



IRON DOMINION

A Mobius Army List

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SAGE 21 Edition

Mobius Factions

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UNIQUE SPECIAL RULES

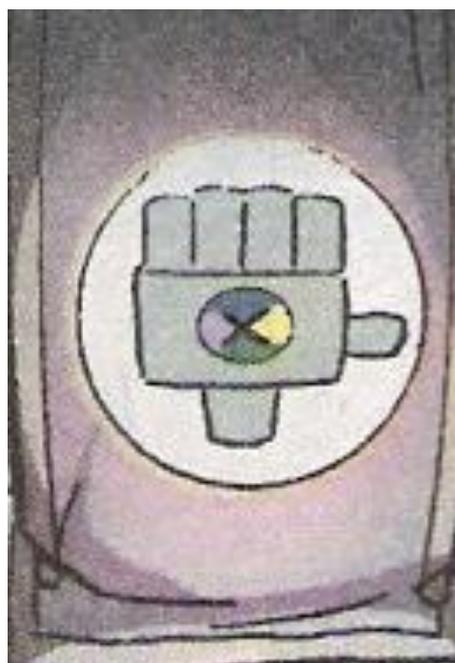
Surprise Strike

Ninjas are masters of guerrilla warfare, and will spend most of a battle riposting, ready to strike when their enemies notice so much as a single footstep.

If a unit with Surprise Strike is Revealed via enemy actions, that unit may immediately do one of the following:

- Move up to 18” towards the unit that revealed them, ignoring the effects of terrain and Charging if possible. If they do Charge, **they Attack first** when it’s their Melee’s time to do so.
- Move up to 6” towards the unit that revealed them and fire their Ranged Weapons as if it were the Action Phase – even if they are in a Melee Lock.

Note that this action is performed *after* the enemy Unit in question has completed theirs (i.e. Charging, Shooting, Special Commands).



IRON DOMINION UNITS

ARMY BUILDING NOTE: Iron Dominion Armies may contain any number of non-Named Hero Units from the **Dark Egg Legion** and/or **Eggman Empire** Army Lists (including expansions). Regardless of their Rank, they're always treated as **Support**. To represent the sudden and messy change in Leadership, they all suffer -1 PAN.

HQ

NINJA LORD.....12OPTS

Lords are high-ranking military leaders, spiritual guides, and diplomats within a Ninja Clan, whose main role is to lead the Ninjas beneath them by example. This isn't a rank obtained through experience alone, as Ninja Lords must prove their dedication to their Clan and obtain rare gifts to win the fealty of their Bride. Most veteran Ninjas are killed or dishonoured while attempting these tasks, and those who succeed have the scars to prove it.

	Move	CQC	RC	PAN	HP	DEF	
Ninja Lord	6"	7	3+	10	6	2	Unit: 1 Ninja Lord Type: Super Speed Infantry

SPECIAL RULES

- Independent
- Camouflage (1)
- Climb
- Ambush
- Surprise Strike

WARGEAR

- Master Shuriken
- Master Vibro-Sword

OPTIONS

- The Lord **must** follow one Clan Discipline (see page 3)

	RNG	ST	AK	DAM	Type
Master Shuriken	12"	3	D3	1	Assault, Fast Strike
Master Vibro-Sword	CQC	4	5	2	Melee, Power (2)

IRON KOMMISSAR.....8OPTS

Kommissars fill the senior leadership role in a Dark Egg Legion force – this profile represents Kommissars who kept their roles after the Iron Dominion's takeover! This change of sides could be through wilful submission, intimidation, or loss of free will through a cyberattack on their mindlink implants (if they have any!).

	Move	CQC	RC	PAN	HP	DEF	
Kommissar	6"	5	2+	9	4	4	Unit: 1 Kommissar Type: Infantry

WARGEAR

- Laser Blaster
- Enhanced Brawling

SPECIAL RULES

- Independent
- Terrifying
- Steel Skin
- Iron Loyalty

Steel Skin: This model receives a +1 modifier to their Defence Saves.

