

MOBIUS 3.5 EXPANSION

ARMoured ASSAULT

VEHICULAR SUPPORT FOR EVERY FACTION!



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

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INTRODUCTION

Welcome to **Armoured Assault**, the long-awaited expansion for the *Mobius* Community's many tread-heads and road warriors! As this book's subtitle suggests, this is simply an expanded list of Vehicles and similar "heavy" Support options for your Army, from small but cheap tankettes to fortress-levelling super-heavies. Expect to see much bigger guns than those available in your regular Faction Books!

Note that *Armoured Assault* Units are specifically placed in another book because they may be too "big" for regular games of *Mobius*, and that a game, tournament, or campaign may disallow this expansion's use at their own discretion, should they feel it doesn't fit the tone or balancing of their event. Aside from that, the regular rules regarding Vehicles, Transport, and Army Structure still apply.

With that being said, I hope you have as much fun with these gas-guzzling siege engines as I did while designing them, and, as always, feel free to reach out via our Discord or [@IoanMakesGames](#) with any feedback, battle reports, or suggestions you may have for future expansions!

IOAN DAVIES-JOHN

NEW VEHICLE TYPES

Super-Heavy

As the name suggests, *Super-Heavy* Vehicles are heavier than *Heavy*! Roll their Armour Saves with the following targets, regardless of their type:

Front: 2+

Side: 3+

Rear: 4+

Colossal

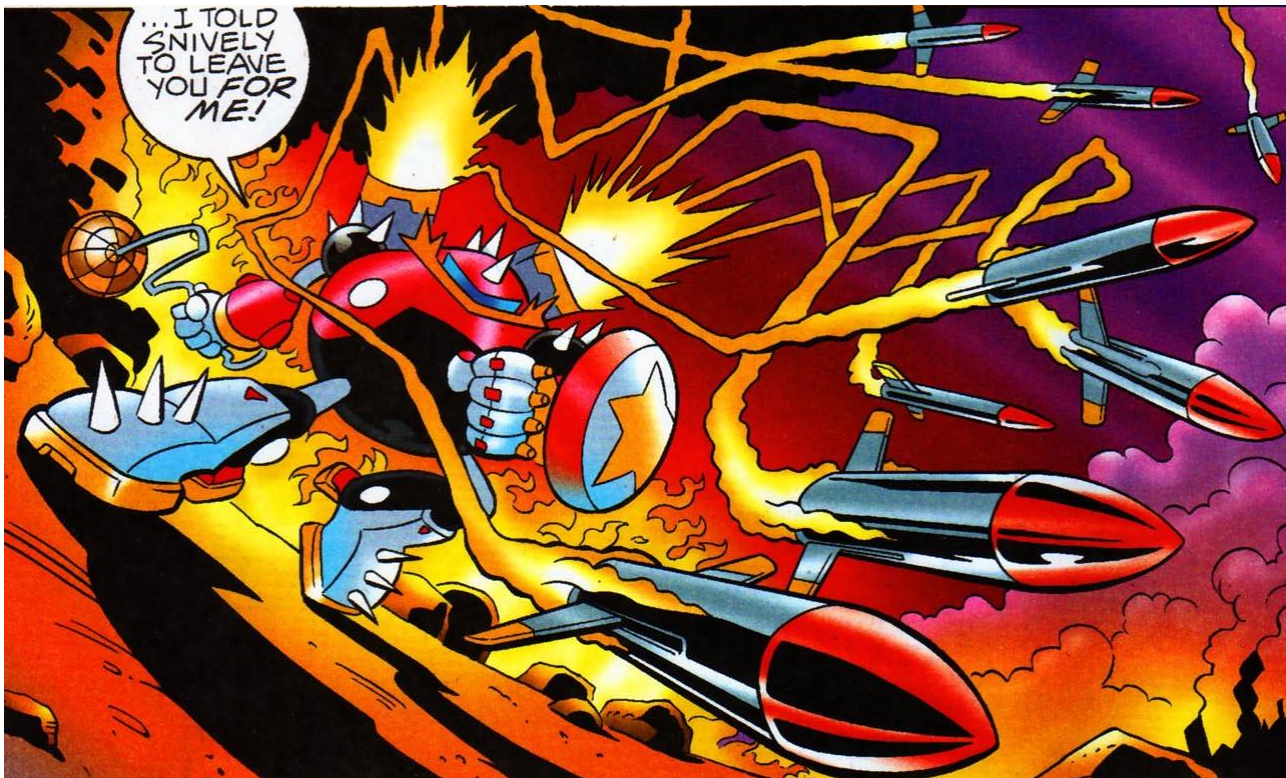
Colossal Vehicles are so big that hitting them isn't an issue! Rolls to Hit against a *Colossal* Vehicle are resolved with +1 CQC or RC (whichever's applicable).

NEW WEAPON TYPE

Destroyer (ST "D")

Some weapons are incalculably powerful. *Destroyer* Weapons have a ST value of "D". The Saving Throws against a "D" weapon vary based on the Type of Unit:

- **Vehicle:** Vehicles roll 10 Armour Saves per ST "D" Hit, resolving them as if the Weapon has *Tankbuster*. If a ST "D" Hit destroys a Vehicle, it always Explodes. If the Vehicle is a Softskin, it immediately Explodes upon being Hit.
- **Non-Vehicle:** Units may not roll Defence Saves but may roll Shield Saves, if they have them. As with all *Tankbuster* Weapons, a *Destroyer's* DAM value is doubled against Giants.



KINGDOM OF ACORN

Faction Special Rules (In the Name of Freedom) found in Mobius 3.5 Factions: Kingdom of Acorn

SUPPORT

MOBO-CRUISER GUN BATTERY...60PTS

The Mobo-Cruiser is a light vehicle built for moving cargo, often repurposed for moving equally important troops. During the height of violence in the Second Robotnik War, in an attempt to make Support Companies more mobile, a large number of flat-bed Cruisers were ordered, designed to specifically be wide enough for heavy artillery weapons and their crews. This new breed of mobile Artillery, while not exactly a tank, can find a vantage point and set up long before the enemy's guns even enter the field!

	Move	RC	PAN	HP	ARM	Type
Mobo-Cruiser	9"	3	8	6	4	Fast, Open-Topped, SPG

Unit: 1 Mobo-Cruiser
Type: Vehicle

OPTIONS

- The Unit may contain up to 2 additional Mobo-Cruisers (+60pts each)
- Any Mobo-Cruiser may exchange its turret-mounted Sky Laser for one of the following:
 - Mortar
 - Siege Gun (+20pts)

WARGEAR

- Turret:** Sky Laser

SPECIAL RULES

- In the Name of Freedom

	Range	ST	AK	DAM	Type
Sky Laser	36"	6	4	D3	Artillery, Anti-Air
Mortar	18-72"	4	1	1	Artillery, Blast (2"), Indirect Fire
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster

HEAVY LANCER SQUADRON...80PTS

Designed by Sir Charles Hedgehog, the Lancer Mk III (also known as the "Heavy" Lancer) is a "tank-destroyer" variant of the Lancer Light Tank, armed with much bigger guns for much tougher targets. Unfortunately, Sir Charles sees his invention as an unacceptable failure – huge guns need much more space, meaning not only did the tank lack a turret, but evacuating "the Steel Coffin" on an active battlefield is nigh-impossible...

Narrative Note: The Heavy Lancer is loosely based on the French Renault FT AC Tank Destroyer – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Heavy Lancer	9"	3	8	6	5	SPG

Unit: 1 Heavy Lancer
Type: Vehicle

WARGEAR

- Front:** Heavy Gatling Laser

OPTIONS

- The Unit may contain up to 2 additional Lancers (+80pts each)
- Any Lancer may exchange its front-mounted Heavy Gatling Laser for a Heavy Laser Cannon

SPECIAL RULES

- In the Name of Freedom

	Range	ST	AK	DAM	Type
Heavy Gatling Laser	36"	4	10	1	Artillery
Heavy Laser Cannon	48"	10	1	D6	Artillery, Tankbuster

KINGDOM OF ACORN - SUPPORT UNITS

CHEVALIER LAND BATTLESHIP...500PTS

Coated on all sides in steel plating and devastating weaponry, the Chevalier Land Battleship is a leviathan, requiring a crew of twelve Mobians and a whole power ring a day to keep it operational. The interior isn't all engines and circuitry, however, as the Chevalier contains a full storage closet, a television and multimedia suite, a microwave, and half a month's supply of food – just in case the warfare gets biological and the crew can't leave for a while.

