

MOBIUS 3.5 EXPANSION

UNLIKELY ALLIES

RULES FOR MIXED-FACTION ARMIES!



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You need a copy of *Mobius 3.5: Core Rulebook* and at least two *Mobius 3.5 Factions* books to use this expansion

DIPLOMACY TABLE

Can't decide between two different Factions? Why not mix them up into one Army? This section – new for SAGE 2023, contains rules for putting Allied Detachments in your Army.

Below you'll find the Diplomacy Table, which shows the relationship between each pair of Factions for most of the Second Robotnik War. Depending on the relationship between the two Factions, you may be given some penalties for mixing them – some pairings just don't get along!

	Freedom Fighters & Chaotix	Kingdom of Acorn	Eggman Empire	United Federation (GUN)	Wolf Pack Nation	Dark Egg Legion	Echidnaopolis (EST)	Felidae Kingdom	Dingo Regime	Kingdom of Mercia	Iron Dominion	BreezeCorp	Battle Bird Armada	Order of Ixis	Kingdom of Scourge	Black Arms
Freedom Fighters & Chaotix		S	F	A	S	F	A	A	F	S	F	C	F	F	F	F
Kingdom of Acorn	S		F	A	A	F	B	B	F	A	F	B	F	F	F	F
Eggman Empire	F	F		F	F	S	F	F	A	F	A	C	C	C	B	F
United Federation (GUN)	A	A	F		B	F	B	B	C	A	F	S	C	C	F	F
Wolf Pack Nation	S	A	F	B		F	B	C	F	B	F	C	F	F	F	F
Dark Egg Legion	F	F	S	F	F		F	F	S	F	S	C	C	B	F	F
Echidnaopolis (EST)	A	B	F	B	B	F		C	F	B	F	B	F	F	F	F
Felidae Kingdom	A	B	F	B	C	F	C		F	B	F	B	C	C	F	F
Dingo Regime	F	F	A	C	F	S	F	F		F	B	C	A	C	F	F
Kingdom of Mercia	S	A	F	A	B	F	B	B	F		F	B	F	F	F	F
Iron Dominion	F	F	A	F	F	S	F	F	B	F		B	B	C	F	F
BreezeCorp	C	B	C	S	C	C	B	B	C	B	B		C	C	F	F
Battle Bird Armada	F	F	C	C	F	C	F	C	A	F	B	C		F	F	F
Order of Ixis	F	F	C	C	F	B	F	C	C	F	C	C	F		B	F
Kingdom of Scourge	F	F	B	F	F	F	F	F	F	F	F	F	F	B		F
Black Arms	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	

Down: Main Army (or Player 1) Faction

Across: Allied Detachment (or Player 2) Faction

Tier	Meaning
S	Special Friendship
A	Allies
B	Begrudging Allies
C	Caustic Tensions
F	Fierce Enemies



ALLIED DETACHMENTS

TWO FACTIONS IN ONE ARMY? NOW YOU CAN!

An Allied Detachment can be added to an Army should you want to mix another Faction's models. Your main Army **must** still meet the minimum requirements before adding an Allied Detachment and it may contain no more than one.

Armies with an Allied Detachment may not follow a Regiment of Renown.

Like regular Armies, every Allied Detachment **MUST** contain the following Units, based on the game's size:

Game Size	Min-Max Units / Rank		
	HQ	Troops	Support
Skirmish	1	1-2	0-1
L. Skirmish	1	1-3	0-2
Battle	1-2	1-4	0-3
Epic Battle	1+	2+	Unlimited

When adding Heroes to a Detachment, pick **before** the game whether they're taking the role of HQ or Troops.

Allied Detachments' slots are separate from the main Army, meaning Support purchased for the Allied Detachment doesn't count towards the main Army's Support Limit, and vice versa. However, The points limit is shared.



Diplomacy Tiers

Depending on the relationship (or "Diplomacy Tier") between the Allied Detachment and the main Army's Factions, your army may suffer a penalty:

S – Special Friendship

These factions go far beyond simple allyship, such as leaders being lifelong friends or being two branches of the same military.

S-Tier Allied Detachments suffer no penalties.

A – Allies

These factions are happy to fight together against a common foe should the circumstances call for it.

Independents from A-Tier Allied Detachments may not join Units from the main Army, and vice versa.

B – Begrudging Allies

These factions aren't friendly but have no specific quarrel. In the rare circumstances that'd call for it, they'd team up – cautiously.

Independents from B-Tier Allied Detachments may not join Units from the main Army, and vice versa.

Additionally, Units from B-Tier Allied Detachments suffer a -1 PAN penalty while within 6" of any Unit from the main Army, and vice versa.

C – Caustic Tensions

When these factions negotiate, you can cut the tension in the room with a knife! They'd only work together under extreme circumstances.

Independents from C-Tier Allied Detachments may not join Units from the main Army, and vice versa.

Additionally, Units from C-Tier Allied Detachments suffer a -1 PAN penalty while within 12" of any Unit from the main Army, and vice versa.

F – Fierce Enemies

*These factions are actively at war and would **NEVER** work together under **ANY** normal circumstances.*

F-Tier Allied Detachments suffer the same penalties as C-Tier Allied Detachments. Additionally, when an Army has an F-Tier Allied Detachment, **all** Units in the Army, including the Allied Detachment, suffer a -1 PAN penalty that lasts for the entire game.

DOUBLES GAMES

Here are some optional rules for mixed-Faction Doubles games (*that being games with teams of two players controlling an army each*), for the sadistic tournament organiser that wants a little narrative spice! Doubles Teams using the same Faction count as an S-Tier pairing.

Also, I'd advise **against** mixing these rules with the rules for Allied Detachments. It might get a little confusing if you do!

S – Special Friendship

These factions go far beyond simple allyship, such as leaders being lifelong friends or being two branches of the same military.

To represent their synergy, S-Tier pairings' players add +1 to their roll(s) to determine Turn Order.

A – Allies

These factions are happy to fight together against a common foe should the circumstances call for it.

A-Tier pairings have no additional rules. Considering the lower tiers, that's probably a good thing!

B – Begrudging Allies

These factions aren't friendly but have no specific quarrel. In the rare circumstances that'd call for it, they'd team up – cautiously.

Units from B-Tier pairings suffer a -1 PAN penalty while within 6" of the other player's Unit(s).

C – Caustic Tensions

When these factions negotiate, you can cut the tension in the room with a knife! They'd only work together under extreme circumstances.

Units from C-Tier pairings suffer a -1 PAN penalty while within 12" of the other player's Unit(s).

F – Fierce Enemies

*These factions are actively at war and would **NEVER** work together under **ANY** normal circumstances.*

Units from C-Tier pairings suffer a -1 PAN penalty while within 12" of the other player's Unit(s). Additionally, regardless of their location, **all** Units in the pairing suffer a -1 PAN penalty that lasts for the entire game.

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

- Pages 1, 2, and 3 contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.

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WWW.IOANDAVIESJOHN.COM