



KINGDOM OF MERCIA

A Mobius Army List

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SAGE 21 Edition

Mobius Factions

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UNIQUE SPECIAL RULES

Tally-Ho!

*"Cavalry-grade" Jetbikes are extremely fast but hard to control at top speed. In other words, breaking the sound barrier **and** charging is too dangerous even for a Mercian Knight.*

During their Start Phase, Units with this Special Rule may add +6" to their Move Value if they don't Charge or fire their Ranged Weapons for the remainder of their Turn. They may still make a Rapid Move.



KINGDOM OF MERCIA UNITS

HQ

MARSHAL.....100PTS

The Mercian Marshal is a veteran knight who has ascended to spiritual leadership, never seen far from their Hoverbike. Becoming a Marshal can happen in multiple ways – normally by completing a task set forth by a high-ranking noble (i.e. the O'Hedge family or the High Sheriff), or by any number of Chivalrous acts, be they rescuing villages or slaying giant “beasts” (usually robots), with bonus points if a noble lady was watching!

	Move	CQC	RC	PAN	HP	DEF
Mercian Marshal	6"	6	2+	10	6	6

Unit: 1 Mercian Marshal
Type: Hover Cavalry

SPECIAL RULES

- Independent
- Fearless
- Furious Charge
- Tally-Ho!
- Shielded (5+)

WARGEAR

- Marshal's Lance
- Chivalrous Shield (5+)
- Twin-Linked Laser Carbine

OPTIONS

- The Marshal may replace their Twin-Linked Laser Carbine with a Focus Beam for +10pts

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Focus Beam	18"	8	1	D6	Assault
Marshal's Lance	CQC	4	5	2	Melee, Power (2)

SERGEANT.....45PTS

While a Marshal would be in charge of Cavalry forces, the Sergeant is put in charge of armies on foot. While leading yeomen (not Knights) may sound like a relatively unenviable job, through acts of heroism a Sergeant can raise themselves to nobility above that of even a Marshal!

	Move	CQC	RC	PAN	HP	DEF
Mercian Sergeant	6"	6	-	10	4	3

Unit: 1 Mercian Sergeant
Type: Infantry

WARGEAR

- Sergeant's Sword
- Chivalrous Shield (5+)

OPTIONS

- The Sergeant may replace their Sword and Shield with one of the following:
 - Sergeant's Pike
 - Sergeant's Axe (+5pts)

SPECIAL RULES

- Independent
- Fearless
- Shielded (5+)

	RNG	ST	AK	DAM	Type
Sergeant's Sword	CQC	3	4	2	Melee
Sergeant's Pike	CQC	4	4	2	Melee, Fast Strike
Sergeant's Axe	CQC	5	4	3	Melee, Power (1)

TROOPS

KNIGHTS WARBAND.....180PTS

In Mercia, Knights are the highest-ranking members of both military and society, save the monarchy itself. To prove their worthiness, these heavily-armoured cavalrymen charge headlong into battle atop their "Steed"-pattern Hoverbikes, prepared to run through the unworthy and strike down the foul – especially if a noble-lady is watching! Every Knight comes with up to five "Squires", aspiring youths who maintain the Steed and serve their master's every need on Campaign – but they would not join in battle.

	Move	CQC	RC	PAN	HP	DEF
<i>Knight</i>	6"	4	4+	8	3	6
<i>Knight Champion</i>	6"	4	4+	10	3	6

Unit: 5 Knights, 1 Knight Champion
Type: Hover Cavalry

SPECIAL RULES

- Tally-Ho!
- Furious Charge
- Shielded (5+)

WARGEAR

- Chivalrous Lance
- Chivalrous Shield (5+)
- Twin-Linked Laser Carbine

OPTIONS

- Up to two Knights may replace their Twin-Linked Laser Carbine with a Focus Beam for **+5pts each**

	RNG	ST	AK	DAM	Type
<i>Laser Carbine</i>	18"	3	2	1	Assault
<i>Focus Beam</i>	18"	8	1	D6	Assault
<i>Chivalrous Lance</i>	CQC	4	3	2	Melee, Power (1)

GUARDS WARBAND.....65PTS

Mercian Guards – also known as (Species)-at-Arms – are professional soldiers (sometimes even mercenaries) incapable of ascending to Knighthood, be it through familial dishonour or lack of nobility entirely. As the name might suggest, Mercian Guards are often assigned as town and castle guards and are rarely deployed offensively.

