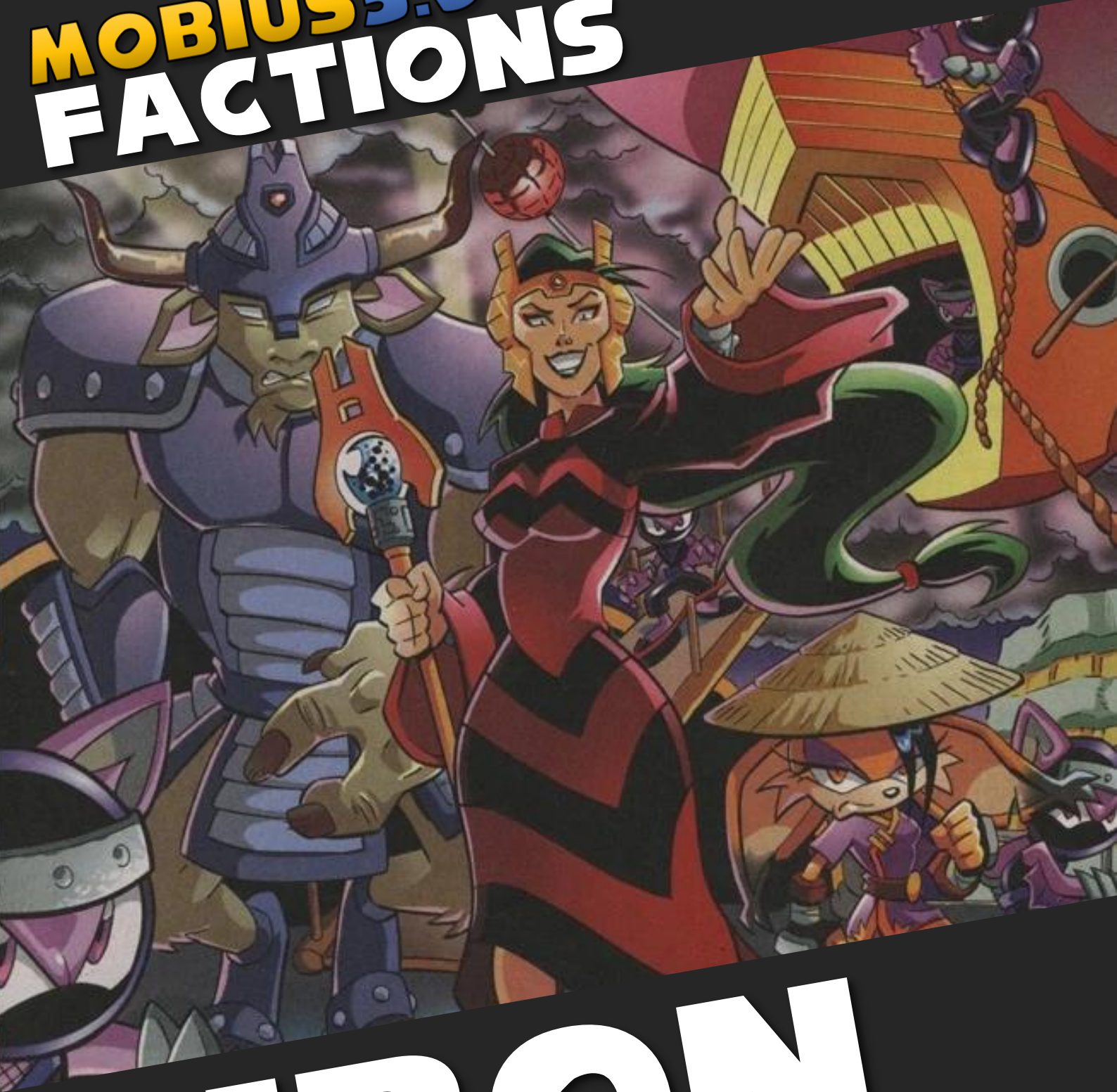


MOBIUS 3.5 FACTIONS



IRON DOMINION

VIBRO-BLADES IN THE DARK!

