- Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Climb
- Steel Skin



COMMAND BONUS

Shadows Over Downunda

If Bill Platypus is your Army's Commander, your Army may treat one unit of Wing Dingoes as if they were a **Troops** choice (they are normally Support).

	RNG	ST	AK	DAM	Type
Martial Arts	CQC	3	4	1	Melee, Fast Strike

MORDRED HOOD.....14OPTS

Lord Mordred Hood is Grandmaster of the Mercia Dark Egg Legion. He is among the most powerful of Grandmasters, owing to the robotic "Black Armour" housing his cobra body and his potent hypnotic abilities, granted by the two appendages on the side of his head. With this power, Hood can waver even the most dauntless Freedom Fighter, and shatter even the strongest wills.

	Move	CQC	RC	PAN	HP	DEF
Mordred Hood	6"	6	-	10	12	5

Unit: 1 Named Hero
Type: Infantry
Variant Of: Mordred Hood

WARGEAR

- Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Climb
- Terrifying
- Steel Skin
- Shielded (6+)



SPECIAL COMMANDS

On Your Knees! (3+) – Psychic, Repeating

Target one enemy unit or Independent within 18" (and Line of Sight) of Lord Hood. After successfully rolling to execute this Command, roll a D6 on the following table:

D6	Result
1-3	Shake Them! The target unit receives a -1 modifier to their PAN value for the rest of the battle.
4-5	Break Them! The target unit must roll a Panic Test, even if they have the Fearless Special Rule. Normal rules for failure apply.
6	Make Them Suffer! The target unit must roll a Panic Test, even if they have the Fearless Special Rule. If they fail, the unit does not retreat, but is unable to act or even attack in Melee until their next End Phase.

	RNG	ST	AK	DAM	Type
Martial Arts	CQC	3	4	1	Melee, Fast Strike



METAL SERIES ROBOT.....190PTS

The Metal Series Robots are replicas, and sometimes even roboticized versions, of Freedom Fighters or other noteworthy enemies of the Eggman Empire. In abilities, they all mimic the original Metal Series Robot – the MKI Metal Sonic, using miniature jet engines and a small yet dense frame to create a fast attack unit capable of at least rivalling the speed of Sonic the Hedgehog, perhaps the Allies' most famous war hero.

VERY IMPORTANT NOTE: Metal Series Robots are NOT unique Characters. Your army may contain up to two for every 1000pts in your Points Limit, rounding down. Mecha Sally counts towards this limit.



	Move	CQC	RC	PAN	HP	DEF
Metal Series Robot	6" / 12"	6	2+	10	16	5

Unit: 1 Metal Series Robot
Type: Flying Infantry - Robot

WARGEAR

- Energy Blasts
- Metal Claws

SPECIAL RULES

- Independent
- Fearless
- Terrifying
- Escapist
- Shielded (5+)

SPECIAL COMMANDS

Maximum Overdrive – Technology, Speed, Movement, Unlocked

The Robot takes D3 Damage, then moved 18" in any direction. If this ability is used to Charge, immediately make a Melee Attack with the following statistics:

RNG	STR	AK	DAM	Type
CQC	10	3	2D6	Melee, Tankbuster

Black Shield – Technology, Unlocked

This model's **Shield Save** gains a +1 modifier until your next Start Phase. In other words, if they do this once, they become **Shielded (4+)**, and if done twice, they become **Shielded (3+)**.

	RNG	ST	AK	DAM	Type
Energy Blasts	18"	6	3	D6	Assault, Power (1)
Metal Claws	CQC	6	6	D3	Melee, Fast Strike

MECHA SALLY.....230PTS

	Move	CQC	RC	PAN	HP	DEF
Mecha Sally	6" / 12"	7	2+	10	20	6

Unit: 1 Named Hero
Type: Flying Infantry – Robot
Variant of: Sally Acorn

You may choose to turn **one** Metal Series Robot from your army into Mecha Sally, the Roboticized Princess Sally Acorn, for an extra **40pts**. She is very similar, though uses the above stat-line and gains the following Special Rule:

Is That SALLY?! When Mecha Sally's Blip is revealed, *all Kingdom of Acorn, GUN, Wolf Pack Nation, Kingdom of Mercia, and Freedom Fighters* units on the battlefield must roll a Panic Test in the upcoming End Phase. Even **Fearless** units must roll this test. For the rest of the battle, Sonic the Hedgehog receives a -2 modifier to all Rolls to Hit and Defence Saves he makes against her.

DISCLAIMERS

- This is a not-for-profit fan game, based on, and created out of respect for, Archie Comics' adaptation of the Sonic the Hedgehog franchise. The whole game is publicly available for free use and modification.
- All art in this book, and all "official" Mobius supplements, is from Archie's Sonic the Hedgehog and Sonic Universe comics, unless otherwise credited. I do not own, nor claim to own, this work, and am using it in a transformative, non-profit, and respectful manner.

Image Credits

- The front cover, as well as Pages 1, 3, 4, 6, 8, 9, 10, 11, 12, and 13, contain images from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comics (1993-2017).

Aside from all the credits here, Mobius is a passion project by Ioan Davies-John
I hope you enjoy it!

