

MASTERS OF THE UNIVERSE™ BATTLEGROUND



RULEBOOK

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MASTERS OF THE UNIVERSE™ BATTLEGROUND

OVERVIEW

Masters of the Universe: Battleground is a two-player fantasy skirmish game representing the war between powerful forces of Eternia: The Masters of the Universe™ and The Evil Warriors. During a game, each player controls characters from one of these forces and equips them with a variety of weapons and items, using them to claim objectives, complete side missions, and defeat the opposing force.

With hundreds of characters and equipment combinations and an innovative activation system, each game of *Masters of the Universe: Battleground* offers a unique and exciting experience.

Do you have what it takes to be the Master of the Universe?

Version 1.0

COMPONENT LIST

MODELS



He-Man



Stratos



Orko



Ram Man



Man-At-Arms

MASTERS OF THE UNIVERSE



Skeletor



Tri-Klops



Evil-Lyn



Trap Jaw



Mer-Man

EVIL WARRIORS

CARDS



10 Character



18 Glory



96 Fate



55 Weapon



48 Item

TERRAIN



8 High Obstacle (3-hex piece)



4 Mixed Height Obstacle (3-hex piece)



2 Platform



6 High Obstacle (4-hex piece)



2 Mixed Height Obstacle (4-hex piece)



2 Ladder



4 Column (1-hex piece)



10 Low Obstacle (2-hex piece)



2 Low Obstacle (3-hex piece)



TOKENS



20 Mana



10 Mana



16 Wound



8 Wound



6 Objective



3 Cripple (Debuff)



3 Knockdown (Debuff)



3 Blind (Debuff)



3 Protection (Buff)



3 Enhancement (Buff)



3 Quickness (Buff)



3 Regeneration (Buff)



3 Curse (Debuff)



1 Tri-Klops (Debuff)



10 Overwatch



10 Focus



2 Replacement

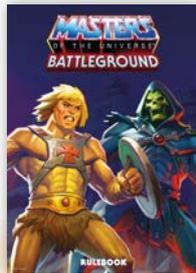


1 Mer-Man (Mark)

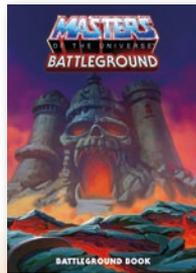
OTHER



Battleground
Castle Grayskull—Wasteland



Rulebook



Battleground Book



10 Dice



Ruler 12"



Ruler 16"

BASIC CONCEPTS

This section describes the basic concepts for *Masters of the Universe: Battleground* that provide context for players who are learning how to play the game.

FORCE

During a game, each player controls a **FORCE**, which consists of one or more characters. Each force represents one of two factions: The Masters of the Universe and The Evil Warriors. Each faction is represented by an icon, which appears on components that are unique to that faction.



Masters of the Universe



Evil Warriors

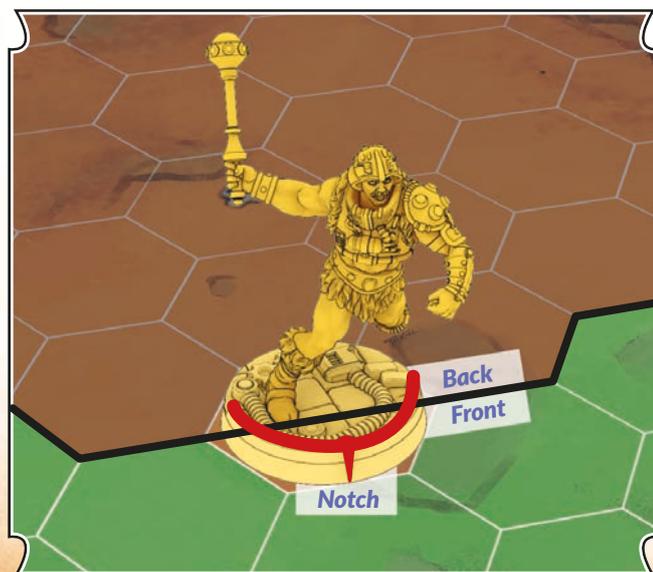
Any characters that belong to the same force are **ALLIES** of each other, and any characters that belong to different forces are **ENEMIES**.

CHARACTERS

Each character is represented by a model and a character card.

MODEL

Each model represents where that character is located on the battleground. The base of each model has clearly defined front and rear arcs. The front arc has a notch that indicates the direction that a model is facing. Models must always face one border of the hex they are occupying.



Model

CHARACTER CARD

The character card contains that character's stats and skills, which are described in detail later.



Character Card

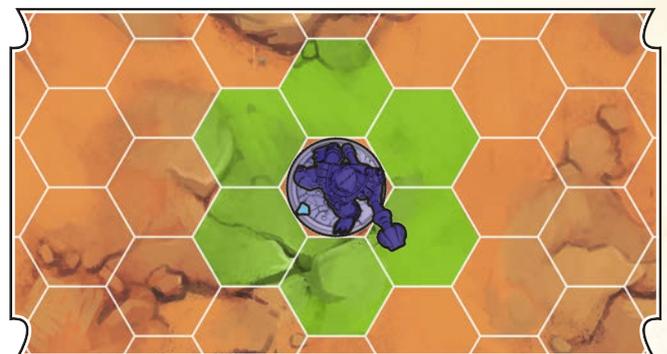
BATTLEGROUND

Each game is played on a game board that represents a battleground in Eternia. The battleground comprises a grid of hexes (25 hexes long by 30 hexes wide) on which players manoeuvre their force. Hexes that are part of the battleground are at standard elevation.



Castle Grayskull—Wasteland

Each hex functions as a space for characters and terrain. If two hexes share a border, they are **ADJACENT** hexes. If two hexes are divided by a terrain piece or at different elevations, they are not adjacent.