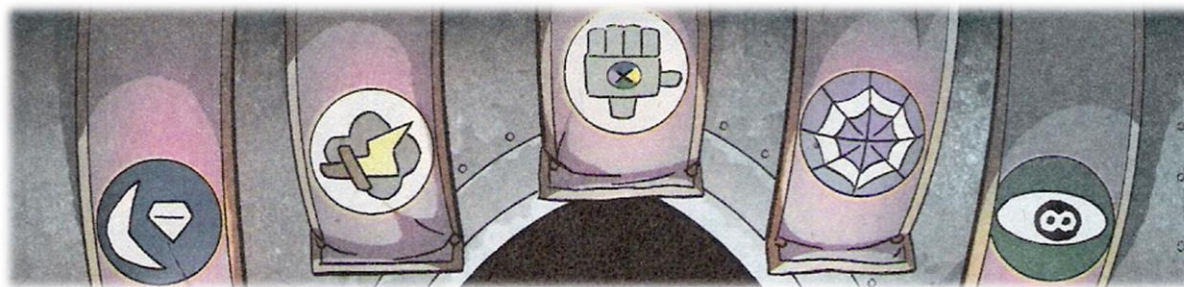
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SPECIAL RULES

Shadow War

Dressed in all-black and slinking amongst the shadows, spotting an Iron Dominion Ninja is a hard task, even in broad daylight!

Before attempting to Attack or Charge a *Shadow War* Unit, Units must roll for visibility distance as if Night Fighting were active.

If Night Fighting is already active, visibility is limited to 2D6x2" when spotting Shadow War Units, not 2D6x3". Night Vision can still be used to provide an advantage.

Army Building Note: Is an army consisting entirely of Ninjas a bit too "sneaky" for you?

If so, I'd recommend using the *Unlikely Allies* Expansion and adding an Allied Detachment of *Dark Egg Legion* Units – it's comic-accurate and a fun challenge for both you and your opponent!

Surprise Strike

Ninjas are masters of guerrilla warfare, and will spend most of a battle riposting, ready to strike when their enemies notice so much as a single footstep.

Whenever a *Surprise Strike* Unit is first "seen" (see *Shadow War*) by an enemy Unit, they may immediately do one of the following:

- If possible, Charge the Unit that "spotted" them. Their Melee Weapons become *Long* until the upcoming End Phase.
- If possible, fire their Ranged Weapon(s) at the Unit that "spotted" them.

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

As this ability can only be used once per Unit per Game, I'd recommend keeping "Hidden" status tokens for Units that have yet to be spotted!

IRON DOMINION UNITS HQ

NINJA LORD...16OPTS

Lords are high-ranking military leaders, spiritual guides, and diplomats within a Ninja Clan, whose main role is to lead the Ninjas beneath them by example. This isn't a rank obtained through experience alone, as Ninja Lords must prove their dedication to their Clan and obtain rare gifts to win the fealty of their Bride. Most veteran Ninjas are killed or dishonoured while attempting these tasks, and those who succeed have the scars to prove it.

	Move	CQC	RC	PAN	HP	DEF
Ninja Lord	6"	6	4	8	4	3

Unit: 1 Ninja Lord
Type: Speed Infantry

SPECIAL RULES

- Independent
- Ambush
- Climb
- Shadow War
- Surprise Strike
- Night Vision

WARGEAR

- Master's Shuriken
- Elite Vibro-Sword

OPTIONS

- The Lord **must** follow a Clan Discipline (see page 3)

	Range	ST	AK	DAM	Type
Master's Shuriken	12"	3	D3	1	Assault, Pinning
Elite Vibro-Sword	CQC	4	6	1	Melee, Power (1)

SAMURAI LORD...10OPTS

Samurai Lords are personally selected by the Iron King himself to lead territorial defence Units or companies of support Samurai during large-scale attacks – and, knowing Jun Kun, he normally selects them based on their brutality and cunning over any "humanitarian" qualities.

	Move	CQC	RC	PAN	HP	DEF
Samurai Lord	6"	5	4	9	4	4

Unit: 1 Ninja Lord
Type: Infantry

SPECIAL RULES

- Independent
- Night Vision

WARGEAR

- Plasma Pistol
- Elite Vibro-Sword

SPECIAL COMMANDS

Fury of the Samurai – *Tactics, Melee*

In their upcoming Melee Phase, the Unit this Samurai Lord has joined may re-roll Rolls to Hit and Defence Saves of 1. This Special Command can only target **Samurai Squads** and **Samurai Artillery**.

