

# MOBIUS 3.5 FACTIONS

REVISED  
EDITION  
-2024-



# DARK EGG LEGION

HIT 'EM WITH ALL YOU'VE GOT!

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# SPECIAL RULES

## Heart of Iron

*The cybernetics of Dark Egg Legionnaires – especially those around their vital organs – allow them to survive even the gravest of wounds.*

Models with this Special Rule may re-roll unmodified Defence and Shield Saves of 1.

## Boom!

*While cybernetics may protect a Legionnaire against outside attacks, it also grants their leaders an explosive solution to desertion. Siding with Eggman always has its catch.*

When a Unit with this Special Rule fails a Panic Test while their Commander is alive, they may remove one member as a Casualty and pass it anyway.





# DARK EGG LEGION UNITS HQ

## KOMMISSAR...75PTS

*Kommissars and Praetors fill the senior leadership roles in a Dark Egg Legion force, below only their Grandmasters in rank. Most of the Legion's Leaders can be distinguished by their cybernetics, of which they have far more than your average cyborg. These cybernetics aren't just for show, either – they usually replace tissue lost in previous battles or improve their users' leadership abilities. Either way, they make for a terrifying sight on any battlefield.*

	Move	CQC	RC	PAN	HP	DEF
<i>Kommissar</i>	6"	5	5	9	4	4
<i>Praetor</i>	6"	5	5	9	6	5

**Unit:** 1 Kommissar  
**Type:** Infantry (Cyborg)

### WARGEAR

- Laser Pistol
- Large Scrap Weapon

### SPECIAL RULES

- Independent
- Heart of Iron
- Boom!

### OPTIONS

- The Kommissar may become a Praetor and gain the *Terrifying* Special Rule. Wargear and other Special Rules are unaffected **(+50pts)**
- The Kommissar may replace their Laser Pistol with one of the following:
  - Laser Rifle **(+5pts)**
  - Laser Carbine **(+5pts)**
  - Plasma Pistol **(+15pts)**

	Range	ST	AK	DAM	Type
<i>Laser Pistol</i>	12"	3	1	1	Assault
<i>Laser Rifle</i>	24"	3	1 / 2	1	Semi-Auto
<i>Laser Carbine</i>	18"	3	2	1	Assault
<i>Plasma Pistol</i>	12"	7	1	D3	Assault, Power (1)
<i>Large Scrap Weapon</i>	CQC	3	3	1	Melee, Power (1)



# TROOPS

## LEGIONNAIRE SQUAD...70PTS

*Dark Egg Legionnaires are not your rank-and-file Egg Pawns – to be “Legionized” is not a loss of free will, but the result of a mind warped by Eggman’s brainwashing propaganda. In other words, a Legionnaire is a willing traitor, turning to the Empire in exchange for immortality through cybernetics. Most Legionnaires are disgruntled civilians or rebellious youths, enhanced artificially by steel muscles and programmed tactics.*

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

**Unit:** 5 Legionnaires  
**Type:** Infantry (Cyborg)

### WARGEAR

- Laser Rifle
- Cyber-Fist

### SPECIAL RULES

- Heart of Iron
- Boom!

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

### OPTIONS

- The Unit may contain 5 additional Legionnaires (+60pts)
- The entire Unit may become Veteran Legionnaires (+20pts/+40pts\*). They count as a different Unit for Unit Limit purposes.
- Up to 5 Legionnaires can carry Petrol Bombs for (+10pts each)
- Any number of Legionnaires may replace their Laser Rifles and Cyber-Fists with one of the following:
  - Laser Carbine and Cyber-Fist
  - Laser Pistol and Scrap Weapon
- Up to two Legionnaires may replace their Laser Rifles with one of the following:
  - Burst Laser (+5pts each)
  - Plasma Carbine (+10pts each)
  - Flamethrower (+10pts each)
- One Legionnaire may carry a Legion Banner (+1 PAN) (+10pts)
- One Legionnaire may carry a Scanner (+20pts)
- The entire Unit may wear Night Vision gear (+10pts)

	Range	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Semi-Auto
Laser Carbine	18"	3	2	1	Assault
Laser Pistol	12"	3	1	1	Assault
Burst Laser	24"	3	4	1	Assault
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Flamethrower	12"	4	D6	1	Assault, Instant Hit
Petrol Bomb	9"	7	D3	D3	Assault, One Use Only
Cyber-Fist	CQC	3	1	1	Melee
Scrap Weapon	CQC	3	2	1	Melee



**MOST LEGIONNAIRES ARE CIVILIANS WHOSE SKILLS WERE ENHANCED BY THEIR CYBERNETICS...**

**HOWEVER, IN RARE CASES ELITE SOLDIERS FROM OTHER FACTIONS DEFECT TO THE DARK EGG LEGION. FOR CHAPTERS LUCKY ENOUGH TO GET SUCH UNITS, YOU SHOULD UPGRADE SOME LEGIONNAIRE SQUADS TO VETERAN LEGIONNAIRES!**



## TROOPS UNITS

### METAL SERIES ROBOT...350PTS

The Metal Series Robots are replicas, and sometimes even roboticized versions, of Freedom Fighters or other noteworthy enemies of the Eggman Empire. In abilities, they all mimic the original Metal Series Robot – the MKI Metal Sonic, using miniature jet engines and a small yet dense frame to create a fast attack unit capable of at least rivalling the speed of Sonic the Hedgehog, perhaps the Allies' most famous war hero.

