

MOBIUS 3.5 FACTIONS

REVISED
EDITION
-2024-



KINGDOM OF MERCIA

GETTIN' MEDIEVAL WITH IT!

WWW.IOANDAVIESJOHN.COM/MOBIUS

CONTENTS

SPECIAL RULES	1
MERCIAN UNITS	2
HQ	2
Marshal...150pts.....	2
Guards Sergeant...50pts.....	2
Troops	3
Knights of Mercia Warband...130pts.....	3
Guards Warband...75pts.....	3
Support	4
Honour Guard...70pts.....	4
Thunder Knights Warband...150pts.....	5
Archer Warband...90pts.....	5
Peasant Militia...30pts.....	6
Mounted Guards...110pts.....	6
Royal Artillery...40pts.....	7

Imported Hussar Fighter Biplane...75pts.....	7
Lancelot Battle Tank...350pts.....	8
Galahad Scout Tank Troop...75pts.....	8
KINGDOM OF MERCIA HEROES	9
Rob O' The Hedge...400pts.....	9
Bow Sparrow...250pts.....	10
Thorn the Lop...250pts.....	10
Munch Rat...230pts.....	11
Alan Quail...180pts.....	11
Friar Buck...160pts.....	12
REGIMENTS OF RENOWN	13
Order of the Tank.....	13
Peasant Levy.....	13
CREDITS & DISCLAIMERS	14

Full copyright disclaimer at the end of the book
This Book was most recently edited on 21/03/2024



SPECIAL RULES

Tally-Ho!

Mercian Knights are the finest cavalrymen on Mobius, still opting to ride on the backs of Mobinis over more modern mounts. Their mounts – known as Streaking Pashas – are a combination of dragons and horses of ancient Earth, and their relatively massive size and weight provide an advantage in the charge.

When a model with this Special Rule Charges or makes a Rapid Move, all their Melee Weapons gain +1 AK until their following Start Phase.

Dauntless

Mercian Knights follow a strict code of chivalry, which is very clear on the concept of “running away” – no matter how the odds are stacked!

Units containing *Dauntless* models do not suffer any modifiers to their Panic Tests from losing HP, Unit members, or Commanders.

Additionally, they are immune to the effects of *Terrifying*. Special Rules that affect the Units' PAN values still apply.

MERCIAN UNITS

HQ

MARSHAL...150PTS

The Mercian Marshal is a veteran knight who has ascended to spiritual leadership, never seen far from their Hoverbike. Becoming a Marshal can happen in multiple ways – normally by completing a task set forth by a high-ranking noble (i.e. the O'Hedge family or the High Sheriff), or by any number of Chivalrous acts, be they rescuing villages or slaying giant "beasts" (usually robots), with bonus points if a noble lady was watching!

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Marshal Type: Cavalry
Marshal	6"	6	-	10	4	6	

WARGEAR

- Marshal's Chivalry Lance
- Knight's Shield*

SPECIAL RULES

- Independent
- Furious Charge
- Tally-Ho!
- Head Start
- Dauntless
- *Shielded (5+)

OPTIONS

- The Marshal may be accompanied by Honour Guard (see page 4)

	Range	ST	AK	DAM	Type
Marshal's Chivalry Lance	CQC	4	4	2	Melee, Power (1), Piercing

GUARDS SERGEANT...50PTS

While a Marshal would be in charge of Knightly forces, the Sergeant is put in charge of armies on foot. While leading yeomen (not Knights) may sound like a relatively unenviable job, through acts of heroism a Sergeant can raise themselves to nobility above that of even a Marshal!

	Move	CQC	RC	PAN	HP	DEF	Unit: 1 Sergeant Type: Infantry
Sergeant	6"	5	-	9	3	3	

WARGEAR

- Sergeant's Sword
- Mercian Shield*

OPTIONS

- The Sergeant may be accompanied by Honour Guard (see page 4)
- The Sergeant may take any of the following:
 - Sergeant's Greatsword (+10pts)
 - Sergeant's Axe (+15pts)
 - Sergeant's Warhammer (+15pts)
- The Sergeant may ride a Pasha (+50pts), making them Cavalry. They also gain the *Furious Charge* and *Tally-Ho!* Special Rules.

