

MOBIUS 3.5 FACTIONS



DINGO REGIME

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SPECIAL RULES

Machine Gun Funk

Like the ancient Eurish Armies they emulate, the Dingo Regime focus most of their squad tactics around the Light Machine Gun.

When a *Machine Gun Funk* Unit fires, it may opt to only fire their Light Machine Gun(s). If they do, they gain +1 RC if there are more Unit members than LMGs, and the *Pinning* Special Rule if there are more than three Unit members per LMG.

What a Tanker!

Like the ancient Eurish soldiers they analyse and idolise, Dingo Tank Squadrons will often rush far ahead of the infantry they're meant to support and strike the enemy like a sledgehammer.

Once per game, in their Turn's Start Phase, a *Dingo Regime* Commander may declare a **Blitz**, which lasts until their End Phase. During a Blitz, all *What a Tanker* Vehicles under their Command may use the Hero Phase as if they were Heroes.

During the Hero Phase, Vehicles affected by a Blitz may fire no more than one Weapon, regardless of whether they Moved or not.

DINGO REGIME UNITS HQ

DINGO CAPTAIN...55PTS

The Dingo Captain is a master of the battlefield, spending years in local Officer Training Schools before they even see their Platoon. Here, they learn from history's greatest leaders, from both Mobius and the Ancient Earth – all while state propaganda washes away any “inconvenient ideas”. They leave these schools like machines, built to lead their platoons with an unwavering fervour, a ruthless efficiency, and the precision of a surgical knife.

	Move	CQC	RC	PAN	HP	DEF
Dingo Captain	6"	4	4	9	4	3

Unit: 1 Dingo Captain
Type: Infantry

WARGEAR

- Pistol
- Officer's Knife

OPTIONS

- The Captain may exchange their Pistol with one of the following:
 - Bolt Rifle (+5pts)
 - SMG (+10pts)

SPECIAL RULES

- Independent

	Range	ST	AK	DAM	Type
Pistol	12"	4	1	1	Assault
Bolt Rifle	30"	4	1	1	Assault
SMG	18"	4	3	1	Assault
Officer's Machete	CQC	3	3	1	Melee

THE DINGOES ARE VILLAINS

IN THE COMICS, THE DINGO REGIME ARE HEAVILY INSPIRED BY NAZI GERMANY, BOTH IN UNIFORM DESIGN AND THE TREATMENT OF WHO THEY'D CALL "UNDESIRABLE". THIS BOOK COVERS THEM AS SUCH, WITH ALL THEIR UNITS AND STRATEGIES TAKING INSPIRATION FROM THE WEAPONS AND TACTICS OF GERMAN UNITS DURING THE WORLD WAR II.

I DESCRIBE SOME OF THESE WEAPONS AND TACTICS AND HOW THEY WERE EFFECTIVE AND INEFFECTIVE IN DIFFERENT SITUATIONS. HOWEVER, CONDONING THE STATE OF NAZI GERMANY AND ITS VILE ATROCITIES IS ANOTHER THING ENTIRELY.

I DON'T WANT TO RISK DOING THAT. EVEN BY MISTAKE. EVEN BY GLIBLY CALLING A FICTIONAL VERSION OF IT "COOL".

THAT'S WHY I FEEL THIS DISCLAIMER IS IMPORTANT. THE DINGO REGIME ARE EVIL, AS WERE THE REAL-WORLD MONSTERS THEY WERE BASED ON. THERE'S NOTHING WRONG WITH LOOKING AT A TANK AND SAYING IT LOOKS COOL, BUT IT'S IMPORTANT TO REALISE WHAT THESE THINGS WERE BEING USED FOR. BE GLAD THEY LOST.

TROOPS

DINGO RIFLE SQUAD...85PTS

The Dingo Rifle Squad is the result of exhaustive research into the armies of the Ancient Earth, and which Squad structures worked best for lightning assaults. The perfect Squad – in their eyes – consisted of four riflemen and two machine gunners led by a Sergeant and their assistant, both armed with a submachine gun. While many United Federation officers scoff at this structure as outdated, a Dingo commander would call it “traditional”.

