



MOBIUS

SAGE 21 EDITION

Tabletop Wargaming in the Archie Sonic Universe

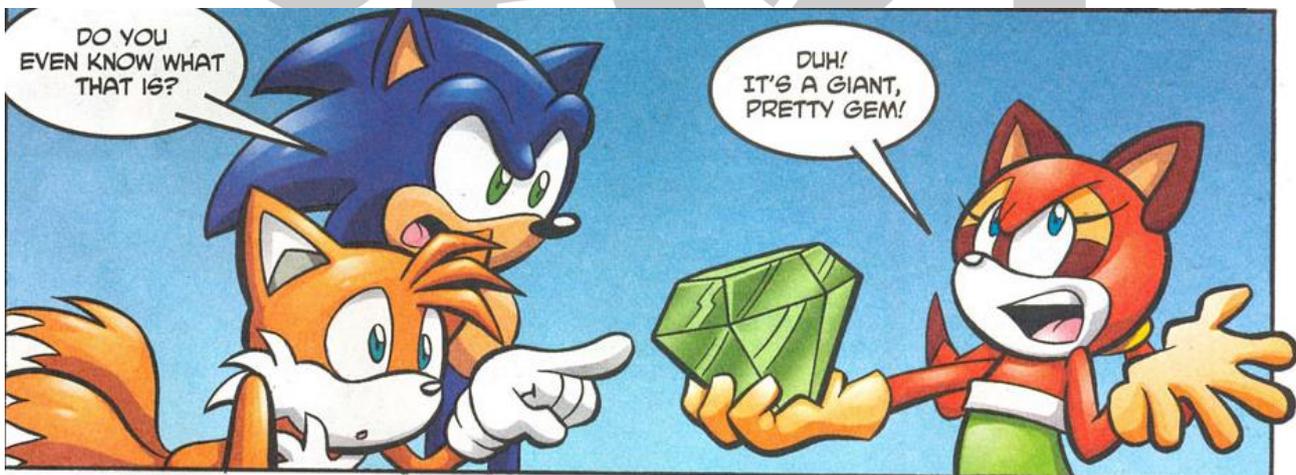
Ioan Davies-John

Extended Rulebook

Mobius Third Edition

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INTRODUCTION

WELCOME TO THE PLANET *MOBIUS* – A WORLD UNIQUE AND BEYOND WHAT YOU KNOW FROM THE SEGA GAMES, WHERE *SONIC* AND THE HEROIC *FREEDOM FIGHTERS* WORK TO SAVE THE WORLD FROM THE FORCES OF EVIL!

– HOW MANY ISSUES OF SONIC THE HEDGEHOG AND SONIC UNIVERSE OPEN

Welcome to the SAGE 2021 Edition of Mobius, the world's most way past cool wargame! This experimental system allows you to fight Large Skirmishes in the worlds of Archie Comics' Sonic the Hedgehog. Pick your faction(s), build your army, and fight it out in a fast-paced turn-based tabletop showdown!

With this book, you'll find an ever-evolving library of Army Lists, detailing the military forces of Mobius' many countries and factions. The most popular choices are:

- **Kingdom of Acorn:** The Freedom Fighters!
- **Eggman Empire:** Robotnik's crimson hordes!
- **GUN:** Humanity's last stand!
- **Dark Egg Legion:** The enemy within!

You're reading an extended version of the rules designed for the Sonic Amateur Game Expo, so later in this book you'll find a summary of all the factions that have been released so far!

I hope you have as much fun playing Mobius as I had writing it and follow me on Twitter [@loanMakesGames](https://twitter.com/loanMakesGames) if you have any queries, battle reports, or suggestions you'd like to share!

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Here's a Link to the "Official" Mobius Google Drive, which updates with every book:

<https://drive.google.com/drive/folders/1p9Bd3rfyHhpt91fhQF1bda02vGWtbeC?usp=sharing>

Where Can I Get Some Lore?

Fortunately for you, you're reading the extended SAGE Edition rulebook, which contains a summary of the Mobius timeline and the factions fighting over the current world.

If you want any extra lore, the best place to get it (outside of the comics themselves) is the Archie Sonic Wiki on Fandom. It's kept well-updated and goes into a lot of details that are easy to miss, making it a great source of inspiration for strategies, games, and campaigns.

www.archiesonic.fandom.com

Mobius Isn't Canon

You might be wondering whether this game is set in the Pre- or Post-Reboot (SGW) canon. While this game mostly uses the Pre-Reboot lore, I'd consider Mobius a separate Zone of its own that combines many fan-favourite elements of the two.

Archie's *Sonic the Hedgehog* and *Sonic Universe* focuses on heroes and grand events over all else, and while **this isn't a bad thing**, it also meant I had *a lot* of blanks to fill regarding civilian life, Unit structure, soldier equipment, and low-level tactics – especially for the Allies.

I used panel backgrounds, enemy designs from the games, and even real history to make these armies as believable as possible, and while I try to stay close to the comics, they *are* still my interpretations. Consider Mobius a "wargamer's love letter" to Archie Sonic rather than a direct adaptation!

A Note on Scale

Mobius was initially designed for play with 28mm (1/56 scale) miniatures in mind, though you could argue that, if a normal Mobian is 28mm tall, a human or Mobian Wolf would be *at least* 32mm!

All miniatures, except for ground vehicles, should be individually based. The size of these bases depends on the size of whatever's stood atop it. A 20-28mm tall miniature would suit a 25mm base and look ridiculous on a 50mm one. However, a 25mm base would never fit one of Robotnik or GUN's giant walkers!

I simply ask that you use common sense when basing your miniatures, picking a base size that matches the Model standing atop it.

Making Mobius Miniatures

A lot of people ask where to get Mobius miniatures, and to be honest that's a very good question! I simply play with paper cutouts stood atop appropriately-sized bases, and convert the vehicles myself.

If you want to convert 3D miniatures into Mobians, you could use Critter Conversion Kits: a series of "human-sized" animal heads and tails manufactured by Sally 4th.

Mobius in All Sizes!

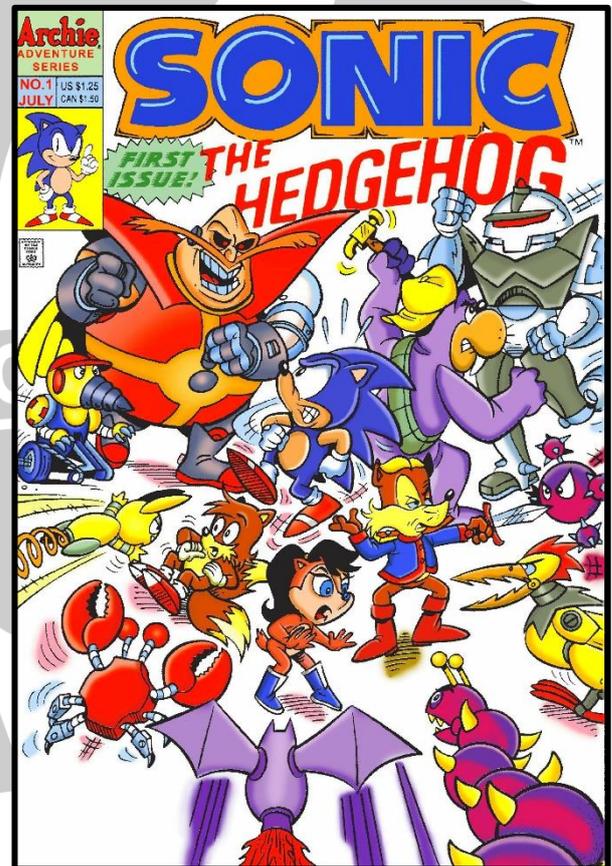
If you want to play Mobius in a different scale, that's absolutely fine – just make sure that all miniatures are approximately the same scale, and (if possible) are all individually based.

If playing with miniatures smaller than 15mm (1/100) scale, I'd recommend changing the distances in this book from inches to centimetres. If using miniatures larger than 35mm (1/48) scale, I'd instead recommend doubling all distances.

Making Your Own Units

I know a huge part of the Sonic fanbase will want to make their own characters, so I decided to take that into consideration when designing the Second Edition of these rules.

To allow you – the Player – to make your own characters, I've included the Unit creation algorithm and the MS Word Template in full on the same Google Drive you'll find all Mobius' rules! It's not a short process, but it'll help you create your character that fits within the game's balancing (*though homemade Units might be disallowed in any would-be tournaments*).



The cover of Sonic the Hedgehog #1 (June 1993)

What You'll Need

Here's a list of all the components you'll need to play a single game of Mobius:

Miniatures or Tokens

As mentioned in my note on scale, you'll need an appropriately-sized base to represent every standard Model – as well as the Models themselves! If you want to play with labelled tokens rather than Models that's also fine, as long as everyone you're playing with is OK with it.

An Army List

You may have already noticed that all the Units in this game have a **Points** value, and often some **Options** that will cost additional Points. Additionally, all games have a **Points Limit**, around 1000 on average.

To keep things fair, it's considered good sportsmanship to have a written list of all the Units in your army, along with all the chosen Options (even if they're free). Remember to keep your Army within the Points Limit and Army Structure rules, which you can find on Page 5.

Several D6

For the unaware, a D6 is a simple six-sided die. Mobius is what's referred to as a "bucket of D6" system, so the more the merrier! Players should have no fewer than twelve D6 in their possession.

You may also need to roll a **D3** or **D2**, but fortunately you can do this with a D6:

D6 Result	D3 Result	D2 Result
1	1	1
2		
3	2	2
4		
5	3	2
6		

Pen and Paper

This is only to jot down things on the fly so you don't forget them, like score in missions and whether Units have used limited abilities.

Blip Tokens & a Blip List

You will need (preferably 60mm circle) tokens labelled with a different number for each Unit in your army (*for instance, 1 to 5 if your army consists of five Units*). These will be used on the battlefield to represent blips on the enemy's radar, until they discover the Unit itself. You must also keep a list to indicate which Blip Token represent which Unit.

A Battlefield & Some Scenery

Like many wargame systems, Mobius is not played on a board with spaces. Instead, it's played on a tabletop, a floor, or (best of all) a scale Model of a battlefield. For simplicity purposes, we'll call your play area the "**Battlefield**".

The perfect size for a Battlefield depends on the size of the battle itself, 4x4 feet would suit a smaller (500pts) battle, but for anything larger you may want to extend the length of the Battlefield to 4x6 feet, so there's more room for your Units to move around.

Additionally, Mobius is meant to be played on a Battlefield dense with terrain, from sandbags and barricades to trees to city blocks (depending on where the battle is taking place). Many tabletop game and Model railway shops will offer scale buildings and scenery for your battles, or you could always make your own!

Designer's Note: Some tabletop game shops even have areas to play games in, often supplying scale terrain for your battlefields should you need them!

A Measuring Tape

Considering that Mobius' "board" has no spaces, distance must be measured in inches. The best way to do this is to have a long measuring tape, which can be found in any construction shop and almost any supermarket – if your local game shops don't stock them.

UNITS & ARMIES

Here are the rules for creating your own Mobius Army, ensuring the size and structure of your Army is both fair and balanced. These rules keep you from having an unfair advantage (or disadvantage) over your opponents!

Army Size (Points)

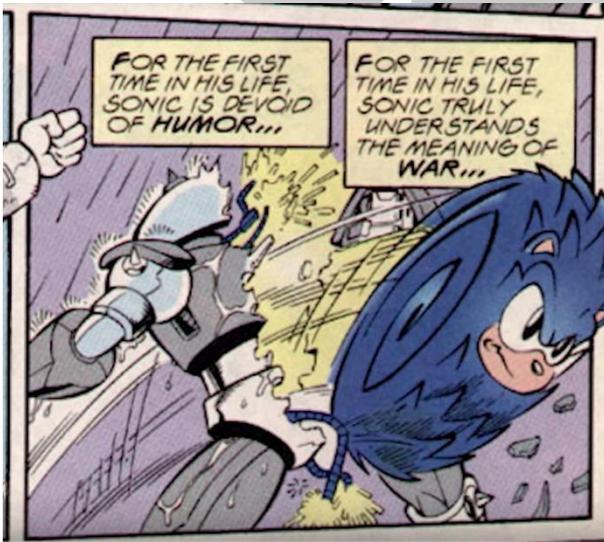
Every game has a size in Points, also known as a **Points Limit**. Here are the suggested sizes for games of Mobius, based on how long you want the game to last:

Game Size	Points Limit
Skirmish <i>(Short)</i>	500 - 1,000
Large Skirmish <i>(Medium)</i>	1,500 - 2,000
Battle <i>(Long)</i>	Over 2,000

Any game larger than 3,000pts would be quite long. It may take a whole day or even longer!

You may have noticed the **Points Value** on all Units in Mobius, as well as the **Options** that may increase the value of that Unit. The total value of all Units in your Army must be no more than the game's Points Limit.

Designer's Note: "Game" and "Battle" will be the terms used to describe a single game of Mobius.



ARMIES

Ranks & Structure

Mobius' Units are split into five Ranks, each with their own battlefield role:

- **HQ:** A Commanding role.
- **Troops:** The backbone of your Army.
- **Support:** Less common Units with specialised roles, from artillery to medics to AFVs.
- **Transport:** Transport for your other Units, because not everything is supersonic!
- **Heroes:** The most talented and/or famous war heroes of your faction. This includes, but is not limited to, monarchs, strategists, assassins, and superheroes.

Every Army **must** contain the following Units:

- **1x HQ**
- **2x Troops** – This minimum is increased to 3 if your game's Points Limit is 2,000pts or above.

As long as the minimums above are met and there are **no more than 3 HQ Units**, you can use whatever additional Units you want – provided you stay within the Points Limit.

Commander

Every Player must choose **one** HQ Unit from their Army to become the Army's Commander. Things like calling in Reserves are much easier when a Commander is present to oversee them.

Command Bonus

Some HQ Units (and Heroes) have a Command Bonus. These Special Rules only apply if the Unit is selected as their Army's Commander.

Second in Command

If a Commander becomes a Casualty while another HQ from the same Army is present in the same, the controlling Player rolls a D6 during their every Start Phase. If they roll 4 or higher, they may pick **one** of the other HQ Units to take the role of Commander, but their unique Command Bonus will not apply.

Heroes & HQ Units

Heroes and HQ Units benefit from an extra Phase in each Turn, as well as the ability to engage in duels with other such Units.

Heroes are selected as either HQ or Troops, though some have a Command Bonus if used as a HQ Unit and their Army's Commander. Additionally, Heroes are normally several times more powerful than your average soldier. A small group of Freedom Fighters is a viable Army, even if it seems like they're massively outnumbered!

Units

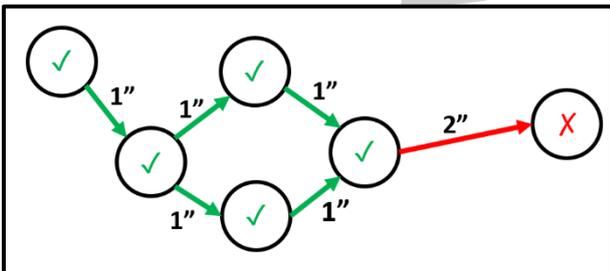
Like many strategy games, Models are split into groups called **Units** – though they'll often be given nicknames based on their faction such as "Team", "Squad", or "Clan". This is regardless of the Unit's size, be it one Model or a hundred!

All separate Units, even friendly ones, must be at least 2" away from each other, unless they are in Melee Lock. Exceptions such as friendly Transport Vehicles and Independents apply, of course.

Unit Cohesion

All living members of a Unit must be within 1" of each other while on the Battlefield. Units must move together in a way that ends in Cohesion, and (unless a Special Rule states otherwise) the Unit may not "split up" through Player choice.

