

MOBIUS 3.5 FACTIONS

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WOLF PACK NATION

HAIL TO THE GRAND CHIEF, BABY!

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SPECIAL RULES

Cry of the Wolf

Wolf Warriors use deafening War Howls when they run onto the battlefield, revealing their own positions but shaking the enemy to their cores, ready for a devastating impact.

Once per game, a Commander with *Cry of the Wolf* may declare a **War Howl** in their Start Phase, which lasts until their next Start Phase. This effect targets the Commander themselves and **every model** under their Command with *Cry of the Wolf*.

During a War Howl, every targeted model's Melee Weapons gain +1 AK and *Precision*. Additionally, every targeted model gains +1 RC and PAN. If they're already PAN 10 at this point, they become *Fearless*.

Wolfblade

Howl-Runes of glory and protection are etched into every Rune-Sword with a sharpened Power Ring fragment. This increases its already massive destructive power, and (in the Wolves' religion) protects unsullied spirits from the powers of evil.

When Rolling to Hit with a *Wolfblade* Weapon, every unmodified 6 is treated as **two** Hits, adding one extra die to the target's Defence Save pool.

Pack Shield

While too much Armour is a show of cowardice in Wolf culture, shields are not only fair game but common. In their own words, "shields require skill", and a Wolf Warrior has it in spades.

Models armed with a Pack Shield are *Shielded* (5+). Additionally, their DEF value is doubled against all Melee Attacks – Ranged Attacks made in Melee Lock don't count.



WOLF PACK UNITS

HQ

CHIEFTAIN...150PTS

The Wolf Pack Nation is a confederation of villages and cities (or "Packs") each led by a number of Chieftains depending on the size and politics of the city itself. For this reason, a Chieftain is not just a military leader but a political and spiritual one, too. How Chieftains are appointed varies from Pack to Pack – usually through a mixture of democracy, familial ties, and lifetime achievement – but the type of Wolf elected is almost always the same: a wise leader with years of experience in battle, diplomacy, and interpreting the words of their ancients.

	Move	CQC	RC	PAN	HP	DEF
Chieftain	9"	6	-	9	6	3
Hunter Chief	9"	6	3	9	6	3
Adapter Chief	9"	6	3	9	6	3

Unit: 1 Chieftain
Type: Infantry

WARGEAR

- Chief Rune-Sword
- Pack Shield (5+)

SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb

Hunter Chief:

- Ambush
- Camouflage

OPTIONS

- The Chieftain may replace their Rune-Sword with one of the following:
 - Chief Spear
 - Chief Tomahawk (+10pts)
 - Chief Bludgeoner (+30pts)
- The Chieftain may replace their Rune-Sword **and** Pack Shield with one of the following:
 - Chief Bludgeoner
 - **Dual-Wield** Chief Tomahawk
- The Chieftain may become a Hunter Chief, exchanging all their Wargear for a Long Rune-Bow and Chief Dagger (+50pts)
- The Chieftain may become an Adapter Chief, exchanging all their Wargear for one of the following:
 - Pistol and Chief Rune-Sword (Free)
 - SMG and Chief Dagger (Free)
 - Pistol and Chief Tomahawk (+10pts)
 - Pistol and Chief Bludgeoner (+30pts)
 - Light Machine Gun and Chief Dagger (+20pts)

SPECIAL COMMANDS

Shields to the Moon! – *Tactics, Requires Pack Shield*

Until the next Start Phase, this Unit is placed in Level 2 Cover, or adds +1 to their existing Cover Level (whichever would be higher).

	Range	ST	AK	DAM	Type
Long Rune-Bow	24"	3	1	D6	Bow, Power (2), Sniper
Pistol	12"	4	1	1	Assault
SMG	18"	4	3	1	Assault
Light Machine Gun	36"	4	4	1	Assault
Chief Dagger	CQC	4	4	1	Melee
Chief Rune-Sword	CQC	4	5	1	Melee, Wolfblade
Chief Spear	CQC	4	5	1	Melee, Long
Chief Tomahawks	CQC	5	5	1	Melee, Power (1)
Chief Bludgeoner	CQC	8	4	D3	Melee, Brutal

TROOPS

WARRIOR CLAN...100PTS

Wolf Warriors form the bulk of the Wolf Pack's military forces, armed with weapons covered in blessed runes and filled with an esoteric fervour a modernised army would envy. While most Mobian Wolves see armour as a form of cowardice, the Wolf Warrior carries a shield for more honourable protection – and another means of clubbing their foe, should the situation require it.

	Move	CQC	RC	PAN	HP	DEF	Unit: 6 Wolf Warriors Type: Infantry
Wolf Warrior	9"	5	2	8	2	3	

WARGEAR

- Rune-Sword
- Pack Shield (5+)

SPECIAL RULES

- Cry of the Wolf
- Climb

SPECIAL COMMANDS

Shields to the Moon! – Tactics

Until the next Start Phase, this Unit is placed in Level 2 Cover, or adds +1 to their existing Cover Level (whichever would be higher).

