

MASTERS OF THE UNIVERSE™ BATTLEGROUND

Preternian Heroes



MISSION BOOK

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Preternian Heroes

OVERVIEW

The battle isn't going to cease. The Preternian Heroes hear about the neverending conflict and join in to stop the evil that has spread over the lands. **Preternian Heroes** is an expansion to **Masters of the Universe: Battleground**, in which a brand new faction and battleground setups are introduced. Are you ready?

Version 1.0

COMPONENT LIST

TERRAIN



2x Low Obstacles
(4-hex piece)

MODELS



King Grayskull



Veena



Zodac



Eldor



He-Ro



He-Ro II



Bionatops

CARDS



7 Character



2 Glory



8 Fate



12 Weapon



8 Item



1 Mission Book



1 Manual



1 Buff Token

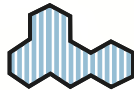
OTHER

BASIC CONCEPTS

This section describes the content of this expansion.

LOW OBSTACLES

This expansion adds new low-obstacle terrain pieces to the game.



2x Low Obstacles
(4-hex piece)



TRIGGER CARDS

Some fate cards included in this expansion have bonuses described as triggers. These cards can be discarded during situations mentioned in their descriptions to interrupt current activation or interruption.



HEAVY ATTACKS

Heavy attacks follow the rules for ranged attacks with the following exceptions:

- ◆ The attacking character must use a heavy weapon instead of a ranged weapon.
- ◆ The attacking character can use a heavy attack even when engaged with an enemy.
- ◆ During attacks of opportunity, heavy weapons can be used instead of melee weapons.

FAQ

KING GRAYSKULL - IMMORTAL KING

When King Grayskull takes the 5th wound, this model is not removed immediately from the battleground but is still counted as being knocked out. King Grayskull remains on the battleground until the end of the round and can likewise be activated. At the end of the round, when this skill is triggered, remove King Grayskull from the battleground, even if this character's wounds have been removed.



ELDOR - ELDRITCH SPELL

To check the number of wounds in play, the player counts every wound on every character on the battleground.



DINOSAUR - SKILL

Characters with a skill starting with “Dinosaur” are classified as dinosaurs. Dinosaurs follow the rules for massive models with the following exceptions:

- ◆ Dinosaurs can move over high obstacles only while jumping or teleporting.
- ◆ Dinosaurs have unique interactions with some skills and equipment.
- ◆ Dinosaurs cannot use heavy weapons during attacks of opportunity against non-massive models.



REMOVE TERRAIN AND PLATFORMS

If a piece of terrain connected with the platform is removed, then the platform is also removed. All characters on the platform are placed on the hexes directly below the platform. If a hex is occupied, place a character on the closest available hex chosen by a player who controls the character.

REGULAR BUFFS

The following buffs are considered regular buffs:



Quickness



Enhancement



Protection

REGULAR DEBUFFS

The following debuffs are considered regular debuffs:



Cripple



Blind



Knockdown

LUCK - WEAPON

This spell can be used as a free action when an attack with a melee or ranged weapon has “no effect”. An attack has no effect when, after the enemy's defence roll, the player does not have enough success to use any of the weapon's effects.



BATTLEGROUND TERRAIN



High Obstacle
(4-hex piece)



Mixed Height Obstacle
(4-hex piece)



Low Obstacle
(4-hex piece)



High Obstacle
(3-hex piece)



Mixed Height Obstacle
(3-hex piece)



Low Obstacle
(2-hex piece)



Column
(1-hex piece)

