



KINGDOM OF ACORN

A Mobius Army List

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SAGE 21 Edition

Mobius Factions

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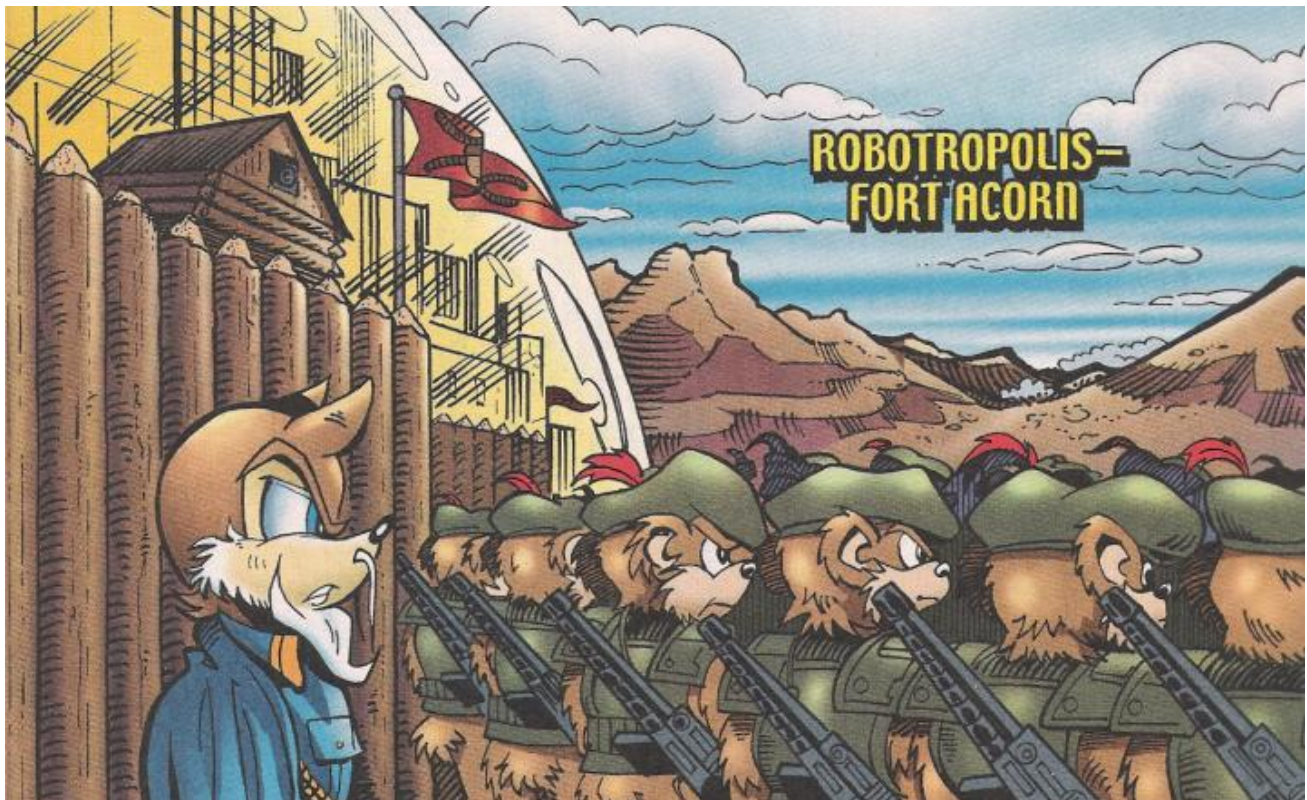
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UNIQUE SPECIAL RULES

In the Name of Freedom

The brave soldiers of the Royal Army consider their war a defence of freedom itself, something they're more than willing to die for.

Kingdom of Acorn units instantly pass their Panic Tests if at least one of the 2D6 rolled lands on a 6.

