



EGGMAN EMPIRE

A Mobius Army List

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SAGE 21 Edition

Mobius Factions

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UNIQUE SPECIAL RULES

Armoured Ace

As a show of force, military leaders of the Eggman Empire often take large war machines as their personal transport. These are variants of the Empire's usual armoured units, specially kitted out for the comfort and safety of the commander inside.

If your Commander has Armoured Ace, they may choose to begin the game piloting one of your army's units with the **Command Vehicle** Special Rule. If you choose to do so, that unit gains the following:

- +1 to all Rolls to Hit.
- The **Fearless** Special Rule.
- Use of the Hero Phase as if it were a Hero.
- All the Commander's (unique) Special Commands.

The Commander may not leave. If the Command Vehicle is destroyed, the Commander is placed where it was removed and takes D6 Damage.

Command Vehicle

This unit is compatible with the **Armoured Ace** Command Bonus.

Extremely Stupid

The modern range of "Pawn" robots are extremely cheap and easy to manufacture. However, this has led to cut corners, especially in their programming.

Extremely Stupid models may not do the following:

- Escape a Melee Lock voluntarily.
- Take Cover.
- Fire an unmanned Artillery Gun.



EGGMAN EMPIRE UNITS

HQ

COMMAND SWATBOT.....40PTS

In a platoon of imperial robots, one machine with more advanced AI will lead as a Commander – the AI acting as a tactical-level backup should the Eggman Empire's main servers somehow fail. In the case of SWATbots, one robot per batch will be fitted with a Command AI chip, creating the aptly named "Command" variant: nothing special physically, but able to act as a commander at any level, for any of the war machines synced to its AI.

	Move	CQC	RC	PAN	HP	DEF
Command SWATbot	6"	3	4+	10	4	4

Unit: 1 Command SWATbot
Type: Infantry – Robot

WARGEAR

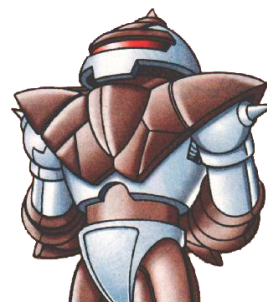
- Laser Carbine
- SWATbot Fist

OPTIONS

- The Command SWATbot may gain the **Camouflage (2)** Special Rule for +10pts.

SPECIAL RULES

- Independent
- Fearless



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

EGGROBO.....60PTS

Originally made by Snively to mock the Egg Emperor, the Eggrobo is the next best thing when Robotnik can't (or doesn't want to) send himself out onto the battlefield – he doesn't like to get personally involved in the "pettier" conflicts of the Wars, preferring to be on a battlefield against the world-famous Freedom Fighters.

	Move	CQC	RC	PAN	HP	DEF
Eggrobo	8"	4	3+	10	4	3
Eggrobo (Egg Pod)	6"	4	3+	10	6	5

Unit: 1 Eggrobo
Type: Hover Infantry – Robot

WARGEAR

- Robo Laser
- Eggrobo Fist



OPTIONS

- The Eggrobo may replace all its Wargear with an Egg Pod and Wrecking Ball for +20pts. Doing so turns it into **Hover Cavalry** with the *second* stat-line.

SPECIAL RULES

- Independent
- Fearless

COMMAND BONUS

Armoured Ace

See "Armoured Ace" in the Unique Special Rules section.

	RNG	ST	AK	DAM	Type
Robo Laser	18"	6	1	D3	Assault, Power (2)
Eggrobo Fist	CQC	3	2	1	Melee
Wrecking Ball	CQC	8	3	D6	Melee

TROOPS

SWATBOT SQUAD.....105PTS

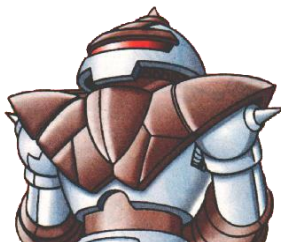
First used during Robotnik's coup, the versatile SWATbot has seen years of service in the Robotnik Wars, somehow always managing to find a place in the Eggman Empire's ever-adapting roster. Many imperial generals consider the SWATbot obsolete to the point of only needing them for physical labour, but obviously their inventor disagrees.

