

MOBIUS 3.5 FACTIONS

REVISED
EDITION
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BATTLE BIRD ARMADA

BRING ON THE BATTLE!

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SPECIAL RULES

Strafe

*Small even by Mobian standards, Battle Birds know they'd never stand a chance in a fistfight – though they'd never **admit** that.*

The Armada's plan for such a possibility? Ensure the opponents never get there, by using the Floating Pods for strafing fire before disappearing behind cover.

After a Unit with this Special Rule fires, it may immediately move up to 6" in any direction of the player's choice, following standard terrain and movement rules.

This may not be used to Charge, and a Unit may not use this Special Rule more than **once per Turn**.

Small Targets

Being the shortest Mobian has its perks...sometimes.

Units with this Special Rule may re-roll Defence and/or Shield Saves of 1 from Ranged Attacks further than 12" away.

Interceptor

Pursuit Drones are designed for a quick response. Rending Talons are the perfect answer to the Battle Bird's lack of physical strength.

Once per round, when a friendly *Battle Bird Armada* Unit within 9" of an *Interceptor* Unit is Charged, the *Interceptors* may immediately counter-Charge, jumping in front of the attackers' targets and forcing their way into the Fight.

They may not do this if they're Pinned, Haywire, Shaken, or already in another Melee Fight.

First Appearance:
Sonic Universe #17



BATTLE BIRD UNITS

HQ

BATTLE KUKKU...60PTS

Battle Birds believe themselves the supreme beings destined to rule Mobius, and the Battle Kukku to be natural leaders to these supreme beings, destined for a life of battlefield glory. For this reason, Kukku are fast-tracked to leadership roles in the Armada, with every vacancy filled almost instantly by a new biological nepotism hire. On the bright side, they're never in short supply of commanders and arrogance can go a surprisingly long way.

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Battle Kukku Type: Infantry
Battle Kukku	6"	3	4	9	3	2	

WARGEAR

- Gauss Pistol
- Kukku Kicks

OPTIONS

- The Battle Kukku may replace their Gauss Pistol with one of the following:
 - Gauss Rifle (+5pts)
 - Gauss Carbine (+5pts)
 - Plasma Pistol (+5pts)

SPECIAL RULES

- Independent
- Small Target

	Range	ST	AK	DAM	Type
Gauss Pistol	12"	5	1	1	Assault
Gauss Rifle	30"	5	1 / 2	1	Semi-Auto
Gauss Carbine	18"	5	2	1	Assault
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Kukku Kicks	CQC	3	3	1	Melee

FLOATING KUKKU...190PTS

The Floating Kukku is just a Battle Kukku in a Float-Pod, which has many uses in a commanding role – including but not limited to extra protection for high command, leading Float-Pod Assaults, or as a personal transport for long-distance marches. I'll let you decide which role your Kukku's Float-Pod fulfils!

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Floating Kukku Type: Hover Cavalry
Floating Kukku	6"	3	4	9	4	4	

WARGEAR

- Rotagauss
- Kukku Ram

OPTIONS

- The Battle Kukku may replace their Rotagauss with one of the following:
 - Flamethrower
 - Plasma Rifle
 - Short Railgun (+20pts)
- The Floating Kukku may attach a *Night Vision* searchlight (+10pts)

SPECIAL RULES

- Strafe
- Anti-Air
- Head Start
- Shielded (6+)

	Range	ST	AK	DAM	Type
Rotagauss	18"	5	4	1	Assault
Flamethrower	12"	4	D6	1	Assault, Instant Hit
Plasma Rifle	24"	7	1 / 2	D3	Semi-Auto, Power (1)
Short Railgun	24"	9	1	D3	Heavy
Kukku Ram	CQC	4	3	1	Melee

TROOPS

TROOPER BIRD SQUAD...80PTS

The Trooper Bird Squad is the rank and file of all Battle Bird ground forces, cheap and versatile enough for just about any battlefield, deployment, and mission they could be sent to. Despite believing in their own supremacy, the Battle Bird Armada has a caste system within its own subspecies, and without the “superior stature” of the Kukku, this is where all “lesser” Birds start their military career. While Kukku might get a free pass to the command room, the Birds must prove their worthiness – such is the Battle Bird way.

