

REVISED  
EDITION  
-2024-

THE WORLD'S MOST WAY-PAST-COOL WARGAME

# MOBIUS 3.5



CORE RULEBOOK

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# CONTENTS

<b>INTRODUCTION.....</b>	<b>2</b>	<b>SPECIAL RULES.....</b>	<b>32</b>
What You'll Need.....	4	Units & Models.....	32
<b>UNITS &amp; ARMIES.....</b>	<b>5</b>	Weapons & Attacks.....	34
Army Size (Points).....	5	<b>TERRAIN RULES.....</b>	<b>37</b>
Ranks & Structure.....	5	Buildings.....	38
Regiments of Renown.....	6	<b>SCENARIO RULES.....</b>	<b>39</b>
Units.....	7	Deployment.....	39
<b>STATS EXPLAINED.....</b>	<b>8</b>	Deployment Zones.....	39
<b>BASIC GAMEPLAY.....</b>	<b>10</b>	Basic Scenarios.....	42
The Movement Phase.....	11	<b>THE WORLD OF MOBIUS.....</b>	<b>46</b>
Action Phase.....	13	A Brief History.....	46
Ranged Attacks.....	13	The Old Earth.....	46
Taking Cover.....	15	Days of Fury.....	48
Special Commands.....	16	Forgotten War.....	48
<b>Melee Phase.....</b>	<b>17</b>	Years of Mobius.....	49
Melee Lock.....	17	Great War.....	53
Melee Attacks.....	18	Robotnik War I.....	54
Ending the Melee.....	19	So What Now?.....	56
<b>Panic &amp; Morale.....</b>	<b>20</b>	Make Your Own Future!.....	56
Panic Tests.....	20	<b>Factions Summarised.....</b>	<b>57</b>
Morale Tests.....	20	Kingdom of Acorn.....	57
Shaken.....	20	Eggman Empire.....	57
<b>Reserves.....</b>	<b>21</b>	GUN.....	58
<b>UNIT TYPES.....</b>	<b>22</b>	Wolf Pack Nation.....	58
<b>VEHICLES.....</b>	<b>25</b>	Dark Egg Legion.....	59
Vehicle Squadrons.....	25	Felidae Kingdom.....	59
Movement Phase.....	25	Echidna Security Team.....	60
Action Phase.....	27	Dingo Regime.....	60
Attacking Vehicles.....	27	Kingdom of Mercia.....	61
Destroying Vehicles.....	28	Iron Dominion.....	61
Transport.....	29	<b>QUICK REFERENCE.....</b>	<b>62</b>
Vehicle Types.....	30	<b>CREDITS &amp; DISCLAIMERS.....</b>	<b>64</b>
<b>SPECIAL RANKS.....</b>	<b>31</b>		
HQ & Heroes.....	31		
Transport.....	31		

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This Book was most recently edited on 21/03/2024



# INTRODUCTION

WELCOME TO THE PLANET **MOBIUS** - A WORLD UNIQUE AND BEYOND WHAT YOU KNOW FROM THE SEGA GAMES, WHERE **SONIC** AND THE HEROIC **FREEDOM FIGHTERS** WORK TO SAVE THE WORLD FROM THE FORCES OF EVIL!

THE OPENING CAPTION TO MANY ISSUES OF ARCHIE'S *SONIC THE HEDGEHOG*

Welcome to Mobius, the Sonic fangame made in MS Word! This system is designed for battles in the Science-Fantasy world of Archie Comics' *Sonic the Hedgehog*, where freedom and personhood are beset on all sides by mad scientists and power-hungry tyrants. This isn't a grimdark wargame, however, as Sonic, the Freedom Fighters, and their allies are always ready to take it back – a bright light shining through the darkest clouds!

Alongside this book, you'll find an ever-evolving library of Faction Books, detailing the military forces of Mobius' many countries and powers. Later in the book, you'll also find a summary of all the Faction Books so far as well as their strengths and weaknesses, to help you pick one that fits your playstyle!

I hope you have as much fun playing Mobius as I had writing it. Follow me on Twitter [@loanMakesGames](https://twitter.com/loanMakesGames) for updates, and don't be afraid to reach out if you have any questions, feedback, or battles to share!

**IOAN DAVIES-JOHN**

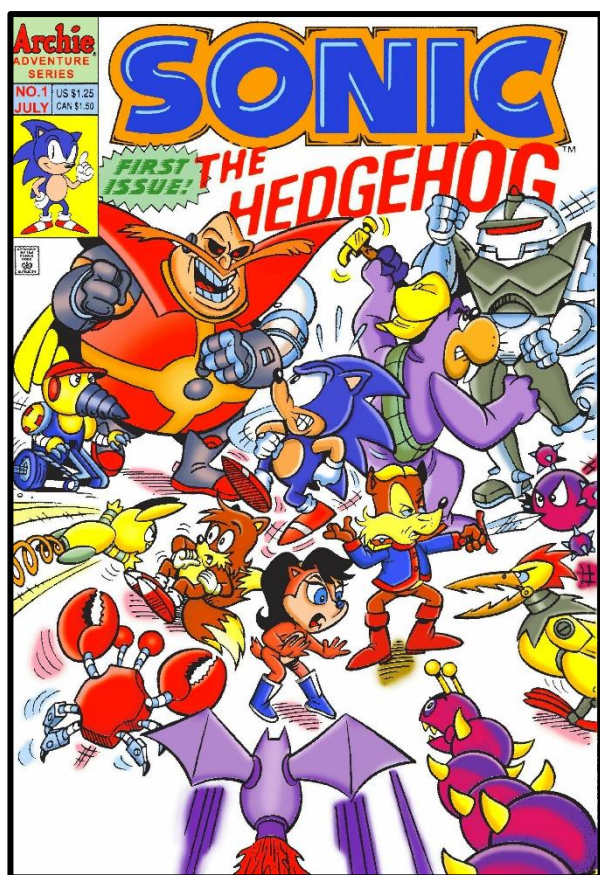
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The cover of StH #1 (June 1993)

## Zone D6 (The Mobius Universe)

Archie's *Sonic* comics were rebooted towards the end of their run, so the timeline is often split between "Pre-Reboot" and "Post-Reboot" canon. So, which one is Mobius set in?

I'd say Mobius 3.5's universe is an entirely separate one (labelled **Zone D6** by interstellar travellers and Zone Cops) implementing fan-favourite aspects of both timelines – but is generally closer to Pre-Reboot.

The *Sonic the Hedgehog* and *Sonic Universe* comics focus on heroes and grand, world-changing events over all else, and while we all love this, it also means I had a **lot** of blanks to fill regarding things like civilian life, unit structure, soldier equipment, and tactics – especially on the allies' side.

I used panel background, character and enemy designs from the games, and even real-world history to make these armies as believable as possible, and while I try to stay close to the comics, they are still **my interpretations**. In other words, consider this game a "wargamer's love letter" to Archie Sonic rather than a direct adaptation!

## Miniatures and Scale

Mobius was designed for 28mm (approx. 1/56 scale) miniatures in mind, though you could argue that, if a normal Mobian was 28mm tall, then a human or Wolf would be at least 32mm tall!

All miniatures except for wheeled and tracked ground Vehicles should be individually based. The side of these bases depends on whatever's put on it. A 20-28mm tall miniature would probably sound a 25mm base and look silly on a 32mm one. However, a 25-32mm base would never fit the giant mechs of GUN or the Eggman Empire! In other words, use common sense when basing miniatures and pick a base size that matches the model standing atop it.

## Making Mobius Miniatures

A lot of long-time Mobius players use software like Tabletop Simulator to fight their battles across the globe, but playing physically requires miniatures and terrain! I personally playtest this game with paper cut-outs on appropriately-sized bases and convert the vehicles myself from model kits and toys.

If you want to convert 3D miniatures into Mobians, your safest bet is [Critter Conversion Kits from Sally 4<sup>th</sup>](#) – animal heads and matching tails for 28mm miniatures, often with a choice of helmet or hat, too!

As for terrain, there are plenty of great modern, sci-fi, and fantasy terrain by independent creators that'd fit perfectly into the world of Mobius.



IF YOU WANT TO PLAY MOBIUS IN A SCALE OTHER THAN 28MM, THAT'S GREAT! BUT YOU MAY NEED TO CHANGE THE MEASUREMENTS...

IF YOU'RE PLAYING WITH MINIATURES SMALLER THAN 15MM (1/100) SCALE, I'D RECOMMEND CHANGING THE DISTANCES IN THE BOOKS FROM INCHES TO CENTIMETRES.

HOWEVER, IF YOU'RE USING MINIATURES LARGER THAN 35MM (1/48) SCALE, I'D RECOMMEND DOUBLING ALL DISTANCES!



## WHAT YOU'LL NEED

Here's a list of all the components you'll need to start playing Mobius (except the rules, of course – you're reading them right now!):

### An Army List

You may have already noticed that all Units in this game have a **Points** value, and often some **Options** that cost additional Points. Additionally, all games have a Points Limit, around 1,500 on average.

To keep things fair, it's good sportsmanship to have a written list of all the Units in your Army, along with their chosen options (even if they're free). Remember to keep your Army within the Points Limit and Army Structure rules outlined on Page 5.

### Miniatures

Of course, as Mobius is a **miniatures** game, you need **miniatures** to represent your Army! If you're playing See the note on Miniatures and Scale on page 3 for more information.

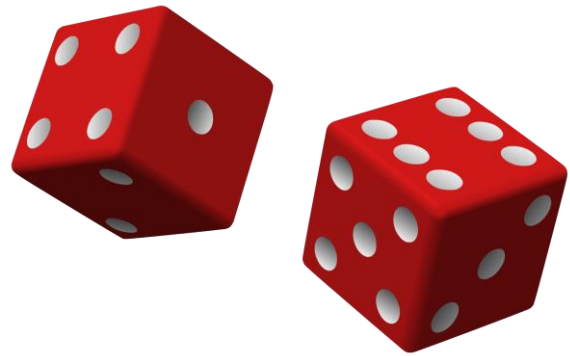
### Battlefield & Scenery

Like many wargame systems, Mobius isn't played on a board with spaces. Instead, it's played on a tabletop, a floor, or (best of all) a scale model of a battlefield. For simplicity purposes, we'll call your play area the "Battlefield".

The perfect size for a Battlefield depends on the size of the Battle itself. 4x4 feet would suit a smaller (less than 300pts) battle, but for anything larger you'd want to extend the length to 6x4 feet so there's more room for your Units to move around.

Additionally, Mobius is designed for play on a Battlefield that's rich with terrain, from sandbags and barricades to trees and city blocks (depending on where the Battle is taking place). Many wargame shops sell terrain and grass mats, or you could make your own!

MANY LOCAL GAME STORES AND BOARD GAME CAFES HAVE DESIGNATED PLAY AREAS WITH SCALE TERRAIN OF THEIR OWN FOR HIRE. MY LOCAL IS **FIRESTORM GAMES** IN CARDIFF!



### Several D6

A D6 is a six-sided die. Mobius is what some wargamers call a "bucket of dice" system, so the more the merrier! A player should have no fewer than 12D6 in their possession.

You may also need to roll a D3, which you can do with a D6 by halving the result (rounding up) – *For Instance, 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3.*

### A Measuring Tape

Model battlefields have no "spaces" like traditional game boards, so distance must be measured in inches. The best way to do this is to have a long measuring tape which can be found in any construction store or supermarket. If your local game store supplies wargames, they'll also have some!

### Pencil & Paper

This is just to jot things down on the fly so you don't forget them, like victory points in missions and whether Units have used their limited abilities.

### Tokens

Tokens can be used to represent a few different effects in Mobius. However, the important ones across all Factions are the following:

- **Panic Test:** Indicates a Unit needs to roll a Panic Test. You could incorporate a small die into this to ensure they
- **Shaken:** Indicates a Unit that can't act due to a failed Panic Test.
- **Dug In:** Indicates a Unit Taking Cover.
- **Pinned/Haywire:** Indicates a Pinned or Haywire Unit – the only difference between these two effects is who they target.
- **Stun:** Indicates a Stunned Unit.



# UNITS & ARMIES

## ARMY SIZE (POINTS)

Every game has a “size” in Points, also known as a Points Limit. Here are the suggested sizes for games of Mobius, based on how long you’d want it to last:

Game Size/Length	Suggested Points Limit
<b>Skirmish</b> <i>Short (less than an hour)</i>	500 - 1,000
<b>Large Skirmish*</b> <i>Medium (up to 2 hours)</i>	1,001 - 2,000
<b>Battle</b> <i>Long (up to 4 hours)</i>	2,001 - 3,000
<b>Epic Battle**</b> <i>All Day (over 4 hours)</i>	Over 3,000

\***Recommended.** Skirmish is also great for new players. 1,500-2,000pts is a good “standard game”.

\*\***Not recommended.** Turns would be very long!

You may have noticed the **Points Value** assigned to all Units in Mobius, as well as the **Options** that may increase the value of that Unit. The total value of your whole Army must **NOT** exceed the Points Limit.

IF YOU WANT A MORE BALANCED MOBILIS EXPERIENCE, LIKE A TOURNAMENT GAME, YOU COULD LIMIT THE NUMBER OF IDENTICAL **TROOPS** & **TRANSPORT** UNITS TO 5 PER ARMY, AND IDENTICAL **SUPPORT** UNITS TO 3 PER ARMY (SCALED TO YOUR LIKING). THIS IS OPTIONAL, OF COURSE!

## RANKS & STRUCTURE

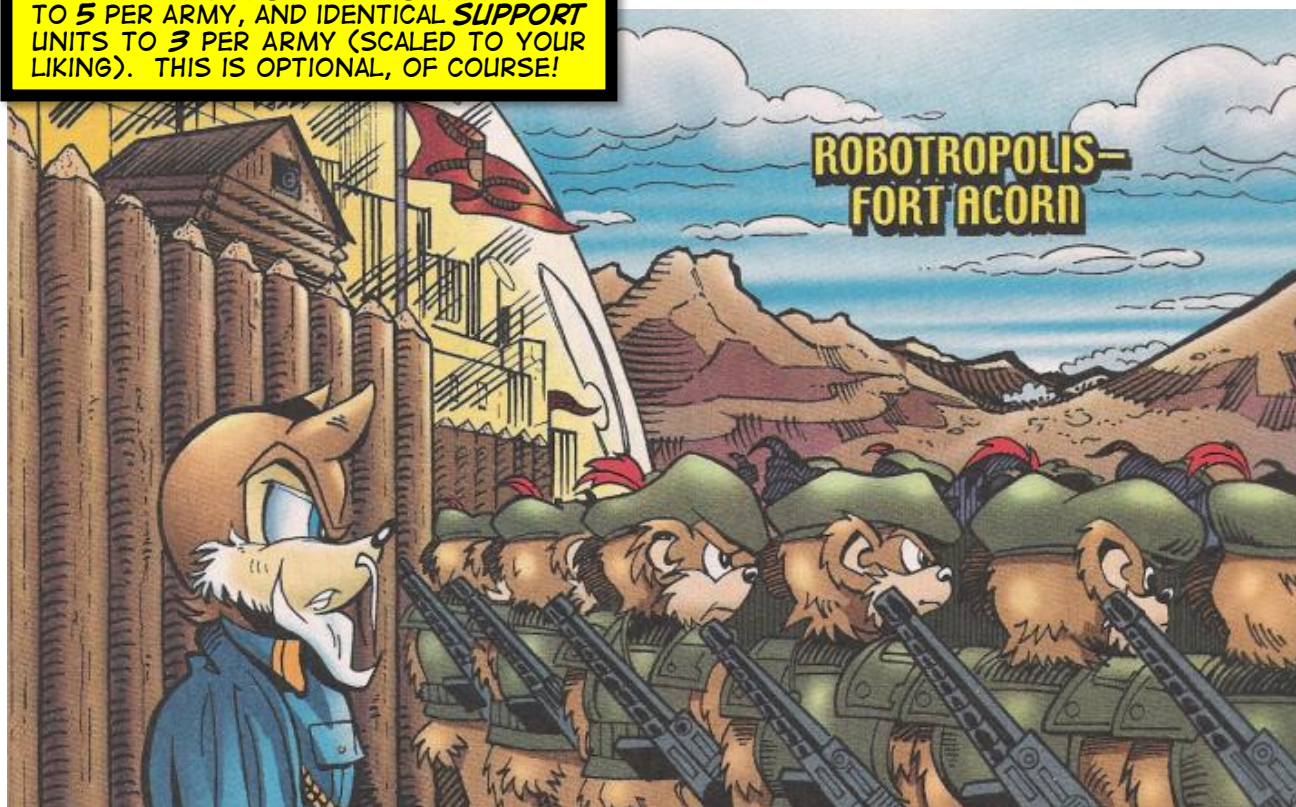
Mobius’ Units are split into five Ranks, each with their own battlefield role:

- **HQ:** A Commanding role.
- **Troops:** The backbone of your Army.
- **Support:** Less common Units with specialist roles, from artillery and AFVs to medics.
- **Transport:** Transport for your other Units, because not everything is supersonic!
- **Heroes:** The most talented and/or famous war heroes of your faction.

Every Army **MUST** contain the following Units, based on the game’s size (see the previous column):

Game Size	Min-Max Units / Rank		
	HQ	Troops	Support
<b>Skirmish</b>	1-2	2+	0-3
<b>L. Skirmish</b>	1-2	2+	0-5
<b>Battle</b>	1-3	3+	0-7
<b>Epic Battle</b>	2-6	5+	Unlimited

When adding Heroes to an Army, pick **before** the game whether they’re taking the role of HQ or Troops.





## Commander

Every Player must choose **one** HQ Unit from their Army to become its Commander. Things like calling in Reserves are much easier when a Commander is present to oversee them personally.

### Command Bonus

Some HQ Units (and Heroes) have a Command Bonus. These Special Rules only apply if the Unit is selected as their Army's Commander.

### Second in Command

If a Commander becomes a Casualty while another HQ from the same Army is present, the controlling Player rolls a D6 during every Start Phase. If they roll 4 or higher, they may pick **one** of the other HQ Units to take over as Commander – but any unique Command Bonuses they may have will not apply.

## Heroes & HQ Units

All Heroes & HQ Units benefit from an extra Phase in their every Turn, as well as the ability to engage in duels with other such Units.

### Heroes

Heroes are selected as either HQ **or** Troops, though some have a Command Bonus if selected as both a HQ Unit *and* their Army's Commander.

Additionally, Heroes are normally several times more powerful than your average soldier. A small group of Freedom Fighters is a viable Army, even if it seems like they're massively outnumbered! More rules regarding Heroes can be found on Page 31.

## REGIMENTS OF RENOWN

Regiments of Renown are optional rules, restrictions, and/or recommendations for building your Army, that apply unique special rules when followed. Regiments of Renown can be found in certain Faction Books and Expansions.

Most Regiments grant a bonus for building a restricted list based on a setting or period in the Robotnik Wars, and some Regiments grant a penalty for taking powerful Armies that'd otherwise be illegal. Other, more complex Regiments grant larger bonuses and penalties to balance each other out. In short, Regiments of Renown let you build your Army's background beyond just the Units you take!

**BUT REMEMBER, EVERY REGIMENT HAS ITS RESTRICTIONS AND/OR SETBACKS, SO *NOT* FOLLOWING ONE IS JUST AS VIABLE A STRATEGY AS CHOOSING THE "RIGHT" ONE!**

### Playing Regiments of Renown

To gain a Regiment of Renown's unique rules, an Army must simply follow its listed "Requirements" and state the name of that Regiment in the Army List (to avoid confusion!). Unless it specifically states otherwise, an Army following a Regiment of Renown gains all its unique rules, positive and negative.

An Army may follow no more than one Regiment of Renown at any one time and may not change or remove their Regiment of Renown status mid-game. As with all stat-sheets, read the rules carefully!







## UNITS

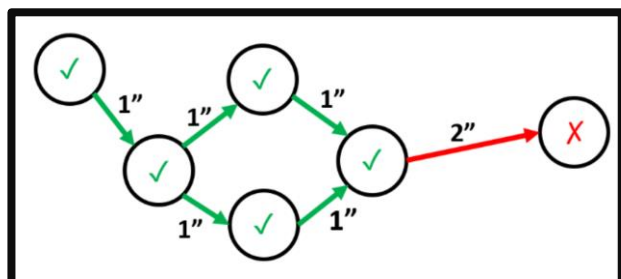
Like many strategy games, models in Mobius are split into groups called Units – though they'll often be given nicknames based on their faction such as "Team", "Squad", or "Clan". This is regardless of the Unit's size, be it one model or a hundred!

All separate Units, even friendly ones, must be at least 2" away from each other, unless they are in Melee Lock. Exceptions such as friendly Transport Vehicles and Independents apply, of course.

### Unit Cohesion

All living members of a Unit must be within 1" of each other while on the Battlefield. Units must move together in a way that ends in Cohesion, and (unless a Special Rule states otherwise) the Unit may not "split up" through Player choice.

If they're somehow forced to separate, they must spend their next Movement Phase moving back into cohesion, even if that sacrifices some of their capabilities later in the Turn.



**Example:** Everything marked with a tick is in Unit Cohesion as it's within 1" of another model – they don't need to be within 1" of every other member.

## Independents

Independents are single models that can join other Units, either to assist them or protect themselves from enemy fire. Examples of Independents include field medics, leaders, and other lone specialists.

Independents can join friendly Units by entering Unit Cohesion (moving within 1" of any member) and can leave by simply moving away from it.

While they're in Cohesion with a Unit, Independents count as members for purposes of targeting and Special Rules – meaning an enemy trying to target an Independent must get past the whole Unit first!

An Independent may join no more than one Unit at a time. If an Independent happens to move within 1" of two different Units, they must pick one to join and move the other out of cohesion. A Unit can contain more than one Independent.

**No matter what shore I  
am on, no matter what  
foe I face, I am ready  
alongside my fellow  
Freedom Fighters!**

**Antoine D'Coolette**  
Kingdom of Acorn General & Freedom Fighter

# STATS EXPLAINED

## Model Stat-Lines

Below, you'll find the stat-line of a generic Mobian conscript, with every statistic completely average. A standard stat-line is used to show the general stats a model with no Attacks or Wargear:

	Move	CQC	RC	PAN	HP	DEF
Joe	6"	3	2	6	1	3

### Move (Movement Speed)

This is the distance a model can Move in a single Turn. The average Move value is 6".

### CQC (Close-Quarters Combat)

This the model's skill in hand-to-hand combat, regardless of weaponry. The average CQC is 3.

### RC (Ranged Combat)

This is the model's accuracy with projectile-based weapons, from bows and throwing knives to firearms and artillery! The average RC is 2.

### PAN (Panic – or lack thereof!)

This is the model's morale – the ability to stay calm under pressure. Models with high PAN stick to their orders under heavy fire and shake off effects such as Pinned and Haywire. The average PAN is 6.

### HP (Hit Points)

This is the number of serious wounds a model can take before they're removed from the game as a Casualty. The average HP is 1.

### DEF (Defence)

This is a model's ability to take hits without needing first aid! This could come from natural toughness, armour, evasive training, or a mix of all three. The average DEF for a trained soldier is 3.

## Vehicle Stat-Lines

Vehicles have slightly different stat-lines to normal models. While most of the stats are the same, there are a few differences worth explaining. Here are the stat-lines for standard Vehicles and Mechs:

	Move	RC	PAN	HP	ARM
AFV	6"	2	6	4	3

	Move	CQC	RC	PAN	HP	ARM
Mech	6"	3	2	6	4	3

*All Vehicles also have a **Type** stat.*

### Move, CQC, RC, PAN, HP

The same as the non-Vehicles' stat-lines. However, only Mechs have a CQC value as they're the only ones capable of engaging in Melee.

### ARM (Armour)

This is the strength and thickness of the Vehicle's armour, and the minimum weapon strength required to penetrate it and deal some damage.

### Type

This is the type of Vehicle followed by their subtypes, if they have any. Transport capacity is also listed here, in brackets after the *Transport* subtype.





## Weapon Stat-Lines

Note that most Melee Weapons will have the same statistics as the dagger below. Not everyone carries powerful swords or knows kung-fu!

	Range	ST	AK	DAM	Type
Dagger	CQC	3	1	1	Melee
Pistol	12"	4	1	1	Assault

### Range

This is the maximum effective range of the Weapon in inches. If it's a Melee Weapon, its range is "CQC".

### ST (Strength)

This is the Weapon's overall likelihood of inflicting damage, as well as its effectiveness against Vehicles. While small arms rarely exceed ST 5, anti-tank guns are much stronger.

### AK (Attacks)

This is the number of strikes the Weapon may perform in a single Phase. For instance: if a Unit of 10 are each armed with an AK 2 firearm, they can fire a total of 20 Shots in the Action Phase.

### DAM (Damage)

The amount of damage a shot or strike from this Weapon inflicts once it breaks through the target's defences. While ST and DAM are often quite closely linked, this isn't always the case.

### Type

This is the type of Weapon followed by their Special Rules, if they have any. Melee Weapons always have the "Melee" Type, but Ranged Weapons are split into several categories based on their weight and purpose i.e., Assault, Heavy, Rapid Fire, Bow.

## Unit Sheets

A Unit Sheet is a section featuring *all* the Unit's stats, including all the model (or Vehicle, if it is one!) and weapon stat-lines needed. Outside of the stat-lines, there's also the following:

### Unit

The number and names of the models in that Unit. For instance: 4 Riflemen, 1 Sergeant.

### Type

The type and subtypes of the models in this Unit. Remember that non-Infantry models come with additional rules.

### Wargear

Any items or weapons the Models possess. Sometimes separate Models in a Unit have different Wargear.

