



ECHIDNA COVENANTS

A Mobius Army List

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SAGE 21 Edition

Mobius Factions

CONTENTS

ECHIDNA COVENANTS UNITS 1

- HQ 1
- Knight-Lieutenant.....115pts1
- Constable.....75pts1
- Troops.....2
- Knights of Aurora Squad.....135pts2
- Echidna Security Team.....90pts.....2
- Transport3
- Saucer.....30pts3

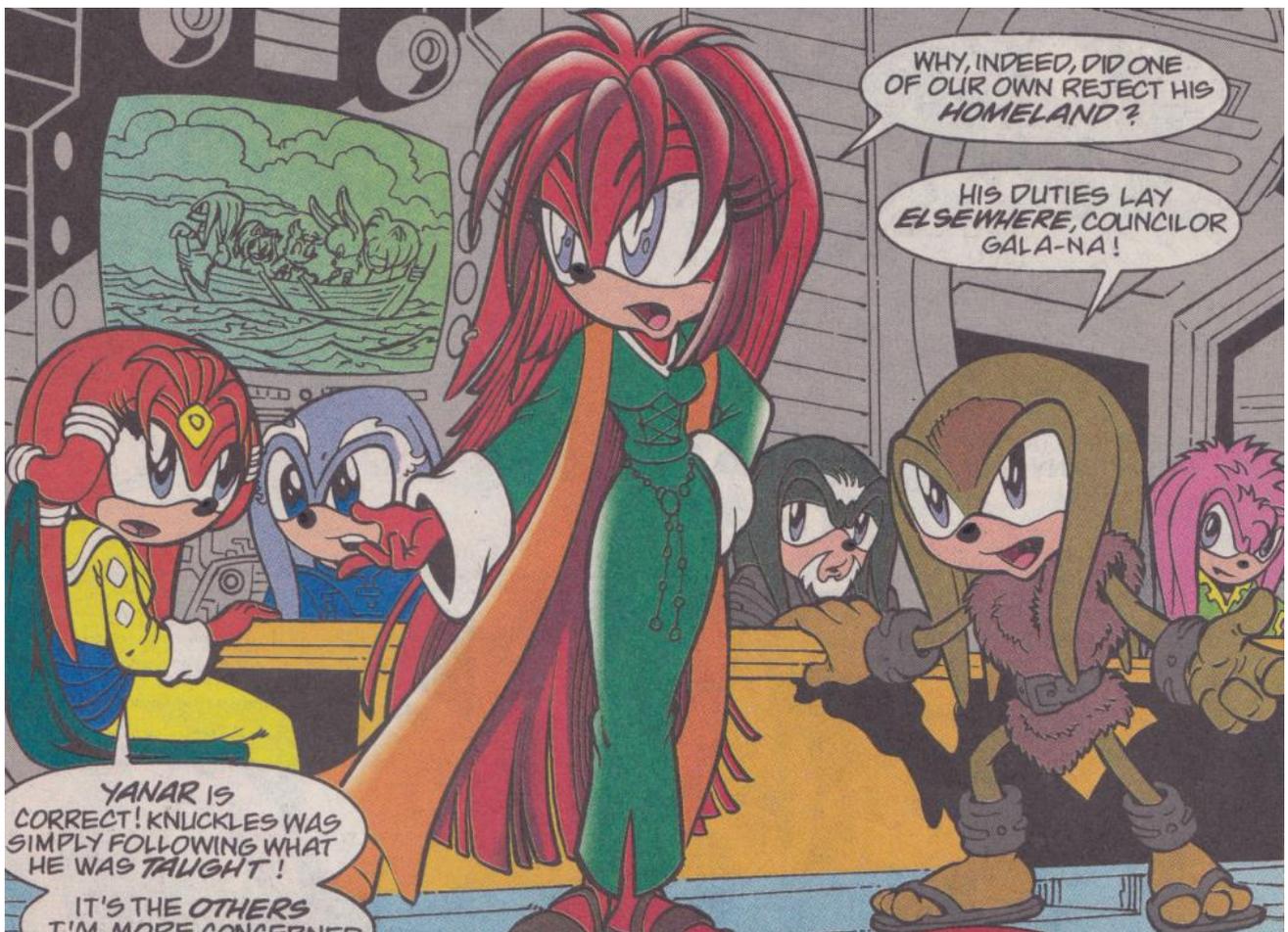
Support3

- Chariot Tank.....130pts.....3
- Echidna Weapons Team.....40pts4
- Knights-Bombardier Squad.....200pts.....4

ECHIDNA HEROES 5

- Chief-Constable Remington.....150pts.....5
- Knuckles the Echidna.....230pts.....6
- Julie-Su.....140pts.....6

DISCLAIMERS 7



ECHIDNA COVENANTS UNITS

HQ

KNIGHT-LIEUTENANT.....115PTS

Even the Albion Knights of Aurora need a leader on the battlefield, and no ordinary Echidna can fill such a demanding role. This is where the Albion Knight-Lieutenant comes in! This rank isn't simply attained through experience, rather the Lieutenant must have proven their worth for the rank, either through hundreds of medals, acts of heroism, or pure quality of fighting. For this reason, many Lieutenants are the last survivors of otherwise wiped-out units.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Knight-Lieutenant Type: Infantry
<i>Knight-Lieutenant</i>	6"	7	2+	10	6	6	

SPECIAL RULES

- Independent
- Fearless
- Vanguard
- Shielded (5+)

WARGEAR

- Smart Laser
- Heavy Power Lance

OPTIONS

- The Knight-Lieutenant may replace their Smart Laser with a Plasma Carbine for **+15pts**

	RNG	ST	AK	DAM	Type
