

MOBIUS 3.5 FACTIONS

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KINGDOM OF ACORN

FOR KING, COUNTRY, & FREEDOM!

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SPECIAL RULES

In the Name of Freedom

The brave soldiers of the Royal Army consider their battles a defence of freedom itself, something they're more than willing to die for.

Units with this Special Rule automatically pass their Panic Tests if at least one of the two dice lands on a 6. This doesn't apply for Morale Tests.

Source of All

The Sword of Acorns is an unstable magical weapon created by the Source of All, a mystical pool that claims it created the universe. It's known to warp its wielder's mind with prolonged exposure, turning them into a violent lunatic until it leaves their hands.

Heroes carrying the **Sword of Acorns** may not move away from enemy Units nor attempt to escape a Melee Lock. They may not be Pinned or Haywire.

Additionally, the wielder gains the *Terrifying* Special Rule and becomes a **Variant of: The Sword of Acorns** as well as their original value (if they had one).

We Stand Together / We Fight Together

Royal Luminares fight best in unison and are extremely well-drilled in traditional fighting methods, from firing in controlled volleys to bayonet charges.

During their Start Phase, while a Commander with the *We Stand Together* Special Rule is on the Battlefield, they may issue **one** of the following Orders to their entire Army, lasting until the next Start Phase:

1. FORM TWO LINES!

All Units with the *We Fight Together* Special Rule get into line formation and fire in rapid volleys. They may not Move unless forced to but all their Ranged Weapons gain +1 AK and the *Power (1)* Special Rule. Units already in Melee Lock disregard this Order.

2. FIX BAYONETS!

All Units with the *We Fight Together* Special Rule fix bayonets and charge. They may not use their Action Phase but all their Melee Weapons gain +1 AK and the *Power (1)* Special Rule.

KINGDOM OF ACORN UNITS HQ

CAPITAINE...100PTS

The Kingdom of Acorn has no “armchair generals” – or at least none that can stand. As a means of boosting morale, commanding officers will appear on the frontlines just like any other soldier, and even the Royal Family are known to arm themselves for battle! The Capitaine is no exception, closely following their troops to reinforce their battlelines, their commitment to King and Country just as whole as any other. Even when advancing into certain death, the Capitaine stays with their troops, as to live under Robotnik would be a fate far worse.

	Move	CQC	RC	PAN	HP	DEF
Capitaine	6"	5	4	9	4	3

Unit: 1 Capitaine
Type: Infantry

WARGEAR

- Laser Pistol
- Officer's Sabre

OPTIONS

- The Capitaine may replace their Laser Pistol with **one** of the following:
 - Laser Carbine (+5pts)
 - Plasma Pistol (+10pts)
- The Capitaine may replace their Sabre with a Spontoon (+10pts)
- The Capitaine may wear Sentry Armour (+2 DEF) (+5pts)
- The Capitaine may be accompanied by a Colour Party (see page 5)

To make a General or another higher-ranking leader, use these stats and just call them your preferred rank. Above Capitaine is Major, Colonel, and General.

	Range	ST	AK	DAM	Type
Laser Pistol	12"	3	1	1	Assault
Laser Carbine	18"	3	2	1	Assault
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Officer's Sabre	CQC	3	4	1	Melee
Officer's Spontoon	CQC	4	4	1	Melee, Long

LIEUTENANT...50PTS

A Lieutenant is the rank between Sergeant and Capitaine, acting as deputy platoon commanders and gaining valuable experience from their mentors. Most Lieutenants treat their role as a transitional one – they'll get their shiny badge, cool-sounding rank, and a personal Colour Party soon enough!

	Move	CQC	RC	PAN	HP	DEF
Lieutenant	6"	4	3	9	3	3

Unit: 1 Lieutenant
Type: Infantry

WARGEAR

- NCO Sabre
- Laser Carbine

SPECIAL RULES

- Independent
- In the Name of Freedom
- We Stand Together
- The Substitute

The Substitute: If a Kingdom of Acorn Commander is removed as a Casualty, a Lieutenant (formally) under their Command immediately takes over – no roll required.

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
NCO Sabre	CQC	3	3	1	Melee

TROOPS

LUMINAIRE SQUAD...80PTS

When the Kingdom of Acorn first discovered laser rifles, King Maximillian created specialist Units for this new type of small arms – the Luminaires. As light-lock weaponry became cheaper and easier to maintain than traditional firearms, the Luminaire quickly became the standard rifleman across the Royal Army. The existence of cheap, recoil-free Laser weaponry means that it takes much less training to fire accurately and a lot fewer resources to fire frequently, which saves valuable time and money for much-favoured bayonet drills.

	Move	CQC	RC	PAN	HP	DEF
Luminaire	6"	4	3	7	1	3
Luminaire Sergeant	6"	4	3	8	1	3

Unit: 7 Luminaires,
1 Luminaire Sergeant
Type: Infantry

WARGEAR

- Laser Rifle
- Bayonet

OPTIONS

- The Unit may contain 8 additional Luminaires (+60pts)

SPECIAL RULES

- In the Name of Freedom
- We Fight Together

Military-Grade Laser Rifles

The standard-issue laser rifle across the Royal Army is the **Eastfield 3223 Battery-Powered**, or "Eastfield" for short. Most early laser weapons had a crank to power up each shot, but the Eastfield forgoes this for an external "battery-mag" with fast enough power transfers for semi-automatic fire.

	Range	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Semi-Auto
Bayonet	CQC	3	2	1	Melee

SKIRMISHER SQUAD...70PTS

In the days of old, line infantry would be protected on the advance by Skirmishers – light infantry moving in loose formation, ready to raid buildings and fight whatever they come across in a second's notice. The concept is still alive and well in the Kingdom of Acorn, because sometimes not **everyone** Fixes Bayonets at once!

	Move	CQC	RC	PAN	HP	DEF
Luminaire	6"	4	3	7	1	3
Luminaire Sergeant	6"	4	3	8	1	3

Unit: 7 Luminaires,
1 Luminaire Sergeant
Type: Infantry

WARGEAR

- Laser Rifle
- Bayonet

OPTIONS

- The Unit may contain 8 additional Luminaires (+50pts)
- Any number of Unit members may swap their Laser Rifles for Laser Carbines.
- One Luminaire may carry a Scanner (+20pts)
- The entire Unit can take Frag and Charge Grenades for (+20pts/+40pts*). If they do, they become *Royal Grenadiers* and count as a different Unit for Unit Limit purposes.

