

MOBIUS 3.5 FACTIONS

REVISED
EDITION
-2024-



ECHIDNA SECURITY TEAM

THE THIN GREEN LINE!

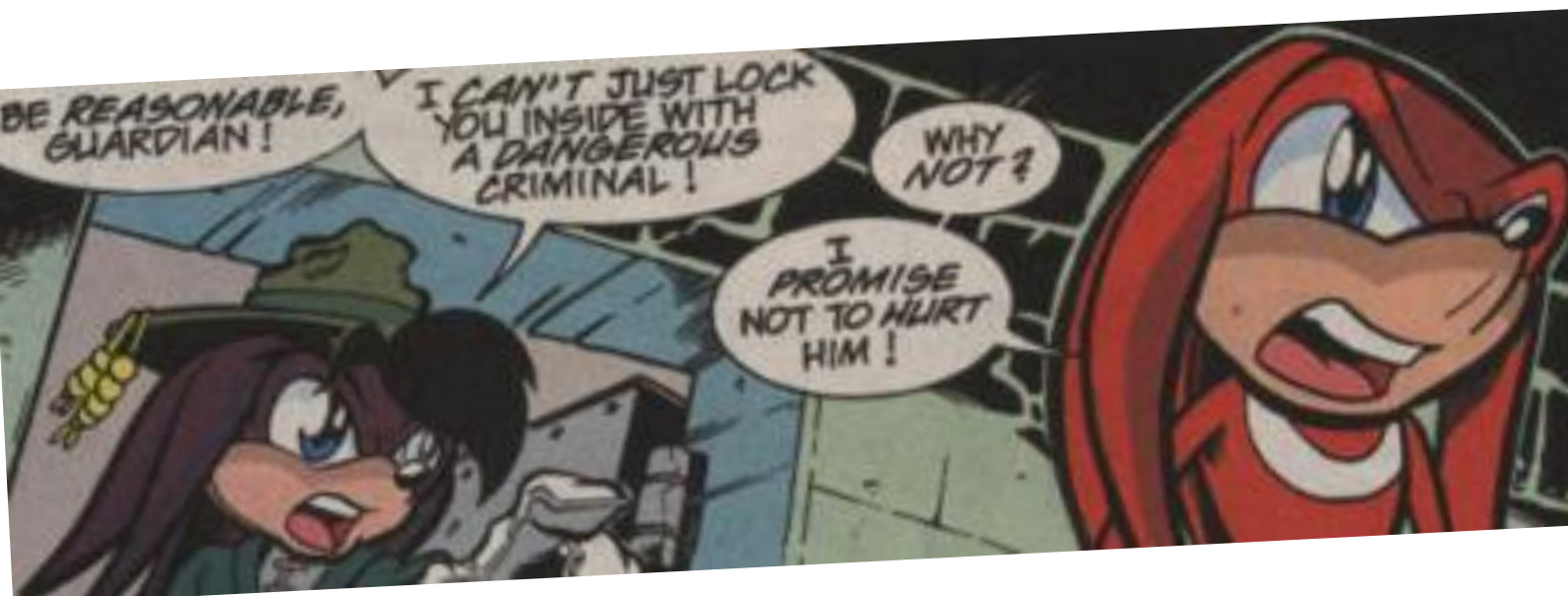
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SPECIAL RULES

Objective Secured

The EST acts like a vaccine, injecting directly into Echidnaopolis' concrete veins and valiantly defending its most important cells against whatever comes next.

When Units with this Special Rule are standing on one of their player's Objectives, an opponent moving into proximity of it doesn't Contest it – it remains theirs no matter what until they're moved away (either voluntarily or forcefully)!

Exfiltration

"You know the drill by now – get in, bag 'em, and get the @!# out of there!"*

Units with this Special Rule have the *Escapists* Special Rule, even if it doesn't say so on their Unit Sheet. Additionally, while using it, their Move value is doubled.

ECHIDNA SECURITY TEAM UNITS

HQ

INSPECTOR...120PTS

"Inspector" is the main Senior Leadership rank of the Echidna Security Team. Becoming an EST Inspector requires a lifetime of service and dedication to Echidnaopolis Law, granting them decades of experience to draw from. An Inspector worth their salt would have seen every kind of battle, from outside sieges to gang skirmishes, and a fair share of both victory and defeat – what matters isn't the outcome, but whether they learned from the experience.