### Special Rules

The names of additional rules given to this Unit and/or its members. Weapon Special Rules are listed in the Weapons' Type.

### Special Commands

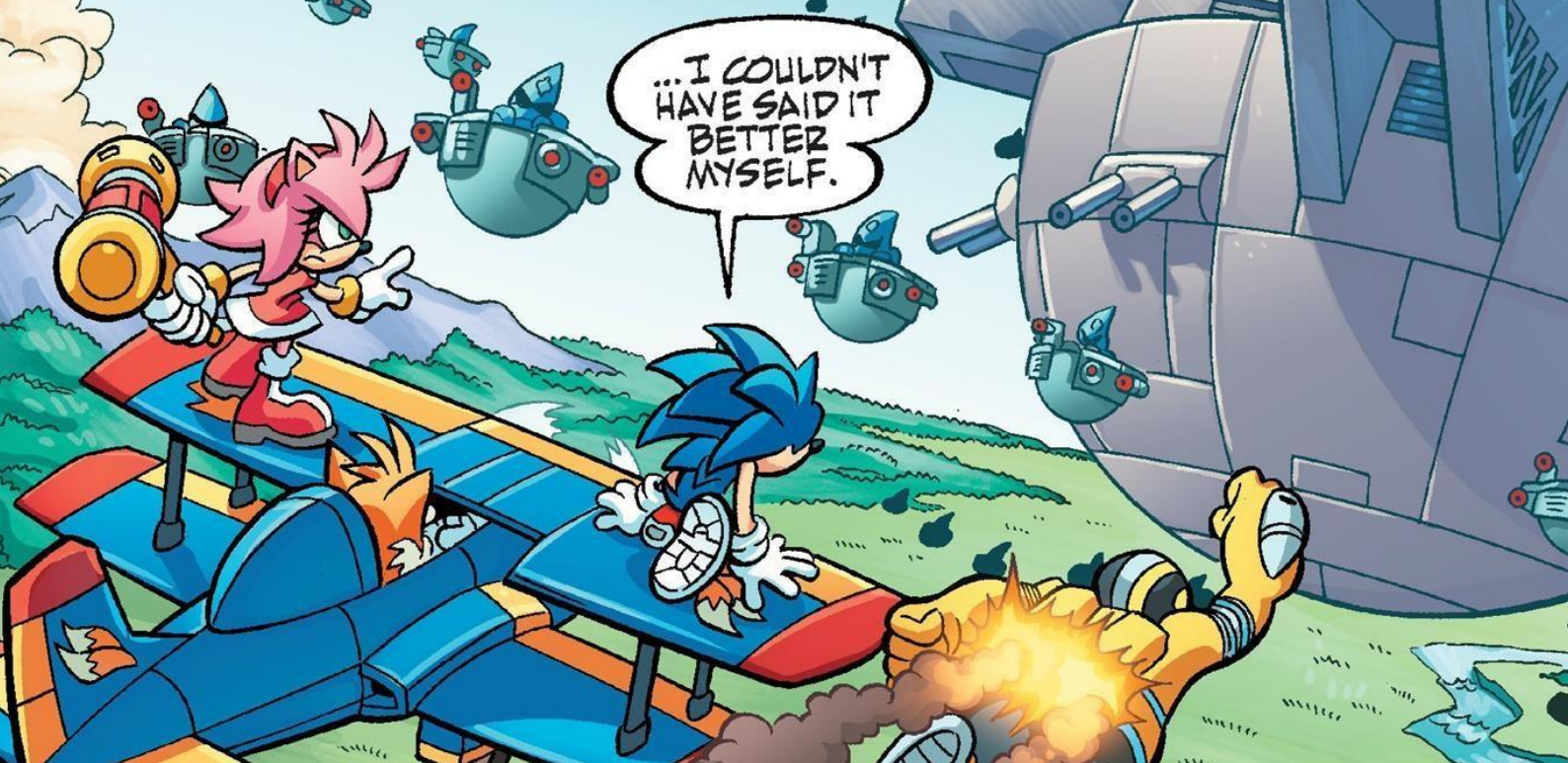
Unique abilities the Unit can perform in their Action Phase (or Hero Phase, if they have one).

### Options

Optional changes to the Unit. Most of these will cost additional Points, so watch out for that Points Limit!

WHEN A STAT IS BROUGHT UP FROM THIS POINT FORWARD, IT'LL BE MENTIONED IN ITS ABBREVIATED FORM. FOR INSTANCE: **DEF**, NOT **DEFENCE**.





# BASIC GAMEPLAY

## Turns & Game Length

As is the case in almost every wargame, Mobius is played in Turns. Before playing, every player rolls 1D6 and the highest roller decides who goes first, with Turn Order rotating clockwise from there.

## "Rounds" & Turn Rotation

A Round of Turns begins at the Start Phase of the first player's Turn and ends after the last player's End Phase. This can be used to measure game length or time spend fighting in a campaign.

## How Long is a Game of Mobius?

Mobius 3.5 has a variable game length. From Round 4 onwards, the first player rolls 1D6 in their every Start Phase. If the result matches "Last Round" on the table below, then that is the final Round of the game. As specified in the table, games cannot last longer than 7 Turns.

Game Round	Last Round? (1D6)
1-3	No Way!
4	5+
5	4+
6	3+
7	Always!

For Victory and Defeat conditions, which are dependent on the mission, see page 42.

## Turn Structure

The Turn itself is split into six Phases. Here they are, in order!

- **Start Phase:** In which Active Units may enter the battlefield from Reserves.
- **Movement Phase:** In which Active Units may Move and/or Charge. Always plan this Phase well, as this one affects your later Phases and can't be undone!
- **Action Phase:** In which Active Units can make Ranged Attacks or other Special Commands.
  - ★ **Hero Phase:** A secondary Action Phase *exclusive to (Active) HQs and Heroes.*
- **Melee Phase:** In which all Units in Melee Lock, *including Reactive ones*, Attack.
- **End Phase:** In which Active Units remove the Shaken effect. Then, all Units, *including Reactive ones*, roll a Panic Test if they need to.

Once the End Phase is over, so is the Active player's Turn, and so the next Player's Start Phase begins...

PLAYERS ARE **ACTIVE** DURING THEIR OWN TURN, AND **REACTIVE** DURING OTHER PLAYERS' TURN(S). WHETHER A UNIT IS **ACTIVE** OR **REACTIVE** DEPENDS ON THEIR CONTROLLING PLAYER!



# THE MOVEMENT PHASE

The Movement Phase is arguably the most important part of the Turn. Not only does a Unit's Movement affect the way they use Weapons and other Special Commands, but a Unit's placement on the battlefield is a matter of life or death for your whole Army!

In this Phase, almost every Active Unit may choose to either remain stationary or perform one of the following Moves:

## Standard Move

For a Standard Move, pick up the Unit and move them up to their Move value in inches. It's that simple! Standard Movement allows players to continue their Turn in the following phases, but restricts some abilities, including *Heavy Ranged Weapons*.

Units may Standard Move in any direction and even change direction mid-Move but must end at least 2" away from nearby enemies.

## Rapid Move

Rapid Moves are almost identical to Standard Moves, except the whole Unit adds +6" to their Move value. Units making a Rapid Move end their Turn immediately, unable to do anything else.

Units may Rapid Move in any direction and even change direction mid-Move but must end at least 2" away from nearby enemies.

## Charge!

A Charge is a Rapid Move (or Standard Move, in Difficult Terrain!), except it **must** be done towards a visible enemy Unit (see Line of Sight, page 13).

Regardless of Move values, **Units may not Charge further than 24"**. Without this rule, fast Units would ruin everyone else's fun in Turn 1!

If they don't end within 2" of an enemy Unit, it's treated as a Rapid Move for the rest of the Turn.

## Special Move Values

Here are some common exceptions and differences to the standard Movement rules:

### Two Move Values (Flying Units)

If a Unit has two Move values separated by a slash (*for instance: 6" / 12"*), then that Unit can Fly (see page 24) and uses its second Move value when Flying.

### Minimum Movement

Some Units' Move values are "between" numbers (*for instance: 6-12"*). In this case, the Unit must move at least the minimum every Turn.

If the Unit's Move distance is reduced, the compulsory Move distance is reduced accordingly. Also, compulsory Movements do not count for purposes such as firing Heavy Weapons.

### Different Move Values

A Unit is only as fast as its **slowest** member, so a Unit attempting to remain in Cohesion will move using the **LOWEST** Move value among its members, unless a Model's Special Rule says otherwise.

### Move 0"

Unless a Special Rule says otherwise, Units with a Move value of 0" may only Move a total of 6" as part of a Rapid Move or Charge 6" (*because 0+6=6"*). They may not make a Standard Move at all.

Units containing models with the *Immobile* Special Rule may not Move **at all**.

### Teleporting

If a Unit has the *Teleport* Special Rule or a Special Command (etc.) states that a model "Teleports" a distance, then move that model with no regard for terrain or direction. They may even move vertically – if there's something up there to stand on!

HA! "SPEED" IS MY MIDDLE NAME!  
...ACTUALLY IT'S "MAURICE" BUT DON'T TELL  
ANYONE, OK?

SONIC THE HEDGEHOG  
FREEDOM FIGHTER

## Movement Through Terrain

Battles are almost never fought on open fields, and obstacles are common nuisances for Mobian Armies! Here are some types of terrain which can affect your Movement.

### Difficult Terrain

Difficult Terrain represents things that'd be harder to traverse than normal. Units that *begin* their Move in Difficult Terrain may not make a Rapid Move.

Units Moving *into* Difficult Terrain immediately stop once their Standard Move distance has been reached, even if they wanted to Rapid Move or Charge. Units in Difficult Terrain may still Charge, but only using their Standard Move values.

### Dangerous Terrain

Dangerous Terrain, such as minefields, booby-trapped jungles, or rivers full of Choppers (man-eating water Badniks!), represent a lethal threat to anyone who crosses.

Units that spend *any part* of their Move in Dangerous Terrain must roll 1D6 for each member crossing it (Hover and Teleport models don't count!). For every 1 rolled, the Unit suffers a **ST 8, DAM D3** Hit – see page 14 for how to resolve it!

**REMEMBER: TERRAIN ITEMS CAN HAVE MORE THAN ONE ATTRIBUTE. FOR INSTANCE, THE EXTRA SADISTIC UMPIRE MIGHT MAKE SOME TERRAIN BOTH DIFFICULT *AND* DANGEROUS!**

### Obstacles

We can safely assume that most models can vault over anything up to an inch in height, such as sandbags and logs, counting as 2" of Movement.

However, anything larger and the Unit must either find some special terrain (such as ladders or doors) or have a Special Rule for getting across (such as *Climb*, *Hover*, or *Teleport*).

### Ladders and Stairs

If a model ends its Movement within 1" of a ladder or a flight of stairs, they may spend 2" from their remaining Movement allowance (if they have it!) and place themselves on the other end of it. If they still have some Movement allowance left, they may even continue Moving (but may not Charge!).

## Moving Vertically

Without a rule that allows them to move up (such as *Climb*, *Hover*, or *Teleport*), Models may not Move or Charge vertically upwards.

However, Models may jump down any vertical drops should they need to. For simplicity's sake, we don't apply "fall damage" here (though if they were to fall off a cliff into rocks or something equally ridiculous, we'd just assume they're dead).





# ACTION PHASE

The Action Phase is where Units can make Ranged Attacks or use a Special Command unique to them.

## RANGED ATTACKS

This section covers both the use of Ranged Weapons and *Attack*-type Special Commands. I'll be referring to *all* Ranged Attacks in this section as "Weapons" for brevity's sake. Ranged Attacks are resolved in three simple steps:

### Step 1: Pick a Target

Before a Unit makes a Ranged Attack, their controlling Player must pick an enemy Unit they'd be able to see ("*within Line of Sight*"). If Cover partially obscures the target, they can still be fired at but are significantly harder to kill.

Friendly models do not block Line of Sight, but other enemy Models do – you'll need to clear the front lines before firing at the back.

If only some members of a Unit are behind Cover, the firer's Player can decide to solely target the members in the open, reducing the potential casualties in exchange for those targets now lacking any Cover-based bonuses.

Once the Player has chosen a target, they measure the distance between every member of the firing Unit and their target. If the distance is higher than the Weapon's Range value, all that models' shots instantly miss. If at least one model has a target within their Weapon's Range, move on to the next step: **Roll to Hit!**

### NOTES ON SELECTING TARGETS:

- **ALL** MEMBERS OF A UNIT MUST TARGET THE SAME UNIT, EVEN *INDEPENDENTS* THAT HAVE TEMPORARILY JOINED.
- IF ONLY *SOME* MEMBERS OF A UNIT CAN SEE THEIR TARGET AND/OR ARE WITHIN RANGE, ONLY **THOSE** MEMBERS MAY FIRE.
- MODELS MAY ONLY USE **ONE** RANGED WEAPON PER PHASE UNLESS THEY HAVE ANY RULES SPECIFICALLY STATING OTHERWISE.
- UNITS DON'T HAVE TO PICK THE NEAREST ENEMY UNIT – BUT IT **DOES** HAVE TO BE VISIBLE (UNLESS YOU'RE USING AN **INDIRECT FIRE** WEAPON, THAT IS!).

### Step 2: Roll to Hit

The firing Unit's player rolls a pool of D6 equal in number to their chosen Weapon(s)' AK values combined. Compare their RC value(s) to the table below for the required Roll to Hit:

Firer's RC	1-	2	3	4	5+
Roll to Hit	6	5+	4+	3+	2+

Every result below the required Roll to Hit is a miss. Every result equal to or above it is a Hit. Regardless of modifiers, 6 always Hits and 1 always misses.

All misses are removed from the pool. If there are any dice left in the pool and the target is behind Cover, move on to **Step 2½**. If they're in the open, go straight to **Step 3**.

IF A UNIT CONTAINS MODELS WITH DIFFERENT STATS, BE IT IN THEIR WEAPONS OR RC, RESOLVE THEIR FIRE ONE **DIFFERENCE** AT A TIME, OR USE DIFFERENT COLOURED DICE FOR ROLLS THAT'D NEED DIFFERENT RESULTS, EVEN IF IT'S IN STEP 2.5 OR 3. DON'T CONFUSE YOURSELF BY ROLLING IT ALL AT ONCE!

### Step 2½: Roll for Cover

If the target Unit is obscured by Cover, the firing Unit's player rolls the pool again. Every result **higher** than the target's Cover Level is a pass, and every result equal to or lower than it is a failure. That being said, rolls of 6 always pass.

Examples	Cover Level
<b>In the Open</b>	0
<b>Soft Cover:</b> Bushes, Fences, Long Grass, Ponds	1
<b>Hard Cover:</b> Brick Walls, Ruins, Trees, Large Rocks	2
Buildings, Trenches, Dense Forests	3
<i>Target Unit is Dug In</i>	+1 Modifier
<i>Target Unit has Camouflage</i>	+1 Modifier
<i>Some members of Target Unit are in the Open</i>	-1 Modifier*

\*Unless they're Cover Level 1!

Remove all failures from the dice pool. If there are any dice left, move on to Step 3: **Defence Saves**.

### Step 3: Defence Saves

The pool is given to the target's player. The pool is then rolled once more to see if their soldiers' defences successfully...well, defend!

Use the following table to determine the model's Required Saving Throw. Every roll lower than this is a failure, which inflicts damage.

Target's DEF is...	Save
<b>3+ HIGHER</b> than attack's ST	2+
<b>1-2 HIGHER</b> than attack's ST	3+
<b>EQUAL</b> to attack's ST	4+
<b>1-2 LOWER</b> than attack's ST	5+
<b>3+ LOWER</b> than attack's ST	6+
For every point in the attack's Power (Special Rule)	-1 Modifier

"6 always succeeds" does **not** apply here. If the required Save is higher than 6, the target automatically fails.

For every failed Save, one Unit member of the Player's choice loses the Attack's DAM in HP (*For Example: if a model is attacked with a DAM D6 weapon, they roll a D6 for every unsaved hit, and remove the result's worth of HP*).

If an Attack's Damage reduces a model to 0 HP, they're removed from play as a Casualty. This process continues until either all dice are accounted for, or the entire Unit is removed as Casualties (whichever comes first).

Note that damage is resolved on **one** model at a time, meaning one model must be reduced to 0 HP before moving on to the next. If an Attack reduces a model to *less than* 0 HP, the extra Damage is **not** dealt to another model – it just disappears.

### Units With Different Saves

If attacking a Unit where some Models would roll different Saving Throws to others, the Saves should be rolled in pools just large enough to wipe out the majority before moving on to unique Models. Here's an example:

A Unit with 10 Models must make 20 Defence Saves. 9 of those Models would Save on 4+, but their leader would Save on 3+. To make this example simple, everyone has 1 HP.

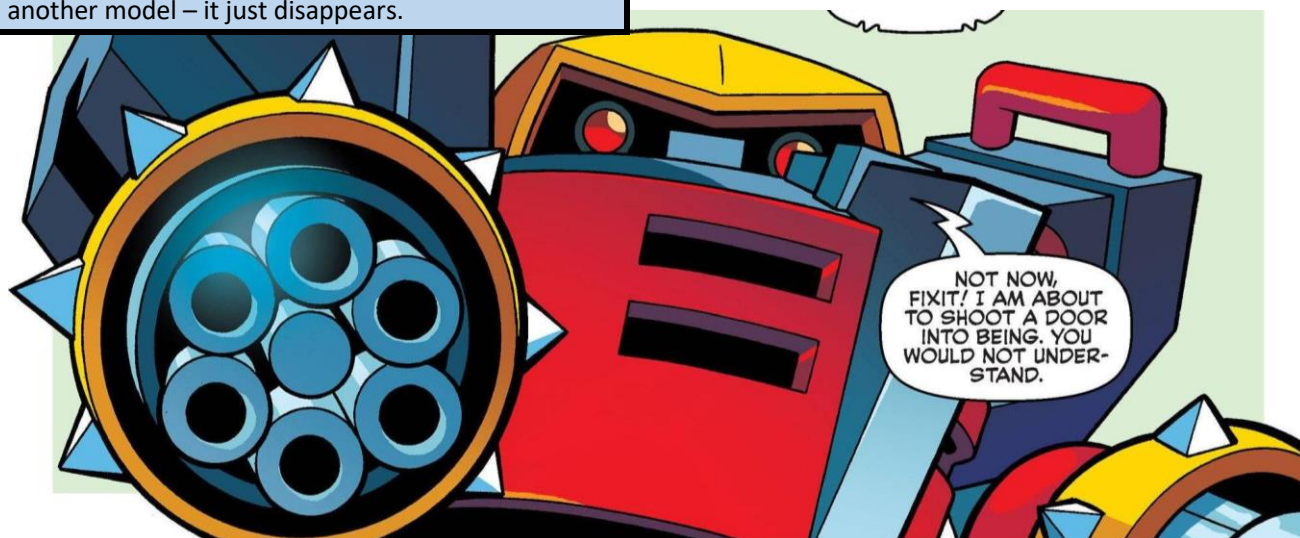
Instead of rolling all at once, the Player begins by rolling just enough dice to wipe out the majority (9D6 for the 9 Model majority – this would be 18D6 if they had 2 HP each), with 4+ as the required Save.

If they're all wiped out, you can use the rest of the attacks on the leader, successfully saving on 3+. If not, roll the number of dice needed to finish off the remainder. Repeat until there's no more dice left!

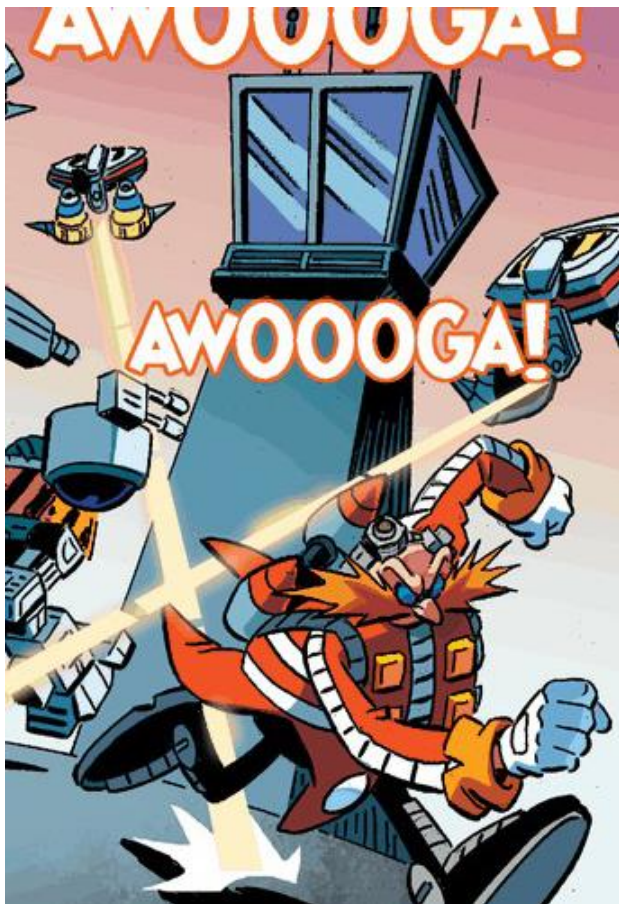
Of course, if the number of Defence Saves is fewer than the majority's total HP, there's no need for all this. Simply resolve them all on the majority!

### Shield Saves

Some models have the *Shielded* Special Rule followed by a number (*for instance: Shielded (5+)*). This is called a Shield Save. If a model's Defence Save gets higher than their Shield Save, they roll their Shield Save instead. Aside from that, Shield Saves function the same way as Defence Saves.







## Don't Panic!

If a Unit loses at least a quarter of their total HP during a single phase, they must roll a Panic Test in the upcoming End Phase. I'd personally advise putting a token near them to indicate this, so you don't forget!

## Additional Shooting Notes

### Ranged Attacks & Melee Lock

Units may not target enemies in Melee Lock for Ranged Attacks as they can't get a clear visual, and the risk of hitting a friendly is too high.

Units in Melee Lock may not make Ranged Attacks at all – they're too busy at the moment!

### Heroes & Ranged Weapons

Heroes and HQ Units may fire any one of their Ranged Weapons in their Hero Phase, even if they already fired it in the Action Phase.

If they have a Special Rule permitting them to fire #more than one Weapon per Action Phase, this doesn't apply in the Hero Phase.

## Weapon Categories

### Moving & Firing

Certain types of Ranged Attacks can't be used after a Movement, and some are perfectly functional while mobile but even more effective while stationary. Here is a list of the Weapon Categories affected by their firer's Movement:

Type	While Stationary	Standard Move
<b>Assault</b>	Fire Normally	Fire Normally
<b>Semi-Auto</b>	Fire Normally	Fire Normally
<b>Bow</b>	Fire with +1 RC	Fire Normally
<b>Running</b>	Fire Normally	Fire with +1 RC and +6" Range**
<b>Heavy</b>	Fire Normally	Can't Fire unless Heavy-Duty*
<b>Artillery</b>	Fire Normally	Can't Fire

*\*Heavy Duty is a Universal Special Rule, see Page 33.*

No Weapon can be fired after a Rapid Move – the Unit's too focused on *Going Fast!*

### Semi-Auto

Semi-Automatic Weapons have two AK values. If a Semi-Auto Weapon fires at a target above half its Range value, use its first AK value. If the target's closer than half its Range, use its second.

### Bow

If a Units remains Stationary in their Movement Phase, they gain +1 RC when firing Bows in the upcoming Phase(s).

### \*\*Running

If firing a Running Weapon after a Standard Move, the Weapon gains +6" Range and the firer gains +1 RC. However, this only applies is the firer moved towards the target in that Turn's Movement Phase.

## TAKING COVER

Instead of firing or using a Special Command, Infantry Units can spend the Action Phase desperately trying to protect themselves from fire.

If a Unit spends their Action or Hero Phase doing so, they become "Dug In", gaining a +1 modifier to their Cover Level until their controlling Player's next Start Phase. If they're in the Open, they count as standing behind Level 1 Cover.



## SPECIAL COMMANDS

Many Units, especially Heroes, have abilities beyond simply firing and taking cover. All of these unique abilities are called “Special Commands”, and cover everything from unique tactics and training to uncanny superpowers!

Using a Special Command is extremely simple. All the Player needs to do is follow the instructions written in the Command’s description, usually found on the Unit’s Stat-Sheet. The Keywords listed with a Special Command might have other uses or restrictions, too (see the next column).

Without the Repeating keyword, a Special Command can only be used once per Turn, in either the Action or Hero Phase (if they can use the Hero Phase!).

**SPECIAL COMMANDS AREN'T ALWAYS DEADLY ATTACKS, BUT BATTLES AREN'T ALWAYS A SLUGFEST... SOME SPECIAL COMMANDS PROVIDE TACTICAL ADVANTAGES (OR DISADVANTAGES TO YOUR FOES!) THAT YOU MIGHT NOT NOTICE AT FIRST, SO MAKE SURE YOU READ THEM CAREFULLY!**

### Perform Roll

Some Special Commands require a 1D6 roll to use, the number required to successfully do so is placed in brackets next to the Command’s Name (*such as “Healing Mud (3+)”*). If the roll is failed, the Action Phase is spent for that Unit, but the Special Command isn’t performed.

If a Special Command requires you to target something (i.e., “target a Unit within...”), the target must also be within the user’s Line of Sight unless specifically stated otherwise.

## Special Command Keywords

### Repeating

If a Hero or HQ Unit has this Special Command, it may be performed twice per Turn – once in the Action Phase and once in the Hero Phase.