Iron Loyalty: While an Iron Kommissar is in your Army, your Army can treat *Legionnaire* and *Veteran Legionnaire Squads* as **Troops** choices. Additionally, no Dark Egg Legion Units in this Army will suffer the usual PAN penalties. This doesn't apply to Eggman Empire Units.

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

TROOPS

NINJA SQUAD.....130PTS

Operating in the shadows and striking when least expected, Ninjas are the guerrilla troops of the Iron Dominion. Split into four Clans each led by a single Bride, they spent several years fighting each other over philosophical differences and land disputes, plunging the entire Dragon Kingdom into a period remembered as the "Clan Wars". This ended when Jun Kun – the Iron King – murdered the Bride of Rich Nights, head of the Yagyu Clan, and declared Regina Ferrum as their new Bride. Through diplomacy and intimidation, all four Clans now operate in the name of the Iron Queen, who they call "The Bride of Four Houses".

	Move	CQC	RC	PAN	HP	DEF	
Ninja	6"	6	4+	8	1	2	Unit: 5 Ninjas Type: Super Speed Infantry

SPECIAL RULES

- Camouflage (1)
- Climb
- Ambush
- Surprise Strike

WARGEAR

- Shuriken
- Vibro-Sword

OPTIONS

- The Unit **must** follow one Clan Discipline (see below)
- The Unit may contain 5 additional Ninjas for **+90pts**

	RNG	ST	AK	DAM	Type
Shuriken	12"	3	1	1	Assault, Fast Strike
Vibro-Sword	CQC	4	3	1	Melee, Power (1)

NINJA CLAN DISCIPLINES

*Every Ninja has a Discipline to resemble the Clan they've trained under all their lives. To a Ninja from the Dragon Kingdom, a Clan is not only a faction and strategic preference, but a whole way of life, with different teachings on how to think, act, and fight. Of course, as Mobius is a **wargame**, we only focus on the latter.*

Raiju Discipline: A Ninja with the *Raiju Discipline* is a Lynx focused on annihilating the enemy at all costs. They gain the **Furious Charge** Special Rule.

Gossamer Discipline: A Ninja with the *Gossamer Discipline* is a Spider dedicated to interpreting and following the Web of Fate. Because they have six arms, they may re-roll failed Hit Rolls and Defence Saves of 1 in Melee.

Shinobi Discipline: A Ninja with the *Shinobi Discipline* is a Chameleon who watches from the shadows. They gain +1 to their level of Camouflage (i.e. Ninjas with *Camouflage (1)* become *Camouflage (2)*).

Yagyu Discipline: A Ninja with the *Yagyu Discipline* is a Bat obsessed with terrorising and ransacking their foes. They gain the **Terrifying** Special Rule.

SUPPORT

SHARPSHOOTER.....60PTS

Sharpshooters are Ninjas who've shown a particular affinity for long-distance assassinations but a disdain for close-quarters fighting. While some Lords consider this dishonourable, most Clans have decided to treat these special few as an opportunity, arming them with modified Laser Rifles and sending them on "lone wolf" missions.

	Move	CQC	RC	PAN	HP	DEF	
Sharpshooter	8"	5	2+	9	2	2	Unit: 1 Sharpshooter Type: Super Speed Infantry

WARGEAR

- Focused Laser Rifle
- Short Sword

Sniper: Focused Laser Rifles may target specific members of enemy Units, even Independents hiding among them. If it targets an enemy model with the *Independent* Special Rule, its DAM becomes D6.

SPECIAL RULES

- Camouflage (1)
- Climb
- Ambush
- Surprise Strike

OPTIONS

- The Sharpshooter **must** follow one Clan Discipline (see Page 3)

	RNG	ST	AK	DAM	Type
Focused Laser Rifle	24"	3	1	D3	Assault, Power (2), Sniper
Short Sword	CQC	3	2	1	Melee

SCREAMER SQUAD.....160PTS

Screamer Squads are units of loud, destructive "Ninjas" formed for the sole purpose of sieges and anti-tank warfare. As being loud and overly destructive is quite the opposite of the Ninja's path, Screamer Squads are often treated as penal Units, formed from Ninjas who've already lost their honour long before swapping out a vibrating katana for a screaming chainsaw motor.