<i>Smart Laser</i>	24"	4	4	1	Assault
<i>Plasma Carbine</i>	18"	7	2	D3	Assault, Power (1)
<i>Heavy Power Lance</i>	CQC	6	4	D3	Melee, Power (1)

CONSTABLE.....75PTS

"Constable" is the Senior Leadership rank of the Echidna Security Forces, especially the ones deployed in Echidnaopolis. Being a Constable requires a lifetime of service, giving them whole decades of experience to draw from when shaping their tactics. A Constable worth their salt would have seen every kind of battle, from sieges to skirmishes, and a fair share of both victory and defeat – what matters isn't the outcome, but whether they learned how to change it.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Constable Type: Infantry
<i>Unit Member</i>	8"	6	2+	10	4	4	

SPECIAL RULES

- Independent
- Vanguard
- Climb

WARGEAR

- Smart Laser
- Veteran's Baton

OPTIONS

- The Constable may replace their Smart Laser with a Plasma Carbine for **+15pts**

	RNG	ST	AK	DAM	Type
<i>Smart Laser</i>	24"	4	4	1	Assault
<i>Plasma Carbine</i>	18"	7	2	D3	Assault, Power (1)
<i>Veteran's Baton</i>	CQC	3	4	1	Melee

TROOPS

KNIGHTS OF AURORA SQUAD.....135PTS

The Albion Knights of Aurora is an order that has existed for thousands of years, having fought in the Forgotten Wars against the Order of Ixis and changed very little since. This isn't to say that they've become outdated – in fact, Albion's understanding of Power Rings, Plasma Technology, and Magic is still centuries ahead of the average Mobian, and this is reflected in the arms and armour of their finest soldiers.