	Move	CQC	RC	PAN	HP	DEF
Inspector	6"	5	5	9	5	5
Bike Inspector	9"	5	5	9	5	6

Unit: 1 Inspector
Type: Infantry

WARGEAR

- Hi-Volt Laser Pistol
- Inspector's Baton
- Security Armour (+2 DEF)

SPECIAL RULES

- Independent
- Objective Secured
- Exfiltration

Bike Inspector:

- Furious Charge
- Shielded (5+)

OPTIONS

- The Inspector may replace their Hi-Volt Laser Pistol with one of the following:
 - Riot Shield (5+ Shield Save) (+5pts)
 - Hi-Volt Laser Rifle (+10pts)
 - Breacher Array (+10pts)
 - Plasma Pistol (+15pts)
- The Inspector may be replaced with a Bike Inspector, turning their Unit Type into *Hover Cavalry* and replacing their Hi-Volt Laser Pistol with one of the following:
 - Smart Laser (+50pts)
 - Plasma Carbine (+50pts)
- The Inspector may replace their Baton with a Zap Baton (+10pts)

	Range	ST	AK	DAM	Type
Hi-Volt Laser Pistol	12"	3	1	1	Assault, Power (1)
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Hi-Volt Laser Rifle	24"	3	1 / 2	1	Semi-Auto, Power (1)
Breach Array	12"	3	2	2	Assault, Power (2)
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Smart Laser	24"	3	4	1	Assault, Power (1)
Inspector's Baton	CQC	4	3	1	Melee
Inspector's Zap Baton	CQC	4	3	1	Melee, Stun



TROOPS

TACTICAL SQUAD...130PTS

"Tactical" Squads are the bread and butter of the EST's Rapid Response divisions, with Hi-Voltage laser weaponry and armour GUN wishes it had. While these Squads wouldn't be sent against your average petty criminal (Echidnaopolis has a peacekeeping force for that!), these units would cover evacuations, perform raids on known DEL hotspots, and counter-assault Eggman's forces. After all, you can't exactly "arrest" a soulless killer robot!

	Move	CQC	RC	PAN	HP	DEF	Unit: 6 EST Enforcers Type: Infantry
EST Enforcer	6"	4	4	8	2	5	

WARGEAR

- Hi-Volt Laser Rifle
- Armoured Fist
- Security Armour (+2 DEF)

SPECIAL RULES

- Objective Secured
- Exfiltration

OPTIONS

- The Unit may contain 3 additional EST Enforcers (+50pts)
- Any number of EST Enforcers may replace their Hi-Volt Laser Rifles with Breacher Arrays.
- One EST Enforcer may carry a Scanner (+20pts)
- One EST Enforcer may replace their Hi-Volt Laser Rifle with one of the following:
 - Plasma Carbine (+10pts)
 - Smart Laser (+10pts)
- One EST Enforcer may carry a Portable Laser Cannon (+20pts)

	Range	ST	AK	DAM	Type
Hi-Volt Laser Rifle	24"	3	1 / 2	1	Semi-Auto, Power (1)
Breacher Array	12"	3	2	2	Assault, Power (2)
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Smart Laser	24"	3	4	1	Assault, Power (1)
Portable Laser Cannon	36"	9	1	D3	Heavy
Armoured Fist	CQC	4	1	1	Melee

RIOT SQUAD...130PTS

The EST is sometimes called to keep an especially violent riot under control, using nonlethal weaponry and shields to contain the damage. Squads armed like this are also deployed during large-scale invasions, as a shieldwall to keep Tactical Squads safe in the open – this is especially useful against hordes such as Egg Pawns and Nerbs.