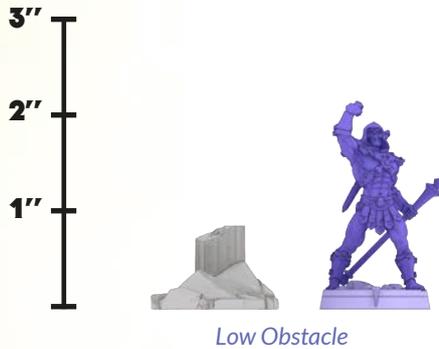
The character is adjacent to six hexes.

Each game of *Masters of the Universe: Battleground* is played on a pre-set map that consists of a variety of terrain and deployment zones where each player places their force as well as objective tokens that their opponent is trying to claim.

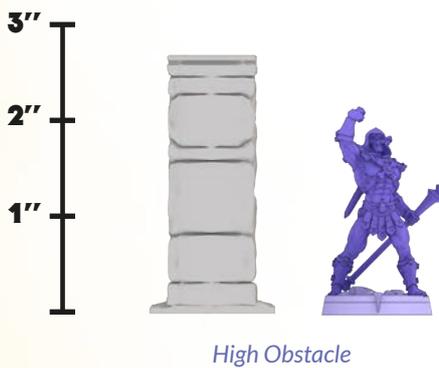
TERRAIN

There are multiple classifications of terrain that can affect character movement and attacks.

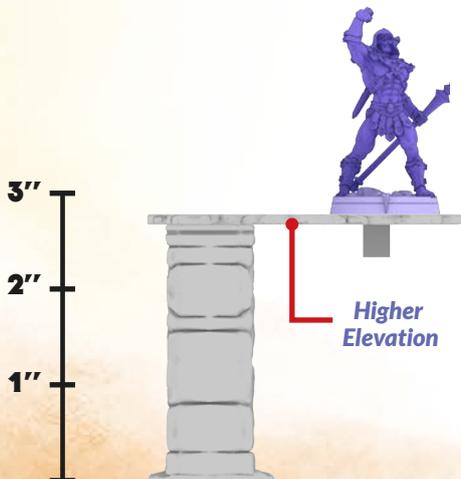
Any piece of terrain that is less than half an inch tall and contains hexes that a character can stand on is **DIFFICULT TERRAIN**. Hexes that are part of difficult terrain are at standard elevation. Any piece of terrain that is less than two inches tall but does not contain any hexes characters can stand on is a **LOW OBSTACLE**. A terrain piece cannot be classified as both a low obstacle and difficult terrain.



Any piece of terrain that is two inches or taller is a **HIGH OBSTACLE**.



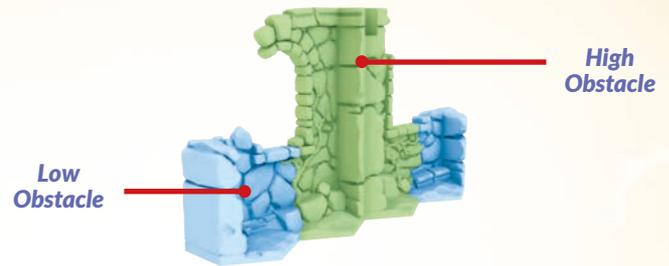
Any piece of terrain that could be attached to the high obstacles and contains hexes that a character can stand on is a **PLATFORM**. Hexes that are part of a platform are at **HIGHER ELEVATION** than hexes at a standard elevation (battleground or difficult terrain).



Platform attached to a high obstacle.

Some pieces of terrain contain both high and low obstacles. If a portion of a terrain piece has a large opening, such as a window, it is a low obstacle regardless of its height.

Each terrain piece is treated as separate element.



This terrain piece contains both high and low obstacles.

GOLDEN RULE

If players disagree about an unclear situation that is not described in the rules, each player rolls a die. The player who rolls the highest result determines the outcome. If there is a tie, the players continue to roll dice until one player rolls a higher result.

The most important thing to remember is that having fun is the primary objective of the game, not victory points.

RULE HIERARCHY

When two or more rules contradict each other, players resolve that conflict by referring to the following rule hierarchy:

- 1 Rules on character cards override all other rules.
- 2 Rules on fate and glory cards override all rules listed below.
- 3 Rules on weapon cards override all rules listed below.
- 4 Rules on items cards override rules from the rulebook.
- 5 Rules in the rulebook can be overridden by any rule mentioned above.

FIRST GAME SETUP

It is recommended that players use the First Game Setup while learning the game. Then, they can transition to the Standard Setup presented on page 4 in the Battleground Book, which allows them to customise their own force and deck. To set up the first game of *Masters of the Universe: Battleground*, perform the following steps:

1 Place Game Board: Place the battleground between both players. Leave space on each side of the board for character cards, weapons, items, and fate decks.

2 Gather Forces: One player controls The Masters of the Universe, and one player controls The Evil Warriors. Each player takes the following characters and equipment for their force and places them in their play area:

Masters of the Universe

- ◆ He-Man with 'Sword of Power'
- ◆ Stratos with 'Flamethrower'
- ◆ Man-At-Arms with 'Arm Cannon' and 'Mace'



Evil Warriors

- ◆ Skeletor with 'Havoc Staff' and 'Magic Blast'
- ◆ Mer-Man with 'Trident'
- ◆ Trap Jaw with 'Hook Attachment'



3 Prepare the Battleground: The players place terrain, objective tokens, and their models on the battleground as depicted on the next page.

4 Create the Supply: Place the focus, mana, overwatch, wound, mark, buff, and debuff tokens into separate piles within reach of all players.



5 Gather Fate and Glory Decks: Each player gathers the twenty fate cards and two glory cards that are marked with their faction icon. Then, they shuffle the fate cards to create their fate deck, placing it and their two glory cards facedown in their play area.



6 Draw Cards: Each player draws five fate cards from their deck and takes their two glory cards and places them in their hand.