Narrative Note: The Chevalier Land Battleship is loosely based on the Char 2C Super-Heavy Tank, pictured below – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
<i>Chevalier</i>	6"	3	8	9	7	Super-Heavy

Unit: 1 Chevalier LBS

Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

WARGEAR

- **Turret:** Heavy Siege Gun
- **Front:** Heavy Gatling Laser
- **Sponsons (x2):** Gatling Laser
- **Rear Turret:** Twin-Linked Gatling Laser

OPTIONS

- The Chevalier may replace its front-mounted Heavy Gatling Laser with a Heavy Laser Cannon (+10pts)
- The Vehicle may come equipped with *Night Vision* spotlights (+20pts)
- The Chevalier may replace its rear turret-mounted Twin-Linked Gatling Laser with a Twin-Linked Laser Cannon (+10pts)

	Range	ST	AK	DAM	Type
<i>Heavy Siege Gun</i>	48"	10	1	D6	Artillery, Blast (3"), Tankbuster
<i>Heavy Gatling Laser</i>	36"	4	10	1	Artillery
<i>Heavy Laser Cannon</i>	48"	10	1	D6	Artillery, Tankbuster
<i>Gatling Laser</i>	36"	3	6	1	Heavy
<i>Twin-Linked Gatling Laser</i>	36"	3	6	1	Heavy, Twin-Linked
<i>Laser Cannon</i>	48"	9	1	D6	Heavy
<i>Twin-Linked Laser Cannon</i>	48"	9	1	D6	Heavy, Twin-Linked



KINGDOM OF ACORN - SUPPORT UNITS

GENDARME MOBILE CANNON...300PTS

Originally conceived when Rotor Walrus put his own "prototype superheavy cannon" over the chassis of a damaged Cuirassier, the Gendarme Mobile Cannon has become a rare but noteworthy addition to the Royal Tank Corps – albeit much less ramshackle than the original prototype! Unfortunately, as the Super Siege Gun fires massive shells rather than high-powered lasers, the added weight makes the tank rather slow and cumbersome in rough terrain. That being said, once it eventually gets set up, enemy fortifications will soon be reduced to ash.

Narrative Note: The Gendarme Mobile Cannon is loosely based on the French ARL 44 Self-Propelled Gun, pictured below – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
<i>Gendarme</i>	6"	3	8	6	7	Heavy, Slow, SPG

Unit: 1 Gendarme MC
Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

WARGEAR

- **Turret:** Super Siege Gun

OPTIONS

- The Vehicle may come equipped with *Night Vision* spotlights (+25pts)

	Range	ST	AK	DAM	Type
<i>Super Siege Gun</i>	72"	14	1	2D6	Artillery, Blast (3"), Tankbuster



EGGMAN EMPIRE

Faction Special Rules (**Armoured Ace**, **Command Vehicle**) found in Mobius 3.5 Factions: Eggman Empire

TRANSPORT

EGG BEATER BATTLESUIT...450PTS

Built for the specific purpose of beating Sonic the Hedgehog – and successfully so, might I add – the Egg Beater Battlesuit combines aspects of several Eggman Command Vehicles to create a bigger, faster, deadlier equivalent to the iconic Egg Destroyer. The most nightmarish tool in the Egg Beater's arsenal, however, is the Teleporter Cannon. While easily hacked or misdirected, this space-folding beam instantly teleports its targets to the Egg Grapes, a "power plant" several miles underground that immobilises its victims and saps their life-force to power a new and improved Eggman Empire – a fate far worse than death.

	Move	CQC	RC	PAN	HP	ARM	Type
Egg Beater	9"	5	4	10	12	7	Mech, Heavy, Colossal, Hover

Unit: 1 Egg Beater
Type: Vehicle

WARGEAR

- Heavy Missile Pods
- Big Arms

SPECIAL RULES

- Command Vehicle
- Terrifying
- Night Vision
- Eggman's Own

TRANSPORT CAPACITY

Just Eggman – maybe Orbot and Cubot, too, if they're willing to share a cockpit with him. Nothing else may embark on the Egg Beater except them.

SPECIFICALLY BUILT TO SMASH SONIC!

SPECIAL COMMANDS

Teleporter Cannon – *Technology, Ranged Attack*

Pick an enemy Unit within 24" and Roll to Hit as if making a Ranged Attack. The target's player then rolls 1D6 on the following table to determine its fate:

D6	Result
1	The target Unit teleports anywhere on the board of <i>their</i> player's choice. They may not land within 6" of any other Unit.
2-3	The target Unit is teleported off-battlefield and enters Reserves. It may use methods such as <i>Head Start</i> and <i>Ambush</i> upon returning, if it has them.
4-5	The target Unit teleports anywhere on the board of <i>the firing</i> player's choice. They may not land within 6" of any other Unit.
6	The target Unit is teleported to the Egg Grapes miles away. Every member suffers a ST "D", DAM 4D6 Hit.

Eggman may use this on a Melee, even those with his own Units in them – even Units without *Expendable*! If he does, roll once, with the result of that roll applying to **every** Unit in that Melee, including friendlies. The Teleporter Cannon cannot affect static fortifications and/or buildings.

Jump – *Technology, Movement*

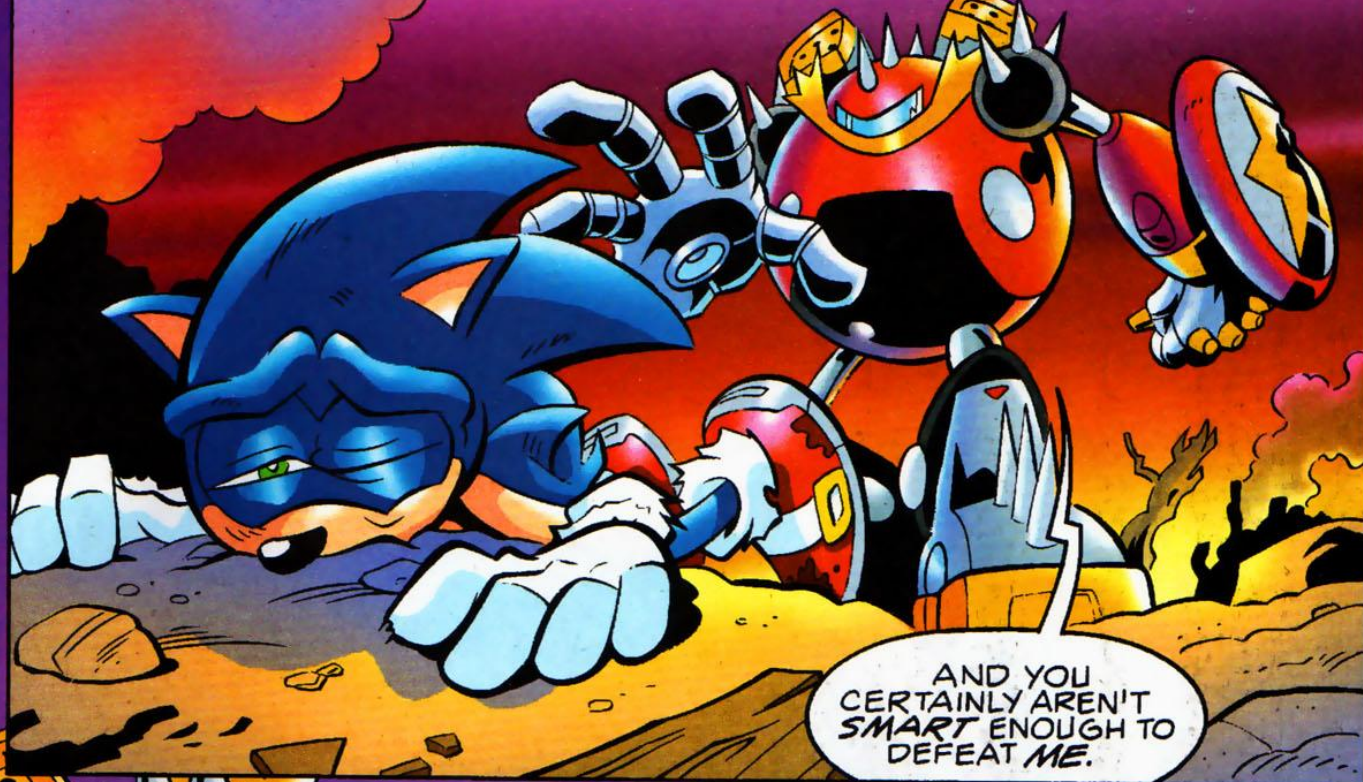
The Battlesuit moves up to 12" in any direction. This is considered Flight for terrain purposes and may not be used to Charge.

Eggman's Own: Your Army may only contain one Egg Beater Battlesuit, and it may only be purchased as a *Command Vehicle* for Dr Ivo "Eggman" Robotnik. Only he's good enough for such a radiant rodent-smasher!

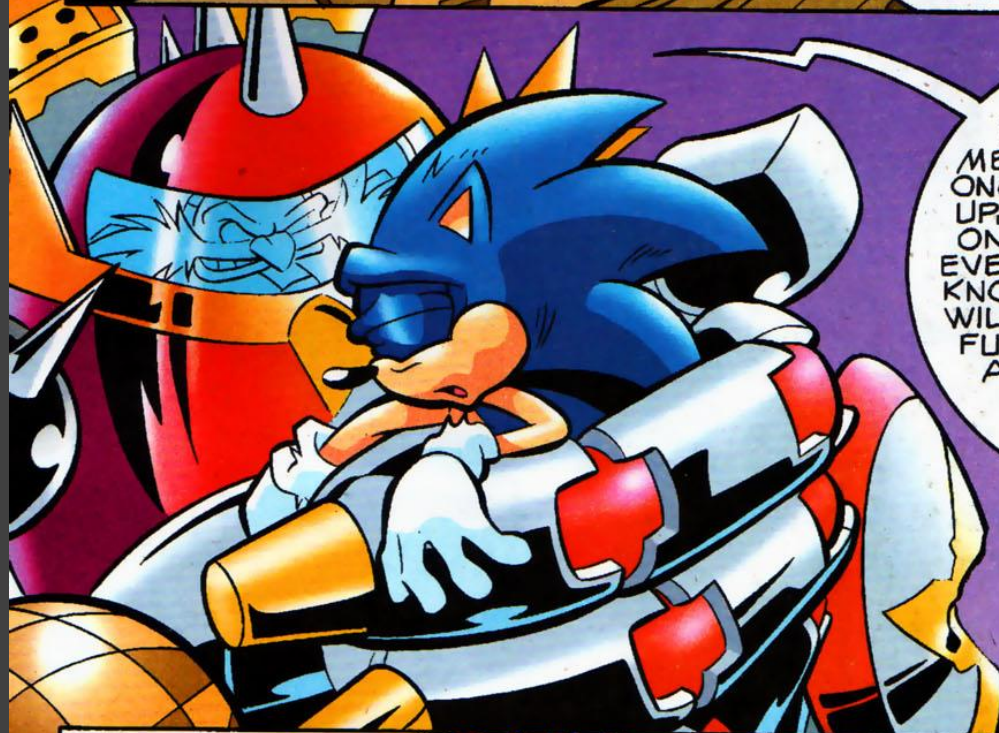
OPTIONS

- The Egg Beater may replace its Big Arms with a Razing Ball (+50pts)

