

MOBIUS EXPANSIONS

NERB

LEGION

Additional Units for you DARK EGG LEGION force

Ioan Davies-John

The Dark Egg Legion is stretched far across Mobius, with a chapter in almost every continent's criminal underbelly, ready to strike from within when their leaders least expect it.

One of these nations is the Nerb Kingdom, a former Acorn colony of tiny green people living in the northern mountains of Northamer. They stood no chance against the Eggman Empire.

Incredibly small and weak even with the Legion's enhancements, the Eggman Empire uses them less as an underground military and more a workforce, opening hundreds of mines and quarries across the once beautiful landmass. However, they are more than armed should they need to fend off any Freedom Fighters – whether they could successfully do so is another matter.

CONTENTS

NERB LEGION RULES	1	Support	3
NERB UNITS	2	Nerb Artillery.....35pts	3
HQ.....	2	Enslaved Kraken.....30pts.....	3
Nerb Kommissar.....45pts	2	NERB HERO	4
Troops	2	The Foreman.....100pts.....	4
Nerb Legionnaire Squad.....60pts	2	DISCLAIMERS	4

NERB LEGION RULES

As Dark Egg Legion chapters are spread thin across the globe, you're unlikely to see two Chapters working alongside each other on a single battlefield – so seeing Nerbs fighting alongside “normal” Legionnaires would be quite odd.

For this reason, it's for the best that a Nerb Legion Army consists entirely of Nerbs. However, you can mix-and-match if you have a reason for the team-up!

Steel Skin

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

NERB UNITS

HQ

NERB KOMMISSAR.....45PTS

*Kommissars fill the senior leadership role in a Dark Egg Legion force, below only their Grandmasters in rank. The Nerb Legion's Kommissars are no exception, answering only to the Foreman. However, while normal Kommissars are selected for their loyalty to the Eggman Empire and popularity among the hooded masses, the Foreman's Kommissars are selected based on their loyalty to **him** and their sadism towards other Nerbs!*

	Move	CQC	RC	PAN	HP	DEF
Nerb Kommissar	3"	4	2+	9	3	3

Unit: 1 Nerb Kommissar
Type: Infantry

WARGEAR

- Laser Blaster
- Enhanced Brawling

SPECIAL RULES

- Independent
- Steel Skin

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

TROOPS

NERB LEGIONNAIRE SQUAD.....60PTS

As with any chapter of the Dark Egg Legion, the Nerb Legion's ground troops consist of hooded cyborgs, twisted by years of Eggman Empire propaganda. The only difference between those above ground and those in the Nerb Kingdom is size...and these guys are too small for Laser Rifles! During battery shortages, the Foreman will deploy units of Nerb miners in their work uniforms – it's a good thing their huge pickaxes pack a surprising punch.

	Move	CQC	RC	PAN	HP	DEF
Nerb Legionnaire	3"	2	4+	7	1	2

Unit: 10 Nerb Legionnaires
Type: Infantry

WARGEAR

- Mini* Laser Carbine
- Nerbish Brawling

OPTIONS

- Any number of Legionnaires may replace their Mini Laser Carbines and Nerbish Brawling with Heavy Pickaxes.
- The unit may contain 5 additional Nerb Legionnaires for **+30pts**.
- Up to three Nerb Legionnaires may take Demolition Charges for **+10pts each**.

SPECIAL RULES

- Steel Skin

**"Mini" Laser Carbines are identical in stats to their normal-sized counterparts – just a smaller, lower-capacity battery and a shortened barrel for little green hands!*

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Demolition Charges	8"	9	1	D6	Assault, Tankbuster
Nerbish Brawling	CQC	2	1	1	Melee
Heavy Pickaxe	CQC	3	3	1	Melee, Power (1)

SUPPORT

NERB ARTILLERY.....35PTS

It's not uncommon for the Dark Egg Legion to keep heavy weapons closely behind the frontlines providing fire support – in fact, it's necessary for dealing with enemy tanks. However, the introduction of heavy weapons presents a new challenge for the Nerb Legion: while two to three normal-sized Mobians can easily man a Laser Cannon or Sky Laser, these weapons are far too big for a species that can barely hold small arms! Of course, the Foreman in his infinite wisdom came up with a solution...having **five** Nerbs man the guns instead.

	Move	CQC	RC	PAN	HP	DEF
Nerb Legionnaire	3"	2	4+	7	1	2

Unit: 1 Gun, 5 Nerb Legionnaires
Type: Artillery (Infantry)

WARGEAR (CREW)

- Nerbish Brawling

SPECIAL RULES

- Steel Skin

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
Laser Pistol	12"	3	1	1	Assault
Cyborg Punches	CQC	3	1	1	Melee

ENSLAVED KRAKEN.....30PTS

Krakens are huge, walrus-like animals native to Northamer's underground caverns – which just so happens to be where the Nerbs live! While they were left alone during the Nerb Kingdom's short period of independence, the Kingdom's Iron Dominion takeover saw Krakens hunted for their claws. If they caught a live one, it would live the rest of its life in chains, ridden by Nerbs who use their immense strength for faster digging or as a brutal equivalent to cavalry.

	Move	CQC	RC	PAN	HP	DEF
Enslaved Kraken	6"	3	4+	8	6	4

Unit: 1 Enslaved Kraken
Type: Giant Infantry

WARGEAR

- Kraken Claws

SPECIAL RULES

- All-Terrain



OPTIONS

- The unit may contain 2 additional Enslaved Krakens for +60pts
- The Kraken may have two Laser Carbines strapped to its shoulders for +10pts

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Kraken Claws	CQC	8	3	D6	Melee, Fast Strike

NERB HERO

THE FOREMAN.....100PTS

The biggest and meanest of all the Nerbs, the Foreman is the Grandmaster of the Nerb Kingdom's Dark Egg Legion. While he's been upgraded with a Dig-Arm to kill when he needs to, his main responsibility involves working the Nerbs to death, breaking their bodies and spirits to gather much-needed metals for the Eggman Empire's ever-expanding Arsenal. He's damn good at his job, too.

	Move	CQC	RC	PAN	HP	DEF
<i>The Foreman</i>	3"	6	2+	10	8	4

Unit: 1 Named Hero

Type: Infantry

Variant Of: The Foreman

WARGEAR

- Laser Blaster
- Dig-Arm

SPECIAL RULES

- Independent
- Fearless
- Steel Skin



COMMAND BONUS

You're All Replaceable!

If a friendly Nerb Legion unit within 12" of the Foreman fails a Panic Test, the Foreman may opt to kill one member of the unit (regardless of their HP). If he does, the Panic Test counts as having Passed.

	RNG	ST	AK	DAM	Type
<i>Laser Blaster</i>	12"	3	2	1	Assault
<i>Dig-Arm</i>	CQC	9	3	D6	Melee, Tankbuster

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

- Pages 3 and 4 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!