

MOBIUS 3.5
FACTIONS

**FREEDOM
FIGHTERS**

& CHAOTIX!

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ARMY BUILDING

You may notice that this book is split into several sub-factions we'll call chapters, as well as an Auxiliary force called *Libertatem Auxilia*.

In a *Freedom Fighters* or *Chaotix Army*, all Heroes **must** be part of that chapter or have the *To Save Everyone* Special Rule. Your Army may also contain any number of *Libertatem Auxilia* Units (see page 40).

It's a Crossover!

It's not uncommon for Heroes from two *Freedom Fighters* (or *Chaotix*) chapters to team up against an extreme threat. To represent these scenarios, *Freedom Fighters* or *Chaotix Armies* can use the **Unlikely Allies** Expansion to add an S-Tier Allied Detachment from another chapter.



SPECIAL RULES

To Save Everyone

Some heroes don't stick to one setting! They have the ability and/or conviction to travel great distances and help Freedom Fighters globally.

You may use Units with *To Save Everyone* in **any** type of *Freedom Fighters* or *Chaotix Army* without needing an Allied Detachment.

They may not be selected as HQ Units in a sub-faction that isn't theirs, and if an ability only targets specific sub-faction(s)' Heroes, those with *To Save Everyone* are still from their original sub-faction (or none at all, if they're unaligned).

In the Name of Freedom

It's called "Freedom Fighters" for a reason!

Units with this Special Rule automatically pass their Panic Tests if at least one of the two dice lands on a 6. This doesn't apply for Morale Tests.

Dauntless

Mercian Heroes follow a strict code of bravery, which is very clear on the concept of "running away" – no matter how the odds are stacked!

Units containing *Dauntless* models do not suffer any modifiers to their Panic Tests from losing HP, Unit members, or Commanders.

Additionally, they are immune to the effects of *Terrifying*. Special Rules that affect the Units' PAN values still apply.

FREEDOM FIGHTERS

A GLOBAL ANSWER TO GREED AND TYRANNY



UNLESS SPECIFICALLY STATED OTHERWISE, ALL UNITS
IN THIS SECTION ARE *HEROES*.

KNOTHOLE FREEDOM FIGHTERS

SONIC THE HEDGEHOG...500PTS

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 all free people, whose tales of heroism spread far and wide across all of Mobius and give 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
Sonic	18"	7	-	10	12	4

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

WARGEAR

- Spin Power

SPECIAL RULES

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



SPECIAL COMMANDS

High Jump – Speed

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

Tornado Attack (3+) – Speed, Repeating

Target a non-Vehicle Unit within 12" of Sonic. They are *Stunned* until Sonic's next Start Phase. This ability may not target Flying Units.

Cautious Jink – Speed

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

Quick Step – Speed, Repeating

Move Sonic up to 6" in any direction, following the standard rules for Terrain and Movement. 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)



KNOTHOLE FREEDOM FIGHTERS

MILES "TAILS" PROWER...300PTS

Son of the renowned General Amadeus and right-hand man of the legendary Sonic the Hedgehog, Miles "Tails" Prower is a valuable member of the Freedom Fighters, nicknamed after the two tails he uses to fly. His most valuable asset, however, is his genius-level intellect, building devices which can repair and sabotage enemy tech in seconds.

	Move	CQC	RC	PAN	HP	DEF
Tails	6" / 6"	5	-	9	9	3

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

WARGEAR

- Helicopter Tails

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Come Fly With Me
- Shielded (6+)



Come Fly With Me: When Tails uses *Ambush* to appear on the battlefield, up to two friendly Named Heroes of his choice may also arrive within 6" of him, even if they don't have *Ambush*, following the same restrictions as usual.

SPECIAL COMMANDS

Field Repairs (3+) – Technology, Repairs

Pick a friendly Vehicle, Robot, or Cyborg model within 3" of Tails. That model gains D3 HP, up to its starting amount.

Hack Enemy Comms (4+) – Technology, Hacking

Pick an enemy player. Until your next Start Phase, all enemy Units' Special Commands with the *Technology* and/or *Comms* keywords require a Perform Roll of (6+).

Hack Machinery (3+) – Technology, Repeating

Pick an enemy Vehicle or Unit of Robots or Cyborgs within 24" of Tails. They are *Stunned* until Tails' next Start Phase. If Tails repeats this Command, the Perform Roll for the second attempt becomes (5+).

	Range	ST	AK	DAM	Type
<i>Helicopter Tails</i>					Multi-Choice
(Propeller Attack)	CQC	4	6	1	<i>Melee, Power (1)</i>
(Spin Dash)	CQC	7	3	D3	<i>Melee</i>



KNOTHOLE FREEDOM FIGHTERS

TORNADO STEALTH BIPLANE...200PTS

The Tornado Stealth Biplane, designed and built from scrap by mechanical prodigy Miles “Tails” Prower, is the main reconnaissance vehicle of the Knothole Freedom Fighters. Able to transport Heroes such as Sonic and Sally to the frontline without drawing (too much) enemy attention, it was a major tactical asset in the guerrilla campaigns of the First Robotnik War and its modern, more sophisticated variants sees plenty of use to this day.

IMPORTANT: The Tornado Stealth Biplane can **only** be taken by Miles “Tails” Prower (see page 7). The Tornado Stealth Biplane is a **Support** option, despite its pilot’s Hero status. If Tails needs to enter a Duel (i.e., two Variants of Miles Prower), the Tornado Stealth Biplane enters Reserves and he must fight (and win) the Duel before he or the Biplane can enter the battle.

	Move	RC	PAN	HP	ARM	Type
Tornado	6" / 6-16"	4	10	12	4	Aircraft, Fast, Transport (2)

Unit: 1 Tornado Stealth Biplane
Type: Vehicle

WARGEAR

- Hussar Laser Array

SPECIAL RULES

- Fearless
- Prower Machine
- Drop Assault



Prower Machine: Tails always begins the game inside the Tornado Stealth Biplane but doesn’t fill any Transport Capacity. He may not leave until the Tornado is destroyed. As the pilot is a Hero, the Tornado may use the Hero Phase, but only to perform the Special Commands listed below.

If the Tornado is destroyed, Tails disembarks (see *Drop Assault* below). He takes D3 Damage if the Tornado was landed, or D6 Damage if it was flying. If Tails survives the crash, he may continue fighting in his Flying Infantry form as normal.

Drop Assault: Heroes may disembark from the Tornado while it’s flying, landing either directly beneath it or within 6" of its base. They may even land within 1" of enemy Units – taking D3 Damage and entering Melee as if they’d Charged.

SPECIAL COMMANDS

Quick Repairs (4+) – Technology, Repairs

The Tornado gains D3 HP up to its starting number.

Hack Network (5+) – Technology

Until your next Start Phase, all enemy Special Commands with the *Technology* and/or *Comms* keywords require a Perform Roll of (6+).

OPTIONS

- The Tornado can carry up to three Aerial Bombs (+10pts each)

TRANSPORT CAPACITY

The Tornado Stealth Biplane can carry up to 2 *Knothole Freedom Fighters*, not including Tails. As they’re holding onto the plane, they may not fire nor perform Special Commands from atop it.

	Range	ST	AK	DAM	Type
Hussar Laser Array	36"	6	4	D3	Artillery, Twin-Linked
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (3"), One Use Only

KNOTHOLE FREEDOM FIGHTERS

SALLY ACORN...250PTS

As her title suggests, Princess Sally Alicia Acorn is next in line for the Acorns' 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 that turned the tide of the First Robotnik War from certain defeat to a decisive victory.

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

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

WARGEAR

- Nicole Handset
- Very Brutal Fisticuffs

OPTIONS

- Sally may carry a pair of Holo-Rings (+150pts)
- *Sally may be accompanied by Nicole the Holo-Lynx (see page 8). In doing so, she stops being *Independent*.

SPECIAL RULES

- Independent*
- Fearless
- Scanner
- Climb
- To Save Everyone



Hardlight: Holo-Rings use Hardlight Technology – stolen and reprogrammed from one of Eggman's research facilities – to create deadly projectiles and rock-solid shields. Sally gains the *Shielded (4+)* Special Rule. Her Very Brutal Fisticuffs (if she hasn't replaced them!) gain +2 ST.

COMMAND BONUS

Tactical Opportunist

If Sally Acorn is your Army's Commander, when rolling-off to determine Turn Order, roll 2D6 and discard the lowest result. If your result is tied with other player(s), add +1 to your final result until you're no longer tied.

	Range	ST	AK	DAM	Type
Nicole Handset	12"	7	2	D3	Assault, Power (1)
Holo-Rings	24"	5	4	2	Assault, Power (2), Hardlight
Very Brutal Fisticuffs	CQC	4	6	1	Melee, Brutal



KNOTHOLE FREEDOM FIGHTERS

NICOLE THE HOLO-LYNX...250PTS

Nicole is a highly advanced AI who managed to build herself a body. Once only a tiny computer, she now lives as a proud citizen of New Mobotropolis, having created the entire city with her own nanomachines. She can use her Nanites to create whole arsenals of devastating weapons, making her a valuable fighter wherever she can build her holographic form.

IMPORTANT: Nicole can **only** be taken by Princess Sally Acorn (see page 7). She spends the whole game attached to Sally and is removed as a Casualty if she ever moves out of Cohesion with her. If Nicole enters a Duel, Sally also enters, and vice versa.

	Move	CQC	RC	PAN	HP	DEF
Nicole	9"	5	4	10	0	0

Unit: 1 Named Hero
Type: Hover Infantry (Robot)
Variant of: Nicole Ellidy

WARGEAR

- 10 Nanite Tokens
- Nanite Attacks

SPECIAL RULES

- Fearless
- Climb
- Shielded (5+)
- Hologram
- Sally's Shield
- To Save Everyone



Hologram: Nicole can't be targeted for any attacks or enemy effects. She doesn't fill a space on Transports. How? Nanomachines, son!

Sally's Shield: If Nicole's HP is above 0, she takes every Hit intended for Sally. As she's a hologram, she doesn't become a Casualty when her HP reaches 0. When Sally becomes a Casualty, Nicole teleports her to the nearest field hospital, removing herself as one, too.

