

MAKE YOUR OWN MOBIUS

The Full Points Value Algorithm for Mobius Second Edition Units

PART ONE: STANDARD UNITS

When creating a unit, start with one model and give them the following stats:

Move	6"
CQC	3
RC	5+
PAN	6
HP	1
DEF	3

This model is completely unarmed and worth **10pts**. We'll add weapons and Special Rules later!

Move

This is the model's Standard Movement distance.

LOW	3"	-4pts
	4"	-2pts
	5"	-1pt
START!	6"	Free
HIGH	7"	+1pt
	8"	+2pts
	9"	+4pts
VERY HIGH	10"	+7pts
	11"	+11pts
	12"	+16pts
Add +2pts for every additional inch		

Multiple Move Values: If your unit has more than one Move (i.e. Flying), then use the highest Move value and apply **-1pt** for every inch of difference.

CQC

CQC (Close-Quarters Combat) determines your model's ability to fight and defend themselves in Melee. Weapons aren't taken into consideration.

LOW	1	-3pts
	2	-1pt
START!	3	Free
HIGH	4	+1pt
	5	+2pts
	6	+4pts
VERY HIGH	7	+7pts
	8	+11pts
	9	+16pts
	10	+22pts
EXTREME	11	+29pts
	12	+37pts

RC

RC (Ranged Combat) determines your model's accuracy with firearms and other ranged weaponry. The lower this number is, the better!

LOW	None	-3pts
	6+	-1pt
START!	5+	Free
HIGH	4+	+2pts
	3+	+4pts
VERY HIGH	2+	+8pts

No Shooting: "None" is for when your model doesn't own any Ranged Weapons and/or can't fire them.

PAN

PAN (Panic) Determines your model's bravery and discipline – their ability to keep calm under fire. Failing a Panic Test will cause them to disobey orders and run from the battlefield!

LOW	3	-5pts
	4	-3pts
	5	-1pt
START!	6	Free
HIGH	7	+1pt
	8	+3pts
	9	+5pts
VERY HIGH	10	+7pts
Having both PAN 10 and FEARLESS is +10pts		

HP

HP (Hit Points) determines the amount of damage a model can take before it's considered a Casualty. Most low-ranking models have only 1 HP.

START!	1	Free
HIGH	2	+3pts
	3	+6pts
	4	+9pts
VERY HIGH	5	+12pts
	6	+15pts
Add +3pts for every additional Hit Point		

DEF

DEF (Defence) determines the model's ability to take a hit without being wounded – this could be through armour, superpowers, magic, or general toughness.

LOW	0	-5pts
	1	-3pts
	2	-1pt
START!	3	Free
HIGH	4	+1pt
	5	+2pts
	6	+4pts
VERY HIGH	7	+7pts
	8	+11pts
	9	+16pts
	10	+22pts

Shield Save

Most models don't have a Shield Save. Shield Saves could come from either physical shields, energy armour, or other forms of advanced protection. The lower this number, the better.

The cost of a Shield Save is determined by the number of Hit Points on the model. Low HP models with a Shield Save become a nuisance, whereas high HP models with a Shield Save are almost immortal!

		1-4 HP	5-9 HP	10+ HP
START!	None	Free	Free	Free
HIGH	6+	+2pts	+4pts	+6pts
	5+	+4pts	+8pts	+12pts
VERY HIGH	4+	+8pts	+16pts	+24pts
	3+	+16pts	+32pts	+48pts
EXTREME	2+	+32pts	+64pts	+96pts

Note on Shields: Shields are not noted in a character's main Stat-Line. They are noted in the character's Wargear and/or Special Rules as *Shield (X+)* and *Shielded (X+)* respectively.

FINISHING TOUCHES

After adding up your character's main weapons, here's what you need to do:

1. Multiply this final cost by the number of members in your unit. *For a squad with a Leader, add up all the members and make a separate Leader!*
2. Pick your unit's Type, Special Commands, and Special Rules, detailed on the next page.
3. Give your unit their weapons, detailed in Part 2. *Remember to buy enough weapons for the whole unit!*

After your unit is fully equipped and detailed, do the following to finish your creation!

