

MOBIUS 3.5 FACTIONS

REVISED
EDITION
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EGGMAN EMPIRE

THEY DON'T STAND A CHANCE!

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SPECIAL RULES

Artificial Idiot

The cheap and mass-produced nature of the Egg Pawn has led to many cut corners. This is especially true for its very basic AI, which Allied soldiers mockingly dubbed its “Artificial Idiot”.

To represent a malfunction in their shoddy programming, if an *Artificial Idiot* Unit fails a Panic Test, they don’t suffer the usual effects for failure but instead suffer the difference (between the Test’s result and their PAN) in Piercing Damage.

This effect also applies to *Pinning* and *Haywire* Tests – including their immunity to the usual effects.

Expendable

Seeing as their ground troops are mass-produced, the Eggman Empire has a much higher bar for “acceptable losses” than your average commander.

When *Expendable* Units are in Melee, Units in the same Army may still fire at their opponent(s), providing there aren’t any non-*Expendable* friendlies in the same fight.

However, Rolls to Hit of 1 or 2 (and half of all *Instant Hit* attacks, rounding down) instead Hit the nearest friendlies in that Melee.

Pawn Master

Some Command Badniks (or Commandniks) are more compatible with Egg Pawns than others, making them less prone to malfunction on the battlefield.

All *Artificial Idiot* Units within 6” of a *Pawn Master* gain +1 PAN. This effect doesn’t stack and doesn’t apply to other *Pawn Masters*.

The Horde (X)

Eggman cares little for nuanced strategy – he’d much rather overwhelm his foes in sheer weight of number, crushing their spirits under the weight of a thousand fists, lances, lasers, and rockets all at once.

When a *The Horde* Unit contains X or more members, it gains +1 CQC and PAN.

Armoured Ace

As a show of force, the Eggman Empire’s generals will often take giant war machines as their personal transport. These are variants of the Empire’s usual armoured Units, specially kitted out for the comfort and safety of the Commander inside.

If a Commander has this Special Rule, they may choose to begin this game piloting a *Command Vehicle*. If they choose to do so, that Vehicle:

- Becomes a **Transport** in Rank and gains the *Assault Vehicle* Special Rule.
- Gains the Commander’s PAN value and/or morale based rules (i.e. *Fearless*).
- Gains access to the Commander’s unique Special Commands and the Hero Phase.

Like other Transports, the Commander may disembark and re-embark. If the *Command Vehicle* is destroyed, the Commander is placed where it was removed and suffers D6 Damage.

Command Vehicle

Get a load of this!

Command Vehicles are compatible with the *Armoured Ace* Special Rule above.



EGGMAN EMPIRE UNITS HQ

COMMAND MODEL SWATBOT...40PTS

In a larger unit of Badniks, one slightly upgraded machine known as a Commandnik will lead as a Commander – the AI acting as a tactical-level backup should the Eggman's main servers somehow fail. In the case of SWATbots, one robot per batch will be fitted with a Command AI chip, creating the aptly named "Command" variant: nothing special physically, but able to act as a commander at any level, for any of the war machines synced to its AI.

	Move	CQC	RC	PAN	HP	DEF
Command SWATbot	6"	3	3	9	4	4

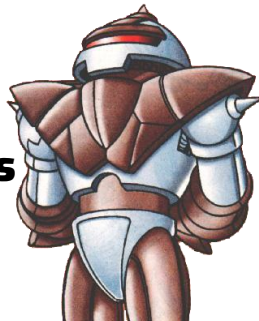
Unit: 1 Command SWATbot
Type: Infantry (Robot)

WARGEAR

- Laser Carbine
- SWATbot Fists

SPECIAL RULES

- Independent
- Slow
- Scanner
- Night Vision



OPTIONS

- The Command SWATbot may replace its Laser Carbine with a Plasma Pistol (+5pts)
- The Command SWATbot may become a Command Combot and gain the *Vanguard* and *Camouflage* Special Rules (+30pts)

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
SWATbot Fists	CQC	4	2	1	Melee

EGGROBO...90PTS

Made by Snively to mock his powerful uncle, the Eggrobo has gone from a round caricature to the next best thing when the Eggman can't (read: doesn't want to) send himself onto the battlefield. Robotnik's ego doesn't allow it in the "big fights", however – there are some he'd rather strangle with his own hands.

	Move	CQC	RC	PAN	HP	DEF
Eggrobo	6"	4	4	10	4	3
Eggrobo (Mobile)	6"	4	4	10	4	4

Unit: 1 Eggrobo
Type: Hover Infantry (Robot)

WARGEAR

- Burst Laser
- Eggrobo Fists

SPECIAL RULES

- Fearless
- Armoured Ace



OPTIONS

- The Eggrobo may replace its Burst Laser with a Plasma Carbine (+10pts)
- The Eggrobo may take an Egg Mobile (+20pts), making it *Hover Cavalry* with the second Stat-Line.

	Range	ST	AK	DAM	Type
Burst Laser	18"	3	4	1	Assault
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Eggrobo Fists	CQC	3	3	1	Melee

SUPPORT UNITS

COMMAND MODEL EGG HAMMER...235PTS

In a larger unit of imperial robots, one slightly upgraded machine will lead as a Commander – the AI acting as a tactical-level backup should the Eggman's main servers somehow fail. This isn't the case for most Units of Egg Pawns, as they're far too cheap and flimsy to trust with an expensive Command AI chip. In modern forces, Eggman instead gives these chips to a bulkier, scarier variant of his Egg Hammers.