SPECIAL COMMANDS

Nanite Generator – Technology, Summon, Repeating

Roll 2D6. Nicole gains the *highest* number in Nanite Tokens.

Nanite Shield – Technology

Remove up to 12 Nanite Tokens. Nicole gains 1 HP for every 3 Nanite Tokens used, rounding down. She may not go higher than 12 HP.

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
24"	5	N	1	Power (1), Pinning
24"	N+4	1	D6	Haywire

N = Number of Nanite Tokens spent

Increase Power – Technology, Melee

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, their DAM value becomes D3.
- For every 2 Nanite Tokens removed, Nicole's Nanite Attacks* gain +1 AK until your next Start Phase.

	Range	ST	AK	DAM	Type
*Nanite Attacks	CQC	3	2	1	Melee, Power (1), Haywire

KINGDOM OF ACORN HEROES

GENERAL ANTOINE D'COOLETTE...30OPTS

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	9"	8	-	8	9	4

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

WARGEAR

- Épée D'Antoine

SPECIAL RULES

- Independent
- Mon Amour, Avant Tout!



Mon Amour, Avant Tout! If Antoine is within 6" of Bunnie Rabbot (below), he gains the *In the Name of Freedom* Special Rule.

Additionally, in a *Knothole Freedom Fighters* Army, he may deploy anywhere within 6" of Bunnie Rabbot-D'Coolette, using her *Vanguard* Special Rule as if it were his, too.

	Range	ST	AK	DAM	Type
Épée D'Antoine					Multi-Choice
(Quick Attacks)	CQC	4	6	2	Melee, Power (2)
(Killing Blow)	CQC	4	1	2D6	Melee, Power (2), Unwieldy
Sword of Acorns	CQC	5	8	1	Melee, Power (3), Source of All

BUNNIE RABBOT-D'COOLETTE...35OPTS

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 focus-plasma weaponry, she plans to use these new upgrades to destroy the man who made her this way.

	Move	CQC	RC	PAN	HP	DEF
Bunnie	6" / 12"	5	4	10	9	6

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

WARGEAR

- Super Arm
- Rabbot Cannon

SPECIAL RULES

- In the Name of Freedom
- Vanguard
- Shielded (5+)



	Range	ST	AK	DAM	Type
Rabbot Cannon					Multi-Choice
(Focus)	36"	10	1	D6	Assault
(Flash)	36"	4	6	1	Assault, Power (1)
Super Arm	CQC	8	4	D6	Melee

KNOTHOLE FREEDOM FIGHTERS

AMY ROSE...250PTS

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 siege weapon she calls "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	6"	6	-	9	12	5

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

WARGEAR

- Piko Piko Hammer

SPECIAL RULES

- In the Name of Freedom
- Climb
- Furious Charge



The Piko Piko

It's far too big to be called a war hammer. Enormous, too thick, too heavy, and too colourful. It's more like a battering ram on a stick. Tanks and fortresses tremble in Amy Rose's presence.

	Range	ST	AK	DAM	Type
Piko Piko Hammer	CQC	9	4	D3	Melee

ROTOR WALRUS...300PTS

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 of 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	6" / 12"	4	6	9	9	5

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

WARGEAR

- Iron Walrus Battlesuit

SPECIAL RULES

- In the Name of Freedom
- Escapist
- Shielded (5+)



SPECIAL COMMANDS

Repair Vehicle (3+) – Technology, Repairs

Pick a friendly Vehicle within 3" of Rotor. That Vehicle gains D3 HP, up to its starting amount.

Heroic Healing (3+) – Technology, Healing, Repairs, Repeating

Pick a friendly Hero or HQ within 3" of Rotor. A member of that Unit gains D3 HP, up to their starting amount.

	Range	ST	AK	DAM	Type
Iron Walrus Battlesuit					Combined
(Ranged)	24"	4	4	1	Assault, Power (1)
(Melee)	CQC	4	4	1	Melee, Fast Strike, Power (1)

KNOTHOLE FREEDOM FIGHTERS

MINA MONGOOSE...BOOPTS

Mina Mongoose, once orphaned by the ravages of the Great War and Robotnik Coup, was given new power and memories by the Ancient Walker Mammoth Mogul. Now able to run (nearly) as fast as Sonic and sustain wounds that'd kill any normal Mobian, her most famous power comes from her singing voice, earning her a lucrative career as both a soloist and the lead singer of the "Forget-Me-Knots" band.

	Move	CQC	RC	PAN	HP	DEF
Mina Mongoose	12"	6	-	9	9	4

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Mina Mongoose

WARGEAR

- Very Brutal Fisticuffs

SPECIAL RULES

- In the Name of Freedom
- Clumsy
- Pre-Battle Concert
- Shielded (5+)



SPECIAL COMMANDS

Soothing Sound (3+) – Sound, Healing, Repeating

Pick a friendly Unit within 3" of Mina. A member gains D3 HP up to their starting amount. If Mina repeats this Command, the Perform Roll for the second attempt is (4+).

Quick Step – Speed, Repeating

Move Mina 6" in any direction of her choosing, following the standard rules for Movement and terrain. She may not use this to Charge.

Pre-Battle Concert: Mina Mongoose is a famous rockstar known on all corners of Mobius, and there's nothing like a rock concert to boost morale! For the first three Turns after a Pre-Battle Concert, all friendly Units (including herself) gain +1 PAN, and all friendly *Knothole Freedom Fighters* (including herself) gain **Shielded (5+)** or +1 to their existing Shield Save.

However, some might party a little too hard! Before the battle begins, roll a D6 once for every friendly *Knothole Freedom Fighter* (including Mina). For every 1, that Hero enters Reserves and may not enter the Battlefield for their first Turn (while they recover from a killer headache).

	Range	ST	AK	DAM	Type
Very Brutal Fisticuffs	CQC	4	6	1	Melee, Brutal



ARCTIC TUNDRA FREEDOM FIGHTERS

MASTER SWIMMER

Flip Penguin, Augustus the Polar Bear, and Sealia Seal have one thing in common (beyond their love for smashing Eggman's schemes, of course!): being master swimmers, navigating the waters below the Northern Tundra as if it were second nature.

Units with this Special Rule treat all bodies of water as standard terrain, regardless of whether they're Difficult or Impassable, and receive one level of Cover higher than normal from water-based terrain. They also gain the **Watery Ambush** and **Watery Exit** Special Commands below.

MASTER SWIMMER SPECIAL COMMANDS

Watery Ambush – Water, Stealth

This Special Command can only be performed while in Reserves. The Hero arrives anywhere on the battlefield, provided it's in a body of water* and at least 6" away from the nearest enemy Unit. They count as having made a Standard Move for purposes of other Actions.

Watery Exit – Water, Stealth

If the Hero is within a body of water* and at least 6" away from the nearest enemy Unit, they re-enter Reserves. They may use Watery Ambush to return or return normally, but their Blip is still revealed.

*If the battlefield contains iced-over or similarly "difficult to emerge from" bodies of water, they may still be used for these Special Commands with a (4+) Perform Roll. Note that most of the Northern Tundra consists of iced-over seawater!



ARCTIC TUNDRA FREEDOM FIGHTERS

GUNTIVER THE ARCTIC WOLF...250PTS

A citizen of the Northern Tundra his whole life, Guntiver the Arctic Wolf is the founder and leader of a Freedom Fighters Chapter among the frozen wastes. Arctic Wolves descend from the ancient Wolf Packs who settled in the Northern Tundra centuries ago. While their fur is far thicker than their Soumerca counterparts, they've retained their ancestors' spirit of unwavering toughness and strength through unity – both qualities Guntiver has in spades.

IMPORTANT: In a Northern Tundra Freedom Fighters Army, Guntiver the Arctic Wolf **must** fill a compulsory HQ slot and serve as their Commander.

	Move	CQC	RC	PAN	HP	DEF	
Guntiver	9"	6	4	10	9	3	Unit: 1 Named Hero Type: Infantry Variant of: Guntiver the Wolf

WARGEAR

- Superheated Laser Carbine
- Chief Rune-Blade

SPECIAL RULES

- Fearless
- Climb
- Wolfen Heritage



Wolfen Heritage: Guntiver may be part of a *Wolf Pack Freedom Fighters Army* as if he were *To Save Everyone*. If he does, he counts as having *Cry of the Wolf* (see page 20).

Wolfblade: When Rolling to Hit with Guntiver's Chief Rune-Sword, every unmodified 6 resolves as two Hits, adding one extra die to the target's Defence Save pool.

COMMAND BONUS

Son of the Moon

If Guntiver the Wolf is your Army's Commander, all *Arctic Freedom Fighters* under his Command – including himself – gain the **Furious Charge** Special Rule.

	Range	ST	AK	DAM	Type
Superheated Laser Carbine	18"	3	4	1	Assault, Power (1)
Chief Rune-Sword	CQC	4	6	1	Melee, Wolfblade



ARCTIC TUNDRA FREEDOM FIGHTERS

AUGUSTUS THE POLAR BEAR...20OPTS

It takes a tough sort of person to live in the Northern Tundra, and few are tougher than Augustus the Polar Bear. A towering figure with arms like tree trunks, Augustus has cemented himself among the Arctic Freedom Fighters' Ranks as their answer to tank warfare. While his size might make him a large target, his thick coat of white fur not only protects him from the harsh arctic weather but blends in perfectly with the snow – making him a surprisingly effective stealth operative.

	Move	CQC	RC	PAN	HP	DEF
Augustus	6"	5	4	9	12	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Augustus the Bear

WARGEAR

- Superheated Plasma Carbine
- Strong Arms

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Camouflage
- Master Swimmer



	Range	ST	AK	DAM	Type
Superheated Laser Carbine	18"	3	4	1	Assault, Power (1)
Strong Arms	CQC	7	4	D3	Melee, Tankbuster

ERMA THE ERMINE...20OPTS

Erma the Ermine is a former Sentry for the Royal Army's Northern Tundra regiment, soon becoming a Freedom Fighter while trapped under Robotnik rule. Perhaps as a result of her military training (or trauma from the Robotnik Coup), Erma is much less diplomatic than your typical Freedom Fighters, exacting brutal vengeance against anyone who poses even a minor threat – and needing to be "reeled in" before she goes too far.

