

# MOBIUS 3.5 FACTIONS

REVISED  
EDITION  
-2024-

# BLACK ARMS

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## SPECIAL RULES

### Hive Mind

*The Black Arms communicate through a psychic signal, connecting all their creatures in an intricate network of biological transmitters and receivers, all the way from Black Doom to the lowliest Death Leech. Despite only communicating naturally, they have the best comms in the known galaxy.*

Once per round, when a Unit connected to the Hive Mind is destroyed or flees, another connected Unit within 24" may immediately do one of the following:

- Make a Rapid Move (following standard rules for Terrain) which may be used to Charge. If they successfully Charge, their Melee Weapon(s) gain the *Long* Special Rule.
- Fire their Ranged Weapon(s) as if it were their own Action Phase. One Ranged Weapon is fired per model.

*Pinned*, *Stunned*, and *Shaken* Units are disconnected from the Hive Mind until the effect(s) are removed. When disconnected, Units do not benefit from the Hive Mind Special Rule and can't be targeted for Hive Mind-specific Commands or effects.

### Synapse

*Synapse creatures have an especially strong psychic emitter, allowing them to message "drones" with commands and intel, as well as messaging back to stronger Synapses or even Doom himself.*

While a *Synapse* Unit is connected to the *Hive Mind* (see the last paragraph of *Hive Mind*), all connected Units within 18" may re-roll failed Panic Tests. Also, all connected Units within 9" are Fearless.

While connected, *Synapse* Units gain both these benefits – after all, they're technically always within 12" of themselves!



# BLACK ARMS UNITS

## HQ

### BLACK CENTURION...16OPTS

*Black Centurions are regular Black Assassins with a much larger Hive Lobe in their brains, granting them a much stronger Psychic Energy and allowing for effective leadership of small units. GUN Scientists and tacticians refer to these creatures and any other Black Arms leadership as "Synapses", and their psychic powers aren't limited within their own ranks – sometimes, their psychic transmission can be "intercepted" by nearby enemy minds, causing feelings of unease or even abject terror.*

|                 | Move | CQC | RC | PAN | HP | DEF | Unit: 1 Black Centurion<br>Type: Infantry |
|-----------------|------|-----|----|-----|----|-----|---|
| Black Centurion | 6"   | 5   | 4  | 9   | 4  | 5*  |   |

#### WARGEAR

- Centurion's Black Sword
- Golden Harness (+2 DEF\*)

#### OPTIONS

- The Centurion may swap their Black Sword for one of the following:
  - Black Sword *and* Black Shield (5+ Shield Save) **(+10pts)**
  - Light Shot *and* Centurion's Claws **(+10pts)**
  - Flash Shot *and* Centurion's Claws **(+15pts)**
  - Refractor *and* Centurion's Claws **(+20pts)**

#### SPECIAL RULES

- Independent
- Terrifying
- Hive Mind
- Synapse

|                         | Range | ST | AK | DAM | Type                   |
|-------------------------|-------|----|----|-----|------------------------|
| Light Shot              | 12"   | 4  | 2  | 1   | Assault, Power (1)     |
| Flash Shot              | 18"   | 4  | 3  | 1   | Assault, Power (1)     |
| Refractor               | 24"   | 7  | 1  | D3  | Assault, Indirect Fire |
| Centurion's Claws       | CQC   | 4  | 3  | 1   | Melee                  |
| Centurion's Black Sword | CQC   | 5  | 4  | 1   | Melee, Brutal          |





## HQ UNITS

### BLACK ETHEREAL...225PTS

*Black Ethereals are the classification given the highest species in the Black Arms, the psychic ancients pulling all the strings for the “drones” below. No-one knows where these creatures come from or how they reproduce, with some even theorising they might be fallen angels or demons from forbidden realms, and the Ethereals aren’t keen on sharing specifics. Doom knows that his mysterious nature is what puts terror in the hearts of his livestock.*

|                       | Move | CQC | RC | PAN | HP | DEF | Unit: 1 Black Ethereal     |
|-----------------------|------|-----|----|-----|----|-----|----------------------------|
| <i>Black Ethereal</i> | 9"   | 4   | -  | 10  | 6  | 5   | Type: Giant Hover Infantry |

#### WARGEAR

- Ethereal Claws

#### SPECIAL RULES

- Hive Mind
- Synapse
- Terrifying
- Immortal
- Scanner
- Shielded (5+)

#### SPECIAL COMMANDS

[These Special Commands may only be performed while connected to the Hive Mind]

##### The Spawning – Biology, Hive Mind, Repeating

Select a friendly *Black Warrior Brood*, *Death Leech Nest*, *Black Wing Brood*, or *Black Hawk Brood* in Reserves. That Unit arrives within 6" of the Black Ethereal, following the normal rules for an *Ambush*. They may immediately act as if it were the Action Phase and they’d just made a Standard Move.