OPTIONS

- The Unit may contain 6 additional Wolf Warriors (+50pts)
- The entire Unit may replace their Rune-Swords with one of the following:
 - Longclaw Spears
 - Deathclaw Tomahawks
- Up to three Wolf Warriors may carry a Tar Hammer (+5pts each)

	Range	ST	AK	DAM	Type
Rune-Sword	CQC	4	3	1	Melee, Wolfblade
Longclaw Spear	CQC	4	3	1	Melee, Long
Deathclaw Tomahawk	CQC	5	3	1	Melee, Power (1)
Tar Hammer	CQC	10	2	D6	Melee, Unwieldy, Tankbuster

ATHLETE CLAN...100PTS

Wolf cubs undergo intensive training to discern their roles within their Packs, most of whom will enter the ranks of Warriors and Hunters. The Athlete Clans are reserved for Wolves who show feats of athleticism far above the usual expectation, able to throw spears further and more accurately than their contemporaries. The Athletes will run along the Pack's flanks, hurling long Javelins covered in Howl-Runes blessed with distance and accuracy – an important piece of Ranged Support when firearms are off the table.

	Move	CQC	RC	PAN	HP	DEF	Unit: 6 Wolf Warriors Type: Infantry
Wolf Warrior	9"	5	2	8	2	3	

WARGEAR

- Javelins
- Longclaw Spear

OPTIONS

- The Unit may contain 6 additional Wolf Warriors (+50pts)
- Up to three Wolf Warriors may carry a Tar Hammer (+5pts each)

SPECIAL RULES

- Cry of the Wolf
- Climb

	Range	ST	AK	DAM	Type
Javelins	18"	3	1	1	Running
Longclaw Spear	CQC	4	3	1	Melee, Long
Tar Hammer	CQC	10	2	D6	Melee, Unwieldy, Tankbuster

TROOPS UNITS

FANATIC CLAN...130PTS

While they lack the shields of their Warrior counterparts, the Wolf Fanatics make up for it in both speed and ferocity, their left hands carrying a second Tomahawk reserved for throwing. To their enemies, the Fanatic is a terrifying sight, running towards their ranks, screaming incoherent curses, and wildly swinging their several axes – when this happens, they’ve already deemed you unworthy of mercy.

	Move	CQC	RC	PAN	HP	DEF
Wolf Warrior	9"	5	2	8	2	3

Unit: 6 Wolf Warriors
Type: Infantry

WARGEAR

- Ripper Tomahawks

SPECIAL RULES

- Cry of the Wolf
- Climb
- Terrifying
- Throwing Charge

OPTIONS

- The Unit may contain 6 additional Wolf Warriors (+70pts)
- Up to three Wolf Warriors may carry a Tar Hammer (+5pts each)

Throwing Charge: When a Fanatic Clan successfully Charges an enemy Unit, they may fire the *Ranged* version of their Ripper Tomahawks at that Unit in the upcoming Action Phase. This doesn't affect their *Melee* ability.

	Range	ST	AK	DAM	Type
Ripper Tomahawks					Combined
(Ranged)	9"	3	2	1	Assault, Dual-Wield
(Melee)	CQC	4	3	1	Melee, Wolfblade, Dual-Wield
Tar Hammer	CQC	10	2	D6	Melee, Unwieldy, Tankbuster

HUNTER CLAN...100PTS

While most of their Packs are no strangers to agriculture, the Wolf Pack Nation still trains and employ several bands of hunters and gatherers. Masters of tracking, camouflage, and marksmanship, they leave at dawn and return at sunset, usually with enough to feed their Packs for the night. Their skills in the hunt-and-gather fields make them useful ambush units on the battlefield – after all, an enemy soldier is only prey that fights back!

	Move	CQC	RC	PAN	HP	DEF
Wolf Hunter	9"	4	3	8	2	3

Unit: 8 Wolf Hunters
Type: Infantry

WARGEAR

- Runic Bow
- Claw Dagger

SPECIAL RULES

- Cry of the Wolf
- Night Vision
- Ambush
- Climb
- Camouflage

OPTIONS

- The Unit may contain 8 additional Wolf Hunters (+50pts)
- Up to three Wolf Warriors may carry a Tar Hammer (+5pts each)

	Range	ST	AK	DAM	Type
Runic Bow	18"	2	1	1	Bow, Power (1)
Claw Dagger	CQC	4	2	1	Melee
Tar Hammer	CQC	10	2	D6	Melee, Unwieldy, Tankbuster

THE LUQARI – HUMANS AMONG THE WOLVES

The Wolf Pack Nation are very welcoming to outsiders, even non-Mobians such as Humans and Overlanders. All they ask is that you respect their ancient traditions and help the Pack however you can. This acceptance goes as far as the Grand Chief herself adopting two Overlander orphans named Aerial and Athena. If Aerial and Athena aren't the only Humans and Overlanders to integrate themselves into Wolf Pack society (and I'd assume so), you could argue that Units of Honorary Wolves (or "Luqari", meaning "Wolf Men") are plausible additions to your Army.

