

# MOBIUS EXPANSIONS ADAPTER PACKS

Additional Units for your WOLF PACK NATION force

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*In general, the Wolf Pack Nation disdains technology as it gives people the power to take and destroy more than what's necessary, ending the world in a process they call "Tek-Wanu" (or "Tech-Death"). They would argue the rise of the Eggman Empire as evidence for their point.*

*However, where the line is drawn differs from Pack to Pack. The Wolf Pack's stance is that only weapons fall under Tek-Wanu – television sets, refrigerators, and other modern conveniences are all fine in moderation. Some more traditionalist (and less tourist-friendly) Packs are more extreme, calling industry as a whole and even agriculture a product of evil.*

*On the other end of the spectrum are the Adapters: Packs of young, rebellious Wolves that embrace all the technological advancements handed to them by their allies in the Kingdom of Acorn, including weapons from small arms to artillery.*

*While it's easy to call this laziness, disrespect, or even heresy, their stance is that Tek-Wanu is already upon them, with Robotnik its harbinger, and that any and all means must be used to stop it – the ancients wouldn't mind!*

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# ADAPTER PACKS RULES

## ARMY RULES

The Adapter Packs can either be fielded as an army of their own, or taken as individual Units within a *Wolf Pack Nation* Army. Here are rules for doing both.

### **Adapter Packs Army**

To create an *Adapter Packs* Army, simply write a list following the standard Mobius rules using Units from this book.

Your Army may also contain Troops Units from the *Wolf Pack Nation's* Army List as if they were **Support**. For using *Wolf Pack Nation* Heroes in an *Adapter Packs* Army, see the "**Adapter Packs Heroes**" section.

### **Wolf Pack Nation Support**

You may deploy *Adapter Packs* Units within a *Wolf Pack Nation* Army. Regardless of their Rank within an *Adapter Packs* Army, they are always treated as **Support**.

Your Army must contain at least **one** *Adapter Packs* Troops Unit before including HQ and Support.

### **The Rule of Traditions**

No more than 50% of the Army's Points Value may consist of *Adapter Packs* Units. If more than 25% of the Army's Value consists of *Adapter Packs* Units, **all** Units in the Army suffer -1 PAN as a result of distrust between the two radically different ideologies.

If the Army's Commander is **Open-Minded** to Adapters (see Page 7), the Rule of Traditions is ignored, and you may add as many *Adapter* Units into your army as you like.

"WE CAN DISCUSS THE ADAPTERS AND THEIR PATH TO TEK-WANU ANOTHER TIME. RIGHT NOW, WE HAVE BIGGER PROBLEMS — PROBLEMS **THEY** CAN HELP US SOLVE."  
- GRAND CHIEF LUPE

## ADAPTER PACKS SPECIAL RULES

### **Cry of the Wolf**

During their every Start Phase, any number of Wolf Units that **aren't** in a Melee Lock may declare a **War Howl**, which lasts until their controlling players' next Start Phase. Units making a War Howl are immediately revealed, and may not act until their next Start Phase.

During a War Howl, pick one enemy Unit on the battlefield for every howling Unit. The targeted enemies are not only revealed but suffer a -1 modifier to their Rolls to Hit and Defence/Armour Saves.

Non-Vehicle, non-Hero Units may be targeted twice for this effect, but natural rolls of 6 will succeed regardless of modifiers.

### **Tank Riders**

*When they need to travel long distances quickly, some Adapter Warbands will simply hop onto the nearest tank!*

Even if they don't have a Transport Capacity, or their Capacity is full, models with this Special Rule may embark upon, and disembark from, friendly Vehicles as if they were **Transport**.

- Most Vehicles can carry up to 6 Wolves
- **Heavy** Vehicles can carry up to 12 Wolves.
- **Super-Heavy** Vehicles can carry up to 18 Wolves.
- **Open-Topped** and **Flying** Vehicles may not be ridden at all.