SPECIAL RULES

- Independent
- *Shielded (6+)

	Range	ST	AK	DAM	Type
Sergeant's Sword	CQC	3	4	1	Melee
Sergeant's Greatsword	CQC	4	4	1	Melee, Brutal
Sergeant's Axe	CQC	5	4	2	Melee, Power (1)
Sergeant's Warhammer	CQC	8	3	D3	Melee, Unwieldy

TROOPS

KNIGHTS OF MERCIA WARBA...130PTS

In Mercia, Knights are the highest-ranking members of both military and society, save the monarchy itself. To prove their worth, these heavily-armoured cavalymen charge headlong into battle atop their Streaking Pashas, prepared to run through the unworthy and strike down the foul!

	Move	CQC	RC	PAN	HP	DEF
Mercian Knight	6"	5	-	9	1	6

Unit: 5 Mercian Knights
Type: Cavalry

WARGEAR

- Chivalry Lance
- Knight's Shield*

SPECIAL RULES

- Tally-Ho!
- Dauntless
- Furious Charge
- Head Start
- *Shielded (5+)

OPTIONS

- The Unit may contain 5 additional Mercian Knights (+120pts)

	Range	ST	AK	DAM	Type
Chivalry Lance	CQC	4	2	2	Melee, Power (1), Piercing

GUARDS WARBA...75PTS

Mercian Guards – also known as (Species)-at-Arms – are professional soldiers (sometimes even mercenaries) incapable of ascending to Knighthood, be it through familial dishonour or lack of nobility entirely. As the name might suggest, Mercian Guards are often assigned as town and castle guards and are rarely deployed offensively.

	Move	CQC	RC	PAN	HP	DEF
Guard	6"	4	3	7	1	3
Guard Champion	6"	4	3	8	1	3

Unit: 7 Guards,
1 Guard Champion
Type: Infantry

WARGEAR

- Short Sword
- Mercian Shield*

OPTIONS

- The Unit may contain 8 additional Guards (+75pts)
- One Guard may employ a Hunt-mutt (*Scanner*) (+20pts)
- The entire Unit may replace their Short Swords and Mercian Shields with one of the following:
 - Mercian Pikes
 - Mercian Greatswords

SPECIAL RULES

- *Shielded (6+)

	Range	ST	AK	DAM	Type
Short Sword	CQC	3	2	1	Melee
Mercian Pike	CQC	4	2	1	Melee, Long
Mercian Greatsword	CQC	4	2	1	Melee, Brutal



SUPPORT

HONOUR GUARD...70PTS

Honour Guards are the few among a Mercian Army chosen to guard the leader and support their strategic “genius”. The soldiers within this Unit are selected for their fighting prowess and bravery (if not sheer nepotism) and are often paired with local bards and physics to provide ~~entertainment for their lords~~ moral support for the troops beneath them.

IMPORTANT: Honour Guard can **only** be taken by HQs that list them as an “Option”. The HQ begins the game joined to their Honour Guard and can’t leave until they’re destroyed. Honour Guard **don’t** fill a Support slot.

	Move	CQC	RC	PAN	HP	DEF
Honour Guard	6"	5	-	8	1	4
Bard	6"	5	-	8	1	4
Physic	6"	5	-	8	1	4

Unit: 5 Honour Guards
Type: Infantry

WARGEAR

- Short Sword
- Mercian Shield*

2x Honour Guard:

- Fervent Flag

SPECIAL RULES

- Dauntless
- *Shielded (6+)