If they're somehow forced to separate, they **must** spend their next Movement Phase moving back into cohesion, even if that sacrifices some of their capabilities later in the Turn.



Example: Everything marked with a tick is in Unit Cohesion as it's within 1" of another Model – they don't need to be within 1" of every other member.

Independents

Independents are Units that can either work alone or assist other Units. Examples of Independents include field medics, leaders, and other lone-wolf specialists.

Independents can join friendly Units by entering Unit Cohesion (i.e. moving within 1" of a member) and can leave by simply moving away from it.

While they are in Cohesion with a Unit, they count as a member for purposes of targeting and Special Rules – meaning an enemy trying to target an Independent must get past the whole Unit first!

Designer's Note: An Independent may not join more than one Unit, and if one happens to move within 1" of two different Units, they must pick one to join and move the other out of cohesion. That being said, a Unit can contain more than one Independent!

**No matter what shore I am on,
no matter what foe I face, I am
ready alongside my fellow
Freedom Fighters!**

**-Antoine D'Colette
The Acorns' Royal Warlord**



STATISTICS

Standard Stat-Lines

Below, you'll find the stat-line of a generic humanoid soldier compared to Sonic the Hedgehog. A Stat-Line is a simple line on a table to show the general statistics of a Model – but not necessarily their Wargear.

	Move	CQC	RC	PAN	HP	DEF
Average	6"	3	4+	6	1	3
Sonic	18"	9	-	10	16	4

The stats found here are the following:

Move: Movement Speed

This is the distance a Model can Move in a single Turn. The average Move distance is 6".

CQC: Close-Quarters Combat

This is the Model's skill in hand-to-hand combat, regardless of weaponry. The average CQC is 3.

RC: Ranged Combat

This is the Model's accuracy when firing their Ranged Weapons. As this is the number you Roll to Hit, lower RC is better. The average RC is 4+.

PAN: Panic (Morale)

This is how well the Model copes when under extreme pressure. The average PAN is 7.

HP: Hit Points

The average HP is 1. This is the number of Wounds a Model can take before they're removed from the game as a Casualty.

DEF: Defence

This is the Model's capability to take hits...and live. This could come from the Model's natural toughness or any armour they may be wearing. The average DEF is 3.

Vehicle Stat-Lines

Vehicles have slightly different Stat-Lines to standard Models. While most of the Stats are the same, there are a few differences worth explaining.

	Move	RC	PAN	ARM	HP	Type
Car	6"	4+	7	4	4	-

Move, RC, PAN, HP

Exactly the same as the non-Vehicles' Stat-Lines.

ARM: Armour

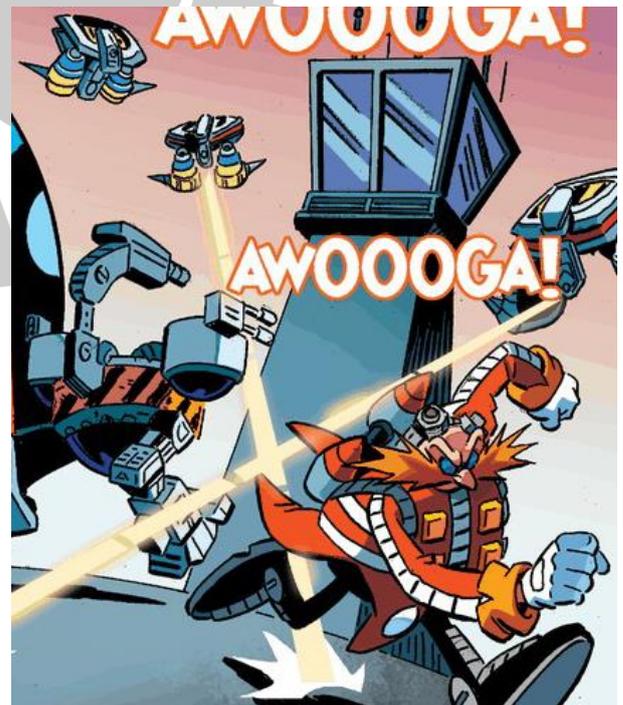
This is the strength and thickness of the Vehicle's armour, and the minimum weapon strength required to penetrate it and deal some damage.

Type

This is the type of Vehicle followed by a few subtypes and/or unique rules.

Transport (X)

Found in the Vehicle's Type, this is the number of Infantry Models this Vehicle can carry. If a Vehicle doesn't have this subtype, it cannot carry troops.



Unit Stats

The following Stats apply to the entire Unit, unless they mention specific members:

Unit: The number of Models in a Unit, and which Models are present.

Type: The type and subtypes of the Models in a Unit. Remember that non-Infantry Models have additional rules!

Wargear: Any items or weapons the Models possess. Sometimes separate Models in a Unit have different Wargear.

Special Rules: The names of additional rules given to this Unit and/or its members.

Special Commands: Unique abilities the Unit can perform in their Action Phase.

Options: Optional changes to the Unit, some of which cost additional Points.

Weapon Stat-Lines

Note that most Melee Weapons will have the same statistics as the sword below. These weapons are nicknamed "Standard" Melee Weapons.

	RNG	ST	AK	DAM	Type
<i>Sword</i>	CQC	3	1	1	Melee
<i>Pistol</i>	12"	4	1	1	Assault

RNG: Range

This is the maximum effective Range of the weapon, in inches. If it's a Melee Weapon (and thus only used in Melee Lock), its range is "CQC".

ST: Strength

This is the weapon's overall likelihood of inflicting damage, as well as its effectiveness against Vehicles. While small arms rarely exceed ST 5, anti-tank guns are much stronger!

LUMINAIRES SQUAD = 70PTS

When the Kingdom of Acorn began using light-lock muskets (commonly nicknamed 'laser rifles'), they decided to create units for the sole purpose of operating this new technology – the Luminaires. As laser weapons became cheaper and easier to use, the Luminaires grew in number, and eventually they became the standard infantry units across the Royal Army. However, this doesn't make them any less effective!

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

Unit: 4 Luminaires, 1 Luminaire Corporal
Type: Infantry

WARGEAR

- Laser Rifle
- Bayonet

SPECIAL RULES

- In the Name of Freedom
- Stand Together, Fight Together

SPECIAL COMMANDS

Special Commands and Command Bonuses would be listed here – unfortunately, this Squad doesn't have any!

OPTIONS

- The unit may contain 5 additional Luminaires for +50pts
- The entire unit may swap their Laser Rifles for Laser Carbines

	RNG	ST	AK	DAM	Type
<i>Laser Rifle</i>	24"	3	1 / 2	1	Automatic
<i>Bayonet</i>	CQC	3	2	1	Melee

BASIC GAMEPLAY

As is the case in almost every wargame, *Mobius* is played in Turns. Before playing, every Player rolls a D6 and the highest roller decides who goes first. Turn Order is clockwise from there. Players whose Turn it is, are referred to as “**Active**” Players, and anyone waiting for their Turn are “**Inactive**” Players.

The First Turn Curse

If a Player hasn’t had their first Turn, their Units may not be targeted for anything, especially Attacks, unless the rules of the Unit(s) involved specifically state otherwise.

“Rounds” & Turn Circulation

A round of Turns begins at the Start Phase of the first Player’s Turn and ends after the last Player’s End Phase. A “Number of Rounds” can be used to calculate game length.

Turn Structure

The Turn itself is split into five distinct Phases:

- **Movement:** In which Units move.
- **Action:** In which Units can make Ranged Attacks or other Special Commands.
- **Hero:** A secondary Action Phase *exclusive the HQ Units and Heroes.*
- **Melee:** In which all Units caught in a Melee Lock – including inactive ones – Attack.
- **End:** In which the active Units remove Panicked, and *all* Units that need to – including inactive ones – roll a Panic Test.

All Turns also have a **Start Phase**, which is never used unless mentioned, and is only used to structure things such as time-limited effects or the Wolf Pack’s War Howl.



MOVEMENT PHASE

The Movement Phase is arguably the most important part of the Turn. Not only does a Unit's Movement affect the way they use Weapons and Special Commands, but a Unit's placement on the battlefield is a matter of life or death for your whole army!

There are three main kinds of Movement: Standard, Rapid, and Charge.

Standard Move

For a Standard Move, pick up the Unit and move them up to their Move Value in inches. It's that simple!

Standard Movement allows Players to continue their Turn but restrict some Special Commands, including Heavy Weapons and Focus-Type Special Commands.

Rapid Move

Rapid Moves are almost identical to Standard Moves, except the Unit in question gives their Move Value a +6" modifier.

Units attempting a Rapid Move skip their Action Phase, but Heroes and HQ Units may still play their Hero Phase.

Charge!

A Charge is either a Standard or Rapid Move, except made towards an enemy Unit. If the moving Unit comes within 1" of an enemy, both Units are placed in Melee Lock.

Even if they used a Rapid Move to get there, Units in Melee Lock don't skip their Action Phase. However, Special Commands aren't doable in Melee Lock without the *Unlocked* Subtype.

Special Move Values

Two Move Values (Flying)

If a Unit has two Move values, separated by a slash (For Example: 6" / 12"), then the Unit can fly (see page [x]), and uses the second Move value when doing so.

Minimum Movement

Some Units' Move Values are "between" values (For Example: 6-12"). In this case, the Unit must move at least the minimum every Turn.

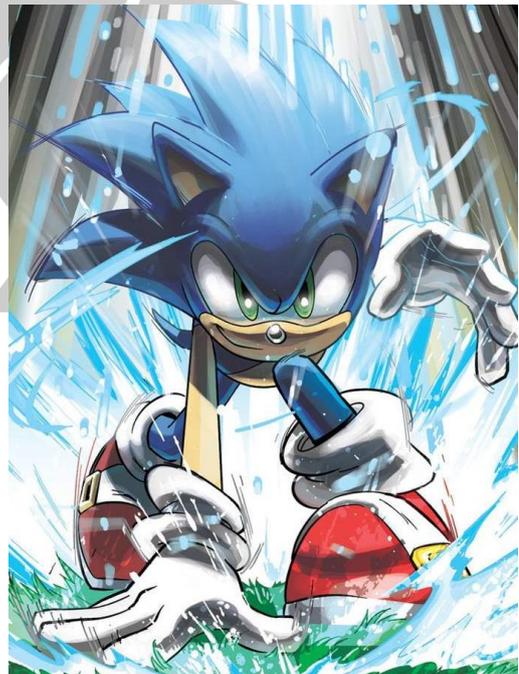
If the Unit's Move distance is reduced, the compulsory Move is reduced accordingly. Also, compulsory Movements do not count for purposes such as firing Heavy weapons.

Different Model Speeds

A Unit is only as fast as its **SLOWEST** member, so a Unit attempting to remain in Cohesion will move using the **lowest** Move Value among its members, unless a Model's Special Rule says otherwise.

Move 0

Unless a Special Rule says otherwise, Units with a Move value of 0" may not Move **at all**.



Terrain Affecting Movement

Battles are rarely fought on even ground, and obstacles and rough terrain are common nuisances for Mobian soldiers! Here are some types of terrain which can affect your Movement:

Difficult Terrain

Difficult Terrain represents things that'd be much harder to traverse than normal. Units that begin their Movement Phase in Difficult Terrain may not Rapid Move – even while Charging.

Units moving into Difficult Terrain immediately stop once their regular Move value has been reached (again, even while Charging!).

Dangerous Terrain

Dangerous Terrain is unpredictable and potentially harmful to Infantry that cross it. Examples include long grass teeming with venomous reptiles or a waist-high river used to dump waste.

If a Move begins and/or ends in Dangerous Terrain, roll 1D6 for every living member of the Unit doing so. The Unit takes 1 HP worth of Damage multiplied by the number of 1 results rolled.

Impassable Terrain

Impassable Terrain, such as bottomless pits, lava, or very deep bodies of water, can only be flown over or teleported past, and never moved onto or through by *any* Unit.

Obstacles

We can safely assume that Models can vault over anything up to an inch in height, such as sandbags and fallen trees, without being slowed down.

However, anything larger and the Unit must either find some special terrain (such as ladders or access to the building) or have a rules for getting across (such as *Climb*, *Hover*, or *Teleport*).

Moving Vertically

Without a rule that allows them to move up (such as *Climb*, *Hover*, or *Teleport*), Models may not Move or Charge vertically upwards.

However, Models may jump down any vertical drops should they need to. For simplicity's sake, we don't apply "fall damage" here (though if they fall off a cliff into rocks or something equally ridiculous, we'd just assume they're dead).



ACTION PHASE

The Action Phase is where Units can make Ranged Attacks, Duck for cover, or use a Special Command unique to them.

Ranged Attacks

This section covers the use of Ranged Weapons or *Ranged Attack*-type Special Commands.

1. Pick a Target

Before a Unit makes a Ranged Attack, their controlling Player must pick a Unit they'd be able to see, or "within their Line of Sight". If Cover slightly obscures a potential target, they can still be fired at – but Cover makes them harder to Hit.

Friendly Models do not block Line of Sight, but other enemy Models do – you'll need to clear the front lines before firing at the back.

Designer's Note: If only some members of a Unit are behind Cover, the controlling Player can decide to solely target the members in the open, reducing the potential casualties in exchange for those targets lacking Cover-based bonuses.

Once the Player has chosen a target, they measure the distance between every member of the firing Unit and their target. If the distance is higher than the Weapon's Range (RNG) value, all that Models' shots instantly miss. If at least one Model has a target within their Weapon's Range, they move on to the next step: **Roll to Hit!**

Notes on Selecting Targets

- A Unit may only select one Target to fire upon. All members must target the same Unit.
- If only some members of a Unit can see their target, only those members can fire.
- All Unit members must choose one Ranged Weapon or Attack to use each.

2. Roll to Hit

The firing Unit's Player rolls a pool of D6, equal in number to the Attack's AK value (times the number of firing Models). Every result below the firer's Ranged Combat (RC) value is a Miss. Every result equal to or above it is a Hit. Regardless of modifiers, 6 always Hits and 1 always Misses.

All Misses are removed from the pool. If there are any dice left, move on to Step 3: Roll for Cover.

Designer's Note: If a Unit contains multiple Models with different stats, be it their Wargear or RC value, resolve their Attacks one "Model difference" at a time, or use different coloured dice for members that'd need different results. Don't confuse yourself by rolling it all at once!

3. Roll for Cover

Rolling for Cover is only needed if the target is obscured from the perspective of the firers. If not, all the dice in the pool count as having passed.

The firing Player rolls the pool again. Every result higher than their Cover is a Pass, and every result equal to or lower than the target's Cover is a Failure. That being said, rolls of 6 always pass regardless of the target's Cover.

Examples	Cover Level
Soft Cover: Bushes, Fences, Long Grass, Ponds	2
Hard Cover: Brick Walls, Ruins, Trees, Large Rocks	3
Buildings, Trenches, Forests	4
<i>Target Unit is Dug In</i>	+1 Modifier
<i>Some members of Target Unit are in the Open</i>	-1 Modifier

Remove all Failures from the dice pool. If there are any dice left, move on to Step 4: Defence Saves.

4. Defence Saves

The pool is given to the Player controlling the target. They then roll to see if their soldiers' defences successfully...well, defend!

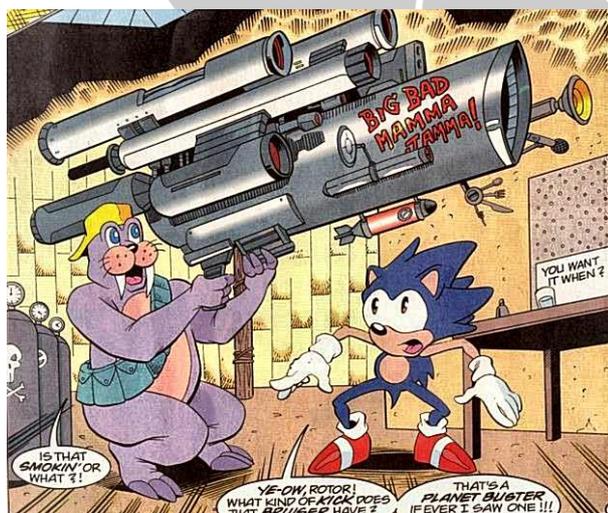
Use the following table to determine the Models' required Saving Throw. Every roll lower than this is a Failure, and inflicts damage.