	Move	CQC	RC	PAN	HP	DEF	Unit: 9 EST Enforcers Type: Infantry
EST Enforcer	6"	4	4	8	2	5	

WARGEAR

- Riot Shield*
- EST Baton
- Security Armour (+2 DEF)

SPECIAL RULES

- Objective Secured
- Exfiltration

***Riot Shield:** Any model carrying a Riot Shield is *Shielded* (5+).

OPTIONS

- The entire Unit may replace their EST Batons with Zap Batons (+25pts)
- One EST Enforcer may carry a Scanner (+20pts)
- One EST Enforcer may replace their Riot Shield with a Disperser (+10pts)

	Range	ST	AK	DAM	Type
Disperser	30"	3	1	0	Assault, Blast (3"), Power (2), Harmless, Stun
EST Baton	CQC	4	2	1	Melee
Zap Baton	CQC	4	2	1	Melee, Stun

TRANSPORT

EST MOBO-CRUISER...50PTS

The Mobo-Cruiser is a light vehicle built by the Kingdom of Acorn for moving cargo, redesigned and repurposed by the EST for moving equally important troops and prisoners. While Echidnas rarely take designs from the outside world (their own technology is far ahead), Remington's forces have a particular liking for this – maybe it's the simple, versatile design, or the fact that he can remain in open trade with Echidnaopolis' closest allies.

	Move	RC	PAN	HP	ARM	Type
EST Mobo-Cruiser	9"	4	8	6	5	Fast, Transport (12)