	Move	CQC	RC	PAN	HP	DEF
Metal Series Robot	6" / 6"	5	4	10	12	4

**Unit:** 1 Metal Series Robot  
**Type:** Flying Speed Infantry (Robot)

#### WARGEAR

- Plasma Carbine
- Metal Claws

#### SPECIAL RULES

- Unsung Hero
- Escapist
- Fake Hedgehog
- Shielded (5+)

#### SPECIAL COMMANDS

**Maximum Overdrive** – Technology, Speed, Melee

The MSR takes D3 Damage, then moves 18" in a straight line in any direction. If this ability is used to Charge, it **immediately** makes an Attack with the following statistics:

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

**Black Shield** – Technology, Melee, Focused

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

#### OPTIONS

- The Metal Series Robot may replace its Plasma Carbine with a Flamethrower

**Fake Hedgehog:** Each Metal Series Robot in your Army (excluding Mecha Sally) is a Variant Of any name except Sally Acorn. You must choose these names *before* the game, tournament, campaign, etc. begins by writing their name in your Army List (e.g. "Metal Sonic"). The default value is *Sonic the Hedgehog*.

	Range	ST	AK	DAM	Type
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Flamethrower	9"	4	D6	1	Assault, Instant Hit
Metal Claws	CQC	7	4	D3	Melee, Power (1)



# TRANSPORT

## STOLEN MOBO-CRUISER...20PTS

*The Mobo-Cruiser is a light vehicle built for moving cargo, often repurposed by the Kingdom of Acorn for moving equally important troops. Across Northamer and Eurish, Dark Egg Legionnaires are known to steal Mobo-Cruisers from civilians and local businesses for their own nefarious plots. Stolen Mobo-Cruisers are not only great for concealed transportation (a must for any self-respecting terror cell), but they can be easily rigged to explode with just a few engine modifications. If the Legion can't keep their "hard-earned" trucks, no-one can!*

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

**Unit:** 1 Mobo-Cruiser  
**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

- Destroy the Evidence

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

**Destroy the Evidence:** At any point during their own Action Phase, or immediately after failing a Panic Test, a Stolen Mobo-Cruiser may choose to Explode. Enemy players gain no points from self-detonations.

### TRANSPORT CAPACITY

A Mobo-Cruiser can carry up to 12 *Dark Egg Legion* Infantry models. Artillery Guns may be stored onboard or towed behind, but not fired from it. Boltheads take up two spaces each.

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

## SAUCER...20PTS

*The Saucer is a "personnel carrier" in the most literal sense. Completely unarmed and barely armoured, it's quite literally a floating platform which moves troops and supplies from A to B, with little regard for terrain. On the bright side, it's both incredibly cheap to produce, self-driving, and can float for days without needing a refuel, making them especially useful on long-range battlefields such as the deserts of Efrika.*

	Move	RC	PAN	HP	ARM	Type
Saucer	9"	3	8	4	5	Hover, Open-Topped, Transport (12)
Flying Saucer	9" / 12"	3	8	4	5	Aircraft, Hover, Open-Topped, Transport (12)

**Unit:** 1 Saucer  
**Type:** Vehicle

### OPTIONS

- The Saucer may become a Flying Saucer (+40pts)

### TRANSPORT CAPACITY

The Saucer and its Flying variant may carry up to 12 *Dark Egg Legion* Infantry models. Artillery Guns may be carried onto this transport as they rarely take up much space. Boltheads take up two spaces each.



# SUPPORT

## TROUBLESHOOTER TEAM...75PTS

When establishing a new chapter, the Dark Egg Legion spends its first few years in the shadows, silently recruiting outcasts for beatdowns and robberies the locals could mistake for a "normal" gang's work. If someone finds out what's really going on before the invasion's ready, the Legion sends out a "Troubleshooter" equipped with covert enhancements, wrist blades, and internal rangefinders to quietly remove the "errors" in their program.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Troubleshooter Type: Infantry (Cyborg)
Troubleshooter	9"	4	4	8	3	3	

### WARGEAR

- Focused Laser Rifle
- Wrist Blade

### SPECIAL RULES

- Ambush
- Climb
- Camouflage
- Night Vision
- Heart of Iron

### SPECIAL RULES

- The Unit may contain up to two additional Troubleshooters (+50pts each)

	Range	ST	AK	DAM	Type
Focused Laser Rifle	24"	3	1	D3	Assault, Power (2), Sniper
Wrist Blade	CQC	3	3	1	Melee, Brutal

## BOLTHEAD SQUAD...130PTS

Idolising Dimitri as "the future man", the tech-addicted Boltheads have almost entirely swapped their bodies out for "superior" machinery, from weapons and armour to useless piles of scrap fulfilling their addictions. What little skin they have left is as broken and warped as their minds, no doubt in preparation for even more steel appendages. At this point, they're more machine than Mobian.

	Move	CQC	RC	PAN	HP	DEF	Unit: 3 Boltheads Type: Infantry (Robot)
Bolthead	6"	3	3	8	3	5	

### WARGEAR

- 2x Plasma Carbines
- Gears & Sawblades

**Abandon the Flesh:** Due to their completely replaced bodies and destroyed minds, Boltheads are considered Robots for all in-game purposes. Additionally, a Bolthead may fire *both* their Weapons in a single Phase.

### SPECIAL RULES

- Slow
- Terrifying
- Abandon the Flesh
- Heart of Iron
- Boom!