	Move	CQC	RC	PAN	HP	DEF	
Ninja	6"	6	4+	8	1	2	Unit: 5 Ninjas Type: Super Speed Infantry

SPECIAL RULES

- Camouflage (1)
- Climb
- Ambush
- Surprise Strike

WARGEAR

- Scream Saw

OPTIONS

- The Unit **must** follow one Clan Discipline (see page 3)

	RNG	ST	AK	DAM	Type
Scream Saw	CQC	10	2	D6	Melee, Unwieldy

SUPPORT UNITS (CONTINUED)

IRON BLIMP.....19OPTS

The Iron Dominion’s main transport and reconnaissance Unit is a high-flying dirigible nicknamed the “Iron Blimp”. As its main uses involve logistics and low-resource overseas travel, the Iron Blimp is relatively slow, barely armoured, and not designed with combat in mind. However, its adaptability has seen it take on many battlefield roles, from providing vantage points to senior commanders to bombing runs and even anti-tank warfare.

	Move	RC	PAN	ARM	HP	Type
Iron Blimp	6" / 12"	4+	8	4	20	Flying, Hover, Transport (12)

Unit: 1 Iron Blimp
Type: Vehicle

WARGEAR

- Twin-Linked Gatling Laser
- Searchlight

SPECIAL RULES

- Vanguard
- Terrifying

OPTIONS

The Iron Blimp may carry up to 12 Iron Dominion and/or Dark Egg Legion Infantry models. One **Artillery** Gun may take three spaces on this Transport.

SPECIAL COMMANDS

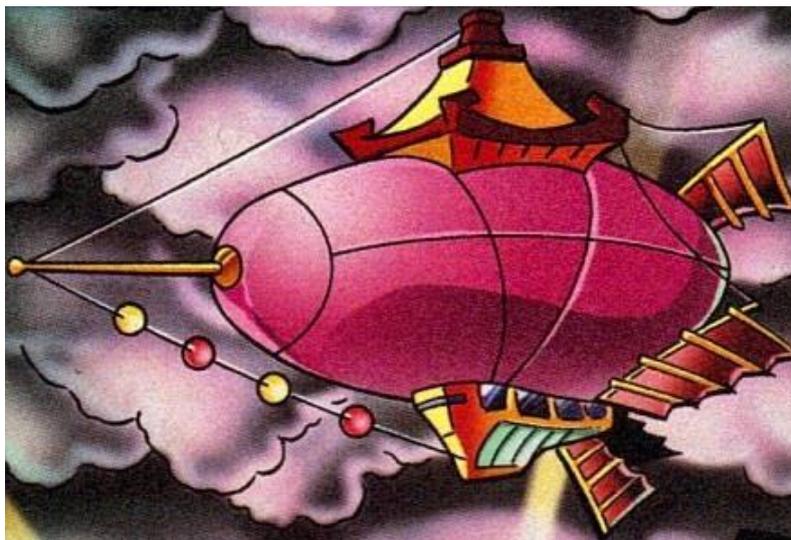
Searchlight – *Technology, Flight, Wargear*

Pick an enemy ground Unit within 36" of the Iron Blimp. Any Ranged Attacks made against that Unit may re-roll failed Rolls for Cover, providing that Cover doesn’t also protect them from above. This Special Command may only be executed while in Flight.