Unit: 1 EST Mobo-Cruiser
Type: Vehicle

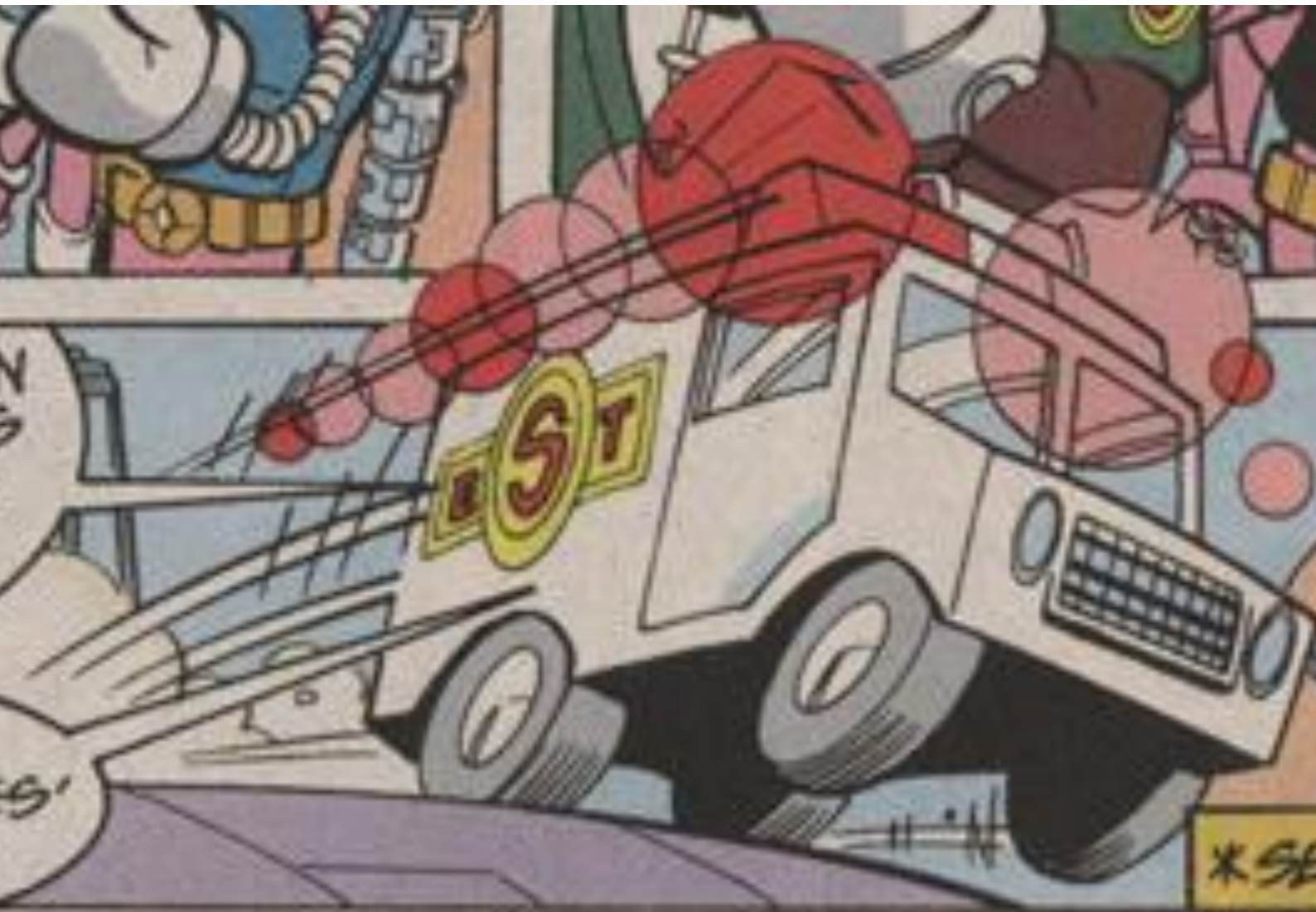
OPTIONS

- The Mobo-Cruiser may take one of the following:
 - Turret-mounted Disperser **(+25pts)**
 - Turret-mounted Hi-Volt Gatling Laser **(+40pts)**
 - Turret-mounted Hi-Volt Laser Cannon **(+50pts)**

TRANSPORT CAPACITY

A Mobo-Cruiser can carry up to 12 Echidna Security Team infantry models. Artillery Guns may be stored onboard or towed behind, but not fired from it.

	Range	ST	AK	DAM	Type
Disperser	30"	3	1	0	Assault, Blast (3"), Power (2), Harmless, Stun
Hi-Volt Gatling Laser	36"	3	6	1	Heavy, Power (1)
Hi-Volt Laser Cannon	48"	9	1	D6	Heavy, Power (1)



SUPPORT

CHARIOT BATTLE TANK...200PTS

Being among Mobius' oldest species, the technology of the Echidnas is far beyond that of most countries, and the Chariot Battle Tank is no exception. Armed with weaponry forged from millennia of forbidden knowledge on Plasma and Power Rings, the Chariot is an all-purpose tank which has stood the test of time!

Modelling Note: The Chariot Tank is loosely based on the Russian T-34/76 tank. I recommend modifying a scale miniature of that if planning to build your own!

	Move	RC	PAN	HP	ARM	Type
Chariot	9"	4	9	6	6	Fast, SPG

Unit: 1 Chariot

Type: Vehicle

OPTIONS

- The Chariot may replace its Plasma Cannon with one of the following:
 - Heavy Gatling Laser
 - Heavy Laser Cannon
- The Vehicle may carry a front-mounted Hi-Volt Gatling Laser (+30pts)

WARGEAR

- Turret:** Plasma Cannon

SPECIAL RULES

- Night Vision

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

GLADIUS AIR PATROLLER...80PTS

The Gladius Air Patroller is a compact single-crew attack helicopter that keeps the sky clear of threats and provides fire support for the Echidnas down below – should the urban battlefields be too dense or the rubble too rough for the Mobo-Cruisers and Chariots! An extremely small and (relatively) quiet vehicle, the rest of Mobius often wonders how the engineers in Echidnaopolis managed it, but unfortunately, like most advanced Echidna knowledge, it's a closely-guarded secret.

	Move	RC	PAN	HP	ARM	Type
Gladius Air Patroller	0" / 12"	4	9	5	5	Aircraft

Unit: 1 Gladius Air Patroller

Type: Vehicle

WARGEAR

- Front:** Hi-Volt Gatling Laser

OPTIONS

- The Unit may contain up to two additional Gladius Air Patrollers (+80pts each)
- Any Gladius may swap its front-mounted Hi-Volt Gatling Laser for a Hi-Volt Laser Cannon.
- Any Gladius may carry a front-mounted Disperser (+10pts each)
- Any Gladius may carry *Night Vision* sensors (+5pts each)

	Range	ST	AK	DAM	Type
Disperser	30"	3	1	0	Assault, Blast (3"), Power (2), Harmless, Stun
Hi-Volt Gatling Laser	36"	3	6	1	Heavy, Power (1)
Hi-Volt Laser Cannon	48"	9	1	D3	Heavy, Tankbuster

SUPPORT UNITS

EST SNIPER...50PTS

Unlike GUN and the Dingo Regime, who use Snipers solely for isolated and important targets in offensive operations, the EST often deploy Snipers in high-profile public events to neutralise terrorists and criminals before they can act. During invasion responses and raids, the Snipers have a similar objective – taking the rooftops and scanning the detachment's flanks, neutralising anything that poses a threat. In the former scenario, most events go without a hitch or a shot fired. The latter, however...

