



# DINGO REGIME

A Mobius Army List

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## UNIQUE SPECIAL RULES

### Hatred for Echidnas

*The Dingo Regime aren't exactly fond of Echidnas. In fact, most of their training has an emphasis on killing, maiming, or even just scaring Echidnas – both military and civilian alike.*

If at least one model with a Hatred for Echidnas is present on the battlefield, **all** non-Hero Echidna Covenants Units lose the Fearless Special Rule.

Additionally, all units with this Special Rule gain the **Terrifying** and **Furious Charge** Special Rules when fighting against an Echidna Covenants Army.

### Blitz

*Like the ancient Eurish soldiers they analyse and idolise, Dingo Tank Squadrons will often rush far ahead of the infantry they're meant to support and strike the enemy like a sledgehammer.*

Once per game, during your own Start Phase, you may declare that all Vehicles with this Special Rule perform a Blitz.

Until your next Start Phase, they may all make use of the Hero Phase as if they were Heroes and gain +6" to their Move value. Additionally, Rolls to Hit targeting these Vehicles receive a -1 modifier.



# DINGO REGIME UNITS

## HQ

### LIEUTENANT.....8OPTS

*The Dingo Lieutenant is a master of the battlefield, spending years in local Officer Training Schools before they even see their Platoon. Here, they learn from history’s greatest leaders, from both Mobius and the Ancient Earth – all while state propaganda washes away any “inconvenient ideas”. They leave these schools like machines, built to lead their platoons with an unwavering fervour, a ruthless efficiency, and the precision of a surgical knife.*

	Move	CQC	RC	PAN	HP	DEF	
<i>Dingo Lieutenant</i>	6"	5	2+	10	4	3	<b>Unit:</b> 1 Dingo Lieutenant <b>Type:</b> Infantry

#### WARGEAR

- Machine Pistol
- Lieutenant’s Knife

#### SPECIAL RULES

- Independent
- Fearless
- Hatred for Echidnas

#### SPECIAL COMMANDS

##### Chain of Command – Tactics

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

	RNG	ST	AK	DAM	Type
<i>Machine Pistol</i>	18"	4	3	1	Assault
<i>Lieutenant’s Knife</i>	CQC	3	4	1	Melee

### Designer’s Note: The Dingo Regime ARE Villains

The Dingo Regime are heavily inspired by Nazi Germany, both in uniform design and the treatment of what they’d call “undesirable”. This book covers them as such, with all their Units and strategies taking inspiration from the weapons and tactics of German Units during the Second World War.

The weapons and tactics are described as effective in a purely strategic sense, because they were in real life, but condoning the state of Nazi Germany and its vile atrocities is another thing entirely.

I don’t want to risk doing that. Even by mistake. Even by glibly calling a fictional version of it “cool”. That’s why I feel this disclaimer is important. The Dingo Regime are evil, as were the real-world monsters they were based on. You can think the tanks, guns, and tactics of WW2-era Germany are cool, but realise what these things were being used for, and be glad they lost.

# TROOPS

## RIFLE SQUAD.....100PTS

The Dingo Rifle Squad is the result of exhaustive research into the armies of the Ancient Earth, and which Squad structures worked best for lightning assaults. The perfect Squad – in their eyes – consisted of six riflemen and two machine gunners led by a Sergeant and their assistant, both armed with a submachine gun. While many United Federation officers scoff at this structure as outdated, a Dingo commander would call it “traditional”.

	Move	CQC	RC	PAN	HP	DEF
Dingo Soldier	6"	3	4+	7	1	3
Dingo Sergeant	6"	3	4+	9	1	3

**Unit:** 7 Dingo Soldiers, 1 Dingo Sergeant  
**Type:** Infantry

### WARGEAR

- Bolt Rifle
- Bayonet

### OPTIONS

- The Sergeant may swap their Bolt Rifle for a Machine Pistol.
- One Dingo Soldier may swap their Bolt Rifle for a Machine Pistol.
- Up to two Dingo Soldiers may swap their Bolt Rifles for Machine Guns for **+5pts each**.

### SPECIAL RULES

- Hatred for Echidnas

	RNG	ST	AK	DAM	Type
Bolt Rifle	36"	4	1	1	Assault
Machine Pistol	18"	4	3	1	Assault
Machine Gun	36"	4	6	1	Heavy
Bayonet	CQC	3	2	1	Melee

## SCOUT TEAM.....60PTS

Some of the Regime's Rifle Platoons will split a single Squad into two smaller "Scout Teams". Halved in both size and range, their most common role is to move ahead and report any potential threats back to the Lieutenant, harassing enemy infantry once they're spotted. Some sadistic leaders will give their Scouts a flamethrower, a war crime under the Knothole Conventions. Most Dingo's simply don't care – after all, their nation's victory comes before any outsider "laws".