	Move	CQC	RC	PAN	HP	DEF
Dingo Soldier	6"	3	3	7	1	3
Dingo Sergeant	6"	3	3	8	1	3

Unit: 7 Dingo Soldiers,
1 Dingo Sergeant
Type: Infantry

WARGEAR

- Bolt Rifle
- Bayonet

SPECIAL RULES

- Machine Gun Funk

OPTIONS

- The Dingo Sergeant may replace their Bolt Rifle with a SMG (+5pts)
- One Dingo Soldier may replace their Bolt Rifle with a SMG (+5pts)
- The entire Unit may carry Frag and Charge Grenades (+30pts)
- The Unit may wear *Night Vision* gear (+10pts)
- Up to two Dingo Soldiers may replace their Bolt Rifle with a Light Machine Gun (+15pts each)

	Range	ST	AK	DAM	Type
Bolt Rifle	30"	4	1	1	Assault
SMG	18"	4	3	1	Assault
Light Machine Gun	36"	4	4	1	Assault
Frag Grenades	9"	3	D3	1	Assault, Pinning, One Use Only
Charge Grenades	9"	7	1	D3	Assault, One Use Only
Bayonet	CQC	3	2	1	Melee

DINGO SCOUT TEAM...60PTS

Some of the Regime's Rifle Platoons will split a single Squad into two smaller "Scout Teams". Halved in both size and range, their most common role is to move ahead and report any potential threats back to their officers, harassing enemy infantry once they're spotted. Some sadistic leaders will give their Scout Teams a single flamethrower, a severe war crime under the Knothole Conventions. Most Dingoes simply don't care – after all, victory comes before any outsider "laws".

	Move	CQC	RC	PAN	HP	DEF
Dingo Soldier	6"	3	3	7	1	3
Dingo Sergeant	6"	3	3	8	1	3

Unit: 3 Dingo Soldiers,
1 Dingo Sergeant
Type: Infantry

WARGEAR

- SMG
- Bayonet

SPECIAL RULES

- Vanguard

OPTIONS

- One Dingo Soldier may carry one of the following:
 - Tank-Wrecker (+15pts)
 - Heavy Flamethrower (+50pts)
- The Unit may take the *Ambush* Special Rule for (+25pts)
- The Unit may wear *Night Vision* gear (+10pts)

	Range	ST	AK	DAM	Type
SMG	18"	4	3	1	Assault
Tank-Wrecker	24"	9	1	D3	Heavy, Tankbuster
Heavy Flamethrower	12"	4	2D6	1	Assault, Instant Hit
Bayonet	CQC	3	2	1	Melee

TRANSPORT

HELLHOUND HALF-TRACK...40PTS

While assaulting on foot is the “traditional” way to go, you may need something with a little more armour expecting heavy resistance. The Hellhound Half-Track is that something. Covered in armour and with a heavy gunner firing from above, it’s able to protect troops from small arms fire, deploy them quickly and reliably provide covering fire as they advance – the perfect tool for any assault!

Modelling Note: The Hellhound Half-Track is loosely based on the German Sdkfz range of half-tracks – I recommend modifying a scale miniature of one if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
<i>Hellhound</i>	9"	3	8	6	5	Transport (12)

Unit: 1 Hellhound Half-Track
Type: Vehicle

OPTIONS

- The Hellhound may gain one of the following:
 - Front-Mounted Machine Gun (+20pts)
 - Front-Mounted Heavy Machine Gun (+40pts)
 - Front-Mounted Vehicle Flamethrower (+80pts)

TRANSPORT CAPACITY

A Hellhound Half-Track can carry up to 12 Dingo Regime Infantry models. Artillery Guns may be stored onboard or towed behind, but not fired from it.

	Range	ST	AK	DAM	Type
<i>Machine Gun</i>	36"	4	6	1	Heavy
<i>Heavy Machine Gun</i>	36"	5	10	1	Artillery
<i>Vehicle Flamethrower</i>	18"	5	3D6	1	Heavy, Instant Hit

GREYHOUND COMMAND CAR...20PTS

The Greyhound Command Car, as the name might suggest, is used mainly as a staff car for Dingo commanders and strategists, moving them and their bodyguards from front to front – though it’s equally useful at doing the same for rank-and-file soldiers! Its usefulness in combat is often disputed due to its incredibly weak armour, but the Command Car is fast and cheap, which are virtues of their own.

	Move	RC	PAN	HP	ARM	Type
<i>Greyhound</i>	9"	3	8	6	4	Fast, Open-Topped, Transport (8)

Unit: 1 Greyhound Command Car
Type: Vehicle

OPTIONS

- The Greyhound may reduce its Transport Capacity to 6 and gain one of the following:
 - Front-Mounted Machine Gun (+15pts)
 - Front-Mounted Heavy Machine Gun (+30pts)

TRANSPORT CAPACITY

An unarmed Greyhound Command Car can carry up to 6 Dingo Regime Infantry models, while an armed one may carry no more than 4. It may not take Artillery Guns.