OPTIONS

- The Blimp may replace its twin-linked Gatling Laser with a Twin-Linked Laser Cannon for **+10pts**
- The Blimp may take a Twin-Linked Heavy Gatling Laser for **+20pts**
- The Blimp may take up to three Aerial Bombs for **+10pts each**

	RNG	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Heavy Gatling Laser	60"	4	10	2	Artillery, Power (1)
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (4"), One Use Only



IRON DOMINION HEROES

REGINA FERRUM, THE IRON QUEEN.....22OPTS

Regina Ferrum holds many titles; last of the Tech-Mages, Bride of the Four Houses, Egg Empress, and now the Iron Queen. With her highly advanced Magitek, she seized control of the Eggman Empire’s mechanical army and even the Kingdom of Acorn’s Nicole, and with Jun Kun by her side, she manipulated the Dragon Kingdom into forging her new Dominion, and made short work of the Freedom Fighters in the process. Her magical abilities, political manipulation, and strategic genius make her one of – if not **the** – most dangerous women on Mobius.

	Move	CQC	RC	PAN	HP	DEF
Regina Ferrum	8"	8	2+	10	12	4
Regina Ferrum (Iron Spider)	8"	8	2+	10	20	6

Unit: 1 Named Hero
Type: Infantry
Variants Of: Regina Ferrum

WARGEAR

- Staff of Iron

SPECIAL RULES

- Independent
- Fearless
- Climb
- Terrifying



SPECIAL COMMANDS

Hack Network (3+) – Magitek

Until your next Start Phase, all enemy Special Commands with the **Technology** and/or **Comms** keywords require an Execution Roll of **(6+)**.

Hack Machinery (3+) – Magitek, Repeating

Pick an enemy Vehicle or unit of Robots within 24" of the Iron Queen. That unit may not Move and receives a -1 modifier to all its Rolls to Hit until your next Start Phase. If Regina repeats this Command, the Execution Roll for the second attempt becomes **(5+)**.

OPTIONS

- Regina may take an Iron Spider with a Gatling Laser and Spider Claws for **+80pts**. Doing so turns her into **Cavalry** with the **SECOND** stat-line.

COMMAND BONUS

Tech-Mage

If Regina Ferrum is your Army’s Commander, the -1 PAN penalty suffered for including *Iron Dominion* and *Eggman Empire* Units into your Army is negated. They are still treated as Support Units, regardless of their actual Rank.

	RNG	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Staff of Iron					Combined
> Ranged	12"	5	D6	2	Assault, Power (1), Instant Hit
> Melee	CQC	5	4	2	Melee, Power (1)
Spider Claws	CQC	7	6	3	Melee, Power (2), Fast Strike

JUN KUN, THE IRON KING.....28OPTS

Jun Kun was a towering, nigh-invulnerable warlord in the Dragon Kingdom long before taking the role of Iron King, and with his newfound power alongside the Iron Queen, he's become an unstoppable force, able to withstand any attack and destroy any fort with ease. That being said, he often over-relies on his own physical strength instead of leading his troops, and individual ability is no substitute for leadership and strategy...as he'll likely soon learn once the Iron Queen tires of him.

	Move	CQC	RC	PAN	HP	DEF
Jun Kun	6"	7	-	10	16	10

Unit: 1 Named Hero
Type: Infantry
Variants Of: Jun Kun

SPECIAL RULES

- Independent
- Fearless
- Vanguard
- Terrifying
- Furious Charge
- Invincible



WARGEAR

- Tremor Mace

Invincible: Jun Kun's Defence Saves are not modified by enemy weapons or attacks with the **Power** Special Rule. Additionally, if attacked by a Weapon with ST 4 or lower, his Defence Save is 2+.

	RNG	ST	AK	DAM	Type
Tremor Mace	CQC	10	6	D6	Melee, Power (1), Tankbuster

LIEN-DA.....20OPTS

Lien-Da (or "Lien-Da of the House of Dimitri") was the Grandmaster of the Dark Legion since the Echidnas' Civil Wars and was the one who negotiated their integration into the Eggman Empire, her years of backstabbing and politicking paying off greatly. She's a feared general, perhaps even more so than the Egg Emperor himself, who rules her battalions with an iron will and a complete disregard for ethics. Despite all of this, she fights for the betterment her own people, and will act against anyone (even her allies) whenever she sees the opportunity to achieve this goal.