	Move	CQC	RC	PAN	HP	DEF
Dingo Soldier	6"	3	4+	7	1	3
Dingo Sergeant	6"	3	4+	9	1	3

**Unit:** 3 Dingo Soldiers, 1 Dingo Sergeant  
**Type:** Infantry

### WARGEAR

- Machine Pistol
- Bayonet

### OPTIONS

- One Dingo Soldier may swap their Machine Pistol for a Flamethrower for **+25pts**
- The entire Unit may take the Ambush Special Rule for **+15pts**

### SPECIAL RULES

- Vanguard
- Hatred for Echidnas

	RNG	ST	AK	DAM	Type
Machine Pistol	18"	4	3	1	Assault
Flamethrower	12"	4	2D6	1	Assault, Instant Hit
Bayonet	CQC	3	2	1	Melee

# TRANSPORT

## COMMAND CAR.....20PTS

The Command Car, as the name might suggest, is used mainly as a staff car for Dingo commanders and strategists, moving them and their bodyguards from front to front – though it's equally useful at doing the same for rank-and-file soldiers! Its usefulness in combat is often disputed due to its incredibly weak armour, but the Command Car is fast and cheap, which are virtues of their own.

	Move	RC	PAN	ARM	HP	Type
Command Car	6"	4+	8	3	12	Fast, Open-Topped, Transport (10)

**Unit:** 1 Command Vehicle  
**Type:** Vehicle

### SPECIAL RULES

- Hatred for Echidnas

### TRANSPORT CAPACITY

The Command Car can carry up to 10 Dingo Regime Infantry models. The Gun from a Weapons Team doesn't count towards this Capacity, as they're often small enough to be carried onboard.

### OPTIONS

- The Command Car may take a Machine Gun for **+30pts**

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

## HELLHOUND HALF-TRACK.....65PTS

While the Command Car is a quick, cheap solution for those wanting to move troops around, you may need something with a little more armour when you're expecting heavy resistance. The Hellhound Half-Track is that something. Covered in armour and with a heavy gunner firing from above, it's able to protect troops from small arms fire, deploy them quickly and reliably provide covering fire as they advance – the perfect tool for any assault!

**Modelling Note:** The Hellhound is inspired by the Sonderkraftfahrzeug (or Sd.Kfz.) range of vehicles, real-life World War II half-tracks from Germany. If you're looking to make a Hellhound, I'd suggest converting one of those.

	Move	RC	PAN	ARM	HP	Type
Hellhound Half-Track	6"	3+	8	6	4	Fast, Transport (12)

**Unit:** 1 Vehicle  
**Type:** Vehicle

### WARGEAR

- Machine Gun

### SPECIAL RULES

- Hatred for Echidnas

### TRANSPORT CAPACITY

The Hellhound can carry up to 12 Dingo Regime Infantry models. The Gun from a Weapons Team doesn't count towards this Capacity, as they're often small enough to be carried onboard.

### OPTIONS

- The Hellhound may replace its Machine Gun with a Vehicle Flamethrower for **+45pts**

	RNG	ST	AK	DAM	Type
Machine Gun	36"	4	6	1	Heavy
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit

# SUPPORT

## WEAPONS TEAM.....35PTS

Platoons are often supported by one or two Anti-Tank weapons, most notably the Tankbuster Missile, with a team of two normally lying in wait, only to strike once an enemy tank is within reach. If tanks aren't the biggest threat to your soldiers, then Mortars and Heavy Machine Guns might be more useful.

	Move	CQC	RC	PAN	HP	DEF	
Dingo Soldier	6"	3	4+	7	1	3	<b>Unit:</b> 1 Gun, 2 Dingo Soldiers <b>Type:</b> Artillery (Infantry)

### WARGEAR (CREW)

- Bolt Rifle
- Bayonet

### SPECIAL RULES

- Hatred for Echidnas

### OPTIONS

- The Gun **must** be one of the following:
  - Heavy Mortar
  - Heavy Machine Gun (+5pts)
  - Tankbuster Missile Launcher (+15pts)
- The Unit may receive the *Ambush* Special Rule for +20pts

	RNG	ST	AK	DAM	Type
Heavy Machine Gun	60"	5	10	2	Artillery, Power (1)
Heavy Mortar	18-72"	5	1	2	Heavy, Blast (4"), Indirect Fire
Tankbuster Missile Launcher	48"	10	1	2D6	Heavy, Blast (2"), Tankbuster
Bolt Rifle	36"	4	1	1	Assault
Bayonet	CQC	3	2	1	Melee

## SNIPER.....30PTS

Snipers are lone wolves within a Dingo strike force, often personally promoted by Lieutenants for their accuracy and assigned to their personal retinue. The main goal of a Dingo Sniper is to strike unseen, picking off enemy commanders and softening their troops for the upcoming invasion.