	Move	CQC	RC	PAN	HP	DEF
<i>Guard</i>	6"	3	4+	7	1	3
<i>Guard Champion</i>	6"	3	4+	8	1	3

Unit: 9 Guards, 1 Guard Champion
Type: Infantry

WARGEAR

- Short Sword
- Chivalrous Shield (5+)

OPTIONS

- The entire Unit may replace their Short Swords and Chivalrous Shields with one of the following:
 - Mercian Pikes
 - Mercian War Axes (**+10pts**)

SPECIAL RULES

- Shielded (5+)

	RNG	ST	AK	DAM	Type
<i>Short Sword</i>	CQC	3	2	1	Melee
<i>Mercian Pike</i>	CQC	4	2	1	Melee, Fast Strike
<i>Mercian War Axe</i>	CQC	5	2	2	Melee, Power (1)

SUPPORT

PEASANT MILITIA.....30PTS

Sometimes, the manpower provided by your Knights and Guards aren't enough. To combat this, Mercian garrisons often contain a stash of primitive, "easy-use" weapons, such as daggers, Crossbows, or spin-loaded Light-Lock Muskets, which is then dispensed to the townsfolk in the event of a large-scale invasion. If the garrison runs out, the Peasants are forced to gather what items they can from their homes to use as makeshift spears and clubs. Many peasants die in such deployments, but it's a sacrifice their lords are willing to make.

	Move	CQC	RC	PAN	HP	DEF	Unit: 10 Peasants Type: Infantry
Peasant	6"	2	5+	5	1	1	

WARGEAR

- Militia Weapons

OPTIONS

- The Unit may contain 10 additional Peasants for **+30pts**
- The entire Unit may replace their Militia Weapons with one of the following:
 - Crossbows and Daggers **(+10pts/+20pts)***
 - Light-Lock Muskets and Daggers **(+20pts/+40pts)***

*The second points value is for a Unit of 20 Peasants.

	RNG	ST	AK	DAM	Type
Crossbow	24"	2	1	1	Assault
Light-Lock Musket	30"	3	1	1	Assault
Militia Weapons	CQC	3	2	1	Melee
Dagger	CQC	3	1	1	Melee

ROYAL ARTILLERY.....20PTS

The Kingdoms of Acorn and Mercia have long been allies, and now they have a common threat in the Eggman Empire, the House of Acorn is more than willing to sell and lend technology to the O' Hedge family when needed. Artillery is no exception – in fact, it's the most frequently-traded item!

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Gun, 3 Guards Type: Artillery (Infantry)
Guard	6"	3	4+	7	1	3	

WARGEAR (CREW)

- Short Sword

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
Gating Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Sky Laser	36"	7	3	2	Heavy, Anti-Air
Heavy Gatling Laser	60"	4	10	D3	Artillery, Power (1)
Laser Great Cannon	60"	10	1	2D6	Artillery, Tankbuster, Anti-Air
Short Sword	CQC	3	2	1	Melee

SUPPORT UNITS (CONTINUED)**ARCHER WARBAND.....90PTS**

Mercians are traditionalists who disdain “un-sportsmanlike” weapons, such as the firearms you’d see on practically any Northamer battlefield. The Mercian Archers are not pressured by their “advanced yet cowardly” peers in the United Federation or the Kingdom of Acorn! They instead hone their archery and tune their longbows to match a modern gun’s deadliness – a task which, according to sceptics, will never be accomplished.

