

MOBIUS 3.5 FACTIONS



BREEZE CORP

THE HOUSE ALWAYS WINS!

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SPECIAL RULES

The House Always Wins

BreezeCorp doesn't hire the vast armies of other nations. Instead, Breezie spends her budget wisely – on underhanded tricks, bribes, and morale-boosting luxuries to win without a slugfest. The Hit Squad Pizza Party, rewarded to those who exceed their quotas for the month, is considered an especially delicious perk of the job.

Every BreezeCorp **PLAYER** has Poker Chips to represent their Commander's underhanded tricks (see Command Bonuses and *The Chips are Down*).

Once per Phase, immediately after a BreezeCorp player rolls at least one die, they may discard any number of Chips. For every Chip discarded, they may add or subtract 1 to a single die in that pool (for instance: 5 Chips removed adds +1 or -1 to 5 dice rolls). Once a Poker Chip is discarded, it may **not** be reused or returned to your hand.

For cumulative rolls, you can discard up to the number of dice in Chips, and have a cumulative modifier (i.e., +2 if spending 2 Chips on 2D6).

Designer's Note: The final results are considered "unmodified" for all rules purposes. This may not be used on to benefit other Factions' Units (i.e., Allied Detachments), or on a roll to determine how many Poker Chips you start with.

The Chips are Down (X)

Certain leaders command a higher budget than others, either from their own wallets or from bonuses from years of "hard" work.

If this Unit is in their Army, players add X Poker Chips to their Hand at the start of the game (see *The House Always Wins*).

Beatdown

Baseball bats and knuckle dusters are the weapons of cruel and brutal thugs – two arts that BreezeCorp mercenaries have mastered.

When using *The House Always Wins* to modify a *Beatdown* Weapon's Rolls to Hit, instead of adding +1, turn each modified die into a 6.

BreezeCorp In Armoured Assault

As it's a corporation with a ~~mafia~~ Private Security Contractor, BreezeCorp doesn't approach armoured warfare the same as nation states, and instead buys its way into the United Federation's arsenals...hey, Breezie can afford to!

BreezeCorp may use **any** Vehicle from the GUN Sections of Armoured Assault, should the battle use that Expansion. These Vehicles don't have *Overwatch*, as the crew aren't trained for it, nor any weapons with ST "D", as money can't buy security clearance high enough for Depleted Uranium.

BREEZECORP UNITS

HQ

MERCENARY BOSS...130PTS

Leading the charge of the BreezeCorp Private Military is the Mercenary Boss. Discharged and dishonoured in their country's militaries, the role of Mercenary Captain is for those who were already leaders before proving themselves way too sadistic and trigger-happy for such a role...until Breezie shows up with a blank cheque.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Boss Type: Infantry
Boss	6"	4	4	9	4	3	

WARGEAR

- Pistol
- #1 Boss Knife

SPECIAL RULES

- Independent
- Head Start
- Beatdown
- The Chips Are Down (3)

OPTIONS

- One Boss per Army may become a one of the following:
 - Shareholder (+1 Poker Chips) **(+40pts)**
 - Major Shareholder (+2 Poker Chips) **(+70pts)**
- The Boss may wear VIP Armour (+2 DEF, Shield (6+)) **(+10pts)**
- The Boss may replace their Knife with Knuckle Dusters **(+10pts)**
- If they have a Knife, the Boss may replace their Pistol with one of the following:
 - Dual-Barrel Shotgun **(+10pts)**
 - SMG **(+10pts)**
 - Assault Rifle **(+10pts)**

COMMAND BONUS

Uncapped Commission

If a Mercenary Boss is your Army's Commander, you start with D6 additional Poker Chips (roll immediately after Deployment).