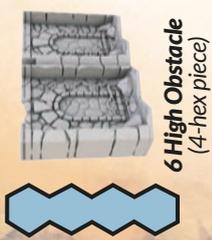
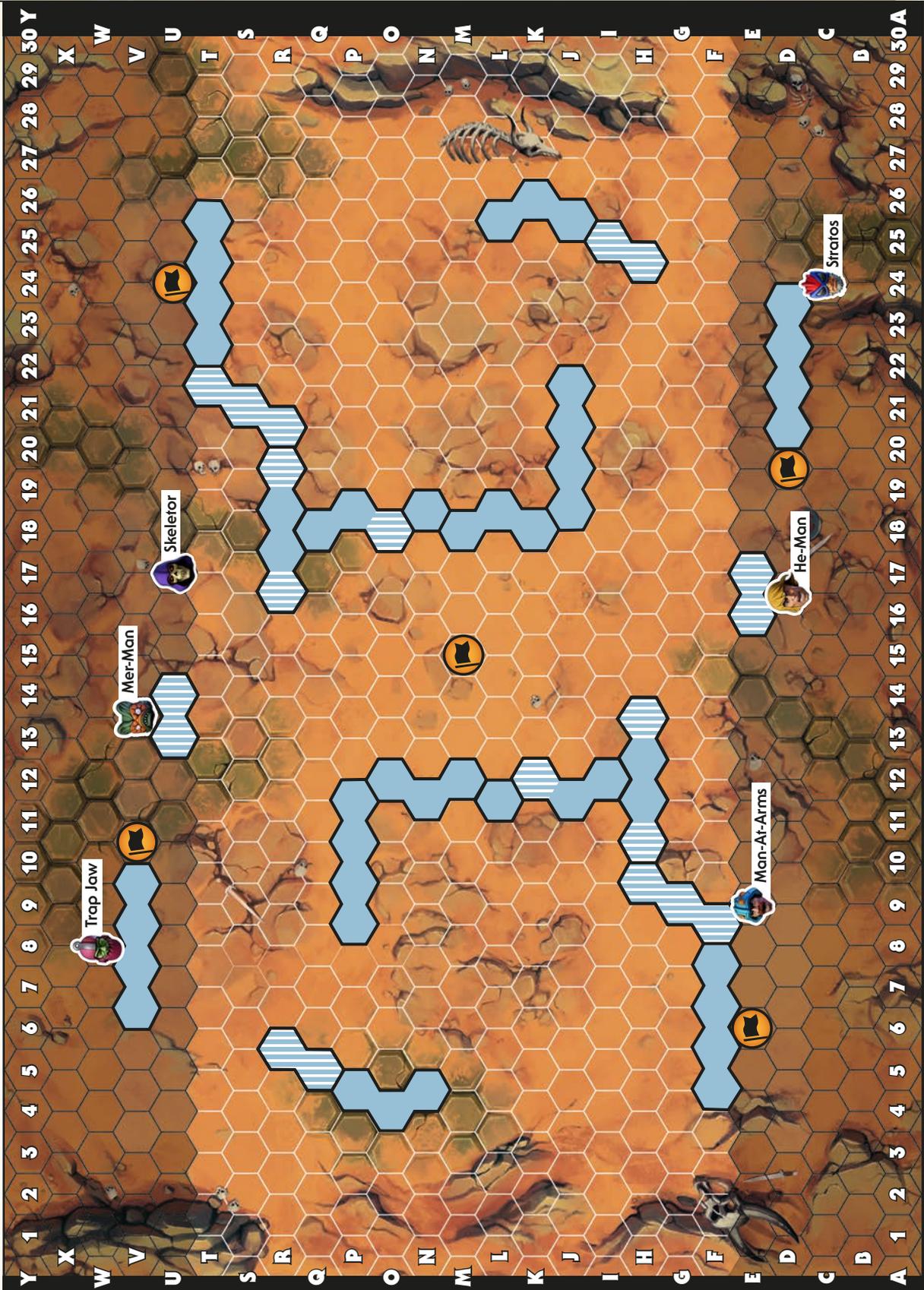


Each player begins the game with a hand of five fate cards and two glory cards.

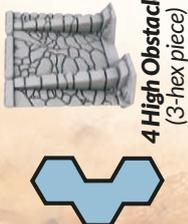
7 Choose the First Player: Both players roll a die, rerolling ties until one player has rolled higher than the other. The player who rolls highest chooses the first player. The first player breaks ties for initiative for the remainder of the game.

Now, the game is ready to begin!

BATTLEGROUND



6 High Obstacle (4-hex piece)



4 High Obstacle (3-hex piece)



2 Mixed Height Obstacle (4-hex piece)



2 Low Obstacle (3-hex piece)



4 Low Obstacle (2-hex piece)



2 Column (1-hex piece)



5 Objective Token

PLAYING THE GAME

Each game of *Masters of the Universe: Battleground* is played over four rounds. Each round consists of three phases that players resolve in the following order:

1. **Preparation Phase:** Players draw fate cards.
2. **Activation Phase:** Players take turns activating their characters.
3. **Clean-Up Phase:** Players claim objectives, check victory conditions, and remove used cards and tokens.

PREPARATION PHASE

During this phase, each player draws fate cards from their fate deck until they have five fate cards in their hand. Before drawing cards, a player can discard any number of cards from their hand. Players cannot have more than five fate cards in their hand at any one time. Players cannot gain additional glory cards.

As players draw fate cards during setup, they skip this step during the first game round.

ACTIVATION PHASE

To resolve this phase, players perform the following steps in order:

1. Select Cards
2. Activate Character
3. Resolve Card
4. Perform Actions
5. End Activation

Players repeat this phase until both players have activated all their characters, played all their fate and glory cards, or pass.

SELECT CARDS

Each player selects one fate or glory card from their hand and places it facedown on the table. Then, they simultaneously reveal their selected card.