### OPTIONS

- The Unit may contain 3 additional Boltheads (+100pts)
- The entire Unit may bolt on *Night Vision* torches (+15pts)
- Any number of Boltheads may replace any of their Plasma Carbines with one of the following:
  - Burst Laser
  - Flamethrower
  - Pawn Bazooka

	Range	ST	AK	DAM	Type
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Burst Laser	24"	3	4	1	Assault
Flamethrower	9"	4	D6	1	Assault, Instant Hit
Pawn Bazooka	24"	8	1	D3	Assault
Gears & Sawblades	CQC	4	4	1	Melee, Power (2), Dual-Wield

## SUPPORT UNITS

### LEGION ARTILLERY...40PTS

*The Kingdom of Acorn are quite traditionalist in their approach to warfare, often preferring suicidal bayonet charges over other forms of infantry combat. But who keeps the infantry safe before the charge? The answer, of course, is the Royal Artillery! These huge guns are excellent tools for carrying out sieges, defending cities, and taking out long-distance targets, but require a large crew who are relatively ill-equipped for any frontline role. Overall, they're excellent fire support for your infantry and tanks, but leave the short-range fighting to the Bayonets.*

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

**Unit:** 1 Gun, 3 Legionnaires  
**Type:** Artillery

#### WARGEAR (CREW)

- Scrap Weapon

#### SPECIAL RULES

- Heart of Iron
- Boom!

#### 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
Scrap Weapon	CQC	3	2	1	Melee

### LEGION BIKER SQUAD...120PTS

*Efrika is a continent consisting mostly of open plains and huge, scorching deserts, where long-range travel is expected of any army. This is why the Efrika Legion mounts its veterans on motorcycles! These petrol heads will race ahead of their comrades and engage up-close, their engines roaring a furious battlecry as they do so.*

	Move	CQC	RC	PAN	HP	DEF
Legion Biker	9"	4	3	7	1	4

**Unit:** 5 Legion Bikers  
**Type:** Cavalry (Cyborg)

#### WARGEAR

- Laser Carbine
- Scrap Weapon

#### SPECIAL RULES

- Furious Charge
- Heart of Iron
- Boom!

#### SPECIAL RULES

- The Unit may contain 5 additional Legion Bikers (+110pts)
- One Legion Biker may carry a Legion Banner (+1 PAN) (+10pts)
- Up to two Legion Bikers may replace their Laser Carbines with one of the following:
  - Plasma Carbine (+10pts each)
  - Flamethrower (+10pts each)

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Flamethrower	9"	4	D6	1	Assault, Instant Hit
Scrap Weapon	CQC	3	2	1	Melee



## SUPPORT UNITS

### G.O.O.N SQUADRON...75PTS

*The G.O.O.N (Giant for Offensive Occupation and Nullification) is towering robot – even by Eggman's standards – built specifically as siege engines and for the Dark Egg Legion. Mainly used by forces in Mercia, they fill three main roles on the battlefield; kicking down settlement walls, skirmishing with enemy tanks, and encouraging enemy troops to run while they still can!*

	Move	CQC	RC	PAN	HP	DEF
GOON	6"	3	3	8	6	5

**Unit:** 1 GOON

**Type:** Giant Infantry (Robot)

#### WARGEAR

- Gatling Laser
- GOON Punches

#### SPECIAL RULES

- Heavy Duty
- Terrifying
- All-Terrain
- Night Vision
- Shielded (6+)



#### OPTIONS

- The Unit may contain up to 2 additional GOONS (+75pts each)
- Any GOON may replace their Gatling Laser with a Laser Cannon (+5pts each)

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	36"	9	1	D6	Heavy
GOON Punches	CQC	8	2	D3	Melee, Dual-Wield

### WING DINGOES...175PTS

*Wing Dingoos are the sole aerial unit of the Dark Egg Legion, lesser-known Imperial robots from Downunda that are nearly as old as SWATbots. While they lack any ranged weaponry, their extremely strong claws and aerial capabilities have seen them many victories as Shock Troops over the previous Robotnik Wars, catching even the Chaotix off-guard. That being said, the Wing Dingo's original purpose is as an anti-air unit and is able to quickly swarm enemy planes, clawing through their hulls like paper. As their origins may suggest, they are most commonly seen above the troops of Downunda's Dark Egg Legion.*



	Move	CQC	RC	PAN	HP	DEF
Wing Dingo	6" / 12"	4	-	9	2	4

**Unit:** 5 Wing Dingoos

**Type:** Flying Infantry (Robot)

#### SPECIAL RULES

- Head Start
- Terrifying
- Furious Charge
- Escapist

#### WARGEAR

- Shredder Claws

#### OPTIONS

- The Unit may contain 5 additional Wing Dingoos (+125pts)

	Range	ST	AK	DAM	Type
Shredder Claws	CQC	6	2	D3	Melee, Dual-Wield

## SUPPORT UNITS

### MOBO-CRUISER TECHNICAL SQUAD...50PTS

While the name might suggest a specific brand or model, the term "Mobo-Cruiser" is a blanket term to describe all Mobian-built vans, trucks, and buses. That being said, not every Mobo-Cruiser, especially the ones the Dark Egg Legion can steal, are very practical transporters or concealers. These stolen vehicles are either deployed as bombs to distract or assassinate, sold to unsavoury criminals who don't mind stolen wheels for a discount, or, in this particular case, used to carry a single heavy weapon and its rag-tag crew. These makeshift...not-quite-tanks...are commonly nicknamed "Technicals", and their ramshackle nature makes a general description less vague than this section nigh-impossible!

	Move	RC	PAN	HP	ARM	Type
Mobo-Cruiser Tech	9"	3	7	6	4	Fast, Open-Topped, SPG

**Unit:** 1 Mobo-Cruiser Technical

**Type:** Vehicle

**Destroy the Evidence:** At any point during their own Action Phase, or immediately after failing a Panic Test, a Stolen Mobo-Cruiser may choose to Explode. Enemy players gain no points from self-detonations.