	Range	ST	AK	DAM	Type
Pistol	12"	4	1	1	Assault
Dual-Barrel Shotgun	12"	5	2	D3	Assault
SMG	18"	4	3	1	Assault
Assault Rifle	30"	4	1 / 2	1	Semi-Auto
#1 Boss Knife	CQC	3	3	1	Melee
Knuckle Dusters	CQC	3	4	1	Melee, Brutal, Beatdown



TROOPS

MOB-BOT SQUAD...100PTS

A staple of the First Robotnik War, the SWATbot has seen years of service in the Robotnik Wars, only to get phased out for a newer, cheaper, quicker-to-build model. Once a "broken" Robotnik Machine herself, Breezie seeks to buy captured and scrapped First War Machines and "hires" them as guards for her casinos. Of course, the SWATbot is her most common purchase, given a suit jacket, a hat, and a drum-magazine SMG to better fit her "brand".

	Move	CQC	RC	PAN	HP	DEF
SWATbot	6"	3	3	8	2	4

Unit: 5 SWATbots
Type: Infantry (Robot)

WARGEAR

- SMG
- SWATbot Fists

SPECIAL RULES

- Slow
- Night Vision

OPTIONS

- The Unit may contain 5 additional SWATbots (+100pts)
- Any number of SWATbots may replace their SMGs with Sledgehammers.

	Range	ST	AK	DAM	Type
SMG	18"	4	3	1	Assault
SWATbot Fists	CQC	4	2	1	Melee
Sledgehammer	CQC	8	3	D3	Melee, Slow, Brutal

MERCENARY HIT SQUAD...70PTS

Sometimes, old Robotnik machines are too big, too bulky, too slow, and too indiscreet for Breezie's taste. In these instances, she sends a small group of hired goons to "talk it out" with her opponents. Conveniently for them, ultra-violence is a universal language.

	Move	CQC	RC	PAN	HP	DEF
Mercenary	6"	3	3	7	1	3

Unit: 5 Mercenaries
Type: Infantry

WARGEAR

- Assault Rifle
- Gangster's Punch

OPTIONS

- The Unit may contain 5 additional Mercenaries (+55pts)
- Any number of Mercenaries may replace their Assault Rifles with one of the following:
 - Pistol & Steel Bat
 - Dual-Barrel Shotgun
 - SMG

SPECIAL RULES

- Head Start

	Range	ST	AK	DAM	Type
Pistol	12"	4	1	1	Assault
Dual-Barrel Shotgun	12"	5	2	D3	Assault
SMG	18"	4	3	1	Assault
Assault Rifle	30"	4	1 / 2	1	Semi-Auto
Gangster's Punch	CQC	3	1	1	Melee
Steel Bat	CQC	3	2	1	Melee, Brutal, Beatdown

TRANSPORT

MOBO-CRUISER...20PTS

The Mobo-Cruiser is a light vehicle built for moving cargo and equally important people. Whether its moving goods from storage to a casino or dropping off Mob-Bots to politely discuss matters with a former client, the Mobo-Cruiser is an important part of a megacorporation's daily management.

	Move	RC	PAN	HP	ARM	Type
Mobo-Cruiser	9"	3	8	6	4	Fast, Open-Topped, Transport (12)

Unit: 1 Mobo-Cruisers

Type: Vehicle

OPTIONS

- The Mobo-Cruiser may take a Titanium Shell (+40pts)

Titanium Shell: The Mobo-Cruiser gains +1 ARM and loses the *Open-Topped* Subtype, and both its positive and negative effects.

TRANSPORT CAPACITY

A Mobo-Cruiser can carry up to 12 BreezeCorp Infantry models. Shadowbots take up 3 spaces each.

SUPPORT

HIND ATTACK HELICOPTER...200PTS

Helicopters serve an important role in a Private Military's operations, often used for swift logistics between base and mission site, which could be anywhere their paycheques take them. But what happens when the chopper needs to go through enemy turf? That's where the Hind comes in! Armed with enough bullets and missiles to make you wonder how GUN let Breezie buy it, this aerial gunship is great for when the term "brand war" is applied literally!

Modelling Note: The Mi-24 Hind is a real vehicle in active service today! Several companies sell models of this Vehicle in 28mm scale, including Butler's Printed Models and Zvezda.

	Move	RC	PAN	HP	ARM	Type
Hind	9" / 12"	3	8	6	5	Aircraft, Hover, Transport (10)

Unit: 1 Hind Attack Helicopter

Type: Vehicle

TRANSPORT CAPACITY

The Hind can carry up to 10 BreezeCorp Infantry models. Shadowbots take up 3 spaces each.

