

MASTERS OF THE UNIVERSE™ BATTLEGROUND

ERRATA & FAQ

Version 1.0 (August 2022)

FAQ

Q: When I'm playing an additional card during an activation or interruption, should my character receive all effects from it?

A: No, every card played during your character's activation – excluding the card you used to activate a model – or interruption, provides only one of the two bonuses shown on the bottom part of the card. Available bonuses can only be found in the section beneath the horizontal line halving the card. The section above that horizontal line provides basic AP and mana values and are not considered as bonuses; thus, your character does not receive.

Rulebook pages 10 and 11.

Q: When can I play my glory cards?

A: Glory cards can be played in the same situations that fate cards can be played, either as a first card to activate a character or as an additional card played during an activation or interruption – in this latter case, your character can only benefit from one of the two bonuses on the card as usual, not both.

Rulebook pages 10 and 11.

Q: Can I play a glory card after fulfilling its mission to collect victory points?

A: No, if you want to complete a mission and collect victory points you must play the associated glory card before the mission's requirements have been fulfilled.

Rulebook page 25.

Q: Do exploding dice have the same scope as standard dice?

A: No, exploding dice succeed only on 5+, regardless of any modifiers in play.

Rulebook page 13.

Q: Can an exploding die explode?

A: Yes, if you roll 6 on an exploding die, this die will also explode. This can happen indefinitely.

Rulebook page 13.

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Q: Are spell attacks considered as ranged attacks?

A: No, spell attacks and ranged attack are two separate types of attacks

Rulebook pages 17.

Q: Does Battle Axe ability work after Ram Man's Ramming Speed skill?

A: Yes.

Q: What part of the battleground should be treated as difficult terrain?

A: Difficult terrain is not printed on the battleground. Only terrain pieces placed on the board can be treated as difficult terrain (and hexes around a Mer-Man's puddle). In the starter box there are no such pieces, however we plan to add those in future expansions

Rulebook page 7.

Q: Do Shin-Guards affect attacks by the wearer, or all attacks against the wearer?

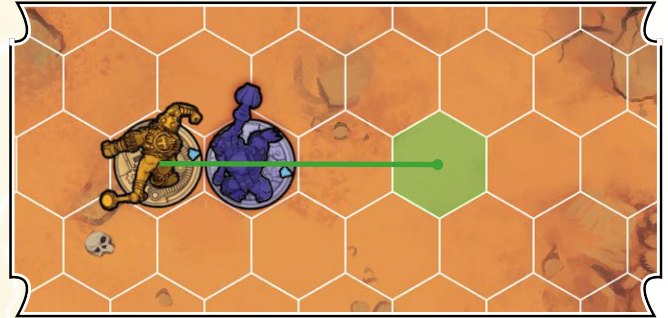
A: Attacks by the wearer.

Rulebook, Page 27

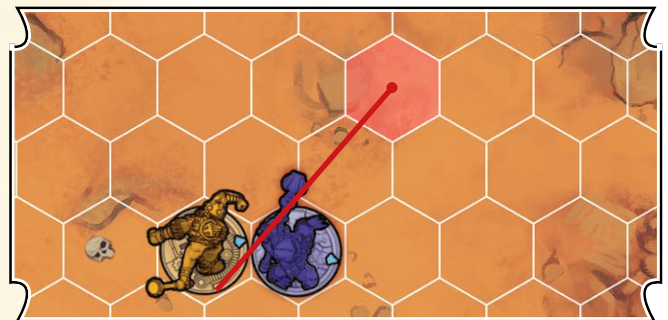
Push and Pull

Change the second paragraph to read:

"If the target was pushed or pulled by another character, this movement must be made along a straight line connecting centres of both characters' bases."



Correct



Incorrect