	Move	CQC	RC	PAN	HP	DEF
Egg Hammer	6"	4	2	10	9	5

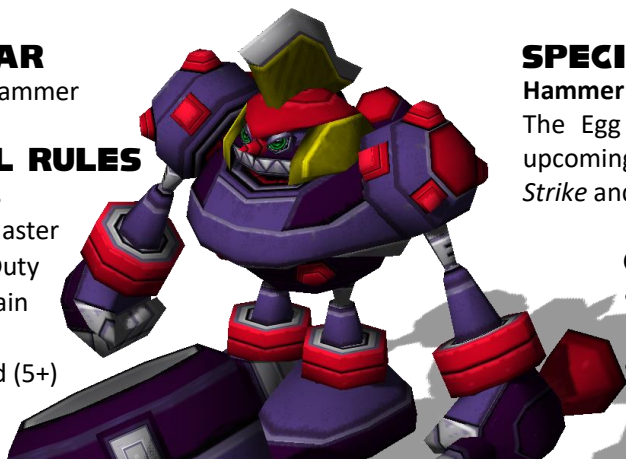
Unit: 1 Command Egg Hammer
Type: Giant Infantry (Robot)

WARGEAR

- Mega Hammer

SPECIAL RULES

- Fearless
- Pawn Master
- Heavy Duty
- All-Terrain
- Scanner
- Shielded (5+)



SPECIAL COMMANDS

Hammer Spin – Technology, Melee

The Egg Hammer suffers D3 Damage. Until the upcoming End Phase, its Melee Weapons gain *Fast Strike* and AK equal to the Damage taken.

OPTIONS

- The Command Egg Hammer may take a Gatling Laser (+15pts)
- The Command Egg Hammer may replace their Mega Hammer with a Mega Sickle

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Mega Hammer	CQC	10	4	D6	Melee, Unwieldy, Slow
Mega Sickle	CQC	5	8	D3	Melee, Power (1), Unwieldy

EGG PAWN COMMAND SQUAD...140PTS

While Egg Hammers are typically the ones given an Egg Pawn force's Command Chip, sometimes this arrangement isn't ideal – namely where indoor fighting and tight spaces are common. Faced with this dilemma, Dr Robotnik turned to his (originally scrapped) Mk II Egg Pawn, AKA "Egg Knight" design – one with communications antenna, advanced radar systems, and stronger connection to local and global command servers than any other Badnik. While these designs were too complex and expensive for mass production, small batches are made to lead scouting forces of Egg Pawns or to aid other Commandniks in their leadership roles.



	Move	CQC	RC	PAN	HP	DEF
Mk. II Egg Pawn	6"	3	3	10	2	4*

Unit: 3 Mk. II Egg Pawns
Type: Infantry (Robot)

WARGEAR

- Laser Carbine
- Pawn Fist
- Concrete Shield*

SPECIAL RULES

- Fearless
- Pawn Master
- Scanner
- *Shielded (6+)

***Concrete Shield:** Mk. II Egg Pawns gain +2 DEF and a 6+ Shield Save.

OPTIONS

- Any number of Mk. II Egg Pawns may replace their Laser Carbines with Mk. II Pawn Lances

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Mk. II Pawn Lance	CQC	4	2	1	Melee, Precision
Pawn Fist	CQC	3	1	1	Melee

TROOPS

SWATBOT SQUAD...75PTS

First used during Robotnik's coup, the versatile SWATbot has seen years of service in the Robotnik Wars, somehow always managing to find a place in the Eggman Empire's ever-adapting roster. Many imperial generals consider the SWATbot obsolete, but obviously their inventor disagrees.

	Move	CQC	RC	PAN	HP	DEF
SWATbot	6"	3	3	8	2	4

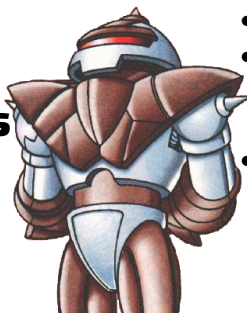
Unit: 5 SWATbots
Type: Infantry (Robot)

WARGEAR

- Laser Carbine
- SWATbot Fists

SPECIAL RULES

- Slow
- Night Vision



OPTIONS

- The Unit may contain 5 additional SWATbots (+75pts)
- Up to two SWATbots may carry one of the following:
 - Plasma Pistol (+5pts each)
 - Flamethrower (+10pts each)
- The entire Unit may become a *Combot Squad* and given the *Vanguard* and *Camouflage* Special Rules (+25pts/+40pts*). They're treated as a separate Unit for Unit Limit purposes.

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

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Plasma Pistol	12"	7	1	D3	Assault, Power (1)
Flamethrower	9"	4	D6	1	Assault, Instant Hit
SWATbot Fists	CQC	4	2	1	Melee

EGG PAWN BATCH...60PTS

Considered a cheaper and easier to produce successor to the SWATbot, the Pawn even comes with its own variety of cheaper, easier to mass-produce weaponry. Of course, cutting corners leads to compromise in quality, but who cares when you can produce a horde of soldiers in the time it takes for your enemy to recruit one?