Target's DEF is...	Save
1-2 HIGHER than attack's STR	3+
EQUAL to attack's STR	4+
1-2 LOWER than attack's STR	5+
3+ LOWER than attack's STR	6+
For every point in the attack's Power (Special Rule)	-1 Modifier

Designer's Note: If the required Save becomes higher than 6 (most likely due to **Power Weapons**), the target automatically fails all their Saves!

For every failed Save, one Unit member of the Player's choice loses the Attack's DAM in HP (For Example: if a Model is attacked with a DAM D6 weapon, they roll a D6 for every unsaved hit, and remove the result's worth of HP).

If this reduces a Model to 0 HP, the Model is removed from play as a Casualty. This process continues until either all dice are accounted for, or the entire Unit is removed as Casualties (whichever comes first).



Units with Different Saves

If attacking a Unit where some Models would roll different Saving Throws to others, the Saves should be rolled in pools just large enough to wipe out the majority before moving on to unique Models. Here's an example:

A Unit with 10 Models must make 20 Defence Saves. 9 of those Models would Save on 4+, but their leader would Save on 2+. To make this example simpler, everyone has 1 HP.

Instead of rolling all at once, the Player begins by rolling just enough dice to wipe out the majority (9D6 for the 9 Model majority – this would be 18D6 if they had 2 HP each), with 4+ as the required Save.

If they're all wiped out, you can use the rest of the attacks on the leader, successfully saving on 2+. If not, roll the number of dice needed to finish off the remainder. Repeat until there's no more dice left!

Designer's Note: If the number of Defence Saves is fewer than the majority's total HP, there's no need for all this. Simply resolve them all on the majority!

5. Don't Panic!

If a Unit loses a quarter of their total HP from a single volley of Ranged Attacks, they must roll a Panic Test during that End Phase.

Shooting & Melee Lock

Units may not target enemies in Melee Lock for Ranged Attacks, as the risk of hitting their allies is too high to even consider it.

Units in Melee Lock may not make any Ranged Attacks unless a Special Rule or circumstance (such as a Duel or Building Fight) allows them to.

Heroes & Ranged Weapons

Heroes and HQ Units may fire any one of their Ranged Weapons in their Hero Phase, even if they already fired it in the Action Phase.

If they have a Special Rule permitting them to fire more than one Weapon per Action Phase, this applies while firing in the Hero Phase, too!

Ranged Attacks & Movement

Certain types of Ranged Attacks can't be used after a Movement, and some are perfectly functional while mobile but even more effective while stationary. Here is a list of the Special Command Types and Weapon Categories affected by their firer's Movement.

Type	While Stationary	After a Standard Move
Assault	Fire Normally	Fire Normally
Heavy	Fire Normally	Can't Fire
Artillery	Fire Normally	Can't Fire
Automatic	Fire with the <i>second</i> AK stat	Fire with the <i>first</i> AK stat
Focus*	Fire Normally	Can't Fire

*Focus is a type of Special Command. If the Attack is **not** a Focus Command, it's fired as if it were an Assault Weapon.

Taking Cover

Instead of firing or using a Special Command, Infantry Units can spend the Action Phase desperately trying to protect themselves from fire.

If a Unit spends their Action Phase or Hero Phase doing so, they become "Dug In", gaining a +1 modifier to their cover level until their controlling Player's next Start Phase. If they're in the Open, they still count as being in Level 1 Cover.

Special Commands

Using a Special Command is extremely simple. All the Player needs to do is read the effect written on the Unit's Stat-Sheet and follow it!

Some Special Commands require a 1D6 roll to use, the number required to successfully do so is placed in brackets next to the Command's Name (i.e. **Healing Mud (3+)**). If the roll is failed, the Action Phase is spent for that Unit but the Special Command isn't performed.

Special Command Types

Some Special Commands come with subtypes that either given them extra abilities or restrict their use as penance for their power!

Repeating

This Special Command can be used in the Hero Phase even if already used in the Action Phase. Commands **without** this subtype may only be used once per Turn.

Focus

The Special Command may **not** be used following a Standard Move, even during the Hero Phase.

Unlocked

This Special Command may be used in a Melee Lock. Models with this Special Command do not skip their Action Phase in a Melee Lock, in case they want to use it.

Melee

This Special Command may **only** be used in a Melee Lock. Models with this Special Command do not skip their Action Phase in a Melee Lock, in case they want to use it.

(X) Turn Recharge

After using this Special Command, the Unit must wait until (X) of their controlling Players' Start Phases have passed before using it again.

(X) Uses Only

This Special Command may only be used (X) number of times in a single battle.

Keywords

Sometimes, a type will be something like "Magic", "Wargear", "Stealth", or "Technology". These types of Special Commands are often mentioned in other Special Commands or Special Rules (i.e. *Comms jammers would weaken **Comms** Special Commands*), but aside from that have no effect.

MELEE PHASE

In the Melee Phase, all Units caught in Melee Lock brutally attack each other. The Active Player decides in which order the Melee Fights will be resolved, but **all** Melee Fights **must** be resolved before this Phase ends.

Melee Lock

Melee Lock is when enemy Units are within 1" of each other. If they're within 1" of an enemy Unit by the start of the Melee Phase, they're considered part of a **Melee Fight**. Any number of Units can be in a single Melee Fight.

Units in Melee Lock may attempt to escape their Fight in the Movement Phase, but this is very risky.

Escaping From Melee Lock

There are only two ways in which a Unit can escape a Melee Fight without using any Special Rules; destroying all enemy Units in the fight, or escaping in their own Movement Phase.

Destroying All Enemy Units

If a Melee ends because only one Player's Units remain, the friendly Units move so they're no longer within 2" of each other, and may then move D6" in any direction of their choosing.

Attempting to Escape

In the Movement Phase, the Active Player's may select any of their Unit(s) in Melee Lock to attempt an escape. To do so, they roll 2D6 and add the Unit's Move Value.

If the number rolled is 10 or higher, they may escape and move the number rolled, counting it as a Rapid Move.

If they fail, the Unit remains in Melee Lock and may not attack during the upcoming Melee Phase. Regardless of Move values, rolling a double-1 always fails.

Designer's Note: Cavalry and Super Speed Infantry roll 3D6 and discard the *lowest* result.

Melee Attacks

In every Melee Fight, the Active Player picks **one** of their Units to Attack, and then the other Player(s) pick one of theirs to fight back, going in standard Turn rotation until all Units have attacked.

After a Melee Fight has resolved all its attacks, the Active Player chooses the next Fight to resolve, until all Units in Melee Lock have attacked.

Pile In!

When a Unit is called to fight in the Melee Phase, all Models in the Unit may move 3" closer to their potential targets, to make fighting easier.

Who May I Attack?

Every Unit may attack any enemy Unit within 2" of them. If they're within 2" of multiple Units, they may divide their total AK among the enemy Units however they want.

Which Weapon(s) Do I Use?

Models may only use **ONE** weapon for each Melee Phase. Multi-Choice Weapons do count as only one Weapon, but require the Player to pick one "mode" before using.

Weapons also receive the following modifiers:

- +1 AK for every **additional** Melee Weapon carried by the Model.
- +1 AK for Charging earlier in their Turn.

Designer's Note: If a Unit contains multiple Models with different stats, be it their Wargear or CQC value, resolve their Attacks one "Model difference" at a time, or use different coloured dice for members that'd need different results. Don't confuse yourself by rolling it all at once!

1. Roll to Hit

The attacking Unit's Player rolls a pool of D6, equal in number to the Attacks' total AK value (times the number of attacking Models).

Every result below the "To Hit" value on the table below is a Miss. Every result equal to or above it is a Hit. Regardless of modifiers, 6 always Hits and 1 always Misses. All Misses are removed from the pool. If there are any dice left, move on to Step 2: Defence Saves.

Attacker's CQC is...	Hit On:
3+ HIGHER than Target's CQC	2+
1-2 HIGHER than Target's CQC	3+
EQUAL to Target's CQC	4+
1-2 LOWER than Target's CQC	5+
3+ LOWER than Target's CQC	6+

2. Defence Saves

The pool is given to the Player controlling the target. They then roll to see if their soldiers' defences successfully...well, defend!

Use the following table to determine the Models' required Saving Throw. Every roll lower than this is a Failure, and inflicts damage.

Target's DEF is...	Save
1-2 HIGHER than attack's STR	3+
EQUAL to attack's STR	4+
1-2 LOWER than attack's STR	5+
3+ LOWER than attack's STR	6+
For every point in the attack's Power (Special Rule)	-1 Modifier

Designer's Note: If the required Save becomes higher than 6 (most likely due to **Power Weapons**), the target automatically fails all their Saves!

For every failed Save, one Unit member of the Player's choice loses the Attack's DAM in HP (For Example: if a Model is attacked with a DAM D6 weapon, they roll a D6 for every unsaved hit, and remove the result's worth of HP).

If this reduces a Model to 0 HP, the Model is removed from play as a Casualty. This process continues until either all dice are accounted for, or the entire Unit is removed as Casualties (whichever comes first).

Units with Different Saves

If attacking a Unit where some Models would roll different Saving Throws to others, the Saves should be rolled in pools just large enough to wipe out the majority before moving on to unique Models. Here's an example:

A Unit with 10 Models must make 20 Defence Saves. 9 of those Models would Save on 4+, but their leader would Save on 2+. To make this example simpler, everyone has 1 HP.

Instead of rolling all at once, the Player begins by rolling just enough dice to wipe out the majority (9D6 for the 9 Model majority – this would be 18D6 if they had 2 HP each), with 4+ as the required Save.

If they're all wiped out, you can use the rest of the attacks on the leader, successfully saving on 2+. If not, roll the number of dice needed to finish off the remainder. Repeat until there's no more dice left!

Designer's Note: If the number of Defence Saves is fewer than the majority's total HP, there's no need for all this. Simply resolve them all on the majority!

3. Don't Panic!

After all Units in a Fight have resolved their Attacks, the side that lost the most HP must roll a Panic Test during the upcoming End Phase – if they haven't already been wiped out!

Note that this is *total HP lost* for all Units in the fight. If a Player loses a Melee Fight, it doesn't matter which Units suffered the most losses – *all* their Units within the Fight must roll a Panic Test.

If three or more opposing Players are sharing a Melee Fight, all sides except the winning Players' count as having lost, and *all* their Units must roll a Panic Test.

PANIC

All Units have a Panic (PAN) value. This number represents their likelihood of keeping their cool under fire. The lower it is, the more likely they are to enter a panicked state and flee from the battlefield.

Panic Tests

The pressured Unit's controlling Player rolls 2D6. If the result is higher than the Unit's PAN, the test is failed. Any higher result is a pass. What happens when a Panic Test is failed depends on whether the Unit in question's a Vehicle.

Non-Vehicle Units

If they can Move, the Unit moves 4D6" away from the nearest enemy Unit and, if possible, towards the nearest table edge. They become **Panicked** until their next End Phase. If the Unit was in flight, they land.

The Panic Test is rolled **once** for the whole Unit, and is rolled using the highest PAN among the Unit's members.

Vehicle Units

If it can Move, the Vehicle moves 1D6" away from the nearest enemy Unit, the specific direction is for to the controlling Player to decide. It becomes **Panicked** until its next End Phase. If the Vehicle was in flight, it does **not** land.

The Panic Test is rolled using the individual Vehicle's PAN. Friendly Models near or riding on it have no effect on a Vehicle's Panic Tests.

Routing (Any Unit Type)

If a Unit moves off the battlefield (i.e. too far towards a table edge), they Rout from the battle and are treated as Casualties (the cowards!).

Panicked Units

If a Unit is Panicked, they may not act until their next Turn's End Phase. However, if the Unit has a minimum Move Value, they still Move that distance, and if the Models are forced into a Melee Lock, they still fight.

A Unit can both lose its Panicked stats and regain it in the same End Phase. In fact, Units suffer from a +1 PAN modifier during any End Phase in which their Panicked status was removed.



BLIPS

All Units begin the game as Blips. Blips are markers with a number, representing a “blip” on the enemy’s radar (or similar recon methods depending on your faction’s technology!). The numbers are used by the controlling Player, to remind them which Unit is which.

How Blips Work

Before playing, each Player writes a list of which Units are behind which number Blip. When a Blip is “revealed”, the token is removed. One member of the Unit is placed where that Blip was, followed by all other members, keeping to Unit Cohesion.

A Blip is revealed when it...

- ...is targeted for any Ranged Attacks or Special Commands, positive or negative.
- ...performs a Special Command (other than Reveal Blip) or uses the Hero Phase.
- ...declares a Charge or is Charged.
- ...uses any Special Rules unless another Special Rule reverses the reveal of this Blip.
- ...takes any hits or Damage.

Blips can be revealed voluntarily at any point during a battle, but once a Blip is revealed, it stays revealed for the rest of the game.

Blip Special Commands

A Blip can only do one of two things in the Action Phase: Reveal Blip and Take Cover. Blips cannot use the Hero Phase.

Reveal Blip – Tactics

The Blip targets another Blip within 36” and Line of Sight and reveals it without revealing itself. Revealed Units may use this Special Command, but there’s hardly any point when you can open fire for the same effect!

Blips’ Statistics

A Blip only has a Move value, considering it’s revealed the moment it does anything else. A Blip’s Move value is equal to the Unit it hides. They also Rapid Move, if they want to skip their upcoming Action Phase.

Designer’s Note: Flying Units count as flying while in Blip Form, and use their in-Flight Move Value.

Blips & Independents/Transports

If a Unit begins inside a Transport Vehicle and/or containing an Independent, the controlling Player treats the Unit as a single Blip, rather than several Blips in contact with one another.

In this case, the Blip is revealed whenever the Unit splits up (i.e. Independent leaves, Unit itself disembarks from Transport!).

Punishment for Lying

If a Player is caught intentionally lying about a Blip in any way that’d change the circumstances of a battle, that Player instantly loses the battle by default. All may be fair in love and war, but tabletop wargames have their limits!

For purposes of campaigns, lying about Blips causes the whole army to go MIA (Missing in Action), and are never seen again.

If the campaign’s umpire(s) feel extra sadistic, they can read out the following:

Your comms are showing blips where there are none, jumping around in ways that seem impossible. You initially shrugs these off as technical errors, until the screams of your soldiers come through the radio, followed by an abrupt silence and a blank map.

They’re gone.

RESERVES

When a Player can't (or doesn't want to!) place a Unit on the battlefield, they can choose to place them in Reserve. When Units are in Reserve, they cannot attack or be targeted for anything (as they're not present on the battlefield!), but they can be brought into the fight during their controlling Player's Movement Phase.

Deploying Units from Reserve

At any point during the Movement Phase, the Active Player may declare one Unit from their Reserve to enter the battlefield.

The Player places this Unit anywhere within 12" of their designated table edge or corner. If they're within 6" of an enemy Unit, they must move again, the minimum distance required to be at least 6" away from the nearest enemy.