##### Scatter Blast (4+) – Biology, Hive Mind, Repeating

Select an enemy Unit within 12". That Unit rolls a Morale Test with 3D6. If they fail, they are *Pinned* (or *Haywire*) until the Ethereal’s next Start Phase.

|                       | Range | ST | AK | DAM | Type  |
|-----------------------|-------|----|----|-----|-------|
| <i>Ethereal Claws</i> | CQC   | 7  | 3  | D3  | Melee |



# TROOPS

## BLACK WARRIOR BROOD...100PTS

*Black Warriors are the young infantry of any Black Arms invasion force, whose brains are only developed enough for combat training and receiving psychic commands from above. What they lack in advanced skills and cognitive function they make up for in toughness and obedience. Black Warriors who devour enough prey sometimes mutate into more advanced beings, such as Assassins or Oaks, depending on what the hive needs on campaign.*

|               | Move | CQC | RC | PAN | HP | DEF |
|---------------|------|-----|----|-----|----|-----|
| Black Warrior | 6"   | 3   | 3  | 7   | 1  | 3   |

**Unit:** 6 Black Warriors  
**Type:** Infantry

### WARGEAR

- Black Sword

### SPECIAL RULES

- Hive Mind

*\*Price based on Unit size (6/12).*

### OPTIONS

- The Unit may contain 6 additional Black Warriors (+60pts)
- The entire Unit may replace their Black Swords with one of the following:
  - Light Shots *and* Warriors' Claws (+25pts/+50pts\*)
  - Flash Shots *and* Warriors' Claws (+50pts/+80pts\*)
  - Black Swords *and* Black Shields (5+ Shield Save) (+20pts/+40pts\*)
- If armed with Light Shots, any number of Black Warriors may replace theirs with one of the following:
  - Refractor (+10pts each)
  - Black Barrel (+10pts each)

|                 | Range | ST | AK | DAM | Type                         |
|-----------------|-------|----|----|-----|------------------------------|
| Light Shot      | 12"   | 4  | 2  | 1   | Assault, Power (1)           |
| Flash Shot      | 18"   | 4  | 3  | 1   | Assault, Power (1)           |
| Refractor       | 24"   | 7  | 1  | D3  | Assault, Indirect Fire       |
| Black Barrel    | 18"   | 4  | 1  | 1   | Assault, Blast (2"), Pinning |
| Warrior's Claws | CQC   | 4  | 2  | 1   | Melee                        |
| Black Sword     | CQC   | 5  | 2  | 1   | Melee, Brutal                |

## DEATH LEECH NEST...60PTS

*Death Leeches are the brainless, one-eyed larvae of Black Warriors, often found crawling around dark, damp corners of Black Arms ships and invasion sites. On active battlefields, few survive to become Black Arms, but those that do have tasted flesh and may use the extra nutrients to grow into an Assassin, Centurion, or even a Black Oak straight from the cocoons.*

**IMPORTANT:** Your army may contain no more Death Leech Nests than Black Warrior Broods.

|                   | Move | CQC | RC | PAN | HP | DEF |
|-------------------|------|-----|----|-----|----|-----|
| Death Leech Swarm | 3"   | 3   | -  | -   | 3  | 1   |

**Unit:** 8 Death Leech Swarms  
**Type:** Infantry

### WARGEAR

- Life Suckers

### SPECIAL RULES

- Hive Mind
- Brainless
- Climb
- Vanguard



**Swarm:** Three Death Leeches share one 40mm base to represent a single group. The AK of their Melee Weapons is equal to the number of HP each "base" has. Despite technically being three models, each Death Leech Swarm still counts as one.