	Move	CQC	RC	PAN	HP	DEF
Egg Pawn	6"	2	2	6	1	2

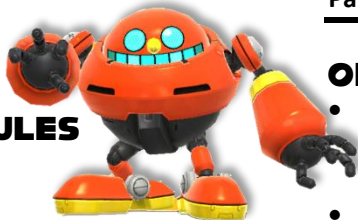
Unit: 10 Egg Pawns
Type: Infantry (Robot)

WARGEAR

- Laser Carbine
- Pawn Fists

SPECIAL RULES

- Artificial Idiot
- Expendable
- The Horde (10)



Pawn Shields: Egg Pawns with Shields gain +1 DEF.

OPTIONS

- The Unit may contain one of the following:
 - 10 additional Egg Pawns (+60pts)
 - 20 additional Egg Pawns (+120pts)
- The entire Unit may replace their Laser Carbines with Pawn Lances and Pawn Bucklers
- For every 10 Unit members, one may replace their Laser Carbine with a Pawn Bazooka (+5pts each)

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Pawn Bazooka	24"	8	1	D3	Assault
Pawn Lance	CQC	3	2	1	Melee, Precision
Pawn Fist	CQC	3	1	1	Melee

TROOPS UNITS

METAL SERIES ROBOT...350PTS

The Metal Series Robots are replicas, and sometimes even roboticized versions, of Freedom Fighters or other noteworthy enemies of the Eggman Empire. In abilities, they all mimic the original Metal Series Robot – the MKI Metal Sonic, using miniature jet engines and a small yet dense frame to create a fast attack unit capable of at least rivalling the speed of Sonic the Hedgehog, perhaps the Allies' most famous war hero.

	Move	CQC	RC	PAN	HP	DEF
Metal Series Robot	6" / 6"	5	4	10	12	4

Unit: 1 Metal Series Robot
Type: Flying Speed Infantry (Robot)

WARGEAR

- Plasma Carbine
- Metal Claws

SPECIAL RULES

- Unsung Hero
- Escapist
- Fake Hedgehog
- Shielded (5+)

SPECIAL COMMANDS

Maximum Overdrive – Technology, Speed, Melee

The MSR takes D3 Damage, then moves 18" in a straight line in any direction. If this ability is used to Charge, it **immediately** makes an Attack with the following statistics:

RNG	ST	AK	DAM	Type
CQC	10	1	D6	Melee, Tankbuster

Black Shield – Technology, Melee, Focused

The MSR's Shield Save gains a +1 modifier until your next Start Phase.

OPTIONS

- The Metal Series Robot may replace its Plasma Carbine with a Flamethrower

Fake Hedgehog: Each Metal Series Robot in your Army (excluding Mecha Sally) is a Variant Of any name except Sally Acorn. You must choose these names *before* the game, tournament, campaign, etc. begins by writing their name in your Army List (e.g. "Metal Sonic"). The default value is *Sonic the Hedgehog*.

	Range	ST	AK	DAM	Type
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Flamethrower	12"	4	D6	1	Assault, Instant Hit
Metal Claws	CQC	7	4	D3	Melee, Power (1)



TRANSPORT

PRISON EGG HARVEST...20PTS

Serving as both an organ harvester and drop transit, Prison Eggs are first used as a miniature prison for small animals and Mobians, where they can be carried to the nearest Factory and Robotized without ever having to leave. Once the process is complete, they are carried outside once more, this time to be dropped onto active battlefields from miles above – to unleash the mechanical horrors within!

	Move	RC	PAN	HP	ARM	Type
Egg Capsule	0"	-	10	4	6	Immobile, Even Armour, Transport (12)

Unit: 1 Egg Capsule
Type: Vehicle

SPECIAL RULES

- Fearless
- Ambush
- Vanguard
- Open Up

Open Up: When a Unit Disembarks from an Egg Capsule, it immediately Explodes and all other Units Disembark. If it Explodes, its passengers are unharmed. The enemy gains no Kill Points from destroying a Prison Egg.

Even Armour: The whole Egg Capsule is evenly armoured. Resolve *all* attacks against it as being made on its Side Armour, regardless of location.

OPTIONS

- The Unit may contain up to 2 additional Egg Capsules (+20pts each)

TRANSPORT CAPACITY

An Egg Capsule can contain up to 12 *Eggman Empire* Infantry and Artillery models*. If your Unit requires more spaces, a Harvest of multiple Egg Capsules can split the Unit between them, provided they can all Disembark in Unit Cohesion. **It may only carry Robots.**

*Egg Hammers take up 6 spaces each. Shadowbots take up 3 spaces each. Egg Flappers take up half a space each.

MEANWHILE, IN
SAND HILL ZONE...



SUPPORT

SWATBOT ARTILLERY...40PTS

SWATbots are extremely versatile, able to operate the Eggman Empire's heavy machinery with pre-programmed expertise. This isn't limited to physical labour – in fact, many Imperial forces will repurpose squads of SWATbots into temporary artillery crews when needed. After all, to dominate the world you'll need to tear down a few walls!

	Move	CQC	RC	PAN	HP	DEF
SWATbot	6"	3	3	8	2	4

Unit: 1 Gun, 2 SWATbots
Type: Artillery (Robot)

WARGEAR (CREW)

- Laser Carbine
- SWATbot Fists

SPECIAL RULES

- Slow
- Night Vision

OPTIONS

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

	Range	ST	AK	DAM	Type
Gatling Laser	36"	3	6	1	Heavy
Heavy Gatling Laser	36"	4	10	1	Artillery
Laser Cannon	48"	9	1	D6	Heavy
Sky Laser	36"	6	4	D3	Artillery, Anti-Air
Mortar	18-72"	4	1	1	Artillery, Blast (2"), Indirect Fire
Siege Gun	48"	8	1	D3	Artillery, Blast (2"), Tankbuster
SWATbot Fists	CQC	4	2	1	Melee

SHADOWBOT SQUAD...120PTS

Bearing no resemblance to an infamous hedgehog with a similar name, the Shadowbots are the most feared war machines of the versatile "SWATbot" line. These are huge juggernauts built to control crowds, gather a "harvest" for Robotization, and tear apart vehicles with their enormous hands. Though nigh obsolete by the Second War (as were all SWATbots), they still serve as a grim display of the Eggman Empire's power and brutality.