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

	Range	ST	AK	DAM	Type
Laser Rifle	24"	3	1 / 2	1	Semi-Auto
Laser Carbine	18"	3	2	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

TRANSPORT

MOBO-CRUISER...20PTS

The Mobo-Cruiser is a light vehicle built for moving cargo, often repurposed for moving equally important troops. While most Mobo-Cruisers are unarmed, their ability to get units onto the battlefield quickly led to “Dragoon” units claiming the Mobo-Cruiser as a permanent addition.

	Move	RC	PAN	HP	ARM	Type
Mobo-Cruiser	9"	3	8	6	4	Fast, Open-Topped, Transport (12)

Unit: 1 Mobo-Cruisers

Type: Vehicle

OPTIONS

- The Mobo-Cruiser may take a front-mounted Gatling Laser (+20pts)
- The Mobo-Cruiser may take a Titanium Shell (+40pts)

SPECIAL RULES

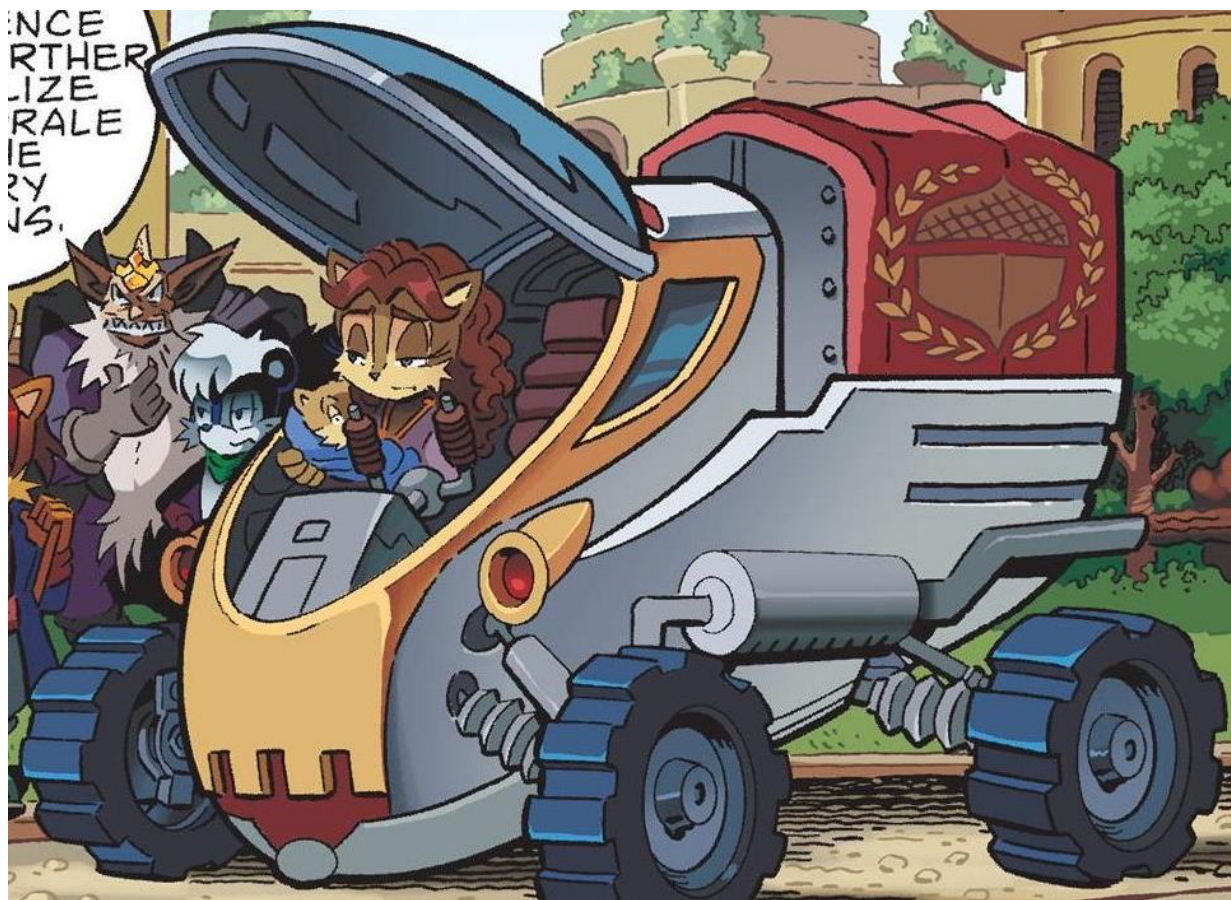
- In the Name of Freedom

Titanium Shell: The Mobo-Cruiser gains +1 ARM and loses the *Open-Topped* Subtype, and both its positive and negative effects.