COMMAND BONUS

Ninja Animosity

Ninjas and Samurai don't exactly get along. If a Samurai Lord is your Army's Commander, your Army may only contain Samurai Lords, Samurai Squads, Iron Blimps, and Samurai Artillery.

	Range	ST	AK	DAM	Type
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Elite Vibro-Sword	CQC	4	6	1	Melee, Power (1)

TROOPS

NINJA SQUAD...120PTS

Operating in the shadows and striking when least expected, Ninjas are the guerrilla troops of the Iron Dominion. Split into four Clans each led by a single Bride, they spent several years fighting each other over philosophical differences and land disputes, plunging the entire Dragon Kingdom into a period remembered as the "Clan Wars". This ended when Jun Kun – the Iron King – murdered the Bride of Rich Nights, head of the Yagyu Clan, and declared Regina Ferrum as their new Bride. Through diplomacy and intimidation, all four Clans now operate in the name of the Iron Queen, who they call "The Bride of Four Houses".

	Move	CQC	RC	PAN	HP	DEF	Unit: 5 Ninjas Type: Speed Infantry
Ninja	6"	5	3	7	1	3	

SPECIAL RULES

- Climb
- Ambush
- Shadow War
- Surprise Strike
- Night Vision

OPTIONS

- The Unit **must** follow a Clan Discipline (see page 3)
- The Unit may contain 5 additional Ninjas (+80pts)
- The entire Unit may carry Poisoned Kunai (+10pts/+20pts*)
- Up to five Ninjas may carry Petrol Bombs (+10pts each)
- The entire Unit may swap their Vibro-Swords for one of the following:
 - Martial Arts
 - Jitsu Spears
 - Brutal Fisticuffs (**Raiju Clan ONLY**)

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

WARGEAR

- Shuriken
- Vibro-Sword

	Range	ST	AK	DAM	Type
Shuriken	12"	3	1	1	Assault, Pinning
Poisoned Kunai	12"	3	1	1	Assault, Poison (D3)
Petrol Bomb	9"	7	D3	D3	Assault, One Use Only
Vibro-Sword	CQC	4	3	1	Melee, Power (1)
Martial Arts	CQC	3	4	1	Melee, Fast Strike
Jitsu Spear	CQC	3	4	1	Melee, Precision
Brutal Fisticuffs	CQC	3	4	1	Melee, Brutal

NINJA CLAN DISCIPLINES

Every Ninja has a Discipline to resemble the Clan they've trained under all their lives. To a Ninja from the Dragon Kingdom, a Clan is not only a faction and strategic preference, but a whole way of life, with different teachings on how to think, act, and fight. Of course, as Mobius is a wargame, we'll only focus on the latter.

Raiju Discipline: A Ninja of the Raiju Clan is a Lynx focused on aggressive tactics and annihilating the enemy at all costs. They gain the *Furious Charge* Special Rule.

Gossamer Discipline: A Ninja of the Gossamer Clan is a Spider dedicated to interpreting and following the Web of Fate. Because they have six arms, they may re-roll Hit Rolls and Defence Saves of 1 in Melee.

Shinobi Discipline: A Ninja of the Shinobi Clan is a Chameleon who watches from the shadows. Because they can change their skin colour on a whim, they gain the *Camouflage* Special Rule.

Yagyu Discipline: A Ninja of the Yagyu Clan is a Bat who's mastered the art of moving through the shadows. They gain +3" to their Move value.

TROOPS UNITS

SAMURAI SQUAD...90PTS

An Ancient Old-Earth Unit, the Samurai are honour-bound to lead battle from the front. Recreated during the inter-war period by the Iron King, Jun Kun, Mobian "Samurai" now serve as both fire support for an invasion force and a military-police for those already conquered. Unlike Ninjas, you'll see the sword heading for your face – but whether you can stop it is a different story!