- If your unit is a **Hero or HQ**, round up the value to the nearest multiple of 10.
- If your unit is **not** a **Hero or HQ**, halve the total value and round up to the nearest multiple of 5.

The minimum cost is **3pts per model**, or **10pts per unit** regardless of size. This minimum includes Special Rules and Weapons.

SPECIAL RULES & UNIT TYPES

UNIT TYPES

All Special Rules included with the Unit Type are included in their Points Costs. *For Instance, Giants don't need to pay for the Heavy Load and All-Terrain Special Rules.*

Infantry: Default. No points cost modifiers.

Cavalry: +5pts per model.

Super Speed Infantry: +10pts per model.

Artillery: Add up the crew* separately to the Guns. Every Gun is worth the Weapon itself +5pts.

*Remember to mention the Unit Type of Artillery Crews. For instance: *Artillery (Infantry Crew)*.

Subtypes

Giant: +10pts per model.

Hover: +3pts per model.

Flying: +15pts per model.

Airborne: +10pts per model.

SPECIAL RULES & COMMANDS

Here is a list of fairly common Special Rules and how much they cost to implement.

All-Terrain: +2pts per model

Ambush: +20pts (whole unit)

Anti-Air: +10pts (whole unit)

Camouflage (1): +3pts per model

Camouflage (2): +6pts per model

Camouflage (3): +12pts per model

Climb: +3pts per model

Escapists: +2pts per model

Fearless: see PAN at the start of this chapter

Furious Charge: +5pts per model

Heavy Load: +3pts per model

Immortal: +20pts per model

Independent: +5pts, must be a unit of one model

Shielded: see Shield Save at the start of this chapter

Terrifying: +10pts (whole unit)

Teleport: +5pts per model

Vanguard: +10pts (whole unit)

Kingdom of Acorn

In the Name of Freedom: +10pts (whole unit)

Stand Together, Fight Together: +20pts (whole unit)

Eggman Empire/Dark Egg Legion

Armoured Ace: +10pts (whole unit)

Command Vehicle: Free

Extremely Stupid: -10pts (whole unit)

Steel Skin: +3pts per model

G.U.N/United Federation

Overwatch: +3pts per model

Wolf Pack

Pack Howl: +10pts (whole unit)

Kingdom of Mercia

Tally Ho! +3pts per model

Unprepared: -20pts (whole unit)

Dingo Regime

Hatred for Echidnas: +3pts per model

Iron Dominion

Great Leap Forward: +15pts (whole unit)

Lightning Strike: +20pts (whole unit)

Trapping Webs: +15pts (whole unit)

Making Your Own

As Special Rules and Special Commands are naturally very broad and abstract, I can't give you an objective points cost for everything you could come up with – so I'm trusting your judgement here!

For Commands and Rules that temporarily or conditionally grant a Stat modifier, the rule should cost around half what it would to make that modifier permanent. *For instance, if a character with 20HP could give themselves a 3+ Shield Save (+48pts) temporarily, the Special Command should cost at least 24pts.*

Of course, if you're making a Special Command in the form of an Attack, just add it up as if you were making the unit a new weapon (focused = Heavy!).

PART TWO: WEAPONS

COMMON RANGED WEAPONS

To save you from doing the maths, here are some very common ranged weapons from across Mobius!