**"WE'RE THE *FREEDOM FIGHTERS!*
WE CAN HANDLE *ANYTHING!*"**

- SONIC THE HEDGEHOG

Stand Together, Fight Together

Royal Luminaires tend to fight best in unison and are extremely well-drilled in traditional fighting methods, from firing lines to bayonet charges.

During your Start Phase, if your (Kingdom of Acorn) Commander is on the battlefield, they may shout **one** of the following orders to **all** units under their **Control** with this Special Rule:

Form Two Lines: The targeted units get into line formation and fire in rapid volleys. They may not Move unless forced to but gain +1 AK to all their Ranged Weapons. Units already in Melee Lock disregard this order.

Fix Bayonets: The targeted units fix bayonets and sprint ahead. They may not fire their Ranged Weapons but gain +2 AK to all their Melee Weapons.

KINGDOM OF ACORN UNITS

HQ

ROYAL CAPITAIN.....60PTS

The Kingdom of Acorn has no "armchair generals". As a means of boosting morale, commanding officers will appear on the frontlines just like any other soldier, and even members of the Royal Family are expected to arm themselves for battle! Of course, the Capitaine is no exception, closely following their troops to reinforce the frontlines, their commitment to King and Country just as whole as any other. Even when advancing into certain death, the Capitaine stays with their troops, as to live under Robotnik would be a fate far worse.

	Move	CQC	RC	PAN	HP	DEF
Capitaine	6"	6	2+	9	4	3

Unit: 1 Capitaine
Type: Infantry

WARGEAR

- Laser Blaster
- Officer's Sabre

SPECIAL RULES

- Independent
- All-Terrain
- In the Name of Freedom
- Stand Together, Fight Together

Narrative Note: You can use these statistics to represent any senior leadership role from Capitaine to General!

	RNG	ST	AK	DAM	Type
Laser Blaster	12"	3	2	1	Assault
Officer's Sabre	CQC	3	4	1	Melee

TROOPS

ROYAL LUMINAIRES SQUAD.....65PTS

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
Luminaire	6"	4	4+	7	1	3
Luminaire Sergeant	6"	4	4+	8	1	3

Unit: 4 Luminaires, 1 Luminaire Sergeant
Type: Infantry

WARGEAR

- Laser Rifle
- Bayonet

OPTIONS

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

SPECIAL RULES

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

	RNG	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Automatic
Laser Carbine	18"	3	2	1	Assault
Bayonet	CQC	3	2	1	Melee

ROYAL GUARDS SQUAD.....110PTS

The elite protectors of the palace, the Royal Guards are an uplifting sight to their allies, and a terrifying sight to their foes. Armed with enhanced weaponry and sworn to their duty with a suicidal fervour, they will not stop until the House of Acorn is safe – if it falls, they will die fighting among the ashes.

	Move	CQC	RC	PAN	HP	DEF
Royal Guard	8"	5	3+	10	1	4

Unit: 5 Royal Guards
Type: Infantry

WARGEAR

- Laser Rifle
- Guards' Bayonet

IMPORTANT NOTE: Your army may only contain Royal Guards if your **Commander's Command Bonus** allows it.

OPTIONS

- The unit may contain 5 additional Royal Guards for **+100pts**

SPECIAL RULES

- Fearless
- All-Terrain
- Stand Together, Fight Together

	RNG	ST	AK	DAM	Type
Laser Assault Rifle	24"	4	1 / 3	1	Automatic
Guards' Bayonet	CQC	3	3	1	Melee

TRANSPORT

MOBO-CRUISER.....20PTS

The Mobo-Cruiser is a light vehicle built for moving cargo, but often repurposed for moving equally important troops. While usually unarmed, its ability to get units onto the battlefield quickly has led to "Dragoon" units claiming the Mobo-Cruiser as a permanent piece of equipment.

	Move	RC	PAN	ARM	HP	Type
Mobo-Cruiser	6"	4+	8	5	6	Fast, Open-Topped, Transport (12)

Unit: 1 Mobo-Cruiser

Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

TRANSPORT CAPACITY

The Mobo-Cruiser can carry up to twelve Kingdom of Acorn Infantry models. **Heavy** weapons can be strapped to the vehicle's hull, even if used in a Royal Artillery unit, and one **Artillery** weapon may be towed.

