



# WOLF PACK NATION

A Mobius Army List

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SAGE 21 Edition

Mobius Factions

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“WE LIVED SIMPLY AND IN HARMONY WITH NATURE, RAISING THE FOOD WE NEEDED AND LEAVING NO MARK BUT OUR FOOTSTEPS ON THE LAND. AFTER ROBOTNIK CAPTURED MY FATHER AND ROBOTKIZED MOST OF THE PACK, A FEW OF US ESCAPED – ALTHOUGH NOT WITHOUT REMINDERS....”

- GRAND CHIEF LUPE

## UNIQUE SPECIAL RULES

### Cry of the Wolf

*The Wolf Pack Nation’s troops howl in unison as they run onto the battlefield, revealing their own positions but shaking the enemy lines, ready for a devastating impact.*

During their every Start Phase, any number of Wolf Pack units that **aren’t** in a Melee Lock may declare a **War Howl**, which lasts until their controlling players’ next Start Phase. Units making a War Howl are immediately revealed, and may not act until their next Start Phase.

During a War Howl, pick one enemy unit on the battlefield for every howling unit. The targeted enemies are not only revealed but suffer a -1 modifier to their Rolls to Hit and Defence/Armour Saves.

Non-Vehicle, non-Hero units may be targeted twice for this effect, but natural rolls of 6 will succeed regardless of modifiers.



# WOLF PACK NATION UNITS

## HQ

### PACK CHIEFTAIN.....6OPTS

The Wolf Pack Nation is a confederation of villages and cities (or "Packs") each led by a number of Chieftains depending on the size of the city itself. For this reason, a Chieftain is not just a military leader but a political and spiritual one, too. How they are appointed this role varies from Pack to Pack – usually through democracy, familial ties, or lifetime achievement – but the type of wolf elected is almost always the same: a wise leader with decades of experience in battle, diplomacy, and interpreting the words of their ancients.

	Move	CQC	RC	PAN	HP	DEF	
Chieftain	6"	7	-	10	6	2	<b>Unit:</b> 1 Chieftain <b>Type:</b> Super Speed Infantry

#### WARGEAR

- Chieftain's Sword
- Pack Shield (5+)

#### SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb
- Shielded (5+)

#### OPTIONS

- The Chieftain may replace their Sword with one of the following:
  - Chieftain's Spear (+5pts)
  - Chieftain's Axe (+10ts)
  - Chieftain's Hammer (+15pts)
- Alternatively, the Chieftain may replace their Sword and Shield with Duel-Wielded Chieftain's Axes.

	RNG	ST	AK	DAM	Type
Chieftain's Sword	CQC	4	5	1	Melee
Chieftain's Axe	CQC	4	4	2	Melee, Power (1)
Chieftain's Spear	CQC	4	4	1	Melee, Fast Strike
Chieftain's Hammer	CQC	8	3	D6	Melee, Unwieldy

### Overlanders and Humans in the Wolf Pack Nation

The Wolf Pack are very welcoming to outsiders, even non-Mobians such as Humans and Overlanders. All they ask is that you respect their ancient traditions and help the Pack however you can, like all Wolves do. This acceptance goes as high as the Grand Chief, who herself has two adopted Overlander daughters named Aerial and Athena.

If Aerial and Athena aren't the only Humans and Overlanders to integrate themselves into Wolf Pack society, you could argue that non-Wolves loyal to the Wolf Pack – **Honorary Wolves**, if you will – could be plausible additions to your Army.

# TROOPS

## WOLF WARRIOR WAR BAND.....110PTS

Wolf Warriors form the bulk of the Wolf Pack's military forces, armed with weapons covered in blessed runes, and filled with an esoteric fervour most generals would only dream of. While most Packs' traditions consider armour a form of cowardice, the Wolf Warrior carries a shield for a much more honourable form of protection – and another means of clubbing their foe, should the situation require it.