#### WARGEAR

- **Turret:** Gatling Laser

#### SPECIAL RULES

- Vanguard
- Destroy the Evidence

#### OPTIONS

- The Unit may contain up to 2 additional Mobo-Cruisers (**+50pts each**)
- One Mobo-Cruiser may carry a Legion Banner (+1 PAN) (**+10pts**)
- One Mobo-Cruiser may carry a *Scanner* (**+20pts**)
- Any number of Mobo-Cruisers may carry a *Dozer Plough* (**+10pts each**)
- Any number of Mobo-Cruisers may replace their Gatling Laser with one of the following:
  - Sniper Rifle
  - Heavy Flamethrower
  - Heavy Gatling Laser (**+10pts each**)
  - Laser Cannon (**+10pts each**)
  - Sky Laser (**+20pts each**)
  - Mortar (**+20pts each**)
  - Heavy Laser Cannon (**+40pts each**)
  - Siege Gun (**+40pts each**)
  - Vehicle Flamethrower (**+60pts each**)

	Range	ST	AK	DAM	Type
Sniper Rifle	48"	5	1	D6	Heavy, Power (2), Sniper
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster
Heavy Laser Cannon	48"	10	1	D6	Artillery, Tankbuster
Laser Cannon	48"	9	1	D6	Heavy
Heavy Gatling Laser	36"	4	10	1	Artillery
Gatling Laser	36"	3	6	1	Artillery
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit
Heavy Flamethrower	12"	4	2D6	1	Assault, Instant Hit
Sky Laser	36"	6	4	D3	Artillery, Anti-Air
Mortar	18-72"	4	1	1	Artillery, Blast (2"), Indirect Fire

## SUPPORT UNITS

### GUN SAUCER...50PTS

While the Saucer was originally built for civilian and industrial use, its adoption by the Dark Egg Legion has led to some...modifications...by the Legions' more innovative Kommissars. The most common of these modifications is permanently bolting a Gatling Laser or Laser Cannon onto the front of the Saucer and fitting a giant battery across its deck. While this does take away all room except for one to three Mobians' worth, these "Gun Saucers" provide invaluable ground and air support where mobility is key.

	Move	RC	PAN	HP	ARM	Type
Gun Saucer	9"	3	8	4	5	Hover, SPG, Open-Topped
Flying Gun Saucer	9" / 12"	3	8	4	5	Aircraft, SPG, Hover, Open-Topped

**Unit:** 1 Gun Saucer  
**Type:** Vehicle

#### OPTIONS

- The Saucer may become a Flying Saucer (+50pts)
- The Saucer may replace its Gatling Laser with any of the following:
  - Laser Cannon
  - Sky Laser (+10pts)
  - Vehicle Flamethrower (+20pts)

#### WARGEAR

- Gatling Laser

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy
Sky Laser	36"	6	4	D3	Artillery, Anti-Air
Vehicle Flamethrower	18"	5	3D6	1	Heavy, Instant Hit

### LEGIONIZED CHARIOT TANK...115PTS

The Dark Legion of Albion stormed cities with entire battalions of the Albion-made Chariot Tanks, known for its high-tech artillery even by the Echidnas' standards. Now under the leadership of the Eggman Empire, this tank is a much rarer sight due to their extremely high operating costs and overall lack of discretion – though those lucky enough to get one will waste no time putting them to good use!

**Narrative Note:** The Chariot Tank is loosely based on the Russian T-34/76 tank. I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Legionized Chariot	9"	3	8	6	6	Fast, SPG

**Unit:** 1 Legionized Chariot  
**Type:** Vehicle

#### OPTIONS

- The Chariot may replace its Plasma Cannon with one of the following:
  - Heavy Gatling Laser
  - Heavy Laser Cannon
  - Vehicle Flamethrower (+35pts)
- The Vehicle may carry a front-mounted Gatling Laser (+15pts)
- The Vehicle may carry Night Vision equipment (+5pts)

#### WARGEAR

- Turret: Plasma Cannon

	Range	ST	AK	DAM	Type
Plasma Cannon	36"	8	1	D3	Heavy, Blast (3"), Power (1)
Heavy Gatling Laser	36"	4	10	1	Artillery
Heavy Laser Cannon	48"	10	1	D6	Artillery, Tankbuster
Vehicle Flamethrower	18"	5	3D6	1	Heavy, Instant Hit
Gatling Laser	36"	3	6	1	Heavy



# DARK EGG LEGION HEROES

## DIMITRI OF JORDANN

*Over three hundred and fifty years old, Dimitri is among the oldest Mobians alive, changing form frequently to avoid the cold touch of mortality. He was once host to the mad god Enerjak, until he was defeated by Knuckles and left to die as a rotting, immobile old man – until the Dark Legion took him in for “repairs”. It was here that his aged, dying body was replaced piecemeal until he was no more than a head attaching itself to various robot bodies to command his troops and fight his foes. In exchange for their life-preserving work, the Dark Legion asked only for guidance, and Dimitri guided them to Eggman.*

When selecting Dimitri for your Army, pick one of the following forms to take:

### DIMITRI (HEAD)...18OPTS

*In this form, Dimitri is just a head using elongated, prehensile dreadlocks as tendrils. Without “plugging in”, his only weapons are the blades at the end of each appendage and his cruel, calculating mind.*

	Move	CQC	RC	PAN	HP	DEF
Dimitri (Head)	9"	5	-	10	6	4

**Unit:** 1 Named Hero  
**Type:** Infantry (Cyborg)  
**Variant of:** Dimitri

#### SPECIAL RULES

- Fearless
- Climb
- Scanner
- Terrifying
- Heart of Iron

#### WARGEAR

- Stabbing Dreadlocks

#### COMMAND BONUS

##### More Machine Than Mobian

When creating an Army led by Dimitri, treat Bolthead Squads as **Troops** Units (see Page 4).