	Move	CQC	RC	PAN	HP	DEF
Erma	9"	5	5	9	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Erma the Ermine

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Climb
- To Save Everyone



WARGEAR

- Custom Plasma Carbine
- Very Brutal Fisticuffs

SPECIAL COMMANDS

Dodge Jump – Stealth

Erma 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.

	Range	ST	AK	DAM	Type
Custom Plasma Carbine	18"	9	2	D3	Assault, Power (1), Unstable
Very Brutal Fisticuffs	CQC	4	6	1	Melee, Brutal

ARCTIC TUNDRA FREEDOM FIGHTERS

FLIP PENGUIN...150PTS

Flip Penguin, while not as much a fighter as his comrades, is a former rescue diver come support unit for the Arctic Freedom Fighters. While Guntiver is the "official" founder, Flip is credited by many as the man (or penguin) behind the Arctic Freedom Fighters, having saved the crew's lives on the day of their founding.

	Move	CQC	RC	PAN	HP	DEF
Flip Penguin	6"	5	4	10	6	3

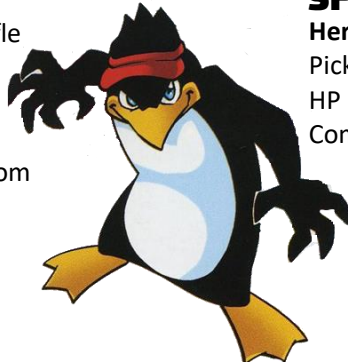
Unit: 1 Named Hero
Type: Infantry
Variant of: Flip Penguin

WARGEAR

- Superheated Laser Rifle
- Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Climb
- Master Swimmer



SPECIAL COMMANDS

Heroic Healing (3+) – Technology, Healing, Repeating

Pick a friendly Hero or HQ within 3" of Flip. They gain D3 HP up to their starting amount. If Flip repeats this Command, the Perform Roll for the second attempt is (5+).

	Range	ST	AK	DAM	Type
Superheated Laser Rifle	30"	3	2 / 3	1	Semi-Auto, Power (1)
Martial Arts	CQC	3	4	1	Melee, Fast Strike

SEALIA SEAL...200PTS

Sealia Seal is a founding member of the Arctic Freedom Fighters, often working as a liaison between them and other chapters nearby – namely Knothole, to whom she's considered a frequent acquaintance. With a body designed for the hostile conditions of arctic oceans, Sealia can breathe and travel underwater for hours at lightning speeds, making her the perfect long-distance operative when the surface is too open!

	Move	CQC	RC	PAN	HP	DEF
Sealia	6"	4	5	9	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Sealia Seal

WARGEAR

- Focus-Magnified Laser Rifle
- Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Legendary Swimmer
- To Save Everyone



Legendary Swimmer: Sealia has the *Master Swimmer* Special Rule, and her Move value is increased to 12" if her Movement Phase both starts and ends in a body of water.

	Range	ST	AK	DAM	Type
Focus-Magnified Laser Rifle	36"	3	1	D6	Assault, Power (2), Sniper
Martial Arts	CQC	3	4	1	Melee, Fast Strike

DEERWOOD FOREST FREEDOM FIGHTERS

A.K.A: "THE MERRY MOBIANS"!

ROB O' THE HEDGE...4OOPTS

Robert O'Hedge is the rightful heir to the Mercian throne – however, the Robotnik Coup soon spread from Northamer to Mercia, and the Sheriff of Snottingham betrayed his people for the Eggman Empire! Rob soon formed his own Freedom Fighter force, the Merry Mobians, and worked with Sally Acorn's entourage to regain their power through guerrilla warfare. Now officially back on the throne, the Merry Mobian still ventures out under the alias of "Rob o' the Hedge" to aid whoever needs it, striking from the shadows and wielding his bow with legendary skill.

	Move	CQC	RC	PAN	HP	DEF
Rob O' The Hedge	6"	5	7	10	9	4

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Robert O'Hedge

WARGEAR

- Rob's Longbow
- Elite Martial Arts

SPECIAL RULES

- Fearless
- Climb
- Ambush
- Camouflage

SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

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

Dodge Jump – *Stealth*

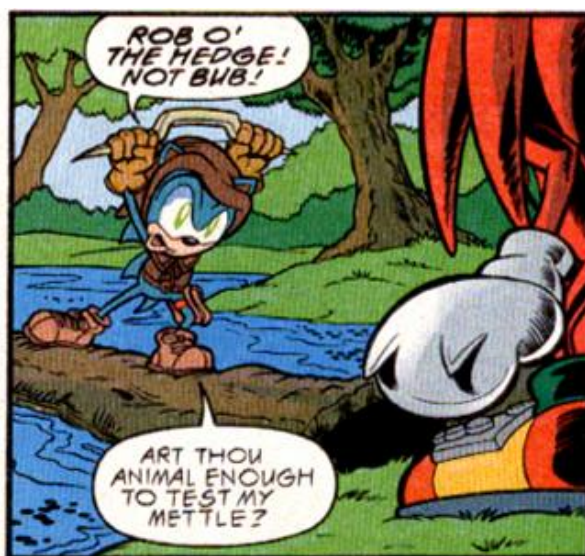
Rob moves up to 3" in any direction of his choosing, following the standard rules for Movement and Terrain. He may not use this to Charge.

COMMAND BONUS

Merry Mobians

If Rob is your army's Commander, all *Deerwood Forest Freedom Fighters* under his Command gain the *Fearless, Camouflage, and Ambush* Special Rules.

	Range	ST	AK	DAM	Type
Rob's Longbow	30"	2	1	D6	Bow, Power (5), Sniper
Elite Martial Arts	CQC	4	6	1	Melee, Fast Strike



DEERWOOD FOREST FREEDOM FIGHTERS

BOW SPARROW...250PTS

Recused from Grandmaster Mordred Hood of the Mercia Dark Egg Legion, Bow Sparrow is Robert O' Hedge's newest right-hand-Mobian. Joining his rescuers as a Mercian Freedom Fighter, Sparrow has proven his mettle both on and off the battlefield, displaying a skill with his longbow that rivals even his mentor. Because of this, Robert has assigned Sparrow responsibility of leading the Merry Mobians, should he become unable to save Mercia himself.

	Move	CQC	RC	PAN	HP	DEF
Bow Sparrow	6"	5	5	10	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Bow Sparrow

WARGEAR

- Sparrow's Bow
- Martial Arts

SPECIAL RULES

- Dauntless
- Climb
- Ambush
- Camouflage



SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

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

Dodge Jump – *Stealth*

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

	Range	ST	AK	DAM	Type
Sparrow's Bow	24"	2	1	D6	Bow, Power (3), Sniper
Martial Arts	CQC	3	4	1	Melee, Fast Strike

THORN THE LOP...250PTS

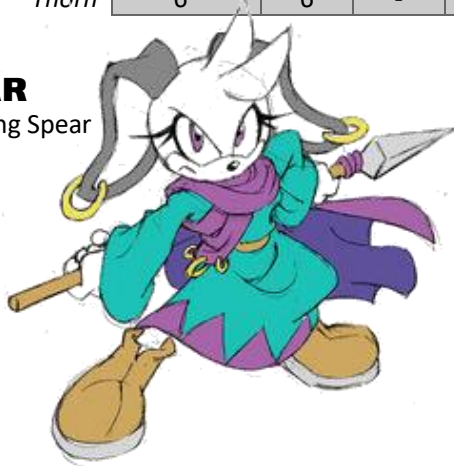
Thorn is a Mercian Spearwoman, elevated to the status of Freedom Fighter long after Robert O' Hedge regained the throne. She was promoted to this position due to her uncanny skill and agility, and her spear itself – the Power Ring Spear – which is enhanced by a Power Ring at the base of the tip.

	Move	CQC	RC	PAN	HP	DEF
Thorn	6"	6	-	9	6	3

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Thorn the Lop

WARGEAR

- Power Ring Spear



SPECIAL RULES

- Dauntless
- Climb
- Furious Charge

	Range	ST	AK	DAM	Type
Power Ring Spear	CQC	8	4	D3	Melee, Long, Tankbuster

DEERWOOD FOREST FREEDOM FIGHTERS

MUNCH RAT...230PTS

Munch Rat was the son of a Miller, drafted (as expected) into a local Peasant Militia during the Robotnik Coup. When his unit broke (again, not uncommon) the miller's son fought with tooth and sword 'til the battle ended, both of which were able to penetrate the hardest of SWATbot plating. Once Rob learned of his ability, Munch was offered the role of a Mercian Freedom Fighter – which he has kept to this day.

	Move	CQC	RC	PAN	HP	DEF
Munch Rat	6"	6	-	9	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Munch Rat

WARGEAR

- Munch's Sword



SPECIAL RULES

- Dauntless
- Climb
- Furious Charge

	Range	ST	AK	DAM	Type
Munch's Sword					Multi-Choice
(Swift Slashes)	CQC	5	6	1	Melee, Brutal
(Heavy Swing)	CQC	9	2	D6	Melee, Tankbuster

ALAN QUAIL...180PTS

Alan the Quail is Robert's most trusted Bard, having stayed with him long after the Robotnik Coup as one of the first Mercian Freedom Fighters. On campaign, he plays his lute and sings tales of his team's former conquests – all of which he swears are true. The quail's songs are a rousing sound to all his allies, and a stern warning to all his foes.

	Move	CQC	RC	PAN	HP	DEF
Alan Quail	6"	5	-	9	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Alan Quail

WARGEAR

- Martial Arts

SPECIAL RULES

- Dauntless
- Climb



SPECIAL COMMANDS

Rousing Melody – Song

Until his next Start Phase, all friendly Mercian Units (including Deerwood Forest Freedom Fighters) within 12" of Alan (including Alan himself) gain +1 to all their Defence and Shield Saves. As always, natural rolls of 1 still fail.