	Move	CQC	RC	PAN	HP	DEF	
Wolf Warrior	6"	5	-	9	1	2	<b>Unit:</b> 10 Wolf Warriors <b>Type:</b> Infantry

### WARGEAR

- Wolf Sword
- Pack Shield (5+)

### OPTIONS

- The entire unit may swap their Swords with one of the following:
  - Wolf Spears (+5pts)
  - Wolf Axes (+10pts)

### SPECIAL RULES

- Cry of the Wolf
- Climb
- Shielded (5+)

	RNG	ST	AK	DAM	Type
Wolf Sword	CQC	4	3	1	Melee
Wolf Spear	CQC	4	2	1	Melee, Fast Strike
Wolf Axe	CQC	4	2	2	Melee, Power (1)

## WOLF FANATIC WAR BAND.....130PTS

Wolf Fanatics, as the name might suggest, are the shock troops of their Packs. While they lack the shields of their Warrior counterparts, they make up for it in both speed and ferocity, their left hands now carrying a second Tomahawk they would reserve for throwing. To their enemies, the Raider is a terrifying sight, sprinting headlong into their ranks screaming incoherent curses and wildly swinging their axe – when this happens, they've already deemed you unworthy of mercy.

	Move	CQC	RC	PAN	HP	DEF	
Wolf Fanatics	6"	5	4+	9	1	2	<b>Unit:</b> 10 Wolf Fanatics <b>Type:</b> Super Speed Infantry

### WARGEAR

- Tomahawks

**Charging Throw:** If, in their Movement Phase, the Wolf Fanatics successfully Charge an enemy unit, they may throw their Tomahawks at that unit during the same Turn's Action Phase – even if they had to Rapid Move to do so.

### SPECIAL RULES

- Cry of the Wolf
- Climb

	RNG	ST	AK	DAM	Type
Tomahawks					Combined
> Throw (Ranged)	8"	4	1	1	Assault, Charging Throw
> Melee	CQC	4	3	1	Melee, Dual-Wield

**TROOPS UNITS (CONTINUED)****WOLF THROWER WARBAND.....130PTS**

The Wolf Pack Nation's young undergo intensive training to discern their roles within their Packs, most of whom will enter the ranks of Warriors and Hunters. The Thrower warbands are reserved for Wolves who show feats of athleticism far above the usual expectation, able to throw spears further and more accurately than their contemporaries. The Thrower will run along the Pack's flanks, hurling long Javelins covered in Howl-Runes blessed with distance and accuracy – an important piece of Ranged Support where firearms are off the table.

	Move	CQC	RC	PAN	HP	DEF	
Wolf Thrower	6"	5	4+	9	1	2	<b>Unit:</b> 10 Wolf Throwers <b>Type:</b> Infantry

**WARGEAR**

- Javelins
- Wolf Spear

**Running:** Wolf Throwers' Javelins may be fired after any kind of Move except for a Charge. If they fire after a Standard Move, they gain **+1 ST**, and if they fire after a Rapid Move, they instead gain **+2 ST** and **+6" RNG**. These bonuses only apply if they were moving towards their targets.

**SPECIAL RULES**

- Cry of the Wolf
- Climb

	RNG	ST	AK	DAM	Type
Javelins	6-18"	2	1	1	Running, Indirect Fire
Wolf Spear	CQC	4	2	1	Melee, Fast Strike

**WOLF HUNTER WARBAND.....130PTS**

While most of their Packs are no strangers to agriculture, the Wolf Pack Nation still trains and employ several bands of hunters and gatherers. Masters of tracking, camouflage, and marksmanship, they leave at dawn and return at sunset, usually with enough to feed their Pack for the night. Their skills in the hunt-and-gather fields make them useful ambush units on the battlefield – after all, a soldier is only game that can fight back!

	Move	CQC	RC	PAN	HP	DEF	
Wolf Hunter	6"	4	3+	8	1	2	<b>Unit:</b> 10 Wolf Hunters <b>Type:</b> Infantry

**WARGEAR**

- Wolf Bow
- Wolf Dagger

**SPECIAL RULES**

- Cry of the Wolf
- Climb
- Ambush
- Camouflage (1)

	RNG	ST	AK	DAM	Type
Wolf Bow	18"	2	1	1	Assault
Wolf Dagger	CQC	4	2	1	Melee

# SUPPORT

## HEADHUNTER.....45PTS

Headhunters are a unique specimen within the Wolf Pack, rarely associating with any one Pack or group. Loners who specialise in hunting single targets, they are masterful close-quarters assassins, able to single out their prey even in the thick of combat. This is not to say that they are graceful – far from it. The only difference between a Fanatic and a Headhunter is whether their barbarism is focused on one target!