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

Unit: 3 Shadowbots
Type: Giant Infantry (Robot)

WARGEAR

- Burst Laser
- Shadowbot Fists

SPECIAL RULES

- Slow
- Night Vision
- Terrifying
- Shielded (5+)



OPTIONS

- The Unit may contain 3 additional Shadowbots (+100pts)
- Any number of Shadowbots may replace their Burst Lasers with one of the following:
 - Sawblade Launcher (+5pts each)
 - Plasma Carbine (+5pts each)
 - Flamethrower (+5pts each)

	Range	ST	AK	DAM	Type
Burst Laser	24"	3	4	1	Assault
Sawblade Launcher	18"	8	1	D6	Assault, Brutal
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Flamethrower	9"	4	D6	1	Assault, Instant Hit
Shadowbot Fists	CQC	8	2	D3	Melee

SUPPORT UNITS

EGG FLAPPER BATCH...60PTS

The Egg Flapper is an airborne variant of the Egg Pawn, capable of very low flight. They are often used in Pawn-heavy attack forces, providing ranged support and fast assaults from areas that standard-issue Pawns can't reach.

	Move	CQC	RC	PAN	HP	DEF
Egg Flapper	9"	1	3	7	1	2

Unit: 5 Egg Flappers

Type: Hover Infantry (Robot)

WARGEAR

- Laser Carbine
- Drone Ram

OPTIONS

- The Unit may contain one of the following:
 - 5 additional Egg Flappers (+60pts)
 - 10 additional Egg Flappers (+120pts)



Evade: Once per enemy Movement Phase, if an Egg Flapper Batch is successfully Charged at, roll a Morale Test. If they pass, they move 6" away from the Melee and the Charge is evaded. This may not be used if they're already in a Melee Lock.

SPECIAL RULES

- Artificial Idiot
- Head Start
- Escapist
- Evade
- The Horde (5)

	Range	ST	AK	DAM	Type
Laser Carbine	18"	3	2	1	Assault
Drone Ram	CQC	2	1	1	Melee

HEAVY PAWN BATCH...80PTS

A (relatively) small group of Egg Pawns armed with (relatively) heavy weapons. While this may seem like a waste of ammo, the Eggman Empire follows an ancient philosophy, that "if you fire enough rounds you'll hit **something**".

	Move	CQC	RC	PAN	HP	DEF
Egg Pawn	6"	2	2	6	1	2

Unit: 5 Egg Pawns

Type: Infantry (Robot)

WARGEAR

- Pawn Bazooka
- Pawn Fist

SPECIAL RULES

- Artificial Idiot
- Expendable
- The Horde (5)

OPTIONS

- The Unit may contain 5 additional Egg Pawns (+80pts)
- Any number of Egg Pawns may replace their Pawn Bazookas with Flamethrowers

	Range	ST	AK	DAM	Type
Pawn Bazooka	24"	8	1	D3	Assault
Flamethrower	9"	4	D6	1	Assault, Instant Hit
Pawn Fist	CQC	3	1	1	Melee



SUPPORT UNITS

EGG HAMMER...80PTS

Brandishing a hammer several times the size of most Mobians, the Egg Hammer is a gigantic version of the Egg Pawn made from far stronger materials. Designed solely for demolition, it's a great support unit for any commander looking for a more up-close approach to enemy tanks.

	Move	CQC	RC	PAN	HP	DEF
Egg Hammer	6"	4	-	7	9	5

Unit: 1 Egg Hammer
Type: Giant Infantry (Robot)

WARGEAR

- Pawn Hammer

SPECIAL RULES

- Artificial Idiot
- Expendable
- All-Terrain



SPECIAL COMMANDS

Hammer Spin – Technology, Melee

The Egg Hammer suffers D3 Damage. Until the upcoming End Phase, its Melee Weapons gain *Fast Strike* and AK equal to the Damage taken.

OPTIONS

- Any number of Egg Hammers may replace their Pawn Hammers with Mega Sickles
- The Unit may contain up to 2 additional Egg Hammers (+80pts each)

(Disgruntled Jet not included)

	Range	ST	AK	DAM	Type
Giant Pawn Hammer	CQC	10	3	D6	Melee, Unwieldy, Slow
Giant Pawn Sickle	CQC	5	6	D3	Melee, Power (1), Unwieldy

SHADOW ANDROID TEAM...120PTS

Many years before the Robotnik Wars, Shadow the Hedgehog was created by Professor Gerald Kintobor as the "ultimate lifeform": a cure to all diseases and a weapon for humanity. Several years later, the escaped Shadow has become an undeniable thorn in his grandson's side, to the point where he dug up what's left of Gerald's notes and began his own "Shadow 2.0" experiments. However, Eggman has always been one to emphasise quantity over quality, and these not-so-ultimate lifeforms are no exception.