	Move	CQC	RC	PAN	HP	DEF
Guard	6"	3	4+	7	1	3
Guard Champion	6"	3	4+	8	1	3

Unit: 9 Guards, 1 Guard Champion
Type: Artillery (Infantry)

WARGEAR

- Mercian Longbow
- Short Sword

Heavy Draw: When firing a Mercian Longbow without Moving beforehand, add +6" to its Range and +1 to the firer’s RC.

SPECIAL RULES

- Vanguard

	RNG	ST	AK	DAM	Type
Mercian Longbow	18"	2	1	1	Assault, Power (1), Heavy Draw
Short Sword	CQC	3	2	1	Melee

LANCER LIGHT TANK.....45PTS

The Lancer Light Tank is a walking piece of Acorn Royal Artillery, kindly supplied to the Mercians in exchange for a nominal fee! While unimpressive by a modern tank’s standards, its purpose is mostly to support infantry, combining mobility with firepower while on the offensive. With that in mind, it does its job excellently.

Modelling Note: The Lancer Light Tank is loosely based on the French R35 Light Tank – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	ARM	HP	Type
Lancer	8"	4+	8	6	4	Self-Propelled Gun

Unit: 1 Lancer Light Tank
Type: Vehicle

OPTIONS

- This Vehicle may swap its Gatling Laser for a Twin-Linked Laser Cannon for +5pts

WARGEAR

- Gatling Laser

	RNG	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy

SUPPORT UNITS (CONTINUED)**CUIRASSIER MAIN BATTLE TANK.....17OPTS**

When it comes to military units, the House of Acorn prefer quality over quantity, and few things summarise this philosophy any better than the “Cuirassier” Main Battle Tank. This is rarely traded between the Houses of Acorn and O’Hedge for a few reasons, mainly its high cost to both buy and maintain as well as its slow drive speed – tardiness isn’t a very Knightly trait! However, its state-of-the-art weaponry and extremely thick armour make it worth every penny when deployed.

Modelling Note: The Cuirassier MBT is loosely based on the Char B1 Bis Heavy Tank – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	ARM	HP	Type
Cuirassier	6"	4+	8	7	6	Heavy

Unit: 1 Cuirassier MBT

Type: Vehicle

OPTIONS

- This Vehicle may exchange its front-mounted Gatling Laser for a Laser Cannon

WARGEAR

- (Turret) Variable Laser System
- (Front) Gatling Laser

	RNG	ST	AK	DAM	Type
Variable Laser System					Multi-Choice
> Focus	48"	9	1	D6	Artillery, Tankbuster
> Flash	48"	3	6	1	Artillery, Power (2)
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy

HUSSAR FIGHTER PLANE.....85PTS

Hussar Fighter Planes are high-performance biplanes based on the Tornado design by Miles “Tails” Prower, borrowed and bought en-masse from the Kingdom of Acorn’s arsenal. While many fortresses across Mercia are equipped with Sky Lasers and Laser Great Cannons to deter aerial threats, it doesn’t hurt to have a “heavier horse” to support the Knights from above!

	Move	RC	PAN	ARM	HP	Type
Hussar	6" / 6-12"	4+	8	4	12	Flying, Fast

Unit: 1 Hussar Fighter Plane

Type: Vehicle

OPTIONS

- This Vehicle may carry up to three Aerial Bombs for +10pts each

WARGEAR

- Hussar Laser Array

	RNG	ST	AK	DAM	Type
Hussar Laser Array	36"	6	6	2	Artillery, Twin-Linked
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (4"), One Use Only

KINGDOM OF MERCIA HEROES

ROB O' THE HEDGE.....20OPTS

Robert O'Hedge is the rightful heir to the Mercian throne – however, the Robotnik Coup soon spread from Northamer to Mercia, and the Sheriff of Snottingham betrayed his people for the Eggman Empire! Rob soon formed his own Freedom Fighter force, the Merry Mobians, and worked with Sally Acorn's entourage to regain their power through guerrilla warfare. Now officially back on the throne, the Merry Mobian still ventures out under the alias of "Rob o' the Hedge" to aid whoever needs it, striking from the shadows and wielding his bow with legendary skill.

