



MOBIUS 3.5 FACTIONS

REVISED
EDITION
-2024-

GUN

GUARDIAN UNITS OF THE NATIONS!

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SPECIAL RULES

Overwatch

"We'd heard he could kill ten men hand-to-hand, so we didn't let him close enough to try."

--GUN Sergeant Michael Pollock

If a Unit containing *Overwatch* models is successfully Charged by an enemy, said models may immediately shoot one Ranged Weapon each, treating the target as 2" away. However, the attack is made with **RC 1**, regardless of the actual value.

Units that are *Shaken*, *Pinned*, *Haywire*, and/or already in *Melee Lock* may not perform an *Overwatch*. *Artillery* Units may choose to fire the Gun(s) or the Crew's Small Arms – not both. *Blast* and *Anti-Air* Weapons may not be chosen, as the risk of being in the blast radius themselves is too high.

Chain of Command

"A soldier lifts themselves up. A boss tells others to lift themselves. A leader lifts others with them."

--Common GUN Mantra

Chain of Command is a common Special Command among GUN HQs and Heroes:

Chain of Command – Tactics, Squad-Level, Focus

When an HQ or Hero Unit performs this Special Command in the Action Phase, they may not act in the Hero Phase.

Instead, the Unit this model has *joined* may fire their Ranged Weapons (again!) or Take Cover. They may not perform this Special Command from inside a Vehicle, nor with Robots.

G.U.N. UNITS

HQ

SERGEANT...150PTS

Sergeants are the leaders of a GUN Platoon, having likely served for over five years before even being considered for the role. Beginning their careers as Privates and then Corporals, Sergeants are often selected by their predecessors before promotion, retirement, or death – whichever comes first. Additionally, the current Sergeant has to decide every month which of their Corporal will take their place. This system ensures that every Sergeant knows the Platoon they lead, and that loyal soldiers can trust their leaders.

	Move	CQC	RC	PAN	HP	DEF
<i>GUN Sergeant</i>	6"	4	4	9	3	4
<i>Paladin Sergeant</i>	9"	5	5	10	6	6

Unit: 1 GUN Sergeant
Type: Infantry

WARGEAR

- Pistol
- Sergeant's Knife

SPECIAL RULES

- Independent
- Overwatch
- Night Vision

Paladin Sergeant:

- Camouflage
- Climb
- Ambush
- Shielded (6+)



SPECIAL COMMANDS

Chain of Command – *Tactics, Squad-Level, Focus*

In the Hero Phase, instead of acting themselves, the Unit this model has joined may fire their Ranged Weapons (again!) or Take Cover – *see page 1.*

OPTIONS

- The Sergeant may exchange their Pistol for one of the following:
 - SMG (+10pts)
 - Assault Rifle (+10pts)
- The Sergeant may be promoted to a *Paladin Sergeant*, and replace their Sergeant's Knife with Veteran Paladin Fists (+70pts)

COMMAND BONUS

Paladin Sergeant

If your Army's Commander is a Paladin Sergeant, your Army **must** contain at least two Paladin Teams before including any other Troops Units. Named Heroes are unaffected.

Art by Nibroc-Rock

	Range	ST	AK	DAM	Type
<i>Pistol</i>	12"	4	1	1	Assault
<i>SMG</i>	18"	4	3	1	Assault
<i>Assault Rifle</i>	30"	4	1 / 2	1	Semi-Auto
<i>Sergeant's Knife</i>	CQC	3	3	1	Melee
<i>Veteran Paladin Fists</i>	CQC	4	4	1	Melee



TROOPS

RIFLE SQUAD...150PTS

This is the standard Rifle Squad across the United Federation's military, what many call the result of thousands of years' warfare experience. Truthfully, however, humanity's strategic advancements had slowed whilst hidden from the world, and the Rifle Squad bears a striking resemblance to those from over twelve millennia ago (as do many GUN Unit structures). Then again, if it ain't broke, don't fix it!

	Move	CQC	RC	PAN	HP	DEF
GUN Soldier	6"	3	3	7	1	4
GUN Corporal	6"	3	3	8	1	4

Unit: 7 GUN Soldiers,
1 GUN Corporal
Type: Infantry

WARGEAR

- Assault Rifle
- Utility Knife

SPECIAL RULES

- Overwatch



OPTIONS

- The GUN Corporal may replace their Assault Rifle with an SMG.
- The entire Unit may wear *Night Vision* gear (+10pts)
- One GUN Soldier may replace their Assault Rifle with a Light Machine Gun (+20pts)
- One GUN Soldier with an Assault Rifle may attach a Grenade Launcher (+10pts each)

	Range	ST	AK	DAM	Type
Assault Rifle	30"	4	1 / 2	1	Semi-Auto
SMG	18"	4	3	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
Utility Knife	CQC	3	1	1	Melee

ASSAULT SQUAD...150PTS

While the Rifle Squad is standard across all GUN Regiments, sometimes a commander needs something more mobile. This is where the Assault Squad comes in: a smaller Unit armed with Shotguns, using the added mobility to its maximum potential. They scout ahead of regular platoons and devastate enemy patrols up-close, clearing a path for the big guns to attack unscathed.

	Move	CQC	RC	PAN	HP	DEF
GUN Soldier	6"	3	3	7	1	4
GUN Corporal	6"	3	3	8	1	4

Unit: 4 GUN Soldiers,
1 GUN Corporal
Type: Infantry

WARGEAR

- Combat Shotgun
- Utility Knife

SPECIAL RULES

- Overwatch
- Vanguard

Run & Gun: Combat Shotguns can be fired after a Rapid Move, with a -1 RC penalty, providing the Unit doesn't Charge.