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

Unit: 3 Shadow Androids
Type: Speed Infantry

WARGEAR

- Mimic Spin Dash
- Pawn Bazooka

SPECIAL RULES

- Artificial Idiot
- Climb
- Shielded (6+)



OPTIONS

- The Unit may contain 3 additional Shadow Androids (+120pts)
- Any number of Shadow Androids may replace their Pawn Bazookas with one of the following:
 - Plasma Carbine (+5pts each)
 - Flamethrower (+5pts each)

	Range	ST	AK	DAM	Type
Pawn Bazooka	24"	8	1	D3	Assault
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Flamethrower	9"	4	D6	1	Assault, Instant Hit
Mimic Spin Dash	CQC	6	3	D3	Melee, Power (1)

SUPPORT UNITS

EGG DESTROYER BATTLESUIT...275PTS

The Egg Destroyer Battlesuit (commonly nicknamed the Death Egg Robot) is often used as a personal transport for Robotnik himself, especially during the First Robotnik War. While some may call it prohibitively slow, it provides an extreme level of protection that few of Robotnik's piloted war machines could.

	Move	CQC	RC	PAN	HP	ARM	Type
Egg Destroyer	6"	4	4	9	10	7	Slow, Mech

Unit: 1 Egg Destroyer
Type: Vehicle

WARGEAR

- Mortar
- Long Fists
- Stampede Feet

SPECIAL RULES

- Terrifying
- Command Vehicle

SPECIAL COMMANDS

Jump – Technology, Movement

The Battlesuit moves up to 12" in any direction. This is considered Flight for terrain purposes and may not be used to Charge.

*Sonic not included.



	Range	ST	AK	DAM	Type
Mortar	18-72"	5	1	2	Artillery, Blast (2"), Indirect Fire
Long Fists	18"	8	2	D3	Artillery, Twin-Linked, Stun
Stampede Feet	CQC	10	3	D6	Melee, Tankbuster, Precision

EGG HAWK...120PTS

A late First Robotnik War invention, the Egg Hawk is a fighter jet covered with machine guns. Using its propellers for manoeuvrability in its "hovering" state, it proves effective at slaughtering infantry by the platoon. The first Egg Hawk was originally made for launching personal counterattacks against the Freedom Fighters in defensive campaigns, and even includes a failsafe ejector for his Egg Mobile should his attempts prove unsuccessful.

	Move	RC	PAN	HP	ARM	Type
Egg Hawk	6" / 12"	3	9	8	5	Aircraft, Fast, Open-Topped

Unit: 1 Egg Hawk
Type: Vehicle

WARGEAR

- **Front:** Heavy Machine Gun
- **Front:** Wing Machine Guns

SPECIAL RULES

- Initiate Rotary Attack!
- Pawn Gunners
- Command Vehicle

Initiate Rotary Attack: The Egg Hawk may rotate any number of degrees, once, at any point during its Action Phase.

Pawn Gunners: The Egg Hawk may still fire all its Weapons after a Standard Move, but the Wing Machine Guns do so with a -1 RC penalty.

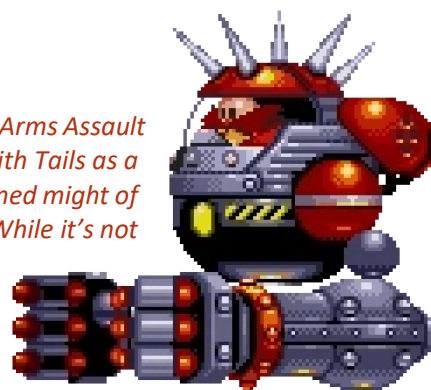


	Range	ST	AK	DAM	Type
Heavy Machine Gun	36"	5	10	1	Artillery
Wing Machine Guns	36"	4	6	1	Heavy, Twin-Linked

SUPPORT UNITS

BIG ARMS...16OPTS

A Heavily-Armoured Egg Mobile with two huge mechanical hands, the Big Arms Assault Mobile was one of the first combat mechs built solely for killing Sonic – with Tails as a potential side bonus. While it's effective at sewing destruction, the combined might of Sonic and Tails were able to outmanoeuvre the Big Arms and destroy it. While it's not the most effective at killing **them**, the Big Arms Assault Mobile has stayed in production, as it's proven very effective at ruining everything else.



	Move	CQC	RC	PAN	HP	ARM	Type
Big Arms	9" / 9"	5	-	9	9	5	Flying, Hover, Mech

Unit: 1 Big Arms

Type: Vehicle

WARGEAR

- Big Arms

SPECIAL RULES

- Head Start
- Furious Charge
- Command Vehicle

	Range	ST	AK	DAM	Type
Big Arms	CQC	10	4	D6	Melee, Stun, Dual-Wield

EGG DESTROYER BLACK...30OPTS

The Egg Destroyer Battlesuit (commonly nicknamed the Death Egg Robot) is often used as a personal transport for Robotnik himself, especially during the First Robotnik War. Of all the many types of Egg Destroyer, this rarely-deployed version, often nicknamed "Destroyer Black" by war analysts, is perhaps the strangest. A (relatively!) much thinner and lighter model, this version sacrifices some of its armour for added mobility and firepower, making it useful for skirmishing aboard the short-lived orbital base, The Egg Rock.