### Focus

If a Hero or HQ Unit has this Special Command, it must be performed in the Hero Phase, and cannot be performed if they acted in the Action Phase. In other words, it takes *both Phases* to perform.

### Melee

This Special Command may be used in a Melee Lock and can even be used after Charging.

### Ranged Attack

This Special Command contains a Ranged Attack.

### (X) Uses Only

This Special Command may only be used (X) number of times in a single battle – (X) is normally one.

### Healing/Repairs

This Special Command recovers HP and/or Members onto a Unit. A Unit may not be targeted by these Special Commands more than once in a Turn. Robots and Vehicles may not be targeted for Healing, and “normal” Units may not be targeted for Repairs. Cyborgs may be targeted for either, but only once.

### “Thematic” Keywords

Most Keywords don’t have special rules attached to them at all – the most common examples of this being Comms, Magic, Tactics, and Movement. These types of Special Commands are sometimes mentioned in other Special Commands or Special Rules but aside from that have no effect.



# MELEE PHASE

In the Melee Phase, all Units caught in Melee Lock brutally attack each other. The Active Player decides the order in which the Melee Fights will be resolved, but ***all Melee Fights must be resolved*** before this Phase ends.

## MELEE LOCK

Melee Lock is when enemy Units are within 1" of each other. If they're within 1" of an enemy Unit by the start of the Melee Phase, they're considered part of a **Melee Fight**. Any number of Units can join a Fight.

There are only two ways in which a Unit can escape a Melee Fight without using any Special Rules; destroying all enemy Units in the fight or escaping in their own Movement Phase.

## Destroying All Enemy Units

If a Melee Lock ends because only one Player's Units remain, the friendly Units move so they're no longer within 2" of each other and may then move D6" in any direction of their choosing.

## Attempting to Escape

In the Movement Phase, Active Unit(s) in Melee Lock may attempt to escape. When attempting an escape, the controlling player rolls 1D6 and adds the Unit's **lowest** Move Value.

If the result is 10 or higher, they escape and move the number rolled, counting it as a Standard Move (*they may add 6" to make it a Rapid Move*). If it's lower than 10, the Unit remains in Melee Lock and may not Attack during the upcoming Melee Phase.

Regardless of Move values, an unmodified 1 always fails and an unmodified 6 always succeeds.

Cavalry and Speed Infantry roll 2D6 and discard the lowest result, keeping the highest roll.

**BE RIGHT BACK.  
GOTTA GO BREAK A  
FACE.**

**KNUCKLES THE ECHIDNA  
TRAVELLING CHAOTIX HERO**





## MELEE ATTACKS

In every Melee Fight, the Active Player picks one of their Units to Attack, resolved in 2 simple steps (see the next column).

After resolving their Attacks, the other Player(s) pick one of theirs to fight back, going in standard Turn rotation until all Units have had a chance to fight.

After a Melee Fight has resolved all its Units' Attacks, the Active Player chooses the next Fight to resolve, until all Units in Melee Lock have attacked.

### Pile In!

When a Unit is called to fight, all Models in the Unit may move 3" closer to their potential targets to make fighting easier and maximise the number of models that may Attack.

### Who Attacks Who?

Every model may attack any enemy Unit (in the same Melee, of course!) they're within 2" of, provided they can draw a Line of Sight and there are no *other* enemy Units blocking the way.

Unlike Ranged Attacks, individual Unit members may target different applicable enemy Units. If your Unit ends up doing so, keep the pools separated by target and resolve them separately to avoid confusion.

### Which Weapons Do I Use?

Each model may only use **ONE** Melee Weapon in each Melee Phase, so choose wisely.

Remember, though: Heroes and HQ Units gain **+1 AK** to their Weapons if they Charged earlier in the Turn!

## Step 1: Roll to Hit

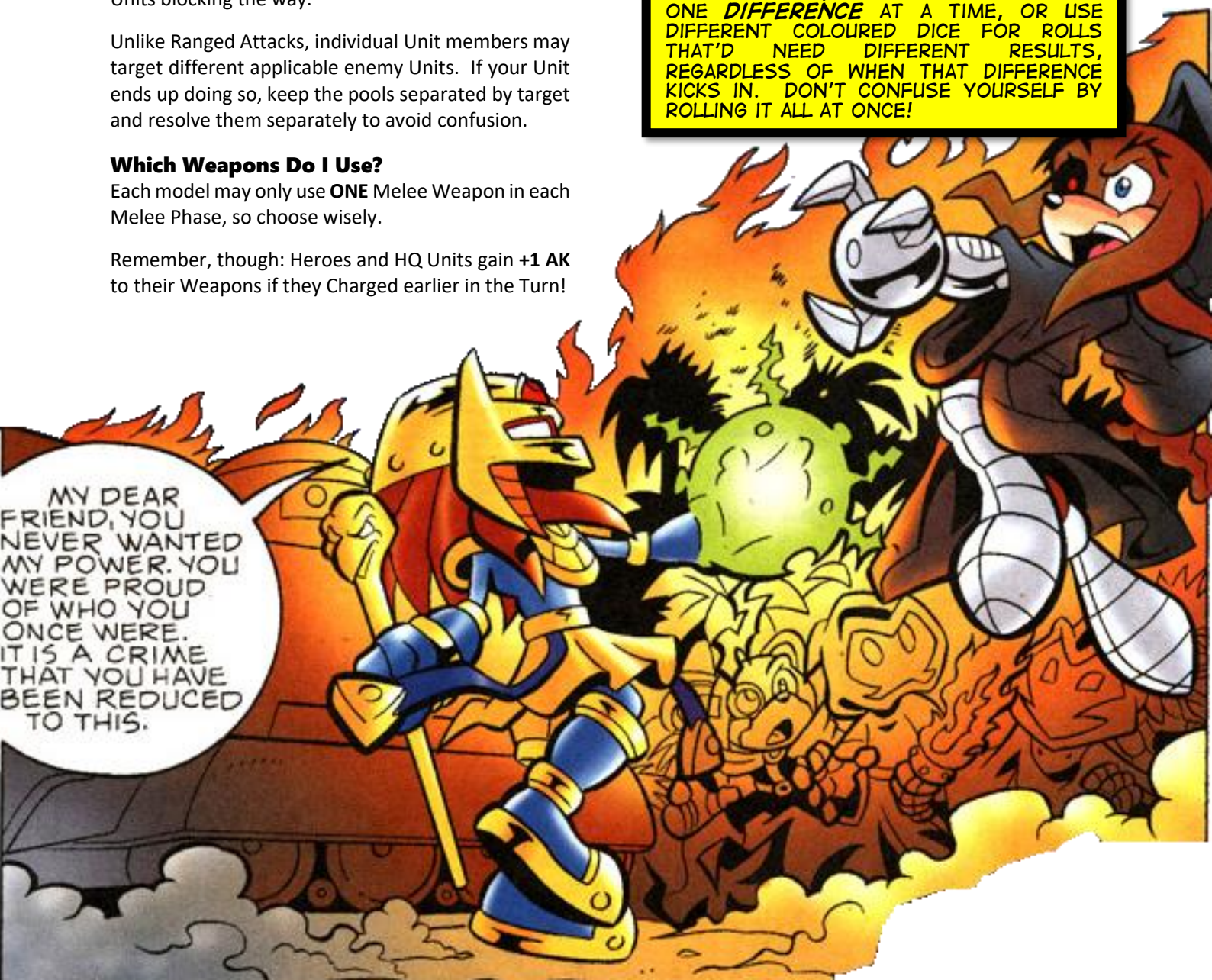
The Attacking Unit's player rolls a pool of D6 equal in number to their chosen Weapon(s)' AK values combined. Compare their CQC value(s) to their targets' CQC to determine the required Roll to Hit:

Attacker's CQC is...	Roll to Hit
<b>3+ HIGHER</b> than Target's CQC	2+
<b>1-2 HIGHER</b> than Target's CQC	3+
<b>EQUAL</b> to Target's CQC	4+
<b>1-2 LOWER</b> than Target's CQC	5+
<b>3+ LOWER</b> than Target's CQC	6+

Every result below the required Roll to Hit is a miss. Every result equal to or above it is a Hit. Regardless of modifiers, 6 always Hits and 1 always misses.

All misses are removed from the pool. If there are any dice left, move on to **Step 2**.

IF A UNIT CONTAINS MODELS WITH DIFFERENT STATS, BE IT IN THEIR WEAPONS OR CQC VALUE, RESOLVE THEIR ATTACKS ONE **DIFFERENCE** AT A TIME, OR USE DIFFERENT COLOURED DICE FOR ROLLS THAT'D NEED DIFFERENT RESULTS, REGARDLESS OF WHEN THAT DIFFERENCE KICKS IN. DON'T CONFUSE YOURSELF BY ROLLING IT ALL AT ONCE!





## Step 2: Defence Saves

The pool is given to the target's player. The pool is then rolled once more to see if their soldiers' defences successfully...well, defend!

Use the following table to determine the model's Required Saving Throw. Every roll lower than this is a failure, which inflicts damage.

Target's DEF is...	Save
<b>3+ HIGHER</b> than attack's ST	2+
<b>1-2 HIGHER</b> than attack's ST	3+
<b>EQUAL</b> to attack's ST	4+
<b>1-2 LOWER</b> than attack's ST	5+
<b>3+ LOWER</b> than attack's ST	6+
For every point in the attack's Power (Special Rule)	-1 Modifier

"6 always succeeds" does **not** apply here. If the required Save is higher than 6, the target automatically fails.

For every failed Save, one Unit member of the Player's choice loses the Attack's DAM in HP (For Example: if a model is attacked with a DAM D6 weapon, they roll a D6 for every unsaved hit, and remove the result's worth of HP).

If an Attack's Damage reduces a model to 0 HP, they're removed from play as a Casualty. This process continues until either all dice are accounted for, or the entire Unit is removed as Casualties (whichever comes first).

Note that damage is resolved on **one** model at a time, meaning one model must be reduced to 0 HP before moving on to the next. If an Attack reduces a model to *less than* 0 HP, the extra Damage is **not** dealt to another model – it just disappears.



## Units With Different Saves

If attacking a Unit where some Models would roll different Saving Throws to others, the Saves should be rolled in pools just large enough to wipe out the majority before moving on to unique Models. Here's an example:

A Unit with 10 Models must make 20 Defence Saves. 9 of those Models would Save on 4+, but their leader would Save on 3+. To make this example simple, everyone has 1 HP.

Instead of rolling all at once, the Player begins by rolling just enough dice to wipe out the majority (9D6 for the 9 Model majority – this would be 18D6 if they had 2 HP each), with 4+ as the required Save.

If they're all wiped out, you can use the rest of the attacks on the leader, successfully saving on 3+. If not, roll the number of dice needed to finish off the remainder. Repeat until there's no more dice left!

Of course, if the number of Defence Saves is fewer than the majority's total HP, there's no need for all this. Simply resolve them all on the majority!

## Shield Saves

Some models have the *Shielded* Special Rule followed by a number "plus" (for instance: *Shielded (5+)*). This is called a Shield Save. If a model's Defence Save gets higher than their Shield Save, they roll their Shield Save instead. Aside from that, Shield Saves function the same way as Defence Saves.

## ENDING THE MELEE

After a Melee Fight is resolved and all Units have made their Attacks, the side who inflicted the most Damage is considered the **Winner**!

No-one leaves Melee Lock yet, but every "losing" side must roll a Panic Test in the upcoming End Phase, with the following modifier based on the difference:

Difference to Winner	Panic Test
None	Instant Pass
1-3	+1
4 or higher	+2

When rolling a Panic Test, the aim is to roll **low** – these positive modifiers aren't good!

# PANIC & MORALE

## PANIC TESTS

Panic Tests are rolled in the End Phase, unless a Special Rule says otherwise. The pressured Unit's player rolls 2D6 and adds the following modifiers:

Circumstance	Modifier
Unit has been reduced to less than 50% of their total starting HP	+1
Unit's Army has no Commander	+1

IF THE UNIT'S TRIGGERED THIS TEST BY LOSING A MELEE, THERE'S ALSO MODIFIERS FOR THAT - SEE PAGE 19 FOR MORE INFORMATION.

If the result is equal to or lower **than** the Unit's PAN, the test is passed and nothing happens. If the result is higher, the test is **failed** and the following happens, depending on the Unit Type:

### Non-Vehicle

If they can Move, the Unit moves 2D6" plus their Move value away from the nearest enemy Unit and, if possible, towards the nearest section of table edge in their Deployment Zone. They become Shaken until their next End Phase. Units in flight land.

If the Unit is already *Pinned* or *Haywire*, the Unit swaps that effect for Shaken and suffers D3 Piercing Damage – removing multiple members if need be.

For non-Vehicle Units, the Panic Test is rolled once for the whole Unit. If a Unit has multiple PAN values, use the highest.

### Vehicle

If they can Move, the Unit moves 1D6" away from the nearest enemy Unit and, if possible, towards the nearest section of table edge in their Deployment Zone. They become Shaken until their next End Phase. If the Vehicle was in flight, it does not land, but still cannot act.

If the Unit is already *Haywire*, it swaps that effect for Shaken and suffers a single point of Damage.

The Panic Test is rolled using the individual Vehicle's PAN. Friendly Models near or riding on it have no effect on a Vehicle's Panic Tests.

## Routing

Regardless of its type, if a Unit Moves flees off the battlefield after a failed Panic Test (*i.e., too far towards a table edge*), they Rout from the battle and are treated as Casualties.

## MORALE TESTS

Sometimes, a Special Command or Special Rule (including, but not limited to, *Pinning* and *Haywire*) may ask you to roll a "Morale Test". Morale Tests are rolled the same way as Panic Tests, with the same modifiers and pass conditions.

However, the effects of passing and failing are different. Just ignore the usual effects and follow the instructions on the Special Command or Rule!

## SHAKEN

If a Unit is Shaken, they may not act until their next Turn's End Phase, except for compulsory Move values. In Melee, they reduce their CQC by 2 – but Mechs and non-Vehicles can still fight!

A Unit can both lose its Shaken status and regain it in the same End Phase. In fact, Units suffer from a -1 PAN modifier during any End Phase in which their Shaken status was removed.





# RESERVES

When a Player can't (or doesn't want to) place a Unit on the battlefield, they can be placed in Reserve.

When Units are in Reserve, they cannot attack or be targeted for anything (as they're not present on the battlefield!), but they can be brought into the fight during their controlling Player's Movement Phase.

BE CAREFUL WHO YOU PUT IN (OR EVEN OUT OF) RESERVES!

SOME UNITS - ESPECIALLY THOSE WITH **COMMAND BONUSES** - HAVE SPECIAL RULES THAT ONLY APPLY WHILE THEY'RE ON THE BATTLEFIELD.

HOWEVER, THAT'S NOT TO SAY YOU **SHOULD** TAKE YOUR COMMANDER INTO THE COMBAT ZONE BEFORE TURN 1 - THAT'S WHERE ALL THE SNIPERS ARE! - AND YOU **COULD** KEEP THEM BEHIND AND MAKE THE MOST OF THAT RESERVE BONUS, TURNING THEM INTO A LOGISTICIAN FOR A BIT!

## Deploying Units from Reserves

At any point during the Movement Phase, the Active Player may declare one Unit from their Reserve to enter the battlefield.

The Player places this Unit anywhere within 6" of their designated table edge or corner, providing they don't start within 12" of an enemy Unit.

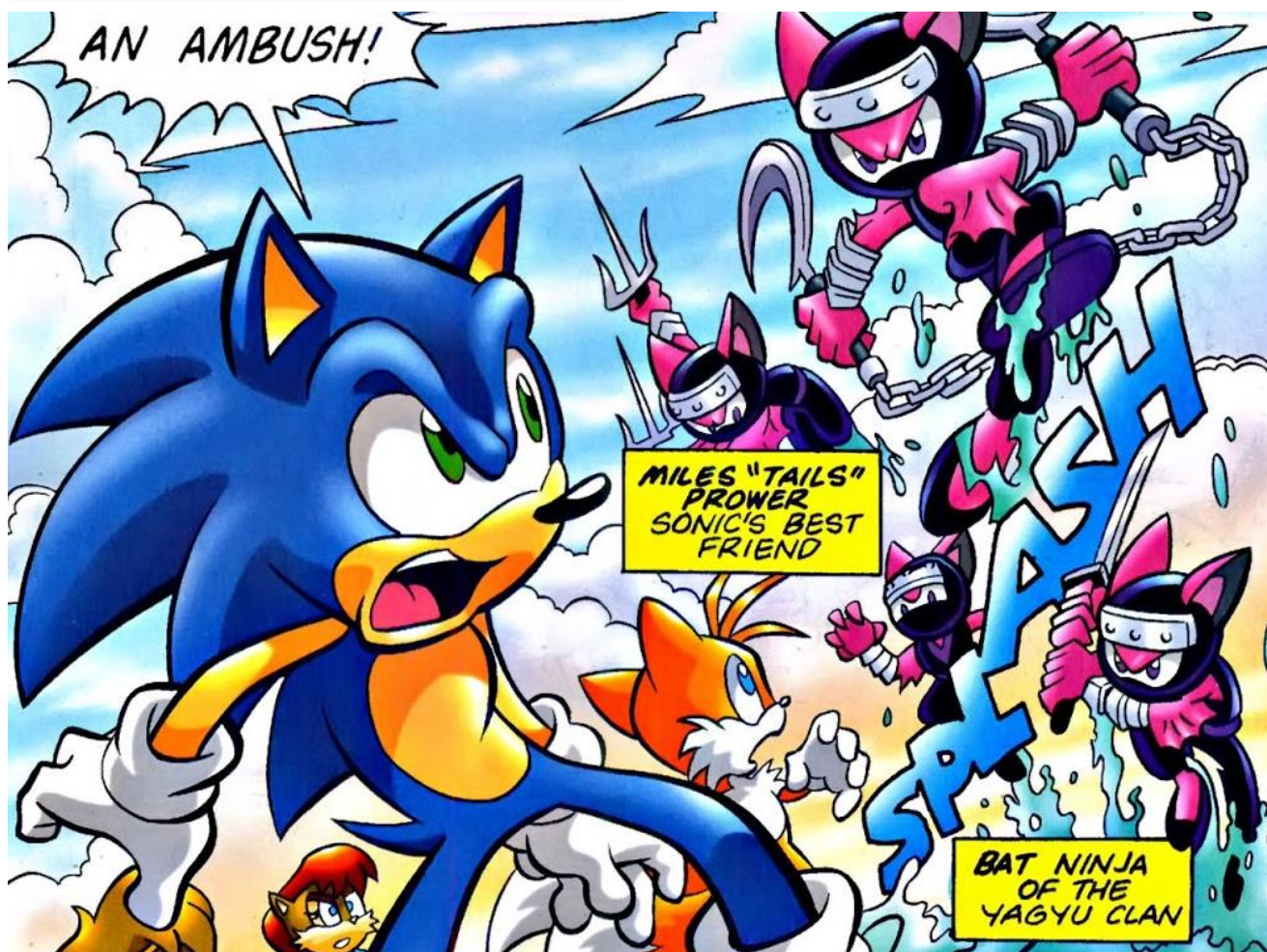
Independents can be sent out joined with another Unit - counting both as one deployment - or they can be sent out on their own.

## A Reserve Unit's First Turn

Any Unit entering from Reserve counts as having made a Standard Move. They may not make a Rapid Move or Charge but may use their Action and/or Hero Phases otherwise.

## The Commander

If the Army's Commander is present on the battlefield (and alive), the Player may send in up to two additional Units from Reserve per Turn.



# UNIT TYPES

Infantry is the most common type of Unit in this game. There are no additional rules for Infantry models other than subtypes such as Flying or Giant. Here are the rules for special kinds of Units (that aren't Vehicles!).

## \*Unit Subtypes

If a Unit type's heading ends in an asterisk (\*) then it's a Subtype. There Unit types come with a main Type (for instance: *Flying Cavalry*).

## Artillery

*Some guns are made for sharing! Artillery treats the gun as a separate model to its firer(s), and, while much less mobile, is extremely powerful.*

Artillery Units contain two types of Models: the Guns and the Crew. The Crew are treated as Infantry and may choose to move out of Unit Cohesion with their Gun, removing the Gun as a Casualty and becoming a (probably ineffective) Infantry Unit.

Guns have no stats, cannot make Melee Attacks, and cannot move or fire independently. Only the Crew may be targeted for Attacks, and when the Crew is removed from play so is their Gun.

If the Gun in question's stat-line is listed as Heavy, you don't need to model the Gun separately to the Crew as there's no advantage to abandoning it (the Unit can still Rapid Move).

## Moving With Artillery

At least one Crew member must be present to move a Gun. The Gun may not Rapid Move unless its stats are listed as Heavy.

## Firing an Artillery Gun

An Artillery Gun may only fire if the Unit remained stationary in their Movement Phase. When firing, the whole Crew is dedicated to the Guns (for instance: the Crew may not fire their handheld weapons).

Guns fire with the most common RC among their Crew. If there are more Crew members than Guns, those Guns fire with +1 RC.

## Artillery Batteries

Some single-Gun Artillery Units have the option to be combined into One Battery. Doing so Turns it into one Unit, sharing its Crew, Guns, and slot in your Army List – this is especially useful when dealing with limited Support!

## Fleeing with Artillery

What happens if an Artillery Unit fails a Panic Test? If the Gun(s) are Heavy (easier to carry), they flee with no issues. If they're Artillery, roll a D6 for each one. For every 1 or 2 rolled, a Gun is abandoned.

ARTILLERY CAN ONLY HAVE INFANTRY CREW, BUT THEY CAN HAVE SUBTYPES (SUCH AS GIANT, HOVER, & EVEN SPEED). WHEN THESE SUBTYPES ARE APPLIED, THE CREW GAIN THEIR SPECIAL RULES, NOT THE GUN.







## Cavalry

*In modern-day Mobius, it's rare to see soldiers riding on the backs of Mobinis (yes, that's what Mobians call "normal" animals, look it up) but Cavalry is still alive and well in the forms of motorcycles and tiny aircraft – and in the case of Mercians, Mobinis.*

Cavalry has a Rapid Move distance of **Move+12"** rather than the standard **Move+6"**. All Cavalry models have the *Heavy-Duty* Special Rule but may not Take Cover due to their size.

## Speed Infantry

*Sonic alone is proof that speed can provide an advantage on the battlefield, so it only makes sense that superhuman runners are sought after for militaries and insurgencies worldwide.*

Like Cavalry, Speed Infantry has a Rapid Move distance of **Move+12"** rather than the standard **Move+6"**. Instead of Heavy Duty, all Speed Infantry models may still Take Cover, as their size is unaffected.

## Giant\*

*As the name suggests, Giants are huge! They've got the strength and toughness to match, too!*

Giants gain **+1 CQC** when Rolling to Hit against Vehicles or other Giants (but not when *being* Attacked by them!). Additionally, they may fire up to two Ranged Weapons per Phase.

Due to their size and strength, all Giant Units have the *Heavy Duty* and *All-Terrain* Special Rules, the latter because they simply bash through Difficult Terrain. However, their size also means they can't Take Cover.

## Hover\*

*Sometimes a ground Unit can fly – just very low! However, they do get some benefits from being one to six feet off the ground.*

All Hover models have the *Escapists* Special Rule, even if their Unit Sheet doesn't include it. Additionally, they completely ignore the effects of ground Terrain (Difficult, Dangerous, Impassable) and Obstacles, able to *Hover* right over it!



## Flying\*

*Whether they have jetpacks, wings, or superpowers, Flying Units can soar above the Battlefield and rain death from the skies!*

All Flying models have the *Escapists* Special Rule, even if their Unit Sheet doesn't include it.

### Deployment & Start Phase

After Deployment (either at the start of the game or from Reserves), the Flying Unit's Player must specify whether they'll be Flying or Grounded. They may declare to change this during their own Start Phase.

### Movement Phase

Flying Units have two Move values, separated with a slash (e.g. 6"/12"). If they're Grounded, they use their first Move Value and are considered non-Flying Units for all purposes.

If they're Flying, they use their second Move Value, and are considered 6" above their bases for purposes of terrain and Line of Sight.

Flying Units may not choose to Fly or Land in Melee Lock. Instead, they must be at the same level as the lowest Units they're locked to.

## Combat in the Air

Flying Units may only be targeted for Ranged Attacks, unless by other Models in the air. Additionally, only Flying Units may Charge, Tank Shock, Ram or Join other Units in Flight. If a Flying Unit Charges a Unit on the ground, they must land in order to fight.

Models firing from the ground at Flying Units suffer a -1 RC, which increases to -2 RC if the target had previously made a Rapid Move. As always, unmodified 6s still hit!