OPTIONS

- The entire Unit may wear *Night Vision* gear (+10pts)

	Range	ST	AK	DAM	Type
Combat Shotgun	12"	5	2	2	Assault, Power (1), Run & Gun
Utility Knife	CQC	3	1	1	Melee

TROOPS UNITS

BREACHER SQUAD...17OPTS

*GUN Soldiers rarely leave their cover – not out of cowardice, but tactical sense. But what happens when there's no cover to speak of? That's when you need someone to **be** your cover! Breacher Squads march into battle behind huge, heavy riot shields that have been modified and enhanced to protect against almost all small arms fire. This tactic is frowned upon by many commanders, as the mortality rates for Breachers tend to be far higher than other kinds of soldier – but their usefulness has long been documented when fighting on an open battlefield.*

	Move	CQC	RC	PAN	HP	DEF
<i>GUN Soldier</i>	6"	3	3	7	1	4
<i>GUN Corporal</i>	6"	3	3	8	1	4

Unit: 4 GUN Soldiers,
1 GUN Corporal
Type: Infantry

WARGEAR

- Assault Rifle
- Ballistic Shield

SPECIAL RULES

- Overwatch
- Shielded (5+)

Art by Nibroc-Rock



Kevlar-Lined: Breacher Squads may not Take Cover. However, their Ballistic Shields always provide Level 2 Cover, unless the Cover they're already behind can provide anything better.

OPTIONS

- The entire Unit may wear *Night Vision* gear (+10pts)

	Range	ST	AK	DAM	Type
<i>Assault Rifle</i>	30"	4	1 / 2	1	Semi-Auto
<i>Breacher Shield</i>	CQC	3	1	1	Melee, Kevlar-Lined

PALADIN TEAM...24OPTS

With years of service behind them, Paladins are the deadliest, most loyal, and most efficient GUN Soldiers. Individually picked by the Federation's high commanders, the Paladin is armoured from head to toe in state-of-the-art gear and trained to humanity's maximum potential. As losses from this branch are extremely hard to replace, the Paladins are only deployed when absolutely necessary – be it a black op, a deadly raid, or the arrest of a superpowered Mobian like Sonic or Shadow.

	Move	CQC	RC	PAN	HP	DEF
<i>GUN Paladin</i>	9"	4	4	9	2	6

Unit: 5 GUN Paladins
Type: Infantry

WARGEAR

- Assault Rifle
- Demolition Charge
- Paladin Fists

SPECIAL RULES

- Overwatch
- Ambush
- Shielded (6+)



OPTIONS

- Any number of GUN Paladins may replace their Assault Rifles with SMGs.
- One GUN Paladin may replace their Assault Rifle with a Light Machine Gun (+20pts)
- The entire Unit may wear *Night Vision* gear (+10pts)

	Range	ST	AK	DAM	Type
<i>Assault Rifle</i>	30"	4	1 / 2	1	Semi-Auto
<i>SMG</i>	18"	4	3	1	Assault
<i>Light Machine Gun</i>	36"	4	4	1	Assault
<i>Demolition Charge</i>	6"	10	1	D6	Assault, Tankbuster, One Use Only
<i>Paladin Fists</i>	CQC	4	2	1	Melee

TRANSPORT

M113 ARMoured CARRIER...85PTS

The M113 Armoured Personnel Carrier is an all-terrain troop carrier hailing from as early as the Final War. While not as fast as many other Mobian APCs, it provides plenty of armour and covering fire to GUN's Mechanised Infantry units, making it an invaluable battlefield tool (especially when there's not much cover around).

Modelling Note: The M113 is a real vehicle in active service today! Several companies sell models of this Vehicle in 28mm scale, including Sally 4th and Empress Miniatures.

	Move	RC	PAN	HP	ARM	Type
M113	9"	3	8	6	5	Transport (10)

Unit: 1 M113 Carrier
Type: Vehicle

WARGEAR

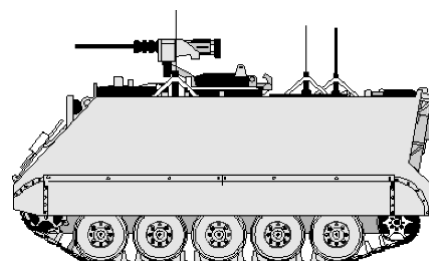
- **Turret:** Machine Gun

SPECIAL RULES

- Overwatch
- Night Vision

TRANSPORT CAPACITY

The M113 can carry **up to 10 GUN Infantry models**. The Gun from a Weapons Team doesn't count towards this Transport Capacity, as they're often small enough to be carried onboard. Recon Drones take up half a space in any GUN Transport.



OPTIONS

- The M113 may replace its Machine Gun with a Heavy Machine Gun (+25pts)

	Range	ST	AK	DAM	Type
Machine Gun	36"	4	6	1	Heavy
Heavy Machine Gun	36"	5	10	1	Artillery



SUPPORT

M113 ASSAULT VEHICLE...115PTS

The M113 Armoured Personnel Carrier is an all-terrain troop carrier hailing from as early as the Final War. However, even long before the Final War, some commanders preferred to give these light vehicles some Anti-Tank firepower than seats for their soldiers – and that's where the TOW Launcher comes in!

	Move	RC	PAN	HP	ARM	Type
M113 Assault	9"	3	8	6	5	SPG

Unit: 1 M113 Assault
Type: Vehicle

SPECIAL RULES

- **Front:** TOW Launcher

SPECIAL RULES

- Overwatch
- Night Vision

OPTIONS

- The M113 may hold a **Turret-mounted Machine Gun (+15pts)**

	Range	ST	AK	DAM	Type
TOW Launcher	72"	10	1	D6	Artillery, Tankbuster, Reload
Machine Gun	36"	4	6	1	Heavy

SUPPORT WEAPONS TEAM...50PTS

Sometimes rifles aren't enough. A tank might come, or the mob of Egg Pawns might be too big for your Squads to handle, even with an LMG! On an open field, GUN commanders would send in an equally tough combat vehicle, but the Heavy Weapons Team costs far less and can manoeuvre almost any terrain, making them the preferred choice in a guerrilla force or an expedition into unpredictable grounds (such as mountains and jungles).