TRANSPORT

WAR WAGONS...20PTS

A means of armoured warfare without committing Tek-Wanu, the War Wagon is a staple of large-scale, long-ranged warfare in Soumerca. Pulled by two of a Pack's strongest Wolves, guided by a wise and long-eyed young one, and covered in runic prayers and blessed wood, the War Wagon is surprisingly effective for its primitive design.

	Move	CQC	RC	PAN	HP	ARM	Type
War Wagon	6"	5	-	8	6	4	Transport (15), Open-Topped

Unit: 1 War Wagon
Type: Vehicle

WARGEAR

- Pull-Wolves

SPECIAL RULES

- Cry of the Wolf
- Assault Vehicle
- Fighting Platform
- Makeshift Shield-Wall
- Old and Improved

Fighting Platform: When firing from a War Wagon, passengers do *not* suffer a -1 penalty to their RC and count as having remained stationary for purposes of firing *Bow*, *Heavy*, and *Artillery* Weapons. Additionally, a War Wagon engages in Melee as if it were a Mech. Its passengers may also fight, with half of the Units' members counting as "within reach".

Makeshift Shield-Wall: Units inside a War Wagon may still be targeted for Melee Attacks, but their DEF while attacked this way is doubled – Pack Shields add no further modifiers.

Old and Improved: War Wagons may not go Haywire or Explode. However, they can be Pinned and Stunned.

OPTIONS

- The Unit may contain up to two additional War Wagons (+20pts each)

TRANSPORT CAPACITY

The War Wagons can carry **up to 15 Wolf Pack Nation Infantry models** or **1 Pack Artillery Gun and its Crew**. A battery of multiple Guns will require a Caravan of War Wagons, numbering one per gun.

	Range	ST	AK	DAM	Type
Pull-Wolves	CQC	4	3	1	Melee



SPECIALISTS

WOLF SPECIALISTS ARE **SUPPORT** OPTIONS. HOWEVER, YOU CAN HAVE UP TO THREE SPECIALISTS FILLING **ONE** SUPPORT SLOT. THEY STILL COUNT AS SEPARATE UNITS FOR DEPLOYMENT, TARGETING, AND KILL POINTS PURPOSES.

HEADHUNTER...75PTS

Headhunters are a unique specimen within the Wolf Pack, rarely associating with any one Pack or group. Loners who specialise in hunting single targets, they are masterful close-quarters assassins, able to single out their prey even in the thick of combat. This is not to say that they are graceful – far from it. The only difference between a Fanatic and a Headhunter is whether their barbarism is focused on one target!

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Headhunter Type: Infantry
Headhunter	9"	5	-	8	6	3	

WARGEAR

- Kingslayer Tomahawk

SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb
- Terrifying
- Ambush
- Camouflage

OPTIONS

- The Headhunter may carry one of the following:
 - A second Kingslayer Tomahawk (**Dual-Wield**) (+5pts)
 - A Pack Shield (+15pts)

Kingslayer: During the Melee Phase, a Headhunter may target a *specific* model in their Fight, even models more than 2" away and Independents hiding in Units.

	Range	ST	AK	DAM	Type
Kingslayer Tomahawk	CQC	4	4	D3	Melee, Power (2), Kingslayer

WITCH DOCTOR...75PTS

Witch Doctors are healers in their Packs, 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	Unit: 1 Witch Doctor Type: Infantry
Witch Doctor	9"	5	-	8	6	3	

WARGEAR

- Claw Dagger

SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb

SPECIAL COMMANDS

Healing Mud (4+) – Healing

Pick a friendly *Wolf Pack Nation* Unit within 6" of the Witch Doctor (they may not pick themselves). Then pick one of the following effects for that Unit:

- If the Unit has lost any members, bring back one member with D3 HP (up to their starting HP).
- Recover D3 HP to a single member of that Unit, up to their starting HP.

	Range	ST	AK	DAM	Type
Claw Dagger	CQC	4	2	1	Melee

WOLF SPECIALISTS (SUPPORT)

WAR SHAMAN...75PTS

When a Wolf turns fifty, tradition has it that they plant a tree – one they will never see the shade of. This is the task of the Shaman, a wise Wolf elder who guides the minds and spirits of the young who need it. While most Shamans live their twilight years in peace, teaching children or advising on politics, War Shamans will guide Warriors through the battlefields, either advising on strategy or dispelling fears among the ranks. While these spiritual guides can't fight as well as the Clans they walk with, War Shamans are indispensable support when morale is in short supply.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Shaman Type: Infantry
Shaman	9"	5	3	9	6	3	

WARGEAR

- Blessing Staff

SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb
- Shamanic Blessings
- Divine Howl

Shamanic Blessings: Every friendly *Wolf Pack Nation* Unit within 18" of a War Shaman gains +1 PAN. If their PAN is already 10, it remains at 10 and they become *Fearless*.

Divine Howl: During a War Howl, every affected Unit within 18" of a War Shaman gains +3" Move and +1 ST to *all* their Weapons. The Shaman themselves becomes *Terrifying*.