OPTIONS

- This Vehicle may take a Gatling Laser for +10pts

	RNG	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy



Narrative Note: Mobo-Cruisers come in many sizes and models for different logistics and battlefield needs. The one above is for two people, a Cruiser used on a battlefield would have a *much* larger cargo section!

SUPPORT

ROYAL PLASMABUSIERS SQUAD.....85PTS

The Plasma Rifle is much shorter in range but packs one hell of a punch, its rounds able to ruin some of the toughest targets beyond repair. As with Luminares with the Laser Rifle, the Royal Army has decided to introduce with the Plasmabusier Squad, a specialist head-hunter unit tasked with scouting ahead of their force and using their new weapons to bring down Robotnik's largest creations.

	Move	CQC	RC	PAN	HP	DEF
Luminaire	6"	4	4+	7	1	3
Luminaire Sergeant	6"	4	4+	8	1	3

Unit: 4 Luminares, 1 Luminaire Sergeant
Type: Infantry

WARGEAR

- Plasma Rifle
- Sabre

SPECIAL RULES

- In the Name of Freedom
- All-Terrain
- Vanguard

	RNG	ST	AK	DAM	Type
Plasma Rifle	18"	7	1 / 2	D3	Automatic
Sabre	CQC	3	2	1	Melee

ROYAL ARTILLERY.....25PTS

The Kingdom of Acorn are quite traditionalist in their approach to warfare, often preferring suicidal bayonet charges over other forms of infantry combat. But who keeps the infantry safe before the charge? The answer, of course, is the Royal Artillery! These huge guns are excellent tools for carrying out sieges, defending cities, and taking out long-distance targets, but require a large crew who are relatively ill-equipped for any frontline role. Overall, they're excellent fire support for your infantry and tanks, but leave the short-range fighting to the Bayonets.

	Move	CQC	RC	PAN	HP	DEF
Bombardier	6"	3	4+	7	1	3

Unit: 1 Gun, 3 Bombardiers
Type: Artillery (Infantry)

WARGEAR (CREW)

- Sabre

OPTIONS

- The Gun **must** be one of the following:
 - Gatling Laser
 - Laser Cannon (+5pts)
 - Sky Laser (+5pts)
 - Heavy Gatling Laser (+10pts)
 - Plasma Mortar (+10pts)
 - Laser Great Cannon (+15pts)

SPECIAL RULES

- In the Name of Freedom

	RNG	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Sky Laser	36"	7	3	1	Heavy, Anti-Air
Heavy Gatling Laser	60"	4	10	2	Artillery, Power (1)
Plasma Mortar	12-48"	7	1	D3	Heavy, Blast (3"), Indirect Fire
Laser Great Cannon	60"	10	1	2D6	Artillery, Tankbuster, Anti-Air
Sabre	CQC	3	2	1	Melee

SUPPORT UNITS (CONTINUED)**HUSSAR FIGHTER PLANE.....95PTS**

Hussar Fighter Planes are high-performance biplanes based on the Tornado designs of Miles "Tails" Prower. While Miles' original design favoured speed and transport capacity over any combat roles, this model has been armed to the teeth with an array of high-powered laser rifles connected directly to the aircraft's engine, and even a hatch for bombing runs should a commander deem it necessary.

	Move	RC	PAN	ARM	HP	Type
Hussar	6" / 6-12"	4+	8	4	12	Flying, Fast

Unit: 1 Hussar Fighter Plane
Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

WARGEAR

- Hussar Laser Array

OPTIONS

- This Vehicle may carry up to three Aerial Bombs for **+10pts each**

	RNG	ST	AK	DAM	Type
Hussar Laser Array	36"	6	6	2	Artillery, Twin-Linked
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (4"), One Use Only

LANCER LIGHT TANK.....55PTS

The Lancer Light Tank is the perfect compromise for the "progressive" commander who wants to keep their guns mobile. While unimpressive by a modern tank's standards, its purpose is mostly to support infantry, staying just as mobile as a Luminaire but providing the firepower of the Royal Artillery. With that in mind, it does its job excellently.