	Move	CQC	RC	PAN	HP	DEF
Samurai	6"	4	3	7	1	4
Daimyo	6"	4	3	8	1	4

Unit: 4 Samurai, 1 Daimyo
Type: Infantry

WARGEAR

- Laser Rifle
- Bayonet

OPTIONS

- The Unit may contain 5 additional Samurai **(+70pts)**
- Any number of Samurai may swap their Laser Rifle and Bayonet for a Laser Pistol and one of the following:
 - Vibro-Sword
 - Jitsu Spear
- Up to two Samurai may replace their Laser Rifle with one of the following:
 - Burst Laser **(+5pts)**
 - Plasma Carbine **(+15pts)**
 - Flamethrower **(+15pts)**

	Range	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Semi-Auto
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
Bayonet	CQC	3	2	1	Melee
Vibro-Sword	CQC	4	3	1	Melee, Power (1)
Jitsu Spear	CQC	3	4	1	Melee, Precision



SUPPORT

SCREAMER SQUAD...120PTS

Screamer Squads are units of loud, destructive "Ninjas" formed for the sole purpose of sieges and anti-tank warfare. As being loud and overly destructive is quite the opposite of the Ninja's path, Screamer Squads are often treated as penal Units, formed from Ninjas who've already lost their honour long before swapping out a vibrating katana for a screaming chainsaw motor.

	Move	CQC	RC	PAN	HP	DEF
Ninja	6"	5	3	7	1	3

Unit: 5 Ninjas
Type: Speed Infantry

SPECIAL RULES

- Climb
- Ambush
- Terrifying
- Night Vision

WARGEAR

- Screamer Saw

OPTIONS

- The Unit may contain 5 additional Ninjas (+80pts)
- The Unit **must** follow a Clan Discipline (see page 3)

	Range	ST	AK	DAM	Type
Scream Saw	CQC	8	2	D3	Melee, Tankbuster, Unwieldy



LONGWATCHER TEAM...80PTS

Longwatchers are Ninjas who've shown a particular affinity for long-distance assassinations but a disdain for close-quarters fighting. While some Lords consider this dishonourable, most have decided to treat these special few as an opportunity, arming them with modified Laser Rifles and sending them on "lone wolf" missions.

	Move	CQC	RC	PAN	HP	DEF
Longwatcher	6"	5	4	8	2	3

Unit: 1 Longwatcher
Type: Speed Infantry

SPECIAL RULES

- Climb
- Ambush
- Shadow War
- Surprise Strike
- Night Vision

WARGEAR

- Focused Laser Rifle
- Long Katana

OPTIONS

- The Longwatcher **must** follow a Clan Discipline (see page 3)
- The Unit may contain up to two additional Longwatchers (+40pts each)

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

SUPPORT UNITS

SAMURAI ARTILLERY...40PTS

While Ninjas are a viable answer to most threats, some enemies are too numerous, too high up, too far away, or too well-armoured for even the most effective vibro-sword! While it's considered dishonorable by some, Samurai Artillery is an effective means of keeping the skies and fields around Iron Dominion territory free of enemies.

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

Unit: 1 Gun, 3 Samurai
Type: Artillery

WARGEAR (CREW)

- Sabre

OPTIONS

- The Gun **must** be one of the following:
 - Gatling Laser
 - Heavy Gatling Laser (+5pts)
 - Laser Cannon (+5pts)
 - Sky Laser (+10pts)
 - Mortar (+10pts)
- 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
Sabre	CQC	3	2	1	Melee

IRON BLIMP...200PTS

The Iron Dominion's main transport and reconnaissance Unit is a high-flying dirigible nicknamed the "Iron Blimp". As its main uses involve logistics and low-resource overseas travel, the Iron Blimp is relatively slow, barely armoured, and not designed with combat in mind. However, its adaptability has seen it take on many battlefield roles, from providing vantage points to senior commanders to bombing runs and even anti-tank warfare.

	Move	RC	PAN	HP	ARM	Type
Iron Blimp	6" / 12"	3	8	12	4	Flying, Hover, Transport (12)

Unit: 1 Iron Blimp
Type: Vehicle

OPTIONS

- The Blimp may replace its Twin-Linked Gatling Laser with a Twin-Linked Laser Cannon
- The Blimp may have a second **Lower Turret** with one of the following:
 - Twin-Linked Gatling Laser (+20pts)
 - Twin-Linked Laser Cannon (+20pts)
- The Blimp may take up to three Aerial Bombs (+10pts each)

WARGEAR

- Lower Turret:** Twin-Linked Gatling Laser

SPECIAL RULES

- Vanguard
- Night Vision
- Assault Vehicle

TRANSPORT CAPACITY

The Iron Blimp may carry up to 12 Iron Dominion and/or Dark Egg Legion Infantry models. One Artillery Gun may take three spaces on this Transport.