While riding a Vehicle, the Unit may fire from it as if it were **Open-Topped**. Riding Unit(s) may still be targeted for Ranged Attacks, but gain a +1 modifier to their Cover Level.

# ADAPTER PACKS UNITS

## HQ

### ADAPTER CHIEFTAIN.....80PTS

Adapter Chieftains – as the name might suggest – are Chieftains ruling Packs that follow the Adapter mandates, acting as strategist, support gunner, and spiritual advisor on modern technology in Wolf society. As you could imagine, the very existence of Chieftains that not only condone but **encourage** this heresy angers the most traditionalist leaders, and meetings between them usually end in arguments, fistfights, or even attempted assassinations if the Grand Chief isn't there to de-escalate the matter.

	Move	CQC	RC	PAN	HP	DEF	
Adapter Chieftain	6"	7	3+	10	6	2	<b>Unit:</b> 1 Adapter Chieftain <b>Type:</b> Super Speed Infantry

#### WARGEAR

- Focused Laser Rifle
- Chieftain's 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

- Independent
- Cry of the Wolf
- Climb
- Tank Riders

#### OPTIONS

- The Chieftain may gain the **Camouflage (2)** Special Rule for **+10pts**
- The Chieftain may replace their Focused Laser Rifle with a Plasma Carbine.

	RNG	ST	AK	DAM	Type
Focused Laser Rifle	24"	3	1	D3	Assault, Power (2), Sniper
Plasma Carbine	18"	7	2	D3	Assault
Chieftain's Sword	CQC	4	5	1	Melee

"When I told me Platoon Sergeant what I saw...he laughed, right in me damn face. He then called the rest of his platoon to tell 'em what I told him. In a mockin' tone he cried: '**WOLVES WITH GUNS! ALL WEARIN' GHILLE SUITS!**' as he faked cowering, and they all laughed too...

...until Sarge's face got lasered off."

-An interview from a documentary on the Homo-Lupus War, this particular line coming from an anonymous GUN Soldier

# TROOPS

## ADAPTER WARBAND.....150PTS

Every year, the Kingdom of Acorn sends millions worth of weapons and assets to the Wolf Pack Nation, which they may use however they want in the fight against Robotnik. While most Packs sell or scrap these weapons citing "Tek-Wanu", Adapter Warbands are small parties of young Wolves that have decided to actually use them. These warbands could be parties of eccentrics within larger Packs, or a small piece of a whole Pack of outcasts.

	Move	CQC	RC	PAN	HP	DEF	
Adapter	6"	5	5+	9	1	2	<b>Unit:</b> 10 Adapters <b>Type:</b> Infantry

### WARGEAR

- Laser Rifle
- Wolf Dagger

### SPECIAL RULES

- Cry of the Wolf
- Climb
- Tank Riders

### OPTIONS

- Any number of Adapters may replace their Laser Rifles with one of the following:
  - Bolt Rifle
  - Laser Carbine
- Up to three Adapters may replace their Laser Rifles with Plasma Carbines for **+5pts each**.
- The Unit may gain the **Camouflage (1)** Special Rule for **+15pts**

	RNG	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Automatic
Bolt Rifle	36"	4	1	1	Assault
Laser Carbine	18"	3	2	1	Assault
Plasma Carbine	18"	7	2	D3	Assault
Wolf Dagger	CQC	4	2	1	Melee

## ADAPTER-SCOUT WARBAND.....100PTS

Adapter-Scout Warbands are small fireteams of an Adapter Pack's fastest members, usually once hailing from Fanatic Warbands or Hunter Parties in their old, pre-advancement lives. Loosely basing their tactics on GUN Assault Squads, their main goal is to scout ahead of their Packs, performing reconnaissance and harassing would-be threats, weakening the enemy's defences against the incoming onslaught.