	Move	CQC	RC	PAN	HP	DEF	
Headhunter	8"	7	-	9	6	2	<b>Unit:</b> 1 Headhunter <b>Type:</b> Super Speed Infantry

### WARGEAR

- **Dual-Wielded** Kingslayer Tomahawks

**Kingslayer:** Attacks with an Assassin Tomahawk may target any specific member of a unit, even members more than 2" away and Independents hiding among them. If it targets an Independent, its DAM becomes D6.

### SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb
- Ambush
- Camouflage (2)

### OPTIONS

- The Headhunter may replace one of their Kingslayer Tomahawks with a Pack Shield, removing the **Dual-Wield** effect but gaining **Shielded (5+)**, for +5pts.

	RNG	ST	AK	DAM	Type
Kingslayer Tomahawk	CQC	4	3	D3	Melee, Power (1), Kingslayer

## WITCH DOCTOR.....35PTS

Witch Doctors are healers in their villages, rarely sent into combat but able to do so where most needed. Their most popular form of healing is a compound made of mud and other "secret" chemicals that can temporarily heal almost all battlefield wounds. Whether this "Healing Mud" is a placebo is up for debate, but for years it's seen wolves with grim injuries stand back up and fight, so it works either way.

	Move	CQC	RC	PAN	HP	DEF	
Witch Doctor	6"	5	-	9	4	2	<b>Unit:</b> 1 Witch Doctor <b>Type:</b> Super Speed Infantry

### WARGEAR

- Wolf Sword

### SPECIAL COMMANDS

**Healing Mud (4+) – Healing, Unlocked**

Pick a friendly Wolf Pack\* unit within 6" of the Witch Doctor, or the Witch Doctor themselves. Then pick **one** of the following effects for that unit:

### SPECIAL RULES

- Independent
- Climb
- Cry of the Wolf

- If the unit has lost members, bring back 1 unit member with **1 HP**.
- Heal **D3 HP** to a single member of that unit, up to their starting HP.

\*This ability does not work on robots, cyborgs, or Vehicles.

	RNG	ST	AK	DAM	Type
Wolf Sword	CQC	4	3	1	Melee

## SUPPORT UNITS (CONTINUED)

### PACK BALLISTA.....30PTS

Pack Ballistas are the Wolf Pack’s own attempt at Artillery, built as a statement against the technology that tore their tribes apart. While basic in mechanical structure, its Power Ring-tipped bolts and runic blessings make it a deliverer of the ancients’ wrath, able to fire at a velocity deemed impossible by the Station Square engineers lucky enough to deconstruct one.

	Move	CQC	RC	PAN	HP	DEF	
Wolf Gunner	6"	4	5+	8	1	2	<b>Unit:</b> 1 Gun, 3 Wolf Gunners <b>Type:</b> Artillery (Infantry Crew)

#### WARGEAR (GUN)

- Pack Ballista

#### WARGEAR (CREW)

- Wolf Sword

#### SPECIAL RULES

- Cry of the Wolf
- Climb

#### SPECIAL COMMANDS

##### Harpoon Shot (4+) – Special Ammo

Pick an enemy **Vehicle** or **Giant** Unit within 36" and Line of Sight. After rolling to Execute, the Ballista rolls 3D6 and its target rolls 2D6. If the Ballista rolls higher, the target moves the difference in inches towards the Ballista. Regardless of the result, they are unable to Move until their next End Phase.

If the target is in the air, the Execution Roll for this ability is (5+). If the target is pulled from the air, they must land.

	RNG	ST	AK	DAM	Type
Pack Ballista	36"	8	1	D6	Artillery, Anti-Air
Wolf Sword	CQC	4	3	1	Melee

### BORROWED ARTILLERY.....35PTS

While the Wolf Pack disdain modern technology – especially weapons – they cannot deny the usefulness of the light artillery provided by their closest allies in the Kingdom of Acorn. When you’re fighting a threat as big as the Eggman Empire, you sometimes need to put your traditions aside in exchange for a little firepower!

	Move	CQC	RC	PAN	HP	DEF	
Wolf Gunner	6"	4	5+	8	1	2	<b>Unit:</b> 1 Gun, 3 Wolf Gunners <b>Type:</b> Artillery (Infantry Crew)

#### WARGEAR (CREW)

- Wolf Sword

#### SPECIAL RULES

- Cry of the Wolf
- Climb

#### OPTIONS

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

	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
Wolf Sword	CQC	4	3	1	Melee

### SUPPORT UNITS (CONTINUED)

## WOLF ELDER WARBAND.....90PTS

As their name might suggest, Elders are the few Wolf Warriors who survive enough battles to call themselves veterans. They usually scout ahead of their Packs, taking the brunt of any threats that come their way – an unspoken ritual of self-sacrifice that protects the young for a short but valuable time.