WARGEAR

- Heavy Machine Gun
- Wing Missile Pods

SPECIAL RULES

- Night Vision



	Range	ST	AK	DAM	Type
Heavy Machine Gun	36"	5	10	1	Artillery
Wing Missile Pods	36"	6	4	D3	Artillery, Pinning

SUPPORT UNITS

MERCENARY SNIPER TEAM...70PTS

Snipers are some of the most accurate specialists on Mobius, able to shoot a target from over a mile away with the precision of a surgical knife. **These** Snipers decided GUN, the Kingdom of Acorn, or whatever measly nation state they worked for wasn't paying them enough, so they made the switch. While the questionable legality is definitely a downside, BreezeCorp's dental plan is worth deleting a few document(er)s for.

	Move	CQC	RC	PAN	HP	DEF
Merc Sniper	9"	3	4	6	3	3

Unit: 1 Merc Sniper

Type: Infantry

WARGEAR

- Sniper Rifle
- Pistol
- Veteran's Knife

OPTIONS

- The Unit may contain up to two additional Merc Snipers (+40pts each)

Modelling Note: This Unit is designed in a way that you can have your Snipers as either individuals or teams of two sharing a base, hence the 3HP. Every hitman is different, so there's no right or wrong method!

SPECIAL RULES

- Ambush
- Camouflage
- Night Vision

	Range	ST	AK	DAM	Type
Sniper Rifle	48"	5	1	D6	Heavy, Power (2), Sniper
Pistol	12"	4	1	1	Assault
Veteran's Knife	CQC	3	2	1	Melee

HEAVY MOB-BOT TEAM...100PTS

Shadowbots aren't exempt from the BreezeCorp "saviour buy" program – in fact, she loves a Mob-bot that can carry heavy weaponry for supporting fire! However, they're scarcely seen by the public, partly because they're far too big and intimidating to walk around the casinos, and partly because Shadowbots were often acid-burned on capture to prevent them from rebooting. That being said, the ones she does get are treated with a special amount of care from Breezie herself.

	Move	CQC	RC	PAN	HP	DEF
Shadowbot	6"	3	3	9	4	6

Unit: 1 Shadowbot

Type: Infantry (Robot)

WARGEAR

- Machine Gun
- Shadowbot Fists

OPTIONS

- The Unit may contain up to 2 additional Shadowbots (+50pts each)
- Any number of Shadowbots may replace their Machine Gun with a Recoilless Rifle (+10pts each)
- One Shadowbot may replace their Machine Gun with one of the following:
 - Heavy Machine Gun (+20pts)
 - Flak Gun (+30pts)
 - TOW Launcher (+30pts)

SPECIAL RULES

- Slow
- Night Vision
- Terrifying
- Shielded (5+)

	Range	ST	AK	DAM	Type
Machine Gun	36"	4	6	1	Heavy
Recoilless Rifle	48"	8	1	D3	Heavy, Tankbuster
Heavy Machine Gun	36"	5	10	1	Artillery
Flak Gun	48"	7	4	D3	Artillery, Anti-Air, Twin-Linked
TOW Launcher	72"	10	1	D6	Artillery, Tankbuster
Shadowbot Fists	CQC	8	2	D3	Melee

SUPPORT UNITS

RECON BADNIK HORDE...80PTS

Of course, it's not just the big, bad First Robotnik War machines that Breezie "rescues"! Recon Badniks such as the Motobug and Buzz-bomber were once used to survey areas the SWATbot was too bulky or slow to patrol, but Breezie has a far more peaceful use – carrying trays and holding up signs! That being said, emptying thirty of them from a Mobo-Cruiser is a surprisingly good reconnaissance option, when you need to locate a target in a hurry...