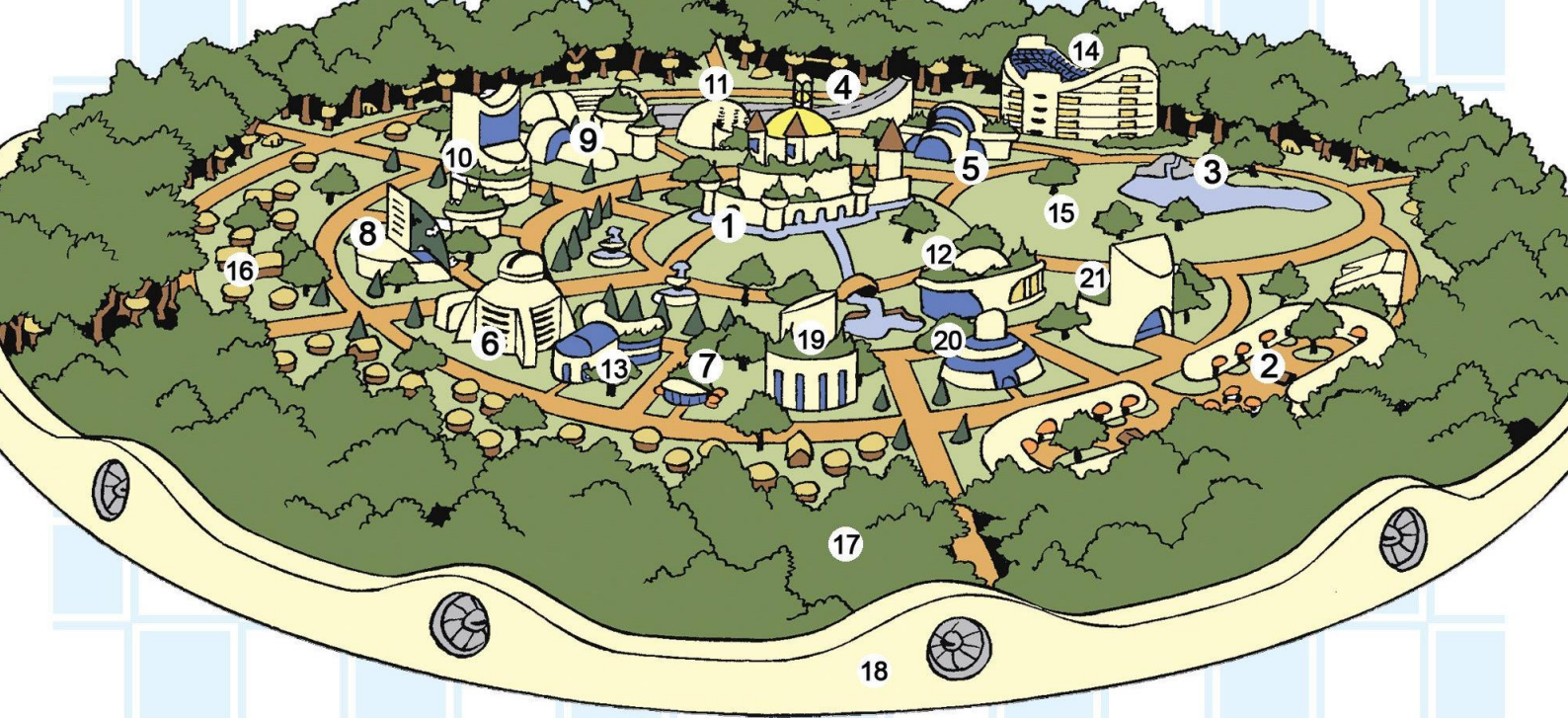
TRANSPORT CAPACITY

A Mobo-Cruiser can carry up to 12 Kingdom of Acorn Infantry models. Artillery Guns may be stored onboard or towed behind, but not fired from it.

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



Mobo-Cruisers come in many sizes and models for different logistics and battlefield needs. The one above is for two people, a Cruiser used on a battlefield would have a much bigger cargo section!



SUPPORT

COLOUR PARTY...55PTS

A tradition as old as the Kingdom of Acorn itself, the Colour Party guard senior leaders with their regimental flags (or "Colours") held high, acting as identifiers for distant allies, intimidation to nearby foes, and inspiration to their own troops – not to mention their inherent value as bodyguards!

IMPORTANT: Colour Parties can **only** be taken by HQs that list them as an "Option". The HQ begins the game joined to their Colour Party and can't leave until the Party is destroyed. Colour Parties **don't** fill a Support slot.

	Move	CQC	RC	PAN	HP	DEF
Luminaire	6"	4	3	7	1	3
Musician	6"	4	3	7	1	3
Sharpshooter	6"	4	4	7	1	3

Unit: 4 Luminaires
Type: Infantry

WARGEAR

- Laser Pistol
- Sabre

2x Luminaires:

- Regimental Colours

SPECIAL RULES

- In the Name of Freedom

OPTIONS

- Any Luminaire without Colours may do one of the following:
 - Replace their Laser Pistol with a Laser Rifle
 - Become a Musician (*max. 1*)
- One Luminaire without Colours may become a Sharpshooter and replace their Laser Pistol with a Focused Laser Rifle (+10pts)
- The entire Unit may wear Sentry Armour (+2 DEF) (+10pts)
 - The Sentry Armour may have *Night Vision* helms for (+5pts)

Regimental Colours: All friendly *Kingdom of Acorn* Units within 6" of a Colour Party gain +1 PAN, including the Colour Party itself. This radius increases by 6" for every additional Colour bearer and/or **Musician** present within the Party.

	Range	ST	AK	DAM	Type
Laser Pistol	12"	3	1	1	Assault
Laser Rifle	24"	3	1 / 2	1	Semi-Auto
Focused Laser Rifle	24"	3	1	D3	Assault, Power (2), Sniper
Sabre	CQC	3	2	1	Melee

SUPPORT UNITS

SENTRY SQUAD...85PTS

The Plasma Carbine, Sawblade Launcher, and Burst Laser are quite short in range but pack one hell of a punch. As Maximillian once did with the Laser Rifle, the Royal Army has introduced these guns to their ranks with the Sentry Squad, a specialist Heavy Infantry Unit tasked with breaching Robotnik's lines. Plasma Carbines melt large robots at their joints, Burst Lasers cut through hordes like they're made of paper, and the Sawblade Launcher tears and terrifies tanks and troops alike.

	Move	CQC	RC	PAN	HP	DEF
Luminaire	6"	4	3	7	1	5*
Luminaire Sergeant	6"	4	3	8	1	5*

Unit: 7 Luminaires,
1 Luminaire Sergeant
Type: Infantry

WARGEAR

- *Sentry Armour (+2 DEF)
- Burst Laser
- Armoured Fist

OPTIONS

- The Unit may contain 8 additional Luminaires (+75pts)
- The Sentry Armour may have *Night Vision* helms for (+5pts/10pts*)
- Any number of Unit members may swap their Burst Lasers for one of the following:
 - Plasma Carbine (+5pts each)
 - Sawblade Launcher (+5pts each)

SPECIAL RULES

- In the Name of Freedom

*Price based on Unit Size (5/10).

	Range	ST	AK	DAM	Type
Burst Laser	24"	3	4	1	Assault
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Sawblade Launcher	18"	8	1	D6	Assault, Brutal
Armoured Fist	CQC	4	1	1	Melee

OUTRIDER SQUAD...125PTS

A very common Unit in the Southern Baronies' Armies, the Outriders are Northamer's master motorcyclists, often recruited from biker gangs and motor shows by Barons for their local militias then trained in the arts of close-quarters pistoling. In Northern cities like Mobotropolis, they're often petrolheads within the common Infantry who train with the Southerners in their own free time and volunteer for the Outrider positions should one become available. Either way, their usefulness in the fields of reconnaissance and outflanking attacks can't be understated.