**Brainless:** Death Leeches are *Fearless* and immune to effects such as Pinned, Stunned, and Haywire. They disregard any rule that "removes" or "ignores" this one. Death Leeches can't capture objectives, Take Cover, voluntarily leave Melee, or do anything that'd require hands and/or a functioning brain.

|              | Range | ST | AK | DAM | Type                           |
|--------------|-------|----|----|-----|--------------------------------|
| Life Suckers | CQC   | 3  | HP | 1   | Melee, Swarm, Poison (2), Stun |

# SUPPORT

## BLACK ASSASSIN BROOD...160PTS

*Black Assassins are elders within Black Warrior pods, the nutrients gained from eating flesh going to their brains, allowing for deeper tactical thought and a stronger self-preservation instinct. Their first move with this new thought power is to wear heavy shoulder-pads as both protection and a show of maturity. Interestingly, this evolution also allows their pores to secrete a light-bending mist temporarily rendering themselves invisible – even to infra-red scanners – thus making them excellent at advanced infiltration and camouflage.*

|                | Move | CQC | RC | PAN | HP | DEF | Unit: 6 Black Assassins<br>Type: Infantry |
|----------------|------|-----|----|-----|----|-----|---|
| Black Assassin | 6"   | 4   | 4  | 8   | 2  | 5*  |   |

### WARGEAR

- Assassin's Black Sword
- Golden Harness (+2 DEF)\*

### OPTIONS

- The entire Unit may replace their Black Swords with one of the following:
  - Light Shots *and* Assassins' Claws (+40pts)
  - Flash Shots *and* Assassins' Claws (+80pts)
  - Black Swords *and* Black Shields (5+ Shield Save) (+30pts)
- If armed with Flash Shots or Light Shots, any number of Black Assassins may replace theirs with one of the following:
  - Refractor (+10pts each)
  - Black Barrel (+10pts each)

### SPECIAL RULES

- Hive Mind
- Ambush
- Camouflage

|                        | Range | ST | AK | DAM | Type                              |
|------------------------|-------|----|----|-----|-----------------------------------|
| Light Shot             | 12"   | 4  | 2  | 1   | Assault, Power (1)                |
| Flash Shot             | 18"   | 4  | 3  | 1   | Assault, Power (1)                |
| Refractor              | 24"   | 8  | 1  | D3  | Assault, Power (1), Indirect Fire |
| Black Barrel           | 18"   | 4  | 1  | 1   | Assault, Blast (2"), Pinning      |
| Assassin's Claws       | CQC   | 4  | 2  | 1   | Melee                             |
| Assassin's Black Sword | CQC   | 5  | 3  | 1   | Melee, Power (2)                  |

## BLACK OAK...175PTS

*Some Death Leeches and Black Warriors consume many more nutrients than others, either through an abundance of enemy flesh or devouring the lesser dominant in their own Broods. These especially violent creature leads mutate into Black Oaks – towering creatures with unmatched strength, toughness, and aggression. Additionally, their abundance of nutrients can be overclocked to heal damaged tissue, ensuring the rampage never ends!*

|           | Move | CQC | RC | PAN | HP | DEF | Unit: 1 Black Oak<br>Type: Giant Infantry |
|-----------|------|-----|----|-----|----|-----|---|
| Black Oak | 6"   | 4   | 3  | 8   | 9  | 5   |   |

### SPECIAL RULES

- Hive Mind
- Terrifying
- Immortal
- Heavy Duty
- Furious Charge

### WARGEAR

- Oak's Fists

### OPTIONS

- The Black Oak may carry one of the following:
  - Oak's Black Sword (+15pts)
  - Dark Hammer (+15pts)
  - Tank-Wrecker (+20pts)

|                   | Range | ST | AK | DAM | Type              |
|-------------------|-------|----|----|-----|-------------------|
| Tank-Wrecker      | 24"   | 9  | 1  | D3  | Heavy, Tankbuster |
| Oak's Fists       | CQC   | 8  | 3  | D3  | Melee             |
| Oak's Black Sword | CQC   | 9  | 3  | D3  | Melee, Brutal     |
| Dark Hammer       | CQC   | 10 | 3  | D6  | Melee, Tankbuster |



## SUPPORT UNITS

### BLACK WING BROOD...120PTS

*For aerial support, the Black Arms will sometimes place their Death Leech Nests on cliffs, ceilings, or high walls. Staying above ground or against gravity for so long will form a different kind of Black Warrior: the Black Wing. While these creatures look more like giant bats than infantrymen, they retain the same (currently limited) sentience of a typical Black Warrior, but replace their limbs with huge, durable wings and fight with a thousand-toothed maw.*

|            | Move   | CQC | RC | PAN | HP | DEF |
|------------|--------|-----|----|-----|----|-----|
| Black Wing | - / 6" | 4   | -  | 7   | 1  | 3   |

**Unit:** 6 Black Wings  
**Type:** Airborne Cavalry

#### WARGEAR

- Wing's Maw

#### OPTIONS

- The Unit may contain 6 additional Black Wings (+80pts)

#### SPECIAL RULES

- Hive Mind
- Head Start



|            | Range | ST | AK | DAM | Type               |
|------------|-------|----|----|-----|--------------------|
| Wing's Maw | CQC   | 5  | 2  | 1   | Melee, Fast Strike |