OPTIONS

- The entire Unit may ride Pashas (+50pts), making them Cavalry. They also gain the *Furious Charge*, *Head Start*, and *Tally-Ho* Special Rules.
- Any Honour Guard without a Flag may do one of the following:
 - Replace their Short Sword with a Mercian Pike or Mercian Greatsword
 - If Cavalry, replace their Short Sword with a Chivalry Lance
 - Replace their Short Sword with a Fortress Hammer (+10pts each)
 - Become a Bard (max. 1)
 - Become a Physic (max. 1) (+10pts)
- The entire Unit may wear Knight’s Armour (+2 DEF) and replace their Mercian Shields (6+) with Chivalrous Shields (5+) (+30pts)

SPECIAL COMMANDS

Medieval Medicine (4+) – Physic, Healing

This Special Command requires a Physic. Pick a friendly *Kingdom of Mercia* Unit within 6" of the Physic. Then pick one of the following effects for that Unit:

- If the Unit has lost any members, bring back one member with 1 HP.
- Recover D3 HP to a single member of that Unit, up to their starting HP.

Fervent Flag: All friendly *Kingdom of Mercia* Units within 12" of their Honour Guard gain +1 AK to all their Melee Weapons, including the Honour Guard themselves. This radius increases by 6" for every additional Fervent Flag and/or **Bard** present within the Honour Guard.

	Range	ST	AK	DAM	Type
Short Sword	CQC	3	2	1	Melee
Mercian Pike	CQC	4	2	1	Melee, Long
Mercian Greatsword	CQC	4	3	1	Melee
Chivalry Lance	CQC	4	2	1	Melee, Power (1), Long
Fortress Hammer	CQC	8	2	D3	Melee, Unwieldy

SUPPORT UNITS

THUNDER KNIGHTS WARBAND...150PTS

When Mercia was first invaded in the Robotnik Coup, the kingdom had little to no way of dealing with heavily armoured Units, as they were too obsessed with keeping the old ways alive. When Rob O' the Hedge reclaimed the throne over a decade later, the topic of anti-tank warfare was among the first things brought up. The new King's solution was to purchase armoured vehicles and anti-tank guns from the Kingdom of Acorn, but the Knights of Mercia has another idea: equipping their bravest (and/or stupidest) with huge, Ring-powered hammers, designed for shattering fortress walls. Needless to say, Rob still bought the weapons – but the Thunder Order was born!

	Move	CQC	RC	PAN	HP	DEF	Unit: 5 Mercian Knights Type: Cavalry
Mercian Knight	6"	5	-	9	1	6	

WARGEAR

- Rocket Hammer
- Knight's Shield*

SPECIAL RULES

- Tally-Ho!
- Dauntless
- Head Start
- Furious Charge
- *Shielded (5+)

OPTIONS

- The Unit may contain 5 additional Mercian Knights (+120pts)

	Range	ST	AK	DAM	Type
Rocket Hammer	CQC	8	2	D3	Melee, Unwieldy

ARCHER WARBAND...90PTS

Mercians are traditionalists who disdain "un-sportsmanlike" weapons, such as the firearms you'd see on practically any Northamer battlefield. The Mercian Archers are not pressured by their "advanced yet cowardly" peers in the United Federation or the Kingdom of Acorn! They instead hone their archery and tune their longbows to match a modern gun's deadliness – a task which, according to sceptics, will never be accomplished.

	Move	CQC	RC	PAN	HP	DEF	Unit: 7 Guards, 1 Guard Champion Type: Infantry
Guard	6"	4	3	7	1	3	
Guard Champion	6"	4	3	8	1	3	

WARGEAR

- Mercian Longbow
- Short Sword

OPTIONS

- The Unit may contain 8 additional Guards (+60pts)
- One Guard may employ a Hunt-mutt (Scanner) (+20pts)
- The Unit may take any of the following:
 - Flaming Arrows (+10pts/+20pts*)
 - Cavalry Spikes (+10pts/+20pts*)

SPECIAL RULES

- Vanguard

*Price based on Unit Size (8/16).

Flaming Arrows: Once per game, an Archer Warband with Flaming Arrows may spend their Movement Phase igniting their arrows instead of Moving. This adds +1 DAM and *Power (1)* to their Longbows.

