



GUN

**(GUARDIAN UNITS OF
THE NATIONS)**

A Mobius Army List

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UNIQUE SPECIAL RULES

Overwatch

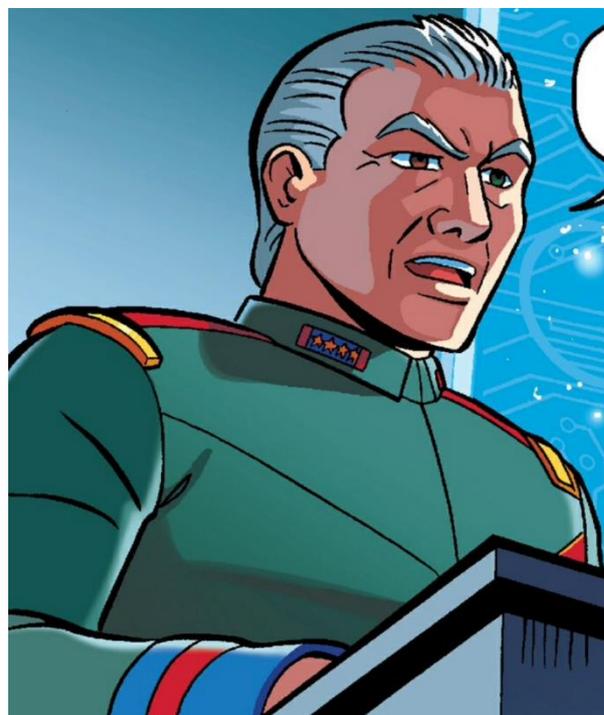
With the abundance of super-powered Mobians and giant hammer-wielding robots, the United Federation knows they're at a disadvantage in hand-to-hand combat, which is why they make up for it with superior firepower!

When charged by an enemy unit, units with Overwatch may immediately fire at that unit with no restriction based on Movement.

However, they do so with an RC of 6+, regardless of their actual statistics. Only one Ranged Weapon may be fired per unit member.

Designer's Notes:

1. Blast Weapons may not be fired in Overwatch due to the risk of friendlies being caught in the explosion.
2. Overwatch may not be fired by units already in a Melee Lock before they were charged.



GUN UNITS

HQ

SERGEANT.....80PTS

Sergeants are the leaders of a GUN Platoon, having likely served for over five years before even being considered for the role. Beginning their careers as Privates and then Corporals, Sergeants are often selected by their predecessors before promotion, retirement, or death – whichever comes first. Additionally, the current Sergeant has to decide every month which of their Corporal will take their place. This system ensures that every Sergeant knows the Platoon they lead, and that loyal soldiers can trust their leaders.

	Move	CQC	RC	PAN	HP	DEF
<i>GUN Sergeant</i>	6"	5	2+	10	4	4
<i>Paladin Sergeant</i>	8"	6	2+	10	6	6

Unit: 1 GUN Sergeant
Type: Infantry

WARGEAR

- Machine Pistol
- Veteran's Knife

SPECIAL RULES

- Independent
- Overwatch

SPECIAL COMMANDS

Chain of Command – Tactics

This Special Command costs both the Sergeant's Action **and** Hero Phases. Instead of playing the Hero Phase normally, the Unit this Sergeant has joined may fire their Ranged Weapons again.

OPTIONS

- The Sergeant may replace their Machine Pistol with an Assault Rifle.
- The Sergeant may become a Paladin Sergeant and replace their Veteran's Knife with Elite Paladin Fists for **+20pts**. They also gain the **Fearless** and **Camouflage (1)** Special Rules.

	RNG	ST	AK	DAM	Type
<i>Machine Pistol</i>	18"	4	3	1	Assault
<i>Assault Rifle</i>	36"	4	1 / 2	1	Automatic
<i>Veteran's Knife</i>	CQC	3	2	1	Melee
<i>Elite Paladin Fists</i>	CQC	4	4	1	Melee

Modelling Note: Uniform-wise, a GUN Sergeant likely wouldn't be easily distinguishable from the rest of their Platoon. Rather than looking for a "Commander's Uniform", try placing the Sergeant's miniature in a pose that represents leadership (i.e. pointing, signalling etc.), or try basing them differently.