### BLACK HAWK BROOD...190PTS

*Just as Assassins are elders within Warrior gene-pools, Black Hawks are elders among Wings. With enough biomass in its system, the Black Wing gains durability and cognitive function as well as the ability to spit a corrosive substance that melts away armour. An unnerving encounter for pilots and flying superheroes alike.*

|            | Move   | CQC | RC | PAN | HP | DEF |
|------------|--------|-----|----|-----|----|-----|
| Black Hawk | - / 6" | 4   | 3  | 8   | 2  | 3   |

**Unit:** 6 Black Wings  
**Type:** Airborne Cavalry

#### WARGEAR

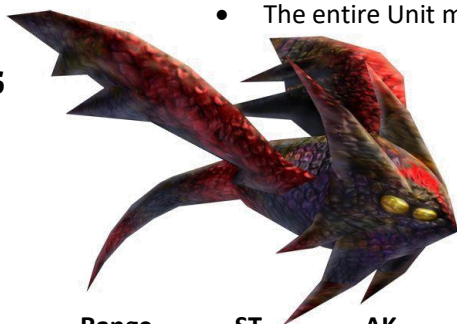
- Hawk's Maw

#### OPTIONS

- The entire Unit may wear Golden Harnesses (+2 DEF) (+30pts)

#### SPECIAL RULES

- Hive Mind
- Head Start
- Furious Charge



|            | Range | ST | AK | DAM | Type               |
|------------|-------|----|----|-----|--------------------|
| Hawk's Maw |       |    |    |     | Combined           |
| (Ranged)   | 18"   | 6  | 2  | 1   | Assault, Power (1) |
| (Melee)    | CQC   | 5  | 3  | 1   | Melee, Fast Strike |



## SUPPORT UNITS

### BLACK BULL...20OPTS

*A bloated, howling mass that acts as a living forward base, the Black Bull inspires fear and disgust in those unlucky enough to face it. Somehow able to carry its body on small wings, the Bull is far more intelligent than the Black Hawk, sometimes bellowing short, disjointed sentences in the language of its victims. Designed to act as a living forward base for invasion forces, Black Bulls can fire out distress beacons, teleport in units that respond, and donate its own biomass, to harden their allies' skin – truly a charitable beast.*

|                   | Move | CQC | RC | PAN | HP | DEF |
|-------------------|------|-----|----|-----|----|-----|
| <i>Black Bull</i> | 6"   | 4   | 4  | 9   | 12 | 5   |

**Unit:** 1 Black Bull  
**Type:** Giant Hover Infantry

#### WARGEAR

- Bull's Maw

#### SPECIAL RULES

- Hive Mind
- Terrifying

#### SPECIAL COMMANDS

[These Special Commands may only be performed while connected to the Hive Mind]

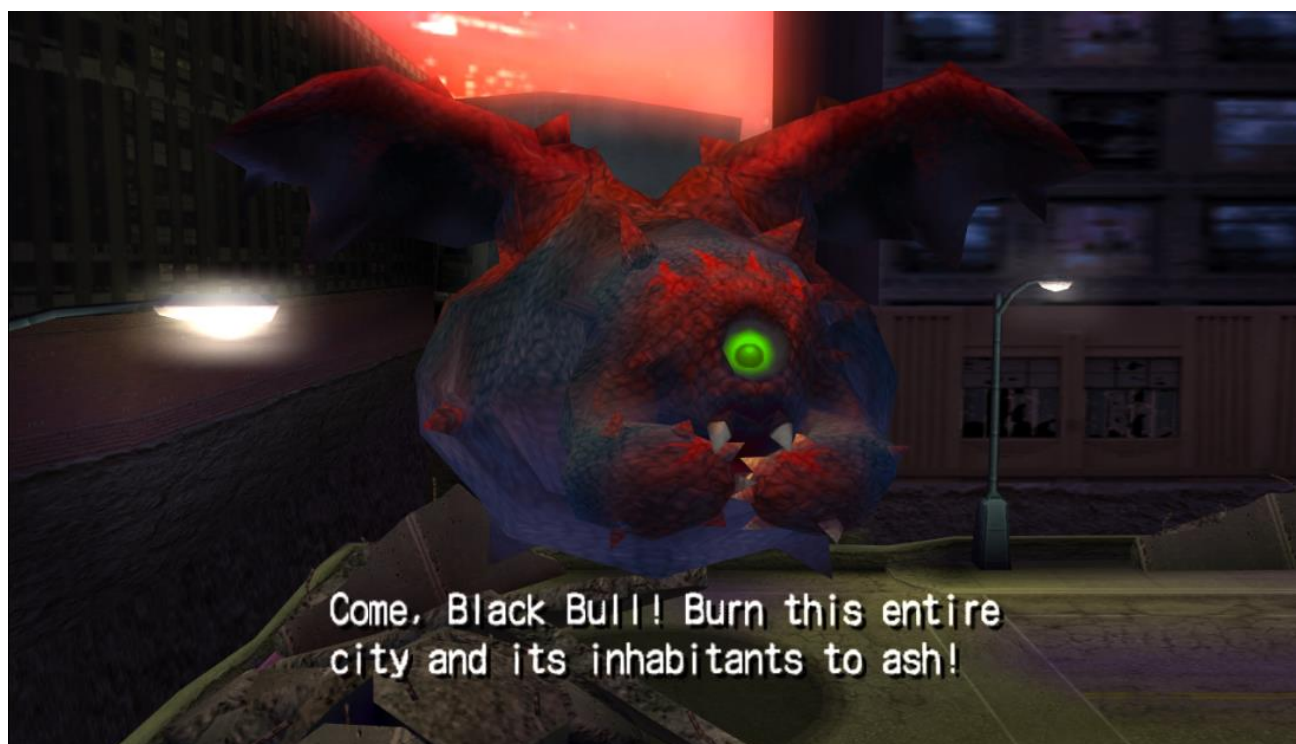
##### Charity Spores – *Biology, Hive Mind*

