



FELIDAE KINGDOM

A Mobius Army List

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Pictured: Queen Hathor explaining her people's culture around clothing.

FELIDAE UNITS

HQ

WARLORD.....7OPTS

In Felidae society, a person’s role is signified by their clothing, and few robes are more respected than those of the Warlord. When possible, the Warlord’s uniform is passed down from generation to generation, with every new Warlord wearing at least one piece of their predecessor’s attire. If no such piece can be recovered, an entirely new armoured robe is created, and the Warlord’s entire unit is treated as if starting anew, with none of the praises or disgraces of the Warlords that have passed before them.

	Move	CQC	RC	PAN	HP	DEF	
Warlord	6"	7	-	10	8	2	Unit: 1 Warlord Type: Super Speed Infantry

WARGEAR

- Champion’s Great Spear

OPTIONS

- The Warlord may replace their Champion’s Great Spear with a Felidae Hammer for +5pts.

SPECIAL RULES

- Independent
- Furious Charge
- All-Terrain

	RNG	ST	AK	DAM	Type
Champion’s Great Spear	CQC	4	4	2	Melee, Power (1)
Felidae Hammer	CQC	9	2	D6	Melee, Unwieldy

REIGNING CATS & DOGS: AN UNEASY PEACE

The Felidae have a long history of xenophobia and violence, going as far back as the days of the Knuckles Clan, where the Felidae would wage war with the incoming Echidnas. This is especially so with the Wolf Pack, who the Felidae label as “Mongrels” and would practically attack on sight.

This conflict almost spiralled into an all-out war when both parties accused the other of stealing an ancient artifact – the Onyx, which represents longevity and protection to the Wolf Pack. Sonic the Hedgehog and Sally Acorn, from the Kingdom of Acorn, tried to prevent the conflict by investigating beyond the factions’ borders.

Eventually, the Freedom Fighters discovered that a Dark Egg Legion group had stolen the ancient Onyx in an attempt to throw Sourmerca into war. The Wolf Pack and Felidae both sent their forces to recapture it, catching the Legionnaires off-guard and sending them routing. When it was recaptured, Sally convinced both sides to negotiate a peace, with the Kingdom of Acorn aiding these negotiations.

Designer’s Note: This peace was technically still under negotiation when the Super Genesis Wave happened, and the universe rebooted without the Felidae. However, it could be fun to speculate what an inter-allied force of both Wolves and Felidae would look like. If you’re a more pessimistic wargamer, you may imagine that the negotiations fell flat, and the two states did go to war? Just some food for thought!

TROOPS

CAT TROOPS.....145PTS

Cat Troops are the rank and file of the País Misterioso, armed with a huge two-handed spear and a burning desire to use it on the nearest enemy face. Their training disciplines consist almost entirely of pain-handling exercises and several-mile runs through the scorching plains – if they are lucky, they may receive a few extra spears for throwing.

	Move	CQC	RC	PAN	HP	DEF	
Cat Trooper	6"	5	4+	8	2	2	Unit: 10 Cat Troopers Type: Super Speed Infantry

WARGEAR

- Great Spear

OPTIONS

- The entire Unit may take Javelins for **+25pts**

SPECIAL RULES

- Furious Charge
- All-Terrain

Running: Javelins may be fired after any kind of Move except for a Charge. If they fire after a Standard Move, they gain **+1 ST**, and if they fire after a Rapid Move, they instead gain **+2 ST** and **+6" RNG**. These bonuses only apply if they were moving towards their targets.

	RNG	ST	AK	DAM	Type
Javelins	6-18"	2	1	1	Running, Indirect Fire
Great Spear	CQC	4	3	1	Melee, Power (1)

CAT TROOPS CROSSBOWMEN.....165PTS

Some more "progressive" units of Cat Troops may decide to swap out their spears in exchange for a dagger and crossbow. While their regimen of endurance and savagery remains, they are often labelled as cowards by the rest of the forces for taking such easy to use weaponry – but most Warlords wouldn't deny the usefulness of having some (relatively) long-distance support.