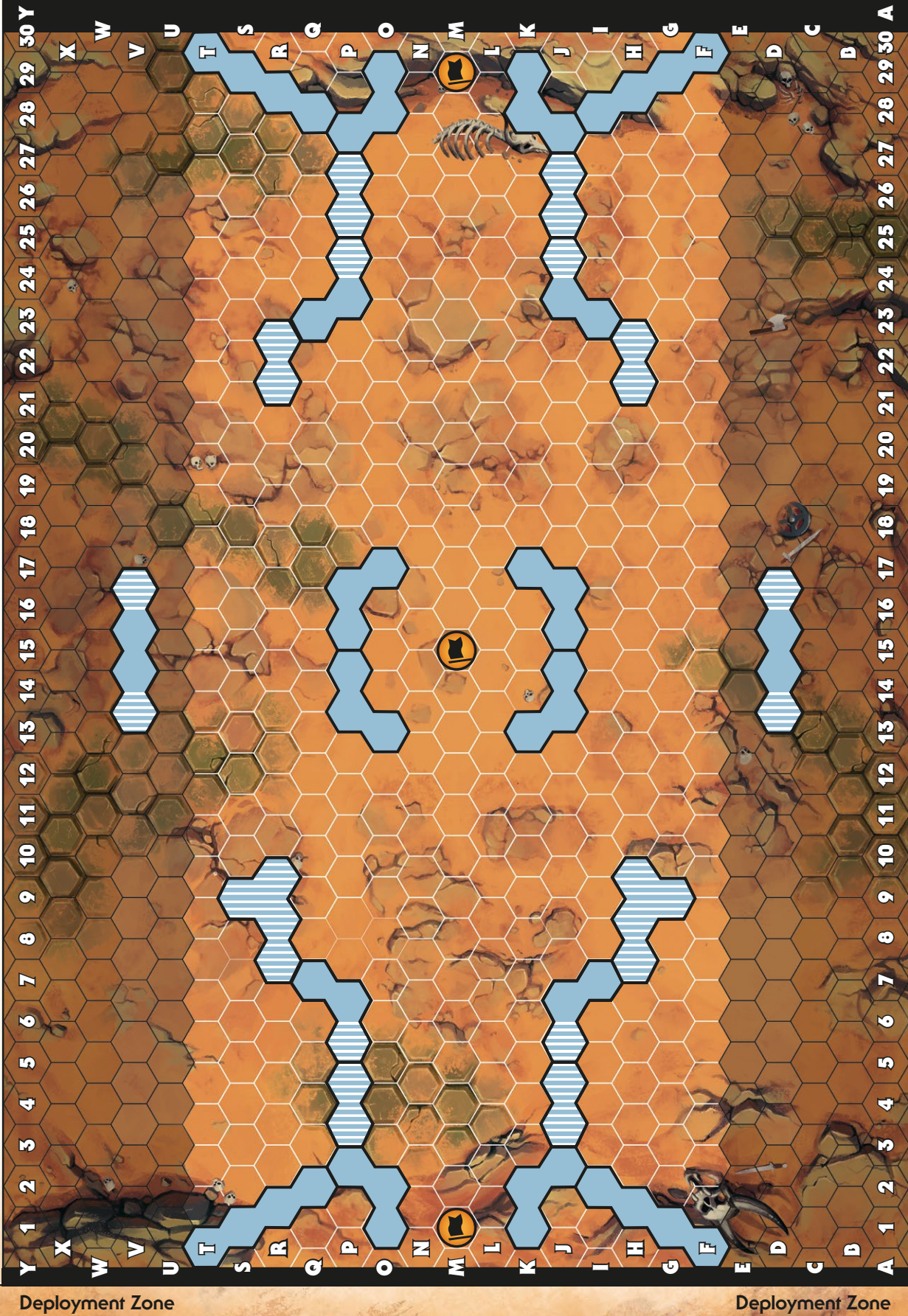


**Objective
Token**



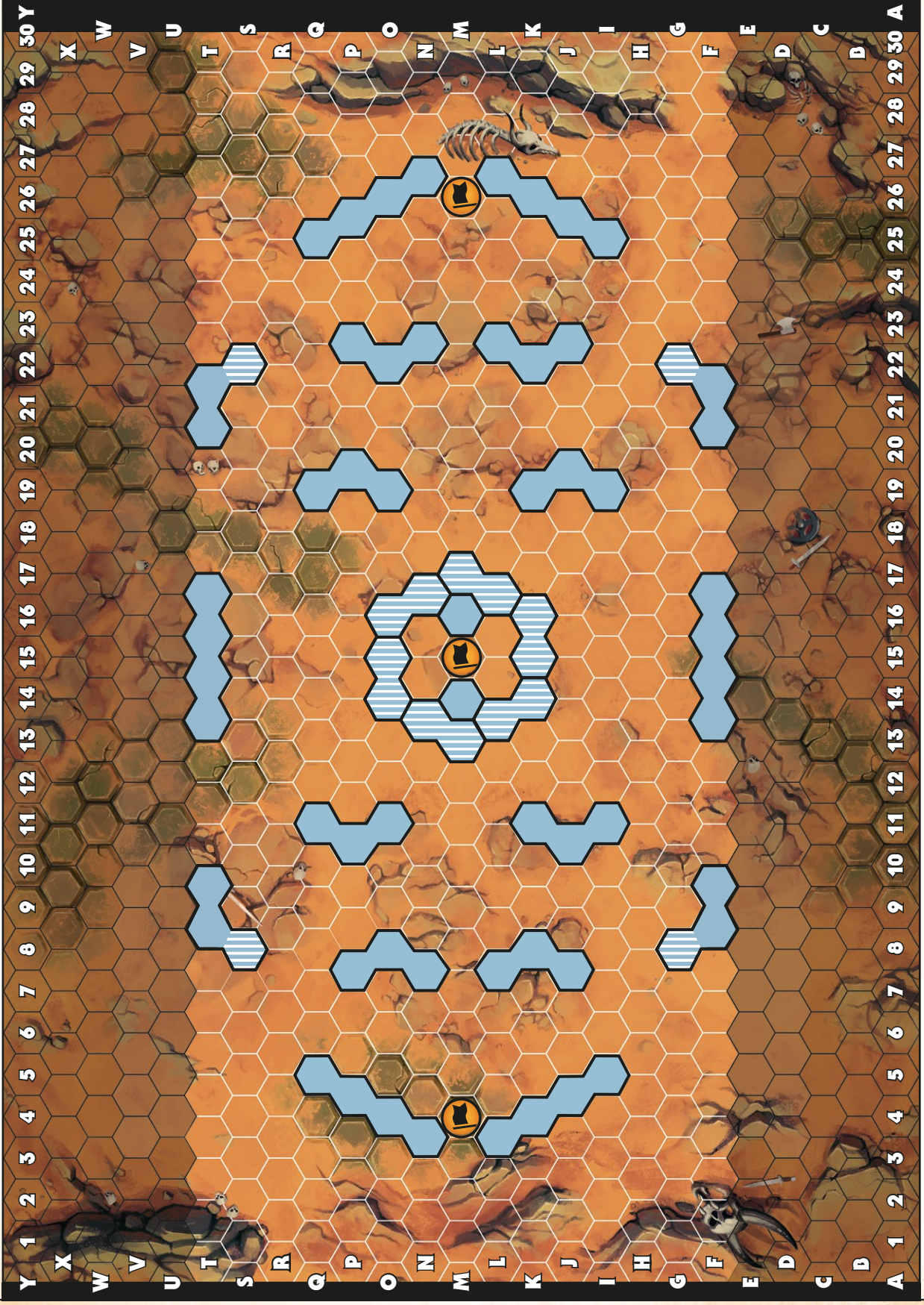
STANDARD BATTLEFIELDS

THE RING



Setup: Place three initial objective tokens on hexes M1, M15, and M29. Then, each player places one objective in their opponent's deployment zone.