TROOPS

RIFLE SQUAD.....100PTS

This is the standard Rifle Squad across the United Federation's military, what many human zealots consider the result of thousands of years' warfare experience. Truthfully, however, humanity has somewhat stagnated while hidden from the world, and the Rifle Squad bears a striking resemblance to those of over twelve millennia ago (as do many GUN unit structures). Then again, if it ain't broke, don't fix it!

	Move	CQC	RC	PAN	HP	DEF
GUN Soldier	6"	3	4+	7	1	4
GUN Corporal	6"	3	4+	8	1	4

Unit: 8 GUN Soldiers, 1 GUN Corporal
Type: Infantry

WARGEAR

- Assault Rifle
- Combat Knife

OPTIONS

- The Corporal may replace their Assault Rifle with a Machine Pistol.
- One Soldier may replace their Assault Rifle with a GPMG for **+5pts**.
- One Soldier may take an Anti-Tank Launcher for **+15pts**.

SPECIAL RULES

- Overwatch

Designer's Note: The optional GPMG and Anti-Tank Launcher may not be given to the same unit member.

	RNG	ST	AK	DAM	Type
Assault Rifle	36"	4	1 / 2	1	Automatic
Machine Pistol	18"	4	3	1	Assault
GPMG	36"	4	3 / 6	1	Automatic
Anti-Tank Launcher	36"	9	1	D6	Heavy, Tankbuster
Combat Knife	CQC	3	1	1	Melee

ASSAULT SQUAD.....85PTS

While the Rifle Squad is standard across all GUN Regiments, some commanders feel the need for something more mobile. This is where the Assault Squad comes in: a smaller unit armed with Shotguns who use this added mobility to its maximum potential. They scout ahead of the regular platoons, cause close-quarters devastation to their unsuspecting enemy infantry, clearing the path for the rest of their army.

	Move	CQC	RC	PAN	HP	DEF
GUN Soldier	6"	3	4+	7	1	4
GUN Corporal	6"	3	4+	8	1	4

Unit: 5 GUN Soldiers, 1 GUN Corporal
Type: Infantry

WARGEAR

- Shotgun
- Combat Knife

Run & Gun: GUN Shotguns may be fired after a Rapid Move, providing the firing unit didn't end in a Melee Lock. However, when doing so, the firing unit suffers a -1 modifier to their Rolls to Hit.

SPECIAL RULES

- Overwatch
- Vanguard

OPTIONS

- The unit may contain 3 additional GUN Soldiers for **+40pts**

	RNG	ST	AK	DAM	Type
Shotgun	12"	6	2	D3	Assault, Run & Gun
Combat Knife	CQC	3	1	1	Melee

TROOPS UNITS (CONTINUED)

BREACHER SQUAD.....85PTS

GUN Soldiers rarely leave their cover – not out of cowardice, but tactical sense. But what happens when there’s no cover to speak of? That’s when you need someone to **be** your cover! Breacher Squads march headlong into battle armed with huge, heavy riot shields, modified and enhanced to protect against almost all small arms fire. This tactic is frowned upon by many commanders, as the mortality rates for Breachers tend to be far higher than other kinds of soldier – but their usefulness has long been documented when fighting on an open battlefield.

	Move	CQC	RC	PAN	HP	DEF
GUN Soldier	6"	3	4+	7	1	4
GUN Corporal	6"	3	4+	8	1	4

Unit: 5 GUN Soldiers, 1 GUN Corporal
Type: Infantry

WARGEAR

- Assault Rifle
- Riot Shield

OPTIONS

- The unit may contain 3 additional GUN Soldiers for **+40pts**



SPECIAL RULES

- Overwatch
- Shielded (4+)

Renders by @NibrocRock on Twitter and DeviantART.