	Move	CQC	RC	PAN	HP	DEF
Motobug Swarm	6"	3	-	7	3	2
Buzz-bomber Swarm	9"	2	3	7	3	2

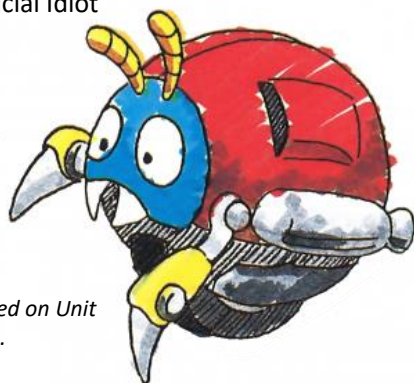
Unit: 5 Motobug Swarms
Type: Infantry (Robot)

WARGEAR

- Swarm Claws
- Area Scanner

SPECIAL RULES

- Vanguard
- Swarm
- Artificial Idiot



*Price based on Unit Size (5/10).

OPTIONS

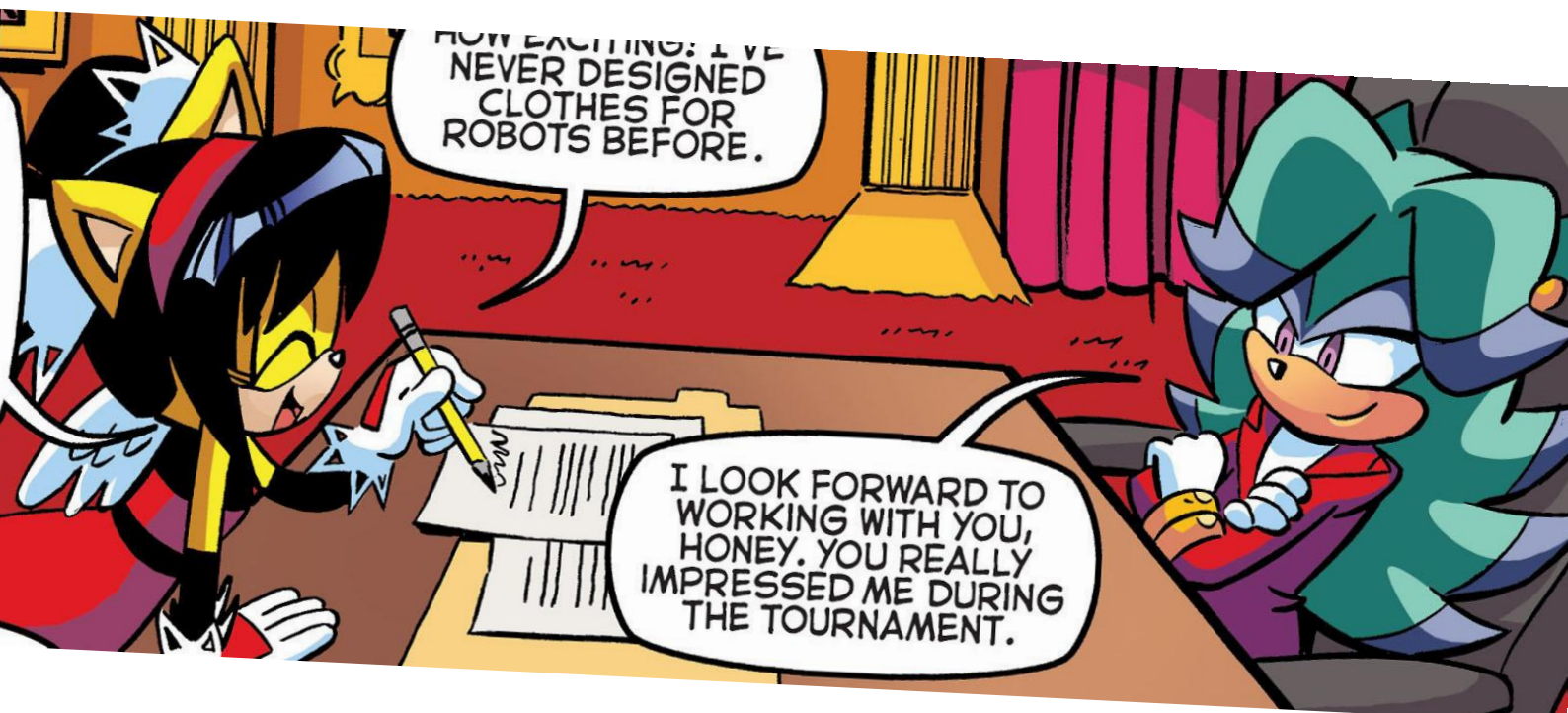
- The Unit may contain 5 additional Motobug Swarms (+60pts)
- The entire Unit may be replaced with Buzz-bomber Swarms armed with Swarm Lasers (+20pts/+30pts*). Buzz-bomber Swarms are *Hover Infantry (Robot)*.

