

MOBIUS 3.5 EXPANSION

NERB LEGION

ALTERNATIVE UNITS FOR *DARK EGG LEGION* ARMIES

The Dark Egg Legion is stretched far across Mobius, with a chapter in almost every continent's criminal underbelly, ready to strike from within when the local authorities least expect it. One of these nations is the Nerb Kingdom, a former Acorn colony of tiny green people living in the northern mountains of Northamer. They stood no chance against the Eggman Empire.

Incredibly small and weak even with the Legion's enhancements, the Eggman Empire uses them less as an underground military and more a workforce, opening hundreds of mines and quarries across the once beautiful landmass. However, they're armed and ready should they need to fend off any enemies – but whether they could successfully do so is another matter.

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You need a copy of *Mobius 3.5: Core Rulebook* to use this expansion



CONTENTS

SPECIAL RULES	1	Support	4
NERB LEGION UNITS	2	Nerb Troubleshooter Team...60pts	4
HQ	2	Nerb Demolition Team...80pts	4
Nerb Kommissar...50pts	2	Nerb Weapons Battery...100pts	5
Troops	2	Enslaved Kraken Team...60pts.....	5
Nerb Legionnaire Squad...100pts	2	NERB LEGION HERO	6
Transport	3	The Foreman...120pts.....	6
Nerb Tunneller...40pts.....	3	CREDITS & DISCLAIMERS	6

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SPECIAL RULES

Designer's Note: Nerb Armies

As Dark Egg Legion chapters are spread thin across the globe, you're unlikely to see two Chapters working alongside each other on a single battlefield – so seeing Nerbs fighting alongside “normal” Legionnaires would be quite odd.

For this reason, it's for the best that a Nerb Legion Army consists entirely of the Units in this book. However, you can mix-and-match if you have a good reason for the team-up!

Heart of Iron

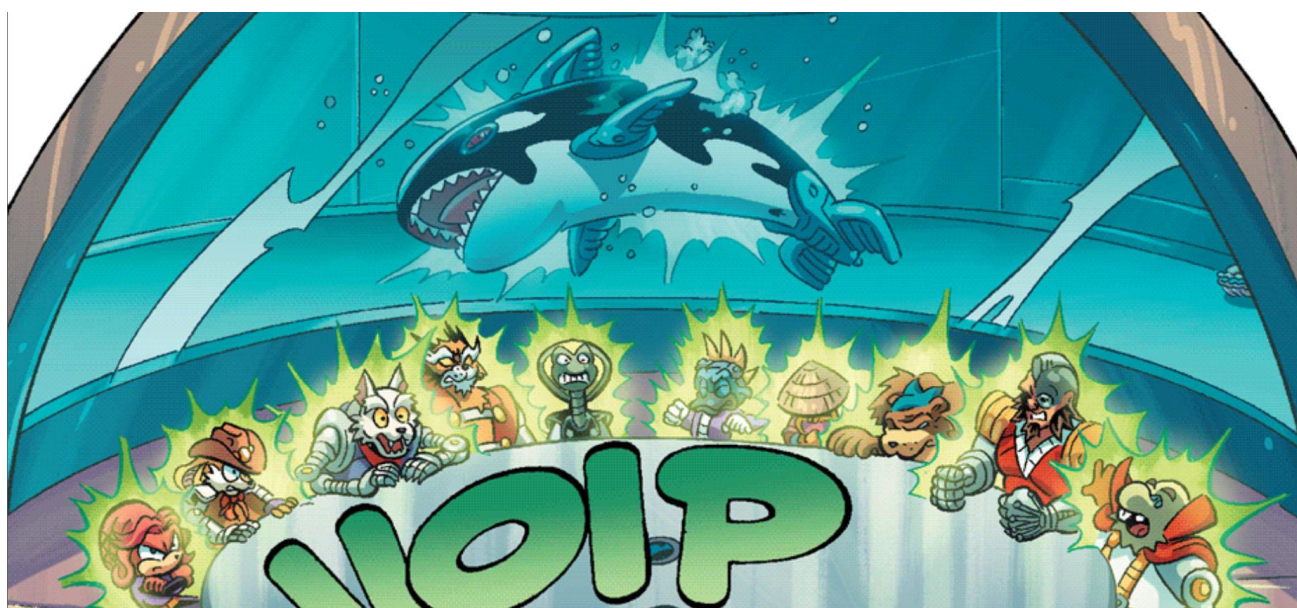
The cybernetics of Dark Egg Legionnaires – especially those around their vital organs – allow them to survive even the gravest of wounds.