	Move	CQC	RC	PAN	HP	DEF
Lien-Da	8"	8	2+	10	16	4

Unit: 1 Named Hero
Type: Infantry
Variants Of: Lien-Da

WARGEAR

- Torture Whip

SPECIAL RULES

- Independent
- Fearless
- Climb
- Terrifying
- Steel Skin
- Iron Loyalty



Precision: When used as a Ranged Weapon, Lien-Da's Torture Whip may target specific members of enemy Units, even Independents hiding among them. If it targets an enemy model with the **Independent** Special Rule, its DAM becomes D6.

Steel Skin: Lien-Da receives a +1 modifier to her Defence Saves.

Iron Loyalty: While Lien-Da is in your Army, your Army can treat **Legionnaire** and **Veteran Legionnaire Squads** as **Troops** choices. Additionally, no Dark Egg Legion Units in this Army will suffer the usual PAN penalties. This doesn't apply to Eggman Empire Units.

	RNG	ST	AK	DAM	Type
Torture Whip					Combined
> Ranged	12"	4	1	D3	Melee, Power (3), Precision
> Melee	CQC	4	6	1	Melee, Power (1)

SNIVELY ROBOTNIK.....12OPTS

Snively Robotnik (formerly Colin Kintobor) is the nephew of Dr Robotnik, once doing the work the dictator believed himself "above", now the Iron Queen's lover...which could prove bad news for the Iron King. While not really a fighter, he is agile and a cunning strategist. On one occasion, he had even turned against the Empire and fooled the entire Dark Egg Legion of the Empire's fall, delaying a response long enough for him to escape. Robotnik considers him almost his equal in intelligence, and it seems Regina also sees that in him!

	Move	CQC	RC	PAN	HP	DEF
Snively	8"	3	3+	10	8	3

Unit: 1 Named Hero
Type: Infantry
Variants Of: Colin Kintobor

WARGEAR

- Laser Blaster
- Scrappy Brawling

SPECIAL RULES

- Independent
- Climb
- Escapist
- Coward
- Dastardly Schemer



SPECIAL COMMANDS

Cowardly Escape – Stealth

If Snively is at least 18" away from the nearest enemy unit, he may leave the battlefield. While he may not return, he doesn't count as having been killed or injured for Campaign or Victory Points purposes.

Coward: While your side is losing (in terms of Victory Points), you must roll a D6 in your every Start Phase. On a 1, Snively runs from the battlefield as if using the **Cowardly Escape** Special Command, regardless of location.

COMMAND BONUS

Snively's Renegades

If Snively is your Army's Commander, you can treat *Egg Pawn Waves* as **Troops** choices. Additionally, no Eggman Empire Units in this Army will suffer the usual PAN penalties. This doesn't apply to DEL Units.

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

Dastardly Schemer:

Snively Robotnik is an unpredictable strategist, often relying on the most underhanded of tactics to serve his own ends – regardless of whether they line up with those of his uncle.

If Snively is in your army, before the battle begins, you may pick up to three of your Blips to become Decoys. Mark this on your Blip Sheet (if you have one) – but don't change the Blip itself.

When a Decoy Blip is revealed, roll a D6 on the Decoy Effects Table to discover the effect. If the "reveal" was by an enemy action (such as a Charge or Ranged Attack), that action automatically fails.

Decoy Effects Table

D6	Effect
1-2	You Sure That's Him? – The Blip is revealed as normal but may move up to 18" in any direction before being revealed. This may not be used to Charge.
3-4	Where Are They – The Blip is placed in Reserves and is not revealed.
5-6	It's a Trap! – The Blip is placed in Reserves and is not revealed. However, if you have one, place a piece of Difficult Terrain (i.e. a Crater) where the Blip was removed. All enemy units within 12" of the Blip must roll a Panic Test in the upcoming End Phase.