Each fate or glory card has an initiative value.



The fate card has an initiative value of 3.

The player who reveals the card with the highest initiative value becomes the **active player** and is the first to activate one of their characters. If both players reveal a card with the same initiative value, the first player becomes the active player.

ACTIVATE CHARACTER

The active player chooses one of their **READY** characters to activate. A character is ready if their character card does not have any fate or glory cards on it.



DOUBLE ACTIVATION

The last character activated by a player in any given round cannot be activated as that player's first character during their next round. Players ignore this rule if they have only one character remaining.

RESOLVE CARD

After a player chooses and activates a character, that character becomes the **ACTIVE CHARACTER** and gains action points (**AP**) and mana equal to the values indicated on their selected fate or glory card. Characters use AP to perform actions during their turn, and they use mana to cast spells, resolve abilities, and reroll dice during tests, as described later.

For each mana a character gains, place one mana token on that character's card. A character can have a maximum of five mana tokens on their card at the same time.



The activated character gains two action points and two mana.

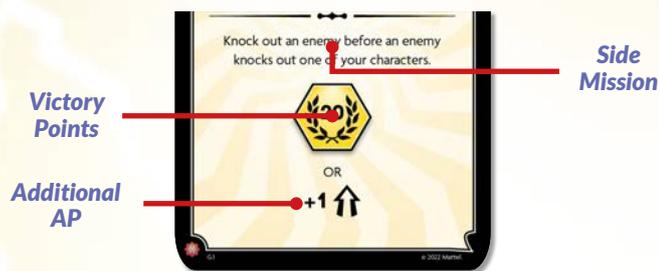
GAIN BONUSES

Then, the player resolves the bonus on that card. If the selected card was a fate card, the bonus provides either a unique ability or one additional mana, which is taken from the supply and placed on the active character's card (to a maximum of five).



A character can either gain one additional mana or resolve the ability.

If the player's selected card was a glory card, the bonus provides either a side mission or one additional AP. Side missions are described on page 25.



A character can either gain one additional AP or a side mission.

PERFORM ACTIONS

During this step, the active character performs any number of the following actions, which are described in detail later:

- ◆ Focus
- ◆ Move
- ◆ Attack
- ◆ Use an Active Skill
- ◆ Overwatch

Each action can be performed any number of times. The first time a **focus**, **move** or **overwatch** action is performed during an activation, it costs one AP. Each time any of these actions are repeated during a single activation, it costs one additional AP.

Example: He-Man performs a focus action, followed by a move action. Both actions cost one AP each. If He-Man wished to perform a second move action, it would cost two AP. If He-Man were to perform a third move action, it would cost three AP.

The cost of use **an active skill** action depends on the skill itself. Each active skill can be used only once per activation or interruption. Skills are described on page 25.

The cost to perform an **attack** action increases the more times a particular weapon type is used during the activation. This is described in detail in the 'Attacks' section on page 17.



PLAYING ADDITIONAL CARDS

Before or after performing any action, the active player can play additional fate and glory cards to gain extra bonuses. For every fate or glory card played, the active character can choose either bonus.

END ACTIVATION

After a player has finished performing their character's actions, they place all their played fate and glory cards facedown on the active character's card to indicate that the character has been activated (glory cards with fulfilled side missions should be placed faceup). An activated character cannot become an active character again until that character becomes ready during the clean-up phase or by another game effect. Any unspent action points are lost and do not carry over to the character's next activation; however, any unspent mana tokens remain.



All played fate and glory cards are placed on the active character's card at the end of their activation.

Then, the active player's opponent becomes the active player, and they use their played fate or glory card to activate a character following the same rules (steps 2–5).

After both players have finished their activations, if both players have ready characters and fate or glory cards in their hands, they repeat this phase by selecting new cards (step 1). If one of the players cannot or chooses not to activate any more characters, they **PASS** and cannot activate characters for the remainder of the round. However, their opponent can continue the phase by selecting cards and activating characters until they pass.

After both players have passed, the game proceeds to the clean-up phase.

CLEAN-UP PHASE

During this phase, players claim objective tokens and prepare the battleground for the upcoming game round. During the fourth round, the game ends and a winner is determined. To resolve this phase, players perform the following steps in order:

1. Claim Objective Tokens
2. Clear Tokens
3. Check for Victory
4. Ready Characters and Gain Mana

Then, players proceed to the preparation phase of the next game round.

CLAIM OBJECTIVE TOKENS

During this step, characters claim objective tokens. Players can resolve each objective token in any order. A character claims an objective token if all of the following conditions have been met:

- ◆ There are no enemies adjacent to a hex occupied by the character.
- ◆ The character is in, or adjacent to, a hex that contains the objective token.
- ◆ There are no enemies either in, or adjacent to, a hex that contains the objective token.
- ◆ The objective token is not in the character's own deployment zone.

If all the conditions are met, the character can claim that objective token, removing it from the battlefield and placing it in their play area. At the end of the game, each player gains 20 victory points for every objective token they have.

CLEAR TOKENS

Players remove all the buff, debuff, and mark tokens from the table. See 'Buffs and Debuffs' on page 24 and 'Marks' on page 25.

CHECK FOR VICTORY

If this is the fourth round of the game or each character in a player's force was removed from the battleground, players calculate their total victory points and determine the outcome of the game. See 'Scoring' below.

To win a game of *Masters of the Universe: Battleground*, a player either needs to knock out their opponent's entire force or have at least 20 victory points more than their opponent at the end of the game.

KNOCKOUT VICTORY

During the clean-up phase, if every character in a player's force is knocked out, the player with one or more characters still on the battleground wins the game.

If both players lose all of their characters, the game ends in a draw.

POINTS VICTORY

During the clean-up phase of the fourth game round, if neither player has secured a knockout victory, the game ends and each player calculates the total victory points they have earned.