Cavalry Spikes: Once per game, an Archer Warband with Cavalry Spikes may spend their Movement Phase placing spikes instead of Moving. Until they Move again, all their Melee Weapons gain +2 ST and the *Long* subtype.

	Range	ST	AK	DAM	Type
Mercian Longbow	24"	2	1	1	Bow, Power (1)
Short Sword	CQC	3	2	1	Melee

SUPPORT UNITS

PEASANT MILITIA...30PTS

Sometimes, the manpower provided by your Knights and Guards aren't enough. To combat this, Mercian garrisons often contain a stash of primitive, "easy-use" weapons, such as daggers or spin-loaded Light-Lock Muskets, which is then dispensed to the townsfolk in the event of a large-scale invasion. If the garrison runs out, the Peasants are forced to gather what items they can from their homes to use as makeshift spears and clubs. Many peasants die in such deployments, but it's a sacrifice their lords are willing to make.

	Move	CQC	RC	PAN	HP	DEF
Peasant	6"	2	2	5	1	1

Unit: 10 Peasants
Type: Infantry

WARGEAR

- Makeshift Weapons

OPTIONS

- The Unit may contain one of the following:
 - 10 additional Peasants (+30pts)
 - 20 additional Peasants (+60pts)
- One Peasant may carry a Mercian Flag (+1 PAN) (+5pts each)
- The entire Unit may replace their Makeshift Weapons with Peasant Fists and one of the following:
 - Light-Lock Muskets (+10pts/+20pts/+30pts*)
 - Laser Rifles (+15pts/+30pts/+45pts*)

*Price based on Unit Size (10/20/30).

	Range	ST	AK	DAM	Type
Light-Lock Musket	24"	3	1	1	Assault
Laser Rifle	24"	3	1 / 2	1	Semi-Auto
Makeshift Weapons	CQC	3	2	1	Melee
Peasant Fist	CQC	2	1	1	Melee

MOUNTED GUARDS...110PTS

While Knights make up the bulk of Mercia's Cavalry, some of the larger cities' authorities will keep their own stock of Streaking Pashas for their Guards. While these units aren't an unstoppable force in shining armour, they're willing to break codes of chivalry and get into the enemy's flanks – some will even resort to ranged combat! While they'd never outright admit it, the Knights are glad to have a bit of ranged support moving as quickly as them.

	Move	CQC	RC	PAN	HP	DEF
Mounted Guard	6"	4	3	7	1	4
Mounted Champion	6"	4	3	8	1	4

Unit: 7 Mounted Guards,
1 Mounted Champion
Type: Cavalry

WARGEAR

- Short Sword
- Mercian Shield*

OPTIONS

- The Unit may contain 8 additional Mounted Guards (+80pts)
- The entire Unit may replace their Short Swords and Mercian Shields with one of the following:
 - Mercian Pikes
 - Mercian Greatswords
 - Short Swords and Mercian Longbows (+10pts/+20pts)

SPECIAL RULES

- Vanguard
- Tally-Ho!
- *Shielded (6+)

*Price based on Unit Size (8/16).

	Range	ST	AK	DAM	Type
Mercian Longbow	24"	2	1	1	Bow, Power (1)
Short Sword	CQC	3	2	1	Melee
Mercian Pike	CQC	4	2	1	Melee, Long
Mercian Greatsword	CQC	4	3	1	Melee

SUPPORT UNITS

ROYAL ARTILLERY...40PTS

The Kingdoms of Acorn and Mercia have long been allies, and now they have a common threat in the Eggman Empire, the House of Acorn is more than willing to sell and lend technology to the O' Hedge family when needed. Artillery is no exception – in fact, it's the most frequently-traded item!