	Move	CQC	RC	PAN	HP	DEF	
Cat Trooper	6"	5	4+	8	2	2	Unit: 10 Cat Troopers Type: Super Speed Infantry

WARGEAR

- Crossbow
- Cat Dagger

SPECIAL RULES

- Furious Charge
- All-Terrain

	RNG	ST	AK	DAM	Type
Crossbow	24"	2	1	1	Assault
Cat Dagger	CQC	4	1	1	Melee

SUPPORT

CAT TROOPS HAMMERERS.....95PTS

After a certain amount of time as a unit of Cat Troops, veterans will be allowed to swap out their old weapons and uniform in exchange for more noble attire...and an enormous War Hammer. While the original use of this weapon was to cave in the head of a particularly rowdy Wolf, the Cat Troop Hammer units have found success as an anti-tank unit when fighting against the forces of Robotnik.

	Move	CQC	RC	PAN	HP	DEF	
Cat Trooper	6"	5	4+	8	2	2	Unit: 5 Cat Troopers Type: Super Speed Infantry

WARGEAR

- Felidae Hammer

OPTIONS

- The Unit may contain 5 additional Cat Troopers for **+95pts**.

SPECIAL RULES

- Furious Charge
- All-Terrain

	RNG	ST	AK	DAM	Type
Felidae Hammer	CQC	9	2	D6	Melee, Unwieldy

CAT BALLISTA.....35PTS

Cat Ballista units are the artillery of the País Misterioso. The Wolf Pack claims the design was stolen from them, though the often-Xenophobic culture would never implement an idea from the "mongrels" to their West. For this reason, the Power Ring-covered bolts and mysterious, almost magical power are likely coincidental similarities. Maybe their mythologies are two sides of the same coin? We may never know.

	Move	CQC	RC	PAN	HP	DEF	
Cat Gunner	6"	4	5+	8	2	2	Unit: 1 Gun, 3 Cat Gunners Type: Artillery (Infantry Crew)

WARGEAR (GUN)

- Cat Ballista

WARGEAR (CREW)

- Cat Dagger

SPECIAL RULES

- Furious Charge

SPECIAL COMMANDS

Harpoon Shot (4+) – Special Ammo

Pick an enemy **Vehicle** or **Giant** Unit within 36" and Line of Sight. After rolling to Execute, the Ballista rolls 3D6 and its target rolls 2D6. If the Ballista rolls higher, the target moves the difference in inches towards the Ballista. Regardless of the result, they are unable to Move until their next End Phase.

If the target is in the air, the Execution Roll for this ability is **(5+)**. If the target is pulled from the air, they must land.

	RNG	ST	AK	DAM	Type
Cat Ballista	36"	8	1	D6	Artillery, Anti-Air
Cat Dagger	CQC	4	1	1	Melee

SUPPORT UNITS (CONTINUED)

EXALTED CHAMPION.....90PTS

An Exalted Champion is a Felidae who has gone above and beyond their country's call of duty, usually through feats of extreme physical might. These war heroes are assigned a rare uniform which acts as a medal of honour, and places them above all but the highest nobility. Militarily, they still answer to their Warlords, but are often assigned roles similar to that of a junior officer, hopefully inspiring the Cat Troops to strive for similar feats.

	Move	CQC	RC	PAN	HP	DEF	
Exalted Champion	6"	7	3+	10	12	2	Unit: 1 Exalted Champion Type: Super Speed Infantry

WARGEAR

- Champion's Great Spear

SPECIAL RULES

- Independent
- Fearless
- Furious Charge
- Climb
- Unsung Hero

Unsung Hero: Despite being a *Support* Unit, the Exalted Champion is treated as a **Hero** for purposes of the Hero Phase, Hero-exclusive Special Commands, and Duelling.

Running: Rope Spears may be fired after any kind of Move except for a Charge. If they fire after a Standard Move, they gain **+1 ST**, and if they fire after a Rapid Move, they instead gain **+2 ST** and **+6" RNG**. These bonuses only apply if they were moving towards their targets.

OPTIONS

- The Exalted Champion may replace their Champion's Great Spear with one of the following:
 - Bareclaw Mastery
 - Felidae Hammer (+5pts)
- The Exalted Champion may take one of the following:
 - Rope Spear (+15pts)
 - Cat Shield (5+) (+15pts)

SPECIAL COMMANDS

Reel It In (3+) – Repeating – Requires: Rope Spear

Pick an enemy **Independent** (even one joined to a Unit) within 24" and Line of Sight. After rolling to execute, the model in question moves 2D6" towards the Exalted Champion. If they come into base contact with the Exalted Champion or any friendly Units, that Unit counts as having Charged them.