	Range	ST	AK	DAM	Type
Blessing Staff	CQC	3	4	1	Melee, Long

MOON SHAMAN...75PTS

When a Wolf turns fifty, tradition has it that they plant a tree – one they will never see the shade of. This is the task of the Shaman, a wise Wolf elder who guides the minds and spirits of the young who need it. While most Shamans live their twilight years in peace, teaching children or advising on politics, Moon Shamans will guide Wolf travellers, hunters, and long-distance war parties on campaign, having spent years training their senses to the dark and using the stars as their maps. Their well-honed ears and noses make them excellent at spotting even the most well-hidden enemies, to the point where certain Federal scholars claim the Moon Shaman a supernatural mutation of Wolf.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Shaman Type: Infantry
Shaman	9"	5	3	9	6	3	

SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb
- Shamanic Blessings
- Night Vision
- Scanner

WARGEAR

- Blessed Moonbow

Shamanic Blessings: Every friendly *Wolf Pack Nation* Unit within 18" of a Moon Shaman gains +1 PAN. If their PAN is already 10, it remains at 10 and they become *Fearless*.

	Range	ST	AK	DAM	Type
Blessed Moonbow					Combined
(Ranged)	24"	3	1	D6	Bow, Power (2), Sniper
(Melee)	CQC	3	4	1	Melee, Long

SUPPORT

PACK ARTILLERY...40PTS

The Wolf Pack Nation has developed its own “eco-friendly” Artillery, built as a statement against the technology that tore their tribes apart. While basic in mechanical structure, their Power Ring-tipped bolts and runic blessings make them deliverers of the ancients’ wrath, able to fire at a velocity deemed impossible by the Station Square engineers lucky enough to deconstruct one.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Gun, 3 Wolf Warriors Type: Artillery
Wolf Warrior	9"	5	2	8	2	3	

WARGEAR (CREW)

- Claw Dagger

SPECIAL RULES

- Cry of the Wolf

Harpoon Shot: Instead of firing normally, the Rune-Ballista may pick an enemy Vehicle within 36" and Line of Sight. If the Ballista Hits, the target moves 2D6" towards it. If this moves them into a *Wolf Pack Nation* Unit, that Unit counts as having Charged or Rammed it (whichever is applicable). Regardless of the result, the target is *Haywire* until the Harpoon's next Start Phase. If the target in Flight when Hit by a Harpoon Shot, they immediately land.

OPTIONS

- The Gun **must** be one of the following:
 - Rune-Ballista
 - Arrow Cannon (+10pts)
 - Repeater Rune-Ballista (+20pts)
- Up to three of these Units may be combined to form a Battery.

	Range	ST	AK	DAM	Type
Rune-Ballista	36"	8	1	D3	Artillery, Anti-Air, Harpoon Shot
Repeater Rune-Ballista	36"	8	D3	D3	Artillery, Anti-Air
Arrow Cannon	12-36"	3	16	1	Artillery, Indirect Fire
Claw Dagger	CQC	4	2	1	Melee

DESTROYER CLAN...150PTS

As their name might suggest, Destroyers are the few Wolf Warriors brave enough to run **towards** enemy tanks and fortifications with a hammer big enough to “deal with it”. There’s a power ring below the head of every Runic Hammer, allowing every swing to truly devastate whatever comes close!

	Move	CQC	RC	PAN	HP	DEF	Unit: 6 Wolf Warriors Type: Infantry
Wolf Warrior	9"	5	2	8	2	3	

WARGEAR

- Runic Bludgeoner

SPECIAL RULES

- Cry of the Wolf
- Climb

SPECIAL COMMANDS

Shields to the Moon! – Tactics

Until the next Start Phase, this Unit is placed in Level 2 Cover, or adds +1 to their existing Cover Level (whichever would be higher).

OPTIONS

- The Unit may contain 6 additional Wolf Warriors for (+120pts)

*Price based on Unit Size (6/12).

	Range	ST	AK	DAM	Type
Runic Bludgeoner	CQC	8	3	D3	Melee, Brutal

SUPPORT UNITS

HOWLDIVER CLAN...120PTS

Perhaps the most peculiar Unit in the Wolf Pack's armies, the Howldiver Clans build themselves miniature gliders from wood, rope, sheets, and spinning sawblades. These gliders are then launched from catapults far behind the front lines, shooting them ahead and ripping apart enemy aircraft that were once thought unreachable. First deployed during the first Homo-Lupus War, these pilots are seemingly on a suicide mission to ensure any faction with air superiority won't have it for long!

	Move	CQC	RC	PAN	HP	DEF	Unit: 4 Howldivers Type: Flying Infantry
Howldiver	3" / 6-12"	5	-	8	2	4	

WARGEAR

- Cyclone Claws

SPECIAL RULES

- Cry of the Wolf
- Bulky
- Head Start
- Escapists
- Launchpad Catapult

Launchpad Catapult: Howldiver Clans always start play in Reserves. When they enter the battlefield, they always enter airborne and must use their *Head Start* Move.