	Move	CQC	RC	PAN	HP	DEF	
Dingo Sniper	6"	3	3+	9	1	3	<b>Unit:</b> 1 Dingo Sniper <b>Type:</b> Infantry

### WARGEAR

- Sniper Rifle
- Bayonet

**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.

### SPECIAL RULES

- Camouflage (1)
- Ambush

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

## SUPPORT UNITS (CONTINUED)

### SIREN DIVE BOMBER.....17OPTS

The Siren Dive Bomber, named after the horrifying scream of its engines, is the horse of the modern Dingo knight, their "riders" treated as heroes of their Wars – and it's easy to see why. Their ability to fly at supersonic speeds and drop heavy payloads into the enemy base is a stirring sight to them, and a terrifying sight to their foes.

**Modelling Note:** The Siren is inspired by the Stuka Dive Bomber, a real-life World War II bomber plane from Germany. If you're looking to make a Stryker, I'd suggest converting one of those.

	Move	RC	PAN	ARM	HP	Type
Siren	6" / 6-12"	3+	10	4	16	Flying, Fast

**Unit:** 1 Siren  
**Type:** Vehicle

#### SPECIAL RULES

- Terrifying
- Fearless
- Hatred for Echidnas

#### WARGEAR

- Shredder Cannon
- 3x Aerial Bombs

	RNG	ST	AK	DAM	Type
Shredder Cannon	36"	6	8	2	Artillery, Power (1)
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (4"), One Use Only

### PROWLER MEDIUM TANK.....13OPTS

The Mark VII "Prowler" is the most common Armoured Combat Vehicle in the Dingo Regime's roster. As with all their designs, it emulates the human tanks of the Ancient Earth that stormed through the forests of the old Eurish, with terrible firepower that struck fear into the hearts of the besieged.

**Modelling Note:** The Prowler is inspired by the Panzer IV range of vehicles, real-life World War II tanks from Germany. If you're looking to make a Prowler, I'd suggest converting one of those.

	Move	RC	PAN	ARM	HP	Type
Prowler	6"	3+	8	6	6	

**Unit:** 1 Prowler  
**Type:** Vehicle

#### SPECIAL RULES

- Blitz
- Hatred for Echidnas

#### WARGEAR

- (Turret) Prowler Gun
- (Front) Machine Gun

#### OPTIONS

- The Prowler may replace its Prowler Gun with one of the following:
  - Quad Shredder Cannon
  - Vehicle Flamethrower (+10pts)

	RNG	ST	AK	DAM	Type
Prowler Gun					Multi-Choice
> High Explosive	60"	5	1	1	Artillery, Blast (4)
> Armour Piercing	60"	9	1	D6	Artillery, Blast (2), Tankbuster
Quad Shredder Cannon	48"	6	10	2	Artillery, Power (1), Twin-Linked, Anti-Air
Vehicle Flamethrower	18"	5	2D6	1	Artillery, Instant Hit
Machine Gun	36"	4	6	1	Heavy

**SUPPORT (CONTINUED)**

**TUNDRA HEAVY TANK.....330PTS**

The Mark XIII "Tundra" is one step beyond the Prowler in terms of just about everything except speed, from firepower to armour to how said armour is distributed. As with all their designs, it emulates the human tanks of the Ancient Earth. This one, they theorized, was deployed when the army of Eurish at the time began to lose ground to people from the freezing tundras in the East – a machine of hellish destruction named after the lands it once terrorised.

**Modelling Note:** The Prowler is inspired by the Tiger range of vehicles, real-life World War II tanks from Germany. If you're looking to make a Tundra, I'd suggest converting one of those.

	Move	RC	PAN	ARM	HP	Type
Tundra	6"	3+	8	7	10	Heavy

**Unit:** 1 Tundra  
**Type:** Vehicle

**SPECIAL RULES**

- Terrifying
- Blitz
- Hatred for Echidnas

**WARGEAR**

- **(Turret)** Tundra Cannon
- **(Front)** Heavy Machine Gun

	RNG	ST	AK	DAM	Type
Tundra Cannon					Multi-Choice
>Blast Round	60"	7	1	D6	Artillery, Blast (4")
>Solid Shot	72"	12	1	2D6	Artillery, Tankbuster
Heavy Machine Gun	60"	5	10	2	Artillery, Power (1)



# DINGO REGIME HEROES

## HELMUT VON STRYKER.....16OPTS

Helmut von Stryker is both the field marshal and ruler of the Dingo Regime, his desire for ultimate supremacy tempered by his cold, calculating mind. While his priorities are to secure the longevity of his people over any “destructive” goals, he’s more than willing to spill inferior blood and side with unpleasant dictators to get there.