	RNG	ST	AK	DAM	Type
Assault Rifle	36"	4	1 / 2	1	Assault
Riot Shield	CQC	3	2	1	Melee, Shield (4+)

PALADIN SQUAD.....17OPTS

With years or even decades of service behind them, Paladins are the finest GUN Soldiers. Individually picked by the Federation’s highest commanders, the Paladin is armoured from head to toe in state-of-the-art gear and trained to humanity’s maximum potential. As losses from this branch are extremely hard to replace, the Paladins are only deployed when absolutely necessary – be it a black op, a deadly raid, or the arrest of a superpowered Mobian.

	Move	CQC	RC	PAN	HP	DEF
GUN Paladin	8"	5	3+	10	2	6

Unit: 5 GUN Paladins
Type: Infantry

WARGEAR

- Machine Pistol
- Paladin Fist

SPECIAL COMMANDS

Demolition Charges – Wargear, Tactics, One Use Only
 All paladins in this unit make a Ranged Attack with the following profile:

RNG	STR	AK	DAM	Type
10"	12	1	2D6	Tankbuster



SPECIAL RULES

- Overwatch
- Fearless
- Ambush
- Camouflage (1)

	RNG	ST	AK	DAM	Type
Machine Pistol	18"	4	3	1	Assault
Paladin Fists	CQC	4	2	1	Melee

TRANSPORT

M113 ARMoured CARRIER.....85PTS

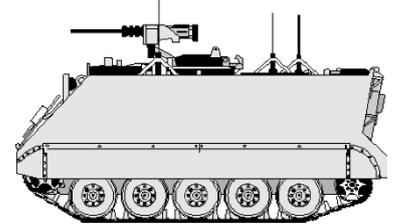
The M113 Armoured Personnel Carrier is an all-terrain troop carrier hailing from as early as the Final War. While not as fast as many other Mobian APCs, it provides plenty of armour and covering fire to GUN's Mechanised Infantry units, making it an invaluable battlefield tool (especially when there's not much cover around).

	Move	RC	PAN	ARM	HP	Type
M113 Carrier	8"	4+	8	6	6	Transport (11)

Unit: 1 M113 Carrier
Type: Vehicle

TRANSPORT CAPACITY

The M113 APC may carry up to eleven GUN Infantry models. The Gun from a Heavy Weapons Team does not count towards this Transport Capacity, as they're often small enough to be carried onboard.



WARGEAR

- Machine Gun

SPECIAL RULES

- Overwatch

	RNG	ST	AK	DAM	Type
Machine Gun	36"	4	6	1	Heavy

Modelling Note: The M113 APC is a real vehicle still in active service today, just find one in 28mm scale!

SUPPORT

SNIPER.....30PTS

Snipers are the most accurate specialists among the United Federation, able to shoot a target from over a mile away with the precision of a surgical knife. To achieve such feats, they isolate themselves for hours, days, or even weeks before the rest of the force engages the enemy, watching their patrol routes and movement patterns and then using this information to catch them off-guard, picking off leaders before they know they're being watched.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 GUN Sniper
GUN Sniper	8"	3	3+	9	1	4	Type: Infantry

WARGEAR

- Sniper Rifle
- Combat Knife

SPECIAL RULES

- Camouflage (2)
- Ambush

Sniper: Sniper Rifles 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.

Renders by @NibrocRock on Twitter and DeviantART.



	RNG	ST	AK	DAM	Type
Sniper Rifle	72"	4	1	D3	Heavy, Power (2), Sniper
Combat Knife	CQC	3	1	1	Melee

SUPPORT UNITS (CONTINUED)

HEAVY WEAPONS TEAM.....40PTS

Sometimes rifles aren't enough. A tank might come, or the mob of Egg Pawns might be too big for your Squads to handle, even with a GPMG! This is where the Heavy Weapons Team comes in – guns so big they take at least three GUN soldiers to operate effectively, when they're not strapped to a vehicle!