Black Bull suffers D3 Damage. Until the next Start Phase, all friendly models within 6" of it (and connected to the Hive Mind) gain the *Shielded (5+)* Special Rule – including the Black Bull itself. If an applicable model already has a Shield Save of 5+ or better, they ignore this effect.

##### The Spawning – *Biology, Hive Mind*

Select a friendly Black Warrior Brood, Black Wing Brood, or Black Hawk Brood in Reserves. That Unit arrives within 6" of the Black Bull, following the normal rules for an *Ambush*. They may immediately act as if it were the Action Phase (after all, it *is*) and they'd made a Standard Move.

|                   | Range | ST | AK | DAM | Type                |
|-------------------|-------|----|----|-----|---------------------|
| <i>Bull's Maw</i> |       |    |    |     | Combined            |
| (Ranged)          | 24"   | 10 | 1  | D6  | Assault, Blast (2") |
| (Melee)           | CQC   | 9  | 3  | D3  | Melee               |





## SUPPORT UNITS

### KILL WORM...24OPTS

*Of all the Black Arms creatures, none inspire as much dread and paranoia as the Kill Worm. Burrowing underground miles outside of the battlefield, the Kill Worm digs at supersonic speeds and emerges beneath enemy patrols, throwing tanks on their sides and forcing biomass into its gaping maw. Its ability to face upwards and fire balls of plasma over long ranges has also made the Kill Worm an effective anti-air weapon, for when your food can fly!*

|           | Move | CQC | RC | PAN | HP | DEF | Unit: Kill Worm<br>Type: Giant Infantry |
|-----------|------|-----|----|-----|----|-----|---|
| Kill Worm | 0"   | 4   | 3  | 10  | 9  | 5   |   |