LASER WEAPONS

	Pts	RNG	ST	AK	DAM	TYPE
<i>Laser Pistol</i>	2	12"	3	1	1	Assault
<i>Laser Blaster</i>	3	12"	3	2	1	Assault
<i>Laser Rifle</i>	4	24"	3	1 / 2	1	Automatic
<i>Laser Assault Rifle</i>	5	24"	4	1 / 3	1	Automatic
<i>Laser Carbine</i>	3	18"	3	2	1	Assault
<i>Light-Lock Musket</i>	3	30"	3	1	1	Assault
<i>Smart Laser</i>	5	24"	4	4	1	Assault
<i>Laser Cannon</i>	11	48"	9	1	D6	Heavy
<i>Gatling Laser</i>	6	36"	3	6	1	Heavy
<i>Sky Laser</i>	10	48"	7	3	D3	Heavy, Anti-Air
<i>Siege Beam</i>	21	48"	10	1	D6	Heavy, Tankbuster
<i>Laser Greatcannon</i>	25	60"	10	1	2D6	Artillery, Tankbuster, Anti-Air
<i>Laser Volleygun</i>	22	36"	8	4	D6	Artillery
<i>Heavy Gatling Laser</i>	16	60"	4	10	2	Artillery, Power (1)

BULLET-THROWERS (STANDARD GUNS)

	Pts	RNG	ST	AK	DAM	TYPE
<i>Pistol</i>	2	12"	4	1	1	Assault
<i>Machine Pistol</i>	5	18"	4	3	1	Assault
<i>Bolt Rifle</i>	4	36"	4	1	1	Assault
<i>Assault Rifle</i>	5	36"	4	1 / 2	1	Automatic
<i>Sniper Rifle</i>	14	72"	4	1	D3	Heavy, Power (2), Sniper
<i>GPMG</i>	8	36"	4	3 / 6	1	Automatic
<i>Machine Gun</i>	7	36"	4	6	1	Heavy
<i>Heavy Machine Gun</i>	23	60"	5	10	2	Artillery, Power (1)
<i>Shredder Cannon</i>	19	36"	6	8	2	Artillery, Power (1)

PRIMITIVE PROJECTILES (BOWS ETC.)

	Pts	RNG	ST	AK	DAM	TYPE
<i>Crossbow</i>	2	24"	2	1	1	Assault
<i>Repeater Crossbow</i>	3	24"	2	1 / 2	1	Automatic
<i>Mercian Longbow</i>	4	24"	2	1	1	Assault, Power (1), Heavy Draw
<i>Wolf Bow</i>	2	18"	2	1	1	Assault
<i>Javelins</i>	4	6-18"	2	1	1	Running, Indirect Fire
<i>Shuriken</i>	5	12"	3	1	1	Assault, Fast Strike, Ignores Cover
<i>Ballista</i>	12	36"	8	1	D6	Artillery, Indirect Fire, Anti-Air

PLASMA WEAPONS

	Pts	RNG	ST	AK	DAM	TYPE
<i>Plasma Pistol</i>	9	12"	7	1	D3	Assault, Power (1)
<i>Plasma Rifle</i>	11	18"	7	1 / 2	D3	Automatic, Power (1)
<i>Plasma Carbine</i>	12	18"	7	2	D3	Assault, Power (1)
<i>Plasma Cannon</i>	23	36"	8	1	D6	Heavy, Blast (3"), Power (1)
<i>Plasma Volleygun</i>	18	36"	7	4	D3	Heavy, Power (1)
<i>Plasma Mortar</i>	17	12-48"	7	1	D3	Heavy, Blast (3"), Indirect Fire

SPECIAL WEAPONS

	Pts	RNG	ST	AK	DAM	TYPE
Flamethrower	25	12"	4	2D6	1	Assault, Instant Hit
Mini Flamethrower	14	9"	4	1D6	1	Assault, Instant Hit
Vehicle Flamethrower	37	18"	5	3D6	1	Artillery, Instant Hit
Mortar	19	18-72"	5	1	2	Heavy, Blast (4"), Indirect Fire
Recoilless Rifle	25	60"	10	1	2D6	Heavy, Tankbuster
Guided Missile Launcher	14	48"	8	1	D6	Heavy, Anti-Air, Fast Strike
Aerial Bomb	11	Bomb	10	1	D6	Bomb, Blast (4"), One Use Only
Homing Missile	13	48"	10	1	2D6	Heavy, Fast Strike, Ignores Cover, One Use Only

MAKE A RANGED WEAPON

When creating a unit, start with one model and give them the following stats:

RNG 12"
STR 3
AK 1
DAM 1
Type Assault

This weapon is currently worth **3pts** – before the halving at the end.