	Range	ST	AK	DAM	Type
Heavy Missile Pods	36"	8	4	D3	Artillery, Indirect Fire, Twin-Linked
Big Arms	CQC	10	4	D6	Melee, Stun, Dual-Wield
Razing Ball	CQC	14	4	D6+2	Melee, Slow, Tankbuster

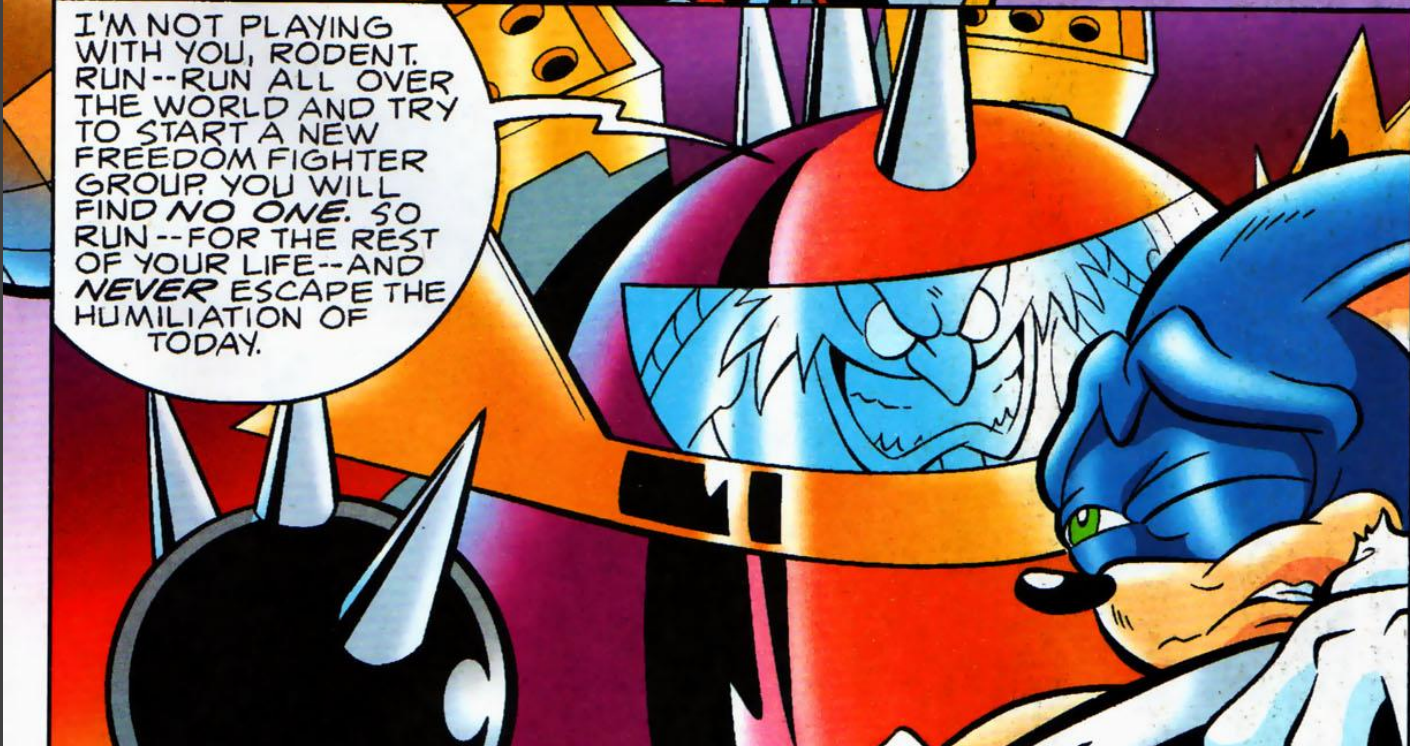


AND YOU CERTAINLY AREN'T *SMART* ENOUGH TO DEFEAT *ME*.



I'M GOING BACK TO NEW MEGAOPOLIS NOW. ONCE I'VE FRESHENED UP, I'M GOING TO TURN ON THE EGG GRAPES. EVERYONE YOU'VE EVER KNOWN OR CARED FOR WILL BE TURNED INTO FUEL FOR MY CITY. AND YOU'LL BE LEFT HERE-- HELPLESS.

I'M NOT PLAYING WITH YOU, RODENT. RUN--RUN ALL OVER THE WORLD AND TRY TO START A NEW FREEDOM FIGHTER GROUP. YOU WILL FIND *NO ONE*. SO RUN--FOR THE REST OF YOUR LIFE--AND *NEVER* ESCAPE THE HUMILIATION OF TODAY.



EGGMAN EMPIRE - TRANSPORTS

SNIVELY BEATER...250PTS

A smaller prototype of the Egg Beater built for Eggman's Sidekick and Nephew, the Snively Beater is exactly what it sounds like – a miniature Egg Beater which, instead of built for Sonic specifically, was built for rounding up his friends. In a way, that's also intended for Sonic – albeit for leaving Sonic to deal with Eggman alone.

	Move	CQC	RC	PAN	HP	ARM	Type
Snively Beater	9"	4	4	7	9	6	Mech, Hover

Unit: 1 Snively Beater

Type: Vehicle

WARGEAR

- Gatling Laser
- Beater Fists

SPECIAL RULES

- Command Vehicle
- Night Vision
- Built for Snively



SPECIAL COMMANDS

Teleporter Cannon – *Technology, Ranged Attack*

Pick an enemy Unit within 24" and Roll to Hit as if making a Ranged Attack. The target's player then rolls 1D6 on the following table to determine its fate:

D6	Result
1	The target Unit teleports anywhere on the board of <i>their</i> player's choice. They may not land within 6" of any other Unit.
2-3	The target Unit is teleported off-battlefield and enters Reserves. It may use methods such as <i>Head Start</i> and <i>Ambush</i> upon returning, if it has them.
4-5	The target Unit teleports anywhere on the board of <i>the firing</i> player's choice. They may not land within 6" of any other Unit.
6	The target Unit is teleported to the Egg Grapes miles away. Every member suffers a ST "D", DAM 4D6 Hit.

Snively may use this on a Melee, even those with his own Units in them – even Units without *Expendable*! If he does, roll once, with the result of that roll applying to **every** Unit in that Melee, including friendlies. The Teleporter Cannon cannot affect static fortifications and/or buildings.

Jump – *Technology, Movement*

The Battlesuit moves up to 12" in any direction. This is considered Flight for terrain purposes and may not be used to Charge.

Built for Snively: Your Army may only contain one Snively Beater, and it may only be purchased as a *Command Vehicle* for Snively Robotnik. As it contains no AI controller like the Egg Beater and Egg Destroyer, if Snively Disembarks from his Beater, it may not act until he re-Embarks.

TRANSPORT CAPACITY

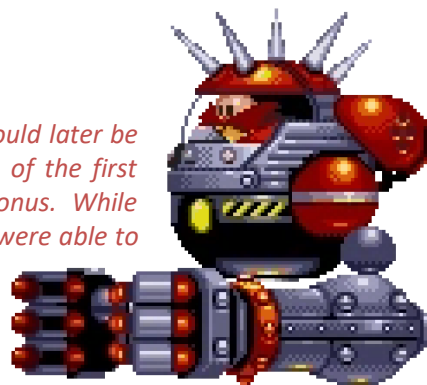
The Snively Beater battlesuit only has enough space to fit Snively Robotnik. Nothing else may Embark on the Snively Beater.

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Beater Fists	CQC	8	4	D3	Melee, Stun, Twin-Linked

SUPPORT

BIG ARMS...16OPTS

A Heavily-Armoured Egg Mobile with two huge mechanical hands (that would later be implemented on the Egg Beater!), the Big Arms Assault Mobile was one of the first combat mechs built solely for killing Sonic – with Tails as a potential side bonus. While it's effective at sewing destruction, the combined might of Sonic and Tails were able to outmanoeuvre the Big Arms and destroy it. While it's not the most effective at killing **them**, the Big Arms Assault Mobile has stayed in production, as it's proven very effective at ruining everything else.