	Range	ST	AK	DAM	Type
Twin-Linked Gatling Laser	36"	3	6	1	Heavy, Twin-Linked
Twin-Linked Laser Cannon	48"	9	1	D6	Heavy, Twin-Linked
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (2"), One Use Only

IRON DOMINION HEROES

REGINA FERRUM, THE IRON QUEEN...400PTS

Regina Ferrum holds many titles; last of the Tech-Mages, Bride of the Four Houses, Egg Empress, and now the Iron Queen. With her highly advanced Magitek, she seized control of the Eggman Empire's mechanical army and even the Kingdom of Acorn's Nicole, and with Jun Kun by her side, she manipulated the Dragon Kingdom into forging her new Dominion, and made short work of the Freedom Fighters in the process. Her magical abilities, political manipulation, and strategic genius make her one of – if not the – most dangerous women on Mobius.

	Move	CQC	RC	PAN	HP	DEF
Regina Ferrum	6"	6	5	10	9	4
Regina Ferrum (Iron Spider)	6"	6	5	10	16	6

Unit: 1 Named Hero

Type: Infantry

Variant of: Regina Ferrum

WARGEAR

- Staff of Iron

SPECIAL RULES

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



SPECIAL COMMANDS

Hack Network (3+) – Magitek

Until Regina's next Start Phase, all enemy 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 Regina. They are *Stunned* until her next Start Phase. If she repeats this Command, the Perform Roll for the second attempt becomes (5+).

OPTIONS

- Regina may take an Iron Spider with a Gatling Laser and Spider Claws (+100pts). Doing so turns her into **Giant Cavalry** with the second stat-line. With their change of Type, they also gain the *All-Terrain* and *Heavy Duty* Special Rules.
- Regina may be accompanied by Nicole (see next page).

COMMAND BONUS

Bride of the Four Houses

If Regina Ferrum is your Army's Commander, *all* Ninjas, Ninja Lords, and Longwatchers under her Command gain +1 PAN.

Additionally, Yagyu Clan Ninjas, Ninja Lords, and Longwatchers under her Command may re-roll one die from a failed Panic or Morale Test. Unlike other Brides, however, the Army may contain Ninjas with **any** Clan Discipline.

	Range	ST	AK	DAM	Type
Staff of Iron (Ranged)	24"	9	1	D3	Combined
(Melee)	CQC	4	4	1	Assault, Tankbuster
Gatling Laser	36"	3	6	1	Melee, Power (1), Stun
Spider Claws	CQC	7	4	D3	Heavy
					Melee, Power (1)

IRON DOMINION HEROES

IRON NICOLE...250PTS

Iron Nicole is a highly advanced AI who managed to build herself a body, now hacked by the Iron Queen to serve her own goals. Once a benevolent Freedom Fighter and evidence of free will in machines, Iron Nicole is little more than a puppet pulled by Regina's arcane strings, while the "real" Nicole can only watch from within. This hacked AI still has all her powers, however, making her a terrifying sight for her former friends.

IMPORTANT: Iron Nicole can **only** be taken by Regina Ferrum, the Iron Queen (see page 7). She spends the whole game attached to Regina and is removed as a Casualty if she ever moves out of Cohesion with her.

	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
- Iron Stewardess

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

Iron Stewardess: If Nicole's HP is above 0, she takes every Hit intended for Regina Ferrum or her Unit. 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

IRON DOMINION HEROES

JUN KUN, THE IRON KING...500PTS

Jun Kun was a towering, nigh-invulnerable warlord in the Dragon Kingdom long before taking the role of Iron King, and with his newfound power alongside the Iron Queen, he's become an unstoppable force, able to withstand any attack and destroy any fort with ease. That being said, he often over-relies on this own physical strength instead of leading his troops, and individual ability is no substitute for leadership and strategy...as he'll likely soon learn once the Iron Queen tires of him.

	Move	CQC	RC	PAN	HP	DEF
Jun Kun	6"	6	-	10	16	10

Unit: 1 Named Hero
Type: Giant Speed Infantry
Variant of: Jun Kun

SPECIAL RULES

- Fearless
- Furious Charge
- Terrifying
- Invincible



WARGEAR

- Tremor Mace

Invincible: Jun Kun's Defence Saves aren't affected by Power weapons or attacks. Other modifiers still apply.