	<b>Move</b>	<b>CQC</b>	<b>RC</b>	<b>PAN</b>	<b>HP</b>	<b>DEF</b>	<b>Unit:</b> 5 Wolf Elders <b>Type:</b> Infantry
Wolf Elder	8"	6	-	10	2	2	

### WARGEAR

- Alpha Sword
- Alpha Shield (4+)

### SPECIAL RULES

- Cry of the Wolf
- Climb
- Shielded (4+)

### OPTIONS

- The unit may contain 5 additional Wolf Elders for **+80pts**
- The unit may replace their Alpha Swords with one of the following:
  - Alpha Spears **(+5pts/+10pts)\***
  - Alpha Axes **(+10pts/+20pts)\***
  - Alpha Hammers **(+15pts/+30pts)\***

*\*If the unit has been increased to 10 members, use the second value.*

	<b>RNG</b>	<b>ST</b>	<b>AK</b>	<b>DAM</b>	<b>Type</b>
Alpha Sword	CQC	4	4	1	Melee
Alpha Spear	CQC	4	3	1	Melee, Fast Strike
Alpha Axe	CQC	4	3	2	Melee, Power (1)
Alpha Hammer	CQC	8	2	D6	Melee, Unwieldy



# WOLF PACK NATION HEROES

## GRAND CHIEF LUPE.....250PTS

Lupe is the Grand Chief of the Wolf Pack Nation, nominated into her role by her people when the many Wolf Packs united under one flag. Having seen the effects of tyranny first-hand during the Robotnik Coup, she spent most of her life hiding with the Wolf Pack Freedom Fighters, using guerrilla warfare to brawl with the robots while the tribes rebuilt. Now her home has returned, she has vowed to protect it with everything she has – be it from robots, humans, or even other Mobians.

	Move	CQC	RC	PAN	HP	DEF
Lupe	8"	10	-	10	20	3

**Unit:** 1 Named Hero  
**Type:** Super Speed Infantry  
**Variant Of:** Lupe Wolf

### WARGEAR

- Spear of the Pack’s Fang
- Alpha Shield (4+)

### SPECIAL RULES

- Independent
- Fearless
- Climb
- Terrifying
- Cry of the Wolf
- Rousing Howl
- Shielded (4+)



**Spear of the Pack’s Fang:** For every 6 rolled to Hit using the Spear of the Pack’s Fang, add an additional Hit into the pool. There’s no need to Roll to Hit.

**Rousing Howl:** If Lupe’s Blip is revealed by Cry of the Wolf, **all** friendly Wolf Pack units may move up to 6” in any direction of your choice, as if Teleporting. This may not be used to Charge.

### COMMAND BONUS

#### Hail to the Grand Chief

If Lupe is your Army’s Commander, your army list may treat Wolf Elder Warbands as if they were a **Troops** choice (they’re normally a Support choice).

	RNG	ST	AK	DAM	Type
Spear of the Pack’s Fang	CQC	5	8	1	Melee, Power (3)

### On Reynard, Diablo, and Drago

The Wolf Pack Freedom Fighters contained three heroes that aren’t mentioned here: Reynard, Diablo, and Drago. By the Second Robotnik War, Drago had been exiled from the Wolf Pack Nation and turned to the Dark Egg Legion, where his stats can be found alongside those of Razorklaw, a similar Felidae turncoat.

**Reynard and Diablo** are still loyal to the Wolf Pack, but I couldn’t find much to go by that would give them unique statistics in battle. To counteract this, you may field up to two Chieftains in your Army as Reynard and/or Diablo, making them “Variants Of” these characters, giving them **+4HP** and the **Ambush** Special Rule, and changing their Ranks from “HQ” to “Heroes”. Add **+20pts** to their value.

The same may be applied to Drago if you’re playing a battle or campaign set before his exile.

# CHIEF LOBO.....130PTS

Lobo is Grand Chief Lupe’s husband, and Chief of the Wolf Pack, the largest and most influential Tribe in the Wolf Pack Nation. He answers only to his wife and joins her on expeditions deep into the Great Unknown, fighting to protect one another from all the horrors Mobius has to offer.