	Move	CQC	RC	PAN	HP	ARM	Type
Big Arms	9" / 9"	5	-	9	9	5	Flying, Hover, Mech

Unit: 1 Big Arms
Type: Vehicle

WARGEAR

- Big Arms

SPECIAL RULES

- Head Start
- Furious Charge
- Command Vehicle

	Range	ST	AK	DAM	Type
Big Arms	CQC	10	4	D6	Melee, Stun, Dual-Wield

EGG DESTROYER BLACK...30OPTS

The Egg Destroyer Battlesuit (commonly nicknamed the Death Egg Robot) is often used as a personal transport for Robotnik himself, especially during the First Robotnik War. Of all the many types of Egg Destroyer, this rarely-deployed version, often nicknamed "Destroyer Black" by war analysts, is perhaps the strangest. A (relatively!) much thinner and lighter model, this version sacrifices some of its armour for added mobility and firepower, making it useful for skirmishing aboard the short-lived orbital base, The Egg Rock.

	Move	CQC	RC	PAN	HP	ARM	Type
Egg Destroyer Black	6"	4	4	9	10	6	Mech

Unit: 1 Egg Destroyer "Black"
Type: Vehicle

SPECIAL RULES

- Terrifying
- Command Vehicle

WARGEAR

- Egg-Bomb Thrower
- Heavy Gatling Laser
- Vehicle Flamethrower
- Destroyer Black's Fist

SPECIAL COMMANDS

Zap Shield – Technology

The Egg Destroyer electrifies its hull, tasing potential attackers up-close. Until its next Start Phase, the Egg Destroyer Black gains +1 ARM.



	Range	ST	AK	DAM	Type
Egg-Bomb Thrower	24"	7	1	D3	Artillery, Blast (2"), Power (1)
Heavy Gatling Laser	36"	4	10	1	Artillery
Vehicle Flamethrower	18"	5	3D6	1	Heavy, Instant Hit
Destroyer Black's Fist	CQC	8	3	D3	Melee, Precision

REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

ARMoured COMMAND GROUP

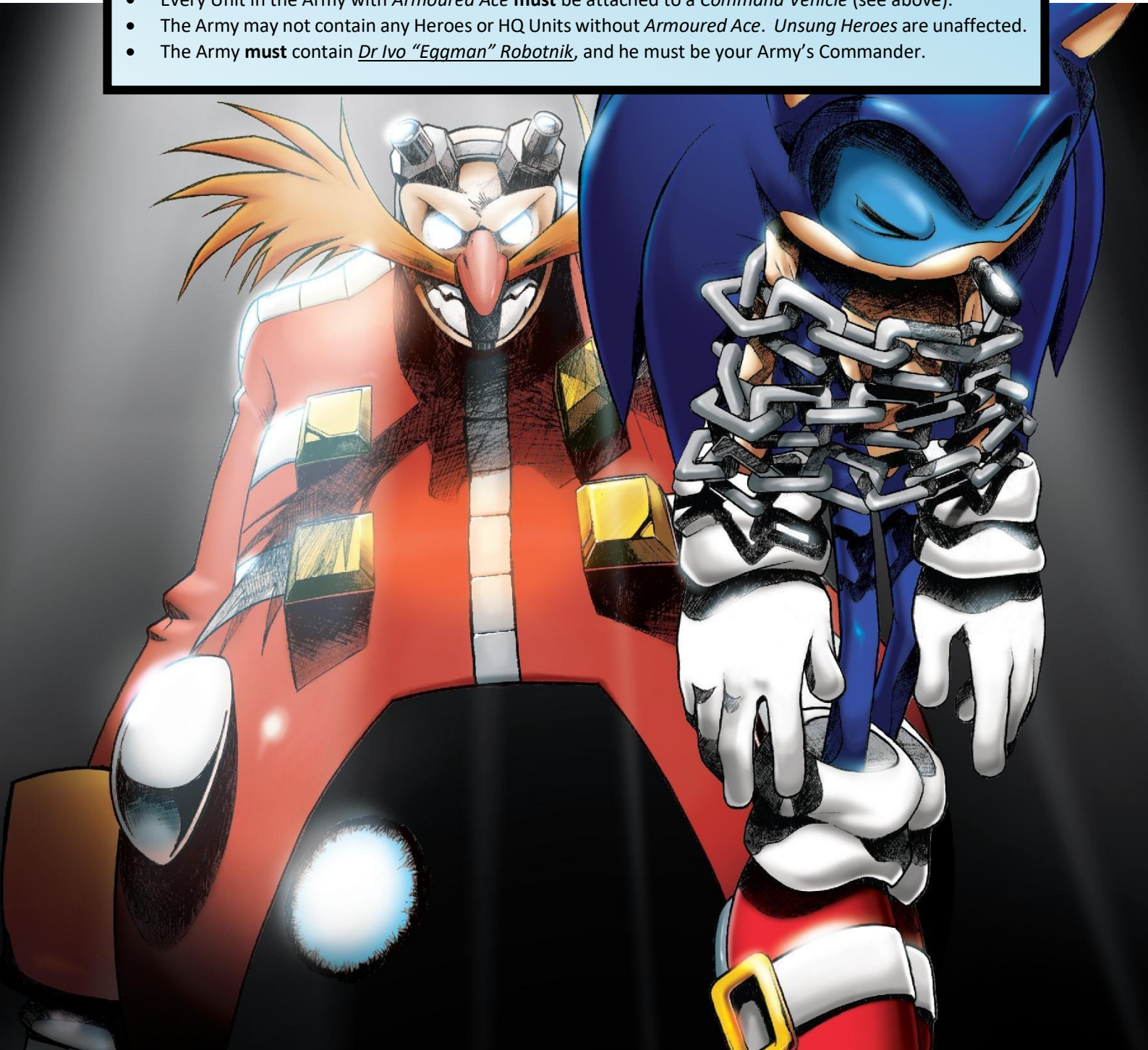
*This Regiment of Renown represents a large assault with multiple senior leaders riding personal transports. Eggman does this often when he feels the odds are in his favour – a way of showing the sheer size and weight of his mechs to the world, and a way of daring his next victims to **try** and stop him. All part of the great game.*

Special Rules

- **Armoured Aces in Abundance:** All Units with *Armoured Ace* in the Army may use that Special Rule, without needing to be the Army's Commander.

Requirements

- The Army **must** contain at least two Units with *Armoured Ace*.
- Every Unit in the Army with *Armoured Ace* **must** be attached to a *Command Vehicle* (see above).
- The Army may not contain any Heroes or HQ Units without *Armoured Ace*. *Unsung Heroes* are unaffected.
- The Army **must** contain Dr Ivo "Eggman" Robotnik, and he must be your Army's Commander.



GUN

Faction Special Rules (**Overwatch**) found in Mobius 3.5 Factions: GUN

TRANSPORT

MEGA SUPPLY TRUCK...250PTS

The Mega Supply Truck would be a superheavy vehicle – if it wasn't for the fact it's completely unarmed! Designed to haul large supplies across the massive swathes of Mobian wasteland, the Mega Supply Truck is often used not just for supplies but as a Forward Operating Base on wheels, fast enough to keep up with Sonic and powerful enough to ram most other superheavies into oblivion!

	Move	RC	PAN	HP	ARM	Type
M2 Bradley	12"	-	10	12	5	Fast, Colossal, Dozer, Transport (32)

Unit: 1 Mega Supply Truck
Type: Vehicle

WARGEAR

- Ramming Tools

SPECIAL RULES

- Fearless
- Terrifying
- Night Vision

**PERFECT FOR ESCAPING
THE CITY!**

TRANSPORT CAPACITY

The Mega Supply Truck can carry **up to 32 GUN Infantry models**. The Gun from a Weapons Team doesn't count towards this Transport Capacity, as they're often small enough to be carried onboard. Recon Drones take up half a space in any GUN Transport. Giga Troopers take 8 slots each and Big Fots take 16 slots each in a Mega Supply Truck.

Ramming Tools: When Ramming an enemy Vehicle, the Mega Supply Truck counts as having ARM 10. When performing a Tank Shock, the enemy doubles their 2D6 roll when attempting to escape and roll their saves against a ST "D" DAM D6+3 attack. In both cases, halve the damage *this* Vehicle takes in their attempt, rounding down. This Special Rule doesn't trigger when this Vehicle is Rammed or Charged.



SUPPORT

M2SG BRADLEY...300PTS

The Old Earth General Omar Bradley was no ordinary general, so it's only natural an IFV named after him is no ordinary IFV. Built as both a reconnaissance vehicle and a transporter for scouting units (such as Assault Squads and Paladin Teams), the M2 Bradley packs more heat than Mobius' average Heavy Tanks!

Modelling Note: The M2 Bradley is a real vehicle in active service today! Several companies sell models of this Vehicle in 28mm scale, including Empress Miniatures.

	Move	RC	PAN	HP	ARM	Type
M2 Bradley	12"	3	8	6	6	Transport (9)

Unit: 1 M2 Bradley

Type: Vehicle

WARGEAR

- **Turret:** Autocannon
- **Turret:** TOW Launcher
- **Turret:** Machine Gun

SPECIAL RULES

- Overwatch
- Night Vision

TRANSPORT CAPACITY

The M2 Bradley can carry **up to 9 GUN Infantry models**. The Gun from a Weapons Team doesn't count towards this Transport Capacity, as they're often small enough to be carried onboard. Recon Drones take up half a space in any GUN Transport.



	Range	ST	AK	DAM	Type
Autocannon	48"	7	4	D3	Artillery, Pinning
TOW Launcher	72"	10	1	D6	Artillery, Tankbuster, Reload
Machine Gun	36"	4	6	1	Heavy

M113 AIR DEFENDER...150PTS

The M113 Armoured Personnel Carrier is an all-terrain troop carrier hailing from as early as the Final War. However, even long before the Final War, some commanders preferred to give these light vehicles some Anti-Air firepower than seats for their soldiers – and that's where the Vulcan Machine Gun comes in!

