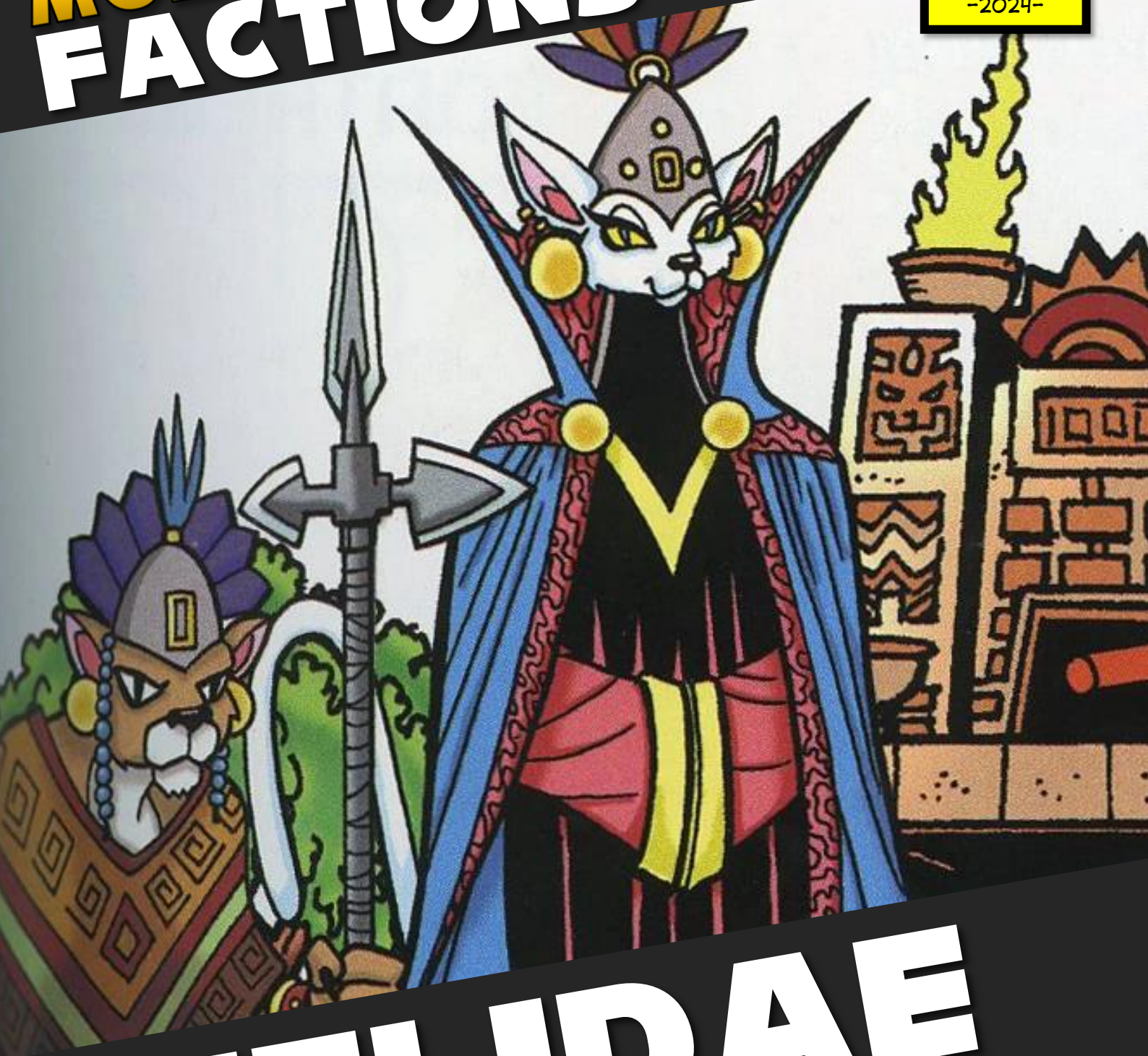


MOBIUS 3.5 FACTIONS

REVISED
EDITION
-2024-



FELIDAE DYNASTY

DRESSED TO KILL!