	Move	CQC	RC	PAN	HP	DEF
Rob O' The Hedge	8"	7	2+	10	16	4

Unit: 1 Named Hero

Type: Super Speed Infantry

Variant Of: Robert O'Hedge

WARGEAR

- Robert's Longbow
- Elite Martial Arts

Assassin: Robert's Longbow may target any specific member of a unit, even an Independent hiding among them. If it targets an Independent, this Longbow's DAM becomes D6.

SPECIAL RULES

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



SPECIAL COMMANDS

Disappear – Stealth, One Use Only

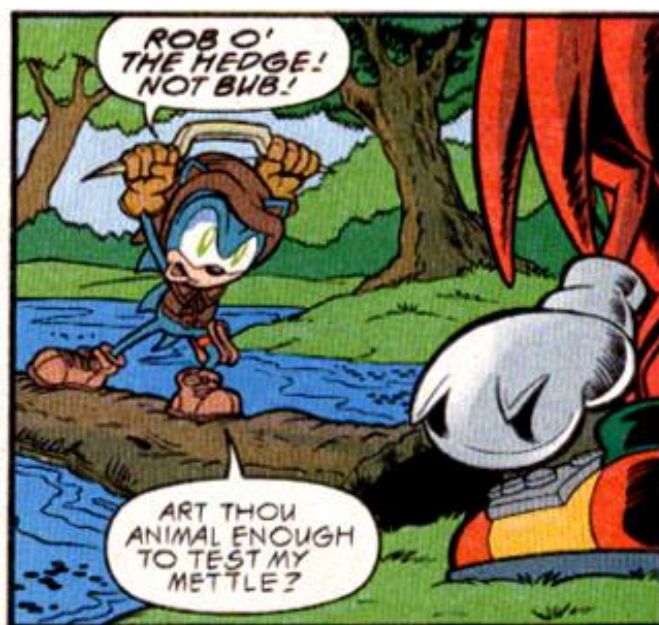
If Rob is at least 12" away from the nearest enemy unit that can draw a Line of Sight on him, he may re-enter Reserves. He may use Ambush to return, but his Blip is still revealed.

COMMAND BONUS

Merry Mobians

If Rob is your army's Commander, he and *all* Kingdom of Mercia Heroes under his command gain the **Terrifying** Special Rule.

	RNG	ST	AK	DAM	Type
Robert's Longbow	36"	4	1	D3	Assault, Power (2), Assassin
Elite Martial Arts	CQC	3	6	1	Melee, Fast strike



BOW SPARROW.....14OPTS

Recused from Grandmaster Mordred Hood of the Mercia Dark Egg Legion, Bow Sparrow is Robert O' Hedge's newest right-hand-Mobian. Joining his rescuers as a Mercian Freedom Fighter, Sparrow has proven his mettle both on and off the battlefield, displaying a skill with his longbow that rivals even his mentor. Because of this, Robert has assigned Sparrow responsibility of leading the Merry Mobians, should he become unable to save Mercia himself.

	Move	CQC	RC	PAN	HP	DEF
Bow Sparrow	8"	6	2+	10	12	4

Unit: 1 Named Hero
Type: Infantry
Variant Of: Bow Sparrow

WARGEAR

- Sparrow's Bow
- Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Camouflage (1)



Assassin: Sparrow's Bow may target any specific member of a unit, even an Independent hiding among them. If it targets an Independent, this Bow's DAM becomes D6.

SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

If Sparrow is at least 12" away from the nearest enemy unit that can draw a Line of Sight on him, he may re-enter Reserves. He may use Ambush to return, but his Blip is still revealed.

	RNG	ST	AK	DAM	Type
Sparrow's Bow	24"	3	1	D3	Assault, Power (1), Assassin
Martial Arts	CQC	3	4	1	Melee, Fast Strike

THORN THE LOP.....14OPTS

Thorn is a Mercian Spearwoman, elevated to the status of Freedom Fighter long after Robert O' Hedge regained the throne. She was promoted to this position due to her uncanny skill and agility, and her spear itself – the Power Ring Spear – which is enhanced by a Power Ring at the base of the tip.