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

DEERWOOD FOREST FREEDOM FIGHTERS

FRIAR BUCK...16OPTS

Mercian Friars begin their role with a vow of pacifism that can never be broken, and Buck is no exception. You may assume this makes him unfit for Mercia's Freedom Fighters, but this couldn't be further from the truth. Buck's calm demeanour and disdain for violence has turned him into the team's diplomat, talking them out of costly battles and into useful alliances. On the battlefield, he acts as a medic and sets traps to slow the enemy advance, making the job easier for his more violent allies. Remember, not all war heroes fire guns and swing swords!

	Move	CQC	RC	PAN	HP	DEF
Friar Buck	6"	3	-	9	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Friar Buck

SPECIAL RULES

- Climb
- Ambush
- Escapist
- Pacifist

Pacifist: Friar Buck will not fight – even in self-defence. He's completely unarmed and will not engage in Melee. He will refuse to pick up or use any weapons, including (but not limited to) abandoned artillery. His CQC value exists only to indicate what others must roll to hit *him*.

SPECIAL COMMANDS

Disappear – Stealth, One Use Only

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

Booby Trap – Technology, Repeating

Place a marker within 1" of Friar Buck, indicating the approximate location of a new Booby Trap. Whenever an enemy unit moves within 6" of this marker, roll a D6. If the result is 4+, all units within 6" of the trap must immediately roll a Panic Test with a -1 modifier to their PAN, ignoring the *Fearless* and *Dauntless* Special Rules. The marker is then removed.

Faith Healing (3+) – Healing, Repeating

Pick a friendly Unit within 6" of the Friar (he 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.



WOLF PACK FREEDOM FIGHTERS

UNIQUE SPECIAL RULES

ALL WOLF PACK FREEDOM FIGHTERS HAVE AT LEAST ONE SPECIAL RULE UNIQUE TO THEIR STANDARD FACTION BOOK: "WOLF PACK NATION". HERE'S A REMINDER AS TO THEIR MEANING!

Cry of the Wolf

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, becoming *Fearless* if they were already PAN 10.

Wolfblade

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 (5+)

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 FREEDOM FIGHTERS

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 Freedom Fighters 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

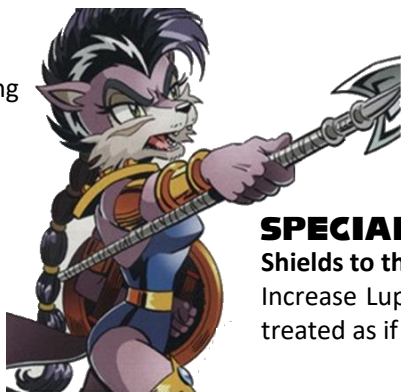
Unit: 1 Named Hero
Type: Infantry
Variant of: Lupe Wolf

WARGEAR

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

SPECIAL RULES

- Fearless
- Cry of the Wolf
- Terrifying
- Climb
- To Save Everyone



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 20.

SPECIAL COMMANDS

Shields to the Moon! – Focus, Tactics

Increase Lupe's Cover Level by 2. If she's in the Open, she's treated as if standing behind Level 2 Cover.

	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 ROBOTICIZED 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 FREEDOM FIGHTERS

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 FREEDOM FIGHTERS

DIABLO, PROPHET OF THE PACK...250PTS

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 *Freedom Fighters* & *Chaotix* 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 12" 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...420PTS

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
- To Save Everyone



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 FREEDOM FIGHTERS

WHISPER THE WOLF...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

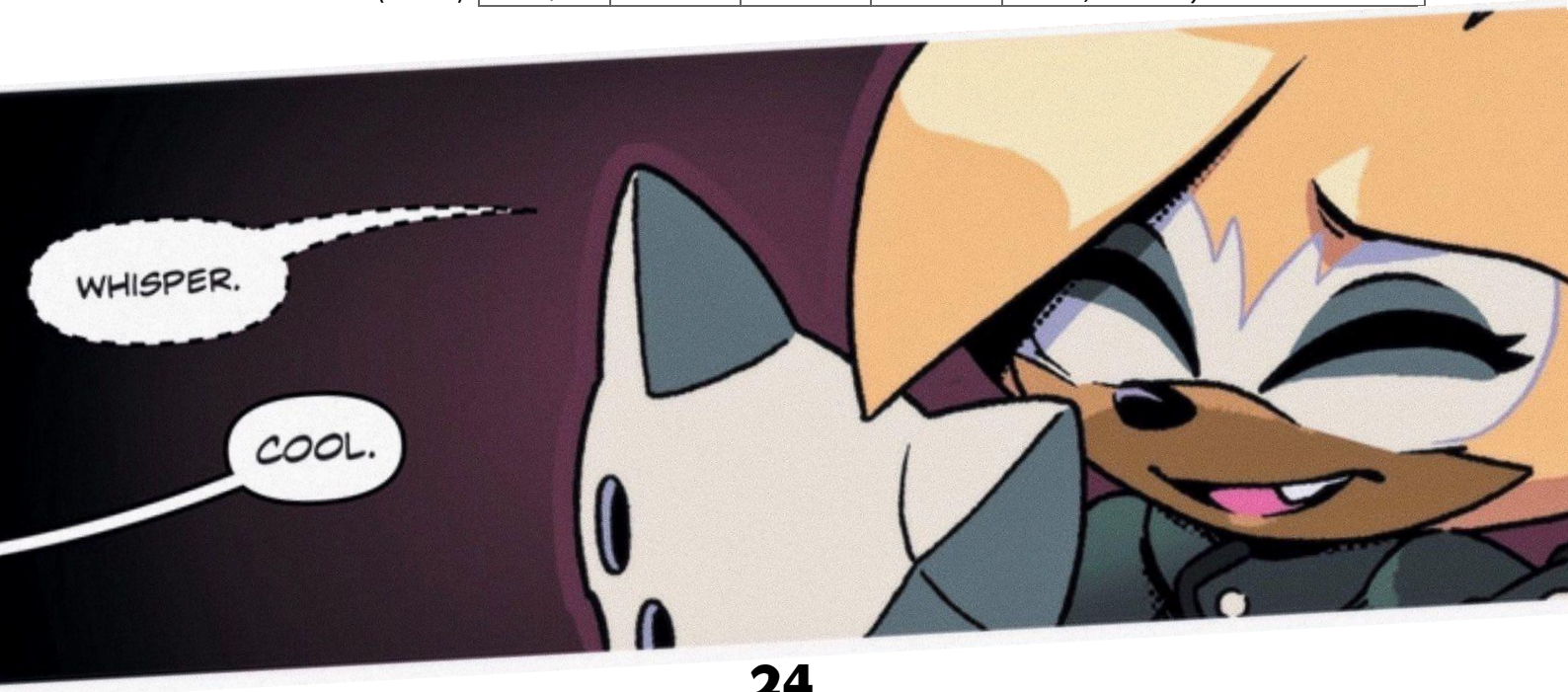
SPECIAL RULES

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



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 FREEDOM FIGHTERS

TANGLE THE LEMUR...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



DOWNUNDA FREEDOM FIGHTERS

WALT WALLABEE...3OOPTS

A ferocious marsupial with a penchant for punching robots, Walter Wallabee is the founder and current leader of the Downunda Freedom Fighters. Known for leading campaigns against the former Egg Boss Croc-bot, the warrior wallaby now patrols Downunda for the remnants left in his wake, namely Dark Egg Legionnaires who've turned to Eggman in search of a cold, brutal immortality.

IMPORTANT: In a Dowunda Freedom Fighters Army, Walt Wallabee **must** fill a compulsory HQ slot and serve as their Commander.

	Move	CQC	RC	PAN	HP	DEF
Walt Wallaby	6"	6	6	10	9	4

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Walter Wallabee

WARGEAR

- Super Boomerang
- Elite Wallaby Boxing

SPECIAL RULES

- Fearless
- All-Terrain
- Furious Charge
- Shielded (6+)



SPECIAL COMMANDS

Kangaroo Bounce – Stealth

Walt moves up to 6" in any direction of his choosing, following the standard rules for Movement and Terrain. He may not use this to Charge.

High Jump – Speed

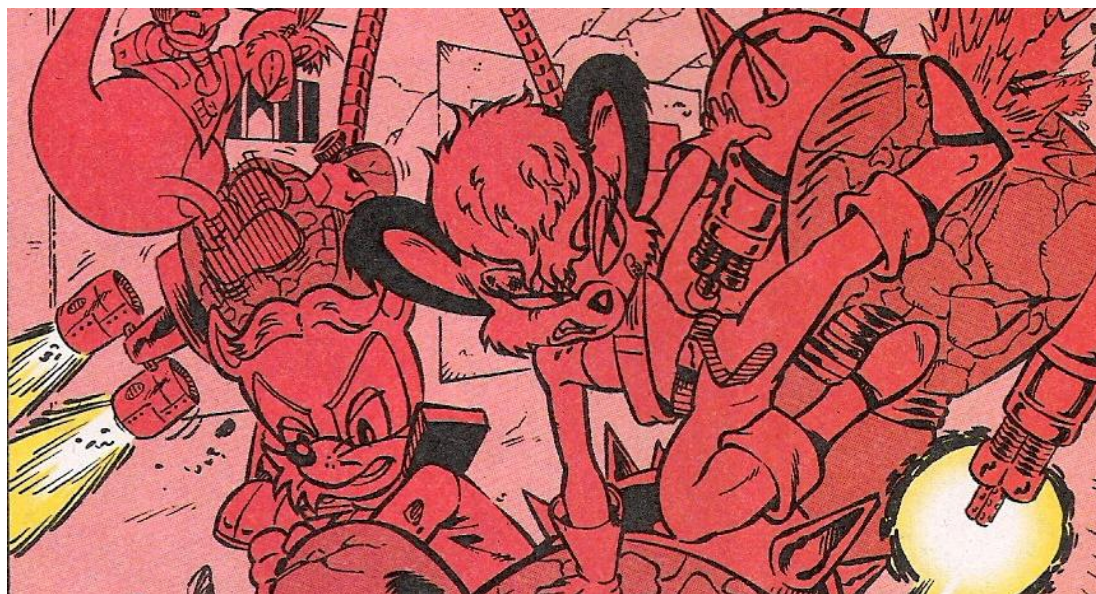
Target a Flying Unit within 3" of Walt. He Charges that Unit.