RNG

RNG (Range) is the effective Range of the weapon.

LOW	6"	-3pts
	8"	-2pts
	9"	-1pt
START!	12"	Free
HIGH	18"	+1pt
	24"	+2pts
	30"	+3pts
VERY HIGH	36"	+4pts
	42"	+5pts
	48"	+6pts
EXTREME	54"	+7pts
	60"	+8pts
	66"	+9pts
	72"	+10pts
Unlimited Range = 15pts		

Multiple Move Values: If your unit has a minimum Range value, then use the highest Range value and apply **-1pt** for every 3" of minimum Range (i.e. Minimum Range 6" = -2pts).

STR

STR (Strength) determines your Weapon's stopping power, and anti-tank ability.

LOW	1	-3pts
	2	-1pt
START!	3	Free
HIGH	4	+1pt
	5	+2pts
	6	+4pts
VERY HIGH	7	+7pts
	8	+11pts
	9	+16pts
	10	+22pts
EXTREME	11	+29pts
	12	+37pts
	13	+46pts
	14	+56pts
	15	+67pts

AK

AK (Attacks) is the number of times your weapon can attack in a single Action.

For every additional attack, add half your STR to the value, rounding up. *For instance, STR 3 weapons gain +2pts per additional Attack.*

Automatic Weapons: Use the highest AK but apply -1pt for the difference between AK values. *For instance, a 2/4 Automatic Weapon would have a -2pts modifier.*

Random Attacks: If the weapon has a random number of attacks, use the highest possible value, then subtract half that value from the weapon's cost. *For instance, a weapon with 2D6 Attacks would count as having 12ATK but receive a -6pts modifier.*

DAM

DAM (Damage) determines the Damage each Hit Deals. High DAM weapons are good against Heroes and monstrous units (such as big Eggman Robots!).

START!	1	Free
HIGH	2	+2pts
	3	+4pts
	D3	+3pts
VERY HIGH	D6	+6pts
	2D6	+12pts
	3D6	+18pts
	4D6	+24pts

IMPORTANT: Add half the value for every additional point of AK the weapon has, **and** the number of inches in its Blast Radius.

TYPE & SUBTYPES

Assault: Default option. No modifier.

Heavy/Focus: -5pts

Artillery: -10pts

Running: +5pts

Automatic: See ATK earlier in this section

Bomb: No modifier, range reduced to 0" for "free"

Subtype

Anti-Air: +5pts

Dual-Wield/Fast Strike/Twin-Linked: +5pts

Heavy Draw: +1pt

Indirect Fire: +5pts (+3pts if weapon is weak*)

Instant Hit: +5pts, also see "Finishing Touches"

Ignores Cover: +10pts (+5pts if weapon is weak*)

One Use Only: Half total cost

Power (1): +5pts (+3pts if weapon is weak*)

Power (2): +10pts (+6pts if weapon is weak*)

Power (3): +20pts (+12pts if weapon is weak*)

Sniper/Assassin: +10pts

Tankbuster: +10pts

*What defines "weak" is up to you, but I personally define it as having STR below 4.

Multi-Choice

When making a Multi-Choice Weapon, add up the value as if each fire-type was its own weapon, then divide by the number of fire-types, rounding up.

Blast Radius

START!	None	Free
HIGH	1"	+5pts
	2"	+10pts
	3"	+15pts
	4"	+20pts
VERY HIGH	5"	+25pts
	6"	+30pts
Add +5pts for every inch of Blast Radius		

FINISHING TOUCHES

Once all the stats have been added up, halve the total Points cost and round up for its final value, unless the weapon has the **Instant Hit** subtype. Every Ranged Weapon has a minimum cost of **2pts** each.