	Move	CQC	RC	PAN	HP	DEF
GUN Soldier	6"	3	3	7	1	4

Unit: 1 Gun, 3 GUN Soldiers
Type: Artillery

WARGEAR (CREW)

- Pistol
- Utility Knife

SPECIAL RULES

- Overwatch

OPTIONS

- The Gun **must** be one of the following:
 - Machine Gun
 - Recoilless Rifle (+5pts)
 - Heavy Machine Gun (+10pts)
 - Mortar (+10pts)
 - Flak Gun (+10pts)
 - TOW Launcher (+15pts)
- The Unit may gain the *Camouflage* Special Rule (+10pts)
- The Unit may wear *Night Vision* gear (+5pts)
- Up to three of these Units may be combined to form a Battery

	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"	6	4	D3	Artillery, Anti-Air, Twin-Linked
Mortar	18-72"	4	1	1	Artillery, Blast (2"), Indirect Fire
TOW Launcher	72"	10	1	D6	Artillery, Tankbuster
Pistol	12"	4	1	1	Assault
Utility Knife	CQC	3	1	1	Melee

SUPPORT UNITS

SNIPER TEAM...75PTS

Snipers are the most accurate specialists among the United Federation, able to shoot a target from over a mile away with the precision of a surgical knife. To achieve such feats, they isolate themselves for hours, days, or even weeks before the rest of the force engages the enemy, watching their patrol routes and movement patterns and then using this information to catch them off-guard, picking off leaders before they know they're being watched.

	Move	CQC	RC	PAN	HP	DEF
GUN Sniper	9"	3	4	7	3	4

Unit: 1 GUN Sniper

Type: Infantry

WARGEAR

- Sniper Rifle
- SMG
- Veteran's Knife



OPTIONS

- The Unit may contain up to two additional GUN Snipers (+50pts 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 GUN Regiment is different, so there's no right or wrong method!

Art by Nibroc-Rock

	Range	ST	AK	DAM	Type
Sniper Rifle	48"	5	1	D6	Heavy, Power (2), Sniper
SMG	24"	4	3	1	Assault
Veteran's Knife	CQC	3	2	1	Melee

JUMP RIDER TEAM...145PTS

Jump Vehicles (shortened to "JVs" in radio transmissions) are experimental legged bikes designed to act as a lightweight alternative to Mechs. While their heavy-duty legs can traverse almost anything, they can maintain short bursts of very low flight for strafing attacks crossing otherwise impassable ground. That being said, JVs leave their riders in the open and at least two feet higher than your average infantryman, so it takes an extremely brave (or stupid) crew to sign up as test pilots – you'd be lucky to find three!

	Move	CQC	RC	PAN	HP	DEF
Jump Rider	6"	3	3	7	3	5
Jump Rider Corporal	6"	3	3	8	3	5

Unit: 2 Jump Riders,
1 Jump Rider Corporal

Type: Hover Infantry

WARGEAR

- Twin-Linked LMGs
- Jumper Legs

Jump Strafe: Jump Rider Teams may Move up to 6" in their Hero Phase, even if they fired beforehand, provided they didn't make a Rapid Move or Charge in the Movement Phase. They don't count as Heroes.

SPECIAL RULES

- Overwatch
- Vanguard
- Bulky
- Jump Strafe



	Range	ST	AK	DAM	Type
Twin-Linked LMGs	36"	4	4	1	Assault, Twin-Linked
Jumper Legs	CQC	5	2	1	Melee

SUPPORT UNITS

RECON DRONE TEAM...110PTS

Recon Drones (named "Beetles" or "Wings" depending on model) are one of GUN's many unmanned Units, flying around a potential battlefield to find weak points in enemy fortifications and neutralise smaller targets on the spot. Given the right commands, GUN drones can operate entirely alone, though human controllers are usually watching from a distance, ready to take control should a skirmish heat up.

	Move	CQC	RC	PAN	HP	DEF
Recon Drone	9"	2	3	9	1	3

Unit: 5 Recon Drones
Type: Hover Infantry (Robot)

SPECIAL RULES

- Overwatch
- Head Start
- Escapist
- Scanner
- Night Vision

WARGEAR

- SMG
- Drone Ram

OPTIONS

- Up to two Recon Drones may replace their SMGs with Grenade Launchers (+10pts each)



	Range	ST	AK	DAM	Type
SMG	18"	4	3	1	Assault
Grenade Launcher					Multi-Choice
(HE)	24"	3	1	1	Assault, Blast (2"), Pinning, Reload
(AP)	24"	8	1	D3	Assault, Reload
Drone Ram	CQC	2	1	1	Melee

HUNTER UCW TEAM...75PTS

The Hunter Unmanned Combat Walker is one of GUN's many unmanned drone models, piloted by a specialist drone operator in the nearest forward operating base. Made to resemble a human in shape and movement, they act as mobile support weapons, providing much needed covering fire without needing to stay in one place for too long.

	Move	CQC	RC	PAN	HP	DEF
Hunter UCW	6"	3	3	9	6	5

Unit: 1 Hunter UCW
Type: Infantry (Robot)

WARGEAR

- Machine Gun
- Hunter Fist

SPECIAL RULES

- Overwatch
- Heavy Duty
- Night Vision
- Bulky



OPTIONS

- The Unit may contain up to two additional Hunter UCWs (+75pts each)
- Any Hunter UCW may replace its Machine Gun with a Laser Cannon
- Any Hunter UCW may carry a Hunter Shield (+25pts each), and become *Shielded* (5+)

	Range	ST	AK	DAM	Type
Machine Gun	36"	4	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Hunter Fist	CQC	5	2	1	Melee

SUPPORT UNITS

GIGA TROOPER...140PTS

The Giga Armour was not built for combat use. Rather, it was built to aid with manual labour, as a person wearing one would have their strength increase tenfold. However, Giga Troopers have seen several emergency deployments during the Robotnik Wars and Black Arms Invasions, and their immense strength has proved a blessing in melee combat and demolitions.