#### WARGEAR

- Worm's Maw

#### SPECIAL RULES

- Immobile
- Fearless
- Terrifying
- Ambush
- Deep Devourer

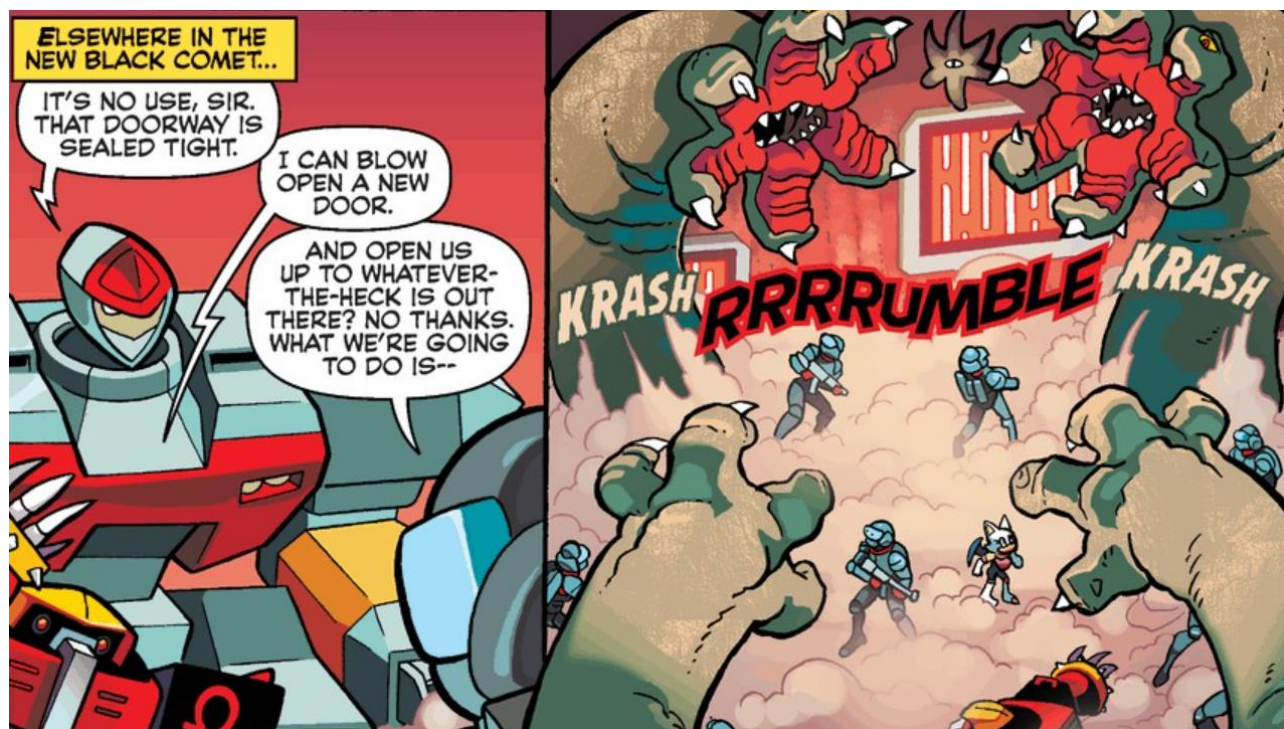
**Deep Devourer:** Kill Worm Broods may use *Ambush* to deploy anywhere on Ground level, including areas within 9" of enemies. If it arrives within an enemy Unit, it automatically Charges them and may attack immediately (instead of in their Melee Phase). Melee Attacks made this way always target a Vehicle's Rear Armour. Other Ambush restrictions (such as Scanners and Impassable Terrain) still apply.

#### SPECIAL COMMANDS

**Burrow** – *Biology, Movement, Stealth*

The Kill Worm re-enters Reserves. It may use *Deep Devourer* to return. This Special Command may not be used in the same Turn it entered the battlefield.

|            | Range | ST | AK | DAM | Type                         |
|------------|-------|----|----|-----|------------------------------|
| Worm's Maw |       |    |    |     | Combined                     |
| (Ranged)   | 30"   | 6  | 4  | D3  | Assault, Power (1), Anti-Air |
| (Melee)    | CQC   | 9  | 4  | D6  | Melee, Haywire               |



# BLACK ARMS HEROES

## BLACK DOOM

*Black Doom is father of the Black Arms, the “central nerve” of the Hive Mind, and seen by many as a manifestation of the Devil. While most of his planetary conquests have been quick and devastating, Doom sees Mobius as an exceptional case study, given its vast supernatural resources unheard of across the galaxy, and the fact that Humans and Overlanders are extremely efficient food sources for the Black Arms’ evolution. Because of this, Doom took his time on Mobius, creating Shadow to retrieve these items and ensuring the planet suffers slow until he gets them.*

**IMPORTANT:** In a Black Arms Army, Black Doom, in any form, must fill an HQ slot and serve as their Commander.

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

### DOOM’S EYE...26OPTS

*A floating tentacled creature with a huge, singular eye, this form is used to command directly on the field without the inconvenience and risk of sending Doom’s “real” body. While it doesn’t look too intimidating, Doom’s Eye can travel extremely fast, ignite the air around it, and deliver neurotoxins through its needled appendages.*

|            | Move | CQC | RC | PAN | HP | DEF |
|------------|------|-----|----|-----|----|-----|
| Doom’s Eye | 9”   | 5   | -  | 10  | 6  | 4   |

**Unit:** 1 Named Hero  
**Type:** Hover Speed Infantry  
**Variant of:** Black Doom

#### WARGEAR

- Drainer Tentacles

#### SPECIAL RULES

- Independent
- Hive Mind
- Synapse
- Terrifying
- Scanner
- Shielded (5+)



#### SPECIAL COMMANDS

[These Special Commands may only be performed while connected to the Hive Mind]

**The Spawning** – *Biology, Hive Mind, Repeating*

Select a friendly Black Warrior Brood, Death Leech Nest, Black Wing Brood, or Black Hawk Brood in Reserves. That Unit arrives within 6” of Doom, following the normal rules for an *Ambush*. They may immediately act as if it were the Action Phase and they’d made a Standard Move.