A Reserve Unit's First Turn

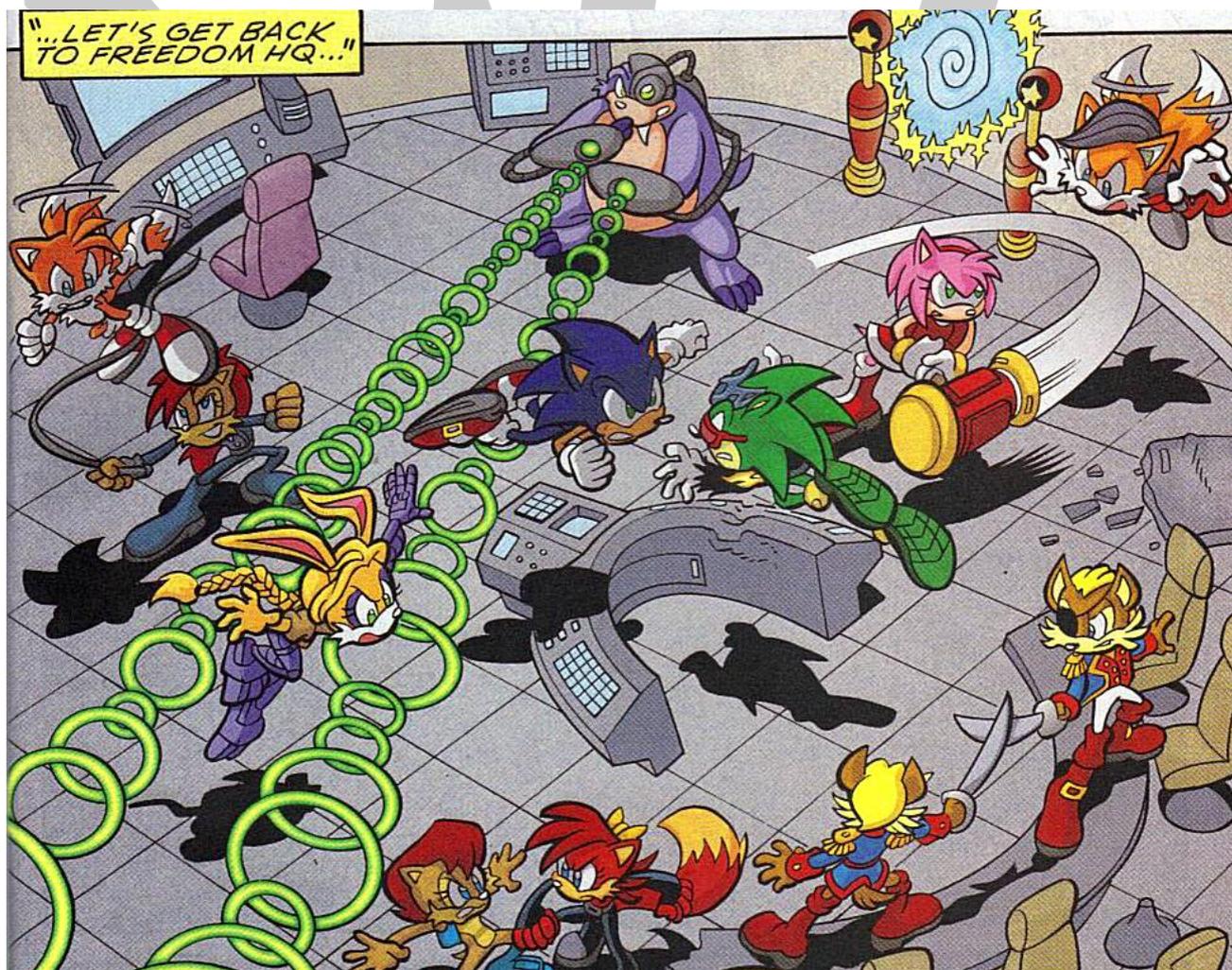
Any Unit entering from Reserve counts as having made a Standard Move and may not Charge that Turn. Independents can be sent out joined with another Unit, counting as one deployment, or on their own.

The Commander

If the Army's Commander is present on the battlefield (and alive), the Player may send in up to two additional Units from Reserve per Turn.

Blips & Reserve Units

Note that unrevealed Blips, when sent onto the battlefield from Reserves, remain Blips until revealed, but if they're revealed and somehow sent back into Reserve, they're still revealed when they re-enter the Battlefield.



UNIT TYPES

Infantry is the most common type of Unit in this game. There are no additional rules for Infantry other than subtypes such as Flying, Giant, or Super Speed (or, in some cases, all three!).

Despite Infantry being the most common type, it's far from the only one. Here are the rules for special kinds of Units that aren't quite in the territory of Vehicles.

Unit Subtypes

If a Unit type's name ends with an asterisk (*) then it's a subtype. These Unit types also come with a main Type (for instance: *Flying Cavalry*).

Cavalry

In modern-day Mobius, it's rare to see soldiers riding on the backs of Mobinis, but Cavalry is still alive and well in the form of motorcycles and tiny jets. Gotta go fast!

Cavalry has a Rapid Move modifier of +12" rather than +6". All Cavalry Units have the **Heavy Duty** and **All-Terrain** Special Rules. Due to their size, Cavalry may not Take Cover.

Giant*

As the name suggests, Giants are huge! In most cases, they have the Strength to match.

Giant Units may make up to two Ranged Attacks per Action and/or Hero Phase. They can't use the same Ranged Attack more than once per Turn, but may fire two of the same weapon if they have two.

Additionally, Vehicles suffer a -1 modifier to their Armour Save when defending against a Giant's Melee Attacks (Natural "6" results still succeed!).

Due to their size and strength, all Giant Units have the **Heavy Duty** and **All-Terrain** Special Rules, even if their Unit's stats don't specifically include them. Giant Units may not Take Cover due to their Size.

Super Speed Infantry

Sonic alone is an example that speed can provide one hell of an advantage on the battlefield, so it only makes sense that militaries worldwide give their superhuman runners frontline roles.

Super Speed Infantry are considered Infantry but with all the additional rules of **Cavalry**. Unlike Cavalry, however, they may Take Cover.

Artillery

Some guns are two big for one! Artillery is a Unit where the gun itself is a separate Model to its firer(s). As you can guess, this gun is very powerful!

Artillery Units contain two types of Models: the Guns and the Crew. If the Crew are removed, so are the Guns. The Crew, however, are treated as Infantry and may choose to move out of Unit Cohesion with their Guns – but that would remove the Guns as casualties.

The Gun has no stats, cannot make Melee Attacks, and cannot move or fire independently unless they have a Special Rule allowing them to do so. Only the Crew may be targeted for Attacks.

Moving With Artillery

Artillery Guns are treated as Heavy Weapons. If the Unit makes a Standard Move, the Gun may not Fire for the remainder of that Turn.

At least one Crew member must be present to move a **Heavy** Artillery Gun, or two if the Weapon's own stats have the **Artillery** category. If there isn't enough, the Crew will automatically abandon their Gun while moving.

Firing an Artillery Gun

When firing Artillery, the whole Unit is dedicated to the Guns – Crew members cannot fire their small arms at the same time. If two or more Crew members are present to fire their Gun, it fires with a +1 modifier to their Rolls to Hit.

Flying*

Whether they use jetpacks, wings, or superpowers, Flying Units can soar above the battlefield and rain death from the skies!

All Flying Units have the **Escapists** Special Rule, even if their Unit's stats don't specifically include it.

Start Phase & Movement

After Deployment (either at the start of the game or from Reserves), the Flying Unit's Player must specify whether they'll be Flying or Grounded. They may declare to change this during their own Start Phase.

You may notice that Flying Units have two Move Values, separated with a slash (/). If they're Grounded, they use their first Move Value, and are considered non-Flying Units for all purposes. If they are Flying, they use their second Move Value, and are always considered 6" above their bases, and able to fly over all terrain.

Flying Units may not choose to Fly or Land in Melee Lock. Instead, they must be at the same level as the lowest Units they're locked to.

Combat in the Air

Units in Flight may only be targeted for Ranged Commands and Attacks, unless by other Models that are in the air. Only Units in Flight may Charge,

Tank Shock, Ram or Join other Units in Flight. If a Unit in Flight charges a Grounded enemy Unit, they must land in order to fight.

Models firing from the ground at Units in Flight suffer a -1 penalty to their Rolls to Hit, which increases to -2 if the target had previously made a Rapid Move. Natural 6's still hit!

Designer's Note: Remember, Anti-Air weapons and Units remove all negative modifiers for firing at Flying Units!

Airborne*

Some Units are just **meant** to be in the air.

Airborne Units are considered Flying Units, except they cannot Move unless in Flight, with a Move value of 0" whilst on the ground.

Hover*

Sometimes a Unit flies so low they may as well be called ground Units. However, they do get some benefits from being off the ground!

All Hover Units have the **Escapists** Special Rule, even if their Unit's stats don't specifically include it. Additionally, they ignore the effects of terrain, including impassable and vertical terrain.



VEHICLES

Vehicles are completely different to “normal” Models – the main difference being in the armour. While some can still be damaged with small arms fire, most are only vulnerable to weapons specifically built to destroy them.

Movement Phase

Normally, Vehicles move just like any other Model – up to their Move Value in inches as a standard Move, then adding 6” to make it into a Rapid Move. However, there are some additional rules to Vehicle Movement.

Directions & Pivoting

Vehicles may only move forwards or backwards but can pivot any number of degrees at any point during their Movement Phase – providing they have enough room to do so.

Ramming

Vehicles can attempt to ram into each other, using their own armour as a weapon! As you could probably imagine, intentionally crashing into an enemy tank comes with risks and should only be used as a last resort, if at all.

Designer’s Note: Tank Shock is considered a Rapid Move (i.e. the Move Value with a +6” modifier), even if they don’t exceed their Move value.

When a Vehicle moves into another Vehicle, both Vehicles roll a poll of D6 equal in size to their ARM values (*for example: ARM 7 = 7D6*). For every result of 5+, the other Vehicle loses 1 HP and must roll a Panic Test in that Turn’s End Phase.

As with all damage, if a Vehicle is reduced to 0 HP, it’s Destroyed. If the Ramming Vehicle survives, its Movement Phase immediately ends – and so does the rest of their Turn (this was a Rapid Move!).

Terrain

When a Vehicle begins its Move in any kind of Difficult Dangerous Terrain, their controlling Player rolls a D6. If a 1 is rolled, the Vehicle does not move. If this happens in Dangerous Terrain, the Vehicle also loses 1 HP. Impassable Terrain is still Impassable.

Tank Shock

Vehicles do not engage in Melee Combat – though other Models may make Melee Attacks against them (we’ll get to this later!). If a Vehicle moves into an enemy (non-Vehicle) Unit, they can attempt to run them over!

Designer’s Note: Tank Shock is considered a Rapid Move (i.e. the Move Value with a +6” modifier), even if they don’t exceed their Move value.

When a Vehicle moves into a Unit, their controlling Player rolls 2D6. If the result is equal to or higher than their slowest member’s Move value, the Unit is unharmed. If the result is any lower, they roll as many Defence Saves as there are members of that Unit, with the ST of the Attacker being the ARM of the Vehicle. For every failed Save, a member of that Unit loses **D3 HP**.

For every successful Defence Save of 6, the Vehicle loses **1 HP**, and (of course!) is destroyed when it reaches 0 HP.

If the Unit survives, they move as far as needed to be 2” away from the Vehicle. It may then continue its Movement Phase with any remaining inches of Movement left.

Action Phase

Due to their size and lack of mobility, Vehicles may **not** Take Cover. Have you ever seen a Car duck?

Shooting

Vehicles fire all Weapons as if they had remained Stationary. The difference with Movement is the *number* of weapons they fire. If a Vehicle doesn't have any Subtype or Special Rules that affect its Move-Fire rates, it may Fire:

Movement Speed	Max. Weapons
Remained Stationary	All Weapons
Standard Move	1 Weapon
Rapid Move	No Weapons

Vehicles may not Fire the same Weapon twice, but, unlike regular Units, may order different weapons to fire upon different targets.

Special Commands

Note that Special Commands with the *Focus* keyword can still only be used while Stationary, even on Vehicles.

Attacking Vehicles

Roll to Hit & Cover Level

Melee Attacks

Vehicles may not attack in Melee or even be in a Melee Lock but may be attacked by enemy Models within 1" of it as if it were in a Melee Lock.

The CQC of Vehicles for purposes of *being* Attacked depends on how far they have moved in their previous Movement Phase:

Movement Speed	Temporary CQC
Remained Stationary	1
Standard Move	4
Rapid Move	7

Ranged Attacks

Rolling to Hit a Vehicle with a Ranged Attack is the exact same as with any other Units. Due to their size, all Vehicles suffer a -1 penalty to their Cover Level – they receive no benefits from Level 1 Cover.

Vehicle Armour Saves

This replaces **Defence Saves**. Instead of rolling 1 Defence Save per Hit, remove the **entire** Pool of Dice and, for every Hit Scored, add 1D6 for every point of ST higher than the target's ARM.

For Example: If you attack with a ST 7 weapon, targeting a Vehicle with ARM 5, the pool contains 2D6 for every Hit scored (7-5=2).

The Player controlling the Target then rolls the new pool as Armour Saves. The number required to succeed depends on which side of the Vehicle is most visible to the firer:

Area Hit	Succeed On...
Front	4+
Side	5+
Rear	6+

Natural results of 1 and 6, regardless of modifiers, are failures and successes, respectively. For every failure rolled, remove 1 HP from the target Vehicle.

Extra Damage

For every 1, the target's Player rolls **another** Armour Save and remove HP accordingly. The Player keeps rolling until no more '1' results are rolled, or until the Vehicle is destroyed.

Don't Panic!

If a Vehicle suffers HP loss from an attack, they must roll a Panic Test in the upcoming End Phase – providing they survive that long.

Destroying Vehicles

If a Vehicle is reduced to 0 HP, then it's Destroyed and becomes a Casualty. It remains as a wreckage (impassable terrain) on the battlefield.

If a Vehicle with more than half its starting HP is destroyed in a single Hit, it explodes. All Units (including Vehicles) within 6" of the burning wreck must roll a Panic Test.

Transport

A Vehicle will sometimes have the **Transport** subtype and a statistic called "Transport Capacity". This means the Vehicle can hold Infantry Models, whereas the Capacity is the number, and sometimes type, of Models it can hold.

Embarking & Disembarking

During the Movement Phase, if a Unit comes within 1" of a Friendly Transport Vehicle (with enough space to hold all members), they may Embark, ending their Move as if it were Rapid. The Vehicle may continue its Move afterwards.

The benefit of this is that the Unit cannot be targeted until either the Vehicle is destroyed or they leave, and a Vehicle's MOV is often further than the Units that can ride it. Models within a Vehicle may not attack unless it's Open-Topped.

To get out of a Vehicle, the Unit is placed within 6" of it and counts as having made a Standard Move – which may then be expanded to Rapid. The Vehicle may then continue its Move.

Attacking from an Open-Topped Vehicle

If a Transport Vehicle is Open-Topped, the Units within may still make Ranged Attacks at half range, with a -1 modifier to their Rolls to Hit. They fire as if they had Moved beforehand, therefore Artillery and Heavy Weapons may not be used.

Destroying Vehicles with Transport

If a Vehicle is Transporting a Unit when it is destroyed, the Vehicle still becomes a wreckage, but the passengers must make a Rapid Move away from the wreckage and roll a Panic Test in that End Phase.

When the passengers leave, they must not pass, or end within 3" of, an enemy Unit. If this isn't possible, the Unit's members are all trapped in the burning wreck and are removed as Casualties. Rules regarding Impassable Terrain also apply.

Transports & Blips

When a Unit enters a Transport, both the Unit and the Transport's Blips are revealed. For more rules regarding Transports and Blips, see Page 18.

The Rule of Quarters

As Vehicles are quite powerful Units that can only be destroyed with specific weapons, a lot of questions have been raised over whether they should be limited in an Army.

As a general rule of thumb, I'd **recommend** no more than 25% of your Army's total Points Value be dedicated to Vehicles.

However, this is just a recommendation for "organised" Players. If everyone playing is happy with armies full of Armour, go right ahead!