	Move	CQC	RC	PAN	HP	DEF
Guard	6"	4	3	7	1	3

Unit: 1 Gun, 3 Guards
Type: Artillery

WARGEAR (CREW)

- Short Sword

OPTIONS

- The Gun **must** be one of the following:
 - Gatling Laser
 - Heavy Gatling Laser (+5pts)
 - Laser Cannon (+5pts)
 - Sky Laser (+10pts)
 - Mortar (+10pts)
 - Siege Gun (+20pts)
- Up to three of these Units may be combined to form a Battery.

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Heavy Gatling Laser	36"	4	10	1	Artillery
Laser Cannon	48"	9	1	D6	Heavy
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
Short Sword	CQC	3	2	1	Melee

IMPORTED HUSSAR FIGHTER BIPLANE...75PTS

Hussar Fighter Planes are high-performance biplanes based on the Tornado design by Miles "Tails" Prower, borrowed and bought en-masse from the Kingdom of Acorn's arsenal. While many fortresses across Mercia are equipped with Sky Lasers to deter aerial threats, it doesn't hurt to have a "heavier horse" to support the Knights from above!

	Move	RC	PAN	HP	ARM	Type
Hussar	6" / 6-12"	3	8	8	4	Aircraft, Softskin, Fast

Unit: 1 Hussar Fighter Biplane
Type: Vehicle

SPECIAL RULES

- Dauntless

WARGEAR

- **Front:** Hussar Laser Array

OPTIONS

- The Hussar can take a **Rear-mounted Twin-Linked Gatling Laser (+15pts)**
- The Hussar can carry up to three Aerial Bombs (+10pts each)

	Range	ST	AK	DAM	Type
Hussar Laser Array	36"	6	4	D3	Artillery, Twin-Linked
Twin-Linked Gatling Laser	36"	3	6	1	Heavy, Twin-Linked
Aerial Bomb	Bomb	10	1	D6	Bomb, Blast (3"), One Use Only

SUPPORT UNITS

LANCELOT BATTLE TANK...350PTS

A steel leviathan built as a “land ship”, the Lancelot Battle Tank crawls across the battlefield and showers the enemy in laser fire and artillery barrages. The first attempt by Mercian ironmongers to “build [their] own tank” without the Kingdom of Acorn’s support, whether they were a failed or succeeded depends on whether you prefer speed or firepower. Fortunately for those ironmongers, firepower sells – and local towns’ lords will pay vast sums for it.

Modelling Note: The Lancelot Battle Tank is loosely based on the British “Mk IV” Great War tank – I recommend modifying a scale miniature of one if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Lancelot	6"	3	8	6	7	Heavy, Slow

Unit: 1 Lancelot Battle Tank
Type: Vehicle

SPECIAL RULES

- Dauntless

WARGEAR

- **Sponsons (x2):** Siege Gun
- **Front:** Heavy Gatling Laser

OPTIONS

- The Lancelot can take two **Side-mounted** Gatling Lasers (+30pts)
- The Lancelot can take a **Dozer** (+30pts)

	Range	ST	AK	DAM	Type
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster
Heavy Gatling Laser	36"	4	10	1	Artillery
Gatling Laser	36"	3	6	1	Heavy

GALAHAD SCOUT TANK TROOP...75PTS

A lightly-armoured tower of Gatling Lasers, the Galahad “Scout” Tank is a marvel of engineering to medieval blacksmiths and a running joke among the GUN Soldiers just south of them. To laugh at the Galahad is cruel, however – those blacksmiths tried their best, and it’s not a bad second attempt. At least the enemy will never be outside of its arc of fire.