	Move	CQC	RC	PAN	HP	DEF
Outrider	9"	4	3	7	1	4
Outrider Sergeant	9"	4	3	8	1	4

Unit: 7 Outriders,
1 Outrider Sergeant
Type: Cavalry

WARGEAR

- Dual-Wield Revolvers
- Sabre

OPTIONS

- The Unit may contain 8 additional Outriders (+75pts)
- Any number of Unit members may swap their Dual-Wield Revolvers for one of the following:
 - Laser Carbine
 - Plasma Pistol (+5pts each)

SPECIAL RULES

- In the Name of Freedom
- Furious Charge
- Head Start

	Range	ST	AK	DAM	Type
Dual-Wield Revolvers	12"	4	1	1	Assault, Dual-Wield
Laser Carbine	18"	3	2	1	Assault
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Sabre	CQC	3	2	1	Melee

SUPPORT UNITS

ROYAL ARTILLERY...40PTS

The Kingdom of Acorn are quite traditionalist in their approach to warfare, often preferring suicidal bayonet charges over other forms of infantry combat. But who keeps the infantry safe before the charge? The answer, of course, is the Royal Artillery! These huge guns are excellent tools for carrying out sieges, defending cities, and taking out long-distance targets, but require a large crew who are relatively ill-equipped for any frontline role. Overall, they're excellent fire support for your infantry and tanks, but leave the short-range fighting to the Bayonets.

	Move	CQC	RC	PAN	HP	DEF
Luminaire	6"	4	3	7	1	3
Bombardier	6"	4	3	8	1	3

Unit: 1 Gun, 3 Luminaires
Type: Artillery

WARGEAR (CREW)

- Sabre

SPECIAL RULES

- In the Name of Freedom

Bombardier:

- Man the Guns

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.
- A Battery of three **identical** Guns may contain a Bombardier (+25pts)

Man the Guns: If a Royal Artillery Battery contains a Bombardier, the whole Battery may re-roll unmodified 1s to Hit while firing the Gun(s). This stacks with the usual bonuses provided for crewed weapons.

	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
Sabre	CQC	3	2	1	Melee

HUSSAR FIGHTER BIPLANE...75PTS

The Hussar High-Performance Fighter Biplane is based on the Tornado designs of Miles "Tails" Prower. While Miles' original design favoured speed and transport capacity over any combat roles, this model has been equipped with an array of high-powered laser rifles connected directly to the aircraft's engine, and even a hatch for bombing runs!

	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

- In the Name of Freedom

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

LANCER LIGHT TANK SQUADRON...60PTS

The Lancer Light Tank is the perfect compromise for the “progressive” commander who likes their guns mobile. While unimpressive by a modern tank’s standards, its purpose is mostly to support infantry, staying just as mobile as a Luminaire but providing the firepower of the Royal Artillery. With that in mind, it does its job excellently.

Modelling Note: The Lancer Light Tank is loosely based on the French Renault FT-17 Light Tank – I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Lancer	9"	3	8	4	5	SPG

Unit: 1 Lancer Light Tank
Type: Vehicle

SPECIAL RULES

- In the Name of Freedom

WARGEAR

- **Turret:** Gatling Laser

OPTIONS

- The Unit may contain up to two additional Lancers **(+60pts each)**
- Any Lancer may swap its turret-mounted Gatling Laser for a Laser Cannon

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy

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

SPECIAL RULES

- In the Name of Freedom

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

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

SUPPORT UNITS

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

CUIRASSIER MAIN BATTLE TANK...275PTS

When it comes to military units, the House of Acorn prefer quality over quantity, and few things summarise this philosophy better than the "Cuirassier" Main Battle Tank. Armed with high-power laser guns and covered in several inches of the finest Northamer Steel, this tank is seen by many as a symbol of the Acorns' true military might.

Narrative Note: The Cuirassier MBT is loosely based on the French Char B1 Bis Heavy Tank – I recommend modifying a scale miniature of that if planning to build your own!

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

Unit: 1 Cuirassier MBT

Type: Vehicle

OPTIONS

- The Cuirassier MBT may replace its turret-mounted Gatling Laser with a Laser Cannon (+5pts)
- The Cuirassier MBT may be equipped with *Night Vision* spotlights (+5pts)
- The Cuirassier MBT may replace its front-mounted Heavy Laser Cannon with one of the following:
 - Heavy Gatling Laser
 - Plasma Cannon

WARGEAR

- Front:** Heavy Laser Cannon
- Turret:** Gatling Laser

SPECIAL RULES

- In the Name of Freedom

	Range	ST	AK	DAM	Type
Heavy Laser Cannon	48"	10	1	D6	Artillery, Tankbuster
Heavy Gatling Laser	36"	4	10	1	Artillery
Plasma Cannon	36"	8	1	D3	Artillery, Blast (2"), Power (1)
Gatling Laser	36"	3	6	1	Heavy
Laser Cannon	48"	9	1	D6	Heavy

KINGDOM OF ACORN HEROES

KING ELIAS ACORN...200PTS

After Maximillian Acorn was declared too old and unwell to rule, his son, Elias, soon took the throne. While he doesn't consider himself an elite Freedom Fighter like his sister, he is a master with his two custom swords, holding his own in a duel against Commander Amadeus Prower during an attempted coup. He shouldn't need to, however, if the Royal Guards do their jobs correctly.

	Move	CQC	RC	PAN	HP	DEF
Elias Acorn	6"	6	4	10	6	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Elias Acorn

WARGEAR

- Duelling Rings
- Crown of Acorns*

SPECIAL RULES

- Independent
- Fearless
- We Stand Together
- *Shielded (5+)



Duellist: Challenges issued by King Elias with the Duelling Rings may not be refused. While Duelling, King Elias gains a +1 modifier to all his Rolls to Hit and Defence Saves. Shield Saves are unaffected.

OPTIONS

- If chosen as an HQ, King Elias may be accompanied by a Colour Party (see page 5)
- Elias may replace his Duelling Rings with the Sword of Acorns (+60pts)

	Range	ST	AK	DAM	Type
Duelling Rings	CQC	4	4	D3	Melee, Power (2), Duellist
Sword of Acorns	CQC	6	8	D3	Melee, Power (3), Source of All

GENERAL AMADEUS PROWER...200PTS

Amadeus Prower has a complicated history within the House of Acorn. Despite being one of the Royal Army's most respected leaders, he had once attempted a coup against King Elias while trying to create a democracy, which ultimately ended non-violently in a compromise that founded the Council of Acorn. Amadeus was pardoned for his crimes, and now leads the famous Mes Braves Battalion, defending the people where the Freedom Fighters can't.

	Move	CQC	RC	PAN	HP	DEF
Amadeus Prower	6"	5	5	10	6	3

Unit: 1 Named Hero
Type: Infantry
Variant of: Amadeus Prower

WARGEAR

- Plasma Pistol
- Elite Sabre

SPECIAL RULES

- Independent
- In the Name of Freedom
- We Stand Together



OPTIONS

- If chosen as an HQ, Amadeus may be accompanied by a Colour Party (see page 5)

COMMAND BONUS

Sharp Practice

If Amadeus Prower calls a *Form Two Lines* Order, all *We Fight Together* Squads under his Command may re-roll any Hit Rolls of 1 while firing (see page 1).