	Range	ST	AK	DAM	Type
Stabbing Dreadlocks	CQC	4	4	1	Melee, Power (1), Fast Strike



## DARK EGG LEGION HEROES

### DIMITRI (WALKER)...24OPTS

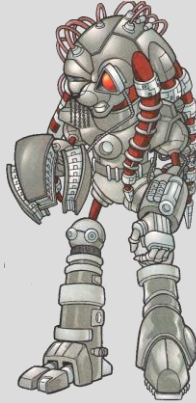
*In this form, Dimitri is a cybernetic Echidna with self-defensive weaponry – either you're playing an era before he became a head or he's "plugged-in" to a familiar, bipedal structure.*

	Move	CQC	RC	PAN	HP	DEF
<i>Dimitri (Walker)</i>	6"	5	4	10	9	4

**Unit:** 1 Named Hero  
**Type:** Infantry (Cyborg)  
**Variant of:** Dimitri

#### SPECIAL RULES

- Slow
- Fearless
- Scanner
- Terrifying
- Heart of Iron
- Shielded (5+)



#### WARGEAR

- Plasma Carbine
- Shred-Fist

#### COMMAND BONUS

##### More Machine Than Mobian

When creating an Army led by Dimitri, treat Bolthead Squads as **Troops** Units (see Page 4).

	Range	ST	AK	DAM	Type
<i>Plasma Carbine</i>	18"	7	2	D3	Assault, Power (1)
<i>Stabbing Dreadlocks</i>	CQC	4	4	1	Melee, Power (1), Fast Strike

### DIMITRI (MANTIS)...35OPTS

*In this form, Dimitri is (still) a head, plugged into a giant robotic mantis armed with machine guns and giant, razor-sharp manta claws. He's a true inspiration to boltheads, showing the true potential of abandoning your flesh body for something far bigger, stronger, and more heavily armed.*

	Move	CQC	RC	PAN	HP	DEF
<i>Dimitri (Mantis)</i>	6"	5	4	10	16	5

**Unit:** 1 Named Hero  
**Type:** Giant Cavalry (Robot)  
**Variant of:** Dimitri

#### SPECIAL RULES

- Fearless
- Scanner
- Terrifying
- Heavy Duty
- Heart of Iron
- Shielded (5+)

#### WARGEAR

- Twin-Linked Machine Guns
- Mantis Cyber-Claws

#### COMMAND BONUS

##### More Machine Than Mobian

When creating an Army led by Dimitri, treat Bolthead Squads as **Troops** Units (see Page 4).

	Range	ST	AK	DAM	Type
<i>Twin-Linked Machine Guns</i>	36"	4	6	1	Heavy, Twin-Linked
<i>Mantis Cyber-Claws</i>	CQC	10	4	D6	Melee, Fast Strike, Tankbuster



## DARK EGG LEGION HEROES

### LIEN-DA OF DIMITRI...300PTS

*Lien-Da (or "Lien-Da of the House of Dimitri") became Grandmaster of the Dark Legion after Dimitri's disappearance, her years of backstabbing and politicking paying off greatly. She's a feared general, perhaps even more so than the Egg Emperor himself, who rules her battalions with an iron will and a complete disregard for ethics. Despite all of this, she fights for the betterment her own people, and will act against anyone (even her allies) whenever she sees the opportunity to achieve this goal.*

	Move	CQC	RC	PAN	HP	DEF
Lien-Da	9"	7	4	10	9	4

**Unit:** 1 Named Hero  
**Type:** Infantry (Cyborg)  
**Variant of:** Lien-Da

#### WARGEAR

- Torture Whip

#### SPECIAL RULES

- Fearless
- Terrifying
- Climb
- Heart of Iron



#### OPTIONS

- Lien-Da may receive Internal Cybernetics (+120pts)

**Internal Cybernetics:** If Lien-Da receives Internal Cybernetics, she gains the **Shielded (4+)** Special Rule, and her Torture Whip gains **+2 ST** (in both Ranged and Melee).

#### COMMAND BONUS

##### You Can't Escape Me

At any point during her Turn, Lien-Da may detonate any model under her Command with the **Boom** Special Rule, instantly killing them. If she does so, all **Cyborg** Units in her Army gain **+2 PAN** until her next Start Phase. If she does this to a Kommissar or Praetor, those Units instead become **Fearless**.

	Range	ST	AK	DAM	Type
Torture Whip (Ranged)	12"	5	1	D3	Assault, Power (1), Sniper
(Melee)	CQC	5	5	2	Melee, Long, Stun





## DARK EGG LEGION HEROES

### DR FINITEVUS...40OPTS

*Dr Finitevus is a powerful Chaos sorcerer from Echidnaopolis, working with the Dark Legion despite his lack of cybernetics. He's an enigma, sharing only the necessary details about himself – not even his full name – first seen working with Grandmaster Lien-Da as advisor before taking a more hands-on role, revelling in the destruction his magic brings on the battlefield. This sadistic approach to warfare has led to some squabbling within the Legion's ranks, with some wondering whether his goals were to take over the world or destroy it.*

	Move	CQC	RC	PAN	HP	DEF
Dr Finitevus	6"	5	4	10	12	4

**Unit:** 1 Named Hero  
**Type:** Infantry  
**Variant of:** Dr Finitevus

#### WARGEAR

- Dark Chaos Fist

#### SPECIAL RULES

- Fearless
- Terrifying
- Immortal
- Shielded (5+)



#### SPECIAL COMMANDS

**The Ascension** – *Chaos Energy, Movement*

Finitevus jumps up to 12" in any direction of his choosing, counting as a Flight for purposes of terrain. He may not use this to Charge.