	Move	CQC	RC	PAN	HP	DEF	Unit: 5 Trooper Birds Type: Infantry
Trooper Bird	6"	2	3	7	1	2	

WARGEAR

- Gauss Rifle
- Utility Knife

OPTIONS

- The Unit may contain 5 additional Trooper Birds (+60pts)
- Any number of Trooper Birds may replace their Gauss Rifles with Gauss Carbines
- The Unit may wear *Night Vision* gear (+20pts)

SPECIAL RULES

- Small Targets

	Range	ST	AK	DAM	Type
Gauss Rifle	30"	5	1 / 2	1	Semi-Auto
Gauss Carbine	18"	5	2	1	Assault
Utility Knife	CQC	3	1	1	Melee

TROOPER KUKKU SQUAD...100PTS

In the theory of Battle Bird Supremacy, the Kukku is the ultimate of the ultimate – someone destined to lead! But many Kukku also find themselves desperate for something more “boots-on-the-ground” than a commanding role, and it’s not like there’s always enough vacancies going for officers. This is where the Trooper Kukku fits in: a forward assault Unit with the finest training and equipment the Armada can afford. A Kukku’s first battlefield entrance is normally one with dreams of glory and grandeur – after all, they’ve been told they’re the best of the best since birth – but those dreams often get dashed as soon as they come beak-to-blade with a Luminaire’s Bayonet!

	Move	CQC	RC	PAN	HP	DEF	Unit: 5 Trooper Kukku Type: Infantry
Trooper Kukku	6"	2	3	8	1	2	

WARGEAR

- Gauss Carbine
- Utility Knife

OPTIONS

- The Unit may contain 5 additional Trooper Kukku (+80pts)
- Up to two Trooper Kukku may replace their Gauss Carbine with one of the following:
 - Flamethrower (+10pts each)
 - Plasma Rifle (+10pts each)
- The Unit may wear *Night Vision* gear (+20pts)

SPECIAL RULES

- Small Targets
- Vanguard
- Camouflage

	Range	ST	AK	DAM	Type
Gauss Carbine	18"	5	2	1	Assault
Flamethrower	12"	4	D6	1	Assault, Instant Hit
Plasma Rifle	24"	7	1 / 2	D3	Semi-Auto, Power (1)
Utility Knife	CQC	3	1	1	Melee

TRANSPORT

BELUGA CARRIER...40PTS

An innovation in Battle Bird ground assault tactics, the Beluga Carrier is a hovercar designed with enough initial boosters to slow their descent from high altitudes – meaning they can be launched directly from a dropship (or the Battle Fortress) without needing to land or so much as slow down. Unfortunately, this fast-drop method requires the vehicle to be as lightweight as possible, so most end up dropped only to explode under fire!

	Move	RC	PAN	HP	ARM	Type
Beluga	9"	3	7	6	5	Hover, Softskin, Fast, Transport (12)

Unit: 1 Beluga
Type: Vehicle

OPTIONS

- The Beluga may carry a front-mounted Gauss Cannon (+40pts)

SPECIAL RULES

- Head Start
- Night Vision

TRANSPORT CAPACITY

A Beluga Carrier can carry up to 12 *Battle Bird Armada* Infantry models. It may not carry Pursuit Drones.

	Range	ST	AK	DAM	Type
Gauss Cannon	36"	5	6	1	Heavy

SUPPORT

HUMPBACK GUNSHIP...170PTS

While the Beluga is a massive innovation in armoured transportation, it doesn't quite provide the firepower of an artillery team or a tank they might meet when the troops reach their destination – but fear not! The Humpback Gunship is another massive innovation, using the revolutionary design of "remove the seats, add a real big gun" to transform the drop transport vehicle into a drop assault vehicle!