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SPECIAL RULES

Frenzy

When Felidae go to war, they expect their enemy to put up a respectful fight. If the enemy dares flee, the Felidae will run them down, punishing their cowardice with a blade in the back!

When a Unit flees from a Melee against a *Frenzy* Unit, or if a Unit is wiped out by a *Frenzy* Unit's that Unit (and any *Independents* that've joined it!) surges forward **2D6"**, immediately Charging whatever enemy Unit they hit.

If it's the Melee Phase, they *immediately* attack even if they've already Attacked. If they haven't already the new enemy may fight back immediately (afterwards, unless they're holding a *Long* weapon!).

Frenzy Moves stop before coming into contact with friendly models, major obstacles, or Impassable Terrain. Additionally, Frenzies cannot be triggered if the Unit is still in a Melee Lock.

Dressed to Kill

Felidae society is dictated entirely by clothing. Queen Hathor is no longer Queen without her Galaxia Robe, and a pauper can become a prince with the right poncho. If a Sergeant dies with their uniform intact, the most senior Felidae will throw off their own lowly Trooper clothes and declare themselves the Sergeant. It's a confusing caste system.

If a Cat Troop Sergeant becomes a Casualty before the rest of their Unit, roll 1D6.

If a 5 or 6 is rolled, one regular member of that Unit is removed and the Sergeant remains, recovering all **2 HP**, as that's what happens in the Felidae's eyes.

FELIDAE UNITS

HQ

WARLORD...125PTS

In Felidae society, a person's role is signified by their clothing, and few robes are more respected than those of the Warlord. When possible, the Warlord's uniform is passed down from generation to generation, with every new Warlord wearing at least one piece of their predecessor's attire. If no such piece can be recovered, an entirely new armoured robe is created, and the Warlord's entire unit is treated as if starting anew, with none of the praises or disgraces of the Warlords that have passed before them.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Warlord Type: Speed Infantry
Warlord	6"	6	3	9	6	3	

WARGEAR

- Warlord's Cleaver

Controlled Rage: When a *Frenzy* is triggered on a Warlord or a Unit they've joined, they may choose to not Move forward at all. After all, it could be a trap!

SPECIAL RULES

- Independent
- Frenzy
- Furious Charge
- Controlled Rage

OPTIONS

- The Warlord may be long-eared (*Scanner*) (+20pts)
- The Warlord may replace their Cleaver with one of the following:
 - Warlord's Chop-Spear (+5pts)
 - Warlord's Bludgeoner (+15pts)

	Range	ST	AK	DAM	Type
Warlord's Cleaver	CQC	4	5	1	Melee, Brutal
Warlord's Chop Spear	CQC	4	4	1	Melee, Long, Brutal
Warlord's Bludgeoner	CQC	8	2	D3	Melee, Brutal

REIGNING CATS & DOGS: A COLD WAR IN SOUMERCA

The Felidae have a long history of xenophobia and violence, going as far back as the days of the Knuckles Clan, where the Felidae would wage war with the incoming Echidnas searching for new land. This is especially so with the Wolf Pack, who the Felidae label as "Mongrels" and would practically attack on sight.

This conflict almost spiralled into an all-out war when both parties accused the other of stealing an ancient artifact – the Onyx, which represents longevity and protection to the Wolf Pack. Sonic the Hedgehog and Sally Acorn, from the Kingdom of Acorn, tried to prevent the conflict by investigating beyond the factions' borders. Eventually, the Freedom Fighters discovered that a Dark Egg Legion group had stolen the ancient Onyx in an attempt to throw Soumerca into war.

The Wolf Pack and Felidae both sent their forces to recapture it, catching the Legionnaires off-guard and sending them routing. When it was recaptured, Sally convinced both sides to negotiate a peace, with the Kingdom of Acorn aiding these negotiations.