Narrative Note: The Lancer Light Tank is loosely based on the French R35 Light Tank – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	ARM	HP	Type
Lancer	8"	4+	8	6	4	Self-Propelled Gun

Unit: 1 Lancer Light Tank
Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

WARGEAR

- Gatling Laser

OPTIONS

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

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

SUPPORT UNITS (CONTINUED)**CUIRASSIER MAIN BATTLE TANK.....190PTS**

When it comes to military units, the House of Acorn prefer quality over quantity, and few things summarise this philosophy any better than the “Cuirassier” Main Battle Tank. Armed with a two high-powered laser guns, one of which can change its power output to match its target, and covered in several inches of the finest Northamer Steel, this tank is seen by many as a symbol of the Acorns’ true military might.

Narrative Note: The Cuirassier MBT is loosely based on the Char B1 Bis Heavy Tank – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	ARM	HP	Type
<i>Cuirassier</i>	6"	4+	8	7	6	Heavy

Unit: 1 Cuirassier MBT

Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

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
<i>Variable Laser System</i>					Multi-Choice
> Focus	48"	9	1	D6	<i>Artillery, Tankbuster</i>
> Flash	48"	3	6	1	<i>Artillery, Power (2)</i>
<i>Gatling Laser</i>	36"	3	6	1	Heavy
<i>Laser Cannon</i>	48"	9	1	D6	Heavy



(The kind of crashing volleys the “Form Two Lines!” order represents)

KINGDOM OF ACORN HEROES

KING ELIAS ACORN.....100PTS

After Maximillian Acorn was declared too old and unwell to rule, his son, Elias, soon took the throne. While he doesn't consider himself an elite Freedom Fighter like his sister, he is a master with his two custom swords, holding his own in a duel against Commander Amadeus Prower during his attempted coup. Despite this, he dislikes getting involved in combat due to his status and the consequences should he die in battle. He shouldn't need to, however, if the Royal Guards do their jobs correctly.

	Move	CQC	RC	PAN	HP	DEF
Elias Acorn	8"	7	-	10	8	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Elias Acorn

WARGEAR

- Duelling Rings

SPECIAL RULES

- Independent
- Fearless
- Climb
- Duellist



Duellist: If Elias challenges a Hero/HQ to a Duel, they may not refuse. Additionally, while Duelling, Elias gains a +1 modifier to all his Rolls to Hit and Defence Saves.

COMMAND BONUS

The Acorn Monarch

If Elias Acorn is your Army's Commander, your army may contain any number of **Royal Guards Squads**. If he is included in your Army but is *not* your Commander, your army may contain **one** Squad.

	RNG	ST	AK	DAM	Type
Duelling Rings	CQC	4	5	2	Melee, Power (1)

COMMANDER AMADEUS PROWER.....140PTS

Amadeus Prower has a complicated history within the House of Acorn. Despite being one of the Royal Army's most respected leaders, he had once attempted a coup against King Elias in an attempt to create a democracy, which ultimately ended non-violently in a compromise that founded the Council of Acorn. Amadeus was pardoned for his crimes, and now leads the famous Mes Braves Battalion, defending the people where the Freedom Fighters cannot.

	Move	CQC	RC	PAN	HP	DEF
Amadeus Prower	8"	7	2+	10	8	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Amadeus Prower

WARGEAR

- Laser Blaster
- Elite Sabre

SPECIAL RULES

- Independent
- All-Terrain
- Fearless

COMMAND BONUS

Sharp Practice

If Amadeus Prower calls a *Form Two Lines* order, all Luminaires under his command may re-roll any Hit Rolls of 1 while firing (see **Stand Together, Fight Together** on Page 2).