	Move	CQC	RC	PAN	HP	DEF	
Albion Knight	6"	5	3+	10	3	6	Unit: 5 Albion Knights Type: Infantry

WARGEAR

- Smart Laser
- Power Lance

OPTIONS

- Any number of Albion Knights may replace their Smart Lasers with Plasma Carbines for **+5pts each**

SPECIAL RULES

- Fearless
- Vanguard
- Shielded (5+)

	RNG	ST	AK	DAM	Type
Smart Laser	24"	4	4	1	Assault
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Power Lance	CQC	4	3	1	Melee, Power (1)

ECHIDNA SECURITY TEAM.....90PTS

Echidna Security Teams make up the military and police forces of most Echidna settlements, most notably Echidnaopolis on Angel Island. While the Knights use tradition and religious fury to guide them to victory, the Security Teams have evolved with the countries around them, often mimicking squads from the Kingdom of Acorns' Royal Army or the United Federation's GUN units.

	Move	CQC	RC	PAN	HP	DEF	
Echidna Guards	8"	4	3+	8	2	4	Unit: 5 Echidna Guards Type: Infantry

WARGEAR

- Laser Assault Rifle
- Brawling Baton

OPTIONS

- The unit may include 5 additional Echidna Guards for **+80pts**
- Up to two Echidna Guards may replace their Laser Assault Rifles with Plasma Carbines for **+5pts each**

SPECIAL RULES

- Climb
- Vanguard

	RNG	ST	AK	DAM	Type
Laser Assault Rifle	24"	4	1 / 3	1	Automatic
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Brawling Baton	CQC	3	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

SPECIAL COMMANDS

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

CHARIOT TANK.....130PTS

Being among Mobius’ oldest species, the technology of the Echidnas is far beyond that of most countries, and the Chariot Battle Tank is no exception. Armed with state-of-the-art weaponry from several millennia of forbidden knowledge on Plasma and Power Rings, the Chariot is an all-purpose tank which, like all of Albion’s military, has stood the test of time.

	Move	RC	PAN	ARM	HP	Type
Chariot Tank	6”	3+	10	6	8	Fast

Unit: 1 Chariot Tank
Type: Vehicle

OPTIONS

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

WARGEAR

- Plasma Cannon

SPECIAL RULES

- Vanguard

	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
Heavy Smart Laser	30”	4	6	1	Heavy
Heavy Gatling Laser	60”	4	10	2	Artillery, Power (2)

SUPPORT UNITS (CONTINUED)

ECHIDNA WEAPONS TEAM.....40PTS

While the Echidna Security Team prefers a fast strike to a brutal slugfest, the usefulness of Heavy Weapons is never lost on them. The Echidna Heavy Weapons Team is a decent enough compromise, granting a decent amount of both firepower and mobility through a two-man team and a quick-deploy, bipod-mounted Heavy Weapon.

	Move	CQC	RC	PAN	HP	DEF	
Echidna Guards	8"	4	3+	8	2	4	Unit: 1 Gun, 2 Echidna Guards Type: Artillery (Infantry)

WARGEAR (CREW)

- Brawling Baton

SPECIAL RULES

- Vanguard

OPTIONS

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

	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
Plasma Mortar	12-48"	7	1	D3	Heavy, Blast (3"), Indirect Fire
Sabre	CQC	3	2	1	Melee

KNIGHTS-BOMBARDIER SQUAD.....200PTS

Sometimes, the already huge firepower of the Albion Knights isn't enough. When this happens, you can rely on the Knight-Bombardiers Squads to provide even more! A relatively modern unit built for fighting larger swarms and armoured vehicles, the Knights-Bombardier carry weapons most Mobians would call Artillery, their Armour enhancing their strength enough to carry it like any other rifle. To become a Knight-Bombardier, a Knight would have to prove their aptness for heavy guns and show their affinity for Ranged Combat above all other methods.