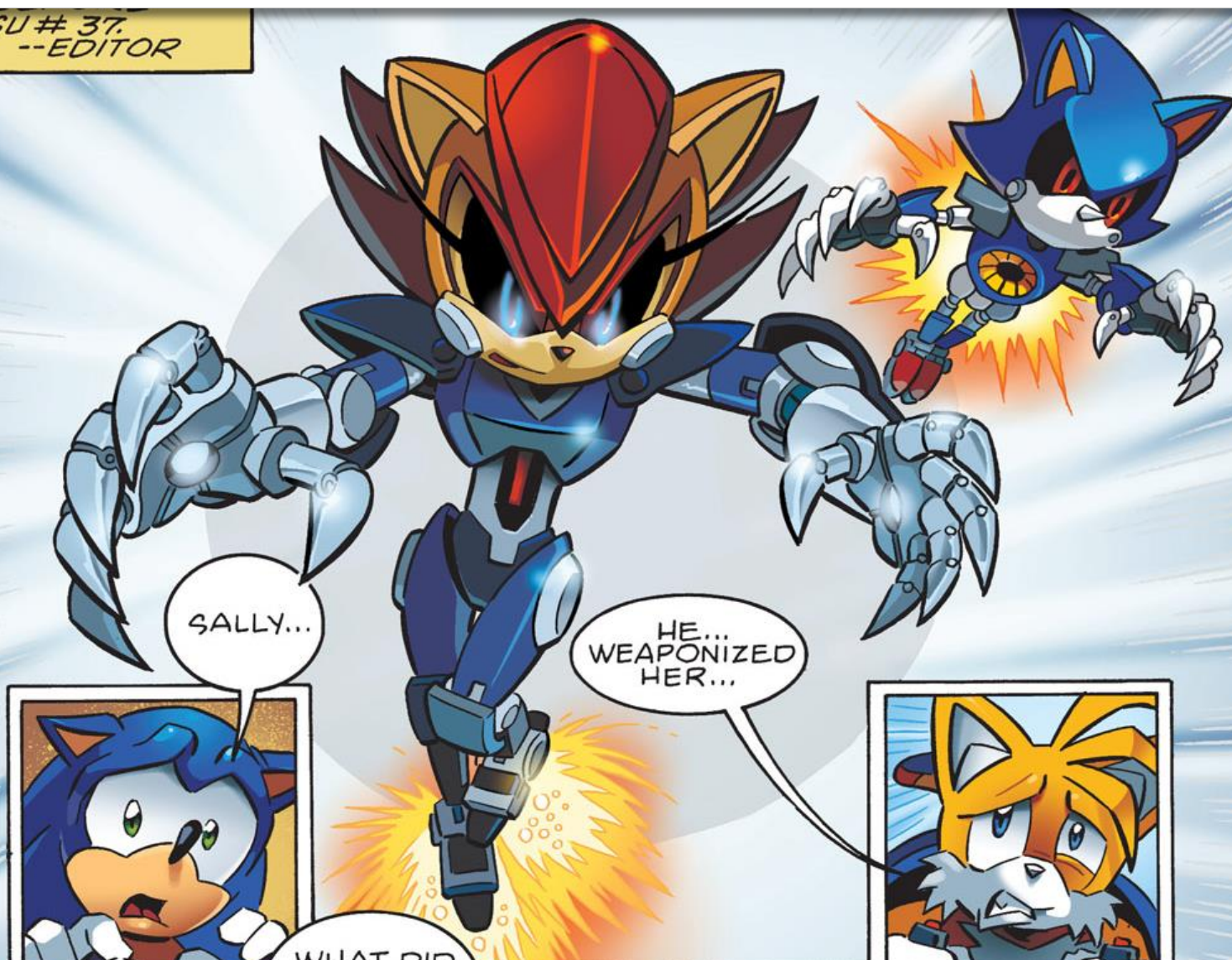
**REMEMBER, ANTI-AIR ATTACKS HAVE NO NEGATIVE MODIFIERS FOR FIRING AT FLYING UNITS!**

## Airborne\*

Airborne Units are considered Flying Units, except they cannot move (Standard or Rapid) while Grounded. Airborne Units are easily identifiable by having a grounded Move value of 0".

Even if a model is listed as Flying in their Unit Sheet, they're considered Airborne if their Grounded Move value is 0".

SU # 37.  
--EDITOR





# VEHICLES

Vehicles are completely different to “normal” Units, the main difference being in the Armour. While some can still be damaged with small arms fire, most are only vulnerable to weapons specifically built to penetrate armour.

In this section, we’ll go over how Vehicles work in detail, from how they Move and Fight to how they’re destroyed. However, I’d advise against including more than one Vehicle per player in your first few games of Mobius – at least until you get a hang of the basic rules!

**SOME MORE COMPETITIVE-MINDED PLAYERS MIGHT WANT TO ADD A LIMIT ON VEHICLES – NO MORE THAN 1/3 OF THE ARMY’S POINTS LIMIT IS THE MOST COMMON RULE – BUT THIS IS, LIKE MOST “COMPETITIVE BALANCING” RULES, ENTIRELY UP TO YOU...I’M MORE OF A NARRATIVE WARGAMER MYSELF.**

## VEHICLE SQUADRONS

When a Unit consists of multiple Vehicles, each one Deploys (either during the Deployment Phase or from Reserves) within 6” of another.

After Deployment, they move and act independently. The main benefit of multi-Vehicle Units is that they only fill one “slot” in your Army’s limits and requirements and come in from Reserves together!

## MOVEMENT PHASE

Vehicles move in a similar fashion to most other models – up to their Move Value for **Standard Move** or adding up to 6” to make it a **Rapid Move**. However, there are some things you should take into consideration when moving a Vehicle.

**NONE** of this section applies to Mechs, who can Move, Charge, and cross Difficult and Dangerous Terrain like any other Unit type.

## Directions & Pivoting

Vehicles may only move forwards or backwards but most can pivot any number of degrees at any point during their Movement – providing they have enough room to do so.

### Wide Angle Turns

To represent their lower manoeuvrability, Vehicles with minimum Movement distances may pivot no more than 90 degrees in one Turn. However, they don’t need to “spend” those 90 degrees all at once (for instance, they could pivot 45 degrees at the start of the movement and 45 halfway through).

## Difficult & Dangerous Terrain

When a Vehicle moves over Difficult Terrain, roll a D6. On a 1, it becomes Bugged Down and may not move for the rest of the game. While crossing Dangerous Terrain, the above effects are triggered on a 1 or 2 (instead of a ST 8 Hit).



## Moving Into Enemies

Vehicles (except Mechs) do not Charge or engage in Melee. They may still make Rapid Movements into enemy Units, but the outcome is far different.

If a Vehicle moves into an enemy Vehicle, resolve a Ram. If it moves into any other type of enemy Unit, resolve a Tank Shock. Like Charging, moving into an enemy this way is always treated as a Rapid Move.

### Ram

Vehicles can attempt to ram into each other, using their own armour as a weapon! As you could probably imagine, intentionally crashing into a tank comes with many risks and should only be used as a last resort, if at all.

When a Vehicle Rams an enemy Vehicle, both Players involved roll a pool of D6 equal to their Vehicle's ARM values (*for instance: ARM 4 = 4D6*). For every roll of 5+, the other Vehicle loses 1 HP.

If the target takes any Damage from Ramming, they must roll a Panic Test in the upcoming End Phase.

As with *all* Damage, every Vehicle reduced to 0 HP is Destroyed – the impact rendering it immobile and its crew bailing. If the Ramming Vehicle survives, its Movement Phase immediately ends.

Mechs can be rammed like other Vehicles, but they add their CQC value in dice to their pool. Additionally, the Mech – if it survives – may attack it in the upcoming Melee Phase!

### Tank Shock

When a Vehicle moves into an enemy Unit, the target's controlling Player rolls 2D6. If the result is equal to or lower than the slowest member's Move value, everyone successfully moves out of the way and the Unit is unharmed.

If the result is any higher, the target's Player rolls as many Defence Saves as there are members of the Unit, as if against a **ST 6 DAM D3** attack. For every successful Defence Save of 6, the Vehicle loses 1 HP. As always, it's destroyed if it reaches 0 HP.

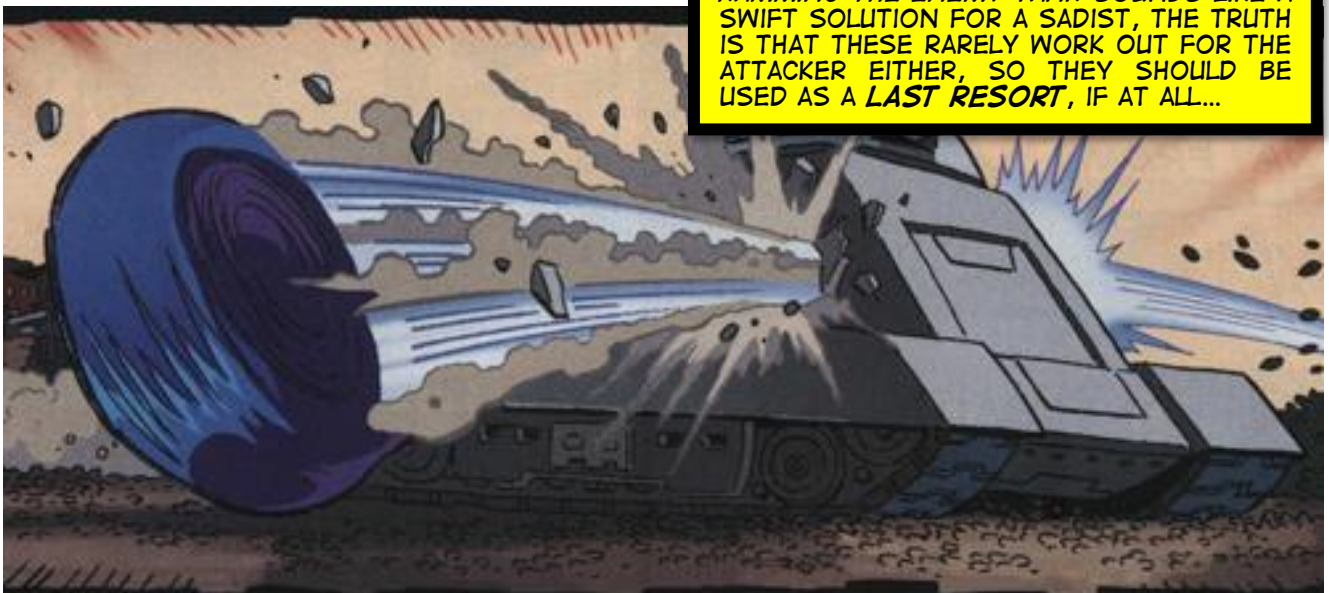
If a Unit loses *any number* of members from a Tank Shock, they must roll a Panic Test during the upcoming End Phase.

Regardless of the result, all surviving targets move as far as needed to be 2" away from the Vehicle, which may then continue its Rapid Move if it has any distance left to do so.

Artillery Crews *will* abandon their Guns to avoid a Tank Shock, and so roll with the Crew's Move value. Sadly, this also means the Gun is always removed, regardless of the result.

SAVE FOR MECHS, VEHICLES AREN'T EXACTLY THE MOST PRACTICAL UNITS WHEN IT COMES TO HAND-TO-HAND COMBAT, AND THESE ALTERNATIVES, DEADLY AS THEY ARE, MAY AS WELL BE SUICIDE FOR THOSE ATTEMPTING IT!

WHILE RUNNING OVER ENEMY TROOPS OR RAMMING THE ENEMY TANK SOUNDS LIKE A SWIFT SOLUTION FOR A SADIST, THE TRUTH IS THAT THESE RARELY WORK OUT FOR THE ATTACKER EITHER, SO THEY SHOULD BE USED AS A **LAST RESORT**, IF AT ALL...





## ACTION PHASE

Due to their lack of mobility and solid nature, Vehicles (including Mechs) may **not** Take Cover. Have you ever seen a tank duck?

### Shooting

Vehicles may fire any type of Weapon as if they had remained Stationary. The difference with Movement is the *number* of Weapons they fire. If a Vehicle doesn't have any Subtype or Special Rules that affects its Move-Fire rates, it may fire:

Movement Speed	Max. Weapons
Stationary / Minimum Distance	All Weapons
Standard Move	Half Weapons*
Rapid Move	No Weapons

\*Rounding up.

Vehicles may not fire the same Weapon twice but, unlike regular Units, may order different Weapons to fire upon different targets. Multiples of the same *One-Use-Only* Weapon count as the same Weapon.

### Line of Sight

Lines of Sight aren't drawn from the Vehicle itself or its base (most Vehicles don't even *have* one!) but instead from the weapons' locations – listed in their Unit Sheet, such as the turret or front.

If there's no location listed, Line of Sight may be measured from any point on the Vehicle.

WHEN MOUNTED ONTO A VEHICLE, WEAPONS THAT DON'T NEED A LINE OF SIGHT MUST STILL FIRE IN THE DIRECTION THEY'RE FACING, IF THERE'S A DIRECTION LISTED!

### Hero Phase

If a Vehicle gains access to the Hero Phase, they may only use it to fire **one** Weapon, regardless of the distance Moved. If they made a Rapid Move, they may not fire at all.

Like with regular Units, they may fire one they used in the previous Phase again. That being said, *One-Use-Only* Weapons may only be used again if there's another one there *to* use.

### Special Commands

Vehicles perform Special Commands as normal, but they may still only perform one per Phase (unless the Special Command itself states otherwise!).

## ATTACKING VEHICLES

With the exception of Softskins, Vehicles can't be damaged by Attacks with ST lower than their ARM.

### Rolls to Hit & Cover

#### Melee (Non-Mech)

Standard Vehicles may not attack in Melee nor be caught in Melee Lock. However, during the Melee Phase, Units within 2" of one may attempt to destroy it with Melee Attacks as if they were locked together.

The CQC of Vehicles for purposes of *being* Attacked depends on how far they've moved in the previous Movement Phase:

Movement Speed	Temp. CQC
Stationary	1
Minimum Distance	2
Standard Move	4
Rapid Move	6

#### Melee (Mech)

Mechs engage in Melee as normal. To avoid confusion, all Melee Attacks are made on a Mech's Front Armour.

IF YOUR UNIT'S MELEE WEAPONS CAN'T PENETRATE A MECH'S ARMOUR, I'D ADVISE TRYING TO **ESCAPE** THAT MELEE A.S.A.P!

### Ranged

Rolling to Hit a Vehicle with a Ranged Attack is the exact same as with any other Units. However, due to their size, all Vehicles suffer a -1 penalty to their Cover Level unless more than **half** of the Vehicle is obscured. If not, Level 1 Cover is useless.



## Vehicle Armour Saves

Instead of rolling Defence Saves and Shield Saves, Vehicles roll Armour Saves!

### How Many Saves?

Do not use the original pool. Instead, look at the ST values of each Hit left after Rolling to Hit/for Cover, and compare them to the ARM of the target Vehicle:

For every Hit Scored with ST **greater than** the target's ARM, add 1D6 for every point of difference between the ST and ARM.

*For Example: If you attacked an ARM 5 Vehicle with a ST 7 weapon, you would add 2D6 to the armour save pool for every hit scored (7-5=2).*

For every Hit Scored with ST **equal to** the target's ARM, add 1d6 to the pool\*.

*Example: If you attacked an ARM 5 Vehicle with a ST 5 weapon, you would add only 1d6 to the armour save pool for every Hit Scored.*

Attacks with ST **lower than** the target's ARM may not damage the Vehicle, unless it's a *Softskin* or *Open-Topped* (see the next column).

*Example: If you attacked an ARM 7 Vehicle with a ST 5 weapon, it's no use! The attack does nothing.*

## The Saves Themselves

The target's player then rolls the new pool as Armour Saves. The number required to succeed depends on which side of the Vehicle is most visible to the firer:

Area Hit	Standard	Mech/Aircraft	Heavy**
Front	4+	5+	3+
Side	5+	5+	4+
Rear	6+	6+	5+

\*\*"Heavy" overrides all types, including Mechs and Aircraft.

\*Add +1 to all Saving Throws if the attack has a ST **equal to or lower than** the Vehicle's ARM.

For every failure rolled, remove 1 HP from the target Vehicle. As always, unmodified 6s are successes.

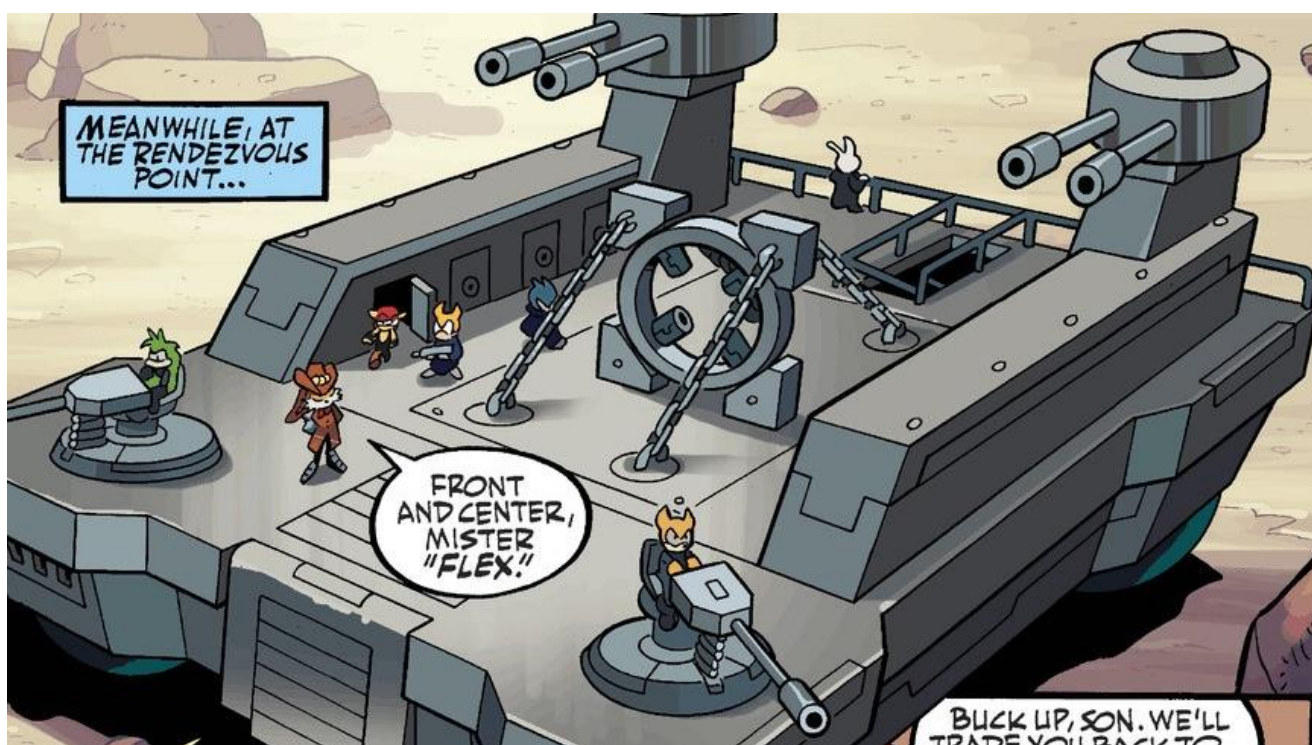
**NOTE THAT A WEAPON'S DAM VALUE DOESN'T APPLY TO VEHICLES...THAT'S JUST FOR THE "NORMAL" UNITS!**

## Don't Panic, Mister Tanker!

If a Vehicle loses at least 25% of its starting HP from a single Unit's Attack(s) – enemy, friendly, or environmental – they must roll a Panic Test in the upcoming End Phase.

## Softskins & Open-Topped Vehicles

When attacked by weapons of lower ST than its ARM, Softskins and Open-Topped Vehicles still roll one Armour Save per Hit as if the ST was equal to their ARM. However, the required Save in such cases is 2+, regardless of where they were Hit.





## DESTROYING VEHICLES

If a Vehicle is reduced to 0 HP (or less), then it's Destroyed and becomes a Casualty. It remains as a wreckage (Impassable Terrain) on the battlefield.

### Exploding

If a Vehicle suffers more than its starting HP in damage from one Unit's Attack(s), it Explodes. Every model within D3" of the Vehicle (except the Unit that destroyed it) suffers a **ST 8 DAM D3** Hit, and the Vehicle itself is removed from play – it doesn't become a Wreckage.

If a Unit has suffered Damage from a Vehicle Exploding, they must roll a Panic Test in the upcoming End Phase.

**IF A VEHICLE'S DESTROYED BY ANOTHER VEHICLE'S EXPLOSION, IT ALSO EXPLODES... LET THE CHAIN REACTION COMMENCE!**

### Removing Wreckages

Vehicles may remove a Wreckage by targeting it with an Attack (Ranged or Melee) and inflicting at least 1 Damage onto it. All Wreckages count as Softskins.

If a Wreckage suffers at least 4 damage, it Explodes (see above). If it suffers 1-3 damage, it doesn't Explode but is still removed.



## TRANSPORT

A Vehicle will sometimes have the *Transport* subtype and a stat called "Transport Capacity". This means it can hold friendly models, with the Capacity being the number and sometimes type\* of models it can hold.

**\*UNLESS SPECIFICALLY STATED OTHERWISE, A TRANSPORT CAN ONLY CARRY *INFANTRY*.**

### Embarking & Disembarking

During the Movement Phase, if a Unit comes within 1" of a Friendly Transport Vehicle (with enough space to hold all members), they may **Embark**, ending their Movement Phase as a Rapid Move. The Vehicle may then Move itself if it hasn't done so already.

When inside a Vehicle, a Unit may not be targeted until the Vehicle carrying them is destroyed. Models within a Vehicle can't make any attacks unless it's *Open-Topped*.

To **Disembark** from a Vehicle, the Unit is placed within their Move value of it and counts as having made a Standard Move – which may be expanded to a Rapid Move but not a Charge. The Vehicle may then continue its Movement Phase as normal.

### Attacking from an Open-Topped Vehicle

If a *Transport* Vehicle is *Open-Topped*, the Units within may still make Ranged Attacks with -1 RC. Their firing restrictions match the distance the Transport travelled (i.e., they may not fire after a Rapid Move, and may not fire Heavy or Artillery Weapons after a Standard Move).

### Destroying Transport Vehicles

If a Vehicle is Transporting a Unit when it's destroyed, the Vehicle still becomes a wreckage, but the passengers must make a Rapid Move away from the wreckage and roll a Panic Test in that End Phase.

**If a Transport carrying models Explodes, the passengers are *always* within the explosion radius. If they survive, they may still make that Rapid Move!**

When the passengers leave, they must not pass, or end within 2" of, an enemy Unit. If this isn't possible, the Unit's members are all trapped in the burning wreck and are removed as Casualties. Rules regarding Impassable Terrain also apply.

# VEHICLE TYPES

## Aircraft

Aircraft are treated as *Flying Vehicles*, or Airborne Vehicles if their ground Move value is 0". See page 24 for more information.

As they need to be lighter to support flight, Aircraft resolve Hits on their Front Armour with a 5+ Save, as if it were Side Armour (see page 28).

## Mechs

Mechs are treated as Giant Infantry for purposes of Moving, Charging, and Melee, and so ignore the rules of Vehicle Movement. Additionally, all Mechs are *All-Terrain*, as they're large enough to bash through Difficult Terrain.

As Mechs need to distribute their armour differently to support their walking, Hits are resolved on their Front Armour with a 5+ Armour Save, as if it were Side Armour (see page 28).

### Mechs & Shooting

Mechs have the same Action Phase rules as any other type of Vehicle.

### Mechs & Melee (in More Detail)

Mechs can wield Melee Weapons and have a CQC value of their own. They still enter a Melee Lock if they come within 1" of an enemy.

### Aircraft Mechs

See Aircraft rules above.



## Subtypes

### All-Terrain

All-Terrain Vehicles may make Rapid Moves in Difficult Terrain, but still treats it as Dangerous Terrain when doing so.

### Dozer

Dozer Vehicles are *All-Terrain*. Additionally, when rolling Difficult and Dangerous Terrain Tests (see page 25), they roll 2D6 and pick the highest result.

If they roll a 6, the Terrain (or at least that part of it) is no longer Difficult/Dangerous as the Dozer has successfully removed the hazards!

### Fast

Fast Vehicles have a Rapid Move distance of **Move+12"** rather than **Move+6"**.

### Slow

Slow Vehicles have a Rapid Move distance of **Move+D6"** rather than **Move+6"**.

### Hover

Hover Vehicles completely ignore the effects of ground Terrain (Difficult, Dangerous, Impassable) and Obstacles, able to *Hover* right over it!

### Heavy

Heavy Vehicles roll their Armour Saves with the following targets, regardless of their type:

**Front:** 3+

**Side:** 4+

**Rear:** 5+

### Open-Topped

Open-Topped Vehicles count as *Softskins*, regardless of how strong their Armour is. Additionally, any Units riding them may fire out (see Page 29).

### Softskin

Softskins can be targeted by weapons with ST below their ARM, throwing only one Armour Save of 2+ per Hit, regardless of where they were Hit.

Additionally, Softskins don't Explode from "weaker" Units' attacks but count as Aircraft when determining regular Saves.

### SPG (Self-Propelled Gun)

Self-Propelled Guns are pieces of artillery mounted onto Vehicles, rarely equipped with more than one Weapon. If an SPG remains Stationary, one of its Weapons gains +1 RC in the upcoming Action Phase.

### Transport (X)

See page 29.



# SPECIAL RANKS

## HQ & HEROES

HQ Units and Heroes can not only make use of the Hero Phase, but also enter Duels with other Heroes. For levity's sake, I'll be referring to both HQ Units and Heroes here as just "Heroes". For rules on Command Bonuses see Page 5.

### Heroes as a Rank

Heroes can take either the HQ or Troops Rank. Which Hero takes which role is up to you, but this must be written on your Army List or otherwise declared *before* the battle.

### Named Characters

Note that all Named Characters are "Variants Of" a specific character (*For Example: Sonic the Hedgehog would be a Variant of Sonic*). No side may have more than one Variant Of the same character.

If more than one Variant Of the same character comes within 12" and Line of Sight of each other, all those characters are placed aside for a compulsory Duel. No party may leave until either all but one side is removed or the game ends (whichever comes first).

### The Hero Phase

The Hero Phase, as the name might suggest, is a second Action Phase exclusive to Heroes. Note that this Phase may not be passed on to Units they join unless a Special Rule specifically allows it.