	Move	CQC	RC	PAN	HP	DEF
SWATbot	4"	2	5+	9	2	4
Comboto	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
Laser Carbine	18"	3	2	1	Assault
SWATbot Fists	CQC	4	2	1	Melee

EGG PAWN WAVE.....70PTS

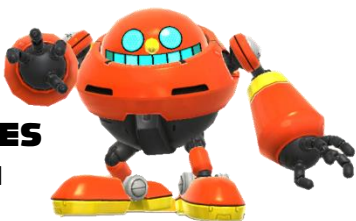
Considered a cheaper and easier to produce successor to the SWATbot, the Pawn even comes with its own variety of cheaper, easier to mass-produce weaponry. Of course, cutting corners leads to compromise in quality, but who cares when you can produce a whole platoon of devoted soldiers in the time it takes for your enemy to recruit one?

	Move	CQC	RC	PAN	HP	DEF
Egg Pawn	6"	2	5+	8	1	1

Unit: 10 Egg Pawns
Type: Infantry – Robot

WARGEAR

- Laser Carbine
- Pawn Fist



SPECIAL RULES

- Extremely Stupid

Pawn Buckler: Egg Pawns equipped with Bucklers gain a +1 modifier to their Defence Saves.

OPTIONS

- The unit may contain 10 additional Egg Pawns for **+70pts**, or 20 additional Egg Pawns for **+140pts**
- The entire unit may replace their Laser Carbines and Pawn Fists with Pawn Lances and Bucklers.

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Automatic
Pawn Fist	CQC	2	1	1	Melee
Pawn Lance	CQC	3	2	1	Melee

SUPPORT

SWATBOT WEAPONS TEAM.....35PTS

SWATbots are extremely versatile war machines, able to operate heavy machinery within the Eggman Empire using pre-programmed expertise. This is not limited to the larger weapons in the Empire's arsenal – in fact, many Imperial forces will split batches off from the main armies to form temporary artillery batteries when needed. This proves especially useful when Robotnik grows bored of small arms volleys!

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

Unit: 1 Gun, 3 SWATbots
Type: Artillery (Infantry) – Robot

WARGEAR (CREW)

- Laser Carbine
- SWATbot Fist

OPTIONS

- The Gun **must** be one of the following:
 - Gatling Laser
 - Laser Cannon (+5pts)
 - Sky Laser (+5pts)
 - Heavy Gatling Laser (+10pts)
 - Laser Great Cannon (+15pts)

	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 Great Cannon	60"	10	1	2D6	Artillery, Tankbuster, Anti-Air
Laser Carbine	18"	3	2	1	Assault
SWATbot Fist	CQC	4	2	1	Melee

SHADOWBOT SQUAD.....110PTS

Bearing no resemblance to an infamous hedgehog with a similar name, the Shadowbots are the most feared war machines of the imperial "SWATbot" line – huge juggernauts built to control crowds, gather a "harvest" for Roboticization, and even combat small vehicles. Though obsolete by the Second War (as were all SWATbots), they still serve as a grim display of the Eggman Empire's military might and affinity for brute-force tactics.

	Move	CQC	RC	PAN	HP	DEF
Shadowbot	6"	4	4+	10	4	6

Unit: 3 Shadowbots
Type: Giant Infantry – Robot

WARGEAR

- Focus Beam
- Shadowbot Fist

OPTIONS

- The unit may contain 3 additional Shadowbots for +90pts
- Any number of Shadowbots may replace their Focus Beam with Heavy Laser Carbines.



SPECIAL RULES

- All-Terrain
- Terrifying

	RNG	ST	AK	DAM	Type
Focus Beam	18"	8	1	D6	Assault
Heavy Laser Carbine	18"	3	4	1	Assault, Power (1)
Shadowbot Fist	CQC	8	2	D6	Melee

SUPPORT UNITS (CONTINUED)**EGG FLAPPER WAVE.....50PTS**

The Egg Flapper is an airborne variant of the Egg Pawn, capable of very low flight. They are often used in Pawn-heavy attack forces, providing ranged support and fast assaults from areas that standard-issue Pawns cannot reach.

	Move	CQC	RC	PAN	HP	DEF
Egg Flapper	8"	2	4+	8	1	1

Unit: 5 Egg Flappers**Type:** Hover Infantry – Robot**WARGEAR**

- Laser Carbine
- Flapper Ram

OPTIONS

- The unit may contain 5 additional Flappers for **+40pts**

**SPECIAL RULES**

- Extremely Stupid
- Ambush

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Flapper Ram	CQC	3	1	1	Melee

TANK-BUSTER PAWN WAVE.....50PTS

These are your rank-and-file Egg Pawns, this time armed with cheap anti-tank bazookas. While arming several inaccurate robots with huge weapons may seem like a reckless waste of ammo, the old Eggman Empire philosophy of "enough rounds fired inaccurately will always hit **something**" always rings true.