If one player has at least 20 victory points more than their opponent, the player with the most victory points wins the game.

If neither player has 20 victory points more than their opponent, no player wins and the game ends in a draw.

SCORING

Players can earn victory points from the following sources:

- ◆ Claiming objective tokens (worth 20 VP each).
- ◆ Completing side missions (gain VP equal to the amount indicated on the glory card).
- ◆ Knocking out an opponent's character (VP equal to the cost of that character and all of their equipment). Information about the cost of any particular character or item can be found on page 12 in the Battleground Book.

Additionally, if both players agree, they can choose to end the game in a draw at any time. Similarly, a player can forfeit a game at any time, making their opponent the winner.

READY CHARACTERS AND GAIN MANA

Each ready character that was not activated during the round gains one mana token (to a maximum of five). Then, players ready each of their characters by taking all the fate and glory cards they played in the last round and placing them in their appropriate discard piles. Glory cards with fulfilled side missions should be placed faceup in the play area of the appropriate player.

TESTS

Throughout the game, characters must resolve tests. During a test, players roll dice to determine the outcome of various game interactions, such as attacks and defences as well as attempts to apply or resist certain buffs and debuffs. The number of dice a player rolls and the results that are required for success are all determined by a character's stats and modifiers.

Below is a list of a character's basic stats that may be tested during a game:



Strength: This stat represents the character's effectiveness in using melee weapons and performing any other task requiring exceptional physical prowess.



Perception: This stat represents the character's effectiveness in using ranged weapons and performing any other task requiring outstanding coordination.



Power: This stat represents the character's effectiveness in casting spells and performing any other task requiring magical powers.



Toughness: This stat represents the character's ability to prevent damage from physical attacks and perform any other task requiring remarkable endurance.



Mind: This stat represents the character's ability to prevent damage from spell attacks, resist enemy skills, and perform any other task requiring fast thinking.

If a die rolls off the table, its result does not count, and it is rerolled.

To resolve a test, a player performs the following steps:

1 Check Stat: The player checks the value on their character card that corresponds to the stat that is being tested. That stat's value is how many dice the player rolls to test that stat before modifiers are applied. For example, He-Man has a strength of five, which means he would roll five dice—before modifiers are applied—when he tests strength.

2 Determine Modifiers: Modifiers temporarily increase or decrease a character's stat, changing the number of dice the player rolls. Modifiers come from a variety of sources, including card skills, and they are cumulative.

If a modifier adds or subtracts a number to a test (i.e., 'Test strength +1' or 'Test strength -1') that character's stat is increased or decreased, as appropriate, for the duration of the test.

3 Determine the Scope: Scope defines the lowest result on a die that is treated as a success. By default, the scope of each test is four. Scope can be modified by a variety of sources, including card skills and they are cumulative (see 'Scope' on page 13).

- 4 Normal Roll:** The player resolving the test rolls a number of dice equal to their modified stat that is being tested.
- 5 Determine Initial Successes:** The player counts their successes. Each result that is equal to or greater than the scope (normally 4+) is a success.
- 6 Free Rerolls:** Some game effects allow a player to reroll dice at no cost. Such dice are rolled during this step. All free rerolls have to be made at once.
- 7 Mana Rerolls:** A character may spend up to five mana to reroll one die for each mana spent. Each mana spent is removed from that character's card and placed in the supply. All mana rerolls have to be made at once.
- 8 Exploding Dice:** If a die produces a result of six, it explodes, allowing the player to roll one additional die. Newly rolled dice can also explode—this can happen indefinitely. Keep all additional dice rolled due to an explosion separate from dice that were rolled initially.
- 9 Determine Final Successes:** The player counts their successes as follows:
 - ◆ For the initial dice, each result that is equal to or greater than the scope is a success.
 - ◆ For dice rolled due to explosions, each result of five or higher is a success. This **cannot** be modified by game effects.
- 10 Defence Test (optional):** If required, the target of the test performs a defence test (see 'Defence Test' below).
- 11 Apply Successes:** The player applies the successes according to the test's description or the weapon card being used (for attack tests) to determine the outcome. If a test has more than one available outcome, only the outcome that requires the most successes is resolved.

DEFENCE TESTS

A DEFENCE TEST provides a character with an opportunity to mitigate the results of a test that is targeting them such as an attack (see 'Attacks' on page 17). A defence test is always resolved after dice for another test are rolled, but before its successes are applied. Each success that results from the defence test cancels one success from the enemy's test. Any successes that are not cancelled are applied. A defence test follows the same procedure as standard tests.

When there is an opportunity for a defence test, the test description or game rule always uses the word 'against' and provides the stat used for that defence test.

Example: If the test description instructs a character to 'Resolve a strength test against toughness', the player resolves a test using their strength stat. Then, the other player resolves a defence test using their toughness stat. Each success rolled during the defence (toughness) test cancels one success from the previous (strength) test.

SCOPE

During a test, the lowest result that leads to a success on the initial roll is called the SCOPE. By default, the scope of each test is four. That is, any results of four or higher on the initial roll are successes. However, a game effect can increase the scope, lowering the result needed for successes, or decrease the scope, raising the result needed for successes.

For example, if a game effect **increases** a test's scope by one, the scope becomes three. That means that any results of three or higher on the initial roll are successes. Likewise, if a game effect **decreases** a test's scope by one, the scope becomes five. That means that only results of five or higher on the initial roll are successes.

All increases and decreases to scope are cumulative. **Regardless of the scope of a test, any results of six are always successes and any results of one are always failures.**

TEST EXAMPLE

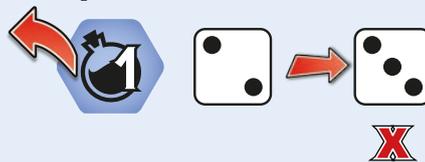
1. Ram Man is resolving a strength test. His strength stat is 4, so he rolls 4 dice.