COMMAND BONUS

From a Land Downunda!

If Walt Wallabee is your army's Commander, he and all Downunda Freedom Fighters under his Command gain the Fearless and Head Start Special Rules.

	Range	ST	AK	DAM	Type
Super Boomerang	12"	3	D3	1	Assault, Pinning
Elite Wallaby Boxing	CQC	5	6	2	Melee



DOWNUNDA FREEDOM FIGHTERS

BARBY KOALA...300PTS

Barby Koala is a former soldier of the Royal Army and member of Royal Secret Service since before the Second Robotnik War – now she acts as a stealth operative within the Downunda Freedom Fighters. When the land Downunda doesn't need as much protecting, Barby will travel the planet, either operating alone within the shadows or aiding other Freedom Fighter chapters and teaching them her ways.

	Move	CQC	RC	PAN	HP	DEF
Barby	6"	6	5	10	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Barby Koala

WARGEAR

- Plasma Pistol
- Elite Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Climb
- To Save Everyone



SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

If Barby 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*

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

	Range	ST	AK	DAM	Type
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Breaker Fists	CQC	5	6	2	Melee, Stun

WOMBAT STU...200PTS

Another soldier to join its ranks, Wombat Stu was invited into the Downunda Freedom Fighters by Barby Koala, his former commanding officer, shortly after its founding. Having spent a brief period as a Luminaire, Capitaine, and member of the Royal Secret Service, Wombat Stu is perhaps the most combat-savvy of his team – preferring the directness of a furious charge to Barby's shadow operations.

	Move	CQC	RC	PAN	HP	DEF
Wombat Stu	9"	5	5	9	6	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Wombat Stu

WARGEAR

- Burst Laser
- Outback Justice Custom Grenade Launcher
- Elite Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Climb
- Furious Charge

	Range	ST	AK	DAM	Type
Outback Justice Custom Grenade Launcher					Multi-Choice
(HE)	24"	5	1	1	Assault, Blast (2"), Pinning
(AP)	24"	9	1	D3	Assault, Tankbuster, Haywire
Elite Martial Arts	CQC	4	6	1	Melee, Fast Strike

DOWNUNDA FREEDOM FIGHTERS

GURU EMU...200PTS

A wise and unshakeable spiritual guide, Guru Emu acts as strategist, diplomat, and medic for the Downunda Freedom Fighters. Following the Old Earthling way of the “hippie”, the Guru’s reluctant to raise a fist against any living creature but understands the importance of the “good fight” – that against greed and tyranny.

	Move	CQC	RC	PAN	HP	DEF
Guru Emu	6"	4	4	9	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Guru Emu

WARGEAR

- Super Boomerang
- Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Climb



SPECIAL COMMANDS

Good Vibes Only (2+) – Healing, Repeating
Pick a friendly Unit within 6" of Guru Emu. Then pick one of the following effects for that Unit:

- If the Unit has lost any members, bring back one members with 1 HP.
- Recover D6 HP to a single member of that Unit, up to their starting HP.

If Emu repeats this Special Command, it requires a Perform Roll of (3+).

	Range	ST	AK	DAM	Type
Super Boomerang	12"	3	D3	1	Assault, Power (1)
Martial Arts	CQC	3	4	1	Melee, Fast Strike



UNALIGNED FREEDOM FIGHTERS

"UNALIGNED" IS NOT A *FREEDOM FIGHTERS* CHAPTER. NONE OF THESE HEROES ARE ALIGNED WITH ANY PARTICULAR CHAPTER BUT ARE JUST GENERALLY READY TO FIGHT WITH THE FREEDOM FIGHTERS AS A WHOLE. MAYBE THEY HAD A GROUP THAT WAS DESTROYED, OR NO-ONE ELSE IN THEIR COUNTRY OF ORIGIN WANTED TO JOIN... ON THE BRIGHT SIDE, THEY ALL HAVE *TO SAVE EVERYONE*.

MONKEY KHAN...500PTS

Once an early test subject for the Robotization process, Ken "Monkey" Khan is a freed prisoner come saviour for the Dragon Kingdom's Free Peoples, using his lightning magic and Atom-Bat to fight, often alone, against Eggman and the Iron Queen – sometimes at the same time. Having been freed by the Knothole Freedom Fighters, Khan is more than eager to help them out on their global operations – after all, their commander is his ex-girlfriend.

	Move	CQC	RC	PAN	HP	DEF
Monkey Khan	6" / 12"	7	4	10	9	3

Unit: 1 Named Hero
Type: Flying Infantry
Variant of: Ken Khan

WARGEAR

- Atom-Bat

SPECIAL RULES

- Fearless
- Ambush
- Climb
- Shielded (4+)
- To Save Everyone

SPECIAL COMMANDS

Thunderstorm – Magic, Lightning, Repeating, Ranged Attack

Monkey Khan makes a Ranged Attack with the following stats:

RNG	ST	AK	DAM	Type
12"	5	D6	1	Power (1), Instant Hit

Atomizer: While Monkey Khan attacks with his Atom-Bat, all *Shielded* targets count as *Shielded (6+)*, regardless of their actual Save.

	Range	ST	AK	DAM	Type
Atom-Bat	CQC	6	6	D3	Melee, Power (1), Atomizer



UNALIGNED FREEDOM FIGHTERS

SHARD THE METAL SONIC...4OOPTS

It's a little known fact that some more "elite" Eggman robots, namely the Metal Series, are programmed with individual personalities and independent thought. While it's unlikely, some can take minds of their own and even disobey their Egg Emperor. Such is the case for Metal Sonic v2.5, who gained a conscience during his first fight with the real deal, joined the international Freedom Fighters and self-identified as "Shard". Interestingly, Eggman never stopped programming independent thought into his Metal Series – perhaps he feels less lonely with more personalities among his ranks.

	Move	CQC	RC	PAN	HP	DEF
Shard	6" / 6"	6	5	10	12	5

Unit: 1 Named Hero
Type: Flying Speed Infantry (Robot)
Variant of: Metal Sonic v2.5

WARGEAR

- Plasma Carbine
- Heavy Metal Tools

SPECIAL RULES

- In the Name of Freedom
- Terrifying
- Escapist
- Night Vision
- Shielded (5+)
- To Save Everyone

SPECIAL COMMANDS

Beyond All Limits – Technology, Speed, Melee

Shard takes D3 Damage, then moves 18" in any direction. If this ability is used to Charge, he **immediately** makes an Attack with the following statistics:

RNG	ST	AK	DAM	Type
CQC	10	1	D6	Melee, Tankbuster

Bright Shield – Technology, Melee, Repeating

Shard's Shield Save gains a +1 modifier until your next Start Phase.

	Range	ST	AK	DAM	Type
Plasma Carbine	12"	7	2	D3	Assault, Power (1)
Heavy Metal Tools	CQC	7	4	D3	Melee, Brutal



UNALIGNED FREEDOM FIGHTERS

BLAZE THE CAT...500PTS

A princess from the Sol Zone and guardian of the Sol Emeralds, Blaze the Cat is a frequent visitor to Mobius, originally doing so in search of a "Blue One" who haunted her dreams. While not a Freedom Fighter (that'd require actually living in the same dimension as them!), Blaze often finds herself assisting them in campaigns against various tyrants and their armies – they often have that goal in common.

	Move	CQC	RC	PAN	HP	DEF
Blaze	9"	7	3	10	12	4

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Blaze the Cat

WARGEAR

- Soulfire

SPECIAL RULES

- Fearless
- Climb
- I Command All Fire
- Shielded (5+)
- To Save Everyone

SPECIAL COMMANDS

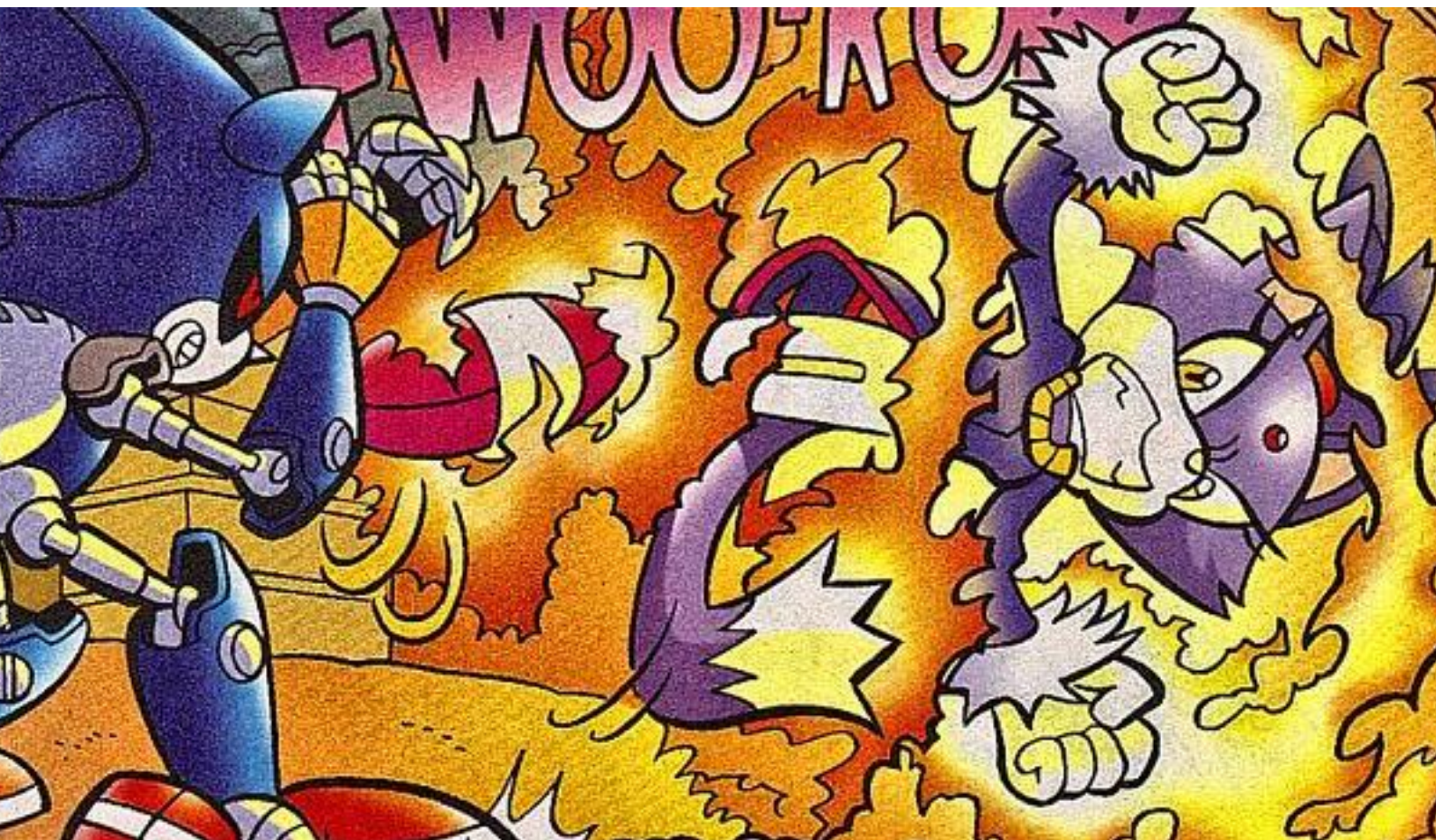
Firestorm – Magic, Fire, Repeating, Ranged Attack