COMMAND BONUS

Shogun

If Jun Kun is your Army's Commander, *all* Samurai Squads under his Command gain the *Head Start* and *Furious Charge* Special Rules.

	Range	ST	AK	DAM	Type
Tremor Mace	CQC	9	4	D3	Melee, Unwieldy, Tankbuster

SNIVELY ROBOTNIK...60PTS

Snively Robotnik (formerly Colin Kintobor) is the nephew of Dr Robotnik, once doing the work the dictator believed himself "above", now the Iron Queen's lover...which could prove bad news for the Iron King. While not really a fighter, he's a dastardly schemer with many tricks up his sleeve. On one occasion, he had even turned against the Empire and fooled the entire Dark Egg Legion of the Empire's fall, delaying a response long enough for him to escape. Robotnik considers him almost his equal in intelligence, and it seems Regina also sees that in him!

	Move	CQC	RC	PAN	HP	DEF
Snively	9"	4	-	9	3	0

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

WARGEAR

- Scrappy Brawling

SPECIAL RULES

- Independent
- Coward
- Insane Plot Armour



Coward: If Snively fails a Panic Test, he slips away from the battlefield unnoticed, removing himself from the game. Fortunately, he doesn't count as a loss for campaigns or determining the victor.

Insane Plot Armour: By virtue of pure dumb luck, Snively manages to survive just about everything. He has the **Shielded (2+)** and **Immortal** Special Rules.

	Range	ST	AK	DAM	Type
Scrappy Brawling	CQC	3	3	1	Melee

IRON DOMINION HEROES

BRIDE OF THE CONQUERING STORM...450PTS

Leading the Raiju Clan Ninjas is the Bride of the Conquering Storm, a Lynx whose teachings have only one message – annihilate the foe at all costs. A controversial figure among (if not a threat to) the Dragon Kingdom as a whole, this Bride's idea of diplomacy is joining whoever offers the strongest armour and deadliest weapons...which eventually led to her Clan's integration into the Dark Egg Legion.

	Move	CQC	RC	PAN	HP	DEF
Conquering Storm	9"	7	4	9	9	3

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Conquering Storm

SPECIAL RULES

- Climb
- Ambush
- Shadow War
- Surprise Strike
- Furious Charge
- Night Vision
- Shielded (5+)



WARGEAR

- Master's Shuriken
- Conqueror Sword

COMMAND BONUS

Raiju-sensei

If Conquering Storm is your Army's Commander, *all* Ninjas, Ninja Lords, and Longwatchers under her Command **must** follow the Raiju Discipline. Additionally, all Raiju under her Command gain +1 PAN.

	Range	ST	AK	DAM	Type
Master's Shuriken	12"	3	D3	1	Assault, Pinning
Conqueror Sword	CQC	6	6	2	Melee, Brutal



IRON DOMINION HEROES

BRIDE OF THE ENDLESS REACH...40OPTS

Leading the Gossamer Clan Ninjas is the Bride of Endless Reach, a Spider whose teachings come from her own interpretations of the Web of Fate, a giant tapestry of webs created by her predecessors to predict and guide the future. With this artefact, the Gossamer Clan consider themselves little more than the enforcers of fate, doing only as (they believe) it guides. The Bride is no exception – in her own words: “as it is spun, so it has been done”.

	Move	CQC	RC	PAN	HP	DEF
Endless Reach	6"	7	4	9	9	3

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Endless Reach

WARGEAR

- 6-Arm Shuriken
- 6-Arm Swords

SPECIAL RULES

- Climb
- Ambush
- Shadow War
- Surprise Strike
- 6-Arm Block
- Shielded (5+)



6-Arm Block: The Bride of the Endless Reach may re-roll Defence and/or Shield Saves of 1 in Melee.

COMMAND BONUS

Gossamer-sensei

If Endless Reach is your Army's Commander, *all* Ninjas, Ninja Lords, and Longwatchers under her Command **must** follow the Gossamer Discipline. Additionally, all Gossamer under her Command gain +1 PAN.