Swarm: Three Recon Badniks share one 40mm base to represent a single group. The AK of their Melee Weapons is equal to the number of HP each "base" has. Despite technically being three models, each Swarm still counts as one.

Area Scanner: Units may not *Ambush* within 18" of an enemy Recon Badnik Horde.

Artificial Idiot: If a Recon Badnik Horde fails a Panic Test, they don't flee but instead suffer the difference (between the Test's result and their PAN) in Piercing Damage. They still become Shaken.

	Range	ST	AK	DAM	Type
Swarm Lasers	12"	3	HP	1	Assault, Swarm
Swarm Claws	CQC	3	HP	1	Melee, Swarm, Fast Strike



BREEZECORP HEROES

BREEZIE THE HEDGEHOG...250PTS

Starting life as Robotnik's "beauty android" to tempt men into traps, Breezie the Hedgehog was thrown away when Sonic showed no interest in her, staying loyal to Sally. Fortunately, she managed to narrowly escape scrapping and created a new life for herself in the United Federation, quickly gambling, charming, and cheating her way to the top of the business food chain and even gaining her creator's reluctant respect. Now, as CEO of BreezeCorp and the wealthiest Mobian on the planet, she's finally proven that she's no-one's disposable machine, but an independent being capable of forging her own path – not even the board of ethics can stop her!

	Move	CQC	RC	PAN	HP	DEF
Breezie	6"	5	4	10	6	5*

Unit: 1 Named Hero
Type: Infantry (Robot)
Variant of: Breezie

WARGEAR

- Hardlight Bubble*
- Diamond Revolver
- Slippery Fisticuffs

SPECIAL RULES

- Independent
- Fearless
- The Chips Are Down (6)
- *Shielded (5+)

SPECIAL COMMANDS

Line Goes Up (3+) – Comms, Finances, Repeating

Breezie makes some phone calls and high-risk business decisions. Remove D3 Poker Chips from your Discard Pile and put it back in your Hand – you're up!

***Hardlight Bubble:** Breezie is protected by a Hardlight "Bubble" which is only visible upon impact. What, you thought she was gonna waltz onto a battlefield in just a pantsuit? She gains +2 DEF and becomes *Shielded (5+)* (already applied to this Unit Sheet!).

COMMAND BONUS

The Cash Always Flows*

If Breezie is your Army's Commander, you start with D6 additional Poker Chips (roll 2D6, discard the lowest in your first Start Phase).

	Range	ST	AK	DAM	Type
Diamond Revolver	12"	4	1	1	Assault, Brutal
Slippery Fisticuffs	CQC	3	6	1	Melee, Brutal, Beatdown



BREEZECORP HEROES

SCRATCH, GROUNDER, & COCONUTS...150PTS

*Scratch, Grounder, and Coconuts were originally built by Robotnik to be the SSSSSS – the Super Special Sonic Search and Smash Squad – but were “fired” towards the start of the Second War as Sonic was still alive. Fortunately for them, they would soon be picked up by their former colleague Breezie, now a billionaire, who immediately hired them as her personal assistants and bodyguards – a job they (surprisingly, given their track record) excel at. Maybe treating them well is all it took for them to start **doing** well? Of course not, don’t be daft!*

	Move	CQC	RC	PAN	HP	DEF
Scratch	6"	3	-	8	4	3
Grounder	6"	3	-	8	4	3
Coconuts	6"	3	-	8	4	3

Unit: 3 Named Heroes

Type: Infantry (Robot)

Variants of: Scratch, Grounder, Coconuts

WARGEAR

Scratch:

- Scratching Feathers

Grounder:

- Grounder Drill

Coconuts:

- Monkey Business

SPECIAL RULES

- Head Start
- Surprisingly Good Bodyguards
- The Chips Are Down (3)

Surprisingly Good Bodyguards: When this Unit is attacked by a *Sniper* weapon (or anything else that lets enemies pick specific targets), they must pick either Scratch, Grounder, or Coconuts. Additionally, any Independents in this Unit may take part in their *Head Start* Move – get the VIP moving!