	Move	CQC	RC	PAN	HP	DEF
Lobo	6"	8	-	10	12	2

**Unit:** 1 Named Hero  
**Type:** Super Speed Infantry  
**Variant Of:** Lobo Wolf

## WARGEAR

- Sword of the Wolf Pack

## SPECIAL RULES

- Independent
- Cry of the Wolf
- Fearless
- Climb
- Vanguard

## SPECIAL COMMANDS

### Howl-Rune of Ferocity (3+) – Tactics, Unlocked

Target a friendly Wolf Pack unit that Lobo has joined. Until his next Start Phase, that unit (including himself and any other Independents within that unit) gains +1 AK to all their Melee Weapons. If Lobo is alone, he may target himself.

## COMMAND BONUS

### Chief of the Wolf Pack

If Lobo is your Army’s Commander, your army list may treat one Elder Warband as if they were a Troops choice – they are normally a Support choice).

	RNG	ST	AK	DAM	Type
Sword of the Wolf Pack	CQC	5	6	1	Melee, Fast Strike, Power (1)

# CANUS.....120PTS

Canus is a respected member of the Wolf Pack’s leadership, acting as cook for Lupe’s entourage while on campaign. He’s a towering figure (even for a Wolf!) who, despite his friendly demeanour and enthusiasm for cooking, will happily greet anyone who crosses the Pack with his blessed Mace...several times over.

	Move	CQC	RC	PAN	HP	DEF
Canus	6"	7	-	10	16	2

**Unit:** 1 Named Hero  
**Type:** Super Speed Infantry  
**Variant Of:** Canus Wolf

## WARGEAR

- Mace of the Wolf Pack

## SPECIAL RULES

- Independent
- Cry of the Wolf
- Fearless
- Climb

## SPECIAL COMMANDS

### Howl-Rune of Healing (3+) – Healing, Unlocked

Pick a friendly Wolf Pack\* unit within 6" of Canus, or Canus himself. Then pick one of the following effects for that unit:

- If the unit has lost members, bring back 1 unit member with 1 HP.
- Heal D3 HP to a single member of that unit, up to their starting HP.

\*This ability does not work on robots, cyborgs, or Vehicles.

	RNG	ST	AK	DAM	Type
Mace of the Wolf Pack	CQC	10	3	D6	Melee, Power (1)

# LEETA & LYCO.....230PTS

Leeta and Lyco are twin sisters who often act as personal spies, diplomats, and even assassins for the Grand Chief Lupe. Master headhunters, they synergise their fighting and hunting styles, knowing exactly what to do without even a word to one another. If you are an enemy of Lupe, know that if you see only one Wolf Sister, you're likely to die at the hands of the other.

	Move	CQC	RC	PAN	HP	DEF	
Leeta	6"	8	-	10	10	2	<b>Unit:</b> 2 Named Heroes <b>Type:</b> Super Speed Infantry <b>Variants Of:</b> Leeta Wolf, Lyco Wolf
Lyco	6"	8	-	10	10	2	

## WARGEAR

- The Twins' Swords

## SPECIAL RULES

- Independent
- Cry of the Wolf
- Fearless
- Climb
- Ambush
- Sisterhood

**Sisterhood:** Leeta and Lyco are both Independents and may act independently of one another. However, if they are both in the same unit (either within 1" of each other or joined to the same unit), they gain the Camouflage (2) Special Rule, and the effect of the Twins' Swords (below).

**Twins' Swords:** The Twins' Swords gain +1 ST, +1 DAM, and the *Fast Strike* Special Rule when Leeta and Lyco are joined together as one unit.

## SPECIAL COMMANDS

### Howl-Rune of Swiftess (3+) – Tactics, Speed

Target a Wolf Pack unit that Leeta and/or Lyco have joined (this could be two units if they're separated). Those units (including themselves) immediately move up to 6" in any direction, which may be used to Charge. If Leeta and/or Lyco are alone, they may target themselves.

	RNG	ST	AK	DAM	Type
The Twins' Swords	CQC	5	6	1	Melee, Power (1)



# 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, 7, 8, 10, and 11, contain images from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comics (1993-2017).
- As a side note, the quote on Page 1 came from the episode "Cry of the Wolf" from the *Sonic the Hedgehog* Saturday morning cartoon (Season 2, Episode 10 – 1994). While I usually stick to the comics for research, this quote is a perfect introduction to the Wolf Pack on a thematic level.

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