	Move	CQC	RC	PAN	HP	DEF	
Adapter-Scout	6"	5	5+	9	1	2	<b>Unit:</b> 5 Adapter-Scouts <b>Type:</b> Super Speed Infantry

### WARGEAR

- Laser Carbine
- Wolf Dagger

### SPECIAL RULES

- Cry of the Wolf
- Climb
- Vanguard
- Camouflage (1)
- Tank Riders

	RNG	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Wolf Dagger	CQC	4	2	1	Melee

# SUPPORT

When playing an *Adapter Packs* army, you may take any *Wolf Pack Nation* **Troops** as **Support** Units. Heroes are another matter entirely, which are covered in the “Adapter Packs Heroes” section.

## ADAPTER WITCH DOCTOR.....35PTS

*Witch Doctors* are healers in their villages, rarely sent into combat but able to do so where most needed. Their most popular form of healing is a compound made of mud and other “secret” chemicals that can temporarily heal almost all battlefield wounds. Whether this “Healing Mud” is a placebo is up for debate, but for years it’s seen wolves with grim injuries stand back up and fight, so it works either way.

	Move	CQC	RC	PAN	HP	DEF	
<i>Witch Doctor</i>	6”	5	-	9	4	2	<b>Unit:</b> 1 Witch Doctor <b>Type:</b> Super Speed Infantry

### WARGEAR

- Wolf Sword

### SPECIAL RULES

- Independent
- Climb
- Cry of the Wolf
- Tank Riders

### SPECIAL COMMANDS

**Healing Mud (4+)** – *Healing, Unlocked*

Pick a friendly Wolf Pack\* Unit within 6” of the Witch Doctor, or the Witch Doctor themselves. Then pick **one** of the following effects for that Unit:

- If the Unit has lost members, bring back 1 Unit member with **1 HP**.
- Heal **D3 HP** to a single member of that Unit, up to their starting HP.

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

	RNG	ST	AK	DAM	Type
<i>Wolf Sword</i>	CQC	4	3	1	Melee

## WOLF ARTILLERY.....35PTS

*These are the biggest guns in the Kingdom of Acorn’s “Support Packages” sent to the Kingdom of Acorn – so large that it takes 2-3 Wolves to effectively operate! Of course, these weapons are extremely common in Adapter Packs, but even the more hardcore Chieftains among the Wolves will accept these expensive, high-power gifts. It seems the appeal of anti-tank rays aren’t exclusive to the tech-savvy!*

	Move	CQC	RC	PAN	HP	DEF	
<i>Wolf Gunner</i>	6”	4	5+	8	1	2	<b>Unit:</b> 1 Gun, 3 Wolf Gunners <b>Type:</b> Artillery (Infantry Crew)

### WARGEAR (CREW)

- Wolf Sword

### SPECIAL RULES

- Cry of the Wolf
- Climb

### OPTIONS

- The Gun **must** be one of the following:
  - Gatling Laser
  - Laser Cannon (+5pts)
  - Sky Laser (+5pts)

	RNG	ST	AK	DAM	Type
<i>Gatling Laser</i>	36”	3	6	1	Heavy
<i>Laser Cannon</i>	48”	9	1	D6	Heavy
<i>Sky Laser</i>	36”	7	3	1	Heavy, Anti-Air
<i>Wolf Sword</i>	CQC	4	3	1	Melee

## SUPPORT UNITS (CONTINUED)

### WOLF CUIRASSIER.....150PTS

When the Kingdom of Acorn began sending supplies to the Wolf Pack Nation as aid in their efforts against the Eggman Empire, the “care packages” included twelve of their Cuirassier model Main Battle Tanks, famed and feared for their thick armour and heavy firepower. However, it was fairly common knowledge that a Wolf was about twice the size of a standard Mobian, so an adult Wolf couldn’t fit without tearing out some “unnecessary” internals. While these ramshackle modifications weakened its armour, it had the hidden benefit of added mobility, especially on broken ground that would’ve halted a far heavier vehicle.

**Modelling Note:** The Cuirassier is loosely based on the Char B1 Bis Heavy Tank – I recommend modifying a scale miniature of that if planning to build your own, and adding ramshackle modifications to represent its new owners!