	Move	CQC	RC	PAN	HP	DEF	
Albion Knight	6"	5	3+	10	3	6	Unit: 5 Albion Knights Type: Infantry

WARGEAR

- Heavy Smart Laser
- Knights' Gauntlets

SPECIAL RULES

- Fearless
- Vanguard
- Heavy Load
- Shielded (5+)

OPTIONS

- Any number of Albion Knights may replace their Heavy Smart Lasers with one of the following:
 - Laser Cannon (+10pts each)
 - Plasma Volleygun (+20pts each)

	RNG	ST	AK	DAM	Type
Heavy Smart Laser	30"	4	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Plasma Volleygun	24"	7	4	D3	Heavy, Power (1)
Knights' Gauntlets	CQC	4	2	1	Melee

ECHIDNA HEROES

CHIEF-CONSTABLE REMINGTON.....150PTS

Remington of the House of Dimitri is Chief-Constable of Albion’s Echidna Security, whose main task is to enforce peace within the ancient metropolis. While this usually entails crime fighting and community support, the EST’s duties extend to purging major threats from within, and Albion has many. From the fascist uprisings of the Dingo Regime to his own father’s Dark Legion, Remington always answers the call of duty.

	Move	CQC	RC	PAN	HP	DEF
Remington	8"	7	2+	10	8	4

Unit: 1 Named Hero
Type: Infantry
Variant Of: Remington

WARGEAR

- Smart Laser
- Elite Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Climb
- Vanguard



SPECIAL COMMANDS

Aurora’s Hammer – Tactics

This Special Command costs both Remington’s Special Command and Hero Phases. Instead of playing the Hero Phase normally, the Unit Remington has joined may fire their Ranged Weapons again.

COMMAND BONUS

Chief-Constable of Albion

If Remington is your Army’s Commander, your Army may **not** contain Knight-Lieutenants, Knights of Aurora, or Knight-Bombardiers. However, all units under his Command may re-roll failed Panic Tests.

	RNG	ST	AK	DAM	Type
Smart Laser	24"	4	4	1	Assault
Elite Martial Arts	CQC	3	6	1	Melee, Fast Strike



Remington and an Echidna Security Team in First Robotnik War uniform.

KNUCKLES THE ECHIDNA.....23OPTS

Knuckles of the House of Locke is the Guardian of the Master Emerald and one of the few errant Echidnas left uncorrupted by the Eggman Empire. While he isn't officially affiliated with any faction – even within Albion or Angel Island – Knuckles will gladly support a fellow Echidna if they're fighting the good fight!

	Move	CQC	RC	PAN	HP	DEF
Knuckles the Echidna	8"	7	-	10	24	5

Unit: 1 Named Hero
Type: Infantry
Variants of: Knuckles the Echidna

WARGEAR

- Spiked Fists

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Immortal
- Shielded (5+)



	RNG	ST	AK	DAM	Type
Spiked Fists	CQC	10	4	2D6	Melee, Tankbuster

JULIE-SU.....14OPTS

Julie-Su is Knuckles' girlfriend, once one of Albion's Dark Legion but now fighting alongside Knuckles and the Chaotix. Her long history of following both sides has granted her years of battlefield experience as both strategist and soldier. Like her Chaotix comrades, she has no affiliation with the Albion Knights or Echidna Security but will come to the aid of any Allied forces that need it!

	Move	CQC	RC	PAN	HP	DEF
Julie-Su	8"	7	2+	10	12	4

Unit: 1 Named Hero
Type: Infantry
Variants of: Julie-Su

WARGEAR

- Elite Martial Arts
- Proton Gun



SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush

SPECIAL COMMANDS

Disappear – Stealth, One Use Only

If Julie-Su is at least 12" away from the nearest enemy unit that can draw a Line of Sight on her, she may re-enter Reserves. She may use **Ambush** to return, but her Blip is still revealed.

	RNG	ST	AK	DAM	Type
Proton Gun					Multi-Choice
> Proton Shot	18"	6	2	D6	Assault, Power (1)
> Knockout Gas	9"	4	D6	1	Assault, Power (2), Instant Hit
Elite Martial Arts	CQC	3	6	1	Melee, Fast Strike

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, 6, 7, and 8, 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!**