	Move	CQC	RC	PAN	HP	DEF
EST Sniper	6"	4	4	8	3	5

Unit: 1 EST Sniper
Type: Infantry

SPECIAL RULES

- Ambush
- Exfiltration
- Climb
- Camouflage

WARGEAR

- Hi-Volt Focused Laser Rifle
- Armoured Fist
- Security Armour (+2 DEF)

OPTIONS

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

	Range	ST	AK	DAM	Type
Hi-Volt Focused Laser Rifle	30"	3	1	D3	Assault, Power (3), Sniper
Armoured Fist	CQC	4	1	1	Melee

AERIAL DEFENCE TEAM...60PTS

Because of their penchant for mobility, the EST aren't particularly fond of crewed weapons, even inventing shorter-range equivalents to their anti-tank weaponry to provide that mobility. However, if there are reports of enemy Aircraft in the drop zone they'll often make an exception, forming makeshift Aerial Defence Teams out of the few "Artillery-Certified" Enforcers. To become Artillery-Certified takes a six-week course and a practical exam, all just to lug a Sky Laser around during enemy bombing raids. Then again – it comes with a \$2 per hour pay raise!

	Move	CQC	RC	PAN	HP	DEF
EST Enforcer	6"	4	4	8	2	5

Unit: 1 Gun, 3 EST Enforcers
Type: Artillery

WARGEAR (CREW)

- Hi-Volt Laser Pistol
- Armoured Fist
- Security Armour (+2 DEF)

WARGEAR (GUN)

- Hi-Volt Sky Laser

SPECIAL RULES

- Objective Secured

SPECIAL COMMANDS

Watch the Skies – *Tactics, Focus*

The Aerial Defence Team (or Battery) 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!

OPTIONS

- Up to three of these Units may be combined to form a Battery.

	Range	ST	AK	DAM	Type
Hi-Volt Sky Laser	36"	7	4	D3	Artillery, Anti-Air, Recoil
Hi-Volt Laser Pistol	12"	3	1	1	Assault, Power (1)
Armoured Fist	CQC	4	1	1	Melee

SUPPORT UNITS

INTERCEPTOR SQUAD...200PTS

Interceptors are exactly as their name implies – fast attack units designed to cut the enemy off and mow them down before they can regroup. While this has proven a popular and effective method against flanking units and patrols, more brutal Precincts have used Interceptors to run down retreating enemies – an EXTREMELY controversial tactic.

	Move	CQC	RC	PAN	HP	DEF
EST Interceptor	9"	4	4	8	2	6

Unit: 6 EST Interceptors
Type: Hover Cavalry

WARGEAR

- Zap Baton
- Smart Laser
- Security Armour (+2 DEF)

OPTIONS

- The Unit may contain 3 additional EST Interceptors (+90pts)
- Any number of EST Interceptors may replace their Strike-Bikes' Smart Lasers with Plasma Carbines.

SPECIAL RULES

- Objective Secured
- Exfiltration
- Furious Charge
- Shielded (5+)

Strike-Bikes: Bikes for Rapid Strikes!

Strike-Bikes are one of the fastest and deadliest vehicles in the EST's Arsenal – a hoverbike with an underslung Smart Laser and a front-mounted Riot Shield.

While this armed variant is exclusive to the Echidna Security Team, the technology behind its propulsion is easily accessible – for a price – as companies sell "cruise" Hoverbikes as premium consumer items...that's how Fang got one!

	Range	ST	AK	DAM	Type
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Smart Laser	24"	3	4	1	Assault, Power (1)
Zap Baton	CQC	4	2	1	Melee, Stun

COMBAT MEDIC SQUAD...125PTS

While most EST Units are focused on dropping in and "neutralising" the enemy as quickly as possible, there comes a time where preserving life is more important than inflicting death. While most EST Medics are on standby for post-battle fixups, some will don the Security Armour and drop into the battlefield themselves, keeping the defence strong with a couple rolls of bandages and some strong painkillers.

	Move	CQC	RC	PAN	HP	DEF
EST Medic	6"	4	4	8	2	5

Unit: 3 EST Medics
Type: Infantry

WARGEAR

- Hi-Volt Laser Pistol
- EST Baton
- Security Armour (+2 DEF)

SPECIAL COMMANDS

Numbing Spray (4+) – Healing

Pick a friendly Unit within 6" of the Medics (they may not pick themselves). Then pick one of the following effects for that Unit:

SPECIAL RULES

- Ambush
- Exfiltration
- Non-Aggressive

- 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.