ARENA

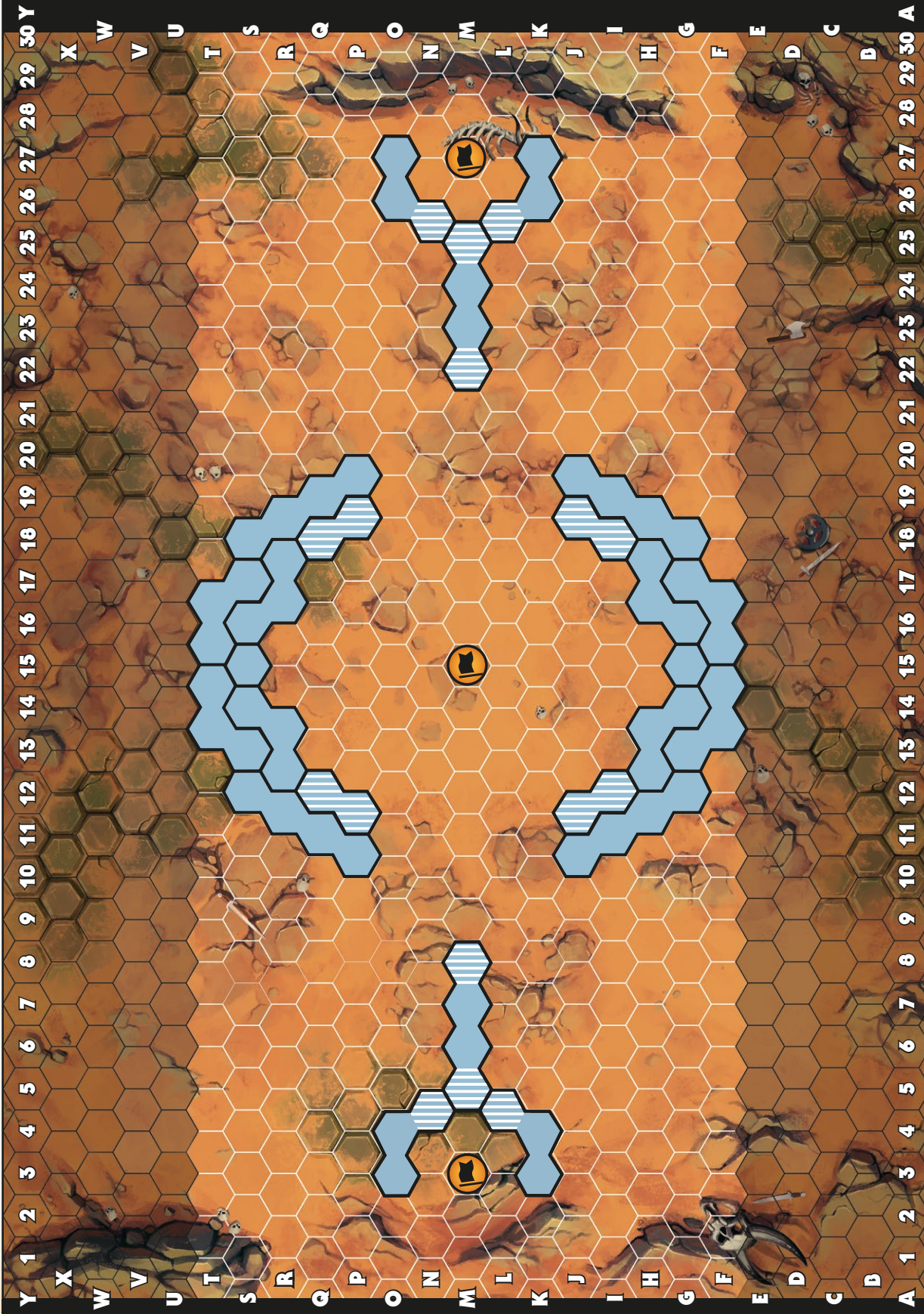


Deployment Zone

Deployment Zone

Setup: Place three initial objective tokens on hexes M4, M15, and M26. Then, each player places one objective in their opponent's deployment zone.

TWO-WAY



Deployment Zone

Deployment Zone

Setup: Place three initial objective tokens on hexes M3, M15, and M27. Then, each player places one objective in their opponent's deployment zone.
Special Rules: The objective on hex M15 cannot be claimed during the first round.

OLD RUINS

The map is a 30x30 hexagonal grid. The top and bottom edges are labeled with letters Y through A. The left and right edges are labeled with numbers 1 through 30. The map features a central blue path of ruins, several yellow flag tokens, and various terrain details like trees and skeletal remains.

Deployment Zone

Deployment Zone

Setup: Place six initial objective tokens on hexes M4, M26, P10, P21, J10, and J21. Do not place any additional objective tokens on the battleground.

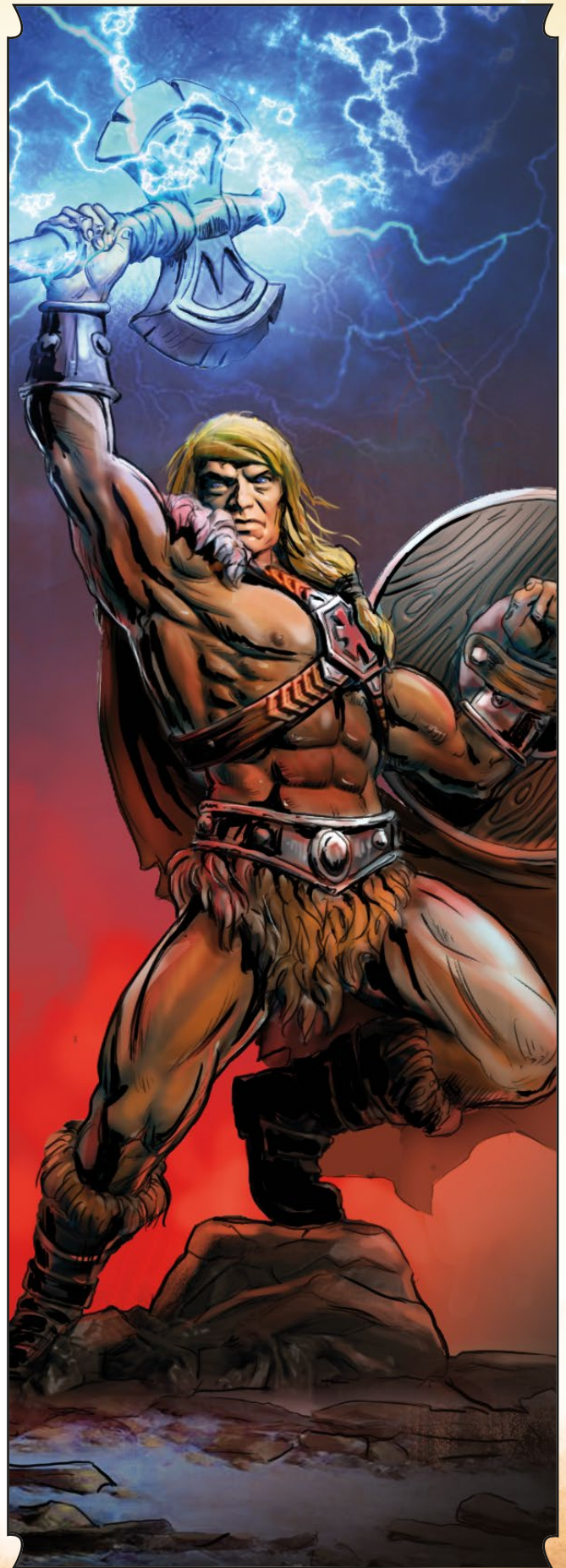
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