	Range	ST	AK	DAM	Type
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Elite Sabre	CQC	4	6	1	Melee

KINGDOM OF ACORN HEROES

SALLY ACORN...250PTS

As her title suggests, Princess Sally Alicia Acorn is next in line for the Acorns' throne, and currently holds the role of leader to the elite Freedom Fighters. Of the two lives she lives, she seems to prefer the latter, considering herself far more militaristic than regal in nature – a trait which shows in her excellent strategies that turned the tide of the First Robotnik War from certain defeat to a decisive victory.

	Move	CQC	RC	PAN	HP	DEF
Sally Acorn	9"	6	5	10	9	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Sally Acorn

WARGEAR

- Nicole Handset
- Very Brutal Fisticuffs

SPECIAL RULES

- Independent*
- Fearless
- Scanner
- Climb



OPTIONS

- Sally may replace her Very Brutal Fisticuffs with the Sword of Acorns (+60pts)
- Sally may carry a pair of Holo-Rings (+150pts)
- *Sally may be accompanied by Nicole the Holo-Lynx (see page 11). In doing so, she stops being *Independent*.

Hardlight: Holo-Rings use Hardlight Technology – stolen and reprogrammed from one of Eggman's research facilities – to create deadly projectiles and rock-solid shields. Sally gains the *Shielded (4+)* Special Rule. Her Very Brutal Fisticuffs (if she hasn't replaced them!) gain +2 ST.

COMMAND BONUS

Tactical Opportunist

If Sally Acorn is your Army's Commander, when rolling-off to determine Turn Order, roll 2D6 and discard the lowest result. If your result is tied with other player(s), add +1 to your final result until you're no longer tied.

	Range	ST	AK	DAM	Type
Nicole Handset	12"	7	2	D3	Assault, Power (1)
Holo-Rings	24"	5	4	2	Assault, Power (2), Hardlight
Very Brutal Fisticuffs	CQC	4	6	1	Melee, Brutal
Sword of Acorns	CQC	6	8	D3	Melee, Power (3), Source of All



KINGDOM OF ACORN HEROES

NICOLE THE HOLO-LYNX...250PTS

Nicole is a highly advanced AI who managed to build herself a body. Once only a tiny computer, she now lives as a proud citizen of New Mobotropolis, having created the entire city with her own nanomachines. She can use her Nanites to create whole arsenals of devastating weapons, making her a valuable fighter wherever she can build her holographic form.

IMPORTANT: Nicole can **only** be taken by Princess Sally Acorn (see page 10). She spends the whole game attached to Sally and is removed as a Casualty if she ever moves out of Cohesion with her. If Nicole enters a Duel, Sally also enters, and vice versa.

	Move	CQC	RC	PAN	HP	DEF
Nicole	9"	5	4	10	0	0

Unit: 1 Named Hero
Type: Hover Infantry (Robot)
Variant of: Nicole Ellidy

WARGEAR

- 10 Nanite Tokens
- Nanite Attacks

SPECIAL RULES

- Fearless
- Climb
- Shielded (5+)
- Hologram
- Sally's Shield



Hologram: Nicole can't be targeted for any attacks or enemy effects. She doesn't fill a space on Transports. How? Nanomachines, son!

Sally's Shield: If Nicole's HP is above 0, she takes every Hit intended for Sally. As she's a hologram, she doesn't become a Casualty when her HP reaches 0. When Sally becomes a Casualty, Nicole teleports her to the nearest field hospital, removing herself as one, too.

SPECIAL COMMANDS

Nanite Generator – *Technology, Summon, Repeating*
Roll 2D6. Nicole gains the *highest* number in Nanite Tokens.

Nanite Shield – *Technology*

Remove up to 12 Nanite Tokens. Nicole gains 1 HP for every 3 Nanite Tokens used, rounding down. She may not go higher than 12 HP.

Nanite Blast – *Technology, Repeating*

Remove up to 12 Nanite Tokens. Then, make a Ranged Attack with one of the following stat-lines:

RNG	ST	AK	DAM	Type
24"	5	N	1	Power (1), Pinning
24"	N+4	1	D6	Haywire

N = Number of Nanite Tokens spent

Increase Power – *Technology, Melee*

Remove as many Nanite Tokens as you like. Then do **one** of the following:

- For every Nanite Token removed, Nicole's Nanite Attacks* gain +1 ST until your next Start Phase. If this makes the weapon's ST 7 or higher, their DAM value becomes D3.
- For every 2 Nanite Tokens removed, Nicole's Nanite Attacks* gain +1 AK until your next Start Phase.

	Range	ST	AK	DAM	Type
*Nanite Attacks	CQC	3	2	1	Melee, Power (1), Haywire

KINGDOM OF ACORN HEROES

GENERAL ANTOINE D'COOLETTE...30OPTS

Taught by his father, the late General Armand, in the art of swordsmanship, Antoine D'Coolette is an excellent swordfighter, perhaps even the best on Mobius. While many of his peers label him a coward, his work for the Kingdom of Acorn has not gone unnoticed, earning himself the rank of Supreme General for the whole Royal Army.

	Move	CQC	RC	PAN	HP	DEF
Antoine	9"	8	-	8	9	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Antoine D'Coolette

WARGEAR

- Épée D'Antoine

SPECIAL RULES

- Independent
- We Stand Together
- Mon Amour, Avant Tout!



OPTIONS

- If chosen as an HQ, Antoine may be accompanied by a Colour Party (see page 5)
- Antoine may replace his "Épée D'Antoine" with the Sword of Acorns (+50pts)

Mon Amour, Avant Tout!: If Antoine is within 6" of Bunnie Rabbot (below), he gains the *In the Name of Freedom* Special Rule.

COMMAND BONUS

Pas De Charge!

If Antoine D'Coolette calls a *Fix Bayonets* Order, all *We Fight Together* Units under his Command gain +3" Move (see *We Stand Together*).

	Range	ST	AK	DAM	Type
Épée D'Antoine					Multi-Choice
(Quick Attacks)	CQC	4	6	2	Melee, Power (2)
(Killing Blow)	CQC	4	1	2D6	Melee, Power (2), Unwieldy
Sword of Acorns	CQC	6	8	D3	Melee, Power (3), Source of All

BUNNIE RABBOT-D'COOLETTE...35OPTS

Rescued by the Freedom Fighters halfway through Roboticization, Bunnie was given both a gift and a curse by the Egg Emperor when two thirds of her body were replaced with cybernetics. Armed with high-power jets and advanced focus-plasma weaponry, she plans to use these new upgrades to destroy the man who made her this way.