	Move	CQC	RC	PAN	HP	DEF
Thorn the Lop	6"	8	-	10	8	3

Unit: 1 Named Hero
Type: Super Speed Infantry
Variant Of: Thorn the Lop

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Furious Charge



WARGEAR

- Power Ring Spear

SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

If Thorn 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.

	RNG	ST	AK	DAM	Type
Power Ring Spear	CQC	8	4	3	Melee, Tankbuster

MUNCH RAT.....12OPTS

Munch Rat was the son of a Miller, drafted (as expected) into a local Peasant Militia during the Robotnik Coup. When his unit broke (again, not uncommon) the miller's son fought with tooth and sword 'til the battle ended, both of which were able to penetrate the hardest of SWATbot plating. Once Rob learned of his ability, Much was offered the role of a Mercian Freedom Fighter – which he has kept to this day.

	Move	CQC	RC	PAN	HP	DEF
Munch Rat	6"	6	-	10	12	5

Unit: 1 Named Hero
Type: Infantry
Variant Of: Munch Rat

WARGEAR

- Munch's Sword



SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Furious Charge

	RNG	ST	AK	DAM	Type
Munch's Sword					Multi-Choice
> Swift Slashes	CQC	5	6	2	Melee, Power (2), Fast Strike
> Heavy Blow	CQC	10	2	D6	Melee, Tankbuster

ALAN QUAIL.....14OPTS

Alan the Quail is Robert's most trusted Bard, having stayed with him long after the Robotnik Coup as one of the first Mercian Freedom Fighters. On campaign, he plays his lute and sings tales of his team's former conquests – all of which he swears are true. The quail's songs are a rousing sound to all his allies, and a stern warning to all his foes.

	Move	CQC	RC	PAN	HP	DEF
Alan Quail	6"	5	-	10	8	3

Unit: 1 Named Hero
Type: Infantry
Variant Of: Alan Quail

WARGEAR

- Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush



SPECIAL COMMANDS

Rousing Melody – Song, Unlocked

Until your next Start Phase, all friendly Units within 24" of Alan (including Alan himself) may re-roll any failed Defence or Shield Saves. Additionally, they all gain the **Shielded (6+)** Special Rule. None of this applies to Vehicles.

	RNG	ST	AK	DAM	Type
Martial Arts	CQC	3	4	1	Melee, Fast Strike

FRIAR BUCK.....90PTS

Mercian Friars begin their role with a vow of pacifism that can never be broken, and Buck is no exception. You may assume this makes him unfit for Mercia's Freedom Fighters, but this couldn't be further from the truth. Buck's calm demeanour and disdain for violence has turned him into the team's diplomat, talking them out of costly battles and into useful alliances. On the battlefield, he acts as a medic and sets traps to slow the enemy advance, making the job easier for his more violent allies. Remember, not all war heroes fire guns and swing swords!

	Move	CQC	RC	PAN	HP	DEF
Friar Buck	6"	-	-	10	8	4

Unit: 1 Named Hero
Type: Infantry
Variant Of: Friar Buck

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Escapist
- Pacifist



Pacifist: Friar Buck will not fight – even in self-defence. He is completely unarmed and will not engage in Melee. He will refuse to pick up or use any weapons, including abandoned artillery.

SPECIAL COMMANDS

Disappear – Stealth, One Use Only

If Friar Buck at least 12" away from the nearest enemy unit that can draw a Line of Sight on him, he may re-enter Reserves. He may use Ambush to return, but his Blip is still revealed.

Place Trap – Technology, Repeating

Place a marker within 1" of Friar Buck, indicating the approximate location of a new Booby Trap. Whenever an enemy unit moves within 6" of this marker, roll a D6. If the result is 4+, all units within 6" of the trap must immediately roll a Panic Test with a -1 modifier to their PAN, ignoring the **Fearless** Special Rule. The marker is then removed.

Holy Heal (3+) – Healing, Unlocked, Repeating

Pick a friendly unit* within 2" of the Friar. 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.

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

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, 10, and 11, 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!**