	Move	RC	PAN	ARM	HP	Type
Wolf Cuirassier	8"	5+	8	6	6	Heavy, Self-Propelled Gun

**Unit:** 1 Wolf Cuirassier MBT  
**Type:** Vehicle

#### SPECIAL RULES

- All-Terrain

#### WARGEAR

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

#### OPTIONS

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

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

### WOLF LANCER.....40PTS

Much like the Cuirassier MBT, a total of eighty-five Lancer Light Tanks were shipped to the Wolf Pack Nation as a means of fighting the invading Eggman Empire forces. Far too small for a Wolf under normal circumstances, more than half were sold to the United Federation for scrap. The other half were taken by Adapters, who made their own enhancements (with an axe), lightening the armour and giving a new meaning to the phrase “mobile artillery”.

**Modelling Note:** The Lancer is loosely based on the French R35 Light Tank – I recommend modifying a scale miniature of that if planning to build your own, and adding ramshackle modifications to represent its new owners!

	Move	RC	PAN	ARM	HP	Type
Wolf Lancer	8"	5+	8	5	4	Self-Propelled Gun, Fast

**Unit:** 1 Wolf Lancer Light Tank  
**Type:** Vehicle

#### OPTIONS

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

#### WARGEAR

- Gatling Laser

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

# ADAPTER PACKS HEROES

All Wolf Pack Nation Heroes may appear in an Adapter Packs Army. However, there are strict rules on *how* they may appear, as well as effects within said Armies, that depend entirely on their Attitude towards the Adapter Packs as a whole.

**Grand Chief Lupe:** Open-Minded

**Chief Lobo:** Traditionalist

**Canus:** Open-Minded

**Chieftain Reynard:** Traditionalist

**Chieftain Diablo:** Open-Minded

**Chieftain Drago (pre-exile):** Open-Minded

**Leeta & Lyco:** Adapters

## Open-Minded

Open-Minded Heroes aren't against the use of Adapters in their Packs, either completely neutral towards or openly supporting them. Either way, they're happy to receive the extra frontline troops.

### In an Adapter Packs Army

Open-Minded Heroes may either join an *Adapter Packs Army* as a Troops Unit or lead them as an HQ Unit. They may even become a Commander, but their Command Bonus is rendered void as they only apply when commanding a *Wolf Pack Nation Army*.

### Leading a Wolf Pack Nation Army

If an Open-Minded Hero commands a *Wolf Pack Nation Army*, they may add as many *Adapter Packs Units* into their roster as they please – even if it means breaking the Traditions rule on Page 2.

## Traditionalist

Traditionalist Heroes hate Adapters and will refuse to trust them – even while fighting alongside them.

### In an Adapter Packs Army

Traditionalist Heroes may join an *Adapter Packs Army* as a Troops Unit. If they do, they may not join any Units, even with the ***Independent*** Special Rule.

When within 6" of a Traditionalist Hero, friendly *Adapter Packs Units* suffer -1 PAN, even if they originally came from the *Wolf Pack Nation* book.

### Leading a Wolf Pack Nation Army

If a Traditionalist Hero commands a *Wolf Pack Nation Army*, it may **not** contain any *Adapter Packs Units*.

## Adapters (Leeta & Lyco)

Leeta & Lyco are themselves Adapters. Willing to experiment with technology, they've seen many a victory a Traditionalist would cry "Tek-Wanu" at!

Leeta & Lyco are considered **Open-Minded** for all intents and purposes. However, when taking the role of Commander in an *Adapter Packs Army*, they gain the ***Howl-Rune of Accuracy*** Command Bonus:

### Howl-Rune of Accuracy

If Leeta & Lyco are your Army's Commanders, any Units they join gain a +1 modifier to their Rolls to Hit whilst Shooting until they leave. Of course, natural rolls of 1 will still Miss.

# 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.
- All quotes in this book are made up for purposes of worldbuilding – they do not appear in the comic.