	RNG	ST	AK	DAM	Type
Laser Blaster	12"	3	2	1	Assault
Elite Sabre	CQC	3	5	1	Melee

GEOFFREY ST. JOHN.....14OPTS

Geoffrey St. John is the head of the Royal Secret Service, a team of Commandos and secret agents who operate in the shadows and have been doing so since the early days of the Robotnik Coup. Like his agents, Geoffrey is a master of guerrilla warfare, using his customised crossbow to deliver precise strikes on enemy leaders.

	Move	CQC	RC	PAN	HP	DEF
Geoffrey St. John	8"	7	2+	10	10	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Geoffrey St. John

WARGEAR

- Agency Crossbow
- Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Camouflage (2)



Assassin: The Agency Crossbow may target any *specific* member of a unit, even independents hiding among them. If it targets an Independent, its DAM becomes D6.

SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

If Geoffrey St. John is at least 12" away from the nearest enemy unit that can draw a Line of Sight on him, he may re-enter Reserves. He may use **Ambush** to return, but his Blip is still revealed.

	RNG	ST	AK	DAM	Type
Agency Crossbow	12"	3	1	D3	Assault, Power (3), Assassin
Martial Arts	CQC	3	4	1	Melee, Fast Strike

ANTOINE D'COOLETTE.....14OPTS

Taught by his father, the late General Armand, in the art of swordsmanship, Antoine D'Coolette is an excellent swordfighter, perhaps even the best on Mobius. While many of his peers label him a coward, his work for the Kingdom of Acorn has not gone unnoticed, earning himself the rank of Supreme General for the whole Royal Army.

	Move	CQC	RC	PAN	HP	DEF
Antoine D'Coolette	8"	12	-	8	10	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Antoine D'Coolette

WARGEAR

- Épée D'Antoine

SPECIAL RULES

- Independent
- In the Name of Freedom
- Climb

COMMAND BONUS

Pas De Charge!

If Antoine is your Commander, all units under his Command – including himself – may move 6" as if Teleporting before the beginning of your first Turn. This may not be used as a Charge, but doesn't count towards moving or firing later that turn.



	RNG	ST	AK	DAM	Type
Épée D'Antoine	CQC	4	6	D3	Melee, Power (1)

PRINCESS SALLY ACORN.....150PTS

As her title probably suggests, Princess Sally Alicia Acorn is next in line for the throne, and currently holds the role of leader to the elite Freedom Fighters. Of the two lives she lives, she seems to prefer the latter, considering herself far more militaristic than regal in nature – a trait which shows in her excellent strategies, which helped turn the tide of the First Robotnik War from certain defeat to a decisive victory.

	Move	CQC	RC	PAN	HP	DEF
Sally Acorn	8"	8	2+	10	12	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Sally Acorn

WARGEAR

- Nicole Beam
- Elite Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Ambush
- Climb



OPTIONS

- Sally may take one of the following:
 - Sword of Acorns (+30pts)
 - Ring-Blades (+60pts)
- Sally may be accompanied by Nicole the Holo-Lynx (see Page 11)

Sword of Acorns: The Sword of Acorns is an unstable magical weapon known to warp its wielder's mind into an uncontrollable rage. If she wields this weapon, Sally may not attempt to escape a Melee Lock, even voluntarily. She also becomes **Terrifying**.

Ring-Blades: Sally's Ring-Blades use hard-light technology to create all manner of weapons and shields. When these are equipped, Sally gains the **Shielded (4+)** Special Rule.

COMMAND BONUS

Princess of the Acorns

If Sally Acorn is your army's Commander, then your Army may contain up to two **Royal Guards Squads**.

	RNG	ST	AK	DAM	Type
Nicole Beam	12"	7	1	D3	Assault, Power (2)
Elite Martial Arts	CQC	3	6	1	Melee, Fast Strike
Sword of Acorns	CQC	4	8	1	Melee, Power (3)
Ring-Blades					(Combined)
> Ranged	18"	4	4	2	Assault, Power (2)
> Melee	CQC	5	6	2	Melee, Fast Strike, Power (2)



NICOLE THE HOLO-LYNX.....150PTS

Nicole (sometimes spelled N.I.C.O.L.E) is a highly advanced AI who managed to build herself a body. Once only a tiny computer with built-in weaponry for the user's defence, she is now a proud citizen of New Mobotropolis, having created the entire city with her nanomachines (or "Nanites"). She can also use them to create whole arsenals of weapons, making her a valuable fighter – that is, wherever she can create her hologram.