	Move	CQC	RC	PAN	HP	DEF
Helmut	8”	6	2+	10	12	4

**Unit:** 1 Named Hero  
**Type:** Infantry  
**Variants Of:** Helmut Von Stryker

### WARGEAR

- Stryker Assault Rifle
- Hardened Brawling

### SPECIAL RULES

- Independent
- Fearless
- Ambush
- Climb
- Hatred for Echidnas



### SPECIAL COMMANDS

#### Chain of Command – Tactics

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

### OPTIONS

- Helmut may take a Scouting Bird for +20pts

**Scouting Bird:** In his every Start Phase, Helmut may send his pet bird to perform one of the following tasks:

- *Scout for enemies:* Reveal any two enemy Blips on the battlefield.
- *Send intel:* Allow one friendly Unit within 36” to fire during their Hero Phase, as if Activated via Chain of Command.
- *Stay and Fight:* Add +1 AK to Helmut’s Hardened Brawling.

### COMMAND BONUS

#### Lightning War

If Helmut is your Army’s Commander, all Rifle Squads and Scout Teams under his Command gain 1D6” to their Move value whilst performing a Rapid Move. Independents within these Unit(s) also gain this ability.

	RNG	ST	AK	DAM	Type
Stryker Assault Rifle	24”	5	4	2	Assault, Power (1)
Hardened Brawling	CQC	4	5	2	Melee

**The Desert Independents’ Corp (DIC): A Late-Era Dingo Force**  
 After attempting to fight the newly-risen Enerjak, the Dingoes were stripped of the Eggman-issued uniforms and teleported to the Sandopolis Zone as their cities and then-leader were split atom-by-atom. Ironically, this happened to be where the former leader, Helmut von Stryker, had been banished.

When playing a “late-era” Dingo Army, they no longer don the red-and-black that associates them with the Eggman Empire, instead opting for desert colours (browns and yellows) alongside field-grey and khaki pieces from their pre-Legionnaire “glory” days – often torn to shreds by years of use. This rogue military state has many names, the most popular of which is “DIC”, or Desert Independents’ Corp.

# KAGE VON STRYKER.....15OPTS

*Kage von Stryker was formerly little more than the son of Helmut, overall commander of the Dingo Regime. This changed when he briefly ousted his father, forming the Regime into a puppet of the Eggman Empire to gain more power through it – essentially making the once sovereign nation a Dark Egg Legion Chapter. Kage’s coup began a new age of Eggman-sponsored aggression and slaughter towards the neighbouring Echidna populous, abruptly ended with his brutal death by the will of the godlike Enerjak.*



**Designer’s Note:** Kage gains his cybernetics and ousts his father to become leader, and Helmut only takes over the remnants of the Dingoes after Kage dies and his men are banished to the Sandopolis Zone. For this reason, Helmut and Kage are not able to play on the same Army.

	Move	CQC	RC	PAN	HP	DEF
Kage	8"	7	-	10	16	4

**Unit:** 1 Named Hero  
**Type:** Infantry  
**Variants Of:** Kage Von Stryker

## WARGEAR

- Shocker Hands

**Steel Skin:** Apply a +1 modifier to Kage’s Defence Saves. As always, natural rolls of 1 always fail, and Shield Saves are unaffected.

## SPECIAL RULES

- Independent
- Fearless
- Vanguard
- Climb
- Hatred for Echidnas
- Steel Skin
- Shielded (5+)

## SPECIAL COMMANDS

### Chain of Command – Tactics

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

## COMMAND BONUS

### Imperial Puppet

If Kage Von Stryker is your Army’s Commander, your Army may contain any non-Hero Units from the **Dark Egg Legion Army List**, as his version of the Dingo Regime is technically a Dark Egg Legion Chapter. They all gain the Hated for Echidnas Special Rule.

	RNG	ST	AK	DAM	Type
Shock Hands	CQC	7	6	D3	Melee, Power (2)

## The Dingo Civil War

*For a brief period, the Dingo Regime was the victim of civil unrest. Believing his father a weakling for negotiating with Echidnas, Kage declared himself the rightful leader of the Regime and ousted his own father, banishing him to Sandopolis Zone and pushing his own nation into foreign control under the Eggman Empire. Ironically, the Dingoes were soon banished to Sandopolis Zone by Enerjak and Kage died with his state.*

*Sandopolis soon became the home of the new Dingo Regime (now known as the Desert Independent Corps or DIC), led once more by the ruthless but wise Commander Helmut. If you want to play a game set with Dingo Regime models on both sides, it’s not unreasonable to represent a fight between Helmut (and/or his many Lieutenants) and Kage’s coup, potentially backed by Dark Egg Legionnaires.*

# 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, 9, and 10, contain images from Archie's *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!