### Heroes Charging

To make up for the limited nature of the Action and Hero Phases while Charging, Heroes gain a Charge Bonus of +1 AK (to all their Melee Weapons).

## Duels

During the Melee Phase, the active player may select one of their Heroes and challenge an enemy Hero in the same Melee to a Duel.

The target may accept or decline. If they decline, the target may not Attack in Melee. If they accept, both parties are placed together, separate from the rest of the Melee, and enter a Duel!

### What Happens in a Duel?

A Duel is like a Melee Fight, except no other Units may join once it's been formed. All Panic Tests are passed as no Unit may leave until all but one side is destroyed. When the fight's over, the winning Hero(es) are put back where they were before the Duel began, even if doing so would put them (back) in Melee Lock.

### Joining a Duel

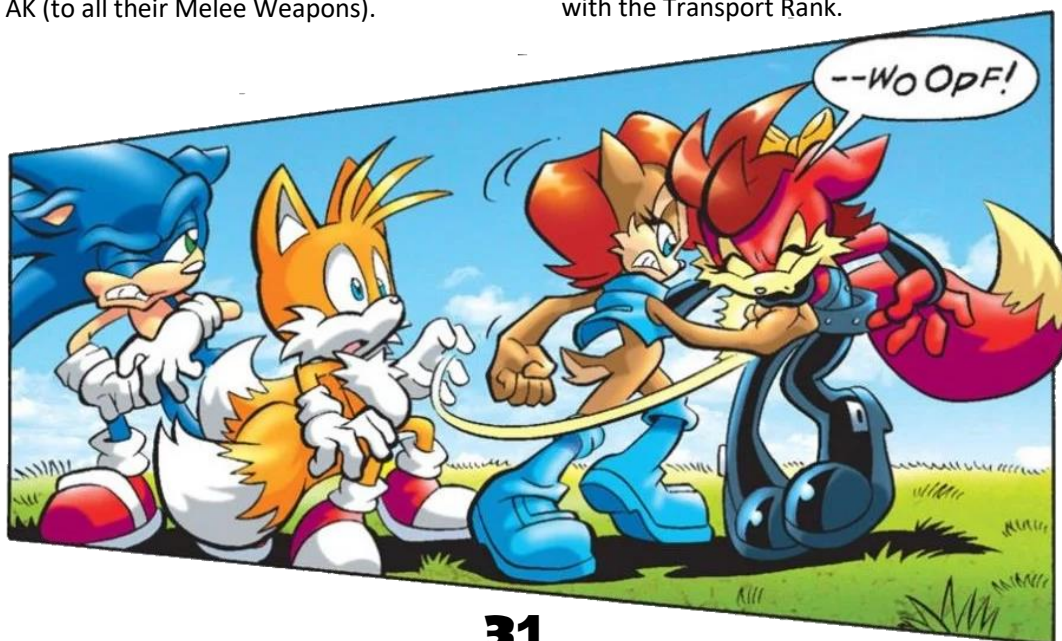
In the Movement Phase, Heroes may attempt to join an existing Duel by ending their Movement within 12" of the Duelling models and rolling a D6.

If they roll a 3 or under, nothing happens and they must try next Turn. On a 4+, they enter the Duel and even count as having Charged!

## TRANSPORT

Unlike other Units, Transports **must** be assigned to a Unit that would fit according to their Transport Capacity (see page 29).

This doesn't include Vehicles from other Ranks that happen to have a Transport Capacity – just Vehicles with the Transport Rank.





# SPECIAL RULES

Here's a list of universal Special Rules given to models, Units, and Attacks. Some Special Rules are exclusive to specific Factions and/or Expansions, and they can be found in their respective books.

## UNITS & MODELS

Some of these rules are marked with an asterisk (\*). These are **All-or-Nothing**, meaning their effects only apply if all members of the Unit have them.

### All-Terrain\*

*All-Terrain* models may Rapid Move in Difficult Terrain. Dangerous Terrain, Obstacles, etc. are unaffected and function as normal.

### Ambush\*

From Turn 2 onwards, instead of doing so normally, *Ambush* Units may deploy from Reserves anywhere on the Battlefield, providing it's at least 9" away from any enemy Units.

The Unit may not Move in that Movement Phase but count as remaining Stationary for that Turn.

### Anti-Air

*Anti-Air* models suffer no RC penalties for firing at Flying Units, even if their Weapons aren't *Anti-Air*.

### Assault Vehicle

**Vehicles only.** Passengers Disembarking from an *Assault Vehicle* may immediately Charge, provided there's an enemy within their Rapid Move distance.

### Bulky

*Bulky* models may not Take Cover.

### Camouflage\*

Units with *Camouflage* add +1 to their Cover Level at all times – including in the Open, where they'd be in Level 1 Cover.

### Climb\*

Units with *Climb* may also move up vertical terrain (such as walls and trees) without aid. When climbing, every 3" moving vertically is treated as 1" from their Move allowance. Going from "across" to "up" counts as a direction change for Charging purposes.

### Clumsy

*Clumsy* models treat Difficult Terrain as if it were Dangerous Terrain and fail the roll for "actual" Difficult Terrain on a 1 or 2, rather than just a 1.

### Escapist\*

*Escapist* Units always pass their attempts to escape from Melee Lock but roll anyway to determine the distance moved. They also roll 1D6 (instead of 2D6) when evading Tank Shock.



### Fearless

If a Unit contains at least one *Fearless* model, they always pass their Panic Tests unless another Special Rule or effect specifically negates it. *Fearless* doesn't affect Morale Tests (such as those for *Pinned*).

### Furious Charge

Models with *Furious Charge* add +1 ST and AK to their Melee Weapons if they Charged in that Turn's Movement Phase.

### Head Start\*

In their first Start Phase (be that Turn 1 or later from Reserve), *Head Start* Units may immediately make a Standard Move.

This doesn't count towards the Unit's Movement Phase and, if they don't move further, counts as Stationary for the Action and/or Hero Phases.

### Heavy Duty

*Heavy Duty* models may fire Heavy Weapons after a Standard Move. No other Weapons are affected.

### Super Heavy Duty

**Giants only.** *Super Heavy Duty* models may fire Heavy and Artillery Weapons after a Standard Move.

### Immobile

*Immobile* models may not Move at all unless they have a Special Command allowing them to do so.

### Immortal

*Immortal* models recover 1D3 HP on the Start Phase of their every Turn, up to their starting HP.

### Independent

See page 7.

### Night Vision\*

See page 42.

### Shielded (X+)

X is a number. *Shielded* models always pass their Defence Saves if they roll X or higher.

### Scanner

Units may not *Ambush* or *Vanguard* Deploy within 18" of an enemy Unit containing at least a *Scanner*.

### Slow

Units containing at least one *Slow* model have a maximum Rapid Move distance of **Move+D6"**, rather than **Move+6"**. If the model is *Speed Infantry* or *Cavalry*, it becomes **Move+2D6"**!

### Terrifying

During a *Terrifying* model's End Phase, all enemy Units within 12" must roll a Panic Test, as long as said model is within their Line of Sight.

### Vanguard\*

*Vanguard* Units may deploy almost anywhere on the battlefield. They must be placed at least 12" away from enemy Units and cannot be placed in enemy Deployment Zones or Impassable Terrain.

### Unsung Hero

*Unsung Heroes* count as Heroes despite not being Heroes in Rank. They may use the Hero Phase, partake in Duels, and gain +1 AK to their Melee Weapons while Charging, but they don't have a Variant Of stat. See page 31 for full Hero rules.



## WEAPONS & ATTACKS

For Ranged Weapons' Weight Categories and Special Command Subtypes, see pages 15 and 16. Special Rules marked with an asterisk (\*) are associated with Panic and/or Morale Tests – for these, resolve those Tests once per targeted Unit, not once per attack.

### Brutal

Every unmodified 6 rolled to Hit with a *Brutal* Attack is kept in a separate pool to any other Hits. These "Brutal" Hits are resolved with the Power (7) Special Rule – meaning only Shield Saves can prevent them and they get +2 ST against Vehicles.

### Combined

A *Combined* Weapon has two stat-lines: one for Ranged Combat and one for Melee.

### Dual-Wield / Fast Strike / Twin-Linked

When rolling to Hit with a *Dual-Wield*, *Fast Strike*, or *Twin-Linked* Weapon, the controlling Player may re-roll all misses once. As always, the result of a re-roll is final, even if it's worse than the first result.

Note that *Dual-Wield* and *Twin-Linked* are sometimes written in a weapon's entry on a unit's Stat-Sheet, not in their stats. There can also be *Dual-Wield* and *Twin-Linked* versions of weapons that normally aren't.

Aside from that, the only differences between these three Special Rules are their names (and what they represent in the story of *Mobius!*).

### Haywire\*

When a Vehicle, Robot, or Cyborg Unit suffers unsaved Damage from a *Haywire* Attack, they must immediately roll a Morale Test. If they fail, the Unit becomes *Haywire*, with the same effects as *Shaken* (see page 18) until the firers' next Start Phase.

### Multi-Use

*Multi-Use* Weapons have more than one Stat-Line, when using one, the controlling Player must pick one Stat-Line to use. A *Multi-Use* Weapon is still treated as one Weapon – the multiple Stat-Lines represent different functions or ammunition types.

### Piercing

If *Piercing* Damage exceeds a targeted model's HP, any leftover Damage passes over to the nearest model within that Unit. For instance, if the entire Unit has 1HP, every unsaved Hit with D3 *Piercing* Damage removes D3 Unit members, rather than 1.

### Pinning\*

When a non-Vehicle Unit suffers unsaved Damage from a *Pinning* Attack, they must immediately roll a Morale Test. If they fail, the Unit becomes *Pinned*, with the same effects as *Shaken* (see page 18) until the firers' next Start Phase.

### Poison (X)

*Poison* Attacks have a DAM value of X if their target is NOT a Robot. They also gain Power (1) if their target is NOT a Cyborg either.

### Power (X)

*Power* attacks have effective armour-piercing properties. When targeted by a *Power* attack, subtract X from the target's Defence Saves (for instance, a 4+ Save against a *Power* (1) attack now requires 5+). If their Defence Saves requires 7+ or worse, the Saving Throws are impossible and are automatically failed. Shield Saves and Vehicle Armour Saves are unaffected.

**Power (6+):** If an Attack has a Power value above 5, add +1 to their ST against Vehicles for every point over 5 (for instance, *Power* (7) would be +2 ST).





### Shield (X+)

This weapon grants its user the *Shielded (X+)* Special Rule. If the model in question is already *Shielded*, add +1 to their current Shield Save, up to 2+.

### Stun

When a Unit suffers unsaved Damage from a *Stun* Attack, they're Stunned until the firer's next Start Phase. Unless is specifically states otherwise, the Stun Special Rule doesn't affect Vehicles.

**Stunned:** *Stunned* Units may not Move beyond compulsory values nor perform Special Commands and suffer -1 CQC, RC, and PAN.

### Tankbuster

Vehicles have a -1 modifier to their Armour Saves against *Tankbuster* Attacks. Additionally, *Tankbuster* Attacks remove **2 HP** for every failed Saving Throw, and they inflict double Damage on non-Vehicles with the *Giant* Subtype.

### Unstable

Every unmodified 1 rolled to Hit with an *Unstable* attack inflicts 1 Damage on the Attacking Unit.

### (X) Uses Only

This weapon may only be used X number of times in a single battle. Using it twice in one Turn (i.e., once in the Action Phase, once in the Hero Phase) still count as two separate uses.

## Melee Weapons

### Long

*Long* Weapons make their Attacks before everyone else in a Melee Fight (even if they're **not** the Active player), followed by one of the Active player's "normal" Units and the usual Turn Order.

If multiple models in a Fight use *Long* Weapons, follow the usual order within the *Long* Weapons' wielders, then fight in normal order if there are any models left to do so. If only certain member(s) of a Unit carry *Long* Weapons, their attacks are resolved separately to the rest of their Unit.

### Precision

Rolls to Hit with *Precision* Weapons are resolved with a +1 modifier. Natural 1s still count as Misses.

### Slow

*Slow* Weapons make their Attacks after everyone else in a Melee Fight (even if they're the Active player). The Active player will need to pick another Unit in that Melee (if there is one!).

If multiple models in a Fight use *Slow* Weapons, follow the usual order within the *Slow* Weapons' wielders after everyone else has fought.

### Unwieldy

Rolls to Hit with *Unwieldy* Weapons are resolved with a -1 modifier. Natural 6s still count as Hits.



## Ranged Weapons

### Anti-Air

*Anti-Air* Weapons suffer no RC penalties for firing at *Flying* Units.

### Blast (X)

X is a number. When firing a *Blast* Weapon at a ground Unit, place a Token on the nearest visible member of the target Unit. All ground Units within X inches of that model (including the model itself) are attacked – the AK of each Attack being multiplied by the number of members within the Blast radius.

Blast Weapons also target friendlies, but Misses count as Hits against them – why would you aim for your friends?

### **Blast From the Past (Optional)**

If you have access to a certain fantasy wargame's **Blast Templates** and a **Scatter Dice**, you may use this alternative method for resolving *Blast* Attacks:

- Place the Template in the centre of the target Unit, or as close to the centre as is within the Weapon's Range.
- Roll a Scatter Dice plus 2D6.
  - If you roll an arrow, move the result (minus the firer's RC value) in the arrow's direction.
  - If you roll crosshairs or the 2D6 roll is equal to or lower than their RC value, that's a Direct Hit – the Template doesn't move.
- Wherever the Template lands, all models (including friendlies) beneath it are Hit.
- Repeat this process until you've resolved the Attack's entire AK value.

*Blast* (2") Weapons use a 3" Template, *Blast* (3") Weapons use a 5" (Large) Template, and *Blast* (8") Weapons use a 15" (Apocalyptic) Template.

If you want to use this method, make sure everyone agrees to do so. Consistency is the key to fairness!

### Bomb

*Flying* and *Hover* Units only. *Bombs* require their user to have Moved during their Movement Phase. This Weapon targets any one Unit they flew over during that Phase. Bombs have no Range.

### Harmless

Harmless Weapons do not inflict any damage upon their opponent. Instead, if an enemy Unit fails a Defence or Shield Save against one, they suffer its other effects (such as Stun).

### Ignores Cover

These attacks ignore the effects of Cover. Non-physical Cover, such as Taking Cover and Camouflage, still apply.

### Indirect Fire

Indirect Fire weapons don't need to draw a Line of Sight to their Targets. However, if the target isn't in the firer's Line of Sight, the attack is made with -1 RC.

### Instant Hit

This Weapon automatically passes every Roll to Hit.

### Recoil

Recoil Weapons make Rolls to Hit with a -1 RC penalty. The minimum RC is always 1.

### Reload

Reload Weapons may not fire twice in the same Turn. In most cases, this is only added for thematic flavour, but it seriously affects Heroes and HQ Units!

### Sniper

*Sniper* Weapons may target a specific model within a Unit, including an independent hiding among them.

Additionally, *Sniper* Attacks are *Pinning*.





# TERRAIN RULES

## Basic Terrain

### Difficult Terrain

Difficult Terrain represents things that'd be harder to traverse than normal. Units that *begin* their Move in Difficult Terrain may not make a Rapid Move.

Units Moving *into* Difficult Terrain immediately stop once their Standard Move distance has been reached, even if they wanted to Rapid Move or Charge. Units in Difficult Terrain may still Charge, but only using their Standard Move values.

### Dangerous Terrain

Dangerous Terrain, such as minefields, booby-trapped jungles, or rivers full of Choppers (man-eating water Badniks!), represent a lethal threat to anyone who crosses.

Units that spend *any part* of their Move in Dangerous Terrain must roll 1D6 for each member crossing it (Hover and Teleport models don't count!). For every 1 rolled, the Unit suffers a **ST 8, DAM D3** Hit – see page 14 for how to resolve it!

### Obstacles

We can safely assume that most models can vault over anything up to an inch in height, such as sandbags and logs, counting as 2" of Movement.

However, anything larger and the Unit must either find some special terrain (such as ladders or doors) or have a Special Rule for getting across (such as *Climb*, *Hover*, or *Teleport*).

**REMEMBER: TERRAIN ITEMS CAN HAVE MORE THAN ONE ATTRIBUTE. FOR INSTANCE, THE EXTRA SADISTIC UMPIRE MIGHT MAKE SOME TERRAIN BOTH DIFFICULT *AND* DANGEROUS!**

## Special Terrain

### Ruins

Ruins count as Difficult Terrain and Level 2 Cover. If a Ruin has multiple levels (such as a torn-apart skyscraper), non-Vehicles may move between different levels, counting each level traversed as 3" of their allowed distance.

### Dense Forest/Jungles

Like in other wargames, Players may place a large marker on the floor with clusters of model trees to represent a forest, jungle, or anything similar (but for these rules we'll call them Forests).

Dense Forests are Difficult Terrain and Level 3 Cover. Additionally, models can only see up 6" into a Dense Forest. If a model is any deeper (relative to the firer), they're out of the firer's Line of Sight.

### Ladders & Stairs

If a model ends its Movement within 1" of a ladder or a flight of stairs, they may spend 2" from their remaining Movement allowance (if they have it!) and place themselves on the other end of it. If they still have some Movement allowance left, they may even continue Moving (but may not Charge!).

### Trenches

Trenches don't count as any kind of Terrain when it comes to internal Movement – if anything, there's fewer hazards than an open Battlefield!

However, moving both into and out of a Trench is worth 3" of Movement. Models in Trenches count as being in **Level 3** Cover. Vehicles and Cavalry can move *over* Trenches either with their tracks or by jumping, but doing so ends the current Movement.



# BUILDINGS

Buildings are a little more complex than other kinds of Terrain. Some Buildings are split into different sections, which normally represent floors. Larger buildings could have multiple sections per floor.

Only *Infantry* and *Small Artillery*\* may enter a Building, unless some exceptions are agreed upon by all Players involved. In the case that Buildings have more than one internal section, they should be planned before beginning the game.

*\*Small Artillery is an Artillery Unit in which the Gun is listed as Heavy, not Artillery.*

## Entering & Leaving Buildings

### Entering

During the Movement Phase, if a Unit's within 1" of a Building's entrance, they may enter. This could be a door, window, or hole, providing the Unit's members would be small enough to fit through. This counts as 3" of Movement.

### Leaving

If a Unit's in a section with an exit, they may exit the building, counting as 3" of Movement. When exiting a building, place one member of the Unit within 1" of the building's entrance, and then place every other member within Unit Cohesion. They may continue their Movement Phase as normal, providing they have any distance left to do so.

### Moving Between Sections

It costs 3" to move to an adjacent section of a Building. Units may move across as many sections as their Move Value allows.

## Building Fights

When two Units from different sides enter the same section of a Building, they're locked into that section. Building Fights are like Melee Fights – Units involved may not Leave unless attempting to do so in the Movement Phase (see page 17).

However, Units may also make Ranged Attacks in the Action/Hero Phase against enemy Units in the same Fight. Up to 6 of each Unit's members may Attack in the Melee Phase (we're just going to assume they're the ones close enough to attack).

## Sections

### Windows & Other Firing Points

Units may fire out of Buildings, providing the section they're firing from has a window, door, or anything else that one could use to see an enemy Unit outside.

Only a certain number of models may fire through each window, depending on its width:

"Window" Width	Firers
Whole Wall	All
Wide	4
Medium – Normal house window	3
Narrow – Normal house door	2
Very Narrow	1

### Artillery & Interactive Sections

If a Unit ends their Movement Phase in the same Section of a Building as a mounted Weapon or other interactive feature, they may use them in the Special Command Phase, even if they had made a Standard Move to get there.

## Attacking Into a Building

When outside a Building, you may Target Units inside them for Ranged Attacks, firing through a Window at a Unit in its nearest Section.

The Cover Level provided by being inside a Building is as follows, depending on the conditions of the "Window" being fired through:

"Window" Width	Cover Level
Whole Wall or Wide	2
Medium or Narrow	3
Very Narrow	4
"Window" can't be seen through (boarded up or blacked out)	+1
"Window" is taller than half an inch (such as a door)	-1

### Blast Weapons

Blast Weapons target sections of a Building rather than the individual units inside them.

When a section is targeted, every Unit in that section is attacked, with the Weapon's AK multiplied by its radius (*So a 1 AK Blast (3") Weapon would attack each Unit for 3 AK each*). The targets receive no Cover Bonus, but the firer attacks with -1 RC.



# SCENARIO RULES

## DEPLOYMENT

Before the game begins, after Players have rolled-off to determine the Turn Order (see page 9), it's time to deploy your Units!

Players take it in Turns (using the pre-established Turn order) to place down one Unit each within their Deployment Zone (see below). When all Players have placed their Units, it's time to begin! If there isn't enough room on the Deployment Zone for all Units, the remaining Units will be placed in Reserve.

### What's a Deployment Zone?

A Deployment Zone is where the Player can deploy, which often depends on the type of mission you'll be playing, and the type of Battlefield that you'll be fighting on.

### Keeping Reserves

Players may choose to stop Deploying at any time – they can even do this before Deploying a single Unit! When this happens, turn circulation continues until all other Players have finished, and the remaining Units are placed in Reserve (see page 21 for more information).

IF THERE'S NO ROOM LEFT TO DEPLOY UNITS IN YOUR DEPLOYMENT ZONE, THE REST OF YOUR ARMY IS AUTOMATICALLY PLACED IN RESERVES.

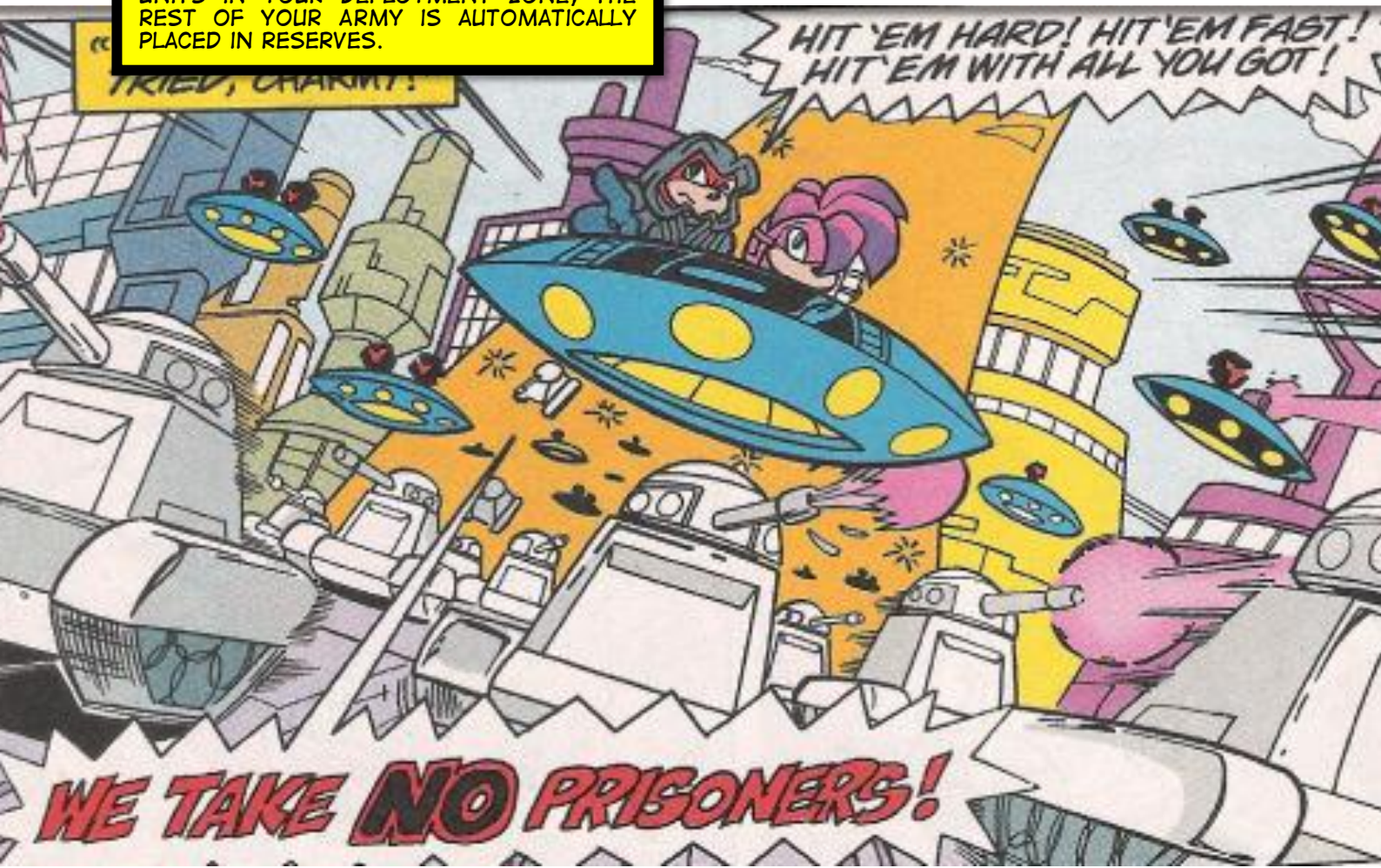
## DEPLOYMENT ZONES

For two-sided games, you may notice that the Players are called Attackers and Defenders. This is only to differentiate who goes first (Defender) and who goes second (Attacker)!