	Move	CQC	RC	PAN	HP	DEF
Bunnie	6" / 12"	5	4	10	9	6

Unit: 1 Named Hero
Type: Flying Infantry (Cyborg)
Variant of: Bunnie Rabbot

WARGEAR

- Super Arm
- Rabbot Cannon

SPECIAL RULES

- In the Name of Freedom
- Vanguard
- Shielded (5+)



	Range	ST	AK	DAM	Type
Rabbot Cannon					Multi-Choice
(Focus)	36"	10	1	D6	Assault
(Flash)	36"	4	6	1	Assault, Power (1)
Super Arm	CQC	8	4	D6	Melee

KINGDOM OF ACORN HEROES

GEOFFREY ST. JOHN...26OPTS

Geoffrey St. John is a field commander from the Royal Secret Service, a team of commandos and secret agents operating in the shadows since the early days of the Robotnik Coup. Like his agents, Geoffrey is a master of guerrilla warfare, using his customised crossbow to deliver precise strikes on enemy leaders.

	Move	CQC	RC	PAN	HP	DEF
Geoffrey	9"	5	6	10	9	4

Unit: 1 Named Hero
Type: Infantry
Variant of: Geoffrey St. John

WARGEAR

- Agency Crossbow
- Martial Arts

SPECIAL RULES

- In the Name of Freedom
- Climb
- Ambush
- Escapist
- Camouflage



SPECIAL COMMANDS

Disappear – Stealth, One Use Only

If Geoffrey St. John 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

Geoffrey 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
Agency Crossbow	18"	3	1	D3	Assault, Power (3), Poison (D6), Sniper
Martial Arts	CQC	3	4	1	Melee, Fast Strike

ROTOR WALRUS...30OPTS

Rotor Walrus is the Master Engineer of New Mobotropolis, whose influence is so great that he sits on the Council of Acorn, advising King Elias himself on matters both domestic and international. While he originally intended to stay out of combat once the Kingdom of Acorn was reclaimed, he built a battlesuit using Nicole's Nanites for emergency situations. The "Iron Walrus" can fly and comes equipped with two high-energy Laser Carbines, but its true purpose is to provide quick healing and repairs on the field, where standard medics or engineers wouldn't reach in time.

	Move	CQC	RC	PAN	HP	DEF
Rotor	6" / 12"	4	6	9	9	5

Unit: 1 Named Hero
Type: Flying Infantry
Variant of: Rotor Walrus

WARGEAR

- Iron Walrus Battlesuit

SPECIAL RULES

- In the Name of Freedom
- Escapist
- Shielded (5+)



SPECIAL COMMANDS

Repair Vehicle (3+) – Technology, Repairs

Pick a friendly Vehicle within 3" of Rotor. That Vehicle gains D3 HP, up to its starting amount.

Heroic Healing (3+) – Technology, Healing, Repairs, Repeating

Pick a friendly Hero or HQ within 3" of Rotor. A member of that Unit gains D3 HP, up to their starting amount.

	Range	ST	AK	DAM	Type
Iron Walrus Battlesuit					Combined
(Ranged)	24"	4	4	1	Assault, Power (1)
(Melee)	CQC	4	4	1	Melee, Fast Strike, Power (1)

KINGDOM OF ACORN HEROES

SONIC THE HEDGEHOG...500PTS

Does this hero even need an introduction? Sonic the Hedgehog has been involved in so many conflicts (and won so many times), that he has become not only the Kingdom of Acorn's deadliest weapon, but also a blue beacon of hope for all free people, whose tales of heroism spread far and wide across all of Mobius and give even the lowliest Mobians the morale they need to stand up to the Eggman Empire's reign of terror. Gotta go fast!

	Move	CQC	RC	PAN	HP	DEF
Sonic	18"	7	-	10	12	4

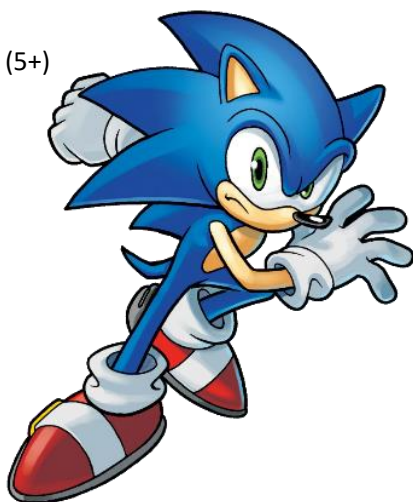
Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Sonic the Hedgehog

WARGEAR

- Spin Power

SPECIAL RULES

- Fearless
- Climb
- Escapist
- Shielded (5+)



OPTIONS

- Sonic may replace his Spin Power with the Sword of Acorns (+50pts)

SPECIAL COMMANDS

High Jump – Speed

Target a Flying Unit within 3" of Sonic. He Charges that Unit.

Tornado Attack (3+) – Speed, Repeating

Target a non-Vehicle Unit within 12" of Sonic. They are *Stunned* until Sonic's next Start Phase. This ability may not target Flying Units.

Cautious Jink – Speed

Until your next Start Phase, when fired at with Ranged Weapons, treat Sonic as if he were *Flying* (and in the air!).

Quick Step – Speed, Repeating

Move Sonic up to 6" in any direction, following the standard rules for Terrain and Movement. He may not Charge.

	Range	ST	AK	DAM	Type
<i>Spin Power</i>					Multi-Choice
(Homing Attack)	CQC	5	8	1	Melee, Power (2)
(Spin Dash)	CQC	8	4	D6	Melee, Power (1)
<i>Sword of Acorns</i>	CQC	6	8	D3	Melee, Power (3), Source of All



KINGDOM OF ACORN HEROES

MILES "TAILS" PROWER...300PTS

Son of the renowned General Amadeus and right-hand man of the legendary Sonic the Hedgehog, Miles "Tails" Prower is a valuable member of the Freedom Fighters, nicknamed after the two tails he uses to fly. His most valuable asset, however, is his genius-level intellect, building devices which can repair and sabotage enemy tech in seconds.

	Move	CQC	RC	PAN	HP	DEF
Tails	6" / 6"	5	-	9	9	3

Unit: 1 Named Hero
Type: Flying Speed Infantry
Variant of: Miles Prower

WARGEAR

- Helicopter Tails

SPECIAL RULES

- In the Name of Freedom
- Ambush
- Come Fly With Me
- Shielded (6+)



Come Fly With Me: When Tails uses *Ambush* to appear on the battlefield, up to two friendly Named Heroes of his choice may also arrive within 6" of him, even if they don't have *Ambush*, following the same restrictions as usual.