	Move	CQC	RC	PAN	HP	ARM	Type
Egg Destroyer Black	6"	4	4	9	10	6	Mech

Unit: 1 Egg Destroyer "Black"

Type: Vehicle

SPECIAL RULES

- Terrifying
- Command Vehicle

WARGEAR

- Egg-Bomb Thrower
- Heavy Gatling Laser
- Vehicle Flamethrower
- Destroyer Black's Fist

SPECIAL COMMANDS

Zap Shield – Technology

The Egg Destroyer electrifies its hull, tasing potential attackers up-close. Until its next Start Phase, the Egg Destroyer Black gains +1 ARM.



	Range	ST	AK	DAM	Type
Egg-Bomb Thrower	24"	7	1	D3	Artillery, Blast (2"), Power (1)
Heavy Gatling Laser	36"	4	10	1	Artillery
Vehicle Flamethrower	18"	5	3D6	1	Heavy, Instant Hit
Destroyer Black's Fist	CQC	8	3	D3	Melee, Precision

EGGMAN EMPIRE HEROES

DR IVO "EGGMAN" ROBOTNIK...250PTS

Dr Ivo "Eggman" Robotnik is a hero to some, a villain to many, and a fat joke to Sonic. Having used his 300 IQ to destabilise the centuries-old politics of the Kingdom of Acorn and start an expansionist empire among its ruins, it becomes no surprise that two global wars were named after him. Despite having millions of robots doing his bidding on the push of a button, he often steps onto the battlefield himself, piloting one of his war machines and brawling with any foe that poses a threat, including even Sonic himself. This amount of personal risk has led to rumours that he considers his empire a twisted hobby or creative project, often nicknamed "The Game", a worldview which makes the thought of an Eggman invasion even scarier.

IMPORTANT NOTE: If Dr Ivo "Eggman" Robotnik is in your Army, he **must** be both an HQ and the Commander.

	Move	CQC	RC	PAN	HP	DEF
<i>Robotnik</i>	6"	5	3	10	9	4
<i>Robotnik (Mobile)</i>	6"	5	3	10	9	5

Unit: 1 Named Hero
Type: Infantry
Variant of: Ivo Robotnik

WARGEAR

- Pistol
- Brutal Fisticuffs

SPECIAL RULES

- Fearless
- Terrifying
- Pawn Master
- Armoured Ace



SPECIAL COMMANDS

Manual Controls! – *Melee, Tactics*

Eggman decides that if you want a job done right, you got to do it yourself! Until the upcoming End Phase, if he's piloting a *Command Vehicle*, that Vehicle gains +1 CQC and RC.

Egg Pawns, Descend! (4+) – *Technology, Comms, Repeating*

Pick a friendly Unit of *Eggman Empire* Robots in Reserve and place them anywhere on the battlefield with the same restrictions as the **Ambush** Special Rule, dropping from a battleship miles above. That Unit counts as having made a Standard Move to get there and may use the current Phase as their Action Phase (even if it's the Hero Phase!).

OPTIONS

- Eggman may wear Hardlight Armour (+100pts)
- Eggman may be accompanied by Orbot and Cubot (+2HP) (+10pts)
- Robotnik/Eggman may drive an Eggmobile, turning him into *Hover Cavalry* with the second stat-line (+35pts)
 - While driving an Egg Mobile, he may take a Wrecking Ball (+25pts)

Hardlight Armour: If Eggman wears a suit of Hardlight Armour, the ST value of his Brutal Fisticuffs gains a +2 modifier. Additionally, he gains the *Shielded (4+)* Special Rule.

COMMAND BONUS

Egg Emperor

No enemy Unit is *Fearless* within 12" of Robotnik, regardless of what their petty little Unit Sheets say! Only *Sonic the Hedgehog*, *Sally Acorn*, and *Shadow the Hedgehog* are immune to this ability.

	Range	ST	AK	DAM	Type
<i>Pistol</i>	12"	4	1	1	Assault
<i>Brutal Fisticuffs</i>	CQC	3	4	1	Melee, Brutal
<i>Wrecking Ball</i>	CQC	10	3	D6	Melee, Long, Unwieldy

EGGMAN EMPIRE HEROES

SCRATCH & GROUNDER...60PTS

Scratch and Grounder are the first two (and only two) members of the SSSSS – the *Super Special Sonic Search and Smash Squad*, whose goals are very clearly specified in their name. They were “fired” (read: thrown away) by Eggman towards the start of the Second Robotnik War, as Sonic was still alive – meaning the Unit designed to “search and smash” him has clearly failed.

	Move	CQC	RC	PAN	HP	DEF
Scratch	6"	3	-	7	6	3
Grounder	6"	3	-	7	6	3

Unit: 2 Named Heroes
Type: Infantry (Robot)
Variants of: Scratch, Grounder

WARGEAR

Scratch:

- Scratching Feathers

Grounder:

- Grounder Drill

SPECIAL RULES

- Expendable
- I Thought YOU Had ‘Em!
- Pawn Master

“I Thought YOU Had ‘Em!”: When Scratch and Grounder Panic, they don’t run away from the fight – they instead start fighting *each other*. This has the same effect as *Artificial Idiot*, but I just wanted you to know how useless these dumb-bots really are!



	Range	ST	AK	DAM	Type
Scratching Feathers	CQC	3	3	1	Melee, Fast Strike
Grounder Drill	CQC	6	2	D6	Melee, Tankbuster

SNIVELY ROBOTNIK...100PTS

Snively is the nephew of Dr Robotnik, often standing in when his uncle’s busy. While not a fighter, he’s a dastardly schemer with many tricks up his sleeve. On one occasion, he had even turned against the Empire and spread rumours across the Dark Egg Legion of its collapse, escaping in the brief chaos. Despite all of this, Robotnik still gives him several “second” chances, considering his nephew a valuable, if not always loyal, general to the Empire.