If you're having trouble on which Deployment Zones to use in your 2-player game, simply roll a D6 and consult this table:

D6 Result	Deployment Zones (2-player)
1	Encounter
2	Lines Drawn
3	Chokepoint
4	No Man's Land
5	Ambush Alley
6	Ruined Recon

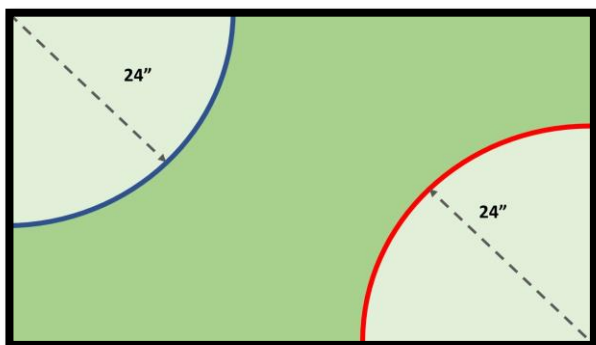
If you're playing a 3-player game, use *No Man's Land* or *Ambush Alley*. If you're playing a 4-player game, use *No Man's Land*. If said game is played in two Teams, you can also use the *Lines Drawn* and *Chokepoint* Deployment Zones.



## 1. Encounter

### FOR 2 PLAYERS

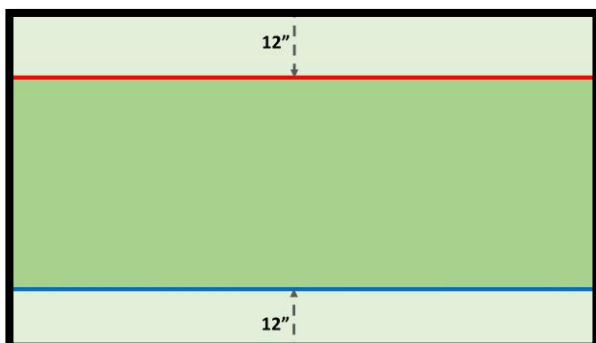
In a game with *Encounter* Deployment, the Defender picks a Corner of the Battlefield and Deploys their Units within 24" of it. The Attacker Deploys their Units within 24" of the opposite Corner.



## 2. Lines Drawn

### FOR 2 PLAYERS OR TWO SIDES WITH 2 PLAYERS EACH

In a game with *Lines Drawn* Deployment, the Defender picks one of the **Long** Edges of the Battlefield and Deploys their Units within 12" of it. The Attacker must then Deploy their Units within 12" of the opposite Edge.

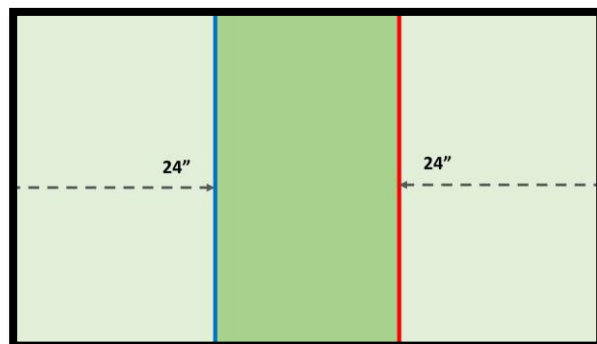


IF YOU'RE PLAYING ON A LARGER BATTLEFIELD, DON'T BE AFRAID TO INCREASE THE SIZES (FOR INSTANCE, ON AN 8X4' BOARD, INCREASING NO MAN'S LAND BOXES TO 12X36"). JUST MAKE SURE THERE'S AT LEAST 24" BETWEEN DEPLOYMENT ZONES!

## 3. Chokepoint

### FOR 2 PLAYERS OR TWO SIDES WITH 2 PLAYERS EACH. GOOD FOR LARGE ARMIES!

In a game with *Chokepoint* Deployment, the Defender picks one of the **Short** Edges of the Battlefield and Deploys their Units within 24" of it. The Attacker must then Deploy their Units within 24" of the opposite Edge.

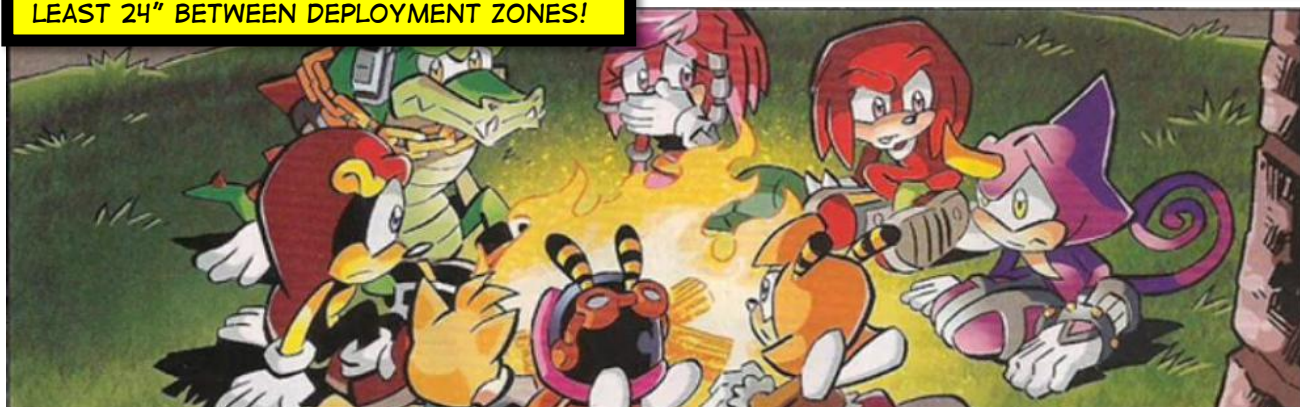
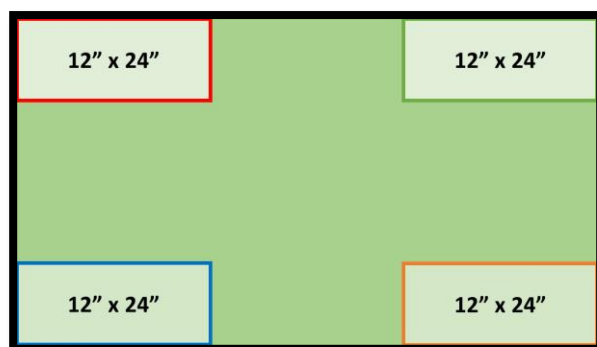


## 4. No Man's Land

### FOR 2-4 PLAYERS

In a game with *No Man's Land* Deployment, the four Deployment Zones are 12x24" boxes originating from each table corner (see diagram).

Players go in Turn Order to choose one of these boxes and Deploys their Units within it. This means that if there are two Players (or sides), then each side gets 2 table corners each, and in a game with 3 or 4 opposing Players, they get one corner each.





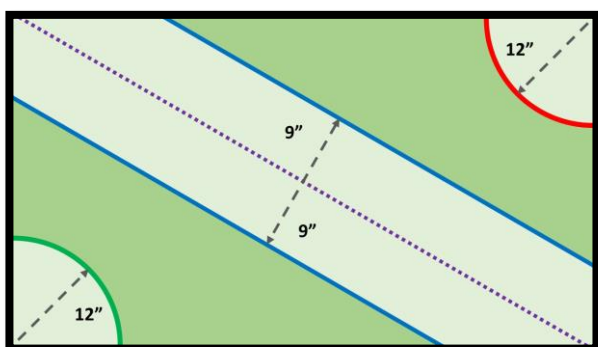
## 5. Ambush Alley

FOR 2-3 PLAYERS. A TACTICAL CHALLENGE FOR MORE EXPERIENCED PLAYERS!

In a game with *Ambush Alley* Deployment, the Player draws a line between two opposite corners of the battlefield (see diagram) and deploys their units within 9" of that line, on either side.

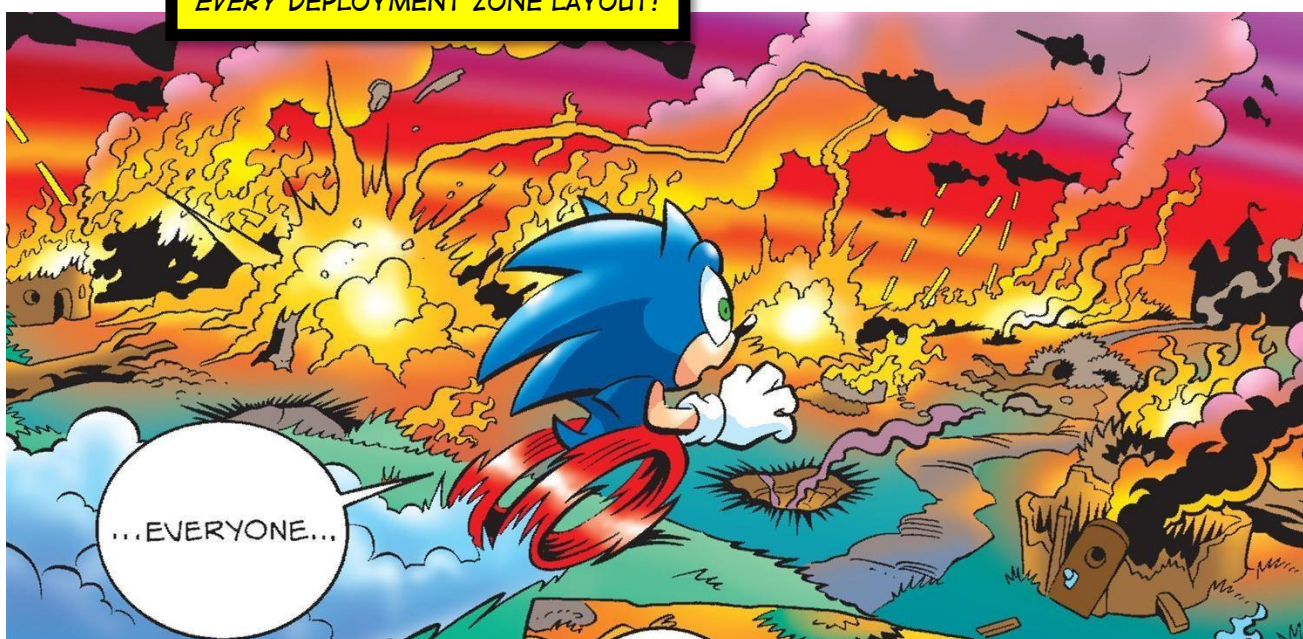
If the Defender has Units in Reserve, they Deploy from one of those Corners.

After that, the Attacker Deploys their Units within 12" of the two unoccupied corners. If this is a **3-player** game, the first Attacker in the Turn Order picks one corner and the next is left with the other!



I'D RECOMMEND USING TAPE MEASURES AND/OR A DOTTED LINE OF DICE TO TEMPORARILY MARK OUT THE CENTRE LINE.

...IN FACT, YOU COULD DO THIS TO MARK OUT DEPLOYMENT ZONES IN EVERY DEPLOYMENT ZONE LAYOUT!



## 6. Ruined Recon

FOR 2 PLAYERS. REPRESENTS A SMALL PATROL FORCE ENCOUNTERING A FOE!

In a game with *Ruined Recon* Deployment, both sides create a 12" Deployment Zone like that of *Lines Drawn* but split it into three segment (see diagram).

Players take it in Turn Order to Deploy, but before their first Deployment, each Player rolls a D3 to find out which segment they may Deploy in. They may **only** Deploy in that segment.

*Ruined Recon* represents an unexpected clash between recon forces escalating into a full battle. Units with the *Vanguard* Special Rule are treated as having *Head Start* instead.

### Delayed Reinforcements

No more than half the Units in an Army may deploy. Only HQs, Troops, and their Transports may Deploy in a *Ruined Recon's* Deployment Phase – everything else must be placed in Reserves. Units must wait until Turn 2 to Deploy Support Units from Reserves.

1	2	3
3	2	1

# BASIC SCENARIOS

Not all battles are slugfests in which opposing armies spill blood for its own sake – some have missions that need to be completed before the game ends!

For full rules regarding game length, see page 10, but right now here are six sample missions:

D6 Result	Mission
1	Deathmatch
2-3	Control Points
4	Border Skirmish
5	Resource Wars
6	Re-roll, but <b>Night Fighting</b> for the first D3 Turns (roll in Start Phase #1).

There's also **Raid**, but we recommend this for much bigger and longer games, as the objective takes a lot longer to complete.

Players who've lost all their Units are eliminated – no matter how well they've "completed" the Mission. The last player to be eliminated wins by default.

## Night Fighting

When *Night Fighting* is active, all Units' Lines of Sight are restricted to **2D6x3"** (roll each time the Unit makes a Ranged Attack or Charges). If the target is further than the result, any Attacks or Charges against them fail as they can't get a visual.

## How Long Does Night Fighting Last?

*Night Fighting* can either last the entire game, the first D3 Turns (as is shown on the table to your left) or just the first Turn (to keep players from killing each other too quickly!). More complex scenarios and campaigns may have different methods of determining *Night Fighting*.

## Night Vision (Special Rule)

Units with *Night Vision* roll 3D6 when determining their Line of Sight limits while *Night Fighting*, discarding the lowest die for the highest result.





## 1. Deathmatch

*Remember when I said earlier that battles aren't "slugfests in which armies spill blood for its own sake"? Well, sometimes they are. This is one of them.*

*Deathmatch* battles have only one simple mission: shoot (or stab (or punch!)) first, ask questions later. This is the simplest and most straightforward of this book's basic scenarios.

### Victory Conditions

At the end of the Mission, the Players tally their Kill Points (KP):

- **+1KP** for every standard\* enemy Unit reduced to half its starting number or lower.
- **+2KP** for every standard\* enemy Unit destroyed (not one of the categories below).
- **\*+4KP** for every Hero or HQ Unit destroyed.
- **+1KP** if one of those "removed Units" was the enemies' starting Commander.
- **-2KP** for every Unit of theirs Routed.

"Standard" in this case means neither an HQ nor Hero. Vehicles count as "Standard Units".

The (uneliminated) player with the highest number of Kill Points wins. If this is a draw, compare the number of models lost to the number you started with – the highest percentage of "survivors" wins.

## 2-3. Control Points

*An attempt to slowly conquer the battlefield, one small chunk at a time. Every inch matters!*

For new wargamers, *Control Points* is a simple introduction to a mission that **isn't** "kill everyone". For veterans, it's a classic with loads of potential.

### Setup

When beginning the game, and before Deployment, Players take it in Turns to put down five Objectives.

There may be no more than two Objectives in each Deployment Zone, and every Objective must be at least 18" away from each other.

### In-Game Rules

If a Non-Vehicle Unit is within 2" of an Objective, it belongs to that Player until captured by another Player's Non-Vehicle Unit.

If two opposing Units are within 2" of the same Objective, even if they are Vehicles, that Objective is contested and held by no-one.

### Victory Conditions

If a Player owns all objectives from the end of their Turn to the beginning of their Next Turn, they automatically win the game.

At the end of the game, the Player in control of the most objectives wins. If this is a draw, use the Kill Points system from *Deathmatch*.





## 4. Border Skirmish

*Both sides are about to cross no-man's-land and are on the offensive! But whose lines will break first?*

### Setup

When beginning the game, and before Deployment, every player places 3 Objectives (or 1 for each Zone if using *No Man's Land* Deployment).

At least one Objective must be within their Deployment Zone, and every Objective must be between 18-24" away from a friendly one.

**No Man's Land:** If you're using *No Man's Land* Deployment, you could put some "neutral" Objectives in the middle to enhance the experience!

**Ambush Alley:** In a game using *Ambush Alley* Deployment, the Defender gets 4 Objectives and the Attacker(s) 2 per Deployment Zone.

All the Defender's Objectives **must** be placed within their own Deployment Zone. The Attacker(s) must then place one Objective within each Deployment Zone, each with a second Objective 18-24" away. After this setup, the rules stay the same!

### In-Game Rules

If a Non-Vehicle Unit is within 2" of an Objective, it belongs to that Player until captured by another Player's Non-Vehicle Unit.

If two opposing Units are within 2" of the same Objective, even if they are Vehicles, that Objective is contested and held by no-one.

If a Player loses control of all their starting Objectives and cannot reclaim at least one by their next End Phase, they are eliminated and all their Units Rout.

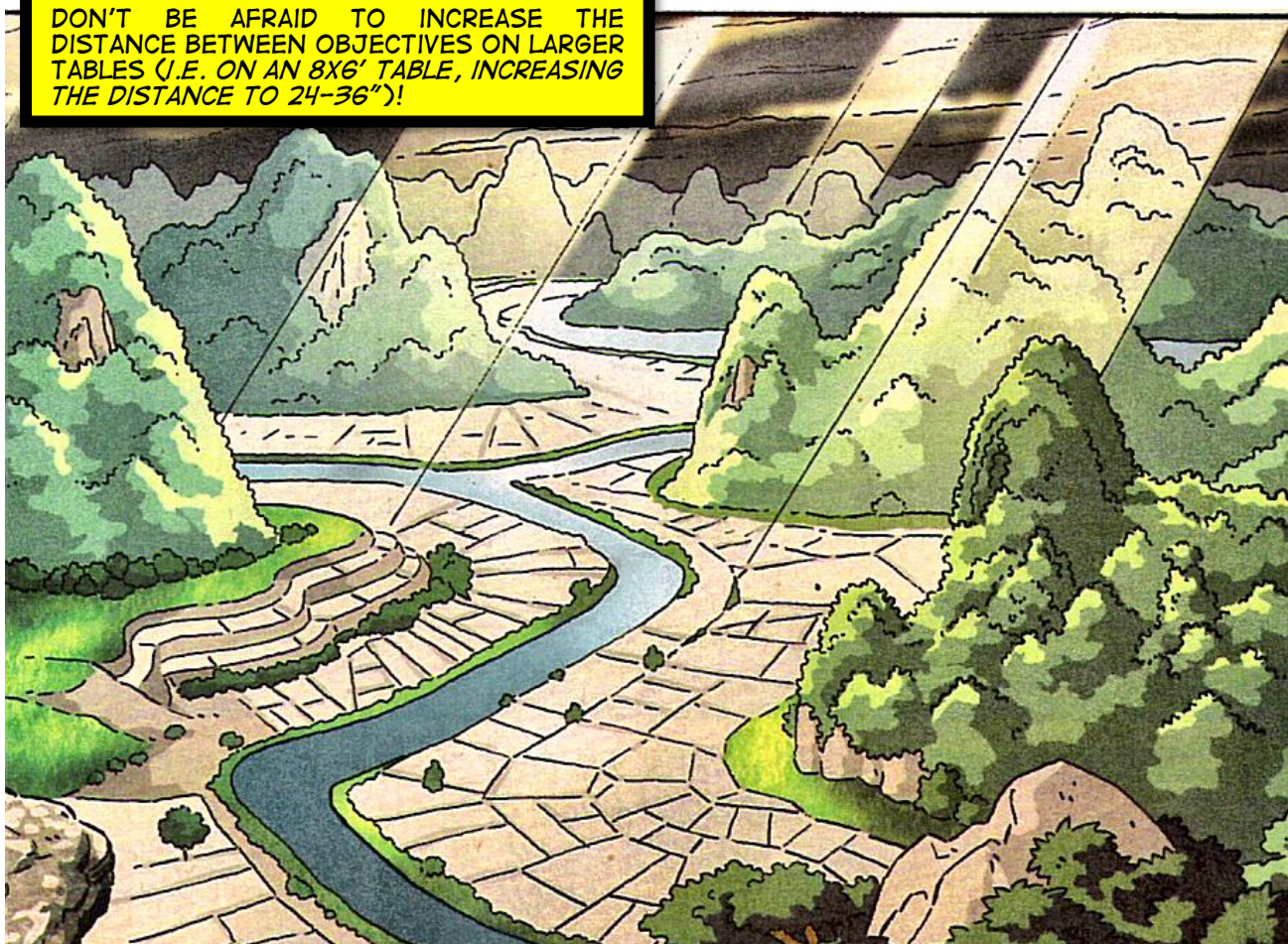
If a starting Objective is contested, it doesn't count as having fallen so long as one of the original owner's Units are contesting it!

### Victory Conditions

If all but one player is eliminated from losing their starting Objectives, the last player standing instantly wins by default.

If not, at the end of the game, the (non-eliminated) player with the most objectives wins. If this is a draw, compare the number of their starting Objectives still under their control – and if *that* is a draw, use the Kill Points system from *Deathmatch*.

**DON'T BE AFRAID TO INCREASE THE DISTANCE BETWEEN OBJECTIVES ON LARGER TABLES (I.E. ON AN 8X6' TABLE, INCREASING THE DISTANCE TO 24-36")!**





## 5. Resource Wars

*A desperate struggle over a single, valuable object – as powerful as a Chaos Emerald, expensive as a buried treasure, or culturally significant as the Ancient Onyx? Whatever it is, both sides think it's worth a few lives!*

### Setup

When beginning the game, and before Deployment, a Treasure is placed in the centre of the Battlefield – or in a significant centrepiece that all parties involved can agree on.

### In-Game Rules

If a Non-Vehicle Unit ends its movement within 2" of an unoccupied Treasure, they may choose to pick it up. If they do, it belongs to that Unit until they drop it, either through being destroyed or failing a Panic or Morale Test.

As the Treasure is extremely heavy, fragile and valuable, any Units moving with the Treasure may not Fly, use the Action/Hero Phase, or Charge enemy Units. Additionally, their Move value is capped at 6" (with +3" Rapid Move bonus).

If the Treasure Holder is wiped out, forcibly Moved, or flees from failing a Panic Test, they drop the Treasure, leaving it where they were. If it goes a full Turn without being picked up, it's placed back in its original location.

### Victory Conditions

Whichever player's Unit has the Treasure at the end of the game wins. If no player has the Treasure, whichever player had the Treasure the longest (in total number of Turns) wins. If this is also a draw, use the Kill Points system from *Deathmatch*).



## Raid

*One side has a score to settle, so they head on down to the enemy's camp (or column!) to burn some tents and steal some useful loot. The other side has a score to settle, too...and their targets are now approaching!*

These rules are more complex and built for much longer games. For Turn length, start rolling at Turn 6 – not Turn 4, and roll every 2 Turns (Turn 6 is 5+, Turn 8 is 4+, Turn 10 is 3+, and Turn 12 is the last one).

### Setup

When beginning the game, and before Deployment, the players must determine which of them is the Defender (in an *Ambush Alley* Deployment, it's the one in the centre!). After that, the Defender places one Loot Token per 500pts in their army anywhere in their own Deployment Zone.

### In-Game Rules

If a Non-Vehicle Unit ends its Movement within 2" of a Loot Token, they may choose to pick it up. If they do, it belongs to that Unit until they drop it.

As the Loot is important, Units carrying it may not Fly or Charge. They may make Ranged Attacks but with a -1 RC penalty.

If the Loot Holder ends a Movement within their own Deployment Zone, they may drop the Loot Token anywhere within 3" of themselves. If it lands within 6" of the Attacker(s)' Table Edge, it's been successfully Extracted and can't be recovered. If it lands within the Defenders' Deployment Zone, it returns to its original location and the Attackers **won't** get the 5VP for stealing it.

If the Loot Holder is wiped out or flees from failing a Panic Test, they drop the Loot Token, leaving it where they were. If it goes a full Turn without being picked up, it's placed back in its original location.

### Victory Conditions

At the end of the Mission, the Attackers tally their Victory Points (VP):

- **[Attacker only] +5VP** for every Loot Token stolen from the Defenders. **+10VP** (instead) for every Loot Token Extracted.
- **[Defender only] +5VP** for every Loot Token that isn't in the Attacker's hands or Extracted.
- **+2VP** for every enemy Unit destroyed (except HQs and Heroes, of course!).
- **+4VP** for every enemy HQ or Hero destroyed.

# THE WORLD OF MOBIUS

A GUIDE TO SONIC'S UNIVERSE, ADAPTED FOR THE TABLETOP!

## A BRIEF HISTORY

Not many people know that Mobius (as depicted in Archie's Sonic Comics) is an alternate Earth, more than 12,000 years in the future. Here's a timeline of everything that's happened in between!

All dates are labelled "BM" (*Before Mobius*) and "YM" (*Year of Mobius*). These represent dates before and after the current Mobian dating system was implemented, respectively.

Also, Mobian history is notoriously **LONG** and complex. Zone D6, being an alternate universe rather than a direct adaptation, has changed some minor details or left some things out, but more likely than not for brevity and consistency's sake.

THIS TIMELINE COVERS THE PERIOD FROM THE END OF THE OLD EARTH AND ITS TRANSITION TO BEING CALLED "MOBIUS" ...



...TO THE END OF THE **FIRST ROBOTNIK WAR**, ESSENTIALLY COVERING THE FIRST HALF OF THE ARCHIE COMICS.

THE **SECOND ROBOTNIK WAR** WILL BE TOLD BY **YOU**, THROUGH YOUR GAMES OF **MOBIUS!**

### THE OLD EARTH BEFORE 9000BM / 2000AD

The Age of the Old Earth – more commonly known as just "The Old Earth" – is only spoken of in rumours, and every society has its own tales to tell.

The United Federation speak of the Old Earth as humanity's lost glory days, where they were the uncontested masters of the planet, whereas the Wolf Pack Nation of Soumerca calls it an age of arrogance, where mankind's hedonistic greed became its downfall.

Most Mobians aren't well-read enough on the topic to say either way – and likely don't care – but they certainly didn't mind lifting a few traditions and blueprints from the remains of Old Earth society!

On the Old Earth, Humans were the sole "intelligent" being on the planet, and the only ones capable of forming the advanced civilisations we see from many different species today.

Sadly, being the sole "owners" of the Old Earth didn't make humanity peaceful. Instead, humans themselves were divided, and those divisions were as present and tense as those in the present tense. Some ancient historians – especially human ones – claim humanity came together in their last moments. If it happened at all, it happened much too late.