	Range	ST	AK	DAM	Type
<i>Machine Gun</i>	36"	4	6	1	Heavy
<i>Heavy Machine Gun</i>	36"	5	10	1	Artillery

SUPPORT

DINGO SNIPER...50PTS

Snipers are lone wolves within a Dingo strike force, often personally promoted by Captains for their accuracy and assigned to their personal retinue. The main goal of a Dingo Sniper is to strike unseen, picking off enemy commanders and silencing sentries before an invasion begins.

	Move	CQC	RC	PAN	HP	DEF
Dingo Sniper	6"	3	4	7	3	3

Unit: 1 Dingo Sniper
Type: Infantry

WARGEAR

- Sniper Rifle
- SMG
- Machete

SPECIAL RULES

- Ambush
- Camouflage
- Climb

OPTIONS

- The Unit may contain up to two additional Dingo Snipers (+50pts each)

	Range	ST	AK	DAM	Type
Sniper Rifle	48"	4	1	D3	Heavy, Power (2), Sniper
SMG	18"	4	3	1	Assault
Machete	CQC	3	2	1	Melee



SUPPORT UNITS

SUPPORT WEAPONS TEAM...50PTS

Platoons are often supported by one or two heavy weapons – namely a Mortar or Siege Gun – with a team of three normally lying in wait, only to strike once an unsuspecting convoy is within reach. If tanks aren't the biggest threat to your soldiers, then Mortars and Heavy Machine Guns might be more useful.

	Move	CQC	RC	PAN	HP	DEF
Dingo Soldier	6"	3	3	7	1	3

Unit: 1 Gun, 3 Dingo Soldiers
Type: Artillery

WARGEAR (CREW)

- Pistol
- Machete

OPTIONS

- The Gun **must** be one of the following:
 - Heavy Machine Gun
 - Mortar
 - Flak Gun
 - Siege Gun (+10pts)
- Up to three of these Units may be combined to form a Battery.

	Range	ST	AK	DAM	Type
Heavy Machine Gun	36"	5	10	1	Artillery
Flak Gun	48"	6	4	D3	Artillery, Anti-Air, Twin-Linked
Mortar	18-72"	4	1	1	Artillery, Blast (2"), Indirect Fire
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster
Pistol	12"	4	1	1	Assault
Machete	CQC	3	2	1	Melee

SIREN DIVE BOMBER...180PTS

The Siren Dive Bomber, named after the horrifying scream of its engines, is the horse of the modern Dingo knight, their "riders" treated as heroes of their Wars – and it's easy to see why. Their ability to fly at supersonic speeds and drop heavy payloads into an enemy base is a stirring sight to them, and a terrifying sight to their foes.

Modelling Note: The Siren Dive Bomber is loosely based on the German Ju-87 "Stuka" bomber plane – I recommend modifying a scale miniature of one if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Siren Dive Bomber	6" / 6-12"	3	8	8	4	Aircraft, Fast

Unit: 1 Siren Dive Bomber
Type: Vehicle

SPECIAL RULES

- Dive Bomber

WARGEAR

- Burst Cannon
- 3x Aerial Bombs

Dive Bomber: If the Siren Dive Bomber only drops one Bomb and fires no other weapons in its Turn, that Bomb gains the *Fast Strike* Special Rule.

	Range	ST	AK	DAM	Type
Burst Cannon	36"	6	6	2	Artillery, Twin-Linked
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (4"), One Use Only

SUPPORT UNITS

PROWLER MEDIUM TANK...150PTS

The Mark VII "Prowler" is the most common Armoured Combat Vehicle in the Dingo Regime's roster. As with all their designs, it emulates the human tanks of the Ancient Earth that stormed through the forests of the old Eurish, with terrible firepower that struck fear into the hearts of the besieged.

Modelling Note: The Prowler Medium Tank is loosely based on the German Panzer IV medium tank – I recommend modifying a scale miniature of one if planning to build your own!

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

Unit: 1 Prowler Tank

Type: Vehicle

SPECIAL RULES

- What a Tanker!
- Night Vision

WARGEAR

- **Turret:** 75mm Gun
- **Front:** Machine Gun

OPTIONS

- The Prowler may replace its 75mm Gun with a Vehicle Flamethrower (+50pts)

	Range	ST	AK	DAM	Type
75mm Gun					Multi-Choice
(High Explosive)	36"	4	1	1	Artillery, Blast (2")
(Armour Piercing)	36"	9	1	D3	Artillery
Vehicle Flamethrower	18"	5	3D6	1	Artillery, Instant Hit
Machine Gun	36"	4	6	1	Heavy

TUNDRA HEAVY TANK...300PTS

The Mark XIII "Tundra" is one step beyond the Prowler in terms of just about everything except speed, from firepower to armour to how said armour is distributed. As with all their designs, it emulates the human tanks of the Ancient Earth. This one, they theorized, was deployed when the army of Eurish at the time began to lose ground to people from the freezing tundras in the East – a machine of hellish destruction named after the lands it once terrorised.