	Move	CQC	RC	PAN	HP	DEF
Snively	9"	4	-	9	3	0

Unit: 1 Named Hero
Type: Infantry
Variant of: Colin Kintobor

WARGEAR

- Scrappy Brawling

SPECIAL RULES

- Coward
- Pawn Master
- Insane Plot Armour
- Armoured Ace



Coward: If Snively fails a Panic Test, he slips away from the battlefield unnoticed, removing himself and his *Command Vehicle* from the game. Fortunately, he doesn’t count as a loss for campaigns or determining the victor.

Insane Plot Armour: By virtue of pure dumb luck, Snively manages to survive just about everything. He has the **Shielded (2+)** and **Immortal** Special Rules. This doesn’t pass on to his *Command Vehicles*.

	Range	ST	AK	DAM	Type
Scrappy Brawling	CQC	3	3	1	Melee

EGGMAN EMPIRE HEROES

MECHA SONIC MK. II...500PTS

Armed to the teeth with guns and covered in tank armour, Mecha Sonic Mk II is widely considered the most powerful Metal Series Robot on Mobius, and the most dangerous. Contrary to popular belief, the “Mk II” in his name isn’t referring to any previous Eggman robot, but instead Sonic the Hedgehog himself, who was Robotized during the late First Robotnik War. In an automatic process all Robotiziers have, Mk I sent his own schematics to the original Robotnik. The later Eggman found these schematics and decided to build another – without the good-hearted errors present from the hedgehog within.

	Move	CQC	RC	PAN	HP	DEF
Mecha Sonic	6"	6	5	10	12	5

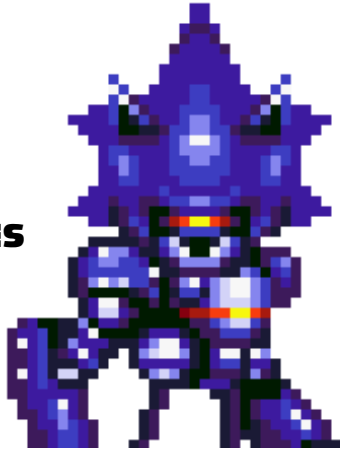
Unit: 1 Named Hero
Type: Speed Infantry (Robot)
Variant of: Mecha Sonic Mk. II

WARGEAR

- Pawn Bazooka
- Burst Laser
- Spin Power

SPECIAL RULES

- Fearless
- Terrifying
- Armoured Ace
- I’LL CRUSH YOU
- Shielded (5+)



I’LL CRUSH YOU: When Duelling, Mecha Sonic gains a +1 modifier to all his Melee Attacks’ Rolls to Hit. Additionally, if a Hero refuses a Duel against Mecha Sonic, they must roll a Morale Test. If they fail, they take D3 Damage and enter the Duel anyway.

	Range	ST	AK	DAM	Type
Pawn Bazooka	24"	8	1	D3	Assault
Burst Laser	24"	3	4	1	Assault
Spin Power					Multi-Choice
(Homing Attack)	CQC	5	8	1	Melee, Power (2)
(Spin Dash)	CQC	8	4	D6	Melee, Power (1)



EGGMAN EMPIRE HEROES

MECHA SALLY...40OPTS

As the name suggests, Mecha Sally is Princess Sally Acorn, second in line to the Acorn throne behind her brother. Having sacrificed herself to save the world on the Death Egg II, Eggman took her dying body and “repaired” it in the Roboticizer – a move that not only lets him preserve her as a trophy but demoralises the enemy, forcing them to not only fight one of their own, but in Sonic’s case, his own lover.

	Move	CQC	RC	PAN	HP	DEF
Mecha Sally	6" / 6"	6	5	10	12	5

Unit: 1 Named Hero
Type: Flying Speed Infantry (Robot)
Variant of: Sally Acorn

WARGEAR

- Plasma Carbine
- Metal Claws

SPECIAL RULES

- Fearless
- Terrifying
- Escapist
- Is that SALLY?
- Shielded (5+)

SPECIAL COMMANDS

Maximum Overdrive – Technology, Speed, Melee

Mecha Sally takes D3 Damage, then moves 18" in any direction. If this ability is used to Charge, she **immediately** makes an Attack with the following statistics:

RNG	ST	AK	DAM	Type
CQC	10	1	D6	Melee, Tankbuster

Black Shield – Technology, Melee

Mecha Sally’s Shield Save gains a +1 modifier until your next Start Phase.

Is That SALLY?! All Freedom Fighters, Kingdom of Acorn, Wolf Pack Nation, and Kingdom of Mercia Units within 12" of Mecha Sally roll their Panic Tests with a +1 modifier. Additionally, she gains +1 to her CQC and DEF when fighting Sonic, and Sonic may not refuse a Duel against her.

	Range	ST	AK	DAM	Type
Plasma Carbine	18"	7	2	D3	Assault, Power (1)
Metal Claws	CQC	7	4	D3	Melee, Power (1)



REGIMENTS OF RENOWN

FOR MORE INFORMATION, SEE PAGE 6 OF THE CORE RULEBOOK

FRESH FROM THE FACTORY

This Regiment of Renown doesn't necessarily represent a single "specialised Army", but a terrifying scenario for Eggman's foes – a battle near (or in!) a Pawn factory. For every Egg Pawn destroyed, the factory only produces another. And another. And...you get the idea.