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.



NERB LEGION UNITS

HQ

NERB KOMMISSAR...50PTS

Kommissars fill the senior leadership role in a Dark Egg Legion force, with the Nerb Legion's Kommissars answering only to the Foreman. However, while normal Kommissars are selected for their loyalty to the Eggman Empire and popularity among the hooded masses, the Foreman's Kommissars are selected based on their loyalty to him and their sadism towards other Nerbs!

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

WARGEAR

- Laser Pistol
- Middle-Management Whip

OPTIONS

- The Kommissar may replace their Laser Pistol with a Laser Carbine (+5pts)

SPECIAL RULES

- Independent
- Heart of Iron
- Boom!

Nerb Resources: Pain is a great motivator...for the manager. When a Nerb Kommissar is in a Unit of *Nerbs*, they gain +1 PAN. However, if they still fail a Panic Test, the Kommissar gets a little too silly and one Nerb dies – and that's before you use *Boom!*

	Range	ST	AK	DAM	Type
Laser Pistol	12"	3	1	1	Assault
Laser Carbine	18"	3	2	1	Assault
Middle-Management Whip	CQC	3	3	1	Melee, Stun, Nerb Resources

TROOPS

NERB LEGIONNAIRE SQUAD...100PTS

As with any chapter of the Dark Egg Legion, the Nerb Legion's ground troops consist of hooded cyborgs twisted by years of Eggman Empire propaganda. The only difference between those above ground and those in the Nerb Kingdom is size...and these guys are too small for Laser Rifles! During battery shortages, the Foreman will deploy units of Nerb miners in their work uniforms – it's a good thing their huge pickaxes pack a surprising punch.

	Move	CQC	RC	PAN	HP	DEF	Unit: 10 Nerb Legionnaires Type: Infantry (Cyborg)
Nerb Legionnaire	3"	2	3	6	1	2	

WARGEAR

- Laser Carbine
- Cyber-Fist

OPTIONS

- The Unit may contain 5 additional Nerb Legionnaires (+50pts)
- Up to 5 Nerb Legionnaires can carry Petrol Bombs (+10pts each)
- Any number of Nerb Legionnaires may replace their Laser Carbines and Cyber-Fists with Laser Pistols and Pickaxes
- One Legionnaire may carry a Legion Banner (+1 PAN) (+10pts)
- The entire Unit may wear *Night Vision* headlamps (+10pts)

SPECIAL RULES

- Heart of Iron
- Boom!

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Laser Pistol	12"	3	1	1	Assault
Petrol Bomb	9"	7	3	D3	Assault, One Use Only
Cyber-Fist	CQC	3	1	1	Melee
Pickaxe	CQC	4	1	1	Melee, Brutal

TRANSPORT

NERB TUNNELLER...4OPTS

Nerb Tunnellers, as the name suggests, are industrial drills mounted onto reinforced Prison Egg shells, designed for the purpose of mass-mining in the former Nerb Kingdom but sometimes used on the battlefield for moving troops and supplies unseen. The Nerb Tunneller is oftentimes used for an especially sadistic form of guerilla warfare in which tanks are torn asunder from beneath – uncharacteristically brutal for the Nerbs, until you realise who they're working for!

Modelling Note: The Nerb Tunneller is based on "Steam16", a 28mm steampunk model from Ironclad Miniatures!