Vehicle Subtypes

Here are some of the Subtypes of Vehicles that may not have been mentioned before:

Flying, Airborne, Hover

See pages 20-21.

Fast

Fast Vehicles have a Rapid Move modifier of +12", rather than +6".

SPG (Self-Propelled Gun)

Self-Propelled Guns are artillery guns mounted onto Vehicles solely for better mobility. It's rare for an SPG to have more than one weapon.

For this reason, if an SPG remains Stationary, they are given a +1 modifier to their Rolls to Hit.

Heavy

Heavy Vehicles sacrifice mobility for stronger and more well-rounded armour.

To represent this, Heavy Vehicles receive a +1 modifier to their Side and Rear Armour Saves. However, their Rapid Move is +D6" (NOT +6").

Open-Topped

Open-Topped Vehicles have a -1 modifier to their Armour Saves, but allow any Units riding them to fire out.

SPECIAL RANKS

Heroes & HQ

Heroes and HQ Units have two things in common: they are Independent Units that can not only make the use of the Hero Phase, but also enter Duels with other HQ and Hero Units.

The Hero Phase

The Hero Phase is another Action Phase exclusive only to Heroes and HQ! Note that this Phase may not be passed on to any Units that the HQ or Hero joins (unless a Special Rule allows it).

All Heroes and HQ Units also gain the following Special Command:

Push It – Speed

The Hero/HQ moves 1D6" in any direction, abiding by their Terrain rules. They may not use this to Charge.

Hero Phase Melee

If the HQ or Hero is in a Melee Lock, they may use their Hero Phase to make a round of Melee Attacks. No enemy Units may fight in another Player's Hero Phase.

Duels

When more than one HQ or Hero Unit enters Melee Lock with each other, they may choose to move outside of the Melee Lock and fight amongst themselves. This is called a Duel.

A Duel is like a Melee Fight, except no other Units may join a Duel once it has been formed. All Panic Tests are passed in a Duel, as no Unit may leave until only one side's miniatures remain!

When the fight is over, the winning Models are placed back where they were before the Duel began (if they were placed in a Duel before Deployment, they are placed in Reserve), even if that means being placed in another Melee Lock.

Command Bonus

Sometimes, Heroes and HQ Units come with a Command Bonus, a Special Rule given to a Character if they have taken the Commander role in a specific Faction's Army.

All you must do to activate a Command Bonus is have that Model as your army's Commander! Note that Command Bonuses are compulsory, and they are not granted to other HQ Units in your army.

Heroes

Hero Units may be used as either an HQ Unit or a Troops Unit, but some Heroes have Command Bonuses which only apply if they are an army's Commander.

Named Characters

Note that all Named Characters are "Variants Of" a specific character. **For Example:** *Sonic the Hedgehog would be a Variant of Sonic.*

No side may have two Named Characters that are Variants Of the same Character. On top of this, if more than one side has Variants of the same character, all those characters are placed aside for a compulsory duel.

The winner of the duel (if there is one) then joins the battle, starting either joined to a friendly Unit or within their own Deployment Zone.



Transport

Unlike other Units, Transports **must** be assigned to a Unit that would fit according to their Transport Capacity. Units with Transport assigned to them must begin inside it, as a single Blip (see Page 18).

Note that this doesn't include other Ranks' Vehicles that happen to be Transports – just Vehicles with the Transport Rank.

Bodyguard

Bodyguard Units **must** be assigned to an HQ Unit of the same Faction. When this happens, both the Bodyguard and the HQ are considered the same Unit and therefore the same Blip.

Of course, this also means the HQ loses the **Independent** Special Rule's benefits until their Bodyguards have been entirely wiped out.



SPECIAL RULES

ATTACKS

Here's a list of universal Special Rules given to Attacks and Weapons. Note that some Special Rules are exclusive to specific Factions, and they can be found in their respective Army Lists.

Anti-Air

Anti-Air Weapons do not suffer any penalties for firing at Units in Flight.

Blast (X)

X is a number. The firing Player places a Token on the nearest visible member of their target. All Units within X inches of that Model (including the Model itself) are attacked – the AK of each Attack being multiplied by the number of members within the radius.

Designer's Note: Blast Weapons also target friendlies, but Misses count as Hits against them – why would a Model *aim* for their friends?

Bomb

Bombs require their user to be in Flight and to have Moved during their Movement Phase. This weapon targets any one Unit they flew over during that Phase.

Bombs have no Range, and do not count towards a Vehicle's "number of weapons fired".

Combined

Combined Weapons have two stat-lines: one for Ranged Combat and one for Melee.

Dual-Wield / Fast Strike /

Twin-Linked

When rolling to Hit with a Dual-Wield, Fast Strike, or Twin-Linked Weapon, the controlling Player may re-roll all misses **once**. As always, the result of a re-roll is final, even if worse than the first result.

Indirect Fire

Indirect Fire weapons don't need to draw a Line of Sight to their Targets for a Ranged Attack. However, if the target is not in their Line of Sight, the weapon's Rolls to Hit receive a -1 modifier.

Instant Hit

This weapon automatically passes every Roll to Hit.

Ignores Cover

This weapon automatically passes every Roll for Cover, treating all Units as if they were in the Open

Multi-Use

Multi-Use Weapons have more than one Stat-Line, representing different ways that may be used. When using these Weapons, the controlling Player must pick **one** Stat-Line to use.

Remember, a Multi-Use Weapon is still treated as one Weapon – the multiple Stat-Lines are just different methods/ammUnition types!

Power (X)

X is a number between 1 and 4. When attacking with a Power Weapon, the target subtracts X from their Defence Saves. This does not affect Shield Saves or Vehicle Armour Saves.

Tankbuster

This represents anti-tank weapons with specialist armour-piercing abilities. They gain +2 Strength when firing at a Vehicle.

Unwieldy

Unwieldy Weapons give the users' Rolls to Hit a -1 modifier. Natural 6 results still count as Hits.

UNITS & MODELS

Here's a list of universal Special Rules given to Units and sometimes individual Models. Note that some Special Rules are exclusive to specific Factions, and they can be found in their respective Army Lists.

Independent

Independents are Units that can either work alone or assist other Units. Examples of Independents include field medics, leaders, and other lone-wolf specialists.

Independents can join friendly Units by entering Unit Cohesion (i.e. moving within 1" of a member) and can leave by simply moving away from it.

While they are in Cohesion with a Unit, they count as a member for purposes of targeting and Special Rules – meaning an enemy trying to target an Independent must get past the whole Unit first!

Designer's Note: An Independent may not join more than one Unit, and if one happens to move within 1" of two different Units, they must pick one to join and move the other out of cohesion. That being said, a Unit can contain more than one Independent!



MODELS

Single Models

Note that, if a Unit with multiple Models lists these Special Rules, all members have them unless the rule itself says otherwise.

All-Terrain

Models with All-Terrain do not suffer any negative effects from being in Difficult Terrain.

Anti-Air

Anti-Air Models do not suffer any penalties for firing at Units in Flight – even if the Weapons themselves don't have the *Anti-Air* Special Rule.

Camouflage (X)

X is a number. Models with Camouflage add X to the Level of whatever Cover they're stood behind. If they're in the Open, they are in Level X Cover.

Climb

Models with Climb do not suffer any negative effects from being in Difficult or Dangerous Terrain. They may also move up vertical terrain such as walls, cliffs, or trees.

When climbing, every 3" moved up vertical terrain is treated as 1" of Movement.

Furious Charge

Models with Furious Charge add an **additional** +1 AK to their Charge Bonus, and a +1 modifier to all their rolls to Hit (in other words, they get +2 AK and +1 to Hit when Charging).

Heavy Duty

Heavy Duty Models may fire Heavy Weapons even after a Standard Move.

Shielded (X+)

X is a number. Shielded Models always pass their Saving Throws if they roll X or higher, unless there is a modifier **specifically** for their Shield Save.

Whole Units

These Special Rules affect a whole Unit and not just an individual Model. If at least one Model in the Unit has this Special Rule, they **all** do.

Ambush

When entering from Reserve, instead of doing so normally, Units containing Models with Ambush may deploy anywhere on the battlefield, providing it's at least 12" away from any enemy Units.

The Unit then ends their Movement Phase immediately as if they had made a Standard Move. This does not reveal their Blip.

Escapist

Units with Escapist always pass when attempting to Escape a Melee Lock but roll a D6 anyway to determine the distance Moved while escaping. They also roll 2D6 (instead of 1D6) when running from Tank Shock.

Fearless

Units containing Fearless Models always pass Panic Tests unless another Special Rule specifically negates it.

Immortal

Immortal Models recover D3 HP on the Start Phase of their every Turn, up to their starting HP.

Additionally, **once per game**, if they are removed as a Casualty, their controlling Player rolls a single D6. If the result is 4 or higher, they get back up with half their starting HP.

Terrifying

During any Player's End Phase, all Units within 18" of a Terrifying enemy Unit must roll a Panic Test. Additionally, all non-Fearless Units receive a -1 modifier to their PAN for every Terrifying Unit within 24" of them.

Teleport

Teleporting Units ignore **all** terrain and obstacles when moving. They can even move vertically if there's ground to stand on at their destination.

Vanguard

Units containing Models with Vanguard are not limited to their Deployment Zones. During Deployment, they may Deploy anywhere on the board, providing they are at least 18" away from the nearest enemy Unit. Their Blips remain unrevealed.



TERRAIN TYPES

Battlefields are rarely empty. While we've covered Cover and Terrain affecting Movement in previous sections, here's a little reminder of what Cover can do, as well as the rules regarding buildings.

Terrain Affecting Movement

Difficult Terrain

Difficult Terrain represents things that'd be much harder to traverse than normal. Units that begin their Movement Phase in Difficult Terrain may not Rapid Move – even while Charging.

Units moving into Difficult Terrain immediately stop once their regular Move value has been reached (again, even while Charging!).

Dangerous Terrain

Dangerous Terrain is unpredictable and potentially harmful to Infantry that cross it. Examples include long grass teeming with venomous reptiles or a waist-high river used to dump waste.

If a Move begins and/or ends in Dangerous Terrain, roll 1D6 for every living member of the Unit doing so. The Unit takes 1 HP worth of Damage multiplied by the number of 1 results rolled.

Designer's Note: Items of Terrain can be both Difficult *and* Dangerous!

Impassable Terrain

Impassable Terrain, such as bottomless pits, lava, or very deep bodies of water, can only be flown over or teleported past, and never moved onto or through by *any* Unit.

Obstacles

We can safely assume that Models can vault over anything up to an inch in height, such as sandbags and fallen trees, without being slowed down.

However, anything larger and the Unit must either find some special terrain (such as ladders or access to the building) or have a rules for getting across (such as *Climb*, *Hover*, or *Teleport*).

Special Terrain

Ruins

Ruins are Difficult Terrain and (usually) Level 2 Cover. If a Ruin has multiple levels (such as a torn apart building), non-Vehicles may move between different levels on that ruin, counting each level traversed as 3" of Movement.

Units may have Members on all levels of a ruin, providing they are in Unit Cohesion *on* said levels, and there are no empty levels between them.

Dense Forests/Jungles

Like in other wargames, Players may place a large marker on the floor with clusters of Model trees as a convenient means of representing a Forest, Jungle, or anything similar (but for these rules we'll call them Dense Forests). Dense Forests are Difficult Terrain and Level 3 Cover.

However, due to the density of the vegetation, Models can only see up 6" into a Dense Forest, meaning that if a Model is more than 6" deep into the forest (relative to the potential firer), then they are considered out of the firer's Line of Sight.

Ladders

Ladders often connect different height Levels on a battlefield. If a Unit comes within 2" of a Ladder, they may Move to the other end of the Ladder, counting as 3" of Movement.

Trenches

Trenches don't count as any kind of Terrain when it comes to internal Movement – if anything, there's less hazards than an open battlefield! However, moving both into and out of a Trench immediately ends that Movement, counting it as a Rapid Move regardless of distance.

Models in trenches count as being in Level 5 Cover, but Units firing from trenches do so with their total Attacks halved (rounding up).

Buildings

Buildings are a little more complex than other kinds of terrain. For one, Buildings are split into different sections, usually representing floors, but in bigger buildings there may be multiple sections per floor.

Only Infantry may enter a building, unless an exception is agreed upon by all Players involved.

In the case that buildings have more than one internal section, they should be planned before beginning the game.

Designer's Note: For extra realism, you could make a building's miniature with the interior fully Modelled – using rooms as sections. Some companies specialising in wargame terrain already do this!

Entering and Leaving Buildings

Entering

During the Movement Phase, if a Unit is within 1" of a Building's entrance, they may enter that building. This could be a door, window, or hole, providing the Unit would be large enough to fit through. This counts as 3" of Movement.

Leaving

If a Unit is in a section with an exit, they may exit the building, counting as 3" of Movement. When exiting a building, place one member of the Unit within 1" of the building's entrance, and then place every other member within Unit Cohesion. They may continue their Movement Phase as normal, providing they have "inches" left to do so.

Moving Between Sections

It costs 3" to move to the nearest section of a Building. Units may move across as many sections as their Move Value allows.

Building Fights

When two Units from different sides enter the same section of a Building, they are locked into that section. Building Fights are like Melee Locks – Units involved may not Leave unless attempting to do so the Movement Phase.

However, Units may also make Ranged Attacks in the Action/Hero Phase against enemy Units in the same Fight. Up to 6 of each Unit's members may Attack in the Melee Phase (we're just going to assume they're the ones close enough to attack).



Sections

If a Unit ends their Movement Phase in the same Section of a Building as a mounted weapon or other interactive feature, they may use them in the Special Command Phase, even if they had made a Standard Move to get there.

Windows and Other Firing Points

Units may fire out of buildings, providing the Section that they are Firing from has a window, door, or anything else that one could use to see an enemy Unit outside.

Note that only a certain number of Models may fire through each window, depending on its width:

"Window" Width	Firers
Whole Wall	All
Wide	4
Medium – Normal house window	3
Narrow – Normal house door	2
Very Narrow	1

Artillery

If a section of a building contains some unmanned Artillery, it may be fired by Units in that building, providing they are in the same Section as that gun or whatever would control it (i.e. a command console).

Attacking Units in Buildings

When outside a building, you may Target Units inside buildings for Ranged Attacks, firing through a Window, Door, or hole at a Unit in that window's nearest Section.

The Cover Level provided by being inside a building is as follows, depending on the conditions of the "Window" being fired through:

"Window" Width	Cover Level
Whole Wall -or- Wide	2
Medium -or- Narrow	3
Very Narrow	4
"Window" cannot be seen through (i.e. boarded up or blacked out)	+1
"Window" is taller than half a human (i.e. a door)	-1

Blast Weapons

Blast Weapons, when fired into a Building, target its Radius in Models from every Unit in the same Section of the Building as the target Unit. (For Example: if it is a **Blast (3)** Weapon, it targets 3 Models per Unit). No cover bonus is provided to the target, but the firer receives a -1 modifier to their Hit Rolls.



SCENARIOS

DEPLOYMENT

Before the game begins, after Players have decided the Turn Order, it's time to deploy your Blips!

Players take it in Turns (the order it would be in the actual game) to place down one Blip each within their Deployment Zone (see below). When all Players have placed their Blips, it's time to begin!

If there isn't enough room on the Deployment Zone for all Units, the remaining Units will be placed in Reserve.

What's a Deployment Zone?

A Deployment Zone is where the Player can deploy, which often depends on the type of mission that you'll be playing, and the type of battlefield that you'll be fighting on.

Keeping Reserves

When deploying, Players may choose to stop Deploying at any time – they can even do this before Deploying a single Unit!

When this happens, turn circulation continues until all other Players have finished, and the remaining Units are placed in Reserve.