OPTIONS

- The Unit may contain 4 additional Howldivers for (+100pts)

	Range	ST	AK	DAM	Type
Cyclone Claws	CQC	6	3	D3	Melee, Unwieldy, Wolfblade

CATAPULT BOMBER...75PTS

As part of their "foreign aid program", a thinly-veiled attempt to trade equipment in the fight against Eggman, the Kingdom of Acorn sent the Wolf Pack Nation thousands upon thousands of Aerial Bombs, with the expectation that they'd be sold to the United Federation or other allied nations (even the Acorns!) to fund more useful ventures – after all, Wolf Packs have no bomber planes. Instead, they came together...and built an anti-tank catapult.

	Move	CQC	RC	PAN	HP	ARM	Type
Catapult Bomber	6"	5	3	8	6	4	Slow, Open-Topped

Unit: 1 Catapult Bomber
Type: Vehicle

WARGEAR

- Bomb Catapult
- Crew Weapons

SPECIAL RULES

- Cry of the Wolf
- Old and Improved
- Crew Brawlin'

Old and Improved: Catapult Bombers may not go Haywire or Explode. However, they can be Pinned and Stunned.

Crew Brawlin': The Catapult Bomber engages in Melee as if it were a Mech. See the Melee Weapon listed below for statistics.

	Range	ST	AK	DAM	Type
Bomb Catapult	18-36"	10	1	2D6	Artillery, Blast (3"), Indirect Fire
Crew Weapons	CQC	4	6	1	Melee

SUPPORT UNITS

ADAPTER CLAN...100PTS

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 the sin of "Tek-Wanu", Adapter Clans are small parties of young Wolves that have decided to actually use them. These could be parties of eccentrics within larger Packs, or a small piece of a whole Pack of outcasts.

	Move	CQC	RC	PAN	HP	DEF	Unit: 6 Wolf Warriors Type: Infantry
Wolf Warrior	9"	5	2	8	2	3	

WARGEAR

- Surplus Arms
- Claw Dagger

OPTIONS

- The Unit may contain 6 additional Wolf Warriors (+60pts)
- One Wolf Warrior may carry a Light Machine Gun (+15pts)
- One Wolf Warrior may carry a Grenade Launcher (+15pts)
- Up to three Wolf Warriors may carry a Tar Hammer (+5pts each)

SPECIAL RULES

- Cry of the Wolf
- Climb

	Range	ST	AK	DAM	Type
Surplus Arms	24"	4	2	1	Assault
Light Machine Gun	36"	4	4	1	Assault
Grenade Launcher					Multi-Choice
(HE)	24"	4	1	1	Assault, Blast (2"), Reload
(AP)	24"	8	1	D3	Assault, Reload
Tar Hammer	CQC	10	2	D6	Melee, Tankbuster
Claw Dagger	CQC	4	2	1	Melee

TEK-WANU AND THE ADAPTER PACKS

In general, the Wolf Pack Nation disdains technology as it grants the power and greed to take and destroy everything, ending the world in an event their sacred texts call "Tek-Wanu". They see the rise of the Eggman Empire as evidence for their point.

However, where the line is drawn differs from Pack to Pack. The largest 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 sometimes even agriculture a gateway to apocalyptic 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.

While it's easy to call this laziness, disrespect, or even heresy, the Adapters believe that Tek-Wanu has already come, with Robotnik its harbinger, and that any and all means must be used to stop it – the ancients wouldn't mind!

WOLF PACK HEROES

GRAND CHIEF LUPE...500PTS

Lupe is the Grand Chief of the Wolf Pack Nation, nominated by her people when the Wolf Packs reunited under one flag. Having seen the effects of tyranny first-hand during the Robotnik Coup, she spent most of her life hiding with the Wolf Pack Freedom Fighters, using guerrilla warfare to brawl with the robots while the tribes rebuilt. Now her home has returned, she has sworn a vow to protect it with everything she has. Fortunately, her immense strength and toughness make this task doable.

IMPORTANT: If Grand Chief Lupe is used in a *Wolf Pack Nation* or *Adapter Packs Army*, she **must** fill a compulsory HQ slot, and **must** serve as their Commander.

	Move	CQC	RC	PAN	HP	DEF
Lupe	9"	7	-	10	16	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Lupe Wolf

WARGEAR

- Spear of the Pack's Fang
- Pack Shield (5+)

SPECIAL RULES

- Fearless
- Cry of the Wolf
- Terrifying
- Climb



COMMAND BONUS

Hail to the Grand Chief

Grand Chief Lupe may declare a War Howl *twice* in a single game, rather than once. See page 1.

SPECIAL COMMANDS

Shields to the Moon! – Tactics

Until the next Start Phase, Lupe is placed in Level 2 Cover, or adds +1 to her existing Cover (whichever would be higher).

	Range	ST	AK	DAM	Type
Spear of the Pack's Fang	CQC	6	8	1	Melee, Power (1), Wolfblade

"WE LIVED SIMPLY AND IN HARMONY WITH NATURE, RAISING THE FOOD WE NEEDED AND LEAVING NO MARK BUT OUR FOOTSTEPS ON THE LAND. AFTER ROBOTNIK CAPTURED MY FATHER AND ROBOTKIZED MOST OF THE PACK, A FEW OF US ESCAPED - ALTHOUGH NOT WITHOUT REMINDERS."