	Move	RC	PAN	HP	ARM	Type
Mining Drill	0"	-	10	6	6	Immobile, Transport (16)

Unit: 1 Vehicle

Type: Vehicle

WARGEAR

- Mining Drill

SPECIAL RULES

- Fearless
- Ambush

Mining Drill: Nerb Tunnellers may use *Ambush* to deploy anywhere on Ground level, including areas within 9" of enemies. If it arrives in contact with an enemy Unit, it immediately performs a Tank Shock or Ram (whichever's applicable) against them, with the target Unit then moving 6" out of the way (if possible). The Tunneller cannot suffer Damage from using this ability.

TRANSPORT CAPACITY

A Tunneller can carry up to 16 *Nerb Legion* Infantry models. Each Nerb Weapons Team takes up two spaces, and each Enslaved Kraken takes up five Spaces.



SUPPORT

NERB TROUBLESHOOTER TEAM...60PTS

After the Dark Egg Legion had fully claimed the Nerb Kingdom, they (like many other Chapters) still keep Troubleshooters around to act as snipers or covert operatives. However, their green skin, very distinctive features, and stubby, clumsy legs make these operations a lot less "covert" than the Foreman might've hoped.

	Move	CQC	RC	PAN	HP	DEF
Nerb Troubleshooter	3"	3	4	6	2	2

Unit: 1 Nerb Troubleshooter
Type: Infantry (Cyborg)

WARGEAR

- Focused Laser Rifle
- Tiny Wrist Blade

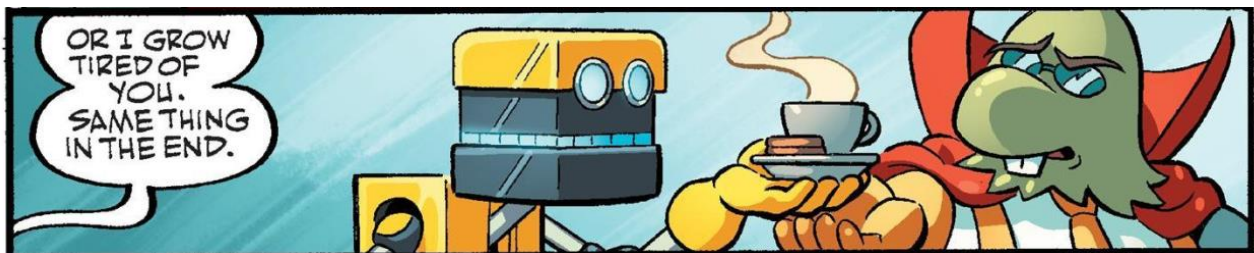
SPECIAL RULES

- Ambush
- Camouflage
- Night Vision
- Heart of Iron

SPECIAL RULES

- The Unit may contain up to two additional Nerb Troubleshooters **(+40pts each)**

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



NERB DEMOLITION TEAM...80PTS

As a quick means of ruining enemy vehicles and bunkers, Nerb Kommissars might send smaller teams of Nerbs with mining explosives. As you could probably imagine, most Nerbs dread being called into a Demolition team, but the Foreman usually dangles his finger over a detonator, reminding them that "if the tanks don't kill you, I will".

	Move	CQC	RC	PAN	HP	DEF
Nerb Legionnaire	3"	2	3	6	1	2

Unit: 5 Nerb Legionnaires
Type: Infantry (Cyborg)

WARGEAR

- Demolition Charges
- Laser Carbine
- Cyber-Fists

SPECIAL RULES

- Night Vision
- Heart of Iron
- Boom!

SPECIAL RULES

- Any number of Nerb Legionnaires may replace their Laser Carbines and Cyber-Fists with Laser Pistols and Pickaxes.