	Move	CQC	RC	PAN	HP	ARM	Type
Giga Trooper	6"	4	3	8	6	7	Mech, Heavy

Unit: 1 Giga Trooper
Type: Vehicle

OPTIONS

- The Giga Trooper may take one of the following:
 - Recoilless Rifle (+30pts)
 - Heavy Machine Gun (+60pts)
 - TOW Launcher (+60pts)



WARGEAR

- Giga Lifter

SPECIAL RULES

- Overwatch
- Night Vision

	Range	ST	AK	DAM	Type
Recoilless Rifle	48"	8	1	D3	Heavy, Tankbuster
Heavy Machine Gun	36"	5	10	1	Artillery
TOW Launcher	72"	10	1	D6	Artillery, Tankbuster
Giga Lifter	CQC	10	3	D6	Melee, Tankbuster

BIG FOOT...145PTS

While less armoured than your typical AFV, the "Big Foot" series of Heavy Combat Walkers were built for firepower above all else. Its namesake long legs and heavy-duty feet allow it to traverse most terrain without slowing down, and it even comes with jet boosters to skim short distances in seconds. Combining manoeuvrability with extreme firepower, It's no wonder GUN high command considers it a superior means of delivering bullets to enemy faces.

	Move	CQC	RC	PAN	HP	ARM	Type
Big Foot	6"	3	3	8	9	5	Mech, SPG

Unit: 1 Big Foot
Type: Vehicle

SPECIAL COMMANDS

Hover – Technology, Movement

The Big Foot Moves up to 6" in any direction, following the same rules as a Hover Unit. This may not be used to Charge.

OPTIONS

- The Big Foot may carry Heavy Missile Pods (+75pts)
- The Big Foot may mount a Demolisher Gun (+50pts)



WARGEAR

- Heavy Machine Gun
- Piston Legs

SPECIAL RULES

- Overwatch
- Night Vision

	Range	ST	AK	DAM	Type
Heavy Machine Gun	36"	5	10	1	Artillery
Heavy Missile Pods	36"	8	4	D3	Artillery, Indirect Fire, Twin-Linked
Demolisher Gun	24"	10	1	D6	Artillery, Blast (2"), Tankbuster
Piston Legs	CQC	8	2	D3	Melee, Unwieldy

SUPPORT UNITS

HIND ATTACK HELICOPTER...200PTS

Helicopters serve an important role in GUN armies, often used for swift logistics between Federation bases. But what happens when the chopper needs to go through enemy turf? That's where the Hind comes in! Armed with more bullets and missiles than a Wolf could throw a spear at, this aerial gunship ensures anyone who tries to shoot down a GUN envoy will live to regret it...for about five seconds.

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

WARGEAR

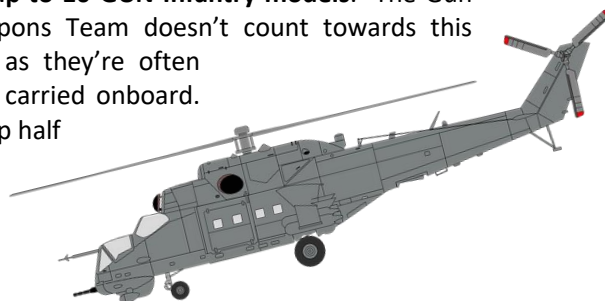
- Heavy Machine Gun
- Wing Missile Pods

SPECIAL RULES

- Night Vision

TRANSPORT CAPACITY

The Hind can carry up to 10 GUN Infantry models. The Gun from a Heavy Weapons Team doesn't count towards this Transport Capacity, as they're often small enough to be carried onboard. Recon Drones take up half a space in any GUN Transport.



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

BLUE EAGLE...175PTS

The Blue Eagle is the standard fighter jet of the Guardian Units of the Nations, which is more than capable of supersonic flight. While they're usually reserved for battles far above Mobius, they can sometimes prove effective as ground support, especially if the enemy has deployed any low-flying threats themselves.

	Move	RC	PAN	HP	ARM	Type
Blue Eagle	6" / 6-18"	3	8	12	5	Aircraft, Supersonic*

Unit: 1 Blue Eagle
Type: Vehicle

***Supersonic:** Supersonic Aircraft may Rapid Move up to **Move+18"** while in Flight, rather than the usual **Move+6"**.

WARGEAR

- Vulcan Machine Gun

SPECIAL RULES

- Night Vision

OPTIONS

- The Blue Eagle may carry up to four Air-to-Air Missiles (+10pts each)



	Range	ST	AK	DAM	Type
Vulcan Machine Gun	36"	6	10	2	Artillery, Fast Strike
Air-To-Air Missile	36"	10	1	D6	Artillery, Tankbuster, Fast Strike, One Use Only

SUPPORT UNITS

M2SG BRADLEY...300PTS

The Old Earth General Omar Bradley was no ordinary general, so it's only natural an IFV named after him is no ordinary IFV. Built as both a reconnaissance vehicle and a transporter for scouting units (such as Assault Squads and Paladin Teams), the M2 Bradley packs more heat than Mobius' average Heavy Tanks!

Modelling Note: The M2 Bradley is a real vehicle in active service today! Several companies sell models of this Vehicle in 28mm scale, including Empress Miniatures.

	Move	RC	PAN	HP	ARM	Type
M2 Bradley	12"	3	8	6	6	Transport (9)

Unit: 1 M2 Bradley

Type: Vehicle

WARGEAR

- **Turret:** Autocannon
- **Turret:** TOW Launcher
- **Turret:** Machine Gun

SPECIAL RULES

- Overwatch
- Night Vision

TRANSPORT CAPACITY

The M2 Bradley can carry **up to 9 GUN Infantry models**. The Gun from a Weapons Team doesn't count towards this Transport Capacity, as they're often small enough to be carried onboard. Recon Drones take up half a space each in any GUN Transport.