	Move	RC	PAN	HP	ARM	Type
Humpback	9"	3	7	6	5	Hover, Fast

Unit: 1 Humpback
Type: Vehicle

WARGEAR

- Turret:** Heavy Plasma Cannon

SPECIAL RULES

- Head Start
- Night Vision

OPTIONS

- The Humpback may replace its Heavy Plasma Cannon with one of the following:
 - Heavy Railgun (+15pts)
 - Heavy Gauss Cannon (+30pts)
- The Humpback may carry a front-mounted Gauss Cannon (+25pts)

	Range	ST	AK	DAM	Type
Heavy Gauss Cannon	36"	6	10	1	Artillery
Heavy Plasma Cannon	36"	9	1	D6	Artillery, Blast (3"), Power (1)
Heavy Railgun	48"	12	1	D6	Artillery, Tankbuster
Gauss Cannon	36"	5	6	1	Heavy

SUPPORT UNITS

SNOWPIGEON AERIAL GUNSHIP...150PTS

You'd think the Battle *Bird* Armada would be known for its advanced jets and mastery of fighter piloting – but they prefer to focus on (relatively) slow hovercraft like the Float-Pod and huge leviathans like the Battle Fortress. That being said, the Snowpigeon Aerial Gunship fills the important gap where speed and height are important. Launched from the same docks as the Armada's drop vehicles (without the actual "drop" part, of course!) the Snowpigeon is perfect for keeping the Battle Fortress' skypath clear of threats both on and off the ground.

	Move	RC	PAN	HP	ARM	Type
<i>Snowpigeon</i>	0" / 6-12"	3	8	8	5	Aircraft, Softskin, Fast

Unit: 1 Snowpigeon

Type: Vehicle

SPECIAL COMMANDS

Targeting Arrays (3+) – Technology, Comms

Pick an enemy ground Unit within 24" of the Snowpigeon. Until the controlling player's next Start Phase, all Ranged Attacks against that Unit gain +1 to their Rolls to Hit. As always, unmodified 1s still count as Misses.

WARGEAR

- **Front:** Heavy Gauss Cannon

SPECIAL RULES

- Night Vision

OPTIONS

- The Baleen can carry a **Rear-mounted Gauss Cannon (+25pts)**

	Range	ST	AK	DAM	Type
<i>Heavy Gauss Cannon</i>	36"	6	10	1	Artillery
<i>Gauss Cannon</i>	36"	5	6	1	Heavy

SHOCK-KUKKU SQUAD...130PTS

While Float-Pods are extremely mobile and Troopers are great for skirmishing and holding objectives, sometimes you need a little bit of both, and that's where the Shock-Kukku Squad comes in. Carrying a small jetpack for low flight, this specialist assault unit are both small targets and capable of rivalling even the Float-Pod's mobility. Of course, a jetpack does very little for the infantry's poor defences, so it's recommended to put them in a Beluga until they get into the heat of battle, where mobile fire support will be needed most.

	Move	CQC	RC	PAN	HP	DEF
<i>Shock-Kukku</i>	6"	2	3	8	1	2

Unit: 5 Shock-Kukku

Type: Hover Infantry

WARGEAR

- Gauss Carbine
- Utility Knife

OPTIONS

- The Unit may contain 5 additional Shock-Kukku **(+90pts)**
- Up to two Shock-Kukku may replace their Gauss Carbine with one of the following:
 - Flamethrower **(+15pts each)**
 - Plasma Rifle **(+15pts each)**
- The Unit may wear *Night Vision* gear **(+20pts)**

SPECIAL RULES

- Small Targets
- Strafe

	Range	ST	AK	DAM	Type
<i>Gauss Carbine</i>	18"	5	2	1	Assault
<i>Flamethrower</i>	12"	4	D6	1	Assault, Instant Hit
<i>Plasma Rifle</i>	24"	7	1 / 2	D3	Semi-Auto, Power (1)
<i>Utility Knife</i>	CQC	3	1	1	Melee

SUPPORT UNITS

FLOAT-POD TEAM...175PTS

A staple of the Battle Bird Armada's invasion forces, the Float-Pod is a personal aircraft designed for covering fire and airborne raids. While still low enough for long sticks and well-aimed swords to touch, the Float-Pod is extremely lightweight and manoeuvrable, making them infamously effective at strafing fire – bursting into effective range, filling the enemy with lead, then quickly hovering behind cover before they have a chance to react.