- GRAND CHIEF LUPE

CHIEF LOBO...250PTS

Lobo is Grand Chief Lupe's husband and Chief of the Wolf Pack, the largest and most influential Tribe in the Wolf Pack Nation. He answers only to his wife and joins her on expeditions deep into the Great Unknown, fighting to protect one another from all the horrors Mobius has to offer.

	Move	CQC	RC	PAN	HP	DEF
Lobo	9"	6	-	10	9	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Lobo Wolf

WARGEAR

- Chief Bludgeoner
- Howl-Rune of Protection

SPECIAL RULES

- Independent
- Cry of the Wolf
- Climb

Howl-Rune of Protection: During a War Howl, Lobo and every affected Unit within 12" of him becomes *Shielded (5+)* or gains +1 to their existing Shield Save.

	Range	ST	AK	DAM	Type
Chief Bludgeoner	CQC	8	4	D3	Melee, Slow, Brutal

WOLF PACK NATION HEROES

REYNARD, FANATIC CHIEFTAIN...225PTS

Reynard is one of the several Chieftains of the main Wolf Pack, formed entirely of those who fought alongside Lupe during the First Robotnik War. Coming from a long line of Fanatics, it was no surprise that Reynard adopted that lifestyle for himself – gaining a reputation as a hot-headed radical in the process. While this mindset causes some issues with the more diplomatic Chiefs (especially Lupe), he keeps the worst of his wrath on the battlefield and his focus on justice above vengeance.

	Move	CQC	RC	PAN	HP	DEF
Reynard	9"	6	3	10	9	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Reynard Wolf

WARGEAR

- Blessed Tomahawks

SPECIAL RULES

- Independent
- Cry of the Wolf
- Terrifying
- Climb

Throwing Charge: When Reynard successfully Charges an enemy Unit, he may fire the *Ranged* version of his Blessed Tomahawks at that Unit in the upcoming Action Phase. This doesn't affect their *Melee* stats.

	Range	ST	AK	DAM	Type
Blessed Tomahawks					Combined
(Ranged)	12"	3	3	1	Assault, Throwing Charge, Dual-Wield
(Melee)	CQC	4	6	1	Melee, Power (1), Wolfblade, Dual-Wield

CANUS, MASTER WITCH DOCTOR...275PTS

Canus is a respected member of the Wolf Pack's leadership, acting as both a cook and healer for Lupe's entourage while on campaign. He's a towering figure (even for a Wolf!) who, despite his friendly demeanour and enthusiasm for cooking, will happily greet anyone who crosses the Pack with his blessed Rune-Mace...several times over.

	Move	CQC	RC	PAN	HP	DEF
Canus	9"	6	-	9	9	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Canus Wolf

WARGEAR

- Massive Rune-Bludgeon

SPECIAL RULES

- Cry of the Wolf
- Climb

SPECIAL COMMANDS

Healing Mud (3+) – Healing, Repeating
 Pick a friendly Wolf Pack Nation Unit within 9" of the Canus (may not pick himself). Then pick one of the following effects for that Unit:

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

Quick Smash – Melee

Canus' Massive Rune-Bludgeoner replaces its *Slow* Special Rule with *Unwieldy*.



	Range	ST	AK	DAM	Type
Massive Rune-Bludgeoner	CQC	9	4	D3	Melee, Tankbuster, Slow

WOLF PACK NATION HEROES

DIABLO, PROPHET OF THE PACK...25OPTS

Shamans are spiritual advisors within the Wolf Pack Nation, preaching to small crowds and acting as counsel for high-ranking Wolves. As Shamans are old, it's rare that they enter combat without a whole Clan backing them up, but Diablo, Lupe's personal War Shaman, can fight as well as any Chieftain. He guides Wolves to enlightenment and enemies to their deaths.

	Move	CQC	RC	PAN	HP	DEF
Diablo	9"	6	-	10	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Diablo Wolf

WARGEAR

- Chief Rune-Sword

SPECIAL RULES

- Independent
- Fearless
- Cry of the Wolf
- Climb
- Shamanic Blessings
- Divine Howl

Shamanic Blessings: Every friendly *Wolf Pack Nation* Unit within 18" of a War Shaman gains +1 PAN. If their PAN is already 10, it remains at 10 and they become *Fearless*.

Divine Howl: During a War Howl, every affected Unit within 18" of a War Shaman gains +3" Move and +1 ST to *all* their Weapons. The Shaman themselves becomes *Terrifying*.

	Range	ST	AK	DAM	Type
Chief Rune-Sword	CQC	4	5	1	Melee, Wolfblade

LEETA & LYCO, THE WOLF TWINS...42OPTS

Leeta and Lyco are twin sisters acting as personal spies, diplomats, and even assassins for their Grand Chief. Master headhunters, they synergise their fighting and hunting styles, knowing exactly what to do without even a word to one another. If you're an enemy of Lupe, know that if you see only one, the other's probably behind you.