	Range	ST	AK	DAM	Type
Autocannon	48"	7	4	D3	Artillery, Pinning
TOW Launcher	72"	10	1	D6	Artillery, Tankbuster, Reload
Machine Gun	36"	4	6	1	Heavy

M113 AIR DEFENDER...150PTS

The M113 Armoured Personnel Carrier is an all-terrain troop carrier hailing from as early as the Final War. However, even long before the Final War, some commanders preferred to give these light vehicles some Anti-Air firepower than seats for their soldiers – and that's where the Vulcan Machine Gun comes in!

Modelling Note: The M113 is a real vehicle in active service today! Several companies sell models of this Vehicle in 28mm scale, including Sally 4th and Empress Miniatures.

	Move	RC	PAN	HP	ARM	Type
M113 Assault	9"	3	8	6	5	SPG

Unit: 1 M113 Assault

Type: Vehicle

WARGEAR

- **Turret:** Vulcan Machine Gun

SPECIAL RULES

- Overwatch
- Anti-Air
- Night Vision

	Range	ST	AK	DAM	Type
Vulcan Machine Gun	48"	6	10	2	Artillery, Fast Strike

G.U.N. HEROES

COMMANDER ABRAHAM TOWER...300PTS

Abraham Tower is GUN's supreme commander during the Second Robotnik War. While he spent most of the war making big strategic decisions from his war rooms under Grand Metropolis, Tower had always been hands-on where he felt it was most needed. When this happens, he commands his armies with a ruthless efficiency and an intellect rivalling even Eggman himself.

	Move	CQC	RC	PAN	HP	DEF
Abraham Tower	6"	4	6	10	6	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Abraham Tower

WARGEAR

- Executioner Pistol
- Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Overwatch



SPECIAL COMMANDS

Chain of Command – *Tactics, Squad-Level, Focus*

In the Hero Phase, instead of acting himself, the Unit this model has joined may fire their Ranged Weapons (again!) or Take Cover – see page 1.

COMMAND BONUS

Strategic Genius

Before the game begins, pick up to three Units under Tower's Command, and give those Units the *Ambush* Special Rule. If Commander Tower becomes a Casualty while these Units are still in Reserve, they **immediately** deploy – and may use *Ambush* to do so.

	Range	ST	AK	DAM	Type
Executioner Pistol	12"	5	1	D6	Assault, Power (2), Sniper
Martial Arts	CQC	3	4	1	Melee, Fast Strike

COMMANDER HUGO BRASS...300PTS

Commander Hugo Brass is the head of the Paladin initiative, with dozens of victories both official and "Black Op" under his belt. He had once even led the successful arrest of Sonic the Hedgehog when GUN recon drones mistook him for the then wanted Shadow. After realising this mistake, Brass has since aided the Kingdom of Acorn in raids against their common enemies, be they Eggman Robots, Xorda, or Black Arms.

	Move	CQC	RC	PAN	HP	DEF
Hugo Brass	9"	5	5	10	9	6

Unit: 1 Named Hero
Type: Infantry
Variant of: Hugo Brass

WARGEAR

- SMG
- Heavy Paladin Fists

SPECIAL RULES

- Independent
- Fearless
- Ambush
- Overwatch
- Shielded (5+)



SPECIAL COMMANDS

Chain of Command – *Tactics, Squad-Level, Focus*

In the Hero Phase, instead of acting himself, the Unit this model has joined may fire their Ranged Weapons (again!) or Take Cover – see page 1.

COMMAND BONUS

Defend Every Inch

If Hugo Brass is your Army's Commander, *all* Units under his Command fire with RC 2 while using the **Overwatch** Special Rule – normally it'd be RC 1.

	Range	ST	AK	DAM	Type
SMG	18"	4	3	1	Assault
Heavy Paladin Fists	CQC	5	4	2	Melee, Brutal

G.U.N HEROES

HOPE KINTOBOR...150PTS

Ivo Robotnik's niece and Snively Robotnik's sister, Hope Kintobor was an apple that fell far from the tree – at least morally. While her genius easily rivals her uncle, she's as compassionate as he was cruel, escaping a life of tyranny to live in the Kingdom of Acorn. Eventually, the United Federation acknowledged her engineering talent, and offered her full-time employment as a leading GUN Engineer. Now a world-renowned innovator and an honorary member of Team Dark, Hope works every day to live up to her first name, and to help undo the sins of her last name.

	Move	CQC	RC	PAN	HP	DEF
Hope	6"	4	4	10	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Hope Kintobor

WARGEAR

- Pistol
- Junior Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Overwatch
- Scanner
- Prodigy Pilot



SPECIAL COMMANDS

Field Repairs (3+) – Technology, Repairs

Pick a friendly Vehicle, Robot, or Cyborg model within 3" of Hope. That model gains D3 HP, up to its starting amount. Hope may also target a Vehicle she's piloting (see *Prodigy Pilot*).

Drop Shield (3+) – Technology

Until her next Start Phase. Hope (and her Unit) becomes *Shielded (5+)* or gains +1 to their existing Shield Save. This Special Command may not be used inside a Vehicle.

Prodigy Pilot: When building your Army, Hope may be selected to pilot a GUN Vehicle in that Army. That Vehicle gains the following modifiers:

- Becomes a **Transport** in Rank and gains the *Head Start* Special Rule. Hope herself does not fill a transport slot.
- Becomes PAN 10 and *Fearless*.
- Gains access to the Hope's unique Special Commands and her Hero Phase. If the Vehicle is a Mech and Charges, its Melee Weapon gains Hope's Charge Bonus (+1 AK).

Hope may not Disembark. If the Vehicle in question is destroyed, Hope bails out unharmed (even if it Explodes) and may be used normally.