**The Black Mist** – *Chaos Energy, Ranged Attack*

Finitevus makes a Ranged Attack with the following statistics:

Range	ST	AK	DAM	Type
12"	2	2D6	1	Power (3), Instant Hit

**The Lance** – *Chaos Energy, Ranged Attack, Repeating*

Finitevus makes a Ranged Attack with the following statistics:

Range	ST	AK	DAM	Type
24"	9	1	D3	Sniper

	Range	ST	AK	DAM	Type
Dark Chaos Fist	CQC	9	3	D3	Melee, Tankbuster





## DARK EGG LEGION HEROES

### DRAGO WOLF & RAZORKLAW...420PTS

*Drago Wolf and Razorklaw are joint Grandmasters of the Soumerca Dark Egg Legion. Once powerful warlords from rival countries; the Wolf Pack and Felidae Kingdom respectively, these traitors have put aside (some of) their differences as revenge against their former leaders. Their most infamous scheme involved stealing the ancient Onyx, an important relic to both nations' cultures, hoping this disappearance would incite a civil war between the two. While this plan failed, they still rule the Soumercan underworld, waiting for the next chance to strike against their unsuspecting former allies.*

	Move	CQC	RC	PAN	HP	DEF
Drago Wolf	9"	6	-	9	9	4
Razorklaw	9"	6	-	9	9	4

**Unit:** 2 Named Heroes  
**Type:** Infantry  
**Variant Of:** Drago Wolf, Razorklaw

#### WARGEAR

- Terror Claws

#### SPECIAL RULES

- Terrifying
- Heart of Iron
- Shielded (5+)

#### OPTIONS

- If you only want one or the other, or want them to split up, you may purchase Drago Wolf and/or Razorklaw individually (**250pts each**). Drago Wolf or Razorklaw alone have the *Independent Special Rule*.

	Range	ST	AK	DAM	Type
Terror Claws	CQC	6	4	D3	Melee, Power (1), Fast Strike

YEAH! FEAST YOUR EYES ON THE NEW AND IMPROVED GRAND-MASTERS OF THE DARK EGG LEGION!



## DARK EGG LEGION HEROES

### DIESEL...25OPTS

*Diesel is the Grandmaster of the Efrika Dark Egg Legion – petrol-heads with a thirst for speed and destruction, preferably at the same time. This legion has been formed from former biker gangs of the continent, most notably the Nasty Hyenas and Bear Pack, into one travelling circus of carnage and anarchy. While they hate having to obey Eggman, they're willing to stop grumbling in exchange for the money and resources such an alliance can provide.*

	Move	CQC	RC	PAN	HP	DEF
<i>Diesel</i>	9"	5	4	10	9	5

**Unit:** 1 Named Hero  
**Type:** Hover Cavalry (Cyborg)  
**Variant of:** Diesel

#### WARGEAR

- Boomstick
- Brutal Chains

#### SPECIAL RULES

- Terrifying
- Furious Charge
- Heart of Iron



#### COMMAND BONUS

##### Road Rash

If Diesel is your Army's Commander, during your first Start Phase, Diesel and all Legion Bikers and Vehicles under his Command may immediately move 12" in any direction, counting as a Standard Move for terrain purposes. They may not use this to Charge, but this doesn't count towards their Movement later in the Turn.

	Range	ST	AK	DAM	Type
<i>Boomstick</i>	12"	5	2	D3	Assault, Power (2)
<i>Brutal Chains</i>	CQC	5	4	1	Melee, Brutal

### BEAUREGARD RABBOT...15OPTS

*Beauregard Rabbot is Grandmaster of the Great Desert Dark Egg Legion, settled in the Oil Ocean Refinery north of Sand Blast City. These were once Robotized Mobians (or "Robians") who turned back to flesh, only to be refused reintegration into their former hometown. Left to die in the scorching sun, Beauregard turned back to the Eggman Empire, forming a chapter of the Dark Egg Legion in exchange for food, weapons, and other necessary supplies.*

	Move	CQC	RC	PAN	HP	DEF
<i>Beauregard Rabbot</i>	6"	5	4	10	6	4

**Unit:** 1 Named Hero  
**Type:** Infantry (Cyborg)  
**Variant of:** Beauregard Rabbot

#### WARGEAR

- Pistol
- Miner's Cyber-Fist

#### SPECIAL RULES

- Independent
- Heart of Iron



#### COMMAND BONUS

##### Family Values

Units under Beauregard Rabbot's Command **don't** have the *Boom* Special Rule.

Instead, Beau and all Units under his Command roll Panic Tests with 3D6 and discard the highest result.

Additionally, if Beauregard Rabbot is your Army's Commander, that Army may include **Bunnie Rabbot-D'Coolette** (see the *Freedom Fighters & Chaotix* Faction Book). Her Rank and rules are unaffected.