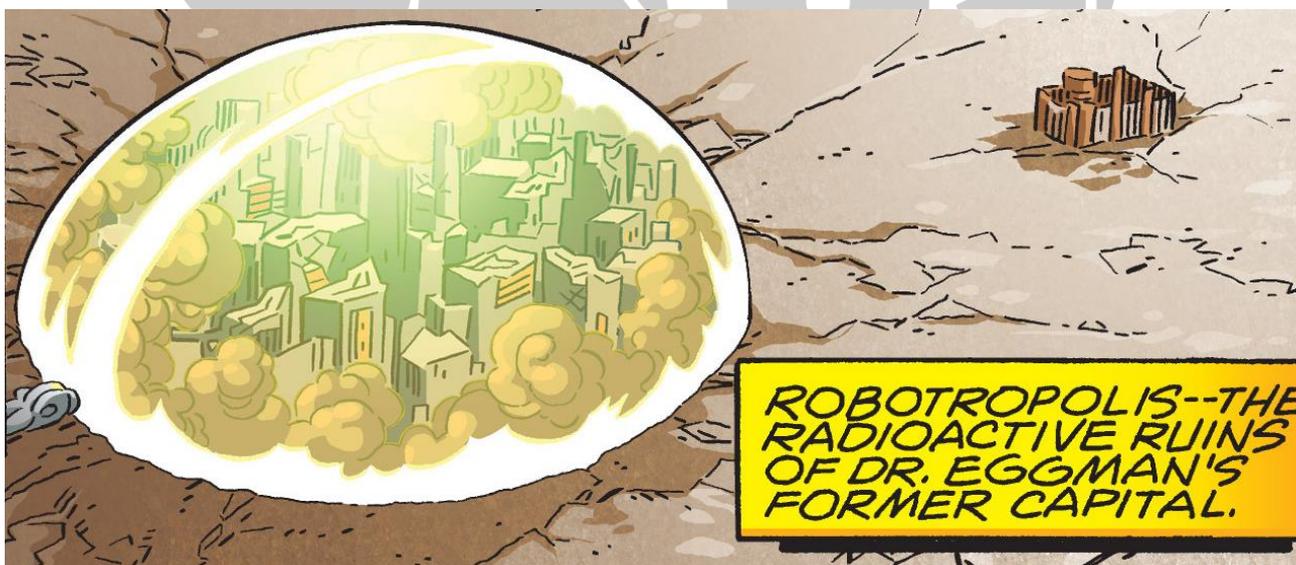
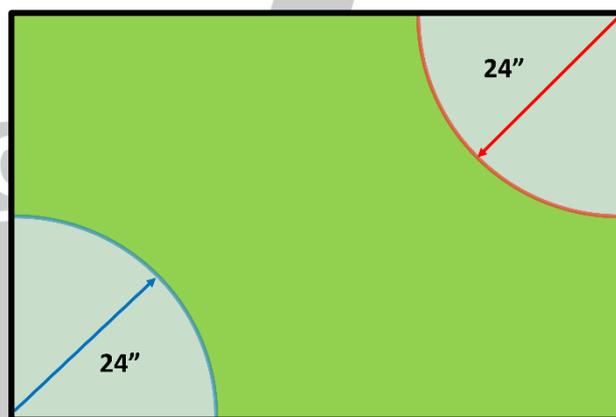
Deployment Zones

For two-sided games, you may notice that the Players are called Attackers and Defenders. This is only to differentiate who goes first (Defender) and who goes second (Attacker)!

Encounter

For two Players

In an Encounter game, The Defender picks a Corner of the Battlefield and Deploys their Units within 24" of it. The Attacker Deploys their Units within 24" of the opposite Corner.



Lines Drawn

For two Players with larger armies, or two sides with multiple Players each

In a Lines Drawn game, the Defender picks one of the Edges of the Battlefield and Deploys their Units within 12" of it. The Attacker must then Deploy their Units within 12" of the opposite Edge.

If these edges are at least 2' smaller than other edges of the battlefield (for example: a 4' edge on a 6'x4' battlefield), this distance is increased to 24".

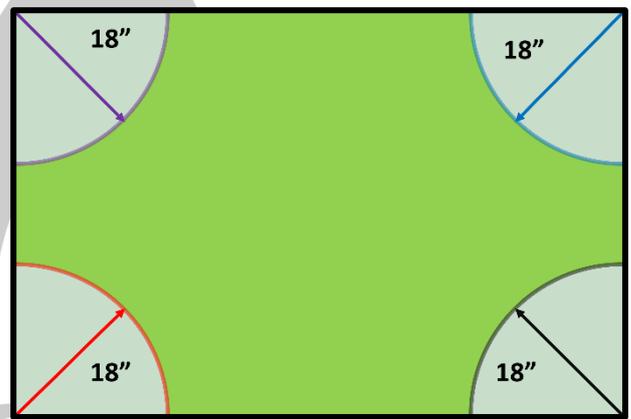


No Man's Land

For up to four Players

In a No Man's Land game, the Player going first picks a Corner of the Battlefield and Deploys their Units within 18" of it.

After that, Players go in Turn Order to choose a Table Corner, and deploys their Units within 18" of that. This means that if there are two Players (or sides), then each side gets 2 table corners each, and in a game with 3 or 4 opposing Players, they only get one corner each.



BASIC MISSIONS

These Missions can be played on pretty much any battlefield and with any armies. They're great for getting to grips with the Mobius system, or for balanced, competitive play.

If you want to randomise the Mission Type, roll a D3 on the table below:

D3	Mission Type
1	King of the Hill
2	Control Points
3	Struggle for Survival

In a game with multiple Players, you could hold a vote to decide the Mission Type!

Designer's Note: Players who have lost all their Units automatically lose, regardless of their performance in completing the Mission itself. This applies to all Scenarios, not just the Basic ones.

King of the Hill

A desperate, almost petty, conflict over a single objective.

Rules: When beginning the game, and before Deployment, place down one objective in the centre of the Battlefield.

During a Player's Start Phase, gain 1 Victory Point if one of their Non-Vehicle Units is within 2" of an objective. If they are the only Player with a Unit within 2" of an objective, they gain an additional 1 Victory Point. They gain +3 Victory Points if this is the case at the end of the game.

Victory Conditions: The Player with the highest number of Victory Points wins. If this is a draw, use the Casualty Rates from Struggle for Survival.

Control Points

An attempt to slowly conquer the battlefield, by capturing five small areas essential for victory.

Rules: When beginning the game, and before Deployment, Players take it in Turns to put down five Objectives. Only one may be in each Deployment Zone, and every Objective must be at least 24" away from each other.

If a Non-Vehicle Unit is within 2" of an objective, it belongs to that Player, until captured by another Player's Non-Vehicle Unit.

If two Units from separate factions are within 2" of an objective, even if they are Vehicles, that objective is contested and held by no-one.

Victory Conditions: If a Player owns all objectives from the end of their Turn to the beginning of their Next Turn, they automatically win the game.

At the end of the game, the Player that is currently in control of the most objectives wins. If this is a draw, use the Casualty Rates from Struggle for Survival.

Struggle for Survival

A Mission as old as war itself – just run onto the battlefield and come out alive! Any questions?

Victory Conditions: At the end of the Mission, the Players collect all their destroyed Units, and add the Points Value of those Units to their 'Casualty Rate'. If a Unit's total LP has been reduced to half its original number, add half their Points Value to the Casualty Rate.

The Player with the **lowest** Casualty Rate wins. Players who have had their armies completely wiped have the game's full Points Limit as their Casualty Rate, automatically losing.

MOBIUS TIMELINE

Not many people know that Mobius (as depicted in Archie's *Sonic Comics*) is an alternate Earth, more than 12,000 years in the future. Here's a timeline of everything that's happened in between!

Designer's Note: All dates are labelled "BM" (Before Mobius) and "YM" (Year of Mobius). These represent dates before and after the current Mobian dating system was implemented, respectively.

Also, Mobian history is notoriously **LONG**. If I changed some minor details or left some things out, it's more likely than not for brevity's sake.

The Old World

Before 12,000BM

The *Age of Earth* – more commonly known as **The Old World** – is only spoken of in rumours, and every society has its own tales to tell. The United Federation speak of it as humanity's glory days, where they were the uncontested masters of the planet, whereas the tribes of Soumerca call it an age of arrogance, where mankind's hedonistic greed became its own downfall. Most Mobians call it a mixture of good and bad, and certainly didn't mind lifting a few traditions and blueprints from the remains of Earthling society.

During the Age of Earth, Humans were the sole "intelligent" beings on the planet, and the only ones capable of forming the advanced civilisations we see from many species today.

Sadly, being the sole owners of the Old World didn't make humanity peaceful. Instead, humans themselves were divided into races and nationalities, and divisions were no less present and no less tense than those found today. Some ancient historians – especially human ones – claim humanity came together in their last moments. If it happened at all, it happened too late.

The Old World Ends

Approx. 9000BM

This was around 2000AD in Old World years. As a side note: "BC" and "AD" came up a lot in Old World relics, and few Mobian historians agree on what it means. Some mockingly call the former "Before they Counted" and the latter "Awaiting Disaster".

Around 9000BM (or 2000AD), the people of the Old World were greeted by the Xorda, a spacefaring alien species with technology and biology far beyond humanity.

The Xorda first offered an alliance, but their messenger was captured, killed, and dissected by human soldiers and scientists. To their leaders, this meant war.

Very little is known about why or how the Xorda was dissected (most information on this was from the corrupted memories of an Old World robot) but the most common theory is that one nation wanted to use the aliens' advanced technology against their many foes.

The next Xorda ship to come would be the last. They bombarded the planet with Gene-Bombs, warping all of Earth's DNA and melting its life into a primordial soup.

Fortunately, small pockets of humanity lived on, having fled to secure shelters at the first declaration of war. Little did these people know that humanity was no longer the sole ruler of their world, as the warped DNA created the four-fingered Overlanders and the animalistic Mobians, who would go on to create their own societies just as advanced as mankind...but let's not get ahead of ourselves!

Days of Fury

9000BM-0YM

Shortly the fall of mankind, the DNA warping from the Xorda's Gene-Bombs created a species of large sapient dinosaurs – known colloquially as the Mobosaurs. While they were capable of human-like intellect and reasoning, there's little to no evidence of Mobosaurian society ever existing.

However, huge shifts in the climate would shape Earth into what we know as Mobius today, destroying whole species and creating new possibilities deemed impossible by the Old World's standards. In Echidna theology, these events would be known as the **Days of Fury**, which are known to happen to this day. Most evidence for these events come from Echidna Tomes, as Echidna society was already rapidly developing by the Coming of the Chaos Emeralds.

The most recent Day of Fury took place in 3225YM, and before that around 2025YM – according to the Echidna emissary Athair.

We also know that small pockets of Mobo-Sapiens (known today as simply Mobians) and Overlander societies formed around this time. Whether this was a result of the Days of Fury or an uncanny coincidence will likely never be known.

The First Day of Fury

Approx. 7000BM

While the Xorda Gene-Bombs were meant to preserve Earth exactly as it was, a delayed reaction triggered cataclysmic storms and volcanic eruptions across the bombarded planet, sending billions of tons of dust and ash into the atmosphere and changing the landscape forever.

The Coming of the Emeralds

Approx. 7000BM

Shortly after the First Day of Fury, the sky turned green, and rocks of the same colour fell from the sky. We now know these rocks to be Chaos Emeralds. This resulted in yet more cataclysm – this time in the form of dramatic weather changes.

This would destroy all but three of the Mobosaurs – the survivors gaining uncanny connection to the Chaos Force and becoming the Ancient Walkers. One Mobian Mammoth would have a Chaos Emerald embedded into his chest, granting him immortality and the title of "Mammoth Mogul". He would soon join the Order of Ixis.

The Forgotten War

Approx. 6500BM

By this time in history, the Echidnas of Albion were already an extremely advanced civilisation, far beyond humanity even before their final war.

However, other factions aimed for world domination with brute force and dark magics, and soon Albion's Knight of Aurora found themselves on the defensive against the Order of Ixis, a powerful order of wizards and their devout followers, founded by the immortal Mammoth Mogul (now known as Ixis Mogul).

Little is known about "**The Forgotten War**" except for the fact that Albion's forces won and, as a result, the Order of Ixis was destroyed. Many historians theorise that the Knights of Aurora destroyed all records of the conflict and swore secrecy on the matter, except the fact that it happened, as they had broke their code of honour to win – even committing crimes against nature itself to do so.



The Order of Ixis – minus Mogul

Years of Mobius

1-3200YM

While the Echidnas were the first to use the new “Years of Mobius” dating format, loosely based on the Old World method, it was quickly adopted by the rest of Mobius as Albion society branched out and shared their technology and mythology with the other Mobo-Sapiens.

The New Human Front

Approx. 1YM

On the belief that the worst of the natural disasters and other Gene-Bomb side effects have passed, the sheltered human societies begin to venture out into their former home. They do not know it’s called Mobius now.

Approx. 10YM

The human settlements have fully connected with each other via Old World communications technology. They form a United Federation, and a joint military: the Guardian Units of the Nations (or GUN for short). They spend the next few generations exploring their new world, and silently leaning about the new species that have formed in their absence.

Approx. 1000YM

While technically Mobians by biological definition, the Overlanders were left out of the Echidnas’ teachings due to their “violent nature” by the year 1000. Fortunately this didn’t prove to be a huge loss, as the Overlanders soon became close allies with the expanding human settlements, and quickly gained access to thousands of years’ worth of human technologies.



Echidna Developments

Approx. 1500YM

The Echidnas of Albion decide to expand their influence beyond leading by example and begin colonising the continent of Soumerca. However, this land was already claimed by the Felidae, a race of xenophobic and warlike cat Mobians, and taking the land was proving to be more difficult than previously anticipated.

The Knuckles and Nocturnus Clans wanted to remain and continue fighting for what they believed was theirs to take, but the scientific elite of Albion decided to move elsewhere and recolonised an area in Downunda they’d abandoned since the Forgotten War, settling the city of Echidnaopolis.

Approx. 1700YM

Echidna Chaos scientists Jordann and Kayla-La discover a white comet hurtling towards Echidnaopolis. Using the Chaos Emeralds’ cosmic energy, they lift the city from the continent to avoid the impact. In the process, they create the Floating Island.

Another Chaos scientist named Dimitri would attempt to return Echidnaopolis to the planet’s surface using the Chaos Syphon. This would ultimately fail, as he was fused with the power of eleven Emeralds and driven mad. To prevent this from happening again, the title “Guardian of Angel Island” was created – which is currently held by Knuckles the Echidna.

A New Kingdom Rises

Approx. 2500YM

Listening to the societal teachings of the Echidnas, Alexander Acorn noticed that various different subspecies of Mobian had their own unique skills and abilities, and that if they were to work together, they could create a society that would one day surpass the Echidnas.

Unifying the splintered tribes of Mobians across Northamer, Alexander formed a new monarchy inspired by those he learned of from the Old World – the Kingdom of Acorn. His subjects built the capital city of Mobotropolis as a monument to their new unity.

King Theodore's Tragedy

Approx. 2570YM

Alexander Acorn dies and is surpassed by his son Theodore Acorn. The history books remember Alexander as **Alexander the Unifier**.

Approx. 2600YM

King Theodore's son, Emerson Acorn, befriends an Overlander child named Paladin at the "Badlands" – a neutral zone between the Kingdom of Acorn and the Overlands.

Later that year Prince Emerson is accidentally shot and killed while playing with a loaded gun that Paladin brought. This would begin several years of tension between the Overlanders and Acorns that would one day lead to the Great War.

Acting on grief, Theodore enacted a strict ban on civilian firearms, and would die later that decade leaving his second son Raphael to the throne. The history books remember Theodore as **Theodore the Bereaved**.