Modelling Note: The M113 is a real vehicle in active service today! Several companies sell models of this Vehicle in 28mm scale, including Sally 4th and Empress Miniatures.

	Move	RC	PAN	HP	ARM	Type
M113 Assault	9"	3	8	6	5	SPG

Unit: 1 M113 Assault

Type: Vehicle

WARGEAR

- **Turret:** Vulcan Machine Gun

SPECIAL RULES

- Overwatch
- Anti-Air
- Night Vision

	Range	ST	AK	DAM	Type
Vulcan Machine Gun	48"	6	10	1	Artillery, Fast Strike

G.U.N - SUPPORT UNITS

M1DC ABRAMS...500PTS

Putting the "Tank" in Main Battle Tank, the M1 Abrams was among the finest war machines of the Old Earth, and now, with an energy-efficient Power Ring Engine and even more advanced thermal systems (thanks Hope Kintobor!), it's among the finest war machines of Mobius, too!

Modelling Note: The M1 Abrams is a real vehicle in active service today! Several companies sell models of this Vehicle in 28mm scale, including Sally 4th and Empress Miniatures.

	Move	RC	PAN	HP	ARM	Type
M1 Abrams	12"	3	8	9	7	Super-Heavy

Unit: 1 M1 Abrams
Type: Vehicle

WARGEAR

- **Turret:** Annihilator Gun
- **Co-Ax:** Heavy Machine Gun*

SPECIAL RULES

- Overwatch
- Night Vision

**Representing the MMG and LMG present on most variants of the Abrams.*

	Range	ST	AK	DAM	Type
Annihilator Gun					Multi-Choice
(Standard Shell)	72"	14	1	2D6	Artillery, Blast (3"), Tankbuster
(Depleted Uranium Shell)	72"	D	1	4D6	Artillery, Blast (2"), One Use Only
Heavy Machine Gun	36"	5	10	1	Artillery



WOLF PACK NATION

Faction Special Rules (*Cry of the Wolf, Eyes of the Moon*) found in *Mobius 3.5 Factions: Wolf Pack Nation*

TRANSPORT

WAR WAGONS...20PTS

A means of armoured warfare without committing Tek-Wanu, the War Wagon is a staple of large-scale, long-ranged warfare in Soumerca. Pulled by two of a Pack's strongest Wolves, guided by a wise and long-eyed young one, and covered in runic prayers and blessed wood, the War Wagon is surprisingly effective for its primitive design.

	Move	CQC	RC	PAN	HP	ARM	Type
War Wagon	6"	5	-	8	6	4	Transport (15), Open-Topped

Unit: 1 War Wagon
Type: Vehicle

WARGEAR

- Pull-Wolves

SPECIAL RULES

- Cry of the Wolf
- Assault Vehicle
- Fighting Platform
- Makeshift Shieldwall
- Old and Improved

Fighting Platform: When firing from a War Wagon, passengers do *not* suffer a -1 penalty to their RC and count as having remained stationary for purposes of firing *Bow, Heavy, and Artillery Weapons*. Additionally, a War Wagon engages in Melee as if it were a Mech. Its passengers may also fight, with half of the Units' members counting as "within reach".

Makeshift Shieldwall: Units inside a War Wagon may still be targeted for Melee Attacks, but they gain +2 DEF against these Attacks (applied *after* the Pack Shield).

Old and Improved: War Wagons may not go Haywire or Explode. However, they can be Pinned and Stunned.

OPTIONS

- The Unit may contain up to two additional War Wagons (+20pts each)

TRANSPORT CAPACITY

The War Wagons can carry **up to 15 Wolf Pack Nation Infantry models or 1 Pack Artillery Gun and its Crew**. A battery of multiple Guns will require a Caravan of War Wagons, numbering one per gun.

	Range	ST	AK	DAM	Type
Pull-Wolves	CQC	4	3	1	Melee



SUPPORT

CATAPULT BOMBER...75PTS

As part of their “foreign aid program”, a thinly-veiled attempt to trade equipment in the fight against Eggman, the Kingdom of Acorn sent the Wolf Pack Nation thousands upon thousands of Aerial Bombs, with the expectation that they’d be sold to the United Federation or other allied nations (even the Acorns!) to fund more useful ventures – after all, Wolf Packs have no bomber planes. Instead, they came together...and built an anti-tank catapult.

	Move	CQC	RC	PAN	HP	ARM	Type
Catapult Bomber	6”	5	3	8	6	4	Slow, Open-Topped

Unit: 1 Catapult Bomber
Type: Vehicle

WARGEAR

- Bomb Catapult
- Crew Weapons

SPECIAL RULES

- Cry of the Wolf
- Old and Improved
- Crew Brawlin’

Old and Improved: Catapult Bombers may not go Haywire or Explode. However, they can be Pinned and Stunned.

Crew Brawlin’: The Catapult Bomber engages in Melee as if it were a Mech. See the Melee Weapon listed below for statistics.

	Range	ST	AK	DAM	Type
Bomb Catapult	18-36”	10	1	2D6	Artillery, Blast (3”), Indirect Fire
Crew Weapons	CQC	4	6	1	Melee



WOLF PACK NATION - SUPPORT UNITS

HOWLING TOWER...24OPTS

Despite being a siege tower much more fitting for a medieval setting, the Howling Tower is the closest thing to a "Main Battle Tank" a Wolf can get without accusations of Tek-Wanu. While its huge size makes it both cumbersome and easy to hit (especially unwelcome knowing it's made of **wood**), it's sure an intimidating sight for Legionnaires and enemy Felidae alike. And while even some small arms are capable of penetrating it, Howl-Runes of protection keep this tower standing against all odds – it'd take **a lot** of firepower to bring the Wolves' spirits down!

	Move	RC	PAN	HP	ARM	Type
Howling Tower	6"	3	10	24	4	Colossal, Dozer, Transport (30)

Unit: 1 Howling Tower
Type: Vehicle

Old and Improved: Howling Towers may not go Haywire or Explode. However, they can still become Pinned and Stunned.

WARGEAR

- **Roof:** Rune-Ballista
- Battering Ram

Idol of the Moon: During a War Howl, every targeted Howling Tower and all its passengers gain +1 RC. Additionally, the Howling Tower becomes *Super Heavy*. These effects last only as long as the War Howl.

SPECIAL RULES

- Idol of the Moon
- Assault Vehicle
- Terrifying
- Old and Improved
- Firing Decks

Firing Decks: Wolf Pack Nation Units may fire from inside a Howling Tower as if it's an Open-Topped Vehicle. When firing from a Howling Tower, passengers do *not* suffer a -1 penalty to their RC and count as having remained stationary for purposes of firing *Bow*, *Heavy*, and *Artillery* Weapons.

Battering Ram: When Ramming an enemy Vehicle, the Howling Tower counts as having ARM 10. When performing a Tank Shock, the enemy rolls their saves against a ST 8 DAM D6 attack. In both cases, halve the damage *this* Vehicle takes in their attempt, rounding down. This Special Rule doesn't trigger when this Vehicle is Rammed or Charged.

Harpoon Shot: Instead of firing normally, the Rune-Ballista may pick an enemy Vehicle within 36" and Line of Sight. If the Ballista Hits, the target moves 2D6" towards it. If this moves them into a *Wolf Pack Nation* Unit, that Unit counts as having Charged or Rammed it (whichever is applicable). Regardless of the result, the target is *Haywire* until the Harpoon's next Start Phase. If the target in Flight when Hit by a Harpoon Shot, they immediately land.

OPTIONS

- The Howling Tower may replace one or both of its Inner Decks with one of the following, each reducing its Transport Capacity by 15:
 - Arrow Cannon (+20pts each)
 - Repeater Rune-Ballista (+30pts each)
- The Howling Tower may replace its Rune-Ballista with a Repeater Rune-Ballista (+20pts)

TRANSPORT CAPACITY

If they haven't been removed, a Howling Tower contains **two Inner Decks**, which can each hold **up to 15 Wolf Pack Nation Infantry models** or **1 Pack Artillery Gun and its Crew**. A battery of two Guns will require two Decks.

	Range	ST	AK	DAM	Type
Rune-Ballista	36"	8	1	D3	Artillery, Anti-Air, Harpoon Shot
Repeater Rune-Ballista	36"	8	D3	D3	Artillery, Anti-Air
Arrow Cannon	12-36"	3	16	1	Artillery, Indirect Fire

ECHIDNA SECURITY TEAM

Faction Special Rules (**Exfiltration**) found in Mobius 3.5 Factions: Echidna Security Team

SUPPORT

SKYFIRE DEFENCE BATTERY...80PTS

Aerial Defence Teams are a common sight when it comes to the Echidna Security Team, placed pre-emptively when a strike is expected and taking out enemy aircraft before they even arrive. However, ADTs require a lot of setup, especially compared to the “rapid response” tactics of the EST as a whole, so commanders have started placing Artillery Certified Enforcers on the backs of old Mobo-Cruisers, tearing a hole into the top for their Sky Lasers. It’s not the most sophisticated fix, but it’s good enough for the Constable!