Note: You're supposed to double the weapon's value when used by a model with an RC of 2+. With unique weapons, you *could* cut out the middleman by not halving at all.

MAKE YOUR MELEE WEAPON

When creating a unit, start with one model and give them the following stats:

RNG CQC (doesn't change)
STR 3
AK 1
DAM 1
Type Melee (doesn't change)

If this is the model's first Melee Weapon, these stats are completely **free**. If not, this weapon is worth **3pts** – before the halving at the end.

STR

STR (Strength) determines your Weapon's stopping power, and anti-tank ability.

LOW	1	-3pts
	2	-1pt
START!	3	Free
HIGH	4	+1pt
	5	+2pts
	6	+4pts
VERY HIGH	7	+7pts
	8	+11pts
	9	+16pts
	10	+22pts
EXTREME	11	+29pts
	12	+37pts
	13	+46pts
	14	+56pts
	15	+67pts

AK

AK (Attacks) is the number of times your weapon can attack in a single Action.

For every additional attack, add half your STR to the value, rounding up. *For instance, STR 3 weapons gain +2pts per additional Attack.*

Random Attacks: If the weapon has a random number of attacks, use the highest possible value, then subtract half that value from the weapon's cost. *For instance, a weapon with 2D6 Attacks would count as having 12ATK but receive a -6pts modifier.*

DAM

DAM (Damage) determines the Damage each Hit Deals. High DAM weapons are good against Heroes and monstrous units (such as big Eggman Robots!).

START!	1	Free
HIGH	2	+2pts
	3	+4pts
	D3	+3pts
VERY HIGH	D6	+6pts
	2D6	+12pts
	3D6	+18pts
	4D6	+24pts

IMPORTANT: Add half the value for every additional point of AK the weapon has.

SUBTYPES

Dual-Wield/Fast Strike/Twin-Linked: +5pts

Instant Hit: +5pts, also see "Finishing Touches"

One Use Only: Half total cost

Power (1): +5pts (+3pts is weapon is weak*)

Power (2): +10pts (+6pts is weapon is weak*)

Power (3): +20pts (+12pts is weapon is weak*)

Tankbuster: +10pts

Unwieldy: -5pts

*What defines "weak" is up to you, but I personally define it as having STR below 4.

Multi-Choice

When making a Multi-Choice Weapon, add up the value as if each wield-type was its own weapon, then divide by the number of wield-types, rounding up.

FINISHING TOUCHES

Once all the stats have been added up, halve the total Points cost and round up for its final value, unless the weapon has the **Instant Hit** subtype.

There is no minimum cost for a model's first weapon, it can even be a minus number! Every additional weapon has a minimum cost of **2pts** each!

PART THREE: VEHICLES

When creating a unit, start with one model and give them the following stats:

Move 6"
RC 5+
PAN 6
HP 3
ARM 4

This model is completely unarmed and worth **20pts**. We'll add weapons and Special Rules later!

Move

This is the model's Standard Movement distance.

LOW	3"	-15pts
	4"	-10pts
	5"	-5pt
START!	6"	Free
HIGH	7"	+5pt
	8"	+10pts
	9"	+15pts
VERY HIGH	10"	+20pts
	11"	+25pts
	12"	+30pts
Add +5pts for every additional inch		

Multiple Move Values: If your unit has more than one Move (i.e. Flying), then use the highest Move value and apply **-2pts** for every inch of difference.

RC

RC (Ranged Combat) determines your model's accuracy with firearms and other ranged weaponry. The lower this number is, the better!

LOW	None	-10pts
	6+	-5pts
START!	5+	Free
HIGH	4+	+5pts
	3+	+10pts
VERY HIGH	2+	+20pts

If this is a "plus" value, multiply by every weapon on the Vehicle. Double this value *after* that if the Vehicle's ARM is 7 or 8.