	Move	CQC	RC	PAN	HP	DEF
Leeta	9"	6	4	10	9	3
Lyco	9"	6	4	10	9	3

Unit: 2 Named Heroes
Type: Infantry
Variant of: Leeta & Lyco Wolf

WARGEAR

- Twins' Blades

SPECIAL RULES

- Cry of the Wolf
- Ambush
- Climb
- Camouflage
- We're a Package Deal



We're a Package Deal: While together, Leeta and Lyco are *Fearless*. During a War Howl, they ignore the effects of *Pinned*, *Shaken*, *Stunned*, or any other negative effect. This effect is removed if one of the Wolf Twins becomes a Casualty, and reinstated if they're returned (i.e., by a Healing Special Command).

Kingslayer: During the Melee Phase, a Headhunter may target a *specific* model in their Fight, even models more than 2" away and Independents hiding in Units.

	Range	ST	AK	DAM	Type
Twins' Blades	CQC	6	6	2	Melee, Wolfblade, Kingslayer

WOLF PACK NATION HEROES

WHISPER, THE GUARDIAN ANGEL...500PTS

Across the battlefields of Mobius, legends tell of a travelling sniper delivering swift vengeance upon those working for Eggman. Every soldier who sees her has a different story, and every wide-eyed rookie has a theory – some say she was an Adapter Wolf whose Pack were consumed by Eggman's Tek-Wanu, others theorise she was a GUN Black Op who lost her squad and is out for revenge. Royal Army soldiers call her "Guardian Angel", but the lucky few she confides in call her Whisper.

	Move	CQC	RC	PAN	HP	DEF
Whisper	9"	4	8	10	9	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Whisper the Wolf

WARGEAR

- Wispon Gun

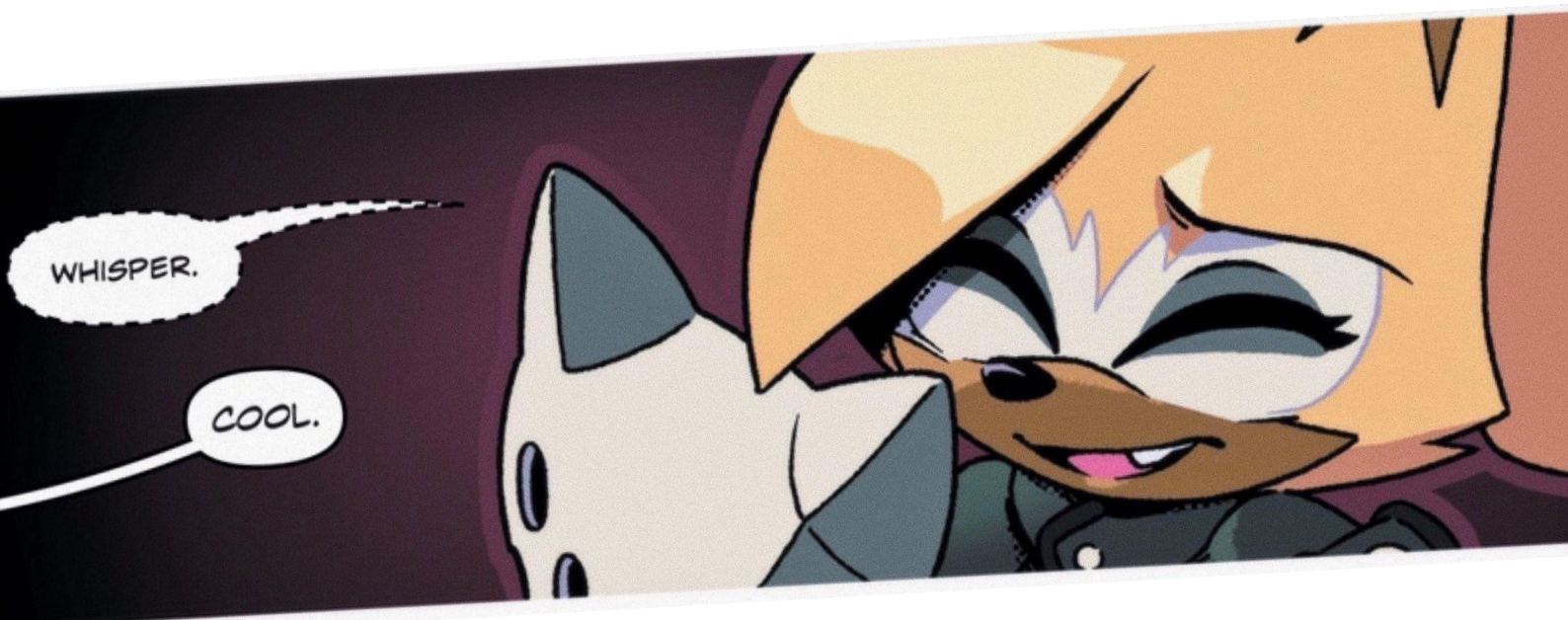
SPECIAL RULES

- Fearless
- Cry of the Wolf
- Climb
- Ambush
- Camouflage
- Shielded (5+)
- Night Vision
- Metal Trauma



Metal Trauma: Whisper may not fight in the same army as Shadow the Hedgehog and/or a Unit of Robots, including but not limited to Heroes and unmanned Vehicles.