	Range	ST	AK	DAM	Type
Pistol	12"	4	1	1	Assault
Junior Martial Arts	CQC	2	4	1	Melee, Fast Strike



G.U.N HEROES

SHADOW THE HEDGEHOG...500PTS

Shadow the Hedgehog is an enigma. Once created to be the “ultimate life form” who could cure all disease, he escaped his facility with little memory of why or how he came to be. Mere days later, he would be arrested for his crimes against the Federation but allowed his freedom in exchange for enlistment in Rouge’s “Team Dark” project – a team of super-powered GUN Soldiers featuring herself, Shadow, and E-123 Omega. As the experiment proved a success, he now fights across the globe as a loyal soldier. His past matters not, his future is to defend humanity!

	Move	CQC	RC	PAN	HP	DEF
Shadow	12"	7	4	10	12	4

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Project Shadow

WARGEAR

- Spin Power

SPECIAL RULES

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



SPECIAL COMMANDS

High Jump – Speed

Target a Flying Unit within 3" of Shadow. He Charges that Unit.

Cautious Jink – Speed

Until your next Start Phase, when fired at with Ranged Weapons, treat Shadow as if he were *Flying* (and in the air!).

Chaos Spear – Ranged Attack, Chaos Magic, Repeating

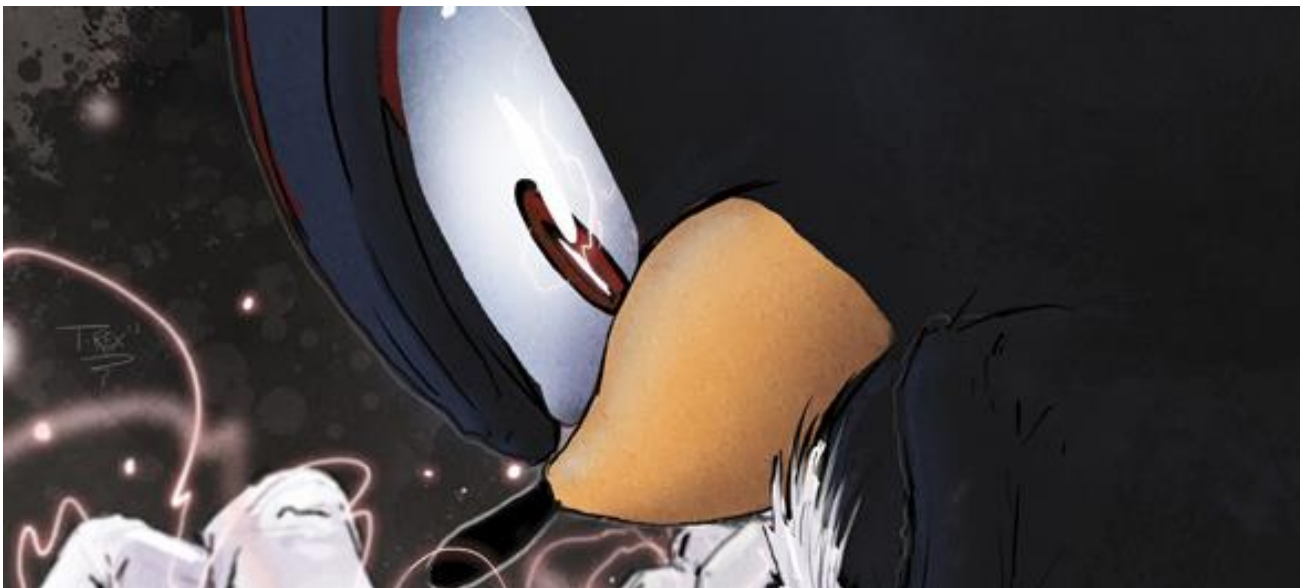
Shadow makes a Ranged Attack with one of the following stats:

Range	ST	AK	DAM	Type
18"	7	3	D3	Power (2)

Chaos Snap – Chaos Magic, Repeating

Move Shadow up to 6" in any direction as if Teleporting. He may not Charge.

	Range	ST	AK	DAM	Type
<i>Spin Power</i>					Multi-Choice
(Homing Attack)	CQC	5	8	1	Melee, Power (2)
(Spin Dash)	CQC	8	4	D6	Melee, Power (1)



G.U.N HEROES

E-123 OMEGA...500PTS

E-123 Omega is an ex-Eggman robot, known by the Federation as “The Walking Arsenal”. Bitter about the Empire abandoning him after creation (and doubtful of their totalitarianism) Omega joined the Team Dark project alongside Rouge the Bat and Shadow the Hedgehog, proving a valuable addition to GUN’s enormous roster of war machines. He wouldn’t see it that way though – to him, the other GUN mechs are worthless consumer models.

	Move	CQC	RC	PAN	HP	DEF
E-123 Omega	6"	5	5	10	12	6

Unit: 1 Named Hero
Type: Infantry (Robot)
Variant of: E-123 Omega

SPECIAL RULES

- Fearless
- Terrifying
- Heavy Duty
- Overwatch
- Shielded (5+)



WARGEAR

- Heavy Machine Gun
- Omega Missiles
- Omega Claws

SPECIAL COMMANDS

Walking Arsenal – Technology

Omega fires both his Ranged Weapons at once, with a -1 modifier to his RC.

	Range	ST	AK	DAM	Type
Heavy Machine Gun	36"	5	10	1	Heavy
Omega Missiles	36"	10	1	D6	Heavy, Tankbuster
Omega Claws	CQC	6	4	D3	Melee



G.U.N HEROES

CAPTAIN ROUGE THE BAT...BOOPTS

Rouge is a woman of many lives; thief, spy, treasure hunter, and GUN Captain are to name but a few. Her countless exploits have drawn the ire of the Eggman Empire and Echidna Covenants, and the envy of her contemporaries within GUN Command. Her experience in all four fields have made her a master of stealth, able to disappear from enemy fire, crowds, and unpleasant gatherings without leaving a trace, and her plunder meant she could order the production of her own custom Plasma Rifle originally developed for their closest allies' Royal Artillery.