If the unit contains more than one EST Medic, add +1 to this Special Command's Perform Roll.

Non-Aggressive: Combat Medic Squads cannot Charge enemy Units.

	Range	ST	AK	DAM	Type
Hi-Volt Laser Pistol	12"	3	1	1	Assault, Power (1)
EST Baton	CQC	4	2	1	Melee



SUPPORT UNITS

SPATHA HAZARD DROID...23OPTS

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

ECHIDNA SECURITY TEAM HEROES

CONSTABLE REMINGTON...3OOPTS

Remington is Constable of the Echidna Security Team, having shot up the ranks after Constable Holmes' shameful resignation. His predecessor was lax in his enforcement of Echidna law, turning a blind eye to the corruption in his own ranks and accepting "donations" for not investigating the Dingo Regime's hate crimes, leaving Echidnaopolis completely underprepared for their first attempted uprising. Remington earned his rank by refusing to underestimate their threats – a mistake that got the Albion Knights completely wiped out – and calling for backup from the Chaotix where the other Echidnas' arrogance refused. Now, he pledges to never let his people fall to corruption and brutality again, leading his military into a new age of protection over punishment.

	Move	CQC	RC	PAN	HP	DEF
Remington	6"	6	5	10	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Remington

WARGEAR

- Hyper-Focused Laser Pistol
- Elite Martial Arts

SPECIAL RULES

- Independent
- Fearless
- Objective Secured
- Exfiltration
- I Am The Law



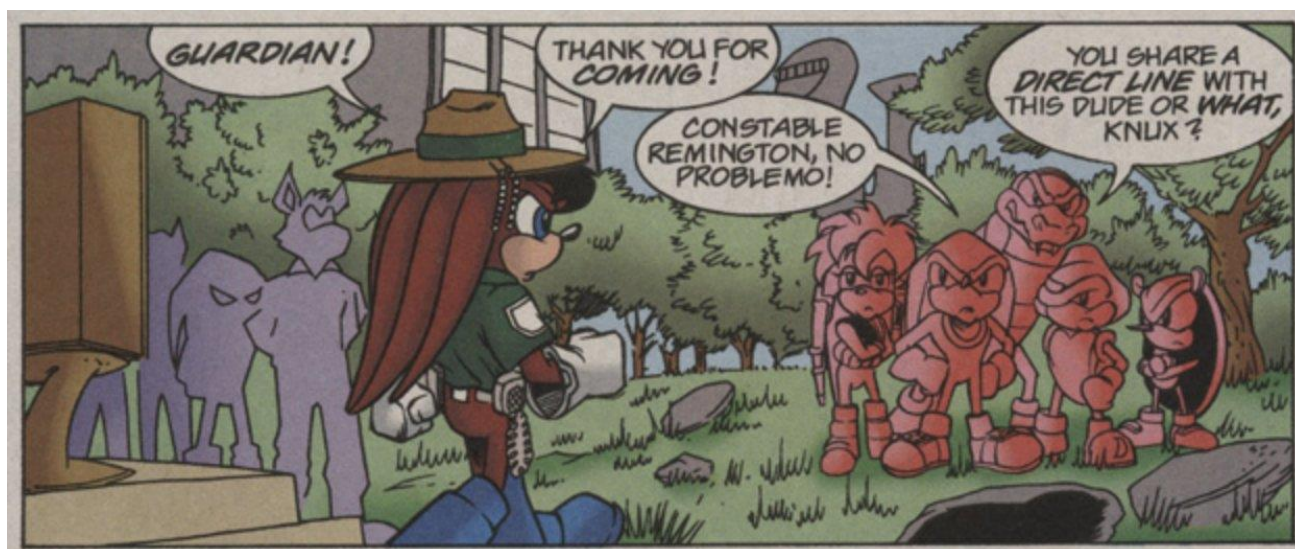
I Am the Law: All Dingo Regime and Dark Egg Legion Units with Remington in their Line of Sight suffer a -1 PAN penalty, increased to -2 PAN while within 12" of him.