	Move	CQC	RC	PAN	HP	DEF
Float-Pod	6"	2	3	8	3	4

Unit: 3 Float-Pods
Type: Hover Cavalry

WARGEAR

- Rotagauss
- Floatpod Ram

SPECIAL RULES

- Strafe
- Anti-Air
- Head Start
- Heavy Duty
- Shielded (6+)

OPTIONS

- The Unit may contain 2 additional Float-Pods (+100pts)
- Any number of Float-Pods may replace their Rotagauss with one of the following:
 - Flamethrower
 - Plasma Rifle
 - Railgun (+10pts each)
- The entire Unit may attach *Night Vision* searchlights (+25pts)

	Range	ST	AK	DAM	Type
Rotagauss	18"	5	4	1	Assault
Plasma Rifle	24"	7	1 / 2	D3	Semi-Auto, Power (1)
Flamethrower	12"	4	D6	1	Assault, Instant Hit
Railgun	24"	9	1	D3	Heavy
Floatpod Ram	CQC	4	1	1	Melee

PURSUIT DRONE TEAM...15OPTS

A fast-moving robotic hawk from the twisted mind of Dr Fukurokov, the Pursuit Drone is designed to act as the Battle Bird Armada's answer to its shortcomings in close-quarters. Equipped with a jet engine and pin-point precision from several navigation systems, these massive mechanical monsters can intercept charging enemies, tearing them apart before they can attack and diverting attention to minimise friendly casualties.

	Move	CQC	RC	PAN	HP	DEF
Pursuit Drone	6"	3	-	10	4	6

Unit: 3 Pursuit Drones
Type: Hover Cavalry (Robot)



WARGEAR

- Rending Talons

SPECIAL RULES

- Fearless
- Head Start
- Interceptors
- Furious Charge
- Shielded (5+)

OPTIONS

- The entire Unit may attach *Night Vision* searchlights (+20pts)

	Range	ST	AK	DAM	Type
Rending Talons	CQC	5	3	D3	Melee, Long, Brutal

SUPPORT UNITS

BALEEN SCOUT CRAFT SQUADRON...100PTS

The Baleen Scout Craft are miniature aircraft created by removing the wingspan of the Snowpigeon gunship and slowing its thrusters for ground reconnaissance. Stay close to the ground, move quickly, and shoot to kill before they can shoot back.

	Move	RC	PAN	HP	ARM	Type
Baleen Scout	12"	3	7	4	5	Fast, Hover, Open-Topped

Unit: 1 Baleen Scout

Type: Vehicle

WARGEAR

- **Front:** Gauss Cannon

SPECIAL RULES

- Head Start
- Night Vision
- Scanner

OPTIONS

- The unit may contain 2 additional Baleen Scouts (+100pts each)
- Any number of Baleen Scouts replace their Gauss Cannon with a Long Railgun

	Range	ST	AK	DAM	Type
Gauss Cannon	36"	5	6	1	Heavy
Long Railgun	36"	10	1	D6	Heavy

MOLE MECH...200PTS

Originally rejected for being far too grounded and slow for the Battle Birds' usual tactics, the Mole Mech's uniqueness has proven to be its strength, able to cover ground troops across ground too dense for the dropships and even drill through dangerous terrain. When it's not throwing bombs as grenades, the Mole Mech can also use its one arm for close-quarters combat, pulling its foes into the clearance drill for a devastating final blow.