Modelling Note: The Tundra Heavy Tank is loosely based on the German Tiger II "King Tiger" heavy tank – I recommend modifying a scale miniature of one if planning to build your own!

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

Unit: 1 Tundra Tank

Type: Vehicle

WARGEAR

- **Turret:** 120mm Gun
- **Front:** Machine Gun

SPECIAL RULES

- What a Tanker!
- Night Vision

	Range	ST	AK	DAM	Type
120mm Gun					Multi-Choice
(High Explosive)	48"	5	1	1	Artillery, Blast (3")
(Armour Piercing)	48"	10	1	D6	Artillery, Tankbuster
Machine Gun	36"	4	6	1	Heavy

DINGO REGIME HEROES



GENERAL HELMUT VON STRYKER...20OPTS

Helmut von Stryker is both the field marshal and ruler of the Dingo Regime, his desire for ultimate supremacy tempered by his cold, calculating mind. While his priorities are to secure the longevity of his people over any destructive goals, he's more than willing to "spill inferior blood" and "side with unpleasant dictators" to get there.

	Move	CQC	RC	PAN	HP	DEF
<i>Helmut von Stryker</i>	9"	5	5	10	6	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Helmut Von Stryker

WARGEAR

- Stryker Bullpup
- Brutal Fisticuffs
- Scouting Bird

SPECIAL RULES

- Independent
- Fearless

Scouting Bird: In his every Start Phase, Helmut may send his pet Bird to perform one of the following tasks:

- **Call Out Targets:** Pick an enemy Unit within 24". Until Von Stryker's next Start Phase, friendly *Dingo Regime* Units may re-roll Rolls to Hit of 1 against that Unit.
- **Stay and Fight:** Add +2 AK to Von Stryker's Brutal Fisticuffs until his next Start Phase.

COMMAND BONUS

Lightning War

When Helmut Von Stryker declares a Blitz (see *What a Tanker!*, page 1), all Infantry and Artillery Units under his Command may immediately move up to 6" in any direction of his player's choice. This doesn't affect their Movement and/or other actions in that Turn.

	Range	ST	AK	DAM	Type
<i>Stryker Bullpup</i>	24"	4	3 / 6	1	Semi-Auto, Pinning
<i>Brutal Fisticuffs</i>	CQC	3	4	1	Melee, Brutal

THE DESERT INDEPENDENT CORPS (DIC)

AFTER ATTEMPTING TO FIGHT THE NEWLY-RISEN ENERJAK, THE DINGOES WERE STRIPPED OF THE EGGMAN-ISSUED UNIFORMS AND TELEPORTED TO THE SANDOPOLIS ZONE AS THEIR CITIES AND THEN-LEADER WERE SPLIT ATOM-BY-ATOM. IRONICALLY, THIS HAPPENED TO BE WHERE THE FORMER LEADER, HELMUT VON STRYKER, HAD BEEN BANISHED.

WHEN PLAYING A "LATE-ERA" DINGO ARMY, THEY NO LONGER DON THE RED-AND-BLACK THAT ASSOCIATES THEM WITH THE EGGMAN EMPIRE, INSTEAD OPTING FOR DESERT COLOURS (BROWNS AND YELLOWS) ALONGSIDE FIELD-GREY AND KHAKI PIECES FROM THEIR PRE-LEGIONNAIRE "GLORY" DAYS – OFTEN TORN TO SHREDS BY YEARS OF USE. THIS ROGUE MILITARY STATE HAS MANY NAMES, THE MOST POPULAR OF WHICH IS "DIC", OR DESERT INDEPENDENTS' CORP.

DINGO REGIME HEROES

KAGE VON STRYKER...27OPTS

Kage von Stryker was formerly little more than the son of Helmut, overall commander of the Dingo Regime. This changed when he briefly ousted his father, forming the Regime into a puppet of the Eggman Empire to gain more power through it – essentially making the once sovereign nation a Dark Egg Legion Chapter. Kage's coup began a new age of Eggman-sponsored aggression and slaughter towards the neighbouring Echidna populous, abruptly ended with his brutal death by the will of the godlike Enerjak.



Narrative Note: Kage gains his cybernetics and ousts his father to become leader, and Helmut only takes over the remnants of the Dingoes after Kage dies and his men are banished to the Sandopolis Zone. For this reason, Helmut and Kage are not able to play on the same Army.