	Range	ST	AK	DAM	Type
Wispon Gun					Combined, Multi-Use
Laser (Ranged)	36"	4	1	D3	Assault, Power (3), Sniper
Drill (Ranged)	24"	10	1	D6	Assault, Tankbuster
Burst (Ranged)	12"	4	D6	1	Assault, Power (1), Instant Hit
Rocket (Ranged)	36"	5	1	1	Assault, Blast (3")
Cube (Melee)	CQC	8	4	D3	Melee, Unwieldy



WOLF PACK NATION HEROES

TANGLE, LEMUR AMONG WOLVES...500PTS

In the Kingdom of Acorn, Mobians with super-powers aren't as uncommon as one might believe, to the point where many with "unregistered" powers fly under the Freedom Fighters' radar for years. One of those powered beings is Tangle, a lemur from the outskirts of Mega Central. Unlike most super-powers, Tangle's are concentrated entirely within her tail, which can extend, withstand anti-tank rounds, and morph into a hand or a powerful wrecking ball. Needless to say, whichever faction finds her first will be glad they did!

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

Unit: 1 Named Hero

Type: Infantry

Variant of: Tangle the Lemur

WARGEAR

- Smash Tail
- Martial Arts

SPECIAL RULES

- Fearless
- Climb
- Shielded (5+)
- **To Save Everyone**



SPECIAL COMMANDS

Wrap Around – Tail, Strength, Melee

Pick a Unit within 6" of Tangle (or Tangle herself). Tangle protectively wraps her tail around that target. Until her player's next Start Phase, Tangle may not use her Smash Tail but the targeted Unit's DEF value is doubled.

Coil Throw – Tail, Movement, Repeating

Pick a single model within 6" of Tangle (or Tangle herself). Tangle throws that model 18" in any direction of her 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
Smash Tail					Combined
Ranged	12"	10	1	D6	Assault, Tankbuster
Melee	CQC	9	4	D3	Melee, Power (1), Long
Martial Arts	CQC	3	4	1	Melee, Fast Strike



REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

HUNTER-CAPTURERS

*While the Wolf Pack Nation would normally reserve their bows for hunting wildlife and small reconnaissance operations, not even they can deny the situational advantage range can provide. In one of these “situations”, a large hunting party – sometimes **all** of a village’s guild – leads the way, their Chieftain’s howls somehow guiding their Runic Bows’ aim. Other nations may have brutal bullets and fancy lasers, but arrows still kill!*

Special Rules

- **Under the Moon’s Watch:** Any Hunter Clans and Hunter Chieftains **not** placed in Reserves at the start of the game may Deploy as if they were *Vanguard* Units.
- **The Piercing Moonlight:** All models with Bows in the Army gain *The Piercing Moonlight* (see below).

The Piercing Moonlight

During a War Howl, as well as the usual bonuses, the affected Bows gain +6” Range and the *Power (+1)* Special Rule. Additionally, they may be fired after a Normal Move as if they’d remained Stationary.

Requirements

- Every compulsory Troops slot **must** be filled by a Hunter Clan.
- Every compulsory HQ slot **must** be filled by a Hunter Chief (upgraded Chieftain).
- The Army’s Commander **must** be either a Hunter Chieftain or a Named Hero.
- The Army may **not** contain any Named Heroes except Leeta & Lyco, the Wolf Twins.
- The Army may **not** contain Adapter Clans or Adapter Chiefs.

THE UNFORGIVABLE

While Adapters believe that guns are acceptable when fighting a global Tek-Wanu, like Eggman or the United Federation, there are some that have become so reliant on technology that they deny the very existence of Tek-Wanu and are cast out of the Nation entirely. These are the Unforgivable, who live as pariahs outside of the Wolf Pack Nation. They survive by trading with the Kingdom of Acorn at the nearby Fort Reginald and are often hired as Auxiliaries to aid expeditionary forces on campaign. The other Wolves doesn’t mind – those heretics were dead to them anyway.

Special Rules

- **Runic Arms:** All Pistols, Surplus Arms, SMGs, and Light Machine Guns in your Army have the *Wolfblade* Special Rule. During a War Howl, these weapons gain +1 ST.
- **Rifles to the Moon:** All Adapter Clans in the Army are purchased as Troops Units.

Requirements

- Every compulsory Troops slot **must** be filled by an Adapter Clan (see above).
- The Army’s Commander **must** be either an Adapter Chief or a Named Hero.
- This Army may not contain any Named Heroes except Whisper, the Guardian Angel and/or Tangle, Lemur Among Wolves.

CREDITS & DISCLAIMERS

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IMAGE CREDITS

- The Cover Image, as well as pages 1, 11, 12, 13, and 17 contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 5 contains an image of an unpainted miniature from Frontline Games.
- Pages 14 and 15 contain images from IDW's *Sonic the Hedgehog* comic books.

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