**Scatter Blast (3+)** – *Biology, Hive Mind, Repeating*

Select an enemy Unit within 12”. That Unit rolls a Morale Test with 3D6. If they fail, they are *Pinned* (or *Haywire*) until Doom’s next Start Phase.

#### COMMAND BONUS

**The Central Nerve**

While Black Doom is connected to the *Hive Mind* (see page 1), the range of Synapse increases by 6”, meaning all *Hive Mind* Units within 24” may re-roll failed Panic Tests and all *Hive Mind* Units within 12” are *Fearless*, rather than 18” and 9” respectively.

|                   | Range | ST | AK | DAM | Type                     |
|-------------------|-------|----|----|-----|--------------------------|
| Drainer Tentacles | CQC   | 4  | 6  | 1   | Melee, Stun, Poison (D3) |

**“WE ARE THE *BLACK ARMS*. WE ARE HERE TO TAKE RULE OF THIS PLANET. ANY ATTEMPTS TO RESIST ARE FUTILE AND WILL RESULT IN DEATH. YOU HUMANS ARE *SO* PATHETIC. AS OF TODAY, THIS PLANET IS *MINE!*...”**

## BLACK ARMS HEROES

### DOOM'S BODY...500PTS

This is believed to be Black Doom's "true" form, as this is the one he performs most of his duties in and projects himself as in illusions. A towering, ghostly figure, Doom in his true body is extremely strong, practically immortal, and capable of casting a wide range of illusions and psychic powers. He'll show you what "godlike" truly means!

|            | Move | CQC | RC | PAN | HP | DEF |
|------------|------|-----|----|-----|----|-----|
| Black Doom | 9"   | 6   | 4  | 10  | 12 | 5   |

**Unit:** 1 Named Hero  
**Type:** Giant Hover Infantry  
**Variant of:** Black Doom

#### WARGEAR

- Doom's Claws

#### SPECIAL RULES

- Hive Mind
- Synapse
- Immortal
- Terrifying
- Scanner
- Shielded (4+)



#### SPECIAL COMMANDS

[These Special Commands may only be performed while connected to the Hive Mind]

**The Spawning** – *Biology, Hive Mind, Repeating*

Select a friendly Black Warrior Brood, Death Leech Nest, Black Wing Brood, or Black Hawk Brood in Reserves. That Unit arrives within 6" of Doom, following the normal rules for an *Ambush*. They may immediately act as if it were the Action Phase and they'd made a Standard Move.

**Scatter Blast (2+)** – *Biology, Hive Mind, Repeating*

Select an enemy Unit within 12". That Unit rolls a Morale Test with 3D6. If they fail, they are *Pinned* (or *Haywire*) until the Ethereal's next Start Phase.

**Swift Strike** – *Psychic, Hive Mind, Ranged Attack, Repeating*

Doom performs a Ranged Attack with the following stats:

| Range | ST | AK | DAM | Type       |
|-------|----|----|-----|------------|
| 24"   | 9  | 1  | D6  | Tankbuster |

**Black Meteor (3+)** – *Psychic, Hive Mind, Ranged Attack*

If the Perform Roll passes, Doom teleports in small meteors and launches them at his foes, making a Ranged Attack with the following stats:

| Range | ST | AK | DAM | Type   |
|-------|----|----|-----|--------|
| 24"   | 4  | 5  | 1   | Brutal |

#### COMMAND BONUS

**The Central Nerve**

While Black Doom is connected to the *Hive Mind* (see page 1), the range of Synapse increases by 6", meaning all *Hive Mind* Units within 24" may re-roll failed Panic Tests and all *Hive Mind* Units within 12" are *Fearless*, rather than 18" and 9" respectively.

|              | Range | ST | AK | DAM | Type          |
|--------------|-------|----|----|-----|---------------|
| Doom's Claws | CQC   | 8  | 4  | D3  | Melee, Brutal |

"NOW WE WILL BEGIN TO **EXTERMINATE** ALL OF THE WORLD'S LEADERS WHO RESIST. **ANNIHILATION** FOR THIS PLANET IS NEAR.

IT IS TIME TO EMBRACE THE DAWN OF YOUR **DEMISE** AND **DESPAIR**."