Designer's Note: This peace was technically still under negotiation when the Super Genesis Wave happened, and the universe rebooted without the Felidae. However, it could be fun to speculate what an inter-allied force of both Wolves and Felidae would look like. If you're a more pessimistic wargamer, you may imagine that the negotiations fell flat, and the two states did go to war? Just some food for thought!

TROOPS

CAT TROOPS...120PTS

Cat Troops are the rank and file of the País Misterioso, armed with a huge two-handed spear and a burning desire to use it on the nearest enemy's face. Their training disciplines consist almost entirely of pain-handling exercises and several-mile runs through the scorching plains, ensuring that even losing battles will be dragged out to the last "man". If they're lucky, some Cat Troops may receive a few extra spears for throwing.

	Move	CQC	RC	PAN	HP	DEF
Cat Trooper	6"	5	2	7	2	3
Cat Troop Sergeant	6"	5	2	8	2	3

Unit: 5 Cat Troopers,
1 Cat Troop Sergeant
Type: Speed Infantry

WARGEAR

- Long Cleaver

SPECIAL RULES

- Furious Charge
- Frenzy
- Dressed to Kill

OPTIONS

- The Unit may contain 6 additional Cat Troopers (+80pts)
- The entire Unit may replace their Long Cleavers with one of the following:
 - Chop Spears (+10pts/+20pts*)
 - Cat Bludgeoners (+20pts/+40pts*)
- The entire Unit may carry Javelins (+15pts/+30pts*)

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

	Range	ST	AK	DAM	Type
Javelins	18"	3	1	1	Running
Long Cleaver	CQC	4	3	1	Melee, Brutal
Chop Spear	CQC	4	2	1	Melee, Long, Brutal
Cat Bludgeoner	CQC	8	1	D3	Melee, Brutal

CAT RANGERS...150PTS

Some more "progressive" units of Cat Troops may decide to swap their spears for a dagger and a "portable cannon" for long-distance killing. While their regimen of endurance and brutality remains, they're often labelled as cowards for taking such easy to use weaponry – even whilst on the battlefield! That being said, most Warlords wouldn't deny the usefulness of having some (relatively) long-distance support.

	Move	CQC	RC	PAN	HP	DEF
Cat Trooper	6"	5	2	7	2	3
Cat Troop Sergeant	6"	5	2	8	2	3

Unit: 5 Cat Troopers,
1 Cat Troop Sergeant
Type: Speed Infantry

WARGEAR

- Rifled Meowket
- Bone Cleaver

SPECIAL RULES

- Furious Charge
- Frenzy
- Dressed to Kill

OPTIONS

- The Unit may contain 6 additional Cat Troopers (+90pts)
- The entire Unit may replace their Rifled Meowkets with Heavy Blunderpuss
- The Cat Troop Sergeant may carry a Sky Rifle (+10pts)
- Up to two Cat Troops may carry a Sky Rifle (+10pts each)

	Range	ST	AK	DAM	Type
Rifled Musket	30"	3	1	1	Assault, Reload
Heavy Blunderpuss	12"	3	3	1	Assault, Power (1), Recoil
Sky Rifle	36"	8	1	D3	Heavy, Reload, Anti-Air
Bone Cleaver	CQC	4	2	1	Melee

SUPPORT

EXALTED CHAMPION...115PTS

An Exalted Champion is a Felidae who has gone above and beyond their country's call of duty, usually through feats of extreme physical might. These war heroes are bestowed a rare uniform which acts as a medal of honour, placing them above all but the highest nobility. They still answer to their Warlords but are often assigned roles similar to that of a junior officer, hopefully this will inspire the Cat Troops to strive for similar feats.