	Move	CQC	RC	PAN	HP	DEF
Kage Von Stryker	9"	5	-	10	12	5

Unit: 1 Named Hero

Type: Infantry

Variant of: Kage Von Stryker

WARGEAR

- Shock Hands

Heart of Iron: Thanks to his internal cybernetics, Kage Von Stryker may re-roll Defence and Shield Saves of 1.

SPECIAL RULES

- Fearless
- Terrifying
- Heart of Iron
- Shielded (5+)

COMMAND BONUS

Blinded by Hatred

When Kage Von Stryker declares a Blitz (see *What a Tanker!*, page 1), for the duration of that Blitz, all *Dingo Regime* Infantry Units under his Command gain the *Furious Charge* Special Rule.

	Range	ST	AK	DAM	Type
Shock Hands	CQC	7	4	D3	Melee, Dual-Wield, Power (1)

THE DINGO CIVIL WAR

FOR A BRIEF PERIOD, THE DINGO REGIME WAS THE VICTIM OF CIVIL UNREST. BELIEVING HIS FATHER A WEAKLING FOR NEGOTIATING WITH ECHIDNAS, KAGE DECLARED HIMSELF THE RIGHTFUL LEADER OF THE REGIME AND OUSTED HIS OWN FATHER, BANISHING HIM TO SANDOPOLIS ZONE AND PUSHING HIS OWN NATION INTO FOREIGN CONTROL UNDER THE EGGMAN EMPIRE.

IRONICALLY, THE DINGOES WERE SOON BANISHED TO SANDOPOLIS ZONE BY ENERJAK AND KAGE DIED WITH HIS STATE. SANDOPOLIS SOON BECAME THE HOME OF THE NEW DINGO REGIME (NOW KNOWN AS THE DESERT INDEPENDENT CORPS), LED ONCE MORE BY THE RUTHLESS BUT WISE COMMANDER HELMUT. IF YOU WANT TO PLAY A CAMPAIGN WITH DINGO REGIME MODELS ON BOTH SIDES, IT'S NOT UNREASONABLE TO REPRESENT A FIGHT BETWEEN HELMUT (AND/OR HIS MANY OFFICERS) AND KAGE'S COUP, POTENTIALLY BACKED BY DARK EGG LEGIONNAIRES.

REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

MECHANISED ATTACK COLUMN

Inspired by the armies of an Old Earth dictator, the Dingoes follow the ancient tactic known as “Blitzkrieg”, pushing their armour and transports far ahead of the infantry and catching the foe completely off-guard – or at least, that’s the idea. Unfortunately for them, the Dingoes never bothered to check who won that war.

Special Rules

- **Go-Go-Go!!!:** During their first Start Phase, all ground Vehicles in the Army may immediately move up to 6” in any direction, following the standard rules for movement and terrain.
- **All the Subtlety of a Sledgehammer:** No Units in this Army may use the *Vanguard*, *Ambush*, or *Camouflage* Special Rules.

Requirements

- The Army **must** contain at least one Greyhound Command Car and two tanks – be they Prowler Medium Tanks and/or Tundra Heavy Tanks.
- All Infantry **must** start the game or campaign in a Transport – the Commander must start in a Greyhound Command Car.
- The Army may not contain Support Weapons Teams. For heavy firepower, you’ll need to rely on your Infantry and Tanks!

STRYKER DARK EGG LEGION

While, under Helmut, the Dingoes were distant allies of the Eggman Empire – both wanting to annihilate the Allies in search of a fascist dystopia – his son, Kage, has fully embraced the doctor’s plans for world domination, using these new cybernetics to bring about a new wave of fascist terror, that somehow doesn’t notice the irony of joining a cult -once started by Echidnas- in an attempt to kill them.

Special Rules

- **Legion Support:** The Army may contain Units from the **Dark Egg Legion** Faction Book. If there’s only one HQ slot, you can take one Kommissar (or Praetor) as a Troops choice. Aside from that, their Ranks are unaffected.
- **Egg-shaped Turncoat:** Kage von Stryker has the *Imperial Puppet* Special Rule (see below).

Imperial Puppet

If Kage is your Army’s Commander, all **Dingo Regime** non-Vehicles under his Command have the *Boom* Special Rule. All Legionized Chariot Tanks under his Command have the *What a Tanker* Special Rule.

Requirements

- The Army may contain no Heroes except Kage von Stryker.
- The Army **must** contain one of the following, depending on the battle’s Size:
 - **Skirmish:** At least one Kommissar (or Praetor) and one Legionnaire Squad.
 - **Any Size:** At least one Kommissar (or Praetor), and two Legionnaire Squads.

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, 5, 8, 9, and 11, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.

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