Special Rules

- **Plenty More Where That Came From:** Every time a Unit with *The Horde* is wiped out, roll a D6 on the following table – even if it's a Unit created by this table.

D6	Result
1	An ominous error message appears... Until your next End Phase, all Units in the Army with <i>Artificial Idiot</i> suffer from -1 PAN.
2, 3, 4	The machines work tirelessly, but nothing happens.
5	The factory has built a smaller but similar Unit. Place an identical Unit* with half its starting number (rounding up) in Reserves.
6	The factory has already built an identical Unit. Place an identical Unit* in Reserves.

*New Units created by this Regiment of Renown counts as new, separate Units and the players who wiped out the originals still get the Victory/Kill Points from destroying them. In a game sense, though, just reuse the models you took off the table!

Requirements

- Aside from Heroes, HQ Units, and Vehicles, the Army may **only** contain Units with *Artificial Idiot*.
- The Army may **not** contain Mecha Sally, Command Model SWATbots, or Eggrobos.
- All Units in the Army **must** contain the maximum possible number of models (for instance, *Egg Pawn Batches must come in Units of 30*).



EGGMAN EMPIRE: REGIMENTS OF RENOWN

SIEGE SCRAMBLERS

Egg Hammers are monstrous metal leviathans, often used to provide anti-tank support while surrounded by hundreds of Egg Pawns. However, Pawns can't tear down the walls of New Mobotropolis – and one Hammer can't do it alone – so Eggman created the Siege Scramblers, a style of Platoon built for siege combat and demolitions. Even if there's no wall to tear down, there aren't many views scarier than a platoon of hammer-wielding Giants on your doorstep!

Special Rules

- **Walking Battering Rams:** All Egg Hammers in the Army are purchased as Troops Units.
- **Pre-Installed Aggression:** If selected as your Commander, a Command Model Egg Hammer from this Army gains the *Raze Mode* Command Bonus (see below).

COMMAND BONUS

Raze Mode

If this Command Model Egg Hammer is selected as your Army's Commander, all Egg Hammers within 12" of them may re-roll all Rolls to Hit of 1. This represents the "raze mode" passphrases being broadcasted from their antenna.

Requirements

- Every compulsory Troops slot **must** be filled by an Egg Hammer (see above).
- Every compulsory HQ slot **must** be filled by a Command Model Egg Hammer.
- The Army's Commander **must** be either a Command Model Egg Hammer or a Named Hero.
- Aside from Heroes, HQ Units, and Vehicles, the Army may **only** contain Units with Artificial Idiot.
- The Army may **not** contain Command Model SWATbots.



EGGMAN EMPIRE: REGIMENTS OF RENOWN

SWATBOT HARVEST PATROL

Featuring nothing but Inter-War and First War Units, the SWATbot Regiment is a Regiment of Renown for the old-school Hedgehog hunter! What SWATbots lack in speed and numbers (compared to Egg Pawns, at least!), they more than make up for with far more advanced command and targeting systems – in fact, it's odd how Eggman seems to be **downgrading** his arsenal over time, complacent with cutting corners if it means additional bodies on the frontline.

Special Rules

- **Multi-Layered Targeting Systems:** Once per Turn, during the Action Phase, pick an active SWATbot Squad from this Army. For that Action Phase, they may re-roll any failed rolls to Hit with Ranged Attacks. If they're firing Flamethrowers, they may re-roll AK-determining rolls of 1.
- **Advanced Command Matrix:** One Command Model SWATbot (the Commander, if the Commander is one) gain the Self-Patching Protocols Special Rule.

Self-Patching Protocol

If a Unit containing SWATbots or Shadowbots fails a Panic Test while this Command Model SWATbot is present, the rest of the Army gains **+1 PAN** until the end of their next End Phase.

Requirements

- Every compulsory Troops slot **must** be filled by a SWATbot Squad.
- Every compulsory HQ slot **must** be filled by a Command Model SWATbot or a Named Hero.
- The Army's Commander **must** be either a Command Model SWATbot or a Named Hero.
- The Army may **not** contain Command Model Egg Hammers, Egg Pawn Command Squads, Mecha Sally, or any Unit with Artificial Idiot (except Scratch and Grounder!).



CREDITS & DISCLAIMERS

This is a not-for-profit fan game based on, and created out of respect for, Archie Comics' adaptation of the Sonic the Hedgehog franchise. The whole game is publicly available online for free use and modification. This project is not affiliated with or authorised by Archie Comics, Ken Penders, or SEGA, nor does it claim to be.

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IMAGE CREDITS

- The Cover Image, as well as pages 1, 2, 3, 5, 6, 7, 8, 9, 10, 11, 13, 14, 16, 17, 18, 19, and 20, contain screenshots of panels from Archie Comics' *Sonic the Hedgehog* and *Sonic Universe* comic books.
- Page 15 contains a sprite from *Sonic & Knuckles* (1994) that was later edited for the fan-animation *Super Mario Bros. Z* (go watch it, it's great).
- Page 15 also contains a screenshot from *Sonic Origins* (2022).
- Page 12 contains a sprite from *Sonic the Hedgehog 3* (1994).
- Page 12 also contains a sprite from *Sonic Robo Blast 2* (1998-).
- Pages 3 and 6 contain pictures from *Sonic Generations* (2011).
- Pages 4, 11, and 17 contain pictures from *Sonic Heroes* (2003).
- Page 10 contains pictures from *Shadow the Hedgehog* (2005).

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