	Range	ST	AK	DAM	Type
Demolition Charge	6"	10	1	D6	Assault, Tankbuster, One Use Only
Laser Carbine	18"	3	2	1	Assault
Cyber-Fist	CQC	3	1	1	Melee
Pickaxe	CQC	4	1	1	Melee, Brutal

SUPPORT UNITS

NERB WEAPONS BATTERY...100PTS

Every Dark Egg Legion Chapter likes to dabble in Heavy Weaponry at least a little – after all, how else can you deal with tanks? However, most big guns are far too large for even a team of Nerbs, so **actual** Artillery is out of the question. The compromise, it seems, is equipping teams of two with weapons normally reserved for Squad Support, such as Burst Lasers and Plasma Carbines, and hoping it's enough!

	Move	CQC	RC	PAN	HP	DEF
Nerb Weapons Team	3"	2	3	6	2	2

Unit: 5 Nerb Weapons Teams

Type: Infantry

WARGEAR

- Burst Laser
- Cyber-Fist

SPECIAL RULES

- Slow
- Technically Artillery
- Heart of Iron
- Boom!

OPTIONS

- Any number of Nerb Weapons Teams may replace their Burst Laser with one of the following:
 - Plasma Carbine
 - Pawn Bazooka
 - Flamethrower
- The entire Unit may wear *Night Vision* headlamps (+10pts)

Technically Artillery: If a Nerb Weapons Team remains Stationary in the Movement Phase, it gains +1 RC until its next Start Phase. Additionally, each HP in this Unit counts as a separate model for purposes of *Boom!* and *Nerb Resources*.

	Range	ST	AK	DAM	Type
Burst Laser	24"	3	4	1	Assault
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Pawn Bazooka	24"	8	1	D3	Assault
Flamethrower	12"	4	D6	1	Assault, Instant Hit
Cyber-Fist	CQC	3	1	1	Melee

ENSLAVED KRAKEN TEAM...60PTS

Krakens are huge, walrus-like animals native to Northamer's underground caverns – which just so happens to be where the Nerbs live! While they were left alone during the Nerb Kingdom's short period of independence, the Iron Dominion takeover saw Krakens hunted for their claws. If they caught a live one, it would live the rest of its life in chains, ridden by Nerbs who use their immense strength for faster mining or a slow but brutal equivalent to cavalry.

	Move	CQC	RC	PAN	HP	DEF
Enslaved Kraken	6"	3	3	8	6	3

Unit: 1 Enslaved Kraken

Type: Giant Infantry

WARGEAR

- 2x Laser Carbine
- Kraken Claws

SPECIAL RULES

- Furious Charge
- All-Terrain
- Shielded (6+)



OPTIONS

- The Unit may contain up to 2 additional Enslaved Kraken (+40pts each)

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Kraken Claws	CQC	8	2	D3	Melee, Dual-Wield

NERB LEGION HERO

THE FOREMAN...120PTS

The biggest and meanest of all the Nerbs, the Foreman is the Grandmaster of the Nerb Kingdom's Dark Egg Legion. While he's been upgraded with a Dig-Arm to kill when he needs to, his main responsibility involves working the Nerbs to death, breaking their bodies and spirits to gather much-needed metals for the Eggman Empire's ever-expanding Arsenal. He's damn good at his job, too.

IMPORTANT: In a Nerb Legion Army, the Foreman must fill an HQ Slot and be your Army's Commander.

	Move	CQC	RC	PAN	HP	DEF
<i>The Foreman</i>	3"	5	-	10	6	4

Unit: 1 Named Hero
Type: Infantry
Variant of: The Foreman

WARGEAR

- Dig-Arm

SPECIAL RULES

- Independent
- Heart of Iron
- Boom!



COMMAND BONUS

World's Worst Boss

Fear is an even better motivator. When The Foreman is in a Unit of *Nerbs*, they both gain *Fearless*. Additionally, the Foreman may detonate D3 Nerbs under his Command with the *Boom!* Special Rule, at any point in the game, any number of times. If he does, all *Nerb Legion Units* in his Army gain +1 PAN until his next Start Phase.

	Range	ST	AK	DAM	Type
<i>Dig-Arm</i>	CQC	10	2	D6	Melee, Tankbuster, Unwieldy

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, 4, 5, and 6, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 3 contains a photo of a painted miniature from Ironclad Miniatures.

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