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

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

WARGEAR

- 10 Nanite Tokens
- Nanite Attacks

SPECIAL RULES

- Dependent Hologram
- Sally's Shield
- Fearless
- Climb
- Shielded (4+)

Note: An Army without Sally Acorn may not include Nicole the Holo-Lynx.

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

Sally's Shield: If Nicole's HP is above 0, she takes every Hit intended for Sally or her unit. As she is a hologram, she does not die when her HP reaches 0. When Sally becomes a casualty, Nicole teleports her to the nearest field hospital, removing herself as a casualty, too.

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

SONIC THE HEDGEHOG.....23OPTS

Does this hero even need an introduction? Sonic the Hedgehog has been involved in so many conflicts (and won so many times), that he has become not only the Kingdom of Acorn's deadliest weapon, but also a blue beacon of hope for the people of the allies, whose tales of heroism are spread far and wide across all of Mobius, and giving even the lowliest Mobians the morale they need to stand up to the Eggman Empire's reign of terror. Gotta go fast!

	Move	CQC	RC	PAN	HP	DEF
<i>Sonic the Hedgehog</i>	12"	8	-	10	20	4

Unit: 1 Named Hero
Type: Super Speed Infantry
Variant of: Sonic the Hedgehog

WARGEAR

- Spin Abilities

SPECIAL RULES

- Independent
- Fearless
- Climb
- Escapist
- Shielded (5+)

SPECIAL COMMANDS

Boost – Speed, Repeating

Move Sonic 2D6" in any direction as if Teleporting. This ability may not be used to Charge, but may be used after a Rapid Move.

High Jump – Speed

Target a unit in Flight within 3" of Sonic. Sonic charges that unit.

Cautious Jink – Speed, Unlocked

Until your next Start Phase, Sonic is treated as if behind **Level +3 Cover**.



	RNG	ST	AK	DAM	Type
<i>Spin Abilities</i>					(Multi-Choice)
> Homing Attack	CQC	5	7	1	Melee, Fast Strike, Power (2)
> Spin Dash	CQC	9	3	D6	Melee

KNUCKLES THE ECHIDNA.....23OPTS

Knuckles is the Guardian of the Master Emerald, one of the few Echidnas left uncorrupted by the Eggman Empire, and even fewer allied to the Kingdom of Acorn. While he isn't officially affiliated with the Royal Army or Freedom Fighters, Knuckles often provides support when needed, and is frequently seen fighting alongside Sonic himself.

	Move	CQC	RC	PAN	HP	DEF
<i>Knuckles the Echidna</i>	8"	7	-	10	24	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Knuckles the Echidna

WARGEAR

- Spiked Fists

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush
- Immortal
- Shielded (5+)



	RNG	ST	AK	DAM	Type
<i>Spiked Fists</i>	CQC	10	4	2D6	Melee, Tankbuster

MILES "TAILS" PROWER.....130PTS

The right-hand man of the legendary hero Sonic the Hedgehog, Miles "Tails" Prower is a valuable member of the Freedom Fighters, nicknamed after the two tails he uses as propellers in flight. His most valuable asset, however, is his genius-level intelligence, building devices which can repair and sabotage technology in seconds.

	Move	CQC	RC	PAN	HP	DEF
Miles "Tails" Prower	6" / 12"	6	-	10	8	3

Unit: 1 Named Hero
Type: Flying Infantry
Variant of: Miles Prower

WARGEAR

- Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Ambush



SPECIAL RULES

Repair Vehicle (2+) – Technology, Repeating

Pick a friendly Vehicle within 3" of Tails. That Vehicle recovers D3 lost Hit Points. If Tails repeats this Command, the Execution Roll for the second attempt becomes (4+).