2. The roll produces the following results: '3', '4', '6', and '2'. Each roll of 4 or higher is a success.



3. Ram Man spends 1 mana and rerolls the '2' result. The reroll produces a '3'.



4. Then, Ram Man's '6' explodes, so he rolls an additional die, and the result is '5'. The test ends with 3 successes.



CHARACTER ACTIONS

This section describes how to perform each character's action.

FOCUS

The focus action allows characters to enhance their next action or test.

To perform a focus action, the active player places one focus token next to the active character on the battleground. If a character has a focus token, they are **FOCUSED**. While a character is focused, they cannot gain another focus token.



A focus token is placed on the battleground next to the active character to indicate that they are focused.

SPENDING FOCUS

Focus tokens are spent to increase a character's movement or to increase the scope of a test.

- ◆ **Move Actions:** When a focused character is performing a move action, they **may** spend their focus token to use the second number of their speed stat.
- ◆ **Tests:** When a focused character is resolving a test, they **must** spend their focus token. Spending a focus token in this way increases the test's scope by one. The focus token must be spent, even if a game effect prevents it from affecting the scope of a test.

After a player spends a focus token, they place it in the supply. The character whose focus token was spent is no longer focused.

MOVE

The move action allows a player to move their character. The character receives a number of movement points equal to their standard speed value. If the character is focused and spends a focus token, they receive a number of movement points equal to their focused speed value. If a game effect modifies a character's speed value, it modifies both its standard and focused values.



While performing a move action, a character can spend any number of their movement points, but any movement points that are not spent during the action are lost. **If a character enters a hex that is adjacent to an enemy, their move action ends immediately.**

Then, after a character moves, their model can be rotated to face any direction—the notch on a model's base must point to one of the hexes' six borders. Unless a game effect specifically states otherwise, a player cannot rotate their opponent's model, even after resolving an effect that causes it to move.

STANDARD MOVEMENT

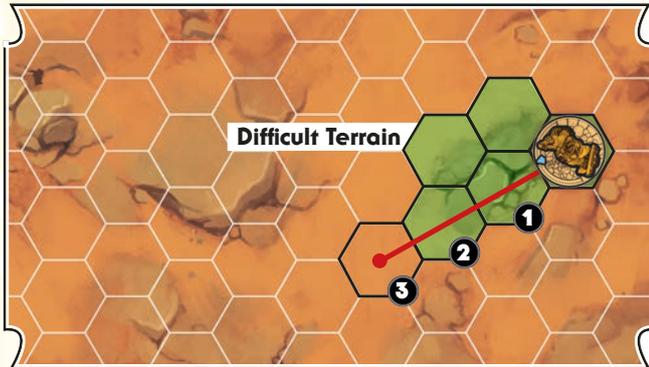
By spending one movement point, a character can move from the hex they occupy to any adjacent hex that does not contain another character, ladder, low obstacle, or high obstacle.



He-Man can move up to five hexes because he has a speed value of five. If he spends a focus token, he can move up to eight hexes.

MOVEMENT AND DIFFICULT TERRAIN

If the character begins a movement action while occupying a hex that contains difficult terrain, that character's speed value (and focused speed value) is reduced by two for the remainder of that action.



He-Man has a speed value of five, but because he begins his move action in difficult terrain, that value is reduced by two, giving him only three movement points to spend this action.

MOVEMENT AND LOW OBSTACLES

A character can move over low obstacles. During a move action, a character can spend three movement points to move from any hex that shares a border with a portion of a low obstacle to any other hex that shares a border with the same portion of that obstacle.

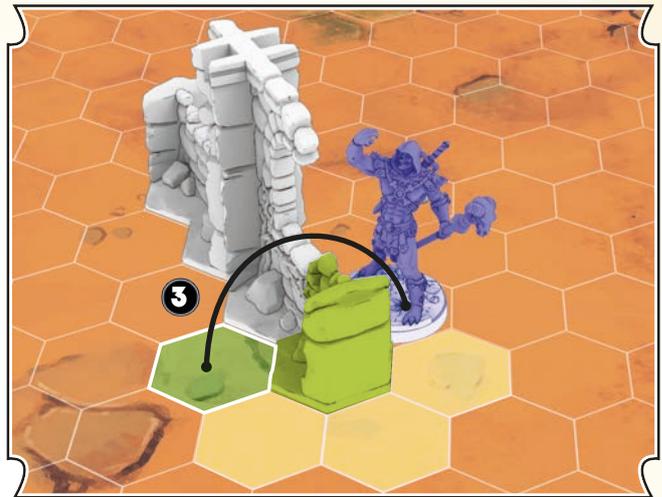
The phrase 'portion of the obstacle' refers to any part of the obstacle that occupies exactly one hex.



Skeletor spends three movement points to move over a hex that contains a low obstacle.

OBSTACLES WITH OPENINGS

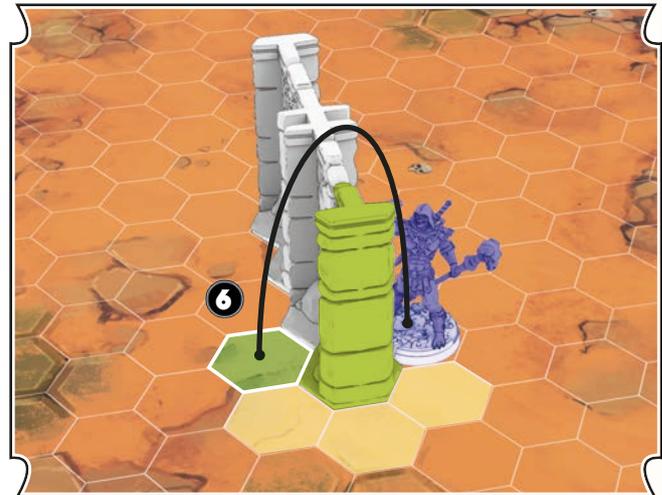
Any portion of a terrain piece that has a large opening, such as a window, is treated as a low obstacle, regardless of height.