	Move	CQC	RC	PAN	HP	ARM	Type
Mole Mech	6"	3	3	8	6	6	Mech, Dozer

Unit: 1 Mole Mech

Type: Vehicle

SPECIAL RULES

- Interceptors
- Night Vision

WARGEAR

- Giga Grenades
- Grabber & Drill

OPTIONS

- The Mole Mech may carry a front-mounted Gauss Cannon (+25pts)



	Range	ST	AK	DAM	Type
Giga Grenades	24"	8	1	D3	Artillery, Blast (3"), Indirect Fire
Gauss Cannon	36"	5	6	1	Heavy
Grabber & Drill	CQC	10	2	D6	Melee, Long, Brutal

BATTLE BIRD HEROES

BATTLE LORD XV...200PTS

Battle Kukku are the Supreme among the Battle Birds, who are themselves the Supreme beings of the world. But who watches the Watchmen's Watchmen, and who is the Supreme among the Supreme of the Supreme? That divine role is offered to only one Kukku – the Battle Lord! Every Battle Lord adds their own chapter to the Battle Tome: the book of Battle Bird political theory (normally an elongated “we’re the best!” tirade), but the fifteenth Battle Lord, an elusive figure even to those highest in the pecking order, has written a whole new paragraph – it’s finally time to let the whole world know of their superiority!

	Move	CQC	RC	PAN	HP	DEF
Battle Lord	6"	4	4	10	9	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Battle Lord XV

WARGEAR

- Gauss Pistol
- Very Brutal Fisticuffs

SPECIAL RULES

- Independent
- Fearless
- Small Target
- Terrifying



COMMAND BONUS

Shabby Kukku Trick

If Battle Lord XV is your Army's Commander, once per game, at any point during his controlling player's Turn, said player may suddenly redeploy the entire Army, moving all Units under his Command up to their Move value in any direction, following the standard rules for Movement and Terrain. This new Movement doesn't count towards their Movement Phase and cannot be used to Charge.

	Range	ST	AK	DAM	Type
Gauss Pistol	12"	5	1	1	Assault
Very Brutal Fisticuffs	CQC	4	6	1	Melee, Brutal

SPEEDY, BATTLE LORD XVI...260PTS

Son of the Supreme of the Supreme of the Supreme is Battle Lord XVI, also nicknamed “Speedy”, the next in line for the Commander's Chair and the next to provide his own paragraph to the Battle Tome. Wearing a prototype “Mini-Float-Pod” to aid in his father's crusades, Speedy plans to make his next Tome entry not one of believed superiority or desired conquest, but one telling the story of a warrior race that has vanquished all its enemies, and the Mini-Float-Pod that did it!

	Move	CQC	RC	PAN	HP	DEF
Speedy	9"	3	4	10	6	4

Unit: 1 Named Hero
Type: Hover Speed Infantry
Variant of: Speedy

WARGEAR

- Handful of Bombs
- Brutal Fisticuffs

SPECIAL RULES

- Fearless
- Head Start
- Strafe
- Small Target
- Shielded (5+)



	Range	ST	AK	DAM	Type
Handful of Bombs	24"	7	3	D3	Assault, Pinning
Brutal Fisticuffs	CQC	3	4	1	Melee, Brutal

BATTLE BIRD ARMADA HEROES

JET THE HAWK...350PTS

Rarely visible as little more than a green streak above the ground, Jet the Hawk and the self-proclaimed “leader” of the Babylon Rogues, a band of treasure-hunting hoverboarders with a penchant for going fast and busting heads in search of fortune and glory. While he’s been on the Battle Birds’ radar as a pest – one that steals precious artefacts that “prove” Mobo-Avian supremacy – he’s also considered a useful idiot for his ability to go toe-to-toe with Sonic himself, at least long enough to be a worthwhile distraction.