SPECIAL COMMANDS

Field Repairs (3+) – Technology, Repairs

Pick a friendly Vehicle, Robot, or Cyborg model within 3" of Tails. That model gains D3 HP, up to its starting amount.

Hack Enemy Comms (4+) – Technology, Hacking

Pick an enemy player. Until your next Start Phase, all enemy Units' Special Commands with the *Technology* and/or *Comms* keywords require a Perform Roll of (6+).

Hack Machinery (3+) – Technology, Repeating

Pick an enemy Vehicle or Unit of Robots or Cyborgs within 24" of Tails. They are *Stunned* until Tails' next Start Phase. If Tails repeats this Command, the Perform Roll for the second attempt becomes (5+).

	Range	ST	AK	DAM	Type
Helicopter Tails					Multi-Choice
(Propeller Attack)	CQC	4	6	1	Melee, Power (1)
(Spin Dash)	CQC	7	3	D3	Melee

AMY ROSE...250PTS

Amy Rose is one of the newer members of the Knothole Freedom Fighters, notorious for her unwavering obsession with Sonic. On the battlefield, she wields an extremely large siege weapon she calls "Piko Piko" and uses her super speed to deliver blows in quick succession – throwing around its extreme weight with the speed of a rapier.

	Move	CQC	RC	PAN	HP	DEF
Amy	6"	6	-	9	12	5

Unit: 1 Named Hero
Type: Speed Infantry
Variant of: Amy Rose

WARGEAR

- Piko Piko Hammer

SPECIAL RULES

- In the Name of Freedom
- Climb
- Furious Charge



The Piko Piko

It's far too big to be called a war hammer. Enormous, too thick, too heavy, and too colourful. It's more like a battering ram on a stick. Tanks and fortresses tremble in Amy Rose's presence.

	Range	ST	AK	DAM	Type
Piko Piko Hammer	CQC	9	4	D3	Melee

REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

ROYAL GUARDS

The elite protectors of Castle Acorn, the Royal Guards are sometimes mistaken for attractions by mindless tourists. However, each Guard is armed to the teeth with enhanced weaponry and sworn to their duty with a suicidal fervour, escorting and protecting all members of the Royal Family both on and off the battlefield. If the Kingdom of Acorn falls, they'll die fighting among the rubble, regardless of the odds.

Special Rules

- **The King's Colours:** King Elias' Colour Party uses the following stat-line for *all* its members, regardless of their specialist role within the Party (which is unaffected!). Additionally, their Melee Weapons gain +1 AK and their Ranged Weapons gain *Power (1)*.

	Move	CQC	RC	PAN	HP	DEF	Type
Royal Guard	6"	5	4	9	2	4	Infantry

- **Royal Guards:** The Army may contain Royal Guards Squads.

Requirements

- The Army may not contain any Heroes except King Elias Acorn, Princess Sally Acorn, Nicole the Holo-Lynx, and Geoffrey St. John.
- The Army **must** contain King Elias Acorn, and he must fill both the HQ and Commander slot.
- King Elias Acorn **must** be accompanied by a Colour Party. Said Colour Party may **not** wear Sentry Armour.
- All compulsory Troops slots **must** be filled by Royal Guards Infantry Squads.

TROOPS

ROYAL GUARDS SQUAD...125PTS

	Move	CQC	RC	PAN	HP	DEF	Unit: 5 Royal Guards Type: Infantry
Royal Guard	6"	5	4	9	2	4	

WARGEAR

- Assault Rifle
- Guards' Sabre

OPTIONS

- The Unit may contain 5 additional Royal Guards (+95pts)
- The Unit may carry Frag and Charge Grenades (+20pts/+40pts*)

*Price based on Unit Size (5/10)

SPECIAL RULES

- In the Name of Freedom
- We Fight Together

UNITS MAY THROW GRENADES WHILE FOLLOWING A FORM TWO LINES ORDER BUT GAIN NO BENEFIT FROM THAT ORDER.

	Range	ST	AK	DAM	Type
Assault Rifle	30"	4	1 / 2	1	Semi-Auto
Frag Grenades	9"	3	D3	1	Assault, Pinning, One Use Only
Charge Grenades	9"	7	1	D3	Assault, One Use Only
Guards' Sabre	CQC	3	3	1	Melee

KINGDOM OF ACORN: REGIMENTS OF RENOWN

MES BRAVES BATTALION

Stationed in Fort Acorn just outside the ruins once called Mobotropolis, the Mes Braves Battalion are the most well-known and respected infantry in the Royal Army, second only to the Freedom Fighters in popularity. Led by the former revolutionary Amadeus Prower, the Battalion is staunchly loyal not to the crown but the people under it and are drilled daily in the devastating arts of volley fire, defensive engineering, and trench combat. To Mes Braves, defence is all there is, and they've mastered it.