Hack Network (3+) – Technology

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+) – Technology, Repeating

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

	RNG	ST	AK	DAM	Type
Martial Arts	CQC	3	4	1	Melee, Fast Strike

BUNNIE RABBOT-D'COOLETTE.....200PTS

Rescued by the Freedom Fighters halfway through Roboticization, Bunnie was given both a gift and a curse by the Egg Emperor when two thirds of her body were replaced with cybernetics. Armed with high-power jets and advanced laser weaponry, she plans to use these new upgrades to destroy the man who made her this way.

	Move	CQC	RC	PAN	HP	DEF
Bunnie Rabbot	6" / 12"	7	2+	10	16	6

Unit: 1 Named Hero
Type: Flying Infantry
Variant of: Bunnie Rabbot

WARGEAR

- Super Arm
- Rabbot Cannon

SPECIAL RULES

- Independent
- Fearless
- Vanguard
- Shielded (4+)



	RNG	ST	AK	DAM	Type
Rabbot Cannon					(Multi-Choice)
> Focus	36"	10	1	2D6	Assault, Power (2)
> Flash	36"	4	8	1	Assault, Power (1)
Super Arm	CQC	8	4	D6	Melee

AMY ROSE.....150PTS

Amy Rose is one of the newer members of the Knothole Freedom Fighters, notorious for her unwavering obsession with Sonic. On the battlefield, she wields an extremely large war hammer named "Piko Piko" and uses her super speed to deliver blows in quick succession – throwing around its extreme weight with the speed of a rapier.

	Move	CQC	RC	PAN	HP	DEF
Amy Rose	8"	6	-	10	12	3

Unit: 1 Named Hero
Type: Super Speed Infantry
Variant of: Amy Rose

WARGEAR

- Piko Piko Hammer

SPECIAL RULES

- Independent
- Fearless
- Climb
- Ambush



SPECIAL COMMANDS

Piko Shockwave – Strength, Unlocked

Every non-Vehicle unit within 8" of Amy must roll a D6. Every unit that rolls 3 or lower may not Move and receives a -2 modifier to all Rolls to Hit until their next End Phase.

	RNG	ST	AK	DAM	Type
Piko Piko Hammer	CQC	9	5	D6	Melee, Unwieldy, Fast Strike

ROTOR WALRUS.....200PTS

Rotor Walrus is the Master Engineer of New Mobotropolis, whose influence is so great that he sits on the Council of Acorn, advising King Elias himself on matters both domestic and international. While he originally intended to stay out on combat once the Kingdom of Acorn was reclaimed, he built a battlesuit using Nicole's Nanites for emergency situations. The "Iron Walrus" can fly and comes equipped with two high-energy Laser Carbines, but its true purpose is to provide quick healing and repairs on the field, where standard medics or engineers wouldn't reach in time.

	Move	CQC	RC	PAN	HP	DEF
Rotor Walrus	6" / 12"	7	2+	10	12	6

Unit: 1 Named Hero
Type: Flying Infantry
Variant of: Rotor Walrus

WARGEAR

- Iron Walrus Battlesuit

SPECIAL RULES

- Independent
- Fearless
- Vanguard
- Escapist
- Shielded (5+)



SPECIAL COMMANDS

Repair Vehicle (2+) – Technology, Repeating

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

Hero Healing (2+) – Technology, Repeating

Pick a friendly Hero or HQ within 6" of Rotor. If they had lost any HP, they recover D3 HP up to their starting amount. If Rotor repeats this Command, the Execution Roll for the second attempt becomes (4+).

	RNG	ST	AK	DAM	Type
Iron Walrus Battlesuit					(Combined)
> Ranged	18"	4	4	2	Assault, Power (2)
> Melee	CQC	4	4	1	Melee, Fast Strike, Power (2)

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, 4, 7, 8, 9, 10, 11, 12, 13, 14, and 15, 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!**