	Move	CQC	RC	PAN	HP	DEF
Egg Pawn	6"	2	5+	8	1	1

Unit: 5 Egg Pawns**Type:** Infantry – Robot**WARGEAR**

- Pawn Bazooka
- Pawn Fist

SPECIAL RULES

- Extremely Stupid

	RNG	ST	AK	DAM	Type
Pawn Bazooka	24"	8	1	D6	Assault
Pawn Fist	CQC	2	1	1	Melee



SUPPORT UNITS (CONTINUED)**EGG HAMMER.....55PTS**

Brandishing a hammer twice the size of most Mobians, the Egg Hammer is a gigantic version of the Egg Pawn made from far stronger materials. Designed solely for demolition, the Egg Hammer is a great support unit for any Imperial commander looking for a more up-close-and-personal approach to anti-tank strategy.

	Move	CQC	RC	PAN	HP	DEF
Egg Hammer	6"	4	-	9	12	6

Unit: 1 Egg Hammer
Type: Giant Infantry – Robot

WARGEAR

- Mega Pawn Hammer

SPECIAL RULES

- Extremely Stupid
- All-Terrain
- Shielded (6+)

SPECIAL COMMANDS

Hammer Spin – Technology, Melee

In the upcoming Melee Phase, rather than attacking normally, the Egg Hammer attacks **all** enemy units within its Melee Lock using the following profile:

RNG	STR	AK	DAM	Type
CQC	5	6	1	Melee, Power (1)

	RNG	ST	AK	DAM	Type
Mega Pawn Hammer	CQC	9	3	D6	Melee, Tankbuster

EGG HAWK.....175PTS

A late First Robotnik War invention, the Egg Hawk is a hovering fighter jet armed to the teeth with machine guns. Using its propellers for manoeuvrability in its "hovering" state, it proves effective at slaughtering infantry by the platoon. The first Egg Hawk was originally made for launching personal counterattacks against the Freedom Fighters in defensive campaigns, and even includes a failsafe ejector for his Egg Mobile should his attempts prove unsuccessful.

	Move	RC	PAN	ARM	HP	Type
Egg Hawk	6" / 12"	4+	9	4	16	Flying, Fast, Hover

Unit: 1 Egg Hawk
Type: Vehicle

SPECIAL RULES

- Command Vehicle

WARGEAR

- Hawk Machine Gun
- 2x Twin-Linked Machine Guns



	RNG	ST	AK	DAM	Type
Twin-Linked Machine Gun	36"	4	6	1	Heavy, Twin-Linked
Hawk Machine Gun	48"	6	2D6	2	Artillery



SUPPORT UNITS (CONTINUED)**EGG DESTROYER.....155PTS**

The Egg Destroyer Battlesuit (commonly nicknamed the Death Egg Robot) is often used as a personal transport for Robotnik himself, especially during the First Robotnik War. While some may call it prohibitively slow, it provides an extreme level of protection that few of Robotnik's piloted war machines could.