-BLACK DOOM



## BLACK ARMS HEROES

### SHADOW THE HEDGEHOG...500PTS

*Shadow the Hedgehog is an enigma. Once created to be the “ultimate life form” who could cure all disease, he escaped his facility with little memory of why or how he came to be. The truth, however, is grim: Shadow is a combination of DNA both human and alien, his veins tainted with the blood of Black Doom himself. Whether he considers Doom a father, and whether he follows in his chosen path of destruction and chaos, is yet to be decided.*

|        | Move | CQC | RC | PAN | HP | DEF |
|--------|------|-----|----|-----|----|-----|
| Shadow | 12"  | 7   | 4  | 10  | 12 | 4   |

**Unit:** 1 Named Hero  
**Type:** Speed Infantry  
**Variant of:** Project Shadow

#### WARGEAR

- Spin Power

#### SPECIAL RULES

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



#### SPECIAL COMMANDS

##### High Jump – Speed

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

##### Cautious Jink – Speed

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

##### Chaos Spear – Ranged Attack, Chaos Magic, Repeating

Shadow makes a Ranged Attack with one of the following stats:

| Range | ST | AK | DAM | Type      |
|-------|----|----|-----|-----------|
| 18"   | 7  | 3  | D3  | Power (2) |

##### Chaos Snap – Chaos Magic, Repeating

Move Shadow up to 6" in any direction, following the standard rules for Terrain and Movement. He may not Charge.

|                 | Range | ST | AK | DAM | Type             |
|-----------------|-------|----|----|-----|------------------|
| Spin Power      |       |    |    |     | Multi-Choice     |
| (Homing Attack) | CQC   | 5  | 8  | 1   | Melee, Power (2) |
| (Spin Dash)     | CQC   | 8  | 4  | D6  | Melee, Power (1) |



# REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

## DARK ARMS

After Black Doom's initial defeat at the hands of Shadow the Hedgehog, the Black Arms sent out a splinter fleet to convince Shadow to join their side once more before finally devouring the planet. This fleet was led by Black Death, a high-ranking Ethereal, and his newest creation: Eclipse the Darkling – his own attempt at an "ultimate Life Form" without Gerald Kintobor's help or any trace of Mobian DNA.

### Special Rules

- **Black Death:** The Black Ethereal selected as your Army's Commander is a **Variant of: Black Death**. It gains the *Splinter Hive* Command Bonus.

### COMMAND BONUS (BLACK DEATH)

#### Splinter Hive

While *Black Death* is your Army's Commander, him and all *Black Warriors*, *Black Assassins*, *Black Wings*, and *Black Hawks* gain +1 AK to all their Melee Weapons if they Charge in the same Turn.

- **Eclipse the Darkling:** The Army may contain Eclipse the Darkling (see below).

### Requirements

- The Army may not contain any Heroes except Shadow the Hedgehog and Eclipse the Darkling.
- The Army may not contain any Black Bulls.
- The Army **must** contain at least one Black Ethereal and it must be the Army's Commander.

## BLACK ARMS HEROES

### ECLIPSE THE DARKLING...40OPTS

Eclipse the Darkling may only be purchased as part of the *Dark Arms* Regiment of Renown.

|                | Move | CQC | RC | PAN | HP | DEF |
|----------------|------|-----|----|-----|----|-----|
| <i>Eclipse</i> | 6"   | 7   | 4  | 9   | 12 | 4   |

**Unit:** 1 Named Hero  
**Type:** Speed Infantry  
**Variant of:** Eclipse

### WARGEAR

- Eclipse Claw

### SPECIAL RULES

- Hive Mind
- Synapse
- Terrifying
- Climb
- Shielded (6+)



### SPECIAL COMMANDS

**Chaos Spear** – *Chaos Energy, Ranged Attack, Repeating*

Eclipse makes a Ranged Attack with the following statistics:

| Range | ST | AK | DAM | Type      |
|-------|----|----|-----|-----------|
| 12"   | 7  | 3  | D3  | Power (2) |

**Chaos Snap** – *Chaos Magic, Repeating*

Move Eclipse up to 6" in any direction, following the standard rules for Terrain and Movement. He may not Charge.

|                     | Range | ST | AK | DAM | Type          |
|---------------------|-------|----|----|-----|---------------|
| <i>Eclipse Claw</i> | CQC   | 5  | 6  | 1   | Melee, Brutal |



# CREDITS & DISCLAIMERS

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## IMAGE CREDITS

- The Cover Image, as well as pages 1, 2, 3, 8, 11, 12, and 13, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Pages 4, 6, 7, 9, 10, and 11 contain images from *Shadow the Hedgehog* (2005).

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