Modelling Note: The Galahad Scout Tank is loosely based on the British “Whippet” Great War tank – I recommend modifying a scale miniature of one if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Lancelot	6"	3	8	5	5	

Unit: 1 Lancelot Battle Tank
Type: Vehicle

WARGEAR

- **Front:** Gatling Laser
- **Sides (x2):** Gatling Laser
- **Rear:** Gatling Laser

SPECIAL RULES

- Dauntless
- Head Start

OPTIONS

- The Unit may contain up to two additional Galahads (+75pts each)

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy

KINGDOM OF MERCIA HEROES

ROB O' THE HEDGE...40OPTS

Robert O'Hedge is the rightful heir to the Mercian throne – however, the Robotnik Coup soon spread from Northamer to Mercia, and the Sheriff of Snottingham betrayed his people for the Eggman Empire! Rob soon formed his own Freedom Fighter force, the Merry Mobians, and worked with Sally Acorn's entourage to regain their power through guerrilla warfare. Now officially back on the throne, the Merry Mobian still ventures out under the alias of "Rob o' the Hedge" to aid whoever needs it, striking from the shadows and wielding his bow with legendary skill.

	Move	CQC	RC	PAN	HP	DEF
Rob O' The Hedge	6"	5	7	10	9	4

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Robert O'Hedge

WARGEAR

- Rob's Longbow
- Elite Martial Arts

SPECIAL RULES

- Fearless
- Climb
- Ambush
- Camouflage
- Night Vision
- Shielded (5+)

SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

If Rob is at least 12" away from the nearest enemy Unit he'd be visible to, he may re-enter Reserves. He may use Ambush to return.

Dodge Jump – *Stealth*

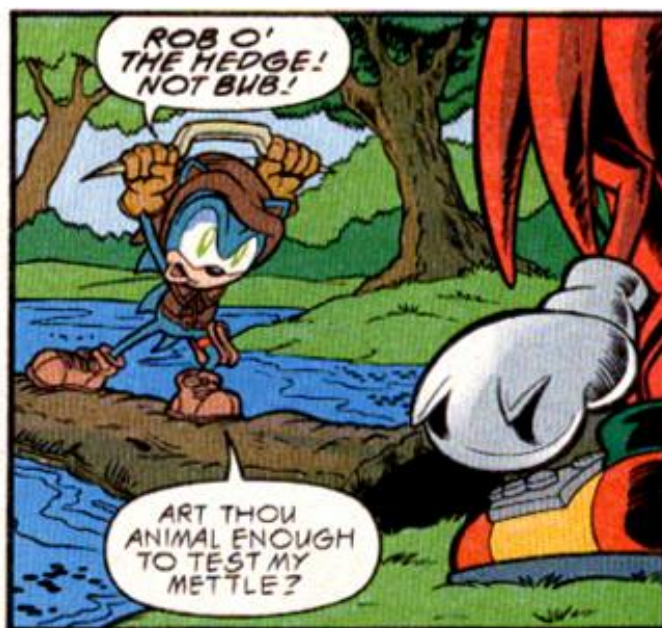
Rob moves up to 3" in any direction of his choosing, following the standard rules for Movement and Terrain. He may not use this to Charge.

COMMAND BONUS

Merry Mobians

If Rob is your army's Commander, all *Kingdom of Mercia* Heroes under his Command gain the *Fearless*, *Camouflage*, and *Ambush* Special Rules.

	Range	ST	AK	DAM	Type
Rob's Longbow	30"	2	1	D6	Bow, Power (5), Sniper
Elite Martial Arts	CQC	4	6	1	Melee, Fast Strike



KINGDOM OF MERCIA HEROES

BOW SPARROW...250PTS

Recused from Grandmaster Mordred Hood of the Mercia Dark Egg Legion, Bow Sparrow is Robert O' Hedge's newest right-hand-Mobian. Joining his rescuers as a Mercian Freedom Fighter, Sparrow has proven his mettle both on and off the battlefield, displaying a skill with his longbow that rivals even his mentor. Because of this, Robert has assigned Sparrow responsibility of leading the Merry Mobians, should he become unable to save Mercia himself.

	Move	CQC	RC	PAN	HP	DEF
Bow Sparrow	6"	5	5	10	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Bow Sparrow

WARGEAR

- Sparrow's Bow
- Martial Arts

SPECIAL RULES

- Dauntless
- Climb
- Ambush
- Camouflage



SPECIAL COMMANDS

Disappear – *Stealth, One Use Only*

If Sparrow is at least 12" away from the nearest enemy Unit he'd be visible to, he may re-enter Reserves. He may use Ambush to return.