BRIDE OF THE CONQUERING STORM.....230PTS

Leading the Raiju Clan Ninjas is the Bride of the Conquering Storm, a Lynx whose teachings have only one message – annihilate the foe at all costs. A controversial figure among (if not a threat to) the Dragon Kingdom as a whole, this Bride’s idea of diplomacy is joining whoever offers the strongest armour and deadliest weapons...which eventually led to her Clan’s integration into the Dark Egg Legion.

	Move	CQC	RC	PAN	HP	DEF
<i>Conquering Storm</i>	8"	9	2+	10	16	4

Unit: 1 Named Hero
Type: Super Speed Infantry
Variants Of: Conquering Storm

WARGEAR

- Master Shuriken
- Conqueror Sword

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Camouflage (1)
- Surprise Strike
- Furious Charge
- I’ll Do It Myself



I’ll Do It Myself: If the Bride of the Conquering Storm Moves during a **Surprise Strike** and doesn’t reach the Unit that revealed her, she may Move up to an additional 12”, suffering 1 point of Damage for every 3” she travels. Any Unit she joined beforehand does *not* join her for this.

COMMAND BONUS

Death Before Defeat

If the Bride of the Conquering Storm is your Army’s Commander, all *Ninjas*, *Ninja Lords*, and *Sharpshooters* under her Command **must** follow the **Raiju Discipline**, including *Screamer Squads*, unless another Clan’s Bride is also present in your Army.

	RNG	ST	AK	DAM	Type
<i>Master Shuriken</i>	12"	3	D3	1	Assault, Fast Strike
<i>Conqueror Sword</i>	CQC	7	6	3	Melee, Power (2)



Designer’s Note: Conquering Storm joins the Eggman Empire permanently after the Iron Dominion’s collapse, her Clan becoming the Dragon Kingdom’s Dark Egg Legion Chapter.

BRIDE OF ENDLESS REACH.....22OPTS

Leading the Gossamer Clan Ninjas is the Bride of Endless Reach, a Spider whose teachings come from her own interpretations of the Web of Fate, a giant tapestry of webs created by her predecessors to predict and guide the future. With this artefact, the Gossamer Clan consider themselves little more than the enforcers of fate, doing only as (they believe) it guides. The Bride is no exception – in her own words: “as it is spun, so it has been done”.

	Move	CQC	RC	PAN	HP	DEF
<i>Endless Reach</i>	8"	9	2+	10	12	3

Unit: 1 Named Hero
Type: Super Speed
Variant Of: Endless Reach

WARGEAR

- Rapid Shuriken
- Spider Knives



SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Camouflage (1)
- Surprise Strike
- Six Deadly Arms

Six Deadly Arms: While in a Melee Lock, the Bride of Endless Reach may re-roll any failed Rolls to Hit and Defence Saves.

COMMAND BONUS

The Web Knows Best

If the Bride of Endless Reach is your Army’s Commander, all *Ninjas*, *Ninja Lords*, and *Sharpshooters* under her Command **must** follow the **Gossamer Discipline**, including *Screamer Squads*, unless another Clan’s Bride is also present in your Army.

	RNG	ST	AK	DAM	Type
<i>Rapid Shuriken</i>	18"	3	D6	1	Assault, Fast Strike
<i>Spider Knives</i>	CQC	4	6	2	Melee, Power (2)



BRIDE OF CONSTANT VIGIL.....230PTS

Leading the Shinobi Clan Ninjas is the Bride of Constant Vigil, a Chameleon whose goal is to protect the Dragon Kingdom from the shadows. Her Clan is widespread but mostly passive, watching the rest of Mobius and learning all its darkest secrets and hidden threats. Knowledge is the most important thing of all to a Shinobi Ninja – as knowing what, when, and where to intercept is the difference between peace and apocalyptic doom.