No Shooting: "None" is for when your model doesn't own any Ranged Weapons and/or can't fire them.

PAN

PAN (Panic) Determines your model's bravery and discipline – their ability to keep calm under fire. Failing a Panic Test will cause them to disobey orders and run from the battlefield!

LOW	3	-15pts
	4	-10pts
	5	-5pts
START!	6	Free
HIGH	7	+5pts
	8	+10pts
	9	+15pts
VERY HIGH	10	+20pts
Having both PAN 10 and FEARLESS is +30pts		

HP

HP (Hit Points) determines the amount of damage a model can take before it's considered a Casualty. Most low-ranking models have only 1 HP.

LOW	1	-6pts
	2	-3pts
START!	3	Free
HIGH	4	+5pts
	5	+10pts
	6	+15pts
VERY HIGH	7	+20pts
	8	+25pts
	9	+30pts
	10	+35pts
Add +5pts for every additional Hit Point		

Double these values if the Vehicle's ARM value is 6 or higher.

ARM

ARM (Armour) determines the overall thickness of the Vehicle's Armour. High-armour vehicles can take most anti-tank guns without a scratch, whereas low-armour vehicles can break with small arms fire.

LOW	1	-40pts
	2	-20pts
	3	-10pts
START!	4	Free
HIGH	5	+20pts
	6	+40pts
VERY HIGH	7	+80pts
	8	+160pts

VEHICLE TYPES

All Special Rules included with the Unit Type are included in their Points Costs. *For Instance, Giants don't need to pay for the Heavy Load and All-Terrain Special Rules.*

[No Type]: Default. No points cost modifiers.

Heavy: Do not halve value after adding up cost.

SPG: +5pts (+10pts if main weapon is over 25pts)

Flying: +50pts

Airborne: +25pts

Subtypes

Fast: +10pts

Hover: +20pts

Open-Topped: -10pts

Transport: +2pts per capacity point

Unarmed (No Weapons): Halve value *again*.

SPECIAL RULES & COMMANDS

Here is a list of fairly common Special Rules and how much they cost to implement.

All-Terrain: +20pts

Ambush: +100pts

Anti-Air: +20pts

Fearless: see PAN at the start of this chapter

Terrifying: +20pts

Teleport: +60pts

Vanguard: +60pts

Kingdom of Acorn

In the Name of Freedom: +20pts

Eggman Empire/Dark Egg Legion

Command Vehicle: Free

G.U.N/United Federation

Overwatch: +60pts

Dingo Regime

Hatred for Echidnas: +20pts

Blitz: +40pts

Making Your Own

As Special Rules and Special Commands are naturally very broad and abstract, I can't give you an objective points cost for everything you could come up with – so I'm trusting your judgement here!

For Commands and Rules that temporarily or conditionally grant a Stat modifier, the rule should cost around half what it would to make that modifier permanent. *For instance, if a character with 20HP could give themselves a 3+ Shield Save (+48pts) temporarily, the Special Command should cost at least 24pts.*

Of course, if you're making a Special Command in the form of an Attack, just add it up as if you were making the unit a new weapon (focused = Heavy!).

FINISHING TOUCHES

After adding up your character's main weapons, here's what you need to do:

1. Pick your unit's Type, Special Commands, and Special Rules, detailed earlier.
2. Give your unit their weapons, detailed in Part 2. Weapons Values are doubled. *Remember: Vehicles aren't armed with Melee Weapons!*

After your unit is fully equipped and detailed, do the following to finish your creation, by halving the value and rounding up to the nearest multiple of 5!

The minimum cost is **20pts per Vehicle** regardless of size, stats, or otherwise.

IMPORTANT DISCLAIMER FOR ALL UNITS & WEAPONS

These are not set-in-stone rules to follow. While they can give an estimated balanced value, it's up to you (and in the case of my own content, me) to determine whether the number these algorithms create would be too high or low for the Vehicle, Unit, or Weapon in question.