Dodge Jump – *Stealth*

Sparrow moves up to 3" in any direction of his choosing, following the standard rules for Movement and Terrain. He may not use this to Charge.

	Range	ST	AK	DAM	Type
Sparrow's Bow	24"	2	1	D6	Bow, Power (3), Sniper
Martial Arts	CQC	3	4	1	Melee, Fast Strike

THORN THE LOP...250PTS

Thorn is a Mercian Spearwoman, elevated to the status of Freedom Fighter long after Robert O' Hedge regained the throne. She was promoted to this position due to her uncanny skill and agility, and her spear itself – the Power Ring Spear – which is enhanced by a Power Ring at the base of the tip.

	Move	CQC	RC	PAN	HP	DEF
Thorn	6"	6	-	9	6	3

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Thorn the Lop

WARGEAR

- Power Ring Spear



SPECIAL RULES

- Dauntless
- Climb
- Furious Charge

	Range	ST	AK	DAM	Type
Power Ring Spear	CQC	8	4	D3	Melee, Long, Tankbuster

KINGDOM OF MERCIA HEROES

MUNCH RAT...23OPTS

Munch Rat was the son of a Miller, drafted (as expected) into a local Peasant Militia during the Robotnik Coup. When his unit broke (again, not uncommon) the miller's son fought with tooth and sword 'til the battle ended, both of which were able to penetrate the hardest of SWATbot plating. Once Rob learned of his ability, Munch was offered the role of a Mercian Freedom Fighter – which he has kept to this day.

	Move	CQC	RC	PAN	HP	DEF
Munch Rat	6"	6	-	9	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Munch Rat

WARGEAR

- Munch's Sword



SPECIAL RULES

- Dauntless
- Climb
- Furious Charge

	Range	ST	AK	DAM	Type
Munch's Sword					Multi-Choice
(Swift Slashes)	CQC	5	6	1	Melee, Brutal
(Heavy Swing)	CQC	9	2	D6	Melee, Tankbuster

ALAN QUAIL...18OPTS

Alan the Quail is Robert's most trusted Bard, having stayed with him long after the Robotnik Coup as one of the first Mercian Freedom Fighters. On campaign, he plays his lute and sings tales of his team's former conquests – all of which he swears are true. The quail's songs are a rousing sound to all his allies, and a stern warning to all his foes.

	Move	CQC	RC	PAN	HP	DEF
Alan Quail	6"	5	-	9	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Alan Quail

WARGEAR

- Martial Arts

SPECIAL RULES

- Dauntless
- Climb



SPECIAL COMMANDS

Rousing Melody – Song

Until his next Start Phase, all friendly *Mercian* Units within 12" of Alan (including Alan himself) gain +1 to all their Defence and Shield Saves. As always, natural rolls of 1 still fail.

	Range	ST	AK	DAM	Type
Martial Arts	CQC	3	4	1	Melee, Fast Strike

KINGDOM OF MERCIA HEROES

FRIAR BUCK...16OPTS

Mercian Friars begin their role with a vow of pacifism that can never be broken, and Buck is no exception. You may assume this makes him unfit for Mercia's Freedom Fighters, but this couldn't be further from the truth. Buck's calm demeanour and disdain for violence has turned him into the team's diplomat, talking them out of costly battles and into useful alliances. On the battlefield, he acts as a medic and sets traps to slow the enemy advance, making the job easier for his more violent allies. Remember, not all war heroes fire guns and swing swords!

	Move	CQC	RC	PAN	HP	DEF
Friar Buck	6"	3	-	9	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Friar Buck

SPECIAL RULES

- Climb
- Ambush
- Escapist
- Pacifist

Pacifist: Friar Buck will not fight – even in self-defence. He's completely unarmed and will not engage in Melee. He will refuse to pick up or use any weapons, including (but not limited to) abandoned artillery. His CQC value exists only to indicate what others must roll to hit *him*.