The Source of All

Approx. 2680YM

Raphael Acorn dies, leaving his son Julius to the throne. The history books remember him as **Raphael the Young**, as he started his reign at an unusually young age.

Julius Acorn was an expansionist and (naturally) increased the size of his kingdom considerably. In doing so, he finds the Source of All, an omnipotent substance that is believed to have created the universe. Worshipping the Source of All becomes part of the national religion until his death.

Approx. 2760YM

Julius Acorn dies, leaving his son Romulus to the throne. He's remembered in history as **Julius the Enlightened**.

Approx. 2770YM

King Romulus Acorn changes the location of Mobotropolis, the Kingdom's capital, to the location of the Source of All. Castle Acorn is rebuilt directly above it.

King George's Folly

Approx. 2810YM

Romulus Acorn dies, leaving his son George to lead. History remembers him as **Romulus the Builder**.

George believed himself without flaw and made the decision to invade the Overland. The war, which would soon be named "King George's Folly" was brief but bloody, and the Kingdom of Acorn soon lost all its knights. George's court sanctioned him, and he was stripped of all his power. He would die twenty-five years later, with the public already calling him **George the Foolish**, and his son Abraham already ruling on his behalf.

King George's Folly would be the single bloodiest conflict in the Kingdom of Acorn's history, until the Great War of 3220.

Approx. 2860YM

As one of many acts designed to rebuild trust in the monarchy following King George's Folly, Abraham Acorn allows the southern regions of his kingdom more political agency – but not total independence – renaming the region to the "Southern Baronies".



Sally Acorn enters the Source of All

Renaissance & Reunification

Approx. 2890YM

Abraham Acorn dies, and his son Reginald becomes King. Abraham is remembered fondly, especially in the Southern Baronies, as ***Abraham the Generous***.

Approx. 3050YM

After a long life, Reginald Acorn dies and leaves the throne to his son Silvanus. He's remembered as ***Reginald the Romantic*** for his dedication to the arts. His reign and death ushered in a renaissance of art, literature, and poetry for his kingdom, but he's remembered outside of Northamer for his terrible poetry.

Approx. 3060YM

By this point in history the Southern Baronies have become so powerful and rebellious that they were becoming a threat to Silvanus' rule, and the concept of monarchy within Northamer as a whole, so Silvanus moved to strip the Baronies of some political powers. It was an extremely unpopular move, especially among southerners, but it unified the Kingdom of Acorn once more.

Approx. 3100YM

Reginald Acorn dies, and his son Sebastian takes the throne. He's known by those who remember him as ***Silvanus the Resolute***.

Approx. 3110YM

A peace treaty is formally signed between the Overlands and the Kingdom of Acorn, alleviating centuries of tensions. Later that year, King Sebastian successfully confederates settlements within Downunda. Many historians theorise that Sebastian only did so to travel across Mobius easier – something he was especially fond of doing.

Approx. 3120YM

The Kingdom of Mercia were having their own political struggles, with many disputes over which family rightfully ruled the land in North Eurish. Sebastian aided in the negotiations, and successfully argued that the O'Hedge family were the rightful rulers of Mercia.

3170YM

Sebastian Acorn dies and leaves the Kingdom to his son Frederick. He leaves behind a legacy of peacemaking and exploration and is remembered as ***Sebastian the Worldly*** and sometimes the ***Adventurer King***.

One of Frederick's first actions as King was to grant the wizard Ixis Naugus the position of Royal Wizard, believing his magicks could prove beneficial to the Kingdom as a whole.

3179YM

Maximillian Acorn, son of King Frederick, is born. The Age of the Power Ring

3189YM

Maximillian Acorn, now ten years old, is introduced to the Source of All by his father, and bathes in it as per royal tradition. Later that year, the Crown and Sword of Acorns are forged using materials within the Source of All.

On day 253 of the same year, Julian Kintobor is born in the Overland. He would, in later life, be known as Ivo Robotnik.

3210 YM

Royal Army scouts discover an Overlander scientist named Nate Morgan wearily walking around the Kingdom's borders.

King Frederick welcomes Nate to the Kingdom of Acorn. After a long conversation, Frederick discovers that Morgan had developed a means of harnessing Power Rings as a renewable energy source, but he was exiled after being blamed for sabotaging his own experiments. Impressed by the scientist's findings, Frederick teamed Nate with Mobian scientists and allowed him to continue his research within Mobotropolis.

This move would prove to greatly benefit the Kingdom of Acorn forever, as the Power Rings became the primary source of energy across all of Mobius, and the Kingdom of Acorn's economy, military, and medicine advanced rapidly as a result. Before Nate's arrival, electricity and the technologies it allowed were a luxury of the rich, now almost anyone could afford it.

Mankind's Secret Weapon

Note that some of these events take place during the reigns of previously mentioned Kingdom of Acorn monarchs – this is just those dates from GUN's perspective!

Approx. 3190YM

Professor Gerald Robotnik is commissioned by the United Federation to create a living weapon. He enlists the aid of the omnipotent alien Black Doom and begins work on Project Shadow.

Approx. 3195YM

"Project Shadow" is a complete success, but Gerald and his granddaughter Maria soon grow fond of their bioweapon, naming him "Shadow" and treating him as a family member.

Learning of this "treachery", a platoon of GUN Soldiers storm the Space Colony ARK, killing everyone on board except Gerald – including Maria. Shadow temporarily escapes but is recaptured by a Paladin Squad.

Gerald is brought to a new lab and forced to continue Project Shadow but is executed for treachery when Shadow's mind becomes fixated on Maria – more specifically, avenging her death.



The Great War

3220-3225YM

While we've been setting the scene of Mobius for these past few pages, this is where we start to see the world become what it is today (or in the pages of your Archie Comics). This also marks the beginning of what historians will likely call the *Age of Robotnik*, as we see the rise of Mobian history's greatest monster.

Rising Tensions

3214YM (6 years before the War)

Frederick Acorn passes away, leaving Maximillian to the throne. The history books are kind to Frederick, often referring to him as *Frederick the Gracious* for his open-borders policy and peaceful attitude towards Overlander immigrants.

3217 (3 years before the War)

Antoine D'Colette is born. Maximillian marries Alicia, making her Queen of Acorns.

3219YM (1 year before the War)

Bunnie Rabbot and Rotor Walrus are born.

3220 (A few months before the War)

Sonic the Hedgehog, Princess Sally Acorn, Dulcy the Dragon, and Knuckles the Echidna are born.

The Kingdom of Acorn's Warlord, Kodos, teams up with Ixis Naugus to create skirmishes in the Badlands between the Overlanders and Mobians in the hopes of starting a war for their own political gains.

Fearful that Nate Morgan's Power Ring technology was rendering his magic obsolete, Naugus moved to blame one skirmish on the Overlander scientist. Knowing that fighting the claim would stigmatise his life-saving technology, Morgan exiled himself.

Worried that Naugus would confess to their crimes, Kodos attempted to murder the wizard. Little did he know that he only succeeded in killing a magically-summoned decoy.

War it is!

3220YM

To prevent border skirmishes between civilian and paramilitary factions, both the Overlands and the Kingdom of Acorn sealed their borders into the Badlands, and instead sent small teams of scouts out to survey their enemy.

When an Overlander Scout met a Mobian Scout, both drew their weapons but neither wanted to attack. Instead, they talked, and agreed to return to their kings and announce the futility of this war.

Unfortunately, Kodos learned of this treachery, and executed both scouts, sending each to their respective leaders with a note reading **“THIS IS WHAT HAPPENS TO ALL WHO OPPOSE US”**. Both sides declared war the following morning.

3221YM

Mobotropolis had become a battlefield. Almost all civilians have been evacuated, and nearly all the buildings have been levelled by mortar fire.

Queen Alicia and her son Elias attempt to evacuate to the neutral Angel Island, but their craft is shot down. As far as both sides are concerned, the crash had no survivors.

Julian Kintobor is found fleeing the Overlands by Jules and Charles Hedgehog, two brothers and Kingdom of Acorn soldiers. A strategist, engineer, and roboticist with an IQ of 300, Julian offers to turn the tide of the war with his genius in exchange for the seat of Warlord. Kodos is exiled to the Zone of Silence, a dimension often used for torturing prisoners, as a result of Julian’s manipulation.

3225YM

The Great War ends in Kingdom of Acorn victory, thanks in part to Kintobor’s aid. The Overlanders flee Megapolis, some go to space to find a new homeworld, some seek refuge in the United Federation’s expanding settlements.

Tired of constant war, King Maximillian Acorn makes the decision to dismantle the War Ministry entirely and appoint Julian Kintobor as the Minister of Science. Keeping Kintobor in such a high place would backfire massively.

Robotnik War

3225-3235YM

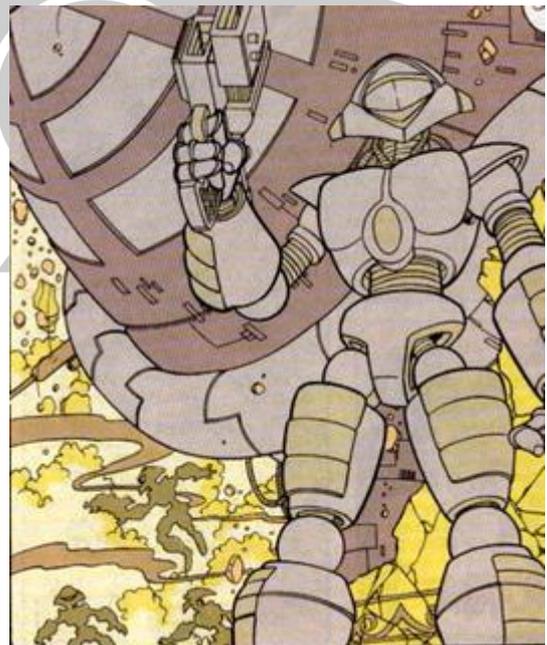
This is the first Robotnik War, which begins on the same year as the end of the Great War. The number of wars within his reign has already led to King Maximillian’s historical naming as **Maximillian the Cursed**. The Kingdom of Acorn can’t catch a break, can they?

Robotnik’s Coup

3225YM

Julian Kintobor drew his plans to take over the Kingdom of Acorn with an army of cyborgs. The original plan was to use his own designs, but this proved slow and costly. Instead, he altered the Roboticizer, a machine created by Charles Hedgehog to replace faulty body parts with advanced prosthetics, to replace the entire bodies of his victims. With his newfound purpose, Kintobor changed his name to Robotnik.

Using “Badniks” he mass-produced for security purposes (as far as Maximillian was aware), Robotnik raided Mobotropolis and turned thousands of captives into Robians – robotic slaves powered by still beating organs. Within a month, Mobotropolis was under his control, and King Maximillian was sent to the Zone of Silence.



Heroes in Hiding

3225YM

Miles Prower, who'd soon become a prominent Freedom Fighter nicknamed "Tails", is born on the same day as the Robotnik Coup.

By the end of the year, Robotnik began to expand beyond the Kingdom of Acorn, pushing into Soumerca and crossing oceans to invade Mercia. With his absolute power over Mobotropolis, he was able to mass produce his robots into a terrifying army with no need for rest or food.

This isn't to say he roboticized every Mobian. In fact, those most loyal to Robotnik were rewarded by keeping their free will and or even gaining a position of power. The most prestigious of this was a Sub-Boss, which was essentially the ruler of a Robotnik-controlled area.

A small group of former Kingdom of Acorn soldiers decided to form their own rebel group, the Freedom Fighters (**this is NOT Sally Acorn's paramilitary**, as they were too young to fight at this point). They would aid in the evacuation of surviving Mobians from invading Robotnik forces and engaged in guerrilla warfare against them. To distinguish them from the Freedom Fighters we follow in the *Sonic the Hedgehog* comics, let's refer to them as the **Original Freedom Fighters**.

3226YM

The Original Freedom Fighters learn that King Maximillian is still alive within the Zone of Silence and devise a plan to free him. However, one of the members, Trey Scales, is bribed by Robotnik to reveal their location. They were all Robotnicized and sent to the Zone of Silence for their crimes against the empire – including Trey.

3230YM

The Eggman Empire destroys the Wolf Pack Nation, turning the few survivors into nomads. The former Grand Chief's daughter, Lupe, is put in charge of the largest travelling party.

Turning the Tides

3233YM

Inspired by the heroics of the Original Freedom Fighters, former Princess Sally Acorn forms the Knothole Freedom Fighters with Antoine D'Coolette, Miles Prower, and Sonic the Hedgehog as prominent field agents. After most of her body was roboticized, Bunnie Rabbot joined in the same year. This would begin a three-year campaign of guerrilla warfare that'd see Robotnik's empire crumble – but let's not get ahead of ourselves!

Sally Acorn discovers an abandoned mobile device containing the AI "Nicole", who offers to join their fight. In joining them, she becomes Sally's personal computer.

The Knothole Freedom Fighters contact the Rebel Underground (a group of former Kingdom of Acorn soldiers fighting within Robotropolis (formerly Mobotropolis)), the remnants of the Wolf Pack Nation, and former Downunda colonies, who each begin their own Freedom Fighter chapters.

3234YM

Sonic and the Freedom Fighters manage to fight a defensive war successfully and are very slowly making gains on Robotnik territory. However, sudden earthquakes that shake Robotropolis find thousands of SWATbots and their factories destroyed, while Robotnik himself evacuates for over three months. Thousands more Robians are de-roboticized and returned to their biological selves. In other words, nature just gave Sonic the upper hand!

3235YM

Sonic is captured and Robotnicized, terrorising the Freedom Fighters. In a move codenamed **Operation: Last Resort**, Knuckles is roboticized to stop him. Knuckles is successful and both heroes are de-roboticized, but the fight detonated a hidden cache of nuclear warheads. Robotropolis is devastated as a result.

King Maximillian Acorn is freed from the Zone of Silence, but prolonged exposure to the torturous dimension has left him in an amnesiac state. Knuckles begins his search for the Sword of Acorns, hoping that'll cure his ailment.

Death of a Roboticist

3235YM

Robotnik initiates **Operation: EndGame**, framing Sonic for the murder of Sally Acorn. Sonic escapes capture and successfully proves his innocence – Sally Acorn hadn't even died – but this bought enough time for Robotnik to capture Knothole and hold all its citizens hostage – including the world's Freedom Fighters who had congregated there for Sally's funeral.

Robotnik's original plan was to use the Ultimate Annihilator to destroy them all. However, Robotnik's nephew and assistant, Snively, had reprogrammed the device to only target Robotnik. Whether this treachery was a moment of moral clarity or an attempt to rule the empire for himself is unknown, but the result is the same. Robotnik had died, and his ten-year reign of terror with him.

The Rebuilding Process

3235YM

Almost immediately following Robotnik's defeat, Sally began the process of rebuilding the Kingdom of Acorn, starting with Robotropolis – which, of course, she would rename back to Mobotropolis. The Wolf Pack Nation resettle in Soumerca, with Lupe taking the role of Grand Chief, and all is well for the people of Mobius...for about two weeks.



So...What Now?

Now comes the **Second Robotnik War**...and that's when your Mobius games take place!

Later in 3235YM, Robo-Robotnik, an alternate future Robotnik, would come to *our* Mobius and call himself Eggman, starting his own reign in the East of Northamer known as the Eggman Empire.

It would also be revealed that Alicia and Elias were *not* killed during the Great War, and the aging Maximillian would pass the throne on to him.

The Wolf Pack would have little peace, as the xenophobic Felidae see them as mongrels and invaders. A tribal cold war ensues.

The Kingdom of Acorn discover the humans at Station Square and the United Federation as a whole. Fortunately, they're a bit more peaceful than the Overlanders!

And the Echidnas? Well, if you think the Kingdom of Acorn's civil conflicts are complex, wait 'til you see what they deal with!