Skeletor can move through this terrain's opening following the normal movement rules for low obstacles.

MOVEMENT AND HIGH OBSTACLES

A character can move over high obstacles. During a move action, a character can spend six movement points to move from any hex that shares a border with a portion of a high obstacle to any other hex that shares a border with the same portion of that obstacle.



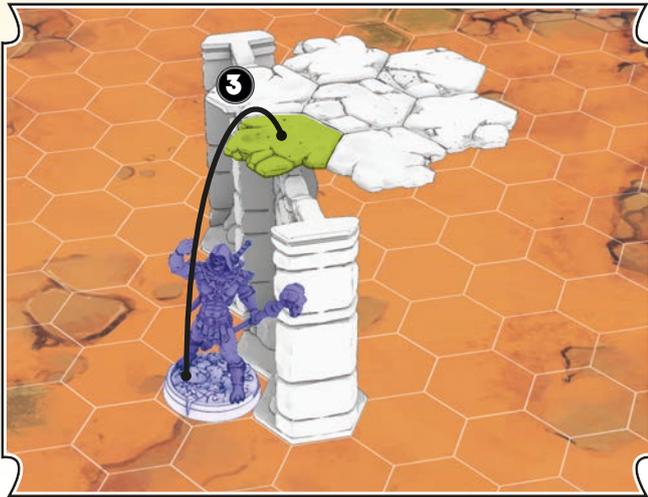
Skeletor spends six movement points to move over a hex that contains a high obstacle.

LADDERS AND PLATFORMS

Platforms consist of hexes at a higher elevation where characters can end their movement. Characters can reach platforms by using ladders or by climbing up to them.

CLIMBING UP

During a move action, a character can spend three movement points to climb up to a platform. To climb up, the character must occupy a hex that shares a border with a platform hex. Then, their model is placed on that hex. A character cannot climb up from a hex that is directly underneath a platform.



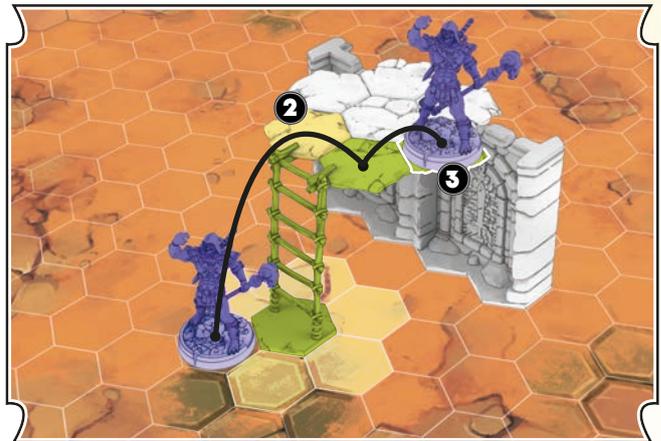
Skeletor spends three movement points to climb to the top of the platform.

CLIMBING DOWN

During a move action, a character can spend three movement points to climb down from a platform. To climb down, the character must occupy a platform hex that shares a border with a hex below it. Then, their model is placed on that hex. A character cannot climb down to a hex that is directly underneath a platform.

LADDERS

During a move action, a character can spend two movement points to move from any hex that shares a border with a ladder to any other hex that shares a border with that ladder (no matter its elevation).



Skeletor spends two movement points to move up the ladder to the hex on the platform and then another movement point to move along the platform.

If, for any reason, the model cannot fit under the platform. The model must be temporarily replaced by a replacement token.



Replacement Token

PUSHING

When a character is climbing down from or up to a platform, if the hex they are moving to contains a character, that character is pushed. If a character on that hex cannot be pushed, the moving character cannot enter this hex. When a character is **pushed**, they are moved to a hex that shares a border with the hex they occupy. The player who controls that character decides the hex to which they are pushed.



ATTACK

The attack action allows a character to attack one of their enemies in an attempt to knock them out and remove them from the battleground.

Each attack requires a character to use one of their equipped weapons, and the attack is resolved differently depending on the type of weapon used. There are three types of weapons: **MELEE**, **RANGED**, and **SPELL**. Each weapon is represented by a card and is indicated by one of the following icons:



Melee



Ranged



Spell

The AP cost of each attack action depends on the weapon type the character uses. The first time that a character uses a weapon of one of the three types during an activation, it costs one AP. Each additional time a weapon type is used during the same activation, its cost increases by one AP.

Example: Mer-Man has two weapons: 'Magic Blast' (a spell weapon) and 'Laser Rifle' (a ranged weapon). He attacks with the 'Laser Rifle', spending one AP. Then, he performs another attack using the 'Magic Blast', which also only costs one AP because it was the first attack of this activation using a spell weapon. If Mer-Man performs another attack action with the 'Laser Rifle', he must spend two AP as that will be the second attack using a ranged weapon in this activation.

Each attack requires the character to perform an **ATTACK TEST**. Then, the results of that test are applied using the selected weapon card.

Weapons can modify an attack test by increasing or decreasing the number of dice rolled. The number of dice added or subtracted to an attack test is indicated by a value next to a die icon on each weapon card.



Adds 1 Die



Subtracts 1 Die



No Modifier

Each weapon also has a special ability. Unless stated otherwise, a player can only resolve those abilities while their character is performing an attack action using that weapon.



The 'Trident' adds a die to the attack test if the target is in difficult terrain.

The results of an attack test are defined by the weapon card that is used. The bottom of each weapon card lists the effects—typically a number of wounds—that are resolved according to the number of successes (★) the test provides.