Blaze makes a Ranged Attack with **one** of the following stat-lines:

RNG	ST	AK	DAM	Type
9"	10	D3	3	Instant Hit
18"	5	D6	2	Instant Hit

I Command All Fire: Blaze has the *Shielded (2+)* Special Rule when resolving Saves against any weapon or attack with "flame", "fire", or "incendiary" in its name (including but not limited to flamethrowers).

	Range	ST	AK	DAM	Type
Soulfire	CQC	5	8	2	Melee, Power (2)



UNALIGNED FREEDOM FIGHTERS

SILVER THE HEDGEHOG...250PTS

A telepath from the grim darkness of the far future, Silver the Hedgehog was sent back in time to kill a "traitor" within the Freedom Fighters responsible for the dark path ahead. Having befriended Sonic and friends, Silver has found himself spending more time in the past than in his own future and helping the Freedom Fighters more than solving his paradoxical mystery. Then again, Silver probably prefers this Mobius to the grimdark nightmare he came from, and I for one don't blame him.

	Move	CQC	RC	PAN	HP	DEF
Silver	6"	5	4	9	9	4

Unit: 1 Named Hero
Type: Hover Infantry
Variant of: Silver the Hedgehog

WARGEAR

- Telepathic Crush

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Shielded (5+)
- **To Save Everyone**

SPECIAL COMMANDS

Float On – Movement, Repeating

Silver moves up to 6" in any direction of his choosing as if in Flight. This may not be used to Charge.

Implode: An Implode Weapon's ST and their targets' DEF (or ARM) are swapped when determining Saves (for instance: a DEF 5 target would be defending *against* a ST 5 weapon). Shield Saves are ignored entirely. Against Vehicles, Implode weapons always count as targeting the **Rear**.

	Range	ST	AK	DAM	Type
Telepathic Crush					Combined
(Ranged)	24"	2	1	2D6	Assault, Implode, Tankbuster
(Melee)	CQC	3	2	2D6	Melee, Implode, Tankbuster



UNALIGNED FREEDOM FIGHTERS

CREAM THE RABBIT...14OPTS

Born to the wealthy Rabbot family in the Southern Baronies, Cream the Rabbit gained the uncanny ability to fly with her huge, floppy ears from a young age. However, by the time the Second Robotnik War began, the Freedom Fighters initiative introduced some more sensible recruitment practices, no longer allowing young children to enlist, and thus Cream isn't an "official" Freedom Fighter at this point in Mobius' history. However, that won't stop her from providing support to her friends whenever she can!

	Move	CQC	RC	PAN	HP	DEF
Cream	6" / 12"	4	-	8	4	2

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

WARGEAR

- Cheese the Chao
- Junior Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Come Fly With Me
- Shielded (6+)
- To Save Everyone



SPECIAL COMMANDS

Pick Me Up – Flight, Repeating

Pick a friendly *Independent* or Named Hero within 6" of Cream (or her base if she's flying). Cream moves herself and that model up to 6" in any direction of her player's choosing – even if the target's player disagrees – counting that whole movement as Flight.

She may also do this to enemy models with a Perform Roll of (3+). If unsuccessful, she takes 1 Damage (this doesn't remove Cheese).

Cheese the Chao: Cheese is represented by a token which always stays in base contact with Cream. While Cheese is present, Cream has the *Camouflage* and *Shielded (2+)* Special Rules. If Cream fails a Shield Save, however, Cheese is removed at the end of that Phase.

Come Fly With Me: When Cream uses *Ambush* to appear on the battlefield, up to two friendly Named Heroes of her choice may also arrive within 6" of her, even if they don't have *Ambush*, following the same restrictions as usual.

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



UNALIGNED FREEDOM FIGHTERS

BIG THE CAT...260PTS

*Big the Cat is a fisherman, the only Felidae to receive Honorary Wolf status, and the very definition of the phrase “gentle giant”. With arms like tree trunks and the ability to shrug off almost any hit, he often finds himself travelling the world with the Freedom Fighters as their muscle, punching whatever he’s told to punch. However, he seems to carry no desire to hurt **anyone**, even those attacking him. Whether this is a part of his perhaps-too-friendly demeanour or a result of his abject stupidity isn’t fully known – but it’s likely a mixture of the two.*

	Move	CQC	RC	PAN	HP	DEF
Big the Cat	6"	6	-	10	16	6

Unit: 1 Named Hero
Type: Giant Infantry
Variant Of: Big the Cat

WARGEAR

- Extreme Strength

SPECIAL RULES

- Fearless
- Bone-Head
- Shielded (5+)
- **To Save Everyone**



Designer's Note: This disruptively huge image is intentional. The big man needs a big portrait.

Bone-Head: Before acting in any Phase (even the Hero and Melee Phases), if Big is **not** within 6" of a friendly Unit, roll a D6. If you roll a 1 or 2, Big stands around gormlessly and the Phase (for him, at least) is skipped.

Froggy: Froggy is a single Named Hero with no stats except for *Variant of: Froggy*. In the controlling Player's first Start Phase, Froggy is placed anywhere on the board. Every Movement Phase, he may move up to 18" in any direction as if teleporting.

Big suffers no *Bone-Head* related difficulties (see above) for Moving **directly towards** Froggy or attacking enemy Units within 9" of him. If Big is the only Unit within 6" of Froggy (except for his allies), Froggy is removed. Froggy cannot be removed as a Casualty.

OPTIONS

- Big may carry a Fishing Rod (+30pts)
- Big may be accompanied by Froggy (+40pts)

SPECIAL COMMANDS

Fishing Rod (3+) – Wargear, Ranged Attack, Repeating
 Pick an enemy Independent or Hero within 24" and Line of Sight – even one hiding in a Unit. That model moves 2D6" towards Big, following the normal terrain rules. If the target comes into contact with Big or any other opposing Units, both sides are put in Melee Lock with neither side having Charged.

COMMAND BONUS

No Thoughts, Head Empty

Big the Cat is not cut out for any sort of strategist role. If he's your Army's Commander, your Army counts as having *no* Commander.

	Range	ST	AK	DAM	Type
Extreme Strength	CQC	10	4	D6	Melee, Brutal, Tankbuster, Slow

CHAOTIX

THE TRAVELLING CHAMPIONS OF JUSTICE



UNLESS SPECIFICALLY STATED OTHERWISE, ALL UNITS IN THIS SECTION ARE *HEROES*.

CHAOTIX HEROES

KNUCKLES THE ECHIDNA...50OPTS

Knuckles is Guardian of the Master Emerald, Avatar of the fallen Knuckles Clan, and one of the few errant Echidnas left uncorrupted by the Eggman Empire. He's also among the founding members of the Chaotix but would eventually leave with Julie-Su to pursue his goals alone, helping anyone who needs it along the way. Whenever there's a tyrant whose head needs bashing, you know Knuckles will be there!

	Move	CQC	RC	PAN	HP	DEF
Knuckles	9"	7	-	10	16	6

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

WARGEAR

- Avatar Fists

SPECIAL RULES

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



SPECIAL COMMANDS

High Jump – Speed

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

Glide – Movement, Repeating

If Knuckles is within 1" of a ledge, he may glide off of it to a lower elevation, counting the whole movement as a form of flight. He travels 3" for every inch above ground level he started at, rounding up. This may be used to Charge, but the Glide **must** always end at a lower point than where he started.

	Range	ST	AK	DAM	Type
Avatar Fists	CQC	8	5	D3	Melee, Power (3), Tankbuster

JULIE-SU...150PTS

Julie-Su was once a Troubleshooter for Albion's Dark Legion, but – after meeting Knuckles – now uses her skills and cybernetics to fight the good fight wherever she goes. Like her spike-fisted boyfriend, she spent a long time fighting injustice as part of the Chaotix, before opting to travel alone and fight tyrants as a nomad.

	Move	CQC	RC	PAN	HP	DEF
Julie-Su (on foot)	6"	6	5	10	6	4
Julie-Su (mounted)	6"	6	5	10	6	5

Unit: 1 Named Hero
Type: Infantry (Cyborg)
Variant of: Julie-Su

WARGEAR

- Multi-Blaster
- Very Brutal Fisticuffs

SPECIAL RULES

- Fearless
- Climb
- Heart of Iron
- Shielded (6+)
- To Save Everyone



Heart of Iron: Julie-Su may re-roll any failed Defence and/or Shield Saves of 1.

OPTIONS

- Julie-Su may ride a Streaking Pasha (+30pts). If she does, she uses the second Stat-Line and is treated as Cavalry. Additionally, her *Climb* Special Rule is replaced with *Furious Charge*.