	Move	CQC	RC	PAN	HP	DEF
<i>GUN Soldier</i>	6"	3	4+	7	1	4

Unit: 1 Gun, 3 GUN Soldiers
Type: Artillery (Infantry)

WARGEAR (CREW)

- Assault Rifle
- Combat Knife

OPTIONS

- The Gun **must** be one of the following:
 - Guided Missile Launcher
 - Heavy Mortar (+5pts)
 - Heavy Machine Gun (+10pts)
 - Recoilless Rifle (+10pts)
- This unit may contain 2 additional GUN Soldiers for +20pts

SPECIAL RULES

- Overwatch

	RNG	ST	AK	DAM	Type
<i>Guided Missile Launcher</i>	48"	8	1	D6	Heavy, Anti-Air, Fast Strike
<i>Heavy Mortar</i>	18-72"	5	1	2	Heavy, Blast (4"), Indirect Fire
<i>Heavy Machine Gun</i>	36"	5	10	2	Artillery, Power (1)
<i>Recoilless Rifle</i>	60"	10	1	2D6	Heavy, Tankbuster
<i>Assault Rifle</i>	36"	4	1 / 2	1	Automatic
<i>Combat Knife</i>	CQC	3	1	1	Melee

RECON DRONE TEAM.....90PTS

The Recon Drones (named "Beetles" or "Wings" depending on model) are one type of GUN's many unmanned drones, flying around in small squads to discover the weakest points of their targets, and neutralising smaller targets on the spot. Given the right commands, Hawks can operate entirely alone if need be, though human controllers are usually watching from a distance, ready to take control should things get out of hand.

	Move	CQC	RC	PAN	HP	DEF
<i>Recon Drone</i>	10"	2	4+	10	1	3

Unit: 5 Recon Drones
Type: Hover Infantry – Robot

WARGEAR

- Machine Pistol
- Plastic Ram

SPECIAL RULES

- Overwatch
- Vanguard
- Escapists



	RNG	ST	AK	DAM	Type
<i>Machine Pistol</i>	18"	4	3	1	Assault
<i>Plastic Ram</i>	CQC	2	1	1	Melee

SUPPORT UNITS (CONTINUED)

HUNTER MECH.....55PTS

The Hunter Mech is one of GUN's many unmanned drone models, usually piloted by a specialist drone operator in the nearest forward base. Made to resemble a human in shape and movement, they are intended to act as walking support gunners for assaulting squads, providing much needed covering fire without needing to stay in one place for too long.

	Move	CQC	RC	PAN	HP	DEF
Hunter Mech	6"	4	3+	10	8	5

Unit: 1 Hunter Mech
Type: Giant Infantry – Robot

WARGEAR

- Machine Gun
- Hunter Fist



OPTIONS

- The Hunter may replace its Machine Gun with a Laser Cannon for **+5pts**
- The Hunter may take a Hunter Shield for **+15pts**.

SPECIAL RULES

- Overwatch
- Heavy Load
- All-Terrain

Hunter Shield: Hunters armed with a Hunter Shield gain +1 AK to their Hunter Fist, and the **Shielded (4+)** Special Rule.

	RNG	ST	AK	DAM	Type
Machine Gun	36"	4	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Hunter Fist	CQC	6	2	D3	Melee

GIGA TROOPER.....55PTS

The Giga Armour was not built for combat use. Rather, it was built to aid with manual labour, as a person wearing one would have their strength increase tenfold. However, Giga Troopers have seen several emergency deployments during the Robotnik Wars and Black Arms Invasions, and their immense strength has proved a blessing in melee combat and demolitions.

	Move	CQC	RC	PAN	HP	DEF
Giga Trooper	4"	3	4+	9	12	8

Unit: 1 Giga Trooper
Type: Giant Infantry – Robot

WARGEAR

- Giga Fist



OPTIONS

- The Giga Trooper may take a Machine Gun for **+10pts**

SPECIAL RULES

- Overwatch
- Heavy Load
- All-Terrain
- Shielded (5+)

	RNG	ST	AK	DAM	Type
Machine Gun	36"	4	6	1	Heavy
Giga Fist	CQC	8	3	D6	Melee, Tankbuster

SUPPORT UNITS (CONTINUED)

BIG FOOT.....130PTS

While slower and less well-armoured than your typical AFV, the F-6t "Big Foot" Heavy Walker was built for versatility above all else. Its namesake long legs and heavy-duty feet allow it to traverse even the most difficult of terrain without slowing down, and it even comes with jet boosters to briefly skim across the battlefield in seconds. Combining manoeuvrability with extreme firepower, it's no wonder GUN high command considers it a superior means of delivering bullets to enemy faces.