	RNG	ST	AK	DAM	Type
Rope Spear	18"	3	1	D3	Running, Power (1)
Champion's Great Spear	CQC	4	4	2	Melee, Power (1)
Bareclaw Mastery	CQC	4	6	1	Melee, Fast Strike
Felidae Hammer	CQC	9	2	D6	Melee, Unwieldy

FELIDAE HEROES

QUEEN HATHOR.....130PTS

Hathor is the Queen of the País Misterioso – or at least that’s what an outsider would tell you. While she does rule her lands as an iron disciplinarian, she isn’t exempt from the Felidae mindset of clothes making a person’s rank. She would not heed a foreigner’s word unless they wore the clothes of a diplomat and will not expect respect without her queen’s robes. While she herself rarely gets involved in fights, she will stand with her troops and expect nothing less than enemy blood sprayed in her name.

	Move	CQC	RC	PAN	HP	DEF
Hathor	8"	5	-	10	10	2

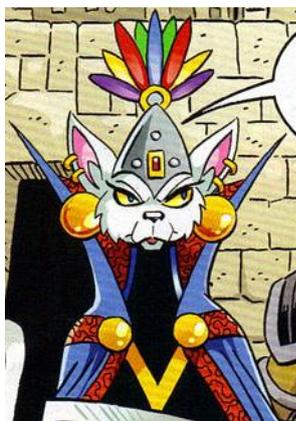
Unit: 1 Named Hero
Type: Super Speed Infantry
Variant Of: Hathor

WARGEAR

- Tooth & Nail

SPECIAL RULES

- Fearless
- All-Terrain



SPECIAL COMMANDS

Show Them No Mercy! – *Tactics, Melee*

This Command costs both the Action Phase **and** Hero Phase. Instead of playing the Hero Phase normally, the unit Hathor has joined may use their Melee Weapons as if they were Heroes.

COMMAND BONUS

The Queen’s Robes

While Hathor is still alive and the Commander of your Army, all Felidae models under her command gain +1 PAN.

	RING	ST	AK	DAM	Type
Tooth & Nail	CQC	3	2	1	Melee



BIG THE CAT.....16OPTS

Big the Cat is a fisherman, the only Felidae to receive Honorary Wolf status, and the very definition of the phrase “gentle giant”. With arms like tree trunks and the ability to shrug off almost any hit, he often finds himself travelling the world with the Freedom Fighters as their muscle, punching whatever he’s told to punch. However, he seems to carry no desire to hurt anyone, even those attacking him. Whether this is a part of his perhaps-too-friendly demeanour or a result of his abject stupidity isn’t fully known – but it’s likely a mixture of the two.

	Move	CQC	RC	PAN	HP	DEF
Big	6"	8	-	10	20	6

Unit: 1 Named Hero
Type: Infantry
Variant Of: Big

WARGEAR

- Extreme Strength

SPECIAL RULES

- Independent
- Fearless
- Bone-Head
- All-Terrain
- Terrifying
- Shielded (5+)

Bone-Head: Before acting in any Phase (even the Hero and Melee Phases), if Big is **not** within 6" of a friendly Unit that can tell him what to do, roll a D6. If you roll a 1 or 2, Big stands around gormlessly and the Phase (for him, at least) is skipped. Additionally, Big does not receive a Charge Bonus.

COMMAND BONUS

Not a Commander

Big the Cat is not cut out for any sort of strategist role. If he’s your Army’s Commander, your Army counts as having no Commander.

	RNG	ST	AK	DAM	Type
Extreme Strength	CQC	10	5	D6	Melee, Power (2), Tankbuster

Designer’s Note: Big the Cat can be deployed as a Hero in any of the following Factions’ Armies; Kingdom of Acorn, Freedom Fighters, GUN, Felidae Kingdom, Kingdom of Mercia, Wolf Pack Nation, Adapter Packs, Echidna Covenants, and any Faction(s) they would be close allies to.



“HEY, IT’S BIG!”
 -SONIC THE HEDGEHOG

“BIG? IT’S ENORMOUS!”
 -GRAND CHIEF LUPE
 OF THE WOLF PACK NATION

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, 6, 7, and 8, contain images from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comics (1993-2017).
- For the record, the comic issues covering the almost-war between the Felidae and Wolf Pack (as described on Page 2) are *Sonic the Hedgehog* issues 213 and 214.

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