	Move	RC	PAN	HP	ARM	Type
Skyfire Cruiser	9"	4	8	6	5	Fast, Open-Topped, SPG

Unit: 1 Skyfire Cruiser
Type: Vehicle

SPECIAL COMMANDS

Watch the Skies – *Tactics, Focus*

The Skyfire Cruiser watches the skies around the battlefield. Instead of firing *now*, they immediately open fire upon the first enemy Flying Unit* to enter from Reserves...with RC 1. The effect is automatically removed in the controlling player’s next Start Phase.

*In this context, “Flying Unit” means any Unit in the Air, be it a Flying Unit, an Airborne Unit, or an Aircraft – as long as it’s Flying when it enters!

WARGEAR

- **Turret:** Hi-Volt Sky Laser

SPECIAL RULES

- Night Vision

OPTIONS

- The Unit may contain up to 2 additional Skyfire Cruisers (+80pts each)

	Range	ST	AK	DAM	Type
Hi-Volt Sky Laser	36"	7	4	D3	Artillery, Anti-Air, Recoil



ECHIDNA SECURITY TEAM - SUPPORT UNITS

ONAGER DEMOLITIONS VEHICLE...350PTS

Originally built to burn down the walls of heavy Dark Legion compounds, the Onager Demolitions Vehicle was seen as an experimental siege weapon, far too heavy and clumsy for a real battlefield operation. However, in the arms race against the Eggman Empire, heavier vehicles saw the need for heavier guns, and the Onager Demolitions Vehicle became a last-minute deployment. Enemy Armour proves no match for concrete-cutting beams.

Modelling Note: The Onager Demolitions Vehicle is loosely based on the Russian ISU-122 tank destroyer. I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Onager	9"	4	9	6	6	Dozer, SPG

Unit: 1 Onager
Type: Vehicle

WARGEAR

- **Front:** Onager Heavy Laser
- **Turret:** Hi-Volt Gatling Laser

SPECIAL RULES

- Night Vision

	Range	ST	AK	DAM	Type
Onager Heavy Laser	36"	14	1	3D6	Artillery, Tankbuster
Hi-Volt Gatling Laser	36"	3	6	1	Heavy, Power (1)

SPATHA HAZARD DROID...230PTS

In a coincidence, during trade agreements between the United Federation and Echidnaopolis, the child prodigy Hope Kintobor was tasked with creating an unmanned variant of the Big Foot mech, remote controlled to keep humans out of harm's way. The finished result was so impressive that Remington himself ordered a hundred units. While Hope couldn't gather the supplies for mass production, she instead sold him the blueprints – where Echidna scientists "made it their own" by replacing its ammo holds with laser batteries and making it "less lethal", able to reduce its laser cannons' power output for riot control and hostage situations.

	Move	CQC	RC	PAN	HP	ARM	Type
Spatha Droid	6"	4	4	9	9	5	Mech

Unit: 1 Spatha Droid
Type: Vehicle

SPECIAL RULES

- Exfiltration
- Night Vision

WARGEAR

- Disperser
- Twin-Linked Hi-Volt Gatling Laser
- Hi-Volt Laser Cannon
- Piston Legs

Modelling Note: The Spatha Hazard Droid is closely based on the ED-209 robot from *RoboCop* (the original one). I recommend modifying a scale miniature of that if planning to build your own!



	Range	ST	AK	DAM	Type
Disperser	30"	3	1	0	Assault, Blast (3"), Power (2), Harmless, Stun
Twin-Linked Hi-Volt Gatling Laser	36"	3	6	1	Heavy, Power (1), Twin-Linked
Hi-Volt Laser Cannon	48"	9	1	D6	Heavy, Power (1)
Piston Legs	CQC	8	2	D3	Melee, Unwieldy

DARK EGG LEGION

Faction Special Rules found in Mobius 3.5 Factions: Dark Egg Legion

SUPPORT

SCORPIO LAND GUNSHIP...500PTS

Originally an EST design, the Scorpio Land Gunship was rejected for being far too long for urban warfare and far too deadly for ethical use as a police vehicle, with the blueprint reaching the Legion via a stolen hard drive, looted from a razed Station building in the notorious District 13. Often iterated and changed for each Chapter's needs, the Scorpio always proves itself to be an Idol of cruelty, its implementation being bloody evidence that Remington was right about this iron monster.

Modelling Note: The Scorpio Land Gunship is loosely based on the Russian T-35 super-heavy tank. I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Scorpio LBS	6"	3	9	12	6	Heavy

Unit: 1 Scorpio Land Gunship
Type: Vehicle

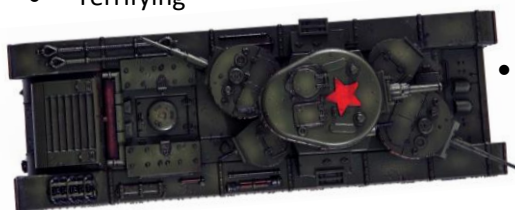
Idol of Flesh's Weakness: Every friendly *Dark Egg Legion* Unit within 12" of the Scorpio Land Gunship gains +1 PAN. If they're already PAN 10, they instead become *Fearless*.

WARGEAR

- **(Main) Turret:** Heavy Siege Gun
- **Side of Main Turret:** Gatling Laser
- **Front Left:** Heavy Laser Cannon
- **Front Right:** Gatling Laser
- **Rear Left:** Heavy Laser Cannon
- **Rear Right:** Gatling Laser

SPECIAL RULES

- Idol of Flesh's Weakness
- Terrifying



OPTIONS

- This Vehicle's Heavy Siege Gun may be replaced with one of the following:
 - Scorpio Gatling Laser
 - Onager Heavy Laser
 - Super-Heavy Flamethrower (+80pts)
- Any of this Vehicle's Heavy Laser Cannons may be replaced with one of the following:
 - Heavy Gatling Laser
 - Siege Gun
 - Vehicle Flamethrower (+50pts each)
- Any of this Vehicle's Gatling Lasers may be replaced with one of the following:
 - Laser Cannons
 - Heavy Flamethrower (+20pts each)

	Range	ST	AK	DAM	Type
Heavy Siege Gun	48"	10	1	D6	Artillery, Blast (3"), Tankbuster
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster
Onager Heavy Laser	36"	14	1	3D6	Artillery, Tankbuster
Heavy Laser Cannon	48"	10	1	D6	Artillery, Tankbuster
Laser Cannon	48"	9	1	D6	Heavy
Scorpio Gatling Laser	36"	4	16	1	Artillery, Pinning
Heavy Gatling Laser	36"	4	10	1	Artillery
Gatling Laser	36"	3	6	1	Artillery
Super-Heavy Flamethrower	24"	6	4D6	1	Artillery, Instant Hit
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit
Heavy Flamethrower	12"	4	2D6	1	Assault, Instant Hit

DARK EGG LEGION - SUPPORT UNITS

MOBO-CRUISER TECHNICAL SQUAD...50PTS

While the name might suggest a specific brand or model, the term "Mobo-Cruiser" is a blanket term to describe all Mobian-built vans, trucks, and buses. That being said, not every Mobo-Cruiser, especially the ones the Dark Egg Legion can steal, are very practical transporters or concealers. These stolen vehicles are either deployed as bombs to distract or assassinate, sold to unsavoury criminals who don't mind stolen wheels for a discount, or, in this particular case, used to carry a single heavy weapon and its rag-tag crew. These makeshift...not-quite-tanks...are commonly nicknamed "Technicals", and their ramshackle nature makes a general description less vague than this section high-impossible!

	Move	RC	PAN	HP	ARM	Type
Mobo-Cruiser Tech	9"	3	7	6	4	Fast, Open-Topped, SPG

Unit: 1 Mobo-Cruiser Technical
Type: Vehicle

Destroy the Evidence: At any point during their own Turn, or immediately after failing a Panic Test, a Stolen Mobo-Cruiser may choose to Explode. Enemy players gain no points from self-detonations.

WARGEAR

- **Turret:** Gatling Laser

SPECIAL RULES

- Vanguard
- Destroy the Evidence

OPTIONS

- The Unit may contain up to 2 additional Mobo-Cruisers (**+50pts each**)
- One Mobo-Cruiser may carry a Legion Banner (+1 PAN) (**+10pts**)
- Any number of Mobo-Cruisers may carry a *Dozer Plough* (**+10pts each**)
- Any number of Mobo-Cruisers may replace their Gatling Laser with one of the following:
 - Sniper Rifle
 - Heavy Flamethrower
 - Heavy Gatling Laser (**+10pts each**)
 - Laser Cannon (**+10pts each**)
 - Sky Laser (**+20pts each**)
 - Mortar (**+20pts each**)
 - Heavy Laser Cannon (**+40pts each**)
 - Siege Gun (**+40pts each**)
 - Vehicle Flamethrower (**+60pts each**)

	Range	ST	AK	DAM	Type
Sniper Rifle	48"	5	1	D6	Heavy, Power (2), Sniper
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster
Heavy Laser Cannon	48"	10	1	D6	Artillery, Tankbuster
Laser Cannon	48"	9	1	D6	Heavy
Heavy Gatling Laser	36"	4	10	1	Artillery
Gatling Laser	36"	3	6	1	Artillery
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit
Heavy Flamethrower	12"	4	2D6	1	Assault, Instant Hit
Sky Laser	36"	6	4	D3	Artillery, Anti-Air
Mortar	18-72"	4	1	1	Artillery, Blast (2"), Indirect Fire

NERB LEGION

Faction Special Rules found in Mobius 3.5 Expansion: Nerb Legion

SUPPORT

NERB TANK SQUADRON...90PTS

When the Kingdom of Acorn sent expeditionary forces to retake the Nerb Kingdom's vast network of mines, The Foreman demanded Eggman sends a company of Chariot Tanks to guard the entrances. Eggman's response rhymed with "Cluck Scoff", so his engineers strapped generators to hastily modified minecarts and hoped for the best.