	Move	CQC	RC	PAN	HP	DEF
Egg Destroyer	4"	5	4+	10	20	8

Unit: 1 Egg Destroyer
Type: Giant Infantry – Robot

WARGEAR

- Long Fists
- Stampede Feet

SPECIAL RULES

- All-Terrain
- Heavy Load
- Terrifying
- Shielded (5+)
- Command Vehicle

SPECIAL COMMANDS**Jump** – Technology, Movement

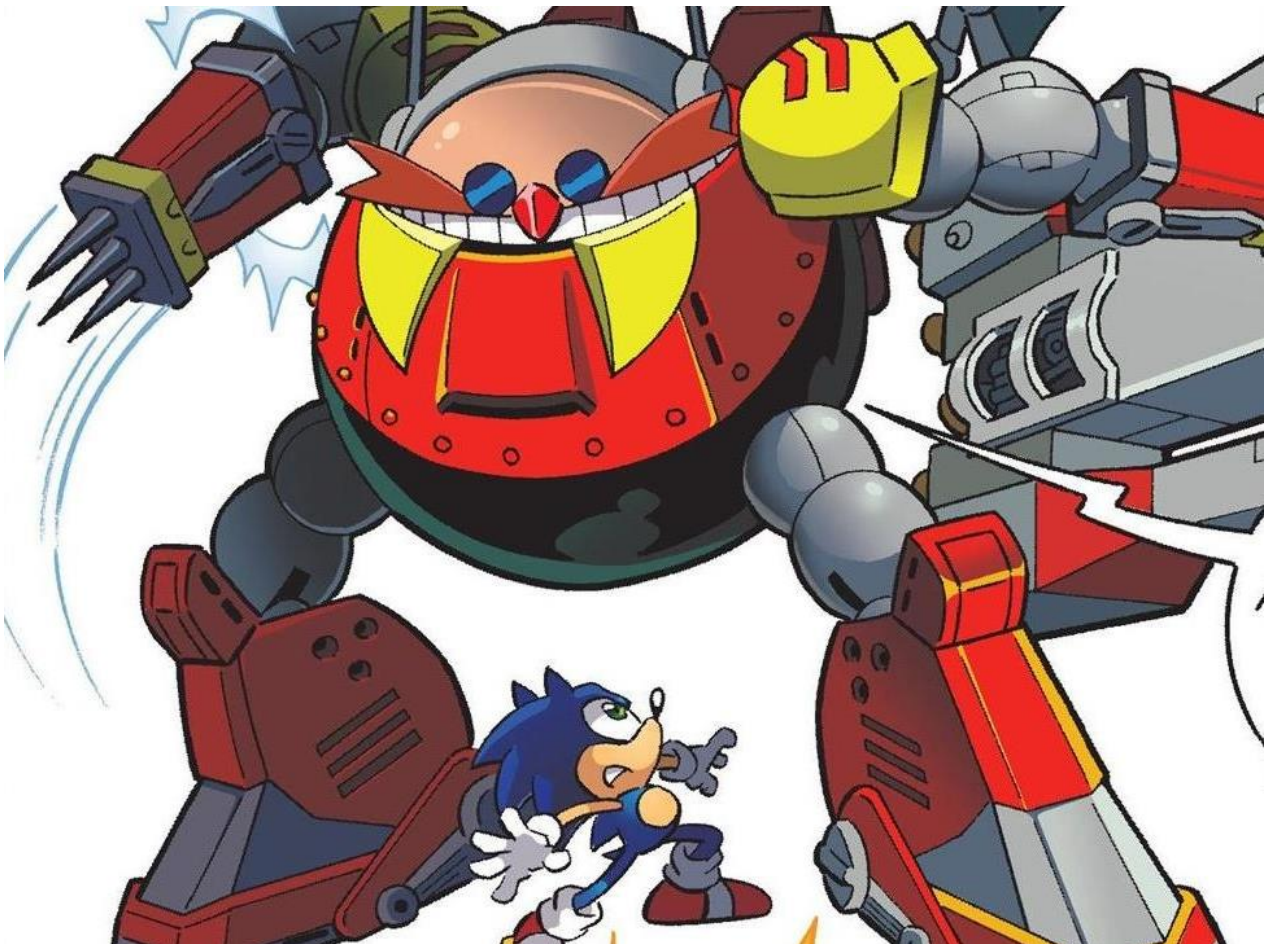
The Battlesuit moves up to 18" in any direction. This is considered a type of Flight for terrain purposes and may not be used to Charge.

Egg Mortar – Technology, One Use Only

Make a Ranged Attack with the following statistics. Rolls to Hit with this Command also receive a +1 modifier:

RNG	STR	AK	DAM	Type
12-60"	10	1	5	Blast (3), Indirect Fire

	RNG	ST	AK	DAM	Type
Long Fists	18"	8	4	D6	Heavy
Stampede Feet	CQC	10	3	D6	Melee, Tankbuster



EGGMAN EMPIRE HEROES

DR IVO ROBOTNIK.....150PTS

Dr Ivo "Eggman" Robotnik is a hero to some, a villain to many, and a fat joke to Sonic. Having used his 300 IQ to destabilise the centuries-old politics of the Kingdom of Acorn and start an expansionist empire among its ruins, it becomes no surprise that two global wars were named after him. Despite having millions of robots doing his bidding on the push of a button, he often steps onto the battlefield himself, piloting one of his war machines and brawling with any foe that poses a threat, including even Sonic himself. This amount of personal risk has led many to believe that he considers his empire a twisted hobby or creative project, often nicknamed "The Game", a worldview which (somehow) makes the thought of an imperial invasion even scarier.

	Move	CQC	RC	PAN	HP	DEF
Robotnik	8"	7	-	10	12	4
Robotnik (Egg Pod)	10"	7	-	10	16	6

Unit: 1 Named Hero
Type: Infantry
Variant Of: Ivo Robotnik

WARGEAR

- Brutal Fisticuffs

SPECIAL RULES

- Independent
- Fearless
- Terrifying



SPECIAL COMMANDS

Overclock the Processors! – Technology, Comms, Repeating

Pick a friendly unit of Robots within 18" of Robotnik. That unit moves up to 6" in any direction. This may be used as a Charge.