	Move	CQC	RC	PAN	HP	DEF	
Big Foot	6"	3	4+	10	18	8	Unit: 1 Big Foot Type: Giant Infantry – Robot

WARGEAR

- Heavy Machine Gun
- Heavy Feet

SPECIAL RULES

- Overwatch
- Heavy Load
- All-Terrain
- Shielded (6+)



SPECIAL COMMANDS

Skim – Technology, Movement, Unlocked

The Big Foot moves up to 18" in any direction. This is considered a type of Flight for Terrain purposes. This may be used to escape a Melee Lock, but may not be used Charge.

OPTIONS

- The Big Foot may take any of the following:
 - Heavy Missile Pods (+20pts)
 - Demolisher Gun (+20pts)

	RNG	ST	AK	DAM	Type
Heavy Machine Gun	48"	5	10	2	Artillery, Power (1)
Heavy Missile Pods	36"	8	4	D6	Artillery, Fast Strike
Demolisher Gun	18"	12	1	2D6	Artillery, Tankbuster
Heavy Feet	CQC	8	2	D6	Melee, Unwieldy

BLUE EAGLE.....170PTS

The Blue Eagle is the standard fighter jet of the Guardian Units of the Nations, which is more than capable of supersonic flight. While they are usually reserved for battles far above Mobius, they can sometimes prove effective as ground support, especially if the enemy has deployed any low-flying threats themselves.

	Move	RC	PAN	ARM	HP	Type
Blue Eagle	12" / 6-18"	3+	9	4	16	Flying, Fast

Unit: 1 Blue Eagle
Type: Vehicle

WARGEAR

- Shredder Cannon

SPECIAL RULES

- Overwatch

SPECIAL COMMANDS

Sonic Boost – Technology, Movement

The Blue Falcon moves up to 2D6" forward. This is considered a type of Flight for terrain purposes and may be used to Ram or Tank Shock.



OPTIONS

- This Vehicle may be equipped with two Homing Missiles for +30pts

	RNG	ST	AK	DAM	Type
Shredder Cannon	36"	6	8	2	Artillery, Power (1)
Homing Missile	48"	10	1	2D6	Heavy, Fast Strike, Ignores Cover, One Use Only

GUN HEROES

CMDR. ABRAHAM TOWER.....14OPTS

Abraham Tower is GUN's supreme commander during the Second Robotnik War. While he spent most of the war making big strategic decisions from his command bunker, Tower has always been hands-on where he felt it was most needed. When this happens, he commands his armies with a ruthless efficiency and an intellect rivalling even Eggman himself.

	Move	CQC	RC	PAN	HP	DEF
Abraham Tower	6"	6	2+	10	8	2

Unit: 1 Named Hero
Type: Infantry
Variants Of: Abraham Tower

WARGEAR

- Auto Pistol
- Experienced Brawling

SPECIAL RULES

- Independent
- Fearless
- Overwatch



SPECIAL COMMANDS

Chain of Command – Tactics

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

COMMAND BONUS

Tactical Genius

If Abraham Tower is your army's Commander, pick up to three GUN units under his command **without** the **Ambush** Special Rule. Those units may deploy from Reserves as if they did have that Special Rule. If Abraham is removed as a Casualty before they're deployed, these units **must** immediately deploy as if using the **Ambush** Special Rule, regardless of Phase or Turn.