	Range	ST	AK	DAM	Type
Scratching Feathers	CQC	3	3	1	Melee, Fast Strike
Grounder Drill	CQC	6	2	D6	Melee, Tankbuster
Monkey Business	CQC	3	3	1	Melee, Brutal

HONEY THE CAT...500PTS

*A fashion designer from the Federation city of Spagonia, Honey the Cat has had a long and lucrative career thanks to a million-dollar “loan” from BreezeCorp. Of course, there’s always a catch – and Breezie would rather Honey pay her back with illusion powers and pro wrestling skills than “replaceable” money. To put it another way, Honey didn’t borrow from Breezie – if you read the fine print, Breezie **bought** Honey.*

	Move	CQC	RC	PAN	HP	DEF
Honey	6"	7	-	10	12	4

Unit: 1 Named Hero

Type: Speed Infantry

Variant of: Honey



WARGEAR

- Pro Wrestling

SPECIAL RULES

- Fearless
- Climb
- Ambush
- The Chips Are Down (3)

SPECIAL COMMANDS

Misdirect (3+) – Illusion, Melee

Honey makes “shadow clones” of herself, illusions that confuse her opponents and draw attention away from her fists. Until her next Start Phase, Melee Attacks targeting her have a -1 penalty to their Rolls to Hit. Additionally, she gains *Shielded* (5+).

	Range	ST	AK	DAM	Type
Pro Wrestling	CQC	4	6	D3	Melee, Pinning, Brutal

BREEZECORP HEROES

NACK THE WEASEL...25OPTS

Nack the Weasel is a fanged sniper and treasure hunter, willing to crack anyone's skull to get rich quick – clearly a man with the BreezeCorp mindset! After working with Eggman for little reward (especially as this drew Sonic's unwanted attention), he and his "friends" Bark and Bean soon moved to BreezeCorp, where they became Team Hooligan, an "official" private contractor working with any faction that pays enough – even Eggman, sometimes!

	Move	CQC	RC	PAN	HP	DEF
Nack	6"	4	6	10	6	4
Nack (Marvellous Queen)	9"	4	6	10	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Nack

WARGEAR

- Artful Popgun
- Brutal Fisticuffs

SPECIAL RULES

- Climb
- Ambush
- The Chips Are Down (3)
- Hitman for Hire
- Target Sighted
- Shielded (6+)



OPTIONS

- Nack may ride his signature Hoverbike, the Marvellous Queen (+50pts), using the second stat-line and becoming *Hover Cavalry*. He also gains the *Need a Lift* and *Furious Charge* Special Rules.

Hitman for Hire: If Nack is picked as an HQ Option for an Allied Detachment (see *Unlikely Allies*), you still start with D6 additional Poker Chips as if his Command Bonus applied.

Target Sighted: After Deployment, pick an enemy Named Hero (if there is one). That Hero is now Wanted. If a member of Fang's Army successfully destroys that Hero, gain D6 Poker Chips. Routing doesn't count.

Need a Lift: When Nack uses *Ambush* with the Marvellous Queen, he may bring up to two other *Named Heroes* with him, landing within 6" of him and following the same *Ambush* restrictions as normal.

COMMAND BONUS

Sniping's a Good Job

If Nack is your Army's Commander, you start with D6 additional Poker Chips (roll a D6 in your first Start Phase).