SPECIAL COMMANDS

Disappear – Stealth, One Use Only

If Buck is at least 12" away from the nearest enemy Unit he'd be visible to, he may re-enter Reserves. He may use Ambush to return.

Booby Trap – Technology, Repeating

Place a marker within 1" of Friar Buck, indicating the approximate location of a new Booby Trap. Whenever an enemy unit moves within 6" of this marker, roll a D6. If the result is 4+, all units within 6" of the trap must immediately roll a Panic Test with a -1 modifier to their PAN, ignoring the *Fearless* and *Dauntless* Special Rules. The marker is then removed.

Faith Healing (3+) – Healing, Repeating

Pick a friendly Unit within 6" of the Friar (he may not pick himself). Then pick one of the following effects for that Unit:

- If the Unit has lost any members, bring back one member with 1 HP.
- Recover D3 HP to a single member of that Unit, up to their starting HP.



REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

ORDER OF THE TANK

While still belonging to their original Units, the tank-loving Yeomen of the Mercian Royal Army are all members of one group – the Order of the Tank. While most feudal lords prefer the old-fashioned ways of swordsmen and Streaking Pashas, not even they can deny the earth-shattering might of an Armoured March on enemy territory.

Special Rules

- **Round Table:** For every Sergeant in the Army, you may pick one Lancelot Battle Tank in your Army to become a *Round Table*. This tank is equipped with a ladder and a platform with a map and a bugle. It gains the *Transport (6)* subtype and the following text box in its Transport Capacity.

Transport Capacity (Round Table)

The Round Table can carry 6 *Kingdom of Mercia* Infantry models. They may fire from it as if it were an *Open-Topped Vehicle*, but they too can be targeted for Ranged Attacks. However, they count as being behind *Level 1* Cover – it's a sturdy platform.

- **Raise Your Flag High:** When inside a *Round Table*, the effects of *Fervent Flags* still apply. Additionally, the *Round Table* adds 6" to their effects' radius due to their elevated position.
- **Medicine Wagon:** When inside a *Round Table*, a *Physic* may still use the *Medieval Medicine* Special Command, measuring Range from the Vehicle's Hull and Line of Sight from the Vehicle's Roof.

Requirements

- The Army may not contain any Heroes.
- The Army **must** contain at least one Sergeant on-foot (that is, without a *Streaking Pasha*) and they must be your Army's Commander.
- The Army **must** contain at least one Lancelot Battle Tank and one Galahad Scout Tank Troop.
- The Army may not contain any Infantry or Artillery except for Sergeants and their Honour Guard.
- All Galahad Scout Tank Platoons in your Army **must** contain three tanks.

PEASANT LEVY

When the knights are away, the Peasants shall...well, whatever happens to the Peasants during an invasion won't be too pretty. But at least you get a lot of them!

Special Rules

- **Peasant Levy:** All Peasant Militias in the Army are purchased as Troops Units.
- **I Ain't Been Shot, Mum:** All Peasant Militias in the Army with more than 10 Peasants gain +1 PAN and DEF. Peasant Militias with more than 20 Peasants may re-roll Rolls to Hit of 1.

Requirements

- The Army may **not** contain any Heroes.
- Every compulsory Troops slot **must** be filled by a Peasant Militia (see above).
- The Army may **not** contain Marshals, Knights of Mercia Warbands, or Thunder Knights Warbands.

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.

All art in this book and its supplements are from Archie's *Sonic the Hedgehog* and *Sonic Universe* comics unless otherwise credited. I do not own, nor claim to own, this artwork, and am using it in a transformative, non-profit, and respectful manner.

IMAGE CREDITS

- The Cover Image, as well as pages 1, 3, 9, 10, 11, 12, and 14, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.

MOBIUS IS A PASSION PROJECT BY *IOAN DAVIES-JOHN*
WWW.IOANDAVIESJOHN.COM