Drop Them In! (3+) – Technology, Comms, Repeating

Pick a friendly unit of Robots in reserve and place them anywhere on the battlefield, providing it's at least 9" away from the nearest enemy unit. Their Blip is not revealed, but they count as having made a Rapid Move.

For narrative purposes, Eggman is dropping these units from one of his personal battleships, several hundred metres above the battlefield itself.

Manual Controls! – Technology, Comms, Repeating

Pick a friendly unit of Robots within 18" of Robotnik. That unit becomes **Fearless** until your next Start Phase.

OPTIONS

- Robotnik may wear Hardlight Armour for **+30pts**
- Robotnik may drive an Egg Pod for **+30pts**. Doing so turns him into **Hover Cavalry** with the second Stat-Line.
 - If Robotnik drives an Egg Pod, he may take a Heavy Wrecking Ball for **+20pts**

Hardlight Armour: If Robotnik wears Hardlight Armour, the ST and AK value of his Brutal Fisticuffs gain a +2 modifier. Additionally, he gains the **Shielded (4+)** Special Rule.

COMMAND BONUS

Armoured Ace

See "Armoured Ace" in the Unique Special Rules section.

	RNG	ST	AK	DAM	Type
Brutal Fisticuffs	CQC	4	4	2	Melee
Heavy Wrecking Ball	CQC	9	4	D6	Melee, Power (2)

SNIVELY ROBOTNIK.....100PTS

Snively Robotnik (formerly Colin Kintobor) is the nephew of Dr Robotnik, often doing the work the dictator believes himself "above". While not really a fighter, he is agile and a cunning strategist. On one occasion, he had even turned against the Empire and fooled the entire Dark Egg Legion of the Empire's fall, delaying a response long enough for him to escape. Robotnik considers him almost his equal in intelligence, and a valuable, if not always loyal, general to the Eggman Empire.

	Move	CQC	RC	PAN	HP	DEF
Snively	8"	3	3+	10	8	3

Unit: 1 Named Hero
Type: Infantry
Variant Of: Colin Kintobor

WARGEAR

- Laser Blaster
- Scrappy Brawling

SPECIAL RULES

- Independent
- Climb
- Escapist
- Coward
- Dastardly Schemer



SPECIAL COMMANDS

Cowardly Escape – Stealth

If Snively is at least 18" away from the nearest enemy unit, he may leave the battlefield. While he may not return, he doesn't count as having been killed or injured for Campaign or Victory Points purposes.

Coward: While your side is losing (in terms of Victory Points), you must roll a D6 in your every Start Phase. On a 1, Snively runs from the battlefield as if using the **Cowardly Escape** Special Command, regardless of location.

COMMAND BONUS

Armoured Ace

See "Armoured Ace" in the Unique Special Rules section.

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

Dastardly Schemer:

Snively Robotnik is an unpredictable strategist, often relying on the most underhanded of tactics to serve his own ends – regardless of whether they line up with those of his uncle.

If Snively is in your army, before the battle begins, you may pick up to three of your Blips to become Decoys. Mark this on your Blip Sheet (if you have one) – but don't change the Blip itself.

When a Decoy Blip is revealed, roll a D6 on the Decoy Effects Table to discover the effect. If the "reveal" was by an enemy action (such as a Charge or Ranged Attack), that action automatically fails.

Decoy Effects Table

D6	Effect
1-2	You Sure That's Him? – The Blip is revealed as normal but may move up to 18" in any direction before being revealed. This may not be used to Charge.
3-4	Where Are They – The Blip is placed in Reserves and is not revealed.
5-6	It's a Trap! – The Blip is placed in Reserves and is not revealed. However, if you have one, place a piece of Difficult Terrain (i.e. a Crater) where the Blip was removed. All enemy units within 12" of the Blip must roll a Panic Test in the upcoming End Phase.

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 moves 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, Repeating

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 Robotized 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, 4, 5, 6, 7, 8, 9, 10, and 11, contain images from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comics (1993-2017).
- Pages 2 and 3 contain images from DIC's *Sonic the Hedgehog* Saturday morning cartoon (1993-94).
- Pages 2 and 3 contain images of 3D renders from the video game *Sonic Generations* (2011).
- Pages 5 and 6 contain images of 3D renders from the video game *Sonic Heroes* (2003).

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