	Move	RC	PAN	HP	ARM	Type
Nerb Tank	6"	3	7	4	4	Slow, Softskin, SPG

Unit: 3 Nerb Tanks
Type: Vehicle

OPTIONS

- The Unit may contain up to 3 additional Nerb Tanks (+30pts each)
- One Nerb Tank may carry a Legion Banner (+1 PAN) (+10pts)
- Any number of Nerb Tanks may replace their Burst Laser with one of the following:
 - Plasma Carbine
 - Pawn Bazooka
 - Flamethrower

WARGEAR

- **Turret:** Burst Laser

SPECIAL RULES

- Head Start

	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

NERB HEAVY TANK...150PTS

Later in the Kingdom of Acorn's invasion of the Nerb Kingdom, the Royal Tank Corps began sending heavier vehicles like the Cuirassier to (in their own words) "speed up this mess", and in response Nerb Engineers began welding three Nerb Tanks to (in their own words) "increase the sturdiness". It did very little to help.

	Move	RC	PAN	HP	ARM	Type
Nerb Tank	6"	3	8	12	5	Slow

Unit: 3 Nerb Tanks
Type: Vehicle

OPTIONS

- The Nerb Heavy Tank may replace any of its Burst Lasers with one of the following:
 - Plasma Carbine
 - Pawn Bazooka
 - Flamethrower

WARGEAR

- **Turrets (x3):** Burst Laser

SPECIAL RULES

- Head Start

	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

FELIDAE DYNASTY

Faction Special Rules found in Mobius 3.5 Factions: Felidae Dynasty

SUPPORT

STEAM TANK...120PTS

Having only discovered gunpower around 200 years ago and steam engines around a century later, the Steam Tank is a combination of the Felidae's two proudest technological achievements, and a way to rub their enemies faces in it. Diesel engines? Power Ring Charges? Lasers? All foreign nonsense that trembles under the might of the Mysterious Cat Country...or at least that's what they tell themselves.

Modelling Note: The Felidae Steam Tank is based on the "Steam14" Steam Tank design from Ironclad Miniatures. However, if you want to use a different Steam Tank for this model, I won't stop you!

	Move	RC	PAN	HP	ARM	Type
Steam Tank	6"	3	8	6	6	Full Steam Ahead*

Unit: 1 Steam Tank
Type: Vehicle

WARGEAR

- **Turret:** Stump Gun

SPECIAL RULES

- *Full Steam Ahead!

***Full Steam Ahead:** When making a Rapid Move with a Steam Tank, the player must choose to use one, two, or three shovels of coal, adding 1D6", 2D6", or 3D6" (instead of their Rapid Move bonus) respectively. However, if two or more dice land on the same number, the engine's coal supplies run low and the tank may not Rapid Move for the rest of the game.

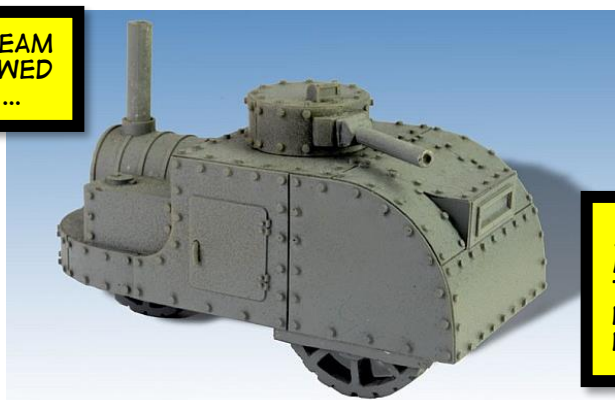
Extra Bucket: Steam Tanks with an Extra Bucket of coal may ignore the first double-number rolled while making a Rapid Move (see *Full Steam Ahead*) and may continue making Rapid Moves until the next double-number.

OPTIONS

- The Steam Tank may carry an Extra Bucket of coal (+10pts)
- The Steam Tank may replace its Stump Gun with a Great Cannon (+80pts)

	Range	ST	AK	DAM	Type
Stump Gun					Multi-Choice
(Ball Shot)	36"	8	1	D3	Artillery, Stun, Piercing
(Grape Shot)	18"	4	2D6	1	Artillery, Instant Hit
Great Cannon					Multi-Choice
(Ball Shot)	48"	9	1	D6	Artillery, Stun, Piercing
(Grape Shot)	24"	4	3D6	1	Artillery, Instant Hit

ALL FELIDAE STEAM TANKS ARE CREWED BY "KIT" TROOPS...



...THEIR INTERNAL MECHANISMS MAKE THEM TOO TIGHT A FIT FOR ADULT FELIDAE!

FELIDAE DYNASTY - SUPPORT UNITS

STEAM COPTER...6OPTS

A scouting vehicle in nature, the Steam Copter was designed during the Homo-Lupus War, where Felidae Warlords saw a GUN Helicopter surveying Wolf encampments and thought they should be doing the same. Unfortunately, Copters couldn't support the weight of heavy weaponry, so innovative sadists added a latch beneath the engine, where the pilot can drop red hot coals at their discretion and scold the disgusting mongrels below.

Modelling Note: The Felidae Steam Copter is based on the "Steam23" Rotocopter design from Ironclad Miniatures, you'll just need to replace the human pilot with a Felidae one! However, if you want to use a different steampunk chopper for this model, I won't stop you.

	Move	CQC	RC	PAN	HP	ARM	Type
Steam Copter	6" / 12"	5	2	8	9	4	Aircraft, Mech, Open-Topped

Unit: 1 Steam Copter
Type: Vehicle

WARGEAR

- Hot Coals
- Repeater Musket
- Pilot's Bludgeoner

SPECIAL RULES

- Head Start
- Furious Charge

***By the Shovel:** When dropping Hot Coals, the player must choose whether to use one, two, or three shovels' worth, granting 1D6, 2D6, or 3D6 AK respectively. However, if two or more dice land on the same number, the engine's coal supplies run low and both the Steam Copter's Move values are reduced by 3". If this happens a third time, the Steam Copter **must** land and becomes *Immobile* until the end of the battle.

Extra Bucket: Steam Copters with an Extra Bucket of coal may ignore the first double-number rolled while dropping Hot Coals (see *By the Shovel*) and their Move value is unaffected.

OPTIONS

- The Steam Copter may carry an Extra Bucket of coal (+10pts)

	Range	ST	AK	DAM	Type
Hot Coals	Bomb	3	1-3D6*	1	Bomb, Power (1), Stun, Instant Hit, *By the Shovel
Repeater Musket	24"	3	D3	1	Assault
Pilot's Bludgeoner	CQC	8	2	D3	Melee



DINGO REGIME

Faction Special Rules (**What a Tanker!**) found in Mobius 3.5 Factions: Dingo Regime

SUPPORT

POUNCER ASSAULT TANK...220PTS

Designed as a fast version of the Prowler to match the EST's Chariot Tanks, the Mark IX "Pouncer" is often used to cut off armoured patrols by shooting the first and last vehicles in a column, trapping them far from the battlefield. However, the Pouncer Assault Tank's biggest weakness is the hubris of its crewmen, who often try using its speed to get ahead of their enemies and exposing their flank long enough for a Laser Cannon to take advantage.

Modelling Note: The Pouncer Assault Tank is loosely based on the German Panzer V "Panther" medium tank – I recommend modifying a scale miniature of one if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Pouncer Tank	9"	3	8	6	6	Fast

Unit: 1 Pouncer Tank
Type: Vehicle

WARGEAR

- **Turret:** 85mm Gun
- **Front:** Machine Gun

SPECIAL RULES

- What a Tanker!
- Night Vision

	Range	ST	AK	DAM	Type
85mm Gun					Multi-Choice
(High Explosive)	48"	4	1	1	Artillery, Power (1), Blast (2")
(Armour Piercing)	48"	9	1	D3	Artillery, Tankbuster
Machine Gun	36"	4	6	1	Heavy

SIEGE-TUNDRA TANK DESTROYER...500PTS

The Mark XIII-S "Siege-Tundra" is a regular Tundra chassis whose turret is now welded onto the top, to support the weight of and accuracy of the 130mm "Super Siege Gun" – a gun the Dingoes feared and respected after the Kingdom of Acorn's expeditionary campaigns, and the Gendarme's shocking effectiveness against the original Tundra. After all, if you can't beat them, aim their own guns at them!

Modelling Note: The Siege-Tundra Tank Destroyer is loosely based on the German Jagdtiger heavy tank destroyer – I recommend modifying a scale miniature of one if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Snow-Tundra	6"	3	8	8	7	Heavy

Unit: 1 Snow-Tundra
Type: Vehicle

WARGEAR

- **Front:** Super Siege Gun
- **Front:** Machine Gun

SPECIAL RULES

- What a Tanker!
- Night Vision

	Range	ST	AK	DAM	Type
Super Siege Gun	72"	14	1	2D6	Artillery, Blast (3"), Tankbuster
Machine Gun	36"	4	6	1	Heavy

KINGDOM OF MERCIA

Faction Special Rules (**Dauntless**) found in Mobius 3.5 Factions: Kingdom of Mercia

SUPPORT

MERLIN LAND BATTLESHIP...500PTS

Frequent Kingdom of Mercia players will remember when I referred to the Lancelot as a “Steel Leviathan” but comparing that tank to the Merlin Land Battleship would be akin to comparing a goldfish to a tiger shark. The third tank designed by Mercian Blacksmiths and “Mecha-Wizards” (read: engineers), the Merlin’s front and sides are covered in a thick iron shell, and, like the Lancelot, makes up for its lack of speed by covering itself in heavy guns. At least Infantry won’t sneak up on them from behind!