	Range	ST	AK	DAM	Type
<i>Pistol</i>	12"	4	1	1	Assault
<i>Miner's Cyber-Fist</i>	CQC	5	3	D3	Melee, Power (2)



## DARK EGG LEGION HEROES

### BILL PLATYPUS...15OPTS

*Duck Platypus (more commonly known as "Bill") is Grandmaster of the Downunda Dark Egg Legion. He once led his own nation but was soon forced to join the Empire by his people's protests, and – while he disagrees with this choice – he would never outright deny their will. Now, he fights for Robotnik but does so as a double agent, sabotaging his own schemes whenever possible and sending whatever information he can back to the Acorn Commonwealth.*

	Move	CQC	RC	PAN	HP	DEF
Bill Platypus	6"	4	4	9	6	4

**Unit:** 1 Named Hero  
**Type:** Infantry (Cyborg)  
**Variant of:** Duck "Bill" Platypus

#### WARGEAR

- Plasma Pistol
- Martial Arts

#### SPECIAL RULES

- Independent
- Scanner
- Heart of Iron



#### COMMAND BONUS

##### Double Agent

If Bill ends a game on the battlefield, his Army gains 1VP for every 2VP scored by opponents controlling *Kingdom of Acorn* or *Freedom Fighters & Chaotix* Armies, rounding up. If Bill becomes a Casualty or never leaves Reserves, this doesn't apply.

Additionally, Bill Platypus can't be permanently "killed" in a campaign by the *Kingdom of Acorn* or *Freedom Fighters & Chaotix*, under any circumstances – though if he would have been, his controlling player must provide information to the player that would've killed him\*.

	Range	ST	AK	DAM	Type
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Martial Arts	CQC	3	4	1	Melee, Fast Strike

\*As there are several ways to run campaigns, there's no *one* way in which I could force you to give up information. The campaign's GM or moderator(s) might have ideas, but personally I'd recommend letting the "capturer" ask three campaign-relevant questions you must answer truthfully.



## DARK EGG LEGION HEROES

### MORDRED HOOD...150PTS

*Lord Mordred Hood is Grandmaster of the Mercia Dark Egg Legion. He is among the most powerful of Grandmasters, owing to the robotic "Black Armour" housing his cobra body and his potent hypnotic abilities, granted by the two appendages on the side of his head. With this power, Hood can waver even the most dauntless Freedom Fighter, and shatter even the strongest wills.*

	Move	CQC	RC	PAN	HP	DEF
Mordred Hood	6"	5	-	9	6	5

**Unit:** 1 Named Hero  
**Type:** Infantry (Cyborg)  
**Variant of:** Mordred Hood

#### WARGEAR

- Martial Arts

#### SPECIAL RULES

- Heart of Iron
- Shielded (5+)



#### SPECIAL COMMANDS

**On Your Knees! (3+) – Psychic, Repeating**

Target an enemy Unit or Independent within 18", then roll a D6 on the following table. This ability doesn't work on Robots and Vehicles and suffers -1 to its Perform Roll against Named Heroes.

D6	Action
1-3	<b>Shake Them!</b> The target suffers a -1 penalty to their PAN value(s) until Hood is removed or the game ends.
4-5	<b>Break Them!</b> The target must immediately roll a Panic Test, even if they have the <i>Fearless</i> Special Rule. The normal rules for failure apply.
6	<b>Make Them Suffer!</b> The target suffers a ST 10, DAM D6 Hit. If they survive, they must immediately roll a Panic Test, even if they have the <i>Fearless</i> Special Rule. The normal rules for failure apply.

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



## DARK EGG LEGION HEROES

### HUGO BRASS...250PTS

Once a greatly respect GUN Commander, Hugo Brass is one of the few Legion Grandmasters who didn't volunteer for Legionization. Instead, during a Black Op against a secret DEL facility, Paladin Team Sigma-Alpha 2 were captured and scheduled to be Legionized as the Egg Paladins, but Hugo Brass personally moved in to rescue them. Needless to say, the Egg Paladins got a Leader that day...

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

**Unit:** 1 Named Hero  
**Type:** Infantry (Cyborg)  
**Variant of:** Hugo Brass

#### WARGEAR

- 2x Siege Missile
- Brass Power Fists

#### SPECIAL RULES

- Fearless
- Paladin Command
- Heart of Iron
- Shielded (5+)



**Paladin Command:** If Hugo Brass is selected as an HQ Unit for your Army (not necessarily your Army's Commander), that Army may contain a single Egg Paladin Team. They must fill a Troops slot.

#### SPECIAL COMMANDS

**Tactical Assault – Tactics, Comms**

Target an enemy Unit within Line of Sight. That Unit is **Marked For Death** until it leaves Brass' Line of Sight or until he uses this ability again. All Ranged Attacks made by friendly Dark Egg Legion models against Units **Marked For Death** gain the *Ignores Cover* Special Rule.

	Range	ST	AK	DAM	Type
Siege Missile	12-48"	8	1	D3	Assault, Blast (2"), Indirect Fire, One Use Only
Brass Power Fists	CQC	8	3	D3	Melee, Twin-Linked

### EGG PALADIN TEAM...500PTS

The Egg Paladin Team can only be added to *Dark Egg Legion* Armies containing *Grandmaster Hugo Brass*.