	Range	ST	AK	DAM	Type
Artful Popgun	12"	5	1	D6	Assault, Power (2), Sniper
Brutal Fisticuffs	CQC	3	4	1	Melee, Brutal



BREEZECORP HEROES

BARK THE POLAR BEAR...300PTS

The member of Team Hooligan best known for being mute (and therefore the only one who ever shuts up), Bark is built like a brick wall and hits like a truck, able to punch a Mobian-sized hole through just about any fortified position – a perfect breacher for a well-protected hit job!

	Move	CQC	RC	PAN	HP	DEF
Bark	6"	5	-	10	12	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Bark

WARGEAR

- Flattener Fists

SPECIAL RULES

- The Chips Are Down (2)
- Shielded (5+)



SPECIAL COMMANDS

Go Long – Strength, Movement, Repeating

Pick a single model within 6" of Bark – he throws that model 18" in any direction of his choosing, landing unharmed. This is a type of Flight for terrain purposes and may not be used to Charge. You may not pick the same model twice in the same Turn.

	Range	ST	AK	DAM	Type
Flattener Fists	CQC	9	4	D3	Melee, Slow, Brutal



BREEZECORP HEROES

BEAN THE DYNAMITE DUCK...25OPTS

A Pyromaniac with a seemingly endless supply of gunpowder, Bean the “Dynamite Duck” is most often seen babbling incoherently while throwing bombs in the general direction of his targets – perhaps the most terrifying member of Team Hooligan for his carelessness alone. Unfortunately, “lunacy” and “high explosives” don’t exactly mix, so Bean often finds himself taking just as much of the blast as his foes!

	Move	CQC	RC	PAN	HP	DEF
Bean	6"	4	5	10	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Bean

WARGEAR

- Cartoon Bombs
- Brutal Fisticuffs

SPECIAL RULES

- Fearless
- Terrifying
- The Chips are Down (2)
- Shielded (5+)



Home-Made: Roll to determine a Cartoon Bomb’s ST value *before* Rolling to Hit. When doing so, if a double-number or 11 is rolled, consult the table below for a random effect. Note that *The House Always Wins* can’t be used to manipulate this roll – Bean’s far too chaotic for that sort of control!

2D6	Effect
1, 1	“Bye-bye!” The Bomb detonates early, and Bean disappears (<i>the enemy gets no Victory Points for it</i>). No shot is fired, but everything within 4” of Bean suffers a ST 8, DAM D3 Hit.
2, 2	“Uh-oh!” The Bomb bounces and suffers a -2 RC penalty.
3, 3	“Hahahahahahahahaha!” The bomb is almost all gunpowder, creating a hilarious (to Bean, at least) spectacle. It’s resolved as ST 3 but has a <i>Blast (3”)</i> Radius and the <i>Pinning</i> Special Rule.
4, 4	“Ooh, Shiny!” The bomb’s shrapnel is made up of coins and banknotes – Bean found all this cash before the fight and forgot to tell anyone. The Shot is resolved as ST 6 but you gain 1 Poker Chip, realising you’ve had it on you the whole time.
5, 5	“Wheeeeeee!” In a mix-up for the ages, Bean accidentally throws <i>himself</i> instead of the Bomb. No Shot is fired, but he moves up to 18” in a direction of his choice, counting it as Flight. If you want to, you may even use it to Charge.
5, 6	“BOOOOOOOM!” This Bomb is a masterpiece of destructive engineering. Increase its DAM value to D6.
6, 6	“Open Wide!” Somehow this bomb managed to land <i>inside</i> the target, be it through their mouth or (in a vehicle’s case) a hatch or crack in the armour. The Shot no longer has <i>Blast</i> but its DAM value is increased to 2D6.

	Range	ST	AK	DAM	Type
Cartoon Bombs	24”	2D6*	1	D3	Assault, Blast (2”), Home-Made
Brutal Fisticuffs	CQC	3	4	1	Melee, Brutal



CREDITS & DISCLAIMERS

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- The Cover Image, as well as pages 6, 7, 9, 10, 11, and 12, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 2 contains a Microsoft Stock photo.
- Page 4 contains a free image of a Mi-24 Hind helicopter by Jan Helebrant on OpenClipart.
- Page 6 contains concept art for *Sonic the Hedgehog* (1991).

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