Modelling Note: The Merlin Land Battleship is loosely based on the British “Flying Elephant (Type B)” tank concept – I recommend modifying a scale miniature of one if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Merlin LBS	6"	3	8	9	7	Super-Heavy, Slow

Unit: 1 Merlin LBS
Type: Vehicle

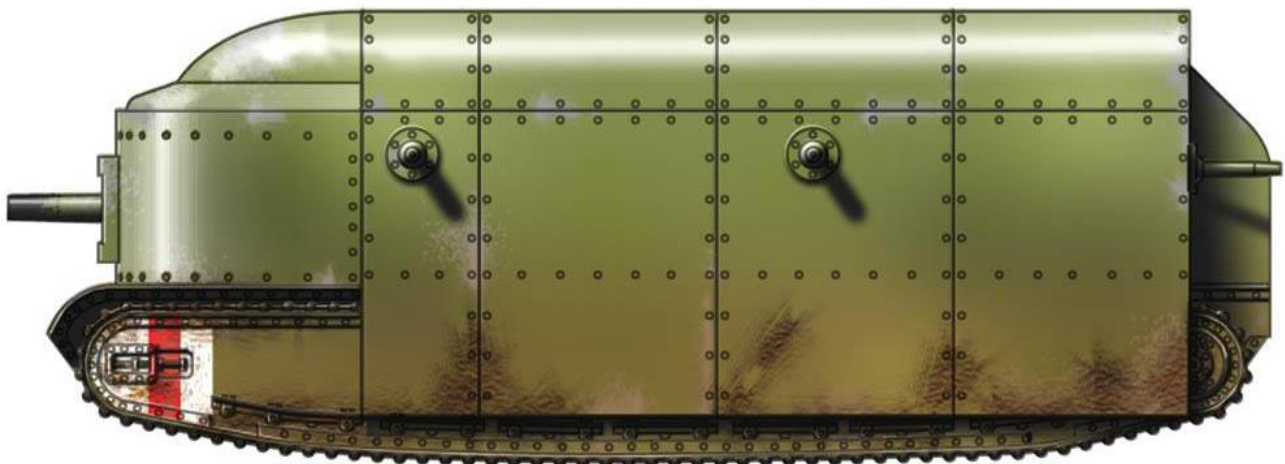
WARGEAR

- **Front:** Heavy Siege Gun
- **Left Side:** Heavy Gatling Lasers x2
- **Right Side:** Heavy Gatling Lasers x2
- **Rear:** Heavy Gatling Lasers x2

SPECIAL RULES

- Dauntless

	Range	ST	AK	DAM	Type
Heavy Siege Gun	48"	10	1	D6	Artillery, Blast (3"), Tankbuster
Heavy Gatling Laser	36"	4	10	1	Artillery



IRON DOMINION

Faction Special Rules found in Mobius 3.5 Factions: Iron Dominion

SUPPORT

IRON ONI...400PTS

The Iron Oni is a massive enforcer robot, its ancient prototype and blueprints found in the ruins of an old Dragon Kingdom workshop and given new life through the Iron Queen's tech-magic. While it often goes against the Iron Dominion's usual M.O of Ninjas and "shadow warfare", the Iron Oni often sees deployment during counter-attacks led by Samurai, and as distractions where there's little room for conventional stealth. Its most notable deployment was during the Snively Mutiny, in which Eggman battled one in a final confrontation with his notorious nephew.

	Move	CQC	RC	PAN	HP	ARM	Type
Iron Oni	6"	5	4	10	12	7	Mech, Heavy, Colossal, Transport (3)

Unit: 1 Iron Oni
Type: Vehicle

WARGEAR

- Big Arms
- Vehicle Flamethrower

SPECIAL RULES

- Terrifying
- Night Vision

TRANSPORT CAPACITY

The Iron Oni can carry up to 3 Iron Dominion Infantry models. They may fire or perform Special Commands from it as if it were an *Open-Topped Vehicle*, but they may also be targeted (albeit with Level 2 Cover).

	Range	ST	AK	DAM	Type
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit
Big Arms	CQC	10	4	D6	Melee, Stun, Dual-Wield



BLACK ARMS

Faction Special Rules (**Hive Mind**) found in Mobius 3.5 Factions: Black Arms

TRANSPORT

BLACK TANK...150PTS

Aside from Black Comets, the Black Arms aren't particularly fond of the concept of Vehicles. After all, their entire armed forces come from a literal "gene-pool", and they have plenty of Units that can teleport from the Gene-Pools directly to the planet. However, the abundance of heavy firepower on Mobius (and previous victim planets) have made the Black Tank an uncommon but necessary addition to the Black Arms' arsenal – a fast hovercraft that protects the important Units (such as Ethereals and their guards) until they can get close enough for the harvest.

	Move	RC	PAN	HP	ARM	Type
Black Tank	9"	-	7	6 ^{+6*}	6	Fast, Hover, Transport (16)

Unit: 1 Black Tank
Type: Vehicle

WARGEAR

- Dark Shields (6HP)

SPECIAL RULES

- Hive Mind
- Assault Vehicle
- Death Throes

***Dark Shields:** The Black Tank's Dark Shields have 6 HP and the *Immortal* Special Rule. Additionally, they always roll unmodifiable Armour Saves of 4+ regardless of where they're Hit. When a Black Tank is Hit while its Dark Shields have at least 1 HP, the Dark Shields are Hit instead. When the Dark Shields are reduced to 0 HP they are destroyed, and the next enemy's Attacks will target the Tank itself.

Death Throes: When the Black Tank and/or its Dark Shields are destroyed, do not roll to determine whether it Explodes, and instead check if the Tank is Connected to the *Hive Mind*. If it is, its controlling player may choose whether or not it Explodes. If not, it always Explodes. When Dark Shields Explode, the Black Tank within is always unharmed.

TRANSPORT CAPACITY

The Black Tank can carry **up to 16 Black Arms Infantry models**. Death Leech Swarms take up half a space each. Black Ethereals, Black Oaks, and Doom's Body fill 4 spaces each.



BATTLE BIRD ARMADA

Faction Special Rules found in Mobius 3.5 Factions: Battle Bird Armada

TRANSPORT

BATTLE PLATFORM...150PTS

The Battle Platform is exactly what it sounds like – a floating platform made in the image of the glorious Battle Fortress, only a lot smaller and a lot less armed. These airborne aircraft carriers are designed for long-distance missions, venturing several miles out from the Battle Fortress and/or Kukku Island, hovering around places that “look important to these creatures” before raining down drop vehicles to take it for themselves!

	Move	RC	PAN	HP	ARM	Type
Battle Platform	0" / 6"	3	8	12	5	Aircraft, Transport (see below), Hover

Unit: 1 Battle Platform
Type: Vehicle

WARGEAR

- **Front:** Gauss Cannon

SPECIAL RULES

- Head Start
- Drop Vehicles

Drop Vehicles: When the Battle Platform is in the air, any non-Aircraft disembarking do so immediately beneath the vehicle, then using their *Head Start* movement (if they have one) to represent their thrusters kicking in. They must disembark and/or finish this move at least 3" away from the nearest Unit, friendly or enemy.

TRANSPORT CAPACITY

The Battle Platform can carry **up to 4 Battle Bird Armada Vehicles**. Baleen Scouting Craft fill up only half a space each. If the Vehicle in question is a Transport, it may carry its passengers without issue, but the Vehicle in question must disembark with said passengers inside. The Battle Platform may not carry Heavy Vehicles and may not carry another Battle Platform.

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

SUPPORT

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

BATTLE BIRD ARMADA - SUPPORT UNITS

HUMPBACK-X GUNSHIP...200PTS

While the Humpback Gunship is a common form of mobile artillery, there are weapons far too “new and weird” to see frequent use on the battlefield – but that doesn’t stop the Armada from trying! These specialist variants, known as the Humpback-X (as in eXperimental), are normally locked away in a dusty sub-hangar on the battle fortress, only brought out when their options become limited, and flamethrowers become a viable offensive option for these normally long-range assailants.

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

Unit: 1 Humpback

Type: Vehicle

WARGEAR

- **Turret:** Gravity Cannon

SPECIAL RULES

- Head Start
- Night Vision

Implode: An Implode Weapon’s ST and its targets’ DEF (or ARM) are swapped when determining Saves (for instance: a DEF 5 target would be defending against a ST 5 weapon). Shield Saves are ignored entirely. Against Vehicles, Implode weapons always count as targeting the **Rear**.

OPTIONS

- The Humpback may replace its Vehicle Flamethrower with a Gravity Cannon (+25pts)
- The Humpback may carry a front-mounted Gauss Cannon (+25pts)

	Range	ST	AK	DAM	Type
Gravity Cannon	48"	1	1	2D6	Artillery, Implode, Tankbuster
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit
Gauss Cannon	36"	5	6	1	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

CREDITS & DISCLAIMERS

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