	Move	CQC	RC	PAN	HP	DEF
Rouge the Bat	9" / 12"	6	5	10	9	4

Unit: 1 Named Hero
Type: Flying Infantry
Variant of: Rouge the Bat

WARGEAR

- Markswoman Carbine
- Elite Martial Arts

SPECIAL RULES

- Fearless
- Ambush
- Camouflage
- Scanner
- Escapist

COMMAND BONUS

Team Dark, Roll Out!

If Rouge the Bat is your Army's Commander, she, E-123 Omega, Shadow the Hedgehog, and all Rifle Squads under her Command gain the Head Start Special Rule.



SPECIAL COMMANDS

Chain of Command – Tactics, Squad-Level, Focus

In the Hero Phase, instead of acting herself, the Unit Rouge has joined may fire their Ranged Weapons (again!) or Take Cover – see page 1.

Disappear – Stealth, One Use Only

If Rouge is at least 12" away from the nearest enemy Unit she'd be visible to, she may re-enter Reserves. She may use Ambush to return.

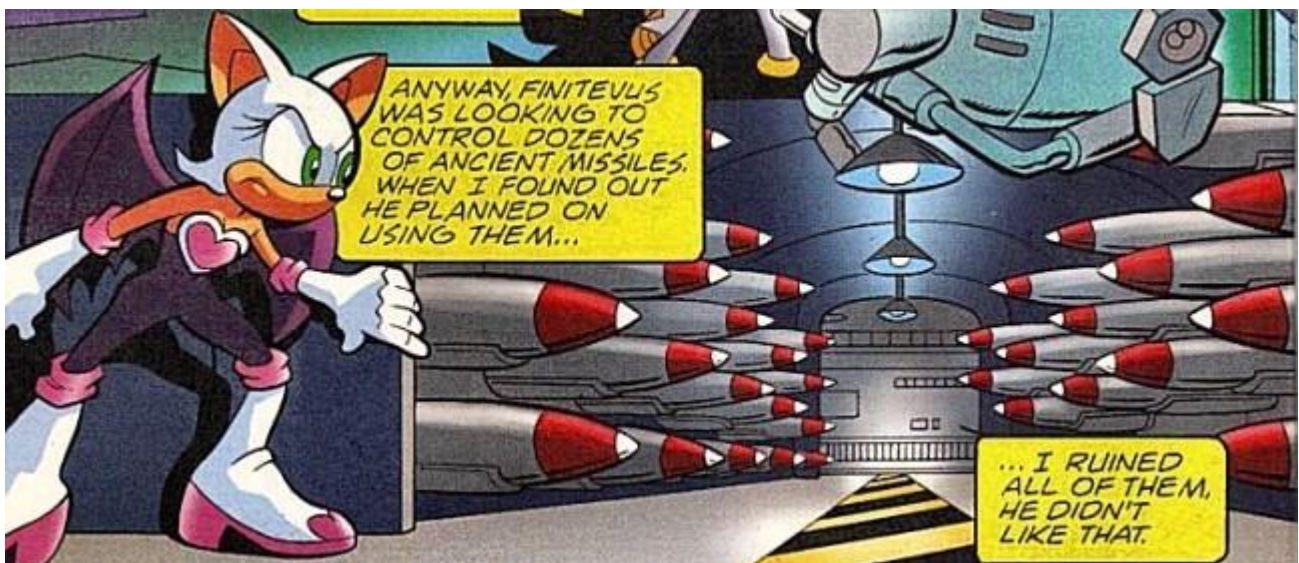
Dodge Jump – Stealth

Rouge moves up to 3" in any direction of her choosing, following the standard rules for Movement and Terrain. She may not use this to Charge.

OPTIONS

- Rouge may carry a Bat-Bomb Launcher (+50pts)

	Range	ST	AK	DAM	Type
Markswoman Carbine	24"	5	1	D6	Assault, Power (2), Sniper
Bat-Bomb Launcher	24"	8	1	D3	Assault, Blast (2")
Elite Martial Arts	CQC	4	6	1	Melee, Fast Strike



REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

SPIDER TROOP

The most infamous unit of the United Federation's military, Spider Troop is known by many, seen by few, and feared by almost everyone. Their most public outing was during the second [REDACTED] invasion, in which they, led by Captain A [REDACTED] Andrews, followed Team Dark onto the [REDACTED] quickly turning predators into prey. However, the unit's past is covered by black markers and theorised in the hurried whispers of conspiracy theorists, but no-one could guess about [REDACTED]

Special Rules

- **Forward Assault:** All non-Hero Units in the Army have the *Head Start* Special Rule. However, *Paladin Squads* and *Paladin Sergeants* do **not** have the *Ambush* Special Rule.
- **Giga Paladin:** All *Giga Troopers* in your Army have PAN 10, to represent the fact it's manned by Paladins.
- **Captain Andrews:** During Army creation, you may pick one *Paladin Sergeant* in your Army to become *Captain Andrews*. He's statistically the same but is a **Variant of:** A [REDACTED] Andrews and has the following Special Rule...

Master Marksmen

When Captain Andrews and/or his Unit makes their *Overwatch* Attacks, they do so with their normal RC values.

Requirements

- The Army may contain no Heroes except *Shadow the Hedgehog*, *Rouge the Bat*, and *E-123 Omega*.
- Every *GUN Sergeant* in the Army **must** be upgraded to a *Paladin Sergeant*.
- The Army may contain no Troops except Named Heroes and *Paladin Teams*.
- The Army **must** contain one of the following, depending on the battle's Size:
 - **Skirmish:** At least one *GUN Sergeant* and two *Paladin Teams*.
 - **Any Size:** At least one *GUN Sergeant*, one *Paladin Team*, and one *Giga Trooper*.