	RNG	ST	AK	DAM	Type
Auto Pistol	12"	4	2	2	Assault, Power (2)
Experienced Brawling	CQC	3	2	1	Melee, Fast Strike



CMDR. HUGO BRASS.....18OPTS

Commander Hugo Brass is the head of the Paladin initiative, with dozens of victories both official and black-op under his belt. He had once even led the successful arrest of Sonic the Hedgehog by Team Sigma-Alpha 2, when GUN recon drones mistook him for the then wanted Shadow. After realising this mistake, Brass has since aided the Kingdom of Acorn in raids against their common enemies, be they Eggman Robots, Xorda, or Black Arms.

	Move	CQC	RC	PAN	HP	DEF
Hugo Brass	8"	7	2+	10	12	6

Unit: 1 Named Hero
Type: Infantry
Variants Of: Hugo Brass

WARGEAR

- Machine Pistol
- Elite Paladin Fists

SPECIAL RULES

- Independent
- Fearless
- Overwatch
- Camouflage (1)

SPECIAL COMMANDS

Chain of Command – Tactics

This Special Command costs both Brass' Action **and** Hero Phases. Instead of playing the Hero Phase normally, the Unit Brass has joined may fire their Ranged Weapons again.

COMMAND BONUS

Defend Every Inch

If Hugo Brass is your Army's Commander, the whole army receives a +1 modifier to their Rolls to Hit while firing using the **Overwatch** Special Rule.

	RNG	ST	AK	DAM	Type
Machine Pistol	18"	4	3	1	Assault
Elite Paladin Fists	CQC	4	4	1	Melee

CAPT. ANDREWS.....24OPTS

Captain Andrews (first name redacted) is the commanding officer of the elite Spider Troupe, one of the most infamous GUN Paladin Squads in Federal history. Like any other Paladin Squad, Spider Troupe has been sent on several "Black Ops" missions both international and domestic, keeping the human nations out of conflict and shifting the tide of other wars to serve human interests – but Andrews' Troupe have the added controversy of reluctantly working with Team Dark, namely during the Black Arms invasions at the end of the Second Robotnik War.

	Move	CQC	RC	PAN	HP	DEF
Captain Andrews	8"	7	2+	10	10	6

Unit: 1 Named Hero
Type: Infantry
Variants Of: Captain Andrews

WARGEAR

- Machine Pistol
- Elite Paladin Fists

SPECIAL RULES

- Independent
- Overwatch
- Fearless
- Camouflage (1)

SPECIAL COMMANDS

Chain of Command – Tactics

This Special Command costs both Andrews' Action **and** Hero Phases. Instead of playing the Hero Phase normally, the Unit Andrews has joined may fire their Ranged Weapons again.

COMMAND BONUS

Spider Troupe

If Captain Andrews is your army's Commander, pick one **Paladin Squad** under his Command to count as **Spider Troupe**. Spider Troupe have 3HP each, and are treated as Heroes (**Variants Of:** Spider Troupe) and are given all the benefits of being Heroes (such as ability to engage in Duels and use of the Hero Phase).

	RNG	ST	AK	DAM	Type
Machine Pistol	18"	4	3	1	Assault
Elite Paladin Fists	CQC	4	4	1	Melee

E-123 OMEGA.....27OPTS

E-123 Omega is an ex-Eggman Empire robot, known by the Federation as “The Walking Arsenal”. Bitter about the Empire abandoning him after creation (and their totalitarian nature), Omega joined the Team Dark project alongside Rouge the Bat and Shadow the Hedgehog, proving a valuable addition to the Federation’s roster of war machines.

	Move	CQC	RC	PAN	HP	DEF
Omega	8”	5	2+	10	20	6

Unit: 1 Named Hero
Type: Hover Infantry – Robot
Variant Of: E-123 Omega

WARGEAR

- Heavy Machine Gun
- Demolisher Gun
- Missile Pods
- Omega Claws

SPECIAL RULES

- Independent
- Fearless
- Heavy Load
- Overwatch
- Shielded (5+)



	RNG	ST	AK	DAM	Type
Heavy Machine Gun	48”	5	10	2	Artillery, Power (1)
Demolisher Gun	18”	12	1	2D6	Artillery, Tankbuster
Missile Pods	36”	7	4	D3	Heavy, Anti-Air
Omega Claws	CQC	5	3	1	Melee, Fast Strike