	Move	CQC	RC	PAN	HP	DEF
Jet	12"	6	-	10	12	4

Unit: 1 Named Hero
Type: Hover Cavalry
Variant of: Jet the Hawk

SPECIAL RULES

- Head Start
- Interceptors
- Furious Charge
- Shielded (5+)

WARGEAR

- Babylonian Brawling

OPTIONS

- Jet’s Extreme Gear may carry a *Night Vision* searchlight (+20pts)

	Range	ST	AK	DAM	Type
Babylonian Brawling	CQC	4	9	1	Melee, Brutal



BATTLE BIRD ARMADA HEROES

WAVE THE SWALLOW...325PTS

While Jet calls himself the leader of the Babylon Rogues, Wave the Swallow is definitely the brains of the operation – but you won't hear Jet admitting it! When she's not blasting across Mobius at supersonic speeds and pilfering artefacts for personal gain, she spends most of her time in the workshop, either working on improvements to her own Extreme Gear or repairing frequent damage on her comrades' craft – or, as she puts it best, "cleaning up **YOUR** [read: Jet's] mess!".

	Move	CQC	RC	PAN	HP	DEF
Wave	12"	5	-	10	9	4

Unit: 1 Named Hero
Type: Hover Cavalry
Variant of: Wave the Swallow

SPECIAL RULES

- Head Start
- Interceptors
- Furious Charge
- Night Vision
- Shielded (5+)



WARGEAR

- Babylonian Brawling
- Makeshift Radar

Makeshift Radar: No enemy Unit may *Ambush* within 18" of Wave.

	Range	ST	AK	DAM	Type
Babylonian Brawling	CQC	4	9	1	Melee, Brutal

STORM THE ALBATROSS...325PTS

While Jet and Wave often argue about who's the brains of the Babylon Rogues, there's no doubt about who's the brawn! Storm the Albatross is a rare specimen of Mobian Bird, with stature and strength not only exceeding that of the Kukku but rivalling that of a Wolf or Felidae – a fact Kukku suspiciously omit when they call themselves the "supreme among Birds". Regardless, Storm tends to stay out of the petty arguments and philosophising within the Rogues, the Armada, and Mobius as a whole, and instead opts for a life of standing (or floating) by and waiting for when he's needed – normally standing in the way of hits the other two can't take!

	Move	CQC	RC	PAN	HP	DEF
Storm	6"	5	-	10	12	6

Unit: 1 Named Hero
Type: Hover Cavalry
Variant of: Storm the Albatross

SPECIAL RULES

- Head Start
- Interceptors
- Furious Charge
- Shielded (5+)



WARGEAR

- Albatross Fists

OPTIONS

- Storm's Extreme Gear may carry a *Night Vision* searchlight (+20pts)

	Range	ST	AK	DAM	Type
Albatross Fists	CQC	8	3	D3	Melee, Brutal

REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

BABYLON ROGUES

*The Babylon Rogues are a band of treasure hunting speed freaks, traversing Mobius at hundreds of miles per hour on their Extreme Gears – advanced hoverboards designed for unmatched manoeuvrability. While they don't take kindly to being handed out orders, the Battle Bird Armada often promises them vast riches in exchange for small favours, including but not limited to keeping Freedom Fighters busy while the Armada invades uninterrupted! (Fun side note, all three Babylon Rogues cost a total of **1,000pts**!)*

Special Rules

- **An Unstoppable Force:** If Jet, Wave, and Storm remain within 3" of each other, they all have a Move value of 12" (+6" for Storm) and they all become *Fearless*. Additionally, the Commander becomes *Terrifying*.
- **One with the Air:** When Jet, Wave, or Storm Charge as part of their *Interceptor* Special Rule, their Melee Weapon(s) become *Long* until the upcoming End Phase.
- **Radar Sync:** While Wave the Swallow is alive and on the battlefield, Jet the Hawk and Storm the Albatross have the *Night Vision* Special Rule without it costing them additional points.

Requirements

- The Army may not contain any Heroes except Jet the Hawk, Wave the Swallow, and Storm the Albatross.
- The Army **must** contain Jet the Hawk, Wave the Swallow, and Storm the Albatross, and one of them must fill both the HQ and Commander slot.
- If the Army contains any other *Battle Bird Armada* Units, it **must** contain another HQ (from page 2).



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.

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IMAGE CREDITS

- The Cover Image, as well as pages 1, 6, 7, 8, 9, 10, 11, and 12, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.

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