THE AVERAGE PALADIN SQUAD IS 12 STRONG, CONSISTING OF TWO PALADIN TEAMS, A PALADIN SERGEANT, AND A GIGA TROOPER FOR HEAVY SUPPORT. IN TERMS OF EFFECTIVENESS AND ABILITY, PALADIN SQUADS ARE EQUIVALENT TO PLATOONS.



G.U.N: REGIMENTS OF RENOWN

AFTER BURNER

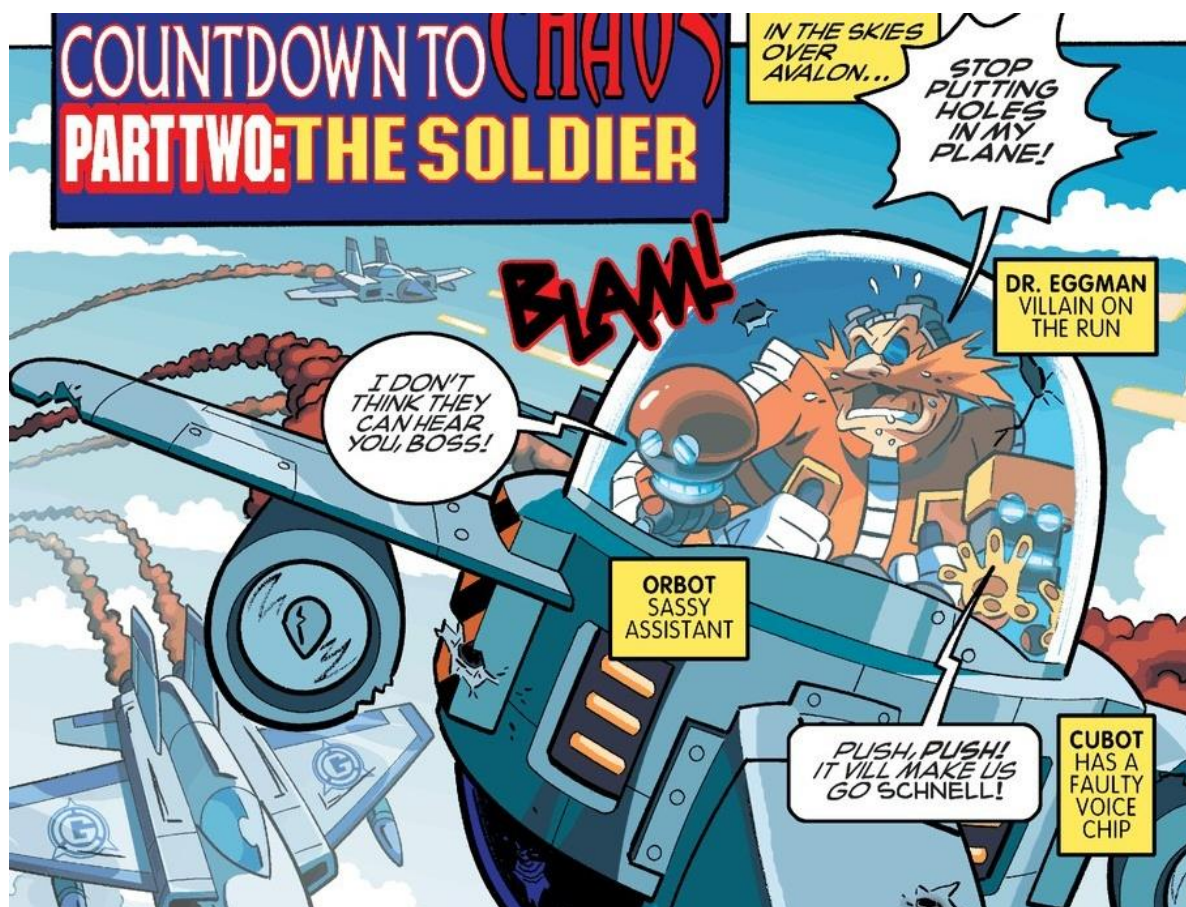
This Regiment of Renown doesn't represent the troops on the ground (which you still need, of course!), but a Squadron of Blue Eagle bomber jets flying overhead. Specifically, a low-flying bombing run before an assault, in which the bombs and guns aren't used to kill, but to keep the enemy down and buying the boots on the ground some time to advance. Every second counts!

Special Rules

- **Show of Force:** Before the battle, the Blue Eagles perform a supersonic low-flying bombing run. After Deployment and before the first Turn begins, make the enemy player(s) roll 1D6 for every Unit they've Deployed. For every roll of 1 or 2, they're immediately *Pinned* or *Haywire* (whichever applies to them). Additionally, any enemy Units attempting to enter from Reserves in Turns 1 or 2 must pass a Morale Test before doing so, ignoring instant-pass rules such as *Fearless*.
- **Refuelling:** This Regiment of Renown's Aircraft (including Blue Eagles) always start in Reserves and may not Deploy until Turn 2.

Requirements

- The Army **must** contain one of the following, depending on the battle's Size:
 - **Skirmish:** One Blue Eagle.
 - **Large Skirmish:** Two Blue Eagles.
 - **Battle:** Three Blue Eagles.
 - **Epic Battle:** Four Blue Eagles.



CREDITS & 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 online for free use and modification. This project is not affiliated with or authorised by Archie Comics, Ken Penders, or SEGA, nor does it claim to be.

All art in this book and its supplements are from Archie's *Sonic the Hedgehog* and *Sonic Universe* comics unless otherwise credited. I do not own, nor claim to own, this artwork, and am using it in a transformative, non-profit, and respectful manner.

IMAGE CREDITS

- The Cover and Page 2, 3, 7, and 9, contain images from *Shadow the Hedgehog* (2005).
- Pages 4, 12, 13, 14, 15, 16, 17, and 18 contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
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- Page 10 contains a free image of a Mi-24 Hind helicopter by Jan Helebrant on OpenClipart.
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