	Move	CQC	RC	PAN	HP	DEF
Egg Paladin	9"	5	4	10	3	4

**Unit:** 5 Named Heroes  
**Type:** Infantry (Cyborg)  
**Variant of:** Paladin Team Σα2

#### SPECIAL RULES

- Fearless
- Ambush
- Climb
- Camouflage
- Heart of Iron
- Shielded (5+)

#### WARGEAR

- Burst Laser
- Hardlight Glaive



	Range	ST	AK	DAM	Type
Burst Laser	24"	3	4	1	Assault
Hardlight Glaive	CQC	6	3	2	Melee, Power (1)



## DARK EGG LEGION HEROES

### MECHA SALLY...40OPTS

*As the name suggests, Mecha Sally is Princess Sally Acorn, second in line to the Acorn throne behind her brother. Having sacrificed herself to save the world on the Death Egg II, Eggman took her dying body and “repaired” it in the Roboticizer – a move that not only lets him preserve her as a trophy but demoralises the enemy, forcing them to not only fight one of their own, but in Sonic’s case, his own lover.*

	Move	CQC	RC	PAN	HP	DEF
Mecha Sally	6” / 6”	6	5	10	12	5

**Unit:** 1 Named Hero  
**Type:** Flying Speed Infantry (Robot)  
**Variant of:** Sally Acorn

#### WARGEAR

- Plasma Carbine
- Metal Claws

#### SPECIAL RULES

- Fearless
- Terrifying
- Escapist
- Is that SALLY?
- Shielded (5+)

#### SPECIAL COMMANDS

**Maximum Overdrive** – *Technology, Speed, Melee*

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

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

**Black Shield** – *Technology, Melee*

Mecha Sally’s Shield Save gains a +1 modifier until your next Start Phase.

**Is That SALLY?!**: All *Freedom Fighters*, *Kingdom of Acorn*, *Wolf Pack Nation*, and *Kingdom of Mercia* Units within 12” of Mecha Sally roll their Panic Tests with a +1 modifier. Additionally, she gains +1 to her CQC and DEF when fighting Sonic, and Sonic may not refuse a Duel against her.

	Range	ST	AK	DAM	Type
Plasma Carbine	18”	7	2	D3	Assault, Power (1)
Metal Claws	CQC	7	4	D3	Melee, Power (1)



# REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

## EFRIKA PLAINSRAZERS

*Tearing up the road with low-flying hovercraft and ultra-thick wheels, the Efrika Dark Egg Legion are sadistic petrolheads who love going fast and breaking things – especially doing both at the same time. Led by the most sadistic speed freak of all, these degenerates care little for Eggman’s plans if it doesn’t involve running down a few pedestrians and turning a city into their next campfire.*

### Special Rules

- **Petrol Heads:** All Legion Biker Squads in the Army are purchased as Troops Units.
- **Bike Kommissars:** Kommissars and Praetors in the Army may ride Legion Bikes for **+30pts**. If they do, they become *Cavalry (Cyborg)* with **Move 9”** and **DEF 5** and gain the *Furious Charge* Special Rule.

### Requirements

- The Army **must** contain at least two Legion Biker Squads and one of the following:
  - Kommissar or Praetor with a Legion Bike (see above).
  - Diesel.
- All standard *Infantry* **must** start the game or campaign in a Transport.
- The Army may contain no Named Heroes except Diesel.
- The Army may not contain G.O.O.N Squadrons, Legion Artillery, or Bolthead Squads.

## OIL OCEAN COWBOYS

*Led by the enigmatic yet charming Beauregard Rabbot, the Oil Ocean Cowboys are famous (or infamous) among the Dark Egg Legion and those studying their activities. While they do Eggman’s bidding – guarding the Oil Ocean Refinery so he can hoard its output – they’re more akin to a begrudging vassal of the Eggman Empire than an underground terrorist cult. They’ve not only set up their own desert commune, but its leadership refuses to detonate their dissenters’ cybernetics, and always reach out to negotiate with would-be enemies before mobilising for war. They also seem to refuse flamethrowers, but whether this is because it’s considered “cruel” or because they’re guarding a place called “Oil Ocean” is up for debate.*

### Special Rules

- **We Still Have Hope:** All Units in the Army have the *We Still Have Hope* Special Rule (see below).
- **We Do Things Differently:** This Army may not use the *Boom* and/or *Destroy the Evidence* Special Rules – Units with these rules still benefit from *Family Values* if Beauregard Rabbot is their Commander.

#### We Still Have Hope

When rolling Panic Tests, Units containing models with this Special Rule instantly pass if at least one die lands on a 1 or 6.

### Requirements

- The Army may contain no Named Heroes except Beauregard Rabbot and Bunnie Rabbot-D’Coolette.
- The Army may not contain any weapon with “Flame” or “Flamethrower” in its name.
- The Army may not contain any G.O.O.N Squadrons, Metal Series Robots, or Bolthead Squads.



## DARK EGG LEGION - REGIMENTS OF RENOWN

### SOUMERCA HERETICS

*The Soumerca Heretics are exactly as the name implies: "Heretics" from the Soumerca Tribal Nations – namely the Wolf Pack Nation and País Mysterioso – becoming turncoats for a "greater" cause...Eggman! The Wolves and Felidae have been foes for centuries, and the Soumerca Dark Egg Legion will exploit these tensions in sabotages designed to trigger a war. However, putting Wolves and Felidae in the same room, let alone the same Legion, is considered by many a tactical blunder and practically **asking** for infighting!*

#### Special Rules

- **Tribal Combat:** All standard Infantry in this Army gain **+1 ST** and **+1 AK** to all their Melee Weapons. Robots and Named Heroes are exempt from this rule.
- **Runic Scrap:** All models armed with Scrap Weapons (including Large Scrap Weapons) can re-roll unmodified Rolls to Hit of 1 in Melee.
- **Animosity:** When a Unit in this Army fails any Panic Test, they automatically take a **ST 5 DAM 1** Hit as a result of the infighting. *Boom* can still be triggered to pass the Test.

#### Requirements

- The Army may contain no Named Heroes except Drago Wolf and Razorklaw.
- The Army may not contain Saucers, Gun Saucers, or Bolthead Squads.





# CREDITS & DISCLAIMERS

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