	Range	ST	AK	DAM	Type
Multi-Blaster	18"	3	2 / 4	1	Semi-Auto
Very Brutal Fisticuffs	CQC	4	6	1	Melee, Brutal

CHAOTIX HEROES

MIGHTY THE ARMADILLO...35OPTS

Mighty the Armadillo is the hot-headed bruiser of the Chaotix "Detective" Agency, whose heavily armoured shell provides both offensive and defensive advantages in any fight. While friendly and compassionate most of the time, the sight of unfairness and injustice can throw him into a violent rage, where nothing in his path is safe. When that happens, the best advice is to steer clear!

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

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Mighty Armadillo

SPECIAL RULES

- Fearless
- Climb
- Terrifying
- Furious Charge
- Shielded (5+)



WARGEAR

- Mighty Fightin'

SPECIAL COMMANDS

Earthshaker (3+) – Strength, Focus

Make a Perform Roll for every Unit without Flying or Hover (friend or foe) within 12" of Mighty – not necessarily within Line of Sight. That Unit is immediately *Stunned*. Unlike Stun Weapons, this also applies to Vehicles.

	Range	ST	AK	DAM	Type
Mighty Fightin'	CQC	8	4	D3	Melee, Brutal, Tankbuster

RAY THE FLYING SQUIRREL...20OPTS

Mighty's best friend and a valued member of the Chaotix, Ray the Flying Squirrel can jump to extreme heights and extend his underarms to act as a glider, remaining airborne for hours even while carrying his comrades. Due to his timid nature, Ray's often kept behind the frontlines, acting as an adjutant who transports his friends where they need to go. That being said, he can fight when he needs to, especially while backed up by his friends in the Chaotix!

	Move	CQC	RC	PAN	HP	DEF
Ray	6" / 6-12"	5	-	9	9	4

Unit: 1 Named Hero
Type: Flying Infantry
Variant of: Ray the Squirrel

WARGEAR

- Elite Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Come Fly With Me
- Shielded (6+)



SPECIAL COMMANDS

Pick Me Up – Flight, Repeating

Pick a friendly Independent within 6" of Ray (or his base if he's flying). Ray moves himself and that model up to 9" in any direction of his player's choosing – even if the target's player disagrees – counting that whole movement as Flight.

He may also do this to enemy models with a Perform Roll of (3+). If unsuccessful, he takes 1 Damage.

Come Fly With Me: When Ray uses *Ambush* to appear on the battlefield, up to two friendly Independents of his choice may also arrive within 12" of him, even if they don't have *Ambush*, following the same restrictions as usual.

	Range	ST	AK	DAM	Type
Elite Martial Arts	CQC	4	6	1	Melee, Fast Strike

CHAOTIX HEROES

VECTOR THE CROCODILE...300PTS

Despite Knuckles' high-profile role, Vector the Crocodile was always the "official" leader of the Chaotix, and was the one responsible for turning it into a detective agency once the Echidna(s) left. While technically a gun for hire nowadays, the Chaotix are rarely hired by anyone other than the Freedom Fighters or philanthropists with deep pockets and "Acorns-aligned" morals. In other words, they still fight the good fight!

	Move	CQC	RC	PAN	HP	DEF
Vector	9"	6	-	10	12	5

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

WARGEAR

- Croc Combat

SPECIAL RULES

- In the Name of Freedom
- Climb
- Scanner
- Furious Charge
- Night Vision



COMMAND BONUS

No Messin' With Us!

If Vector is your army's Commander, he and all *Chaotix* under his Command gain the *Fearless*, *Ambush*, and *Night Vision* Special Rules.

	Range	ST	AK	DAM	Type
Croc Combat	CQC	6	6	2	Melee, Brutal

CHARMY BEE...150PTS

Charmy Bee was once prince of the Golden Hive Colony, before completely ignoring the responsibilities of his role to pursue a life as moral support for the Chaotix. A naïve child with little combat experience or regard for his comrades' patience, people often wonder why he's allowed in their ranks – and Vector himself won't give a straight answer.

	Move	CQC	RC	PAN	HP	DEF
Charmy Bee	12"	4	-	8	6	3

Unit: 1 Named Hero
Type: Hover Speed Infantry
Variant of: Charmy Bee

WARGEAR

- Charmy's Sting

SPECIAL RULES

- In the Name of Freedom
- Escapist
- Tiny
- Come Fly With Me

SPECIAL COMMANDS

Restorative Pollen (3+) – Healing, Repeating

Pick a friendly Unit within 6" of Charmy Bee. 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.

If Charmy repeats this Special Command, it requires a Perform Roll of **(5+)**.

Tiny: Any attacks against Charmy are made with -1 CQC and/or RC.

Come Fly With Me: When Charmy uses *Ambush* to appear on the battlefield, up to two friendly Named Heroes of his choice may also arrive within 6" of him, even if they don't have *Ambush*, following the same restrictions as usual.

	Range	ST	AK	DAM	Type
Charmy's Sting	CQC	2	4	1	Melee, Poison (D6), Pinning

CHAOTIX HEROES

ESPIO THE CHAMELEON...500PTS

Espio the Chameleon is son of the Shinobi Clan's Bride of Constant Vigil, who leads her colour-changing Ninjas to watch the world from the shadows. Considered the best of his mother's clan, Espio was sent to monitor the Kingdom of Acorn, namely Princess Sally, but grew attached to the idea of global freedom fighting. After that, he became the Chaotix's main recon and espionage unit – hired mostly for his skillset but partially for his name.

	Move	CQC	RC	PAN	HP	DEF
<i>Espio</i>	6"	7	5	10	12	3

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Espio of Shinobi

WARGEAR

- Precision Shuriken
- Elite Martial Arts

SPECIAL RULES

- Fearless
- Ambush
- Climb
- Camouflage
- Shadow War
- Surprise Strike
- Night Vision
- To Save Everyone



SPECIAL COMMANDS

Disappear – Stealth, One Use Only

If Espio is at least 12" away from the nearest enemy Unit he'd be visible to, he may re-enter Reserves. He may use Ambush to return, but his Blip still counts as Revealed.

Dodge Jump – Stealth

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

Shadow War: Before attempting to Attack or Charge Espio, Units must roll for visibility distance as if Night Fighting were active, using 2D6x2" if Night Fighting is already active. *Night Vision* can still be used to provide an advantage.

Surprise Strike: Once per game, when Espio is first "seen" (see *Shadow War*) by an enemy Unit, he may immediately do one of the following:

- If possible, Charge the Unit that "spotted" him. His Melee Weapon becomes *Long* until the upcoming End Phase.
- If possible, fire his Ranged Weapon at the Unit that "spotted" him. The Standard Move may be used to escape Melee Lock, but not Charge.

Note that this action is performed **before** the original action is complete (i.e., Charging, Shooting, Special Commands), and if he moves out of Line of Sight or into Melee Lock he may no longer be targeted.

COMMAND BONUS

One With The Shadows

If Espio is your army's Commander, all *Chaotix* under his Command gain the *Camouflage* Special Rule.

	Range	ST	AK	DAM	Type
<i>Precision Shuriken</i>	18"	3	D3	1	Assault, Power (1), Sniper
<i>Elite Martial Arts</i>	CQC	4	6	1	Melee, Fast Strike

LIBERTATEM AUXILIA

STAMUS PRO LIBERTATE

*While Freedom Fighters might have superpowers and plot armour, they can't always do it alone – that's where the Libertatem Auxilia come in! While they mostly provide off-field support, such as intel, mapping, and communications, they'll sometimes send units of rag-tag operatives plucked from the Kingdom of Acorn's Royal Army, to provide that little extra firepower when needed. If anyone asks, they're not officially affiliated with the Kingdom of Acorn – just an international allied militia that **happens** to aid their most famous superheroes!*

These Units are intended for *Freedom Fighters* and/or *Chaotix* players who feel the need for transport or fire support, or those with points to spare but no more Heroes left to take.

An Army must contain at least two Heroes before including *Libertatem Auxilia* Units, and at least one Hero must be an HQ and its Commander. There are no *Libertatem Auxilia* Troops or HQ Units – only Transports and Support. They can be used with any Army without affecting its chapter allegiance, but don't expect to make a full Army of them.



TRANSPORT

MOBO-CRUISER...20PTS

The Mobo-Cruiser is a light vehicle built for moving cargo, often repurposed for moving equally important troops. While most Mobo-Cruisers are unarmed, their ability to get units onto the battlefield quickly led to “Dragoon” units claiming the Mobo-Cruiser as a permanent addition. Within the Libertatem Auxilia, their use cannot be understated, and it’s commonly thought that all Auxiliary Units are motorised. Even Freedom Fighters use Mobo-Cruisers – after all, why waste time and energy on foot when you could ride in (relative) luxury?

	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 front-mounted Gatling Laser (+20pts)
- The Mobo-Cruiser may take a Titanium Shell (+40pts)

