

# MASTERS OF THE UNIVERSE™ BATTLEGROUND

## WAVE 6



## RULEBOOK

# MASTERS OF THE UNIVERSE™ BATTLEGROUND

## WAVE 6

Version 1.0 ENG

As the Evil Horde continues to gain strength, the valiant defenders of truth and justice are compelled to escalate their tactics and employ even heavier equipment. Enter the Battle Ram, a formidable war machine that is now joining the fray. Will it prove sufficient to thwart the nefarious schemes of Leech and Scorpia? It is up to you to decide!

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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 the line of sight of the character who uses their skill to place the special terrain piece. Should a special terrain piece require more than one hex, all hexes must be empty, and at least **one** of them must be within the line of sight of the character using the skill.

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

### 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.

Although characters standing on the hexes adjacent to a special terrain piece can perform melee attacks against it, they are not considered to be engaged with it.

# MUD-MONSTER

The expansions from Wave 6 introduce the mud-monster – a type of special terrain that occupies one hex. Characters located on hexes adjacent to it can neither perform a move action nor be pushed or pulled. If a character enters a hex that is adjacent to a mud-monster, their move action ends immediately. This ability, however, does not affect characters performing jumps or teleporting.

A mud-monster has no effect on massive models, does not block the line of sight, and does not provide cover.



## FIGHTING FOE MEN

Characters marked as members of Fighting Foe Men are not associated with any faction and can be included in any force.

# VEHICLE

Characters with the skill “Vehicle” are classified as vehicles. Vehicles follow the rules for massive models.



## HEAVY WEAPONS AND ATTACKS

Heavy Weapons are a new type of equipment indicated by the following icon.

With the following exceptions, heavy attacks follow the rules for ranged attacks:

- 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 the attacks of opportunity, heavy weapons can be used instead of melee weapons.



## MODULES

Modules are a new type of item indicated by the following icon.

# FAQ

## INDIRECT FIRE

An enemy that ends any form of movement within 2 hexes of the Indirect Fire mark must make a defence test. This effect is also triggered by pushes, pulls, teleports, and jumps. However, it does not affect enemies that are not within the mark's line of sight.



**Dawg-O-Tor in Battle Ram**

6 ❤️ 2 🧠 2 🧘  
1 ⚡ 5 👁️ 4 🦾  
5/8 🌱

**Vehicle**

Battle Ram ignores 1 🩸 from every 🦾 and 🧘 (to a minimum of 0).

**Indirect Fire**

Place a 🌱 within 16'. When an enemy ends their movement within 2 hexes from the 🌱, they must make a defence 🧠 test. Unless they score at least 2 ⭐, they receive 1 🩸

## DEMOLISHER MISSILE ATTACKS

No enemy can be attacked if they are not in the targeted hex's line of sight. To determine cover modifiers, a line should be traced between the attacked character and the targeted hex. This weapon cannot be used to perform flank attacks.

If a Demolisher Missile is used during interruptions, it must target a hex that is adjacent to the interrupted character.



**DEMOLISHER MISSILE**

12 🧠 - 🧠

This weapon targets an empty hex and affects all allies and enemies within 2 hexes. After the attack, remove one piece of terrain located within 2 hexes.

1 ⭐: 1 🩸  
3 ⭐: 2 🩸  
5 ⭐: 3 🩸

## AMULET OF KULTAKS

The Amulet of Kultaks is compatible only with common buffs and debuffs, which include Quickness, Enhancement, Protection, Regeneration, Cripple, Blind, Knockdown, and Curse.



**AMULET OF KULTAKS**

Shared Fate. Choose an ally within 12'. Pass a common 🧠 and a common 🧘 from the ally to this character.

## MAGIC PUSH INTERACTIONS

To use the Magic Push spell as a free attack, all the requirements must be met. The target must be within the attacker's line of sight and range, and the attacker cannot be engaged in combat. In the case of area-of-effect attacks, Magic Push can only be used against the initial target. Characters cannot use Magic Push to push themselves.

Magic Push can be used for additional attacks with Chain Lightning, even if the second target is not within the character's line of sight. In such cases, the push direction is determined according to the positions of the current and previous targets.



## LEECH AND MAGIC BLAST

When an enemy uses a Magic Blast to attack Leech, the following steps must be resolved:

1. The enemy spends mana on the spell, and Leech gains one mana.
2. The enemy checks if they have more mana than Leech, and then the attack test is made. During this test, if the enemy spends mana on re-rolls, Leech gains one mana.
3. Leech performs a defence test. If he has his Slug Armour, he rolls a number of dice depending on his current mana, not the amount of mana he had at the start of the test.
4. After that test, if Leech has his Slug Armour, he loses one mana.