Special Rules

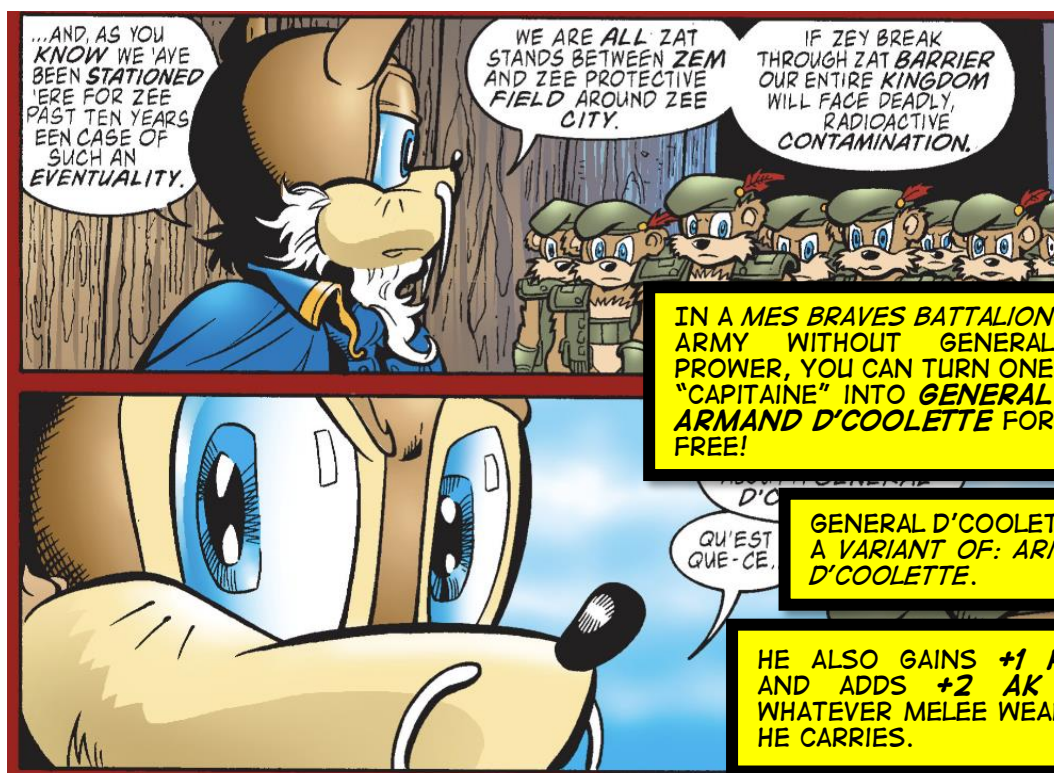
- **Hold the Line:** A Mes Braves Commander may not issue a "Fix Bayonets!" order but may instead issue a "Hold the Line!" order (see below).
- **Hell Firing:** When fired at half their Range, Burst Lasers gain +1 AK, while Gatling Lasers and Heavy Gatling Lasers gain +2 AK.
- **Rock Me, Amadeus:** As well as "Form Two Lines!", Amadeus Prower's Sharp Practice also activates when issuing a "Hold the Line!" order.
- **Bogged Down:** Mes Braves Vehicles always start in Reserves and may not Deploy until Turn 3.

HOLD THE LINE!

The targeted Units hold their bayoneted guns out defiantly. They may not Move unless forced to and suffer -1 RC, but all their Melee Weapons gain +1 AK and the *Long* Special Rule.

Requirements

- The Army may contain no Heroes except Amadeus Prower.
- If Amadeus Prower is in your Army, he must be selected as an HQ and their Commander.
- The Army may not contain Skirmisher Squads, Mobo-Cruisers, or Outrider Squads.
- The Army **must** contain at least two Luminaires Squads and one Sentry Squad or Royal Artillery Battery.



KINGDOM OF ACORN: REGIMENTS OF RENOWN

ROYAL TANK CORPS

While still belonging to their original units, the tank operators and mechanics of the Royal Army are all members of one group – the Royal Tank Corps. While the House of Acorn prefer the old-fashioned ways of infantry and bayonets, not even they can deny the earth-shattering might of an Armoured March on enemy territory.

Special Rules

- **Command Cuirassier:** For every Capitaine in the Army, you may pick one Cuirassier MBT in your Army to become a *Command Cuirassier*. This tank is equipped with a ladder and a platform with a command interface and megaphone. It gains the *Transport (6)* subtype (to fit their Colour Party and Lieutenant) and the following text box in its Transport Capacity.

Transport Capacity (Command Cuirassier)

The Command Cuirassier can carry 6 Kingdom of Acorn 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 2 Cover* – it's a sturdy platform.

- **Aces High:** While a Capitaine is inside their assigned *Command Cuirassier*, they may spend their Hero Phase firing one of the Cuirassier's weapons (with the Cuirassier's RC value!).
- **Raise Your Flag High:** When inside a *Command Cuirassier*, the effects of Regimental Colours still apply. Additionally, the *Command Cuirassier* adds 6" to their effects' radius due to their elevated position.

Requirements

- The Army may not contain any Heroes.
- The Army **must** contain at least one Cuirassier MBT and one Lancer Light Tank Squadron.
- All Infantry **must** start the game or campaign in a Transport – your Commander can use the Command Cuirassier (see above).
- All Lancer Light Tank Platoons in your Army **must** contain three tanks.
- All Mobo-Cruisers in your Army **must** take a Titanium Shell.
- The Army may not contain Royal Artillery.



KINGDOM OF ACORN: REGIMENTS OF RENOWN

SOUTHERN BARONIES MILITIA

The Southern Baronies do things a little differently than the rest of the Kingdom of Acorn. Rather than just having a single Royal Army organised across the state, the Baron of each county is charged with selecting their own militia from their citizenry. As motorcycle races are pretty common down South, motorcycle cavalry seems to be the most popular form of warfare.

Special Rules

- **Outrider Capitaine:** The Army may contain Outrider Capitaines.
- **Cavalry Colours:** Every Biker Capitaine's Colour Party uses the Outrider stat-line (see below) for all its members. They also gain the *Head Start* Special Rule like their Capitaine.
- **The Equalisers:** Outrider Squads are **Troops** Units and gain the *Equalisers* Special Rule (see below).
- **Vehicular Vanguard:** All ground Vehicles in the Army gain the *Head Start* Special Rule.

	Move	CQC	RC	PAN	HP	DEF	Type
<i>Outrider</i>	9"	4	3	7	1	4	Cavalry

Equalisers

Outriders may fire their *Dual-Wield Revolvers* after they have successfully Charged an enemy Unit. They may only fire at other Units in the same Melee with a Range value of 6".

Requirements

- The Army may not contain any Heroes.
- The Army **must** contain at least two Skirmisher Squads and one Outrider Squad.
- The Army may not contain Luminares Squads, Sentry Squads, or Royal Artillery.

HQ

OUTRIDER CAPITAINE...16OPTS

	Move	CQC	RC	PAN	HP	DEF
<i>Outrider Capitaine</i>	9"	5	4	9	4	4

Unit: 1 Outrider Capitaine
Type: Infantry

WARGEAR

- Dual-Wield Revolvers
- Officer's Sabre

OPTIONS

- The Capitaine may replace their Laser Pistol with **one** of the following:
 - Laser Carbine
 - Plasma Pistol (+10pts)
- The Capitaine may be accompanied by a Cavalry Colour Party (see page 5 AND notes above)

SPECIAL RULES

- Independent
- In the Name of Freedom
- Head Start
- Furious Charge

	Range	ST	AK	DAM	Type
<i>Dual-Wield Revolvers</i>	12"	4	1	1	Assault, Equalisers
<i>Laser Carbine</i>	18"	3	2	1	Assault
<i>Plasma Pistol</i>	12"	7	1	D3	Assault, Power (1)
<i>Officer's Sabre</i>	CQC	3	4	1	Melee

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 4, 5, 9, 11, 12, 13, 14, 15, 16, 17, 18, and 21, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 19 contains a screenshot from Gaijin's video game *War Thunder*.
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