	Move	CQC	RC	PAN	HP	DEF
Exalted Champion	6"	6	3	9	6	3

Unit: 1 Exalted Champion
Type: Speed Infantry

WARGEAR

- Champion's Cleaver

SPECIAL RULES

- Furious Charge
- Frenzy
- Unsung Hero

OPTIONS

- The Exalted Champion may carry one of the following:
 - Repeater Meowsket (+5pts)
 - Long Meowsket (+15pts)
 - Rope Spear* (+15pts)
 - Fervour Flag (+20pts)
- The Exalted Champion may be long-eared (Scanner) (+20pts)
- The Exalted Champion may carry a Bronze Shield (5+ Shield Save) (+20pts)
- The Exalted Champion may replace their Cleaver with one of the following:
 - Champion's Chop Spear (+5pts)
 - Champion's Bludgeoner (+15pts)
- The Exalted Champion may have one of the following Special Rules:
 - Vanguard (+30pts)
 - Ambush (+50pts)

SPECIAL COMMANDS

***Rope Spear (3+)** – Wargear, Ranged Attack, Requires Rope Spear

Pick an enemy Infantry Unit within 24" and Line of Sight – even one hiding in a Unit. That Unit moves 2D6" towards the Champion, following the normal terrain rules. If the target comes into contact with the Champion or any other opposing Units, both sides are put into Melee Lock with the stationary Unit having Charged.

Fervour Flag: All friendly Felidae Units within 12" of an Exalted Champion carrying a Fervour Flag gain +1 PAN. This effect doesn't stack with other Fervour Flags or the Galaxia Robe.

	Range	ST	AK	DAM	Type
Repeater Meowsket	24"	3	D3	1	Assault
Long Meowsket	30"	4	1	D3	Assault, Power (2), Reload, Sniper
Champion's Cleaver	CQC	4	5	1	Melee, Brutal
Champion's Chop Spear	CQC	4	4	1	Melee, Long, Brutal
Champion's Bludgeoner	CQC	8	2	D3	Melee, Brutal



SUPPORT UNITS

CAT ARTILLERY...60PTS

This is the artillery of the País Misterioso, forged from gunpower, lead, stone, and a burning, irrational hatred of the mongrels to their East. Coincidentally designed like cannons long before the Great War, and many centuries before the end of the Old Earth – most Cat Artillery is capable of firing two different kinds of rounds; a solid ball designed to go far, and a series of small “grapes” that tortuously shred infantry up-close.

	Move	CQC	RC	PAN	HP	DEF
Cat Trooper	6"	5	2	8	2	3

Unit: 1 Gun, 3 Cat Troopers
Type: Artillery

WARGEAR (CREW)

- Bone Cleaver

Untethered Rage: If Cat Artillery Crews abandon their Guns, they become *Speed Infantry* and gain the *Furious Charge* and *Frenzy* Special Rules.

SPECIAL RULES

- Untethered Rage

OPTIONS

- The Gun **must** be one of the following:
 - Stump Gun
 - Rotary Gun
 - Great Cannon (+30pts)
- Up to three of this Unit may combine into one Battery.

	Range	ST	AK	DAM	Type
<i>Stump Gun</i>					Multi-Choice
(Ball Shot)	36"	8	1	D3	Artillery, Stun, Piercing
(Grape Shot)	18"	4	2D6	1	Artillery, Instant Hit
<i>Rotary Gun</i>	36"	8	D3	D3	Artillery, Anti-Air, Fast Strike
<i>Great Cannon</i>					Multi-Choice
(Ball Shot)	48"	9	1	D6	Artillery, Stun, Piercing
(Grape Shot)	24"	4	3D6	1	Artillery, Instant Hit
<i>Bone Cleaver</i>	CQC	4	2	1	Melee

CAT BURNERS...200PTS

*Melting their foes in a mix of flammable oils (and, well, fire), the Cat Burners have no shortage of controversy surrounding their torturous tactics. The Wolf Pack Nation often petition the Freedom Fighters to arrest Queen Hathor for this Unit's actions – as flamethrowers are a clear violation of the Knothole Conventions – but the Freedom Fighters refuse to act lest they be seen as “taking a side” in the Wolfen/Felidae peace negotiations. Bringing justice into their own hands, Wolves no longer take Burners as prisoner and execute them on sight. Some say this is a mercy compared to what the Wolves **want** to do to them.*