SPECIAL RULES

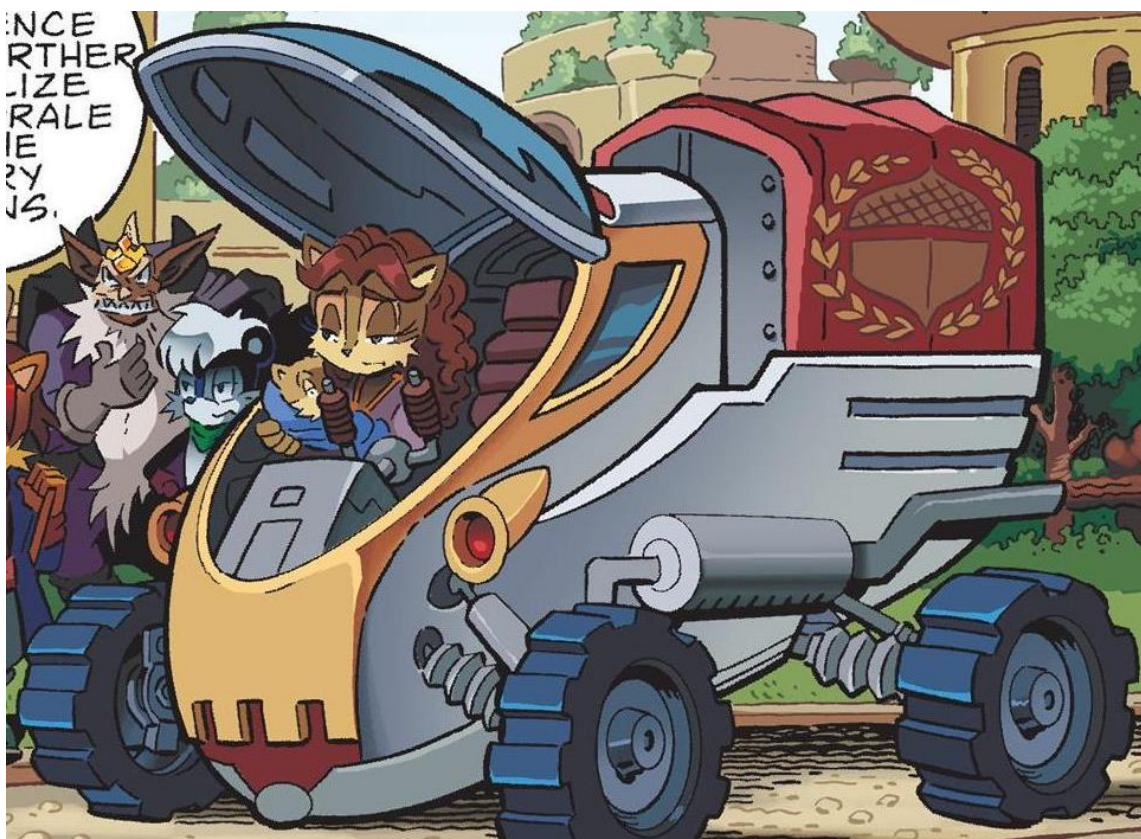
- In the Name of Freedom

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 *Freedom Fighters*, *Chaotix*, and/or *Libertatem Auxilia* Infantry models. Artillery Guns may be stored onboard or towed behind, but not fired from it.

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



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 bigger cargo section!

SUPPORT

AUXILIARY TACTICAL SQUAD...70PTS

The most common type of field support granted to Freedom Fighters, the Auxiliary Tactical Squad consists of various conscripts from across the Kingdom of Acorn and its colonies. Each one contains a mixture of Luminaires, Marines, Sentries, and Colour Guard with a special love for superheroes and violence, plucked from their usual ranks and "promoted" to the superheroes' special taskforce (or meat shield, if you're the cynical type).

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

Unit: 4 Auxiliaries,
1 Auxiliary Sergeant
Type: Infantry

WARGEAR

- Laser Rifle
- Bayonet

SPECIAL RULES

- In the Name of Freedom
- Head Start

OPTIONS

- The Unit may contain 5 additional Auxiliaries (+50pts)
- One Auxiliary may carry a Scanner (+20pts)
- The entire Unit may swap their Laser Rifles for one of the following:
 - Laser Carbines
 - Bolt Rifles
 - Assault Rifles (+10pts/+20pts*)
- The entire Unit can take Frag and Charge Grenades for (+20pts/+40pts*). If they do, they become *Auxiliary Grenadiers* and count as a different Unit for Unit Limit purposes.

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

	Range	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Semi-Auto
Laser Carbine	18"	3	2	1	Assault
Bolt Rifle	30"	4	1	1	Assault
Assault Rifle	30"	4	1 / 2	1	Semi-Auto
Frag Grenades	9"	3	D3	1	Assault, Pinning, One Use Only
Charge Grenades	9"	7	1	D3	Assault, One Use Only
Bayonet	CQC	3	2	1	Melee

AUXILIARY HUSSAR BIPLANE...75PTS

The Hussar High-Performance Fighter Biplane is 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 equipped with an array of high-powered laser rifles connected directly to the aircraft's engine, and even a hatch for bombing runs!

	Move	RC	PAN	HP	ARM	Type
Hussar	6" / 6-12"	3	8	8	4	Aircraft, Softskin, Fast

Unit: 1 Hussar Fighter Biplane
Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

WARGEAR

- **Front:** Hussar Laser Array

OPTIONS

- The Hussar can take a **Rear-mounted Twin-Linked Gatling Laser** (+15pts)
- The Hussar can carry up to three Aerial Bombs (+10pts each)

	Range	ST	AK	DAM	Type
Hussar Laser Array	36"	6	4	D3	Artillery, Twin-Linked
Twin-Linked Gatling Laser	36"	3	6	1	Heavy, Twin-Linked
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (3"), One Use Only

SUPPORT UNITS

AUXILIARY SUPPORT WEAPON...40PTS

After ground operatives to cover an evac, the second most common request from a Freedom Fighter to their Auxiliaries is for some “big guns”. While the occasional Hero might be armed with an arm-cannon or pyromancy, most Freedom Fighters need to be within punching distance to make a difference in combat. Until they get there, this is what levels the playing field.

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

Unit: 1 Gun, 3 Auxiliaries
Type: Artillery

WARGEAR (CREW)

- Sabre

SPECIAL RULES

- In the Name of Freedom

OPTIONS

- The Gun **must** be one of the following:
 - Gatling Laser
 - Heavy Gatling Laser (+5pts)
 - Laser Cannon (+5pts)
 - Sky Laser (+10pts)
 - Mortar (+10pts)
 - Siege Gun (+20pts)
- Up to three of these Units may be combined to form a Battery.

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Heavy Gatling Laser	36"	4	10	1	Artillery
Laser Cannon	48"	9	1	D6	Heavy
Sky Laser	36"	6	4	D3	Artillery, Anti-Air
Mortar	18-72"	4	1	1	Artillery, Blast (2"), Indirect Fire
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster
Sabre	CQC	3	2	1	Melee

AUXILIARY LANCER SQUADRON...60PTS

The Lancer Light Tank is the perfect compromise for the “progressive” commander who likes 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.

Modelling Note: The Lancer Light Tank is loosely based on the French Renault FT-17 Light Tank – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Lancer	9"	3	8	4	5	SPG

Unit: 1 Lancer Light Tank
Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

WARGEAR

- Turret:** Gatling Laser

OPTIONS

- The Unit may contain up to two additional Lancers (+60pts each)
- Any Lancer may swap its turret-mounted Gatling Laser for a Laser Cannon

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

SUPPORT UNITS

CUIRASSIER MAIN BATTLE TANK...275PTS

Like the Freedom Fighters they support, the Libertatem Auxilia prefer quality over quantity, and few things summarise this philosophy better than the “Cuirassier” Main Battle Tank. Armed with high-power laser guns and covered in several inches of the finest Northamer Steel, this tank is seen by many as a symbol of military might.

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

	Move	RC	PAN	HP	ARM	Type
<i>Cuirassier</i>	6"	3	8	6	7	Heavy

Unit: 1 Cuirassier MBT
Type: Vehicle

OPTIONS

- The Cuirassier MBT may replace its turret-mounted Gatling Laser with a Laser Cannon (+5pts)
- The Cuirassier MBT may be equipped with *Night Vision* spotlights (+5pts)
- The Cuirassier MBT may replace its front-mounted Heavy Laser Cannon with one of the following:
 - Heavy Gatling Laser
 - Plasma Cannon

WARGEAR

- Front:** Heavy Laser Cannon
- Turret:** Gatling Laser

SPECIAL RULES

- In the Name of Freedom

	Range	ST	AK	DAM	Type
<i>Heavy Laser Cannon</i>	48"	10	1	D6	Artillery, Tankbuster
<i>Heavy Gatling Laser</i>	36"	4	10	1	Artillery
<i>Plasma Cannon</i>	36"	8	1	D3	Artillery, Blast (2"), Power (1)
<i>Gatling Laser</i>	36"	3	6	1	Heavy
<i>Laser Cannon</i>	48"	9	1	D6	Heavy



REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

DYNAMIC DUO

“Two’s company, three’s a crowd”. Some of Mobius’ greatest heroes are exemplars of this philosophy, but the ‘1 HQ, 2 Troops’ requirement sometimes gets in the way of that. Fortunately, this Regiment of Renown lets you play an Army of Two with the planet’s most powerful friendships, familial bonds, and couples!

List of Dynamic Duos

- Sonic the Hedgehog and Miles “Tails” Prower
- Sonic the Hedgehog and Knuckles the Echidna
- Sonic the Hedgehog and Sally Acorn
- Sonic the Hedgehog and Amy Rose
- Sonic the Hedgehog and Mina Mongoose
- Sally Acorn and Amy Rose
- Sally Acorn and Nicole the Holo-Lynx
- Miles “Tails” Prower and Mina Mongoose
- Antoine D’Coolette and Bunnie Rabbot-D’Coolette
- Amy Rose and Cream the Rabbit
- Flip Penguin and Sealia the Seal
- Grand Chief Lupe and Chief Lobo
- Leeta & Lyco*
- Walt Wallaby and Barby Koala
- Blaze the Cat and Silver the Hedgehog
- Knuckles the Echidna and Julie-Su
- Mighty the Armadillo and Ray the Flying Squirrel
- Espio the Chameleon and Vector the Crocodile
- Tangle the Lemur and Whisper the Wolf

Special Rules

- **Double Trouble:** One member of the Dynamic Duo fills *all* compulsory HQ slots, and the other fills *all* compulsory Troops slots. However, any Hero that isn’t purchased as the Dynamic Duo fills a **Support** slot, regardless of whether they have *To Save Everyone*.
- ***Don’t Two-Time Twins:** In the case of Leeta & Lyco, they are still bought together but Leeta fills the HQ slot(s) and Lyco fills the Troops slot(s) – or perhaps the other way around.
 - In other words, ignore *We’re a Package Deal*.
- **Unsung Allies:** All Auxiliary Tactical Squads in the Army are purchased as Troops.
- **Late to the Party:** Heroes outside of the Dynamic Duo always start in Reserves and may not Deploy until Turn 2.

Requirements

- The Army **must** contain both members of a Dynamic Duo (see above).
- One member of a Dynamic Duo **must** be an HQ and the Army’s Commander. The other **must** be Troops. See *Double Trouble* above for specific details on this.

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 Image, as well as pages 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40, 41, and 46 contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Pages 33 and 34 contain screenshots of panels from IDW Comics' *Sonic the Hedgehog* comic books.
- Page 44 contains a screenshot from *War Thunder*.
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