SHADOW THE HEDGEHOG.....26OPTS

Shadow the Hedgehog is an enigma. Once created to be the “ultimate life form” who could cure all disease, he escaped his facility with little memory of why or how he came to be. Mere days later, he would be arrested for his crimes against the Federation, but allowed his freedom in exchange for enlistment in Rouge’s “Team Dark” project – a team of super-powered GUN Soldiers featuring herself, Shadow, and E-123 Omega. As the experiment proved a success, he now fights across the globe as a loyal soldier. His past matters not, his future is to defend humanity!

	Move	CQC	RC	PAN	HP	DEF
Shadow	12”	8	2+	10	20	4

Unit: 1 Named Hero
Type: Super Speed Infantry
Variant of: Shadow

WARGEAR

- Machine Pistol
- Spin Abilities

SPECIAL RULES

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

SPECIAL COMMANDS

Boost – Speed, Repeating

Move Shadow 2D6” in any direction as if Teleporting. This ability may not be used to Charge, but may be used after a Rapid Move.

High Jump – Speed

Target a unit in Flight within 3” of Shadow. Shadow charges that unit.

Cautious Jink – Speed, Unlocked

Until your next Start Phase, Shadow is treated as if behind **Level +3 Cover**.



	RNG	ST	AK	DAM	Type
Machine Pistol	18”	4	3	1	Assault
Spin Abilities					(Multi-Choice)
> Homing Attack	CQC	5	7	1	Melee, Fast Strike, Power (2)
> Spin Dash	CQC	9	3	D6	Melee

CAPT. ROUGE THE BAT.....230PTS

Rouge is a woman of many lives; thief, spy, treasure hunter, and GUN Captain are to name but a few. Her countless exploits have drawn the ire of the Eggman Empire and Echidna Covenants, and the envy of her contemporaries within GUN Command. Her experience in all four fields have made her a master of stealth, able to disappear from enemy fire, crowds, and unpleasant gatherings without leaving a trace, and her plunder meant she could order the production of her own custom Plasma Rifle originally developed for their closest allies' Royal Artillery.

	Move	CQC	RC	PAN	HP	DEF
Rouge	8" / 12"	8	2+	10	16	4

Unit: 1 Named Hero
Type: Flying Infantry
Variants Of: Rouge the Bat

WARGEAR

- Bat-Bomb Launcher
- Elite Martial Arts



SPECIAL RULES

- Independent
- Fearless
- Ambush
- Camouflage (2)
- Overwatch

SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

If Rouge the Bat 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.

Bombing Run – *Tactics, Ranged Attack*

Rouge may fire her Bat-Bomb Launcher as if it were a **Bomb** weapon. Of course, this requires her to be in Flight.

COMMAND BONUS

Team Dark

If Rouge the Bat is your Army's Commander, *all* members of Team Dark (herself, Shadow, and Omega) gain the **Ambush** and **Terrifying** Special Rules, if they don't have these Special Rules already.

	RNG	ST	AK	DAM	Type
Bat-Bomb Launcher	24"	7	3	D3	Assault, Ignores Cover
Elite Martial Arts	CQC	3	6	1	Melee, Fast Strike



DISCLAIMERS & CREDITS

- 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 and Page 2 contain images from the video game *Shadow the Hedgehog* (2005).
- Pages 1, 4, 7, 9, 11, 12, and 13 contain images from Archie's *Sonic the Hedgehog* and *Sonic Universe* comics (1993-2017).
- Pages 4 and 5 contain images of 3D renders from fan artist NibrocRock, who can be followed on Twitter and DeviantART.
- Page 5 contains an image of a generic M113 Armoured Personnel Carrier from Wikimedia Commons.
- Pages 6 and 7 contain images of 3D renders from the video game *Sonic Generations* (2011).
- Page 8 contains images of 3D renders from the video game *Sonic Adventure 2* (2001).

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