COMMAND BONUS

Early Drop

If Constable Remington is your Army's Commander, up to three non-Hero Units in that Army may deploy as if they had the *Vanguard* Special Rule. Remington himself may deploy within one of them, either using their Transport Capacity (if they have one) or *Independent*.

	Range	ST	AK	DAM	Type
Hyper-Focused Laser Pistol	12"	3	1	D3	Assault, Power (2), Sniper
Elite Martial Arts	CQC	4	6	1	Melee, Fast Strike



E.S.T HEROES

KNUCKLES THE ECHIDNA...50OPTS

Knuckles is Guardian of the Master Emerald, Avatar of the fallen Knuckles Clan, and one of the few errant Echidnas left uncorrupted by the Eggman Empire. He's also among the founding members of the Chaotix but would eventually leave with Julie-Su to pursue his goals alone, helping anyone who needs it along the way. Whenever there's a tyrant whose head needs bashing, you know Knuckles will be there!

	Move	CQC	RC	PAN	HP	DEF
Knuckles	9"	7	-	10	16	6

Unit: 1 Named Hero

Type: Infantry

Variant of: Knuckles

WARGEAR

- Avatar Fists

SPECIAL RULES

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



SPECIAL COMMANDS

High Jump – Speed

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

Glide – Movement, Repeating

If Knuckles is within 1" of a ledge, he may glide off of it to a lower elevation, counting the whole movement as a form of flight. He travels 3" for every inch above ground level he started at, rounding up. This may be used to Charge, but the Glide **must** always end at a lower point than where he started.

	Range	ST	AK	DAM	Type
Avatar Fists	CQC	8	5	D3	Melee, Power (3), Tankbuster

JULIE-SU...150PTS

Julie-Su was once a Troubleshooter for Albion's Dark Legion, but – after meeting Knuckles – now uses her skills and cybernetics to fight the good fight wherever she goes. Like her spike-fisted boyfriend, she spent a long time fighting injustice as part of the Chaotix, before opting to travel alone and fight tyrants as a nomad.

	Move	CQC	RC	PAN	HP	DEF
Julie-Su (on foot)	6"	6	5	10	6	4
Julie-Su (mounted)	6"	6	5	10	6	5

Unit: 1 Named Hero

Type: Infantry (Cyborg)

Variant of: Julie-Su

WARGEAR

- Multi-Blaster
- Very Brutal Fisticuffs

SPECIAL RULES

- Fearless
- Climb
- Heart of Iron
- Shielded (6+)



Heart of Iron: Julie-Su may re-roll any failed Defence and/or Shield Saves of 1.

OPTIONS

- Julie-Su may ride a Streaking Pasha (+30pts). If she does, she uses the second Stat-Line and is treated as Cavalry. Additionally, her *Climb* Special Rule is replaced with *Furious Charge*.

	Range	ST	AK	DAM	Type
Multi-Blaster	18"	3	2 / 4	1	Semi-Auto
Very Brutal Fisticuffs	CQC	4	6	1	Melee, Brutal

REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

RAPID RESPONSE UNIT

When the Echidna Security Team is on high-alert, most *Interceptor Squads* and well-tuned *Mobo-Cruisers* are kept back, while *Infantry* and *Artillery* are often deployed for patrols. This is so they can be split into “Rapid Response” platoons, pre-fuelled and ready to deploy in thirty seconds should they need to. Whenever the Dark Legion are rumoured to be in Echidnaopolis, Rapid Response Units are formed – and often deployed soon after.

Special Rules

- **Masterful Interception:** All *Interceptor Squads* in the Army are purchased as Troops Units.
- **Emergency Service:** If selected as your Commander, a *Bike Inspector* from this Army gains the *Roll Out!* Command Bonus (see below).

COMMAND BONUS

Roll Out!

If this *Bike Inspector* is selected as your Army’s Commander, all *Interceptor Squads* and *EST Mobo-Cruisers* in that Army gain the *Head Start* Special Rule.

Requirements

- The Army may not contain any Heroes.
- Every compulsory Troops slot **must** be filled by an *Interceptor Squad* (see above).
- The Army **must** contain at least one *Bike Inspector* (upgraded *Inspector*).
- All Infantry must start the game or campaign in a Transport.
- The Army may **not** contain *Aerial Defence Teams*.



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, 2, 4, 8, 9, 10, 11, and 12, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 8 contains an image of a miniature from NECA.

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