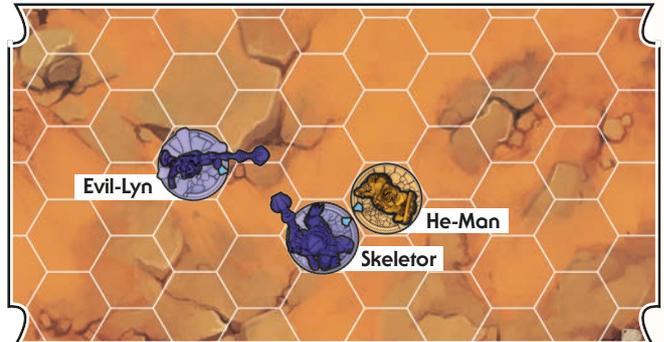
An attack test using the 'Sword of Power' inflicts 1 wound with a test result of 1 or 2 successes, 2 wounds with a test result of 3 or 4 successes, and 3 wounds with a test result of 5 or more successes.

Only **one** effect from a weapon card is resolved during a single attack action, and the player **must** resolve the effect that requires the greatest number of successes possible, but no more than the number the test provided. If the test results in no successes, an inadequate number of successes, or if all the successes are cancelled because of defence tests or other game effects, no weapon effect is resolved.

MELEE ATTACK

To perform a melee attack, the player chooses one of the character's equipped melee weapons to use for the attack. Then, they must choose an enemy as the target of the attack, and then rotate the attacking character's model so it faces that enemy.

The target of a melee attack must be an enemy that is **engaged** with the attacking character. Two characters from opposing forces are engaged if they are in adjacent hexes.



He-Man and Skeletor are engaged but He-Man and Evil-Lyn are not.

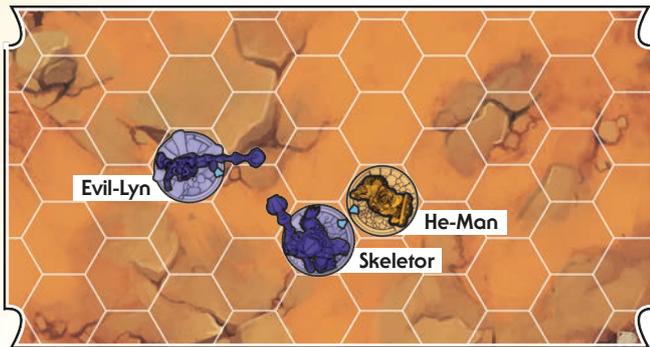
After the player chooses a legal target and a weapon, they resolve a strength test against the enemy's toughness.

If a character does not have an equipped melee weapon, they can perform a melee attack using their fists. Such an attack is treated as an attack made with a melee weapon and uses the character's base strength value. If the test results in one or more successes, the attack applies one wound.

RANGED ATTACK

To perform a ranged attack, the player chooses one of the character's equipped ranged weapons to use for the attack. Then, they must choose an enemy as the target of the attack and rotate the attacking character's model so it faces that enemy. The model must face the adjacent hex that is closest to the target, measuring from that hex's centre. If two hexes are at the same distance, the model can face either hex of the controlling player's choice.

A character cannot perform a ranged attack while they are engaged with an enemy.



He-Man cannot perform a ranged attack against Evil-Lyn because he is engaged with Skeletor.

The target of a ranged attack must be within range of the chosen weapon and in line of sight of the attacking character.

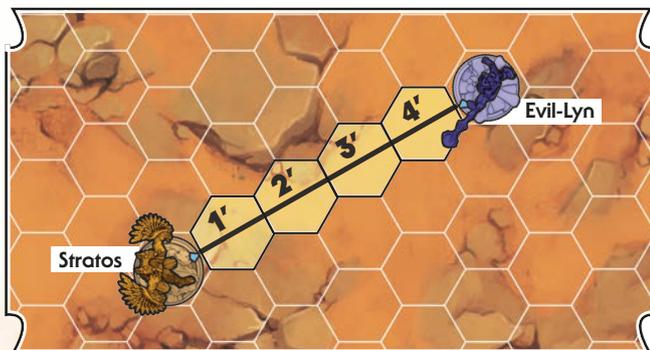
After the player chooses a legal target and a weapon, they resolve a perception test against the enemy's toughness.

DETERMINING RANGE

Each ranged weapon indicates its maximum range in inches. To determine if a target is in range of the chosen weapon, the player measures the distance between the **hexes** occupied by the attacking character and the enemy target using the ruler. If the distance between both characters - measuring between the two closest points of hexes occupied by those characters - is equal to or less than the weapon's maximum range, the enemy target is within range of the attack.



Maximum Range of 8.



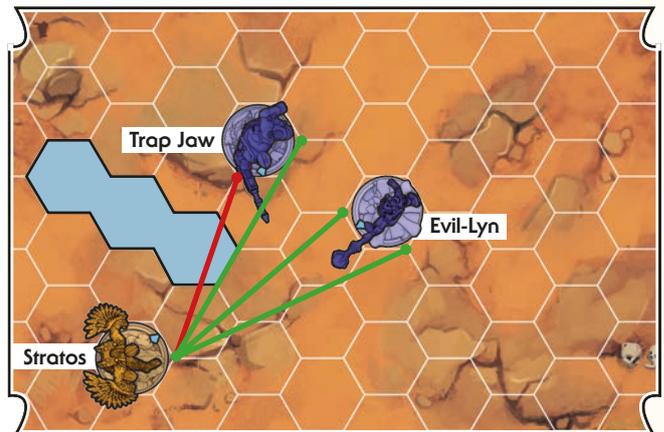
Stratos is attacking Evil-Lyn using the 'Flamethrower', which has a range of 8. Evil-Lyn and Stratos are 4 inches apart, so Evil-Lyn is within range of the 'Flamethrower'.

MEASUREMENT

At any time during the game, a player can measure any distance on the battleground. Unless stated otherwise, measurements are made between the two closest points of two hexes.