	Move	CQC	RC	PAN	HP	DEF
Constant Vigil	8"	9	2+	10	12	3

Unit: 1 Named Hero
Type: Super Speed
Variants Of: Constant Vigil

WARGEAR

- Master Shuriken
- Shinobi Blade

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Camouflage (3)
- Surprise Strike
- Timing is Everything



Timing is Everything: Once per game, if a Unit following the *Shinobi Discipline* is revealed while this Bride is alive and present, all friendly Blips may move up to 6" in any direction as if Teleporting. This may not be used to Charge, and does not reveal any Blips.

COMMAND BONUS

The Watchers of Mobius

If the Bride of Constant Vigil is your Army's Commander, all *Ninjas*, *Ninja Lords*, and *Sharpshooters* under her Command **must** follow the *Shinobi Discipline*, including *Screamer Squads*, unless another Clan's Bride is also present in your Army.

	RNG	ST	AK	DAM	Type
Master Shuriken	12"	3	D3	1	Assault, Fast Strike
Shinobi Blade	CQC	4	8	2	Melee, Power (2)



Designer's Note: Despite never working for the Iron Dominion Espio is a Shinobi Clan Ninja. It was confirmed by Ian Flynn that the Bride of Constant Vigil is in fact his mother!

IRON NICOLE.....17OPTS

Iron Nicole is a highly advanced AI who managed to build herself a body, now hacked by the Iron Queen’s Tech-Magic to serve her own goals. Once a benevolent Freedom Fighter and evidence of free will in machines, Iron Nicole is little more than a puppet pulled by Regina Ferrum’s arcane strings, while the “real” Nicole can only watch from within. This hacked AI still has all her powers, however, making her a terrifying sight for her former friends

	Move	CQC	RC	PAN	HP	DEF
Iron Nicole	12"	8	2+	10	0	0

Unit: 1 Named Hero
Type: Infantry
Variant of: Nicole Ellidy

WARGEAR

- 10 Nanite Tokens
- Nanite Attacks

SPECIAL RULES

- Hacked Hologram
- Queen’s Guard
- Fearless
- Climb
- Terrifying
- Shielded (4+)

Note: An Army without Regina Ferrum may not include Iron Nicole.



Hacked Hologram: Nicole may not be targeted for anything except her own abilities. She spends the whole game attached to **Regina Ferrum** and is removed as a Casualty if she ever moves out of Cohesion with her. If Nicole enters a Duel, Regina also enters that Duel, and vice versa.

Queen’s Guard: If Nicole’s HP is above 0, she takes every Hit intended for Regina or her unit. As she is a hologram, she does not die when her HP reaches 0. When Regina becomes a casualty, Nicole’s “Deep Lilac” Operating System crashes and (hopefully!) resets, causing her to become yet another Casualty.

SPECIAL COMMANDS

Nanite Repairs (2+) – Technology, Repeating

Pick a friendly Vehicle within 12” of Nicole. That Vehicle recovers D3 lost Hit Points. If Nicole repeats this Command, the Execution Roll for the second attempt becomes (4+).

Nanite Generator – Technology, Summon, Unlocked, Repeating

Nicole gains 2D6 Nanite Tokens.

Nanite Shield – Technology, Unlocked

Remove as many Nanite Tokens as you like. Nicole gains 1 HP for every 2 Nanite Tokens used, rounding down.

Nanite Blast – Technology, Repeating

Remove up to 12 Nanite Tokens. Then, make a Ranged Attack with **one** of the following stat-lines:

RNG	ST	AK	DAM	Type
48"	4	N	1	
60"	N+2	1	D6	Tankbuster

N = Number of Nanite Tokens Spent

Increase Power – Technology, Unlocked

Remove as many Nanite Tokens as you like. Then do one of the following:

- For every Nanite Token removed, Nicole’s Nanite Attacks* gain +1 ST until your next Start Phase. If this makes the weapon’s ST 7 or higher, its DAM becomes D6.
- For every 2 Nanite Tokens removed, Nicole’s Nanite Attacks* gain +1 AK until your next Start Phase.

	RNG	ST	AK	DAM	Type
Nanite Attacks	CQC	4	4	D3	Melee

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

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