As a side note: "BC" and "AD" came up a lot in Old Earth relics, and few Mobian historians agree on what it means, other than the fact it was used to measure the year (much like our "BM" and "YM" layout).

The most popular answer is a mocking one, referring to the former as "Before they Counted" and the latter "Awaiting Disaster".



## The Old Earth Ends

APPROX. 9000BM / 2000AD

Around 9000BM (or 2000AD), the people of the Old Earth were greeted by the Xorda, a spacefaring alien species with technology and biology far beyond anything humanity had created at that point.

The Xorda sent a messenger to Earth, asking for peace and a mutually-beneficial trade and travel agreement. However, their messenger was captured, killed, and dissected by human soldiers and scientists. To the Xorda High Command, this meant war.

Very little is known about why or how the Xorda was dissected (most information on this was from the corrupted memories of an Old Earth robot) but the most common theory is that one scientist wanted to use the aliens' advanced technology against their country's many enemies.

Before the Xorda arrived, the Old Earth's two biggest countries were on the brink of war, and they too had weapons destructive enough to end humanity – and all other life on Earth – in minutes.

The hope was, it's theorised, that the Xorda's dissection would've been the key to ending the war, or at least surviving its fallout. Many more theorise that, even without Xorda intervention, humanity would've killed itself anyway – no Mobius, no Earth.

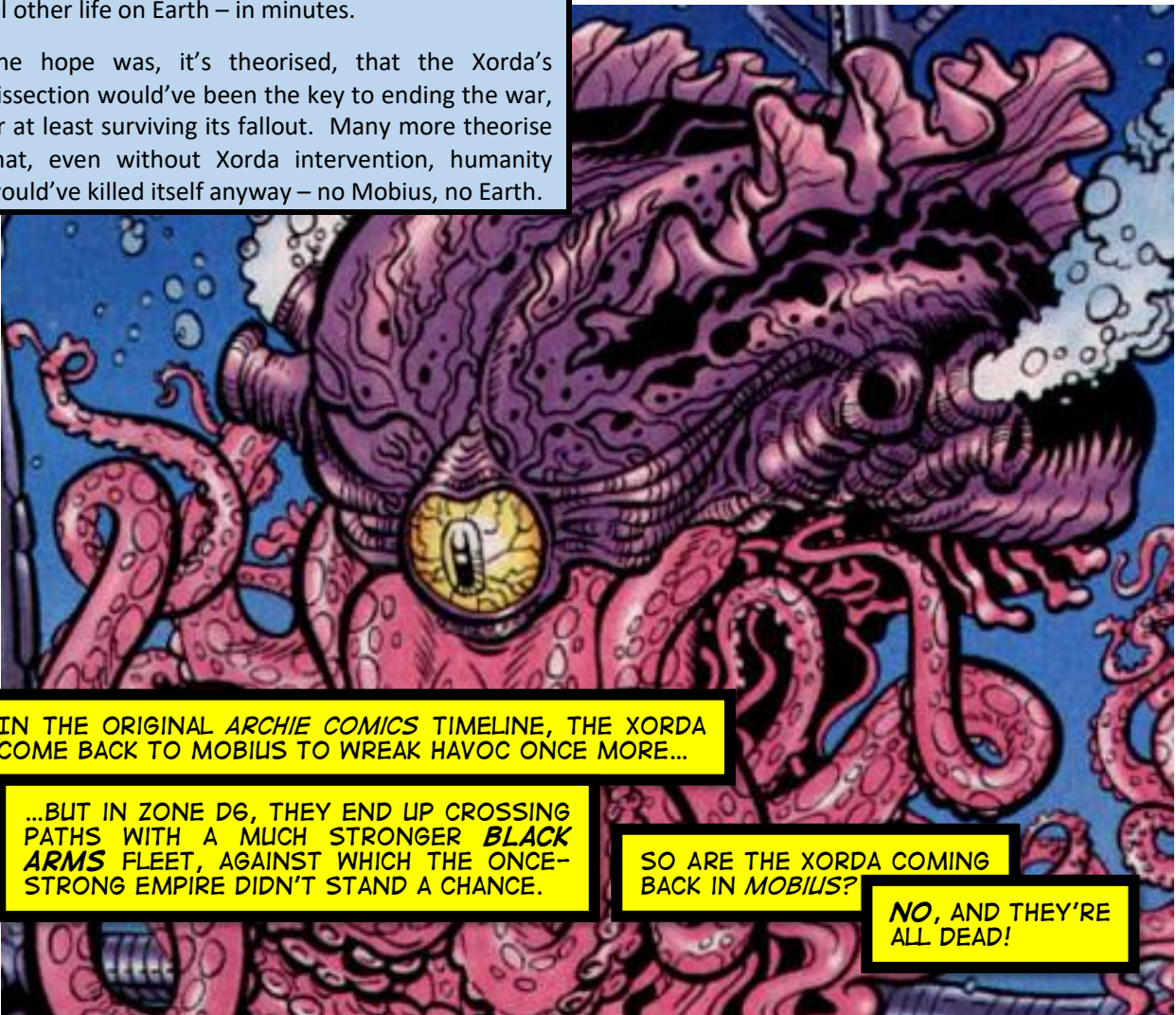
## The Final War

The next Xorda ships to come would be the last. They bombarded the planet with Gene-Bombs, warping all of Earth's DNA and changing the planet's geography and biodiversity forever.

Human historians refer to this bombing as "**The Twelve Hour War**", referring to the 12-hour warning the Xorda gave before this apocalyptic blast. Many others refer to it as "**The Final War**", as those twelve hours would be Earth's last.

Fortunately, thanks to the Xorda's warning and humanity's advancement in sheltering technologies, small pockets of humanity lived on, having fled to secure shelters at the first declaration of war.

Little did these people know that humanity was no longer the sole ruler of their world, as the warped DNA created the four-fingered Overlanders and the animal-based Mobians, who would go on to create their own societies just as advanced as mankind...*but let's not get ahead of ourselves!*



IN THE ORIGINAL ARCHIE COMICS TIMELINE, THE XORDA COME BACK TO MOBIUS TO WREAK HAVOC ONCE MORE...

...BUT IN ZONE D6, THEY END UP CROSSING PATHS WITH A MUCH STRONGER **BLACK ARMS** FLEET, AGAINST WHICH THE ONCE-STRONG EMPIRE DIDN'T STAND A CHANCE.

SO ARE THE XORDA COMING BACK IN MOBIUS?

**NO, AND THEY'RE ALL DEAD!**

## DAYS OF FURY

APPROX. 9000BM-1BM

Shortly after the Final War, the DNA warping from the Xorda's Gene-Bombs created a species of large, sapient dinosaurs. The Mobosaurs, as they were known colloquially, were capable of human-level intellect and reasoning, but no evidence of any Mobosaur society exists.

However, huge shifts in the climate would shape Earth into Mobius, destroying whole species and creating new possibilities beyond the Old Earth. In Echidna theology, these events are known as the **Days of Fury**, the most recent of which took place in 3225YM (according to Echidna philosopher Althair). Most evidence for these events come from Echidna Tomes, as Echidna society was already rapidly developing by the Coming of the Chaos Emeralds.

We also know that Mobo-Sapiens (known today as simply **Mobians**) and **Overlanders** (four-fingered mutations of humanity) formed small societies around this time, while humanity slowly began building their sheltered cities towards the surface once more. It's unknown whether these events were a result of the Days of Fury or just a coincidence.

### The First Day of Fury

APPROX. 7000BM

While the Xorda Gene-Bombs were meant to preserve the Old Earth exactly as it was, a delayed reaction triggered cataclysmic storms and volcanic eruptions across the bombarded planet, sending billions of tons of dust and ash into the atmosphere and changing the landscape forever.

### The Coming of the Emeralds

APPROX. 7000BM

Shortly after the First Day of Fury, the sky turned green, and rocks of the same colour fell from the sky. We now know these rocks to be **Chaos Emeralds**. This resulted in yet more cataclysm – this time in the form of dramatic weather changes.

This would destroy all but three of the Mobosaurs – the survivors gaining uncanny connection to the Chaos Force and becoming the Ancient Walkers. One Mobian Mammoth would have a Chaos Emerald embedded into his chest, granting him immortality and the title of "**Mammoth Mogul**". He would soon join the **Order of Ixis**.

## FORGOTTEN WAR

APPROX. 6500BM

By this time in history, the Echidnas of Albion were already an extremely advanced civilisation, far beyond humanity even before the Final War.

However, other factions aimed for world domination with brute force and dark magics, and soon Albion's Knights of Aurora found themselves on the defensive against the Order of Ixis, a powerful order of wizards and their devout followers, founded by the immortal Mammoth Mogul (*currently known as Ixis Mogul*).

Little is known about "**The Forgotten War**" except for the fact that Albion's forces won and, as a result, the Order of Ixis was destroyed. It's generally accepted that the Knights destroyed all records of the conflict, except the fact that it happened, and swore secrecy on the subject, as they had broken their own codes of honour to win – even committing crimes against nature in the process.



Pictured: the final moments of the Forgotten War



# YEARS OF MOBIUS

1-3200YM

While the Echidnas were the first to use the new “Years of Mobius” date format, loosely based on the Old Earth method, it was quickly adopted by the rest of Mobius as Echidna society branched out and shared their technology with other Mobo-Sapiens.

## The New Human Nations

APPROX. 1YM

Believing that the worst of the natural disasters and other Gene-Bomb side effects have passed, the sheltered human societies begin to push further out, building their cities in the canyons high into the sky and venturing out across their former home. They don’t know it’s called Mobius yet.

APPROX. 10YM

By now, most of humanity is fully connected via Old World communications technology. They form a **United Federation** and a joint military: the **Guardian Units of the Nations** (or **GUN** for short).

With GUN’s help, the United Federation spends the next few generations exploring and expanding through Mobius, and silently learning about the new societies that had formed in their absence. They also create a joint democratic Government inspired by the Old World’s former superpowers, with a federal Government and individual states with their own representatives.

APPROX. 1000YM

While technically Mobians by biological definition, the Overlanders were left out of the Echidnas’ teachings due to their “violent nature”. Fortunately for them, the Overlanders soon became close allies with the expanding human settlements, and quickly gained access to thousands of years’ worth of human technology – especially weapons...

## Echidna Developments

APPROX. 1500YM

The Echidnas decide to expand their influence beyond leading by example and begin colonising the continent of Soumerca.

However, this land was already claimed two races of enormous and warlike Mobians – the Wolf Packs and the Felidae Kingdom (wolves and cats respectively) – often busy fighting each other before the Echidnas arrived. Needless to say, taking the land proved to be much more difficult than previously anticipated.

The Knuckles and Nocturnus Clans wanted to remain and continue fighting for what they believed was theirs to take, but the scientific elite of Albion decided to move elsewhere and recolonised an area in Downunda they’d abandoned since the Forgotten War, settling the city of **Echidnaopolis**.

Eventually the Soumerca tribes (mostly) came to a compromise. The Wolves would form a pact with the Knuckles Clan and guaranteed each other’s protection against the Felidae. For a while, the Felidae capitulated, knowing that their two greatest foes were prepared to fight together.

APPROX. 2000YM

Echidna scientists Jordann and Kayla-La discover a white comet hurtling towards Echidnaopolis. Using the Chaos Emeralds’ cosmic energy, they lift the city from the continent to avoid the impact. In the process, they create the **Floating Island**.

APPROX. 2900YM

Another Chaos scientist named **Dimitri** would attempt to return Echidnaopolis to the planet’s surface using the Chaos Syphon. This would ultimately fail, as he was fused with the power of eleven Emeralds and driven mad. To prevent this from happening again, the role “Guardian of Angel Island” was created – held today by **Knuckles**.



## A New Kingdom Rises

APPROX. 2500YM

Echidnas and humans weren't the only creatures rapidly advancing in the third millennium. A Mobian Chipmunk called Alexander Acorn noticed that various different subspecies of Mobian had their own unique skills, and that, if they were to work together, they could create a society that would one day surpass even the Echidnas.

Unifying the splintered Mobian tribes across Northamer, Alexander formed a new monarchy inspired by those of the Old Earth – the **Kingdom of Acorn**. Within two decades, the capital city of Mobotropolis was built as a monument to unity.



## King Theodore's Tragedy

APPROX. 2570YM

Alexander Acorn dies and is surpassed by his only son, Theodore. The history books remember Alexander as "Alexander the Unifier".

APPROX. 2600YM

King Theodore's son, Emerson Acorn, meets an Overlander child named Paladin at the **Badlands** – a neutral zone between the Kingdom of Acorn and the Overlands. Neither of them having ever crossed to the other side before, the two became fast friends as they told each other stories from their countries.

Later that year, however, Prince Emerson is accidentally shot and killed by Paladin, while playing with his father's gun. This would begin several years of tension between Overlanders and Mobians that would one day lead to the Great War, and, indirectly, the Robotnik Wars.

Acting on grief, Theodore enacted a strict ban on civilian firearms, hoping such an accident would never happen to anyone else's children but also cutting off Overlander trade deals to the kingdom. He would die in 2609, leaving his second son Raphael to the throne. The history books remember Theodore at "*the Bereaved*", and Mobians today cite this tragedy in idioms and bleak nursery rhymes.

## King Julius' Enlightenment

APPROX. 2680YM

Raphael Acorn dies, leaving his son Julius to the throne. This history book remember him as *Raphael the Young*, as he started his reign at an unusually young age (*another unforeseen consequence of King Theodore's Tragedy*).

Julius Acorn was an expansionist, so he expanded the Kingdom south, uniting more tribes and laying the foundations for more cities until the Kingdom's size almost doubled.

In his journeys, Julius finds the **Source of All**, a magical body of liquid that, through visual and auditory illusions it casts, *claims* to have created the universe (*unlikely, given the Old Earth's existence*). While the Kingdom of Acorn itself is secular, the Source soon becomes a main topic of Northamer theology, with the House of Acorn themselves following the Source as a God to this day.

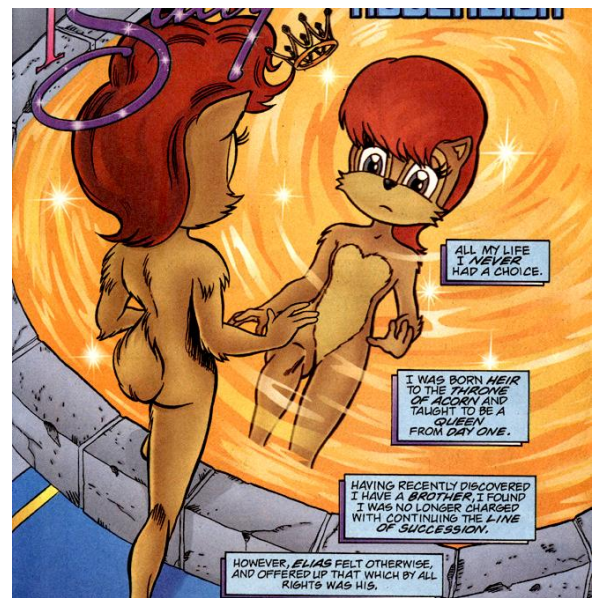
APPROX. 2760YM

Julius Acorn dies, levelling his son Romulus to the throne. He's remembered today as *Julius the Enlightened*, either sincerely or mockingly, for founding the religion of **Source-ism**.

APPROX. 2770YM

King Romulus Acorn changes the location of Mobotropolis, the Kingdom's capital, to the location of the Source of All. Castle Acorn is rebuilt directly above it, so the House of Acorn can always go to it for advice when needed.

The Source seems to be content with this, with non-believers even saying it manipulated its way into the King's basement. The truth of the matter is unknown.





## King George's Folly

APPROX. 281OYM

Romulus Acorn dies, leaving his son George to lead. History remembers him as *Romulus the Builder*.

George was a paranoid narcissist and made the decision to invade the Overland as "revenge" for Theodore's Tragedy (*which, I feel I must remind you, was a single, accidental gunshot 310 years earlier*).

The extremely unpopular war, which would soon be named "King George's Folly" was brief but bloody, and the Kingdom of Acorn soon lost all its knights. The royal court sanctioned him, and he was stripped of all his power.

He would die twenty-five years later, with the public already calling him *George the Foolish*, and his son Abraham already ruling. Some say the Overlanders threw a party upon hearing the news.

King George's Folly would be the single bloodiest conflict in the Kingdom of Acorn's history, until the Great War of 3220. If you were to act recklessly today, a Mobian might call you "King George".

APPROX. 289OYM

As one of many acts designed to rebuild trust in the monarchy following King George's Folly, Abraham Acorn allows the southern regions of his kingdom more political agency – but not total independence – renaming the region to the **Southern Baronies**.

## Renaissance & Reunification

APPROX. 289OYM

Abraham Acorn dies, and his son Reginald becomes King. Abraham is remembered fondly, especially in the Southern Baronies, as *Abraham the Generous*.

APPROX. 305OYM

After an *extremely* long life (*some say he had a superpower from his lack of aging, but such things were rarely sought after before the Great War*), Reginald Acorn dies at the age of 194 and leaves the throne to his son Silvanus.

He's remembered as *Reginald the Romantic* for his dedication to the arts. His reign and death ushered in a renaissance of art, literature, and poetry for his kingdom, but he's remembered outside of Northamer for his terrible poetry.

APPROX. 306OYM

By this point in history the Southern Baronies have become so powerful and rebellious that they were becoming a threat to Silvanus' rule, and the concept of monarchy within Northamer as a whole.

Naturally, Silvanus moved to strip the Baronies of some political powers. It was an extremely unpopular move, especially among southerners, but it unified the Kingdom of Acorn under one Government once more – for better or worse.

APPROX. 310OYM

Silvanus Acorn dies, and his son Sebastian takes the throne. He's known by those who remember him as *Silvanus the Resolute*, or "*Silvanus the A\*\*hole*" by those living in the Southern Baronies who miss "the good old days" that they weren't even alive for.

APPROX. 311OYM

A peace treaty is formally signed between the Overlands and the Kingdom of Acorn, alleviating centuries of tensions.

Later that year, King Sebastian successfully confederates settlements within Downunda and signs their own trading treaties with the Wolf Packs of Soumerca. Many historians theorise that Sebastian only did so to travel across Mobius easier – something he was especially fond of doing.

APPROX. 312OYM

The Kingdom of Mercia were having their own political struggles, with many disputes over which family rightfully ruled the land in North Eurish. Sebastian aided in the negotiations, and successfully argued that the O'Hedge family were the rightful rulers of Mercia.



## Age of the Power Ring

3170YM

Sebastian Acorn dies and leaves the Kingdom to his son Frederick. He leaves behind a legacy of peacekeeping and exploration and is often fondly remembered as *Sebastian the Worldly* and sometimes *The Adventurer King*.

Sebastian's less kind actions – namely to those abroad who didn't want his "help" – have been all but erased from the history books.

One of Frederick's first actions as King was to grant the wizard Ixis Naugus the position of Royal Wizard, believing his Ixis Magicks could prove beneficial to the Kingdom as a whole.

3179YM

**Maximillian Acorn**, son of King Frederick, is born.

3189YM

Maximillian, now ten years old, is introduced to the Source of All by his father, and bathes in it as per royal tradition. Later that year, the Crown and **Sword of Acorns** are forged using enchanted materials from within the Source of All, at the Source's request...

On day 253 of the same year, Julian Kintobor is born in the Overland. No-one yet knows the death and destruction his life would bring to Mobius.

3202YM

**Lupe**, soon to be Grand Chief and Unifier of the Wolf Pack Nation, is born.

3210YM

Royal Army scouts discover an Overlander scientist named **Nate Morgan** wearily walking around the Kingdom's borders.

King Frederick welcomes Nate to the Kingdom of Acorn. After a long conversation, Frederick discovers that Morgan had developed a means of harnessing **Power Rings** as a renewable energy source, but he was exiled after false accusations of sabotaging his own experiments. Impressed by the scientist's findings, Frederick teamed Nate with Mobian scientists and allowed him to continue his research within Mobotropolis.

This move would greatly benefit the Kingdom of Acorn forever, as Power Rings became the primary source of energy across all of Mobius, and the Kingdom of Acorn's economy, military, and medicine advanced rapidly as a result. Before Nate's arrival, electricity, and the technologies it allowed were a luxury of the rich – now it was free for everyone.

## Project: Shadow

3180YM

Professor Gerald Robotnik is commissioned by the United Federation to create a living weapon. He enlists the aid of the omnipotent alien **Black Doom** and begins work on **Project Shadow**.

3195YM

"Project Shadow" is a complete success, but Gerald and his granddaughter Maria soon grow fond of their bioweapon, naming him "Shadow" and treating him as a member of the family.

Learning of this "treachery", a platoon of GUN Paladins (*GUN black ops*) storm the Space Colony ARK, killing everyone on board except Gerald – including Maria. Shadow manages to escape in the last second.

3197YM

Shadow spent the last two years travelling Eurish, careful not to stay in one place too long lest GUN find him, but he is soon recaptured by Paladins when he attempts to fly to Northamer.

Upon Shadow's recapture, Gerald is brought to a new lab and forced to continue Project Shadow, but the two would spend their research time plotting to avenge Maria instead of "researching Federal property". Gerald would be executed and Shadow imprisoned once CLIP (*Federal secret agents*) discovered this, but this *second* state-sanctioned murder would only enrage Shadow further.





# GREAT WAR

3210-3225YM

While we've been setting the scene of Mobius for these past few pages, this is where we start to see the world become what it is today (or in the pages of your Archie Comics). This also marks the beginning of what historians will likely call the Age of Robotnik, as we see the rise of Mobian history's greatest monster.

## Rising Tensions

3212YM (8 YEARS BEFORE THE WAR)

Frederick Acorn passes away, leaving Maximillian to the throne. The history books are kind to Frederick, often referring to him as *Frederick the Gracious* for his open-borders policy and peaceful attitude towards Overlander immigrants.

3215YM (5 YEARS BEFORE THE WAR)

**Antoine D'Coolette** is born. Maximillian marries Alicia, making her Queen of Acorns.

3218YM (2 YEARS BEFORE THE WAR)

**Sonic the Hedgehog**, **Princess Sally Acorn**, **Dulcy the Dragon**, and **Knuckles the Echidna** are born.

3220YM (YEAR OF THE WAR)

The Kingdom of Acorn's Warlord, **Kodos**, teams up with Ixis Naugus to create skirmishes in the Badlands between the Overlanders and Mobians in the hopes of starting a war for their own political gains.

Fearful that Nate Morgan's Power Ring technology was rendering his magic obsolete, Naugus moved to blame one of these border skirmishes on the Overlander scientist. Knowing that fighting the claim would stigmatise and possibly even destroy his life-saving technology, Morgan exiled himself.

Worried that Naugus would confess to their crimes, Kodos attempted to murder the wizard. Little did he know that he only succeeded in killing a magically-summoned decoy.



## War it Is!

3220YM

To prevent border skirmishes between civilian and paramilitary factions, both the Overlands and the Kingdom of Acorn sealed their borders into the Badlands, and instead sent small teams of scouts out to survey their enemy.

When an Overlander Scout met a Mobian Scout, both drew their weapons but neither wanted to attack. Instead, they talked, and agreed to return to their kings and announce the futility of this war.

Unfortunately, Kodos learned of this peace treaty, and executed both scouts, sending each to their respective leaders with a note reading "*THIS IS WHAT HAPPENS TO ALL WHO OPPOSE US*". Both sides declared war the following morning.

3221YM

Mobotropolis had become a battlefield. Almost all living civilians had been evacuated, and nearly all the buildings have been levelled by heavy artillery fire.

Queen Alicia and her son **Elias** attempt to evacuate to the neutral Angel Island, but their escape craft is shot down. As far as both sides are concerned, the crash had no survivors.

**Julian Kintobor** is found fleeing the Overlands by **Jules** and **Charles Hedgehog**, two brothers and Kingdom of Acorn soldiers. A strategist, engineer, and roboticist with an IQ of 300, Julian offers to turn the tide of the war with his genius in exchange for the seat of Warlord. Kodos is exiled to the Zone of Silence, a dimension often used for torturing prisoners, as a result of Julian's manipulation.

3225YM

The Great War ends in the Kingdom of Acorn's victory, thanks in part to Kintobor's aid. The Overlanders flee Megapolis, some go to space to find a new homeworld, some seek refuge in the United Federation's expanding settlements.

Tired of constant war, King Maximillian Acorn makes the decision to dismantle the War Ministry entirely and appoint Julian Kintobor as the Minister of Science. Keeping Kintobor in such a high place would backfire massively.



# ROBOTNIK WAR I

3225-3235YM

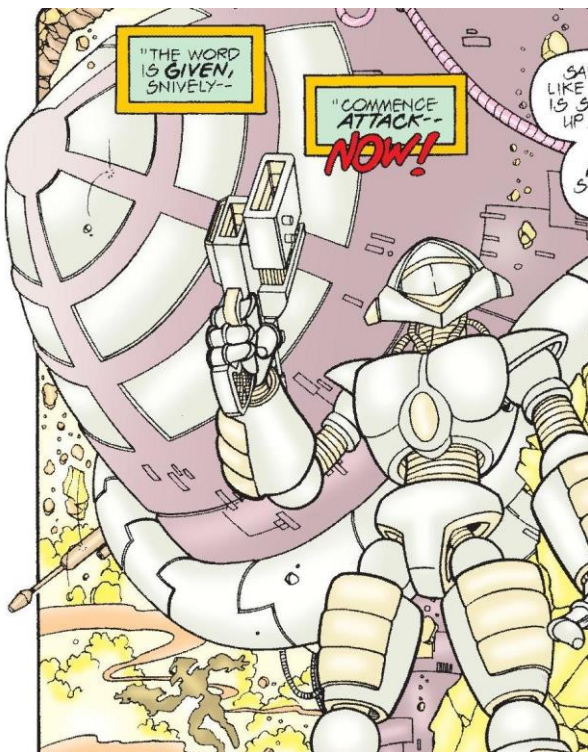
This is the first Robotnik War, which begins on the same year as the end of the Great War. The number of wars within his reign has already led to King Maximillian's historical naming as *Maximillian the Cursed*. The Kingdom of Acorn can't catch a break, can they?