	Range	ST	AK	DAM	Type
6-Arm Shuriken	12"	3	D6	1	Assault, Pinning
6-Arm Swords	CQC	4	6	1	Melee, Power (2), Dual-Wield



IRON DOMINION HEROES

BRIDE OF CONSTANT VIGIL...450PTS

Leading the Shinobi Clan Ninjas is the Bride of Constant Vigil, a Chameleon whose goal is to protect the Dragon Kingdom from the shadows. Her Clan is widespread but mostly passive, watching the rest of Mobius and learning all its darkest secrets and hidden threats. Knowledge is the most important thing of all to a Shinobi Ninja – as knowing what, when, and where to intercept is the difference between peace and apocalyptic doom.

	Move	CQC	RC	PAN	HP	DEF
Constant Vigil	6"	7	5	9	9	3

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Endless Reach

WARGEAR

- Precision Shuriken
- Elite Vibro-Sword

SPECIAL RULES

- Camouflage
- Climb
- Ambush
- Shadow War
- Surprise Strike
- Shielded (5+)



COMMAND BONUS

Shinobi-sensei

If Constant Vigil is your Army's Commander, *all* Ninjas, Ninja Lords, and Longwatchers under her Command **must** follow the Shinobi Discipline. Additionally, all Shinobi under her Command gain +1 PAN.

An Army led by Constant Vigil may also contain **Espio the Chameleon** from the *Freedom Fighters & Chaotix* Faction Book, provided there's no Eggman Empire or Dark Egg Legion Units in that Army. Espio would be listed as Support, but still benefits from the bonuses granted to Heroes.

	Range	ST	AK	DAM	Type
Precision Shuriken	18"	3	D3	1	Assault, Power (1), Sniper
Elite Vibro-Sword	CQC	4	6	1	Melee, Power (2)



REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

FAR EAST LEGION

The Raiju Clan believe in strength through combat and rule their lands through unmatched brutality. Even long after the fall of the Iron Dominion and the four houses split up, the Raiju Clan desired to fight under a powerful and brutal dictator once more. They found that dictator in Eggman, and the other three houses have never known peace since.

Special Rules

- **Legion Support:** The Army may contain Units from the **Dark Egg Legion** Faction Book. If there's only one HQ slot, you can take one Kommissar (or Praetor) as a Troops choice. Aside from that, their Ranks are unaffected.
- **Berserk:** When a *Surprise Strike* is triggered (see page 1), *Raiju* Units, including Conquering Storm herself, must Charge the nearest enemy Unit, even if it goes against their best interests.
- **Legionized Bride:** Conquering Storm has the *Heart of Iron* Special Rule (see below).

Heart of Iron

Conquering Storm may re-roll any Defence and/or Shield Saves of 1.

Requirements

- The Army may contain no Heroes except Bride of the Conquering Storm.
- All Ninjas, Ninja Lords, and Longwatchers in the Army **must** follow the *Raiju* Discipline.
- The Army may not contain any Samurai Lords, Samurai Squads or Samurai Artillery.
- The Army **must** contain one of the following, depending on the battle's Size:
 - **Skirmish:** At least one Kommissar (or Praetor) and one Legionnaire Squad.
 - **Any Size:** At least one Kommissar (or Praetor), and two Legionnaire Squads.



IRON DOMINION - REGIMENTS OF RENOWN

YAGYU AIR ASSAULT

Able to use their wings (and their suit's accommodations for them) as makeshift gliders, the Yagyu Clan can use the Iron Blimp for more than simple transportation and logistics – dropping down from above and pushing cold steel into the so-called “Free Peoples” below!

Special Rules

- **Drop Assault:** All Iron Blimps gain the *Drop Assault* Special Rule (see below).

Drop Assault

Units following the *Yagyu Discipline* may descend from an Iron Blimp in the air, landing directly beneath the Vehicle. They may use *Assault Vehicle* to immediately Charge, or simply land in Melee Lock for the same effect.

Requirements

- The Army may contain no Heroes.
- All Ninjas, Ninja Lords, and Longwatchers in the Army **must** follow the *Yagyu Discipline*.
- The Army **must** contain one of the following, depending on the battle's Size:
 - **Skirmish:** At least one Iron Blimp.
 - **Large Skirmish:** At least two Iron Blimps.
 - **Battle:** At least three Iron Blimps.
 - **Epic Battle:** At least four Iron Blimps.



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, 5, 7, 8, 9, 10, 11, 12, 13, 14, and 15, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.

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