	Move	CQC	RC	PAN	HP	DEF
Cat Trooper	6"	5	2	7	2	3
Cat Troop Sergeant	6"	5	2	8	2	3

Unit: 5 Cat Troopers,
1 Cat Troop Sergeant
Type: Speed Infantry

WARGEAR

- Fire-Spitter
- Bone Cleaver

SPECIAL RULES

- Furious Charge
- Frenzy
- Terrifying
- Dressed to Kill

Flamin' Hot: When rolling to determine the Fire-Spitters' Attacks, for every 1 rolled, the Unit makes six Attacks but suffers 1 Damage.

	Range	ST	AK	DAM	Type
<i>Fire-Spitter</i>	12"	4	D6	1	Assault, Instant Hit, Flamin' Hot
<i>Bone Cleaver</i>	CQC	4	2	1	Melee

SUPPORT UNITS

KIT TROOPS...90PTS

The Felidae are a cold and brutal society even to its youngest members, to the point where teenagers (or "Kits") are exiled or eaten if they fail to prove their worth. And how does a Kit prove their worth? By picking up a Meowsket and helping your parents guard the city walls, of course!

	Move	CQC	RC	PAN	HP	DEF
Kit Trooper	6"	2	3	6	1	2

Unit: 12 Kit Troopers
Type: Infantry

WARGEAR

- Meowsket
- Kitten Knife

OPTIONS

- The Unit may contain 12 additional Kit Troopers (+75pts)
- The entire Unit may swap their Meowskets with one of the following:
 - Quick Slings
 - Blunderpuss

SPECIAL RULES

- Vanguard

	Range	ST	AK	DAM	Type
Meowsket	24"	3	1	1	Assault
Quick Sling	12"	3	1	1	Bow, Pinning
Blunderpuss	12"	3	3	1	Assault, Recoil
Kitten Knife	CQC	3	1	1	Melee



SUPPORT UNITS

STEAM TANK...120PTS

Having only discovered gunpower around 200 years ago and steam engines around a century later, the Steam Tank is a combination of the Felidae's two proudest technological achievements, and a way to rub their enemies faces in it. Diesel engines? Power Ring Charges? Lasers? All foreign nonsense that trembles under the might of the Mysterious Cat Country...or at least that's what they tell themselves.

Modelling Note: The Felidae Steam Tank is based on the "Steam14" Steam Tank design from Ironclad Miniatures. However, if you want to use a different Steam Tank for this model, I won't stop you!

	Move	RC	PAN	HP	ARM	Type
Steam Tank	6"	3	8	6	6	Full Steam Ahead*

Unit: 1 Steam Tank

Type: Vehicle

WARGEAR

- **Turret:** Stump Gun

SPECIAL RULES

- *Full Steam Ahead!

***Full Steam Ahead:** When making a Rapid Move with a Steam Tank, the player must choose to use one, two, or three shovels of coal, adding 1D6", 2D6", or 3D6" (instead of their Rapid Move bonus) respectively. However, if two or more dice land on the same number, the engine's coal supplies run low and the tank may not Rapid Move for the rest of the game.

