

MASTERS OF THE UNIVERSE™ BATTLEGROUND

WAVE 3



RULEBOOK

MASTERS OF THE UNIVERSE™ BATTLEGROUND

WAVE 3

Version 1.0 ENG

The combat is not over! Once again, new warriors eager to prove themselves will strengthen the forces of good and evil! Our old friends will receive new technology that allows them to destroy fragments of the battleground or daze their opponents. The battleground will be forever changed!

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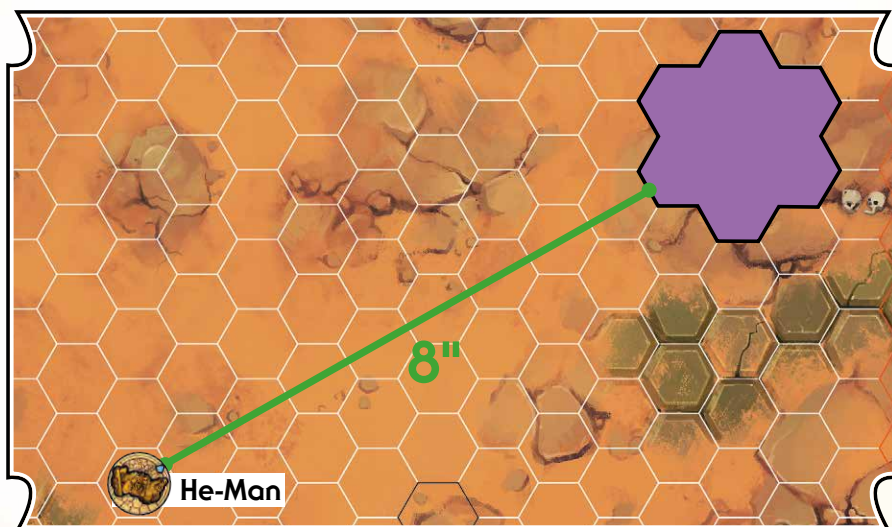
ADDITIONAL RULES

SPECIAL TERRAIN

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

PLACEMENT

Unless stated otherwise, a special terrain piece must be placed on an empty hex within line of sight of the character using the skill that allows the special terrain piece 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.



If the skill description instructs the special terrain piece to be placed within 8", at least one hex of that special terrain piece needs to be within 8" from the character using the skill.



Crater

MOVEMENT

For the purpose of movement, if not stated otherwise, all special terrain pieces are treated as high obstacles.

ATTACKS

A character can perform an attack action against any special terrain piece. 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 a special terrain piece is reduced to 0, the special 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

The expansions from Wave 3 introduce two new types of special terrain: Craters and Gas Tanks. Craters allow characters to remove other terrain pieces from the battleground, and Gas Tanks force the opponents to use fate or glory cards with lower initiatives.

CRATER: A crater is a special terrain piece that occupies seven hexes. In contrast to other special terrain pieces, craters **can not be attacked or removed**.

- Craters **can be** placed on hexes occupied by characters. Those characters are moved to any empty hex adjacent to any hex occupied by the crater – (the player controlling the character chooses the hex). This movement cannot be interrupted. After a character moves, their model can be rotated to face any direction. Characters on removed platforms are treated in the same way.
- Craters **can be** placed on hexes occupied by other terrain pieces – including other special terrain pieces. Any overlapped terrain pieces are removed from the battleground. If any of these removed terrain pieces have a platform attached, this platform is also removed.
- Craters **can be** placed on hexes containing marks. Those marks are removed from the battleground.
- Craters **can not be** placed on hexes containing objective tokens.
- Craters **can not be** placed over other craters.

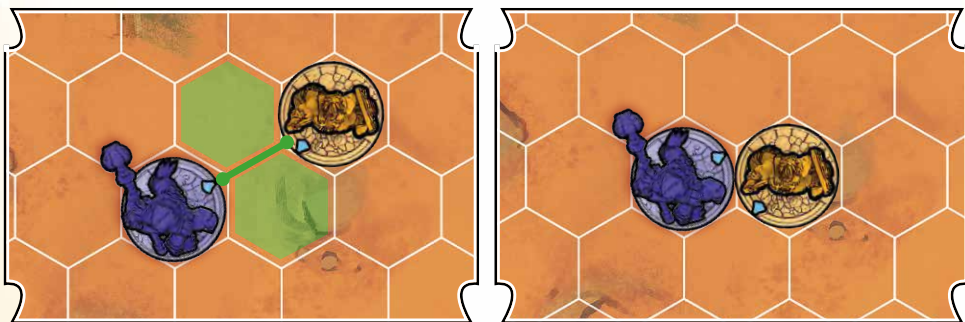
Craters do not block line of sight and do not provide cover.

GAS TANK: A Gas Tank is a special terrain piece that occupies two hexes. All characters within 3 hexes from any hex occupied by a Gas Tank – and within line of sight of that hex – can only be activated normally with fate or glory cards with an initiative of 5 or lower. If those characters are activated with a card of initiative 6 or higher, the stats of this card are changed to 1 AP, 0 Mana, and no bonuses.

Gas Tanks do not block line of sight and do not provide cover.

PULLING CHARACTERS

If a character pulls the target, this pulled movement must be made along a straight line connecting the centres of both characters' bases. If this line crosses through the border of the two valid hexes, the player who initiated the pull may choose where the pulled character lands.



Example: Skeletor is pulling He-Man 1 hex towards them. The line connecting the centres of both of their bases crosses through the border of two hexes. Therefore, the player controlling Skeletor can choose where He-Man lands.



ELECTRO SHOCKER SPEAR AND FOCUS

If the player decides to use an Electro Shocker Spear as a ranged weapon, they must spend the focus token before the attack. This attack won't have a focus and won't benefit from the effects that require it.



VISOR AND OVERWATCH

If a character, equipped with a visor, is on overwatch, they must interrupt an enemy activation or interruption when all the following conditions are met:

- The enemy ends their movement or attack action in a hex that is within line of sight of the character on overwatch.
- Any part of the enemy's base is within the front arc of the character on overwatch.
- The enemy is either within range of a weapon equipped by the character on overwatch or the character on overwatch could become engaged with the target with a single move action – if the character is focused, they could use their focus token to reach the target.