## Robotnik's Coup

3225YM

Julian Kintobor drew his plans to take over the Kingdom of Acorn with an army of cyborgs. The original plan was to use his own designs, but this proved slow and costly. Instead, he altered the **Robotnicizer** (a machine created by Charles Hedgehog to replace faulty body parts with advanced prosthetics) to replace the entire bodies of his victims. With his newfound purpose, Kintobor changed his name to **Robotnik**.

Using "Badniks" he mass-produced for security purposes (as far as Maximillian was aware), Robotnik raided Mobotropolis and turned thousands of captives into **Robians** – robotic slaves powered by still beating organs. Within a month, Mobotropolis was under his control, and King Maximillian was sent to the Zone of Silence.



## Heroes in Hiding

3225YM

**Miles Prower**, who'd soon become a prominent Freedom Fighter codenamed "**Tails**", is born on the same day as the Robotnik Coup.

By the end of the year, Robotnik began to expand beyond the Kingdom of Acorn, pushing into Soumerca and crossing oceans to invade Mercia. With his absolute power over Mobotropolis, he was able to mass produce his robots into a terrifying army with no need for rest or food.

This isn't to say he roboticized every Mobian. In fact, those most loyal to Robotnik were rewarded by keeping their free will and or even gaining a position of power. The most prestigious of this was a Sub-Boss, which was essentially the ruler of a Robotnik-controlled area.

A small group of former Kingdom of Acorn soldiers decided to form their own rebel group, the Freedom Fighters (*this is **NOT** Sally Acorn's paramilitary, as they were too young to fight at this point*).

They would aid in the evacuation of surviving Mobians from invading Robotnik forces and engaged in guerrilla warfare against them. To distinguish them from the Freedom Fighters we follow in the *Sonic the Hedgehog* comics, let's refer to them as the **Original Freedom Fighters**.

3226YM

The Original Freedom Fighters learn that King Maximillian is still alive within the Zone of Silence and devise a plan to free him. However, one of the members, Trey Scales, is bribed by Robotnik to reveal their location. They were all Robotnicized and sent to the Zone of Silence for their crimes against the empire – including Trey.

3230YM

The Eggman Empire destroys the Wolf Pack Nation, turning the few survivors into nomads. The former Grand Chief's daughter, Lupe, is put in charge of the largest travelling party, taking her husband and two children on campaign (not out of choice, but because there was nowhere else to go).

The Wolves' main rivals, the Felidae, are (surprisingly) untouched... perhaps the Eggman Empire didn't know of their existence, as they do try (and often fail) to keep their exact location a secret.



## Turning the Tides

3233YM

Inspired by the heroics of the Original Freedom Fighters, former Princess Sally Acorn forms the **Knothole Freedom Fighters** with Antoine D'Coolette, Miles Prower, and Sonic the Hedgehog as prominent field agents.

After most of her body was roboticized, Bunnie Rabbot joined later in the same year. This would begin a three-year campaign of guerrilla warfare that'd see Robotnik's empire crumble – but, again, let's not get ahead of ourselves!

Sally Acorn discovers an abandoned mobile device containing the AI “**Nicole**”, who offers to join their fight. In joining them, she becomes Sally's personal computer and form of intel gathering.

The Knothole Freedom Fighters contact the **Rebel Underground** (a group of former Kingdom of Acorn soldiers fighting within Robotropolis (formerly Mobotropolis)), the remnants of the Wolf Pack Nation, and former Downunda colonies, who each begin their own Freedom Fighter chapters.

3234YM

Sonic and the Freedom Fighters manage to fight a defensive war successfully and are very slowly making gains on Robotnik territory. Sudden earthquakes shake Robotropolis, leaving thousands of **SWATbots** and their factories destroyed and Robotnik himself evacuating for over three months. Thousands more Robians are de-roboticized and returned to their biological selves. In other words, nature just gave Sonic the upper hand!

3235YM

Sonic is captured and Roboticized, transforming into a war machine terrorising the Freedom Fighters.

In a move codenamed **Operation: Last Resort**, **Knuckles** is roboticized to stop him. Knuckles is successful and both heroes are de-roboticized, but the fight detonated a hidden cache of nuclear warheads. Robotropolis is devastated as a result.

King Maximillian Acorn is freed from the Zone of Silence, but prolonged exposure to the torturous dimension has left him in an amnesiac state. Knuckles begins his search for the Sword of Acorns, hoping that'll cure his ailment.

## Death of a Roboticist

3234YM

Robotnik initiates **Operation: EndGame**, attempting to assassinate Sally Acorn in an elaborate psi-op and framing Sonic for her murder. Sonic escapes capture and successfully proves his innocence – and that Sally Acorn hadn't even died – but this bought enough time for Robotnik to capture Knothole and hold all its citizens hostage – including the world's most prominent Freedom Fighters who had congregated there for Sally's funeral.

Robotnik's original plan was to use the Ultimate Annihilator to destroy them all. However, Robotnik's nephew and assistant, Snively, had reprogrammed the device to only target Robotnik. Whether this treachery was a moment of moral clarity or an attempt to rule the empire for himself is still unknown, but the result is the same. Robotnik had died, and his ten-year reign of terror with him.



## The Rebuilding Process

3235YM

Almost immediately following Robotnik's defeat, Sally began the process of rebuilding the Kingdom of Acorn, starting with Robotropolis – which, of course, she would rename back to Mobotropolis.

The Wolf Pack Nation resettle in Soumerca, with Lupe taking the role of Grand Chief, and all is well for the people of Mobius...for about a year.

## SO WHAT NOW?

### 3236YM ONWARDS

Now comes the **Second Robotnik War**...and that's when your Mobius games take place!

In **3236YM**, Robo-Robotnik, an alternate future Robotnik, would come to *our* Mobius and call himself **Eggman**, starting his own reign in the East of Northamer known as the Eggman Empire.

It would also be revealed that Alicia and Elias were *not* killed during the Great War, and the aging Maximillian would pass the throne on to him.

The Wolf Pack would have little peace, as the xenophobic Felidae see them as mongrels and invaders. A tribal cold war ensues.

The Kingdom of Acorn discover the humans at Station Square and the United Federation as a whole. Fortunately, they're a bit more peaceful than the Overlanders!

And the Echidnas? Well, if you think the Kingdom of Acorn's politics are complex, wait 'til you see what *they* deal with!

## MAKE YOUR OWN FUTURE!

Anyone who's read all these comics know that I've only scratched the surface of Mobian history, but to sit here and list all these events would triple the length of this already long rulebook.

Also, it should be noted that, if you're using the Post-Reboot Archie Sonic canon, this history changes quite a lot – and the Second Robotnik War is **COMPLETELY** different. So rather than using a set-in-stone timeline I ask you to **make your own future**, because Archie sure aren't writing one.

Of course, I'll also be continuing to support Mobius through expansions and campaign books which'll cover more specific comic arcs (as well as some original fights) in far more detail!

### Tell Me Lore, Tell Me Lore!

If you want any extra fluff for your Mobius games, the best place to get it (outside of the comics themselves) is the Archie Sonic Wiki, also known as Mobius Encyclopaedia, on Fandom. It's kept well-updated and includes many easy-to-miss details and context, making it a great source of inspiration for strategies, games, and campaigns.

[www.archiesonic.fandom.com](http://www.archiesonic.fandom.com)





# FACTIONS SUMMARISED

## KINGDOM OF ACORN

## EGGMAN EMPIRE

*With over seven centuries of history, the Kingdom of Acorn is the largest Mobian-led superpower on the planet. Having recently won the region back from ten years of Robotnik tyranny, they plan to keep it that way, too!*

*Everyone on Mobius knows of the Freedom Fighters, travelling superheroes funded and led by Princess Sally Acorn, but there are unsung heroes found within the ranks of the Royal Army, who mix their old “bluecoat” traditions with modern-day firepower. Be it a speeding hedgehog, a Cuirassier tank, or a humble bayonet, the Kingdom of Acorn’s weapons are purpose-built to destroy tyrants!*

The Kingdom of Acorn are an excellent choice for both absolute beginners and wargaming veterans to get started with Mobius, and not just because of their huge selection of Heroes to choose from!

The Infantry of the Royal Army, while slightly better at Melee, are adaptable to almost any situation, and the Royal Artillery and Tank Corps provide plenty of backup should you need it.

The Kingdom of Acorn’s first unique ability, **In the Name of Freedom**, makes all their Units far less likely to flee. Their second, **We Fight Together**, allow *all* the Army’s Troops to sacrifice Movement to enhance their Shooting, or sacrifice Shooting to improve their Melee – making battalion-level rushes even better!

Of course, all this comes at a cost. Heroes are extremely expensive as a rule, and a jack of all trades is master of none. However, this doesn’t stop them from being a solid choice for those wanting to fight for freedom on the Mobian tabletop!

*In a new body, Dr Robotnik (or at least, a version of him) has made a comeback on Northamer’s West Coast, going by “Eggman” and forming a new Empire of the same name.*

*With a crimson tide of newly mass-produced killing machines, he plans to retake what was once his and kill the Freedom Fighters that took it from him – or worse, Roboticize them!*

The Eggman Empire are another excellent choice for getting started with Mobius, or those who’d rather join the dark side!

The Eggman Empire’s tactics can be summarised in one phrase: strength in numbers. All their troops are cheap and bought in large numbers – Egg Pawns come in Units of ten to twenty. Even the tougher SWATbots are cheaper than your typical Luminaires or GUN Soldiers! Of course, this leaves plenty of room in the Points Limit for a few heavy Support options and Heroes should you want to break up the horde a little.

Speaking of Heroes and heavy weapons, the Eggman Empire has the unique ability **Armoured Ace**, which allows their Commanders to pilot an applicable Vehicle or Giant Infantry Unit as if it were a part of themselves, with the “Command Vehicle” gaining bonuses, too!

However, it should be mentioned that hundreds of cheap, mass-produced robots, while a terrifying sight for your opponent, don’t perform well in skirmishes – some newer, cheaper models are extremely stupid due to poor AI functions and can’t even Take Cover. Manage your hordes and giant robots well, and your foe will never live to see them in single combat!



## GUN

*Once thought lost several millennia ago, humanity thrives once more, protected in metropolises across the globe and under the (maybe too) watchful eye of the United Federation.*

*Only the Federation's military, the Guardian Units of the Nations (or GUN) stand between mankind and its extinction. Fortunately, every Soldier is armed and armoured in several thousand dollars' worth of armour, tech, and Old Earth tactics – it seems humanity is far from endangered!*

GUN are focused on one thing and one thing only: superior firepower! Generally speaking, the United Federation's weapons have higher Range, ST, and AK values than their counterparts from other factions. On top of this, most HQ Units have **Chain of Command**, a Special Command which essentially "gives" the Hero Phase to the Unit they've joined.

However, all this focus on firepower leaves them severely lacking in the Melee department, so an enemy getting too close is almost certain death. Fortunately, they have the **Overwatch** Special Rule, which allows them to make an inaccurate Ranged Attack while being Charged...one last defensive volley before the onslaught!

If you're looking for something more heroic, GUN players have access to Team Dark – Shadow the Hedgehog, Rouge the Bat, and E-123 Omega. Taking all three together, while extremely expensive, is a powerhouse in both Ranged and Melee combat!

## WOLF PACK NATION

*The Wolf Pack Nation are a confederation of smaller Mobian Wolf tribes. A welcoming and selfless people, they pooled their armies and resources for a better future across Soumerca, and even allowing non-Wolves to become "honorary Wolves" themselves.*

*Other nations see their charitable philosophies and disdain for modern weapons as a sign of weakness, but this couldn't be further from the truth. Underestimating the Wolf Warriors is often punished with a spear to the throat!*

The complete opposite of GUN, the Wolf Pack Nation focuses almost entirely on Melee Combat, arming themselves with the finest swords, axes, and spears a Mobian can craft. Additionally, their unique Special Rule, **Cry of the Wolf**, grants a one-use-only melee buff to the whole Army, giving their mass charges an even deadlier punch!

That being said, the Wolf Pack's disdain for modern weapons and armour put them at a severe disadvantage from a distance. While they have ambushing Hunters, athletic spear throwers, and even Ballistas, these primitive weapons are underwhelming compared to the modern and futuristic firearms of every other faction!

Fortunately, the extremely heavy **Pack Shields**, deadly **Wolfblades**, and a wide array of Melee-focused Blessed Wargear can more than make up for it under the right command.





## DARK EGG LEGION

*Formerly a cult within Echidnaopolis, the Dark Legion has expanded across the world under the iron first of Dr Eggman...hence Dark "Egg" Legion!*

*They operate within other nations, seeking to indoctrinate the vulnerable and turn them into willing cyborg participants in the Empire. They start with small raids and sabotages, attempting a coup when their numbers reach a critical mass. In other words, they're the Eggman Empire's "inside guys"!*

The Dark Egg Legion is the faction of choice for the Eggman sympathiser who prefers quality over quantity. Their unique Special Rule is **Heart of Iron**, which allows them to re-roll Defence Saves of 1. Aside from that, they're all-rounders adaptable to almost any battlefield. If a cultist starts to retreat, the Kommissar can press a button and...**Boom!** – setting an example for the rest of the unit.

However, such is the case for all "all-rounder" factions, the jack of all trades is the master of none. Additionally, all those cybernetic enhancements are costly, so a Kommissar often finds themselves picking between quantity and quality!

## FELIDAE KINGDOM

*Of all the countries on Mobius, few are more secretive than the País Misterioso – the (quite literally) Mysterious Cat Country. Xenophobic, zealous, and paranoid, this society refuses any technology that isn't theirs and entirely determines its citizens' roles by the clothes they wear. Even their Queen is addressed only by her robe.*

The Felidae Kingdom, like their bitter rivals in the Wolf Pack Nation, focus their war efforts almost entirely on Melee. This isn't for any reason other than xenophobia, though – as only Cat technology is good enough for the Cat people!

That being said, while the Wolf Pack have Ambush Units and the War Howl to back them up, the Felidae Kingdom rely on their Speed status and almost all their Units having **Furious Charge!** While this makes their tactics far simpler, it can leave them lacking in the (admittedly few) situations where brute force won't cut it.





## ECHIDNA SECURITY TEAM

*The Echidna Security Team makes up the military forces of most Echidna settlements, most notably Echidnapolis, running itself like an Old Earth police department for reasons not fully known to outsiders.*

*While settlements have their own peacekeeping forces to prevent crime and support the community, the EST defend against major threats both within and without, dropping into strategically important places and tearing the enemy apart with high-voltage lasers, like a particularly high-tech vaccine!*

Protecting the oldest and (arguably) most advanced Mobian civilisation, the Echidna Security Team contains some of the most well-armed (and armoured) Units in the game, with plenty of Stun weapons and High-Voltage lasers providing an extra kick to their standard attacks.

However, these advanced weapons, armours, and vehicles are extremely expensive, so the thought of outnumbering the enemy is almost laughable. Know that this faction's for those who firmly believe in quality over quantity!

## DINGO REGIME

*The Dingo Regime exist to do one thing and one thing only – destroy the Echidnas. And the Eggman Empire are more than happy to fund that mission.*

The Dingo Regime's Infantry are all-rounders with a slight emphasis on Ranged combat. Their true strength lies in their Vehicles, with thick armour, powerful guns, and the **What a Tanker** Special Rule which treats them as Heroes for one Turn. On top of this, **Machine Gun Funk** gives them a distinct advantage when firing Light Machine Guns!

However, focusing on expensive tanks could lead to a shortage of Infantry, and focusing on Echidnas alone could make a careless Dingo player underperform against other Factions and unique strategies. Don't put all your eggs into one basket!





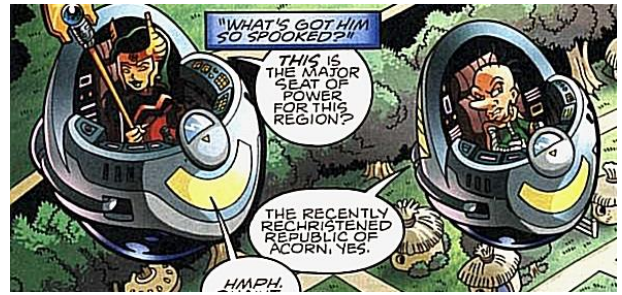
## KINGDOM OF MERCIA

*Inspired by the Old Earth's "Snottingham" folklore, the Kingdom of Mercia feels like something from a medieval fantasy novel, modernised to fight the horrors of the Mobian battlefield. Chivalrous Knights ride mutant steeds, peasants defend their land with civilian-grade laser weapons, and Merry Mobians led by Rob O' the Hedge engage in guerrilla warfare within Deerwood Forest!*

Mercians believe the old ways are best, so naturally the Knights and Guards making up their Troops choices are designed almost solely with Melee in mind – the latter lacking any Ranged Weapons at all!

That's not to say they lack firepower, but they leave this to the longbowmen and peasants in their Support slots, who'd rather rely on number of shots than quality of shots. To put it another way, the Kingdom of Mercia's tactics rely on large numbers of supporting fire on Melee-focused core Units.

The key is finding a balance...or just taking a squad of Mercian Freedom Fighters if you want your heroics a little more medieval!



## IRON DOMINION

*In the far east of Mobius stands the Dragon Kingdom, a series of city states each watched and protected by four houses of ninjas: the Raiju, Gossamer, Shinobi, and Yagyu Clans respectively.*

*The four clans were at war, but only struck at each other in the shadows...until Jun Kun and Regina Ferrum assassinated the Yagyu Clan's leader, declared themselves the "Iron King and Queen" respectively, and ruled the four houses through diplomacy, intimidation, and brute force, and thus the Iron Dominion was born!*

The Iron Dominion are a unique Faction that I personally wouldn't advise using unless you're a more experienced wargamer and/or want a more complex tactical challenge. If you decide to take on that challenge, a well-played Iron Dominion force can destroy almost anything they're put up against!

The Iron Dominion's forces consist mostly of Ninjas: elite guerrilla Units specialising in close-up kills. Their **Shadow War** Special Rule makes Ninjas hard to spot, and **Surprise Strike** lets them make precise attacks in response to enemy Attacks once per Game. This makes their early game extremely deadly!

On top of this, an Army containing Ninjas chooses one of four Clans for said Ninjas to come from, each with their own bonuses. The **Raiju** Clan focus on aggression and gain the Furious Charge Special Rule, the **Gossamer** Clan are Spiders with six arms who re-roll their dice in Melee, the **Shinobi** Clan are Chameleons with a bonus to their Camouflage, and the **Yagyu** Clan focus on shock and awe, giving them the Terrifying Special Rule.

However, all Iron Dominion forces come with two fatal flaws. Firstly, elite Ninjas are extremely costly, making most Dominion armies relatively small and Infantry-focused. Additionally, to keep a low profile most Ninjas lack any defences save their camouflage. They can dish out heavy damage – but they should beware an enemy that can deal it back.

# QUICK REFERENCE

## Turn Sequence

1. Start Phase
2. Movement Phase
3. Action Phase
4. Hero Phase (if your Army contains Heroes)
5. Melee Phase (if any Units are in Melee, even if those Units aren't yours)
6. End Phase

## Movement Distances

**Standard Move:** Up to Move Value.

**Rapid Move:** Up to Move Value +6", +12" if Cavalry, Speed Infantry, or a Fast Vehicle.

**Charge:** Same as Rapid Move but made into an enemy Unit or Vehicle. Must be in a straight line and target must be in Line of Sight.

## Shooting Sequence

1. Pick Target & Check Range(s)
2. Create pool of dice and Roll to Hit
3. Roll for Cover (if target is behind Cover)
4. Target rolls Defence Saves and inflicts Damage and Casualties for failure(s)

## Cover Levels

Examples	Cover Level
<b>Soft Cover:</b> Bushes, Fences, Long Grass, Ponds	1
<b>Hard Cover:</b> Brick Walls, Ruins, Trees, Large Rocks	2
Buildings, Trenches, Forests	3
Target Unit is Dug In	+1 Modifier
Some members of Target Unit are in the Open	-1 Modifier



## Melee Attacks Sequence

1. Pick Target(s) in the same Melee Fight and divide attacks up accordingly.
2. Create pool of dice for the first target and roll to Hit (see table below)
3. Target rolls Defence Saves and inflicts Damage and Casualties for failure(s)
4. Repeat Steps 2-3 for different targets (if dividing Attacks between different targets) until all attacks are resolved

## Melee Fight Order

1. **Long Weapons** using standard Turn Order, starting with Active Player\*
2. **Weapons without Long or Slow** using standard Turn Order, starting with Active Player\*
3. **Slow Weapons** using standard Turn Order, starting with Active Player\*

\*One Unit at a time, if they have applicable Units

## Failed Panic Test Results

**Non-Vehicle:** The Unit moves 2D6" away from the nearest enemy Unit and, if possible, towards their Deployment Zone's table edge(s). They become **Shaken** until their next End Phase. If the Unit was in flight, they land.

**Vehicle:** The Vehicle moves 1D6" away from the nearest enemy Unit, in any direction of the controlling player's choice. It becomes **Shaken** until its next End Phase. If the Vehicle was in flight, it does not land.

## Panic Test Modifiers (Normal)

Circumstance	Modifier
Unit has been reduced to less than 50% of their total starting HP	+1
Unit's Army has no Commander	+1

## Panic Test Modifiers (Melee Lost)

Difference to Winner	Panic Test
None	Instant Pass
1-3	+1
4 or higher	+2



### Roll to Hit (Shooting)

Firer's RC	1-	2	3	4	5+
Roll to Hit	6	5+	4+	3+	2+

### Roll to Hit (Melee)

Attacker's CQC is...	Hit On:
3+ HIGHER than Target's CQC	2+
1-2 HIGHER than Target's CQC	3+
EQUAL to Target's CQC	4+
1-2 LOWER than Target's CQC	5+
3+ LOWER than Target's CQC	6+

### Defence Saves

Target's DEF is...	Save
3+ HIGHER than attack's ST	2+
1-2 HIGHER than attack's ST	3+
EQUAL to attack's ST	4+
1-2 LOWER than attack's ST	5+
3+ LOWER than attack's ST	6+
For every point in the attack's Power (Special Rule)	-1 Modifier

### Vehicle Shooting/Movement

Movement Speed	Max. Weapons
Remained Stationary	All Weapons
Standard Move	1 Weapon
Rapid Move	No Weapons

### Hitting Vehicles (Melee)

Movement Speed	Temp. CQC
Stationary	1
Minimum Distance	2
Standard Move	4
Rapid Move	7

Hitting Vehicles with Ranged Attacks is the exactly the same as with normal fire, but all Vehicles suffer a -1 penalty to their Cover Level.

### Vehicle Armour Saves

The number of Saves rolled is the Attack's ST minus the Vehicle's ARM. If that number of 0 or less, the Attack can't penetrate the Armour!

Area Hit	Standard	Mech/Aircraft	Heavy*
Front	4+	5+	3+
Side	5+	5+	4+
Rear	6+	6+	5+

\*"Heavy" overrides all subtypes, including Mechs, Aircraft, and Open-Topped Vehicles.

### Firing From a Building

"Window" Width	Firers
Whole Wall	All
Wide	4
Medium – Normal house window	3
Narrow – Normal house door	2
Very Narrow	1

### Firing Into a Building

"Window" Width	Cover Level
Whole Wall -or- Wide	2
Medium -or- Narrow	3
Very Narrow	4
"Window" cannot be seen through (i.e., boarded up or blacked out)	+1
"Window" is taller than half a human (i.e., a door)	-1

### Ranged Weapons' Categories

Type	While Stationary	Standard Move
Assault	Fire Normally	Fire Normally
Semi-Auto	Fire Normally	Fire Normally
Bow	Fire with +1 RC	Fire Normally
Running	Fire Normally	Fire with +1 ST and +6" Range*
Heavy	Fire Normally	Can't Fire unless Heavy Duty**
Artillery	Fire Normally	Can't Fire

Semi-Auto fires with 2<sup>nd</sup> AK value above half range.

\*Bonus only applies when moving towards the target.

\*\*Heavy Duty is a Universal Special Rule.

### Statuses

**Shaken:** May not act at all except fighting in Melee, even then with -2 CQC. Removed on controlling player's End Phase, but the Unit suffers -1 PAN during that Phase.

**Pinned/Haywire:** May not act at all except fighting in Melee, even then with -2 CQC. If model becomes Shaken, swap with Shaken but inflict D3 Piercing Damage (or 1 Damage if it's a Vehicle). Removed on inflicting player's Start Phase.

**Stunned:** May not Move, suffers -1 CQC, RC, PAN. May not perform Special Commands. Removed on inflicting player's Start Phase.

# 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 all pages **except** 3, 4, 11, 13, 30, 38, 46, and 63, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 3 contains images of Sally 4<sup>th</sup>'s Critter Conversion Kits.
- Pages 4 and 46 contain images from Wikimedia Commons.
- Page 30 contains a render of a model from *Sonic Adventure 2* (2001).
- Special thanks to the Mobius Discord, especially user DrNegative15 for suggesting the current update to Vehicle Armour Saves, and SHADOWSIEGE for his many suggestions.

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