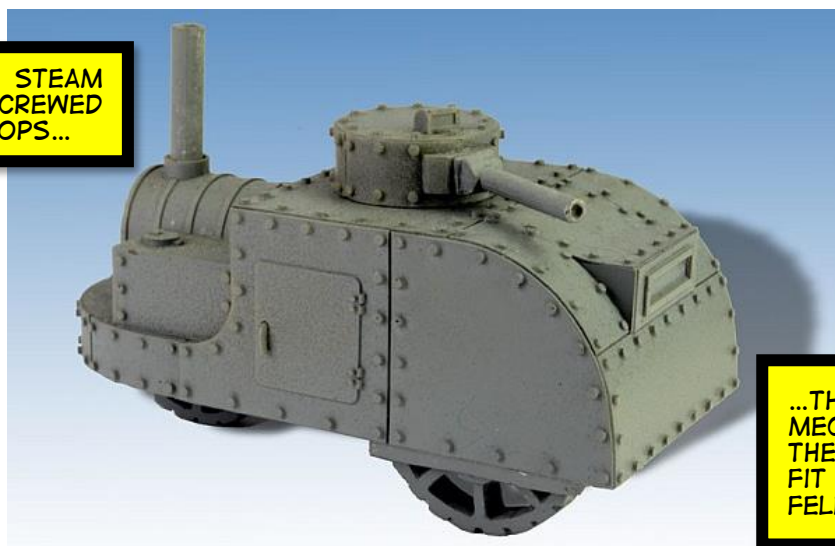
Extra Bucket: Steam Tanks with an Extra Bucket of coal may ignore the first double-number rolled while making a Rapid Move (see *Full Steam Ahead*) and may continue making Rapid Moves until the next double-number.

OPTIONS

- The Steam Tank may carry an Extra Bucket of coal (+10pts)
- The Steam Tank may replace its Stump Gun with a Great Cannon (+80pts)

	Range	ST	AK	DAM	Type
<i>Stump Gun</i>					Multi-Choice
(Ball Shot)	36"	8	1	D3	Artillery, Stun, Piercing
(Grape Shot)	18"	4	2D6	1	Artillery, Instant Hit
<i>Great Cannon</i>					Multi-Choice
(Ball Shot)	48"	9	1	D6	Artillery, Stun, Piercing
(Grape Shot)	24"	4	3D6	1	Artillery, Instant Hit

ALL FELIDAE STEAM TANKS ARE CREWED BY "KIT" TROOPS...



...THEIR INTERNAL MECHANISMS MAKE THEM TOO TIGHT A FIT FOR ADULT FELIDAE!

SUPPORT UNITS

STEAM COPTER...60PTS

A scouting vehicle in nature, the Steam Copter was designed during the Homo-Lupus War, where Felidae Warlords saw a GUN Helicopter surveying Wolf encampments and thought they should be doing the same. Unfortunately, Copters couldn't support the weight of heavy weaponry, so innovative sadists added a latch beneath the engine, where the pilot can drop red hot coals at their discretion and scold the disgusting mongrels below.

Modelling Note: The Felidae Steam Copter is based on the "Steam23" Rotocopter design from Ironclad Miniatures, you'll just need to replace the human pilot with a Felidae one! However, if you want to use a different steampunk chopper for this model, I won't stop you.

	Move	CQC	RC	PAN	HP	ARM	Type
Steam Copter	6" / 12"	5	2	8	9	4	Aircraft, Mech, Open-Topped

Unit: 1 Steam Copter
Type: Vehicle

WARGEAR

- Hot Coals
- Repeater Meowsket
- Pilot's Bludgeoner

SPECIAL RULES

- Head Start
- Furious Charge

***By the Shovel:** When dropping Hot Coals, the player must choose whether to use one, two, or three shovels' worth, granting 1D6, 2D6, or 3D6 AK respectively. However, if two or more dice land on the same number, the engine's coal supplies run low and both the Steam Copter's Move values are reduced by 3". If this happens a third time, the Steam Copter **must** land and becomes *Immobile* until the end of the battle.

Extra Bucket: Steam Copters with an Extra Bucket of coal may ignore the first double-number rolled while dropping Hot Coals (see *By the Shovel*) and their Move value is unaffected.

