MASTERS OF THE UNIVERSE™ BATTLEGROUND

WAVE 1

Version 1.0 ENG

Battle over Eternia continues! New heroes and villains are joining the fray, bringing new weapons, magic and technological devices with them. Brave warriors will be able to use those powers to manipulate the course of the battle by placing force fields and teleporters directly on the battleground. This time victory will be ours!

ADDITIONAL RULES

SPECIAL TERRAIN

Some skills allow a character to place special terrain pieces on the battleground.

PLACEMENT

Special terrain must be placed on an empty hex that is within line of sight of the character using the skill that allows the terrain placement. If a special terrain piece occupies more than one hex, all hexes must be empty and at least one of them must be within line of sight of the character using the skill.
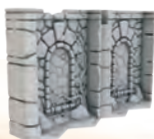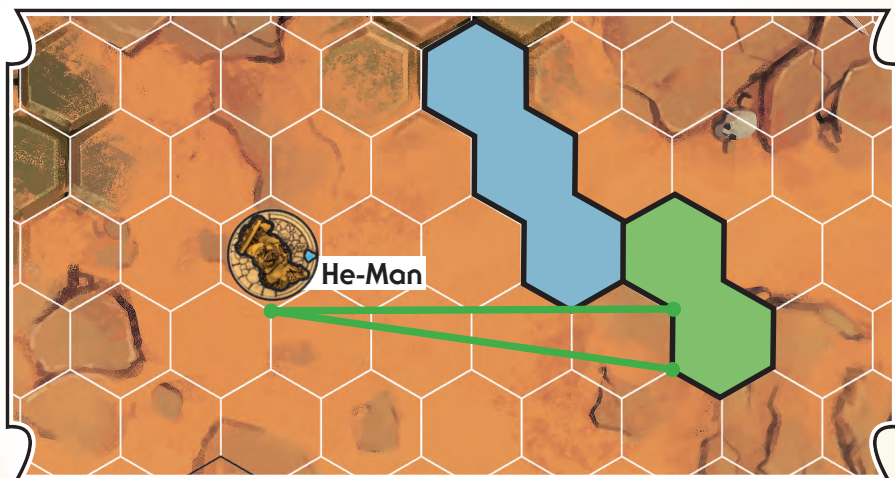
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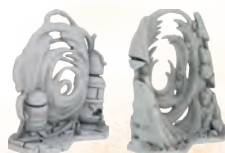
Force Fields

MOVEMENT

For the purpose of movement, all special terrain pieces are treated as high obstacles.

ATTACKS

A character can perform an attack action against special terrain pieces. Unless stated otherwise, all special terrain pieces have 1 health, 0 toughness, and 0 mind. Special terrain pieces do not have arcs, so they cannot be the target of flank attacks. If the health of the special terrain piece is reduced to 0, this terrain piece is removed from the battleground.

Characters cannot be engaged with a special terrain piece but characters standing on the hexes adjacent to a special terrain piece can perform melee attacks against it.

TYPES OF SPECIAL TERRAIN

Latest expansions introduces two types of special terrain: teleporters and force fields. Teleporters allow characters to move across the battleground quickly and force fields allow defensive protection.

TELEPORTERS: A teleporter is a special terrain piece that occupies a single hex. A teleporter becomes active the round after it is placed on the battleground. For the purposes of movement, all hexes that are adjacent to any active teleporters are also adjacent to each other. For massive models, these hexes are not adjacent—massive models cannot use teleporters.

Teleporters do not block line of sight and do not provide cover.

FORCE FIELDS: A force field is a special terrain piece that occupies two hexes. For the purpose of movement, force fields are treated as high obstacles.

Force fields do not block line of sight and they do not provide cover.

MULTIPLE CLASSIFICATIONS

If any game element provides modifiers to multiple types of tests (i.e., skill tests, defense tests, etc.) these modifiers can be applied only once per test, even if the test has multiple classifications.

EXAMPLE: This fate card provides bonuses to both skill tests and attack tests. Even if a test is classified as both a skill and an attack test, it still receives only one extra dice from this card.

Until the end of the round, this character gains +1 🎲 to all attacks and skill tests made during interruptions.

OR

+1 🧪

PASSING BUFFS AND DEBUFFS

Some game effects allow a character to pass their buffs or debuffs to other characters. Passed buffs and debuffs are not treated as removed.

EXAMPLE: Beast Man uses a 'Skull Weapon' to pass a curse to He-Man. Debuff was passed (not removed), so Beast Man does not receive a wound from that curse.

SKULL WEAPON

+1 🎲

If an attack with this weapon results in 2 or more ★, pass this character's 👹 to the target.

1 ★: 1 ❤
3 ★: 2 ❤
5 ★: 3 ❤