*Anyone who's read all these comics know that I've only scratched the surface of Mobian history, but to sit here and list **all** these events would triple the length of this already long rulebook.*

*Also, it should be noted that, if you're using the Post-Reboot Archie Sonic canon, this history changes quite a lot – and the Second Robotnik War is **COMPLETELY** different. So rather than using a set-in-stone timeline I ask you to **make your own future**, because Archie sure aren't writing one.*

Of course, I'll also be continuing to support Mobius through expansions and campaign books which'll cover more specific comic arcs (is well as some original fights) in far more detail!

FACTIONS SUMMARISED

Kingdom of Acorn

With over seven centuries of history, the Kingdom of Acorn is the largest Mobian-led superpower on the planet. Having recently won the region back from ten years of Robotnik tyranny, they plan to keep it that way, too!

Everyone on Mobius knows of the Freedom Fighters, travelling superheroes funded and led by Princess Sally Acorn, but there are unsung heroes found within the ranks of the Royal Army, who mix their old “bluecoat” traditions with modern-day firepower. Be it a speeding hedgehog, a Cuirassier tank, or a humble bayonet, the Kingdom of Acorn’s weapons are purpose-built to destroy tyrants!

The Kingdom of Acorn are an excellent choice for both absolute beginners and wargaming veterans to get started with Mobius, and not just because of their huge selection of Heroes to choose from!

The infantry of the Royal Army, while slightly better at Melee, are adaptable to almost any situation, and the Royal Artillery and Tank Corps provide plenty of backup should you need it.

The Kingdom of Acorn’s first unique ability: **In the Name of Freedom**, makes all their Units far less likely to flee. Their second: **Stand Together, Fight Together**, allow *all* the Army’s Troops to sacrifice Movement to enhance their Shooting, or sacrifice Shooting to improve their Melee – making battalion-level pushes all the more powerful!

Of course, all this comes at a cost. Heroes are extremely expensive as a rule, and a jack of all trades is master of none – the Royal Army being no exception. However, this doesn’t stop them from being a solid choice for those wanting to fight for freedom on the Mobian tabletop!

Eggman Empire

In a new body, Dr Robotnik (or at least, a version of him) has made a comeback on Northamer’s West Coast, going by “Eggman” and forming a new Empire of the same name.

With a crimson tide of newly mass-produced killing machines, he plans to retake what was once his and kill the Freedom Fighters that took it from him – or worse, Robotnicize them!

The Eggman Empire are another excellent choice for getting started with Mobius, or those who’d rather join the dark side!

The Eggman Empire’s tactics can mostly be summarised in one phrase: Strength in Numbers. All their troops are cheap and bought in large numbers – Egg Pawns come in Units of ten to thirty. Even the tougher SWATbots are cheaper than your typical Luminaires or GUN Soldiers! Of course, this leaves plenty of room in the Points Limit for a few heavy Support options and Heroes should you want to break up the horde a little.

Speaking of Heroes and heavy weapons, the Eggman Empire has the unique ability **Armoured Ace**, which allows their Commanders to pilot an applicable Vehicle or Giant Infantry Unit as if it were a Bodyguard choice, with the “Command Vehicle” gaining bonuses, too!

However, it should be mentioned that hundreds of cheap, mass-produced robots, while a terrifying sight for your opponent, don’t perform well in skirmishes – some newer, cheaper models are **Extremely Stupid** due to poor AI functions and can’t even Take Cover. However, manage your hordes and giant robots well, and your foe will never live to see them in single combat!

GUN

Once thought lost several millennia ago, humanity thrives once more, protected in metropolises across the globe and under the (maybe too) watchful eye of the United Federation.

Only the Federation's military, the Guardian Units of the Nations (or GUN) stands between mankind and its extinction. Fortunately, every Soldier is armed and armoured in several thousand dollars' worth of armour, tech, and Old World tactics – it seems humanity is far from endangered!

GUN's tactics are focused on one thing and one thing only: superior firepower! Generally speaking, the United Federation's weapons have a longer RNG and higher ST and AT values than their counterparts from other factions. On top of this, most HQ Units have **Chain of Command**, a Special Command which essentially "gives" the Hero Phase to the Unit they've joined.

However, all this focus on firepower leaves them severely lacking in the Melee department, so an enemy getting too close is almost certain death. Fortunately, they have the **Overwatch** Special Rule, which allows them to make an inaccurate Ranged Attack while being Charge...one last defensive volley before the onslaught!

If you're looking for something more heroic, GUN commanders have access to Team Dark – Shadow the Hedgehog, Rouge the Bat, and E-123 Omega. Taking all three together, while extremely expensive, is a powerhouse in both Ranged and Melee combat!

Wolf Pack Nation

The Wolf Pack Nation are a confederation of smaller Mobian Wolf tribes. A welcoming and selfless people, they pooled their armies and resources for a better future across Soumerca, and even allowing non-Wolves to become "honorary Wolves" themselves.

Other nations see their charitable philosophies and disdain for modern weapons as a sign of weakness, but this couldn't be further from the truth. Underestimating the Wolf Warriors is often punished with a spear to the throat!

The polar opposite of GUN, the Wolf Pack Nation's focus almost entirely on Melee Combat, arming themselves with the finest swords, axes, and spears they can craft. Additionally, their unique Special Rule, **Cry of the Wolf**, allows some Units to "skip" their Turn to make a War Howl, disorienting the enemy and softening them up for the charge.

That being said, the Wolf Pack's disdain for modern weapons and armour put them at a severe disadvantage from a distance. While they have ambushing Hunters, athletic spear throwers, and even Ballistas, these primitive weapons are underwhelming compared to the modern and futuristic firearms of every other class!

Fortunately, the War Howls make enemy fire less accurate, and the Wolf Packs' wide array of Melee weapons can more than make up for it under the right command.



Dark Egg Legion

Formerly a cult within Echidnaopolis, the Dark Legion has expanded across the world under the iron fist of Dr Eggman...hence Dark “Egg” Legion!

They operate within other nations, seeking to indoctrinate the vulnerable and turn them into willing cyborg participants in the Empire. Starting with small raids and sabotages and then attempting a coup when their numbers reach a critical mass. In other words, they’re the Eggman Empire’s “inside guys”!

The Dark Egg Legion is the faction of choice for the Eggman sympathiser who prefers quality over quantity. Their unique Special Rule is **Steel Skin**, which grants them a +1 modifier to their Saving Throws – but aside from that, the cyborg Legionnaires are all-rounders, making them adaptable to almost any battlefield situation.

However, such is the case for all “all-rounder” factions, the jack of all trades is the master of none. Additionally, all those cybernetic enhancements are costly, so a Kommissar often finds himself picking between quantity and quality in the training and experience of their soldiers!

Felidae Kingdom

Of all the countries on Mobius, few are more secretive than the País Misterioso – the Mysterious Cat Country. Xenophobic and paranoid, this society determines your role by the clothes you wear. Even their Queen is addressed only by her robe.

The Felidae Kingdom, like their bitter rivals in the Wolf Pack Nation, focus their war efforts almost entirely on Melee. This isn’t for any reason other than xenophobia, though – as only Cat technology is good enough for the Cat people!

That being said, while the Wolf Pack have Ambush Units and the War Howl to back them up, the Felidae Kingdom rely on their Super Speed status and almost all their Units having **Furious Charge**! While this makes their tactics far simpler, it can leave them lacking in the (admittedly few) situations where brute force won’t cut it.

Echidna Covenants

Having existed far longer than all other Mobian societies (humanity doesn’t count!), the Echidnas are centuries ahead of anything the rest of Mobius can bring to the table, their Albion Knights more akin to waking tanks than infantry at this point!

However, this hasn’t stopped their subspecies reaching the brink of genocide several times over their long and complex history, the latest to try being the Eggman-funded Dingo Regime. Then again, the fact they’re still standing and dominating the scientific world could be testament to their effectiveness in battle.

The Echidna Covenants are split into two playstyles; Albion Knights, who wear the finest armour and weapons Mobius has to offer, and the Echidna Security Forces, who are more akin to a modern-day Mobian Army and sacrifice the extra armour for a few extra numbers. You could also mix the two, having the Security Forces as “Auxiliaries” for the Albion Knights themselves.

Either way, the Echidna Covenants contain by far the most expensive “standard” Units in the game, making the thought of even coming *close* to winning the numbers game laughable. However, their Weapons, Armour, and Vehicles more than make up for this. This faction’s for the people who firmly believe in quality over quantity!



Dingo Regime

The Dingo Regime exist to do one thing and one thing only – destroy the Echidnas. And the Eggman Empire are more than happy to fund that mission.

The Dingo Regime's Infantry are all-rounders with a slight emphasis on Ranged combat. Their true strength lies in their Vehicles, with thick armour, powerful guns, and the **Blitz!** Special Rule which treats them as Heroes for one Turn. On top of this, their **Hatred for Echidnas** gives them a distinct advantage against...well, Echidnas!

However, focusing on expensive tanks could lead to a shortage of Infantry, and focusing on Echidnas alone could make a careless Dingo player underperform against other Factions and unique strategies. Don't put all your eggs into one basket!

Kingdom of Mercia

Inspired by the Old World's "Snottingham" folklore, the Kingdom of Mercia feels like something from a medieval fantasy novel, modernised to fight the sorts of horrors you'd expect on the Mobian battlefield. Chivalrous Knights ride turbo-powered Jetbikes, peasants defend their land with civilian-grade laser weapons, and Merry Mobians led by Rob O' the Hedge engage in guerrilla warfare within Deerwood Forest!

Mercians believe the old ways are best, so naturally the Knights and Guards making up their Troops choices are designed almost solely with Melee in mind – the latter lacking any Ranged Weapons at all!

That's not to say they lack firepower, but they leave this to the longbowmen and peasants in their Support slots, who'd rather rely on *number* of shots than *quality* of shots. To put it another way, the Kingdom of Mercia's tactics rely on large numbers of supporting fire on Melee-focused core Units.

The key is finding a balance...or just taking a squad of Mercian Freedom Fighters if you want your heroics a little more medieval!

Iron Dominion

In the far east of Mobius stands the Dragon Kingdom, a series of city states each watched and protected by four houses of ninjas; the Raiju, Gossamer, Shinobi, and Yagyu Clans respectively.

The four clans were at war, but only struck at each other in the shadows...until Jun Kun and Regina Ferrum assassinated the Yagyu Clan's leader, declared themselves the "Iron King and Queen" respectively, and ruled the four houses through diplomacy, intimidation, and brute force, and thus the Iron Dominion was born!

The Iron Dominion are a unique Faction that I personally wouldn't advise using unless you're a more experienced wargamer and/or want a more complex tactical challenge. If you decide to take on that challenge, however, a well-played Iron Dominion force can destroy almost anything they're put up against!

The Iron Dominion's forces consist mostly of Ninjas, elite Units specialising in stealth and close-range killing. Their **Surprise Strike** Special Rule allows them to immediately move and/or attack as a response to an enemy revealing their Blip. With the correct placement and timing, a Unit of Ninjas can use this to kill whole platoons within a careless enemy's first Turn.

On top of this, an army containing Ninjas chooses one of four Clans for said Ninjas to come from, each with their own bonuses. The **Raiju** Clan focus on aggression and gain the Furious Charge Special Rule, the Gossamer Clan are Spiders with six arms who re-roll their dice in Melee, the Shinobi Clan are Chameleons so gain a bonus to their Camouflage, and the Yagyu Clan focus on terror tactics, giving them the Terrifying Special Rule.

However, all Iron Dominion forces come with two fatal flaws. Firstly, elite Ninjas are extremely costly, making most Dominion armies relatively small and Infantry-focused. Additionally, to keep a low profile most Ninjas lack any defences save their camouflage. They can dish out heavy damage – but they should beware an enemy that can deal it back.

QUICK REFERENCE

Turn Sequence

1. Start Phase (*if applicable*)
2. Movement Phase
3. Action Phase
4. Hero Phase (*if your Army contains Heroes*)
5. Melee Phase (*if any Units are in Melee, even if those Units aren't yours*)
6. End Phase (*if any Units need to roll a Panic Test, even if those Units aren't yours*)

Movement Distances

Standard Move: Up to Move Value.

Rapid Move: Up to Move Value +6", +12" if Super Speed Infantry, Cavalry, or a Fast Vehicle.

Charge: Same as Rapid Move but made into an enemy Unit or Vehicle.

Shooting Sequence

1. Pick Target & Check Range(s)
2. Create pool of dice and Roll to Hit (*Hits are equal to RC or higher*)
3. Roll for Cover (*if target is behind Cover*)
4. Target rolls Defence Saves and inflicts Damage and Casualties for failure(s)

Cover Levels

Examples	Cover Level
Soft Cover: Bushes, Fences, Long Grass, Ponds	2
Hard Cover: Brick Walls, Ruins, Trees, Large Rocks	3
Buildings, Trenches, Forests	4
<i>Target Unit is Dug In</i>	+1 Modifier
<i>Some members of Target Unit are in the Open</i>	-1 Modifier

Melee Attacks Sequence

1. Pick Target(s) in the same Melee and divide attacks up accordingly.
2. Create pool of dice for the first target and roll to Hit (*see table below*)
3. Target rolls Defence Saves and inflicts Damage and Casualties for failure(s)
4. Repeat Steps 2-3 for different targets (*if dividing Attacks between different targets*) until all attacks are resolved

Roll to Hit (Melee)

Attacker's CQC is...	Hit On:
3+ HIGHER than Target's CQC	2+
1-2 HIGHER than Target's CQC	3+
EQUAL to Target's CQC	4+
1-2 LOWER than Target's CQC	5+
3+ LOWER than Target's CQC	6+

Defence Saves

Target's DEF is...	Save
1-2 HIGHER than attack's STR	3+
EQUAL to attack's STR	4+
1-2 LOWER than attack's STR	5+
3+ LOWER than attack's STR	6+
For every point in the attack's Power (Special Rule)	-1 Modifier

Failed Panic Test Results

Non-Vehicle

The Unit moves 4D6" away from the nearest enemy Unit and, if possible, towards the nearest table edge. They become **Panicked** until their next End Phase. If the Unit was in flight, they land.

Vehicle

The Vehicle moves 1D6" away from the nearest enemy Unit, the specific direction is for to the controlling Player to decide. It becomes **Panicked** until its next End Phase. If the Vehicle was in flight, it does **not** land.

Vehicle Shooting/Movement

Movement Speed	Max. Weapons
Remained Stationary	All Weapons
Standard Move	1 Weapon
Rapid Move	No Weapons

Hitting Vehicles (Melee)

Movement Speed	Temporary CQC
Remained Stationary	1
Standard Move	4
Rapid Move	7

Hitting Vehicles with Ranged Attacks is the exactly the same, but all Vehicles suffer a -1 penalty to their Cover Level.

Vehicle Armour Saves

The number of Saves rolled is the Attack's ST minus the Vehicle's ARM. If the number of 0 or less, the Attack can't penetrate the Armour!

Area Hit	Succeed On...
Front	4+
Side	5+
Rear	6+
Melee assailant is a Giant	-1

Remember, for every 1 rolled, the Vehicle must roll another Armour Save or take additional damage!

Firing From a Building

"Window" Width	Firers
Whole Wall	All
Wide	4
Medium – Normal house window	3
Narrow – Normal house door	2
Very Narrow	1

Firing Into a Building

"Window" Width	Cover Level
Whole Wall -or- Wide	2
Medium -or- Narrow	3
Very Narrow	4
"Window" cannot be seen through (i.e. boarded up or blacked out)	+1
"Window" is taller than half a human (i.e. a door)	-1



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, 3, 5, 6, 7, 8, 9, 10, 11, 13, 17, 19, 21, 25, 26, 28, 29, 31, 32, 33, 35, 38, 39, 40, 42, 43, 45, 47, 48, and 51 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!