OPTIONS

- The Steam Copter may carry an Extra Bucket of coal (+10pts)

	Range	ST	AK	DAM	Type
Hot Coals	Bomb	3	1-3D6*	1	Bomb, Power (1), Stun, Instant Hit, *By the Shovel
Repeater Meowsket	24"	3	D3	1	Assault
Pilot's Bludgeoner	CQC	8	2	D3	Melee



FELIDAE HEROES

QUEEN HATHOR...250PTS

Hathor is the Queen of the País Misterioso – or at least that’s what an outsider would tell you. While she does rule her lands as an iron disciplinarian, she isn’t exempt from the Felidae mindset of clothes making a person’s rank. She wouldn’t heed a foreigner’s word unless they wore the clothes of a diplomat and will not expect respect without her mystic Galaxia Robe. While she rarely involves herself in fights, she will stand with her troops and expect nothing less than enemy blood sprayed in her name.

IMPORTANT: In a *Felidae* Army, Queen Hathor **must** fill an HQ slot and serve as their Commander.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Named Hero Type: Speed Infantry Variant of: Queen Hathor
Queen Hathor	6"	5	-	10	6	3	

WARGEAR

- Queen’s Cleaver
- Galaxia Robe

SPECIAL RULES

- Independent
- Fearless
- Controlled Rage
- Scanner
- Shielded (6+)

Controlled Rage: When a *Frenzy* is triggered on a Unit Hathor has joined, they may choose to not Move forward at all. After all, it could be a trap!

Galaxia Robe: All friendly *Felidae* Units within 18" of Queen Hathor (and her Galaxia Robe) gain **+1 PAN** and **+1 DEF** against Ranged Attacks. This effect doesn’t stack with Fervour Flags.

SPECIAL COMMANDS

Show Them No Mercy! – *Tactics, Melee*

Pick a friendly *Felidae* Unit within 12" and Line of Sight. All its members gain **+1 AK** to their Melee Weapon(s) until the upcoming End Phase.

COMMAND BONUS

The Queen’s Finest

If Queen Hathor is your Army’s Commander, **all** Units under her Command gain the *Head Start* Special Rule.

	Range	ST	AK	DAM	Type
Queen’s Cleaver	CQC	4	3	1	Melee, Brutal



FELIDAE HEROES

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+)



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

REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

THE CHEETAHMEN

Of all the Exalted Champions of the Felidae Kingdom, none have earned their title like the Cheetahmen. Seeming to [awaken] from nowhere in the ancient Onyx Temple, the Cheetahmen claim they are travellers from an age long gone, wearing white Karate Gi's that seem to emanate an almost [menacing] worldliness and purity to Felidae culture. While they seem to know a whole lot about the Old Earth, they'd rather not talk about it and instead be revered as Felidae gods of justice!

Special Rules

- **And Now...the Cheetahmen:** The three Exalted Champions bought as this Army's Requirements may be selected as Heroes. They do not need to be assigned to an HQ and may even be picked **as** an HQ!
- ***Apollo:** The first Exalted Champion bought as this Army's Requirements is Apollo. He becomes a *Variant of: Apollo*, gains +4 HP, and replaces his Repeater Musket with a FarSight Crossbow.
- ****Ares:** The second Exalted Champion bought as this Army's Requirements is Ares. He becomes a *Variant of: Ares*, gains +4 HP, and his Chop Spear is replaced with Action Clubs.
- *****Hercules:** The third Exalted Champion bought as this Army's Requirements is Hercules. He becomes a *Variant of: Hercules*, gains +4 HP, and his Bludgeoner is replaced with 52-ton Fists.

	Range	ST	AK	DAM	Type
*FarSight Crossbow	30"	3	1	D3	Assault, Power (3), Sniper
**Action Clubs	CQC	4	6	1	Melee, Dual-Wield, Brutal
***52-ton Fists	CQC	9	4	D3	Melee

Requirements

- The Army **must** contain **all** of the following:
 - *One Exalted Champion with a Repeater Musket.
 - **One Exalted Champion with a Chop Spear.
 - ***One Exalted Champion with a Champion's Bludgeoner.



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, 4, 6, 9, 10, and 12, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 11 contains a screenshot of a panel from the *Cheetahmen* comic.
- Pages 7 and 8 contain images of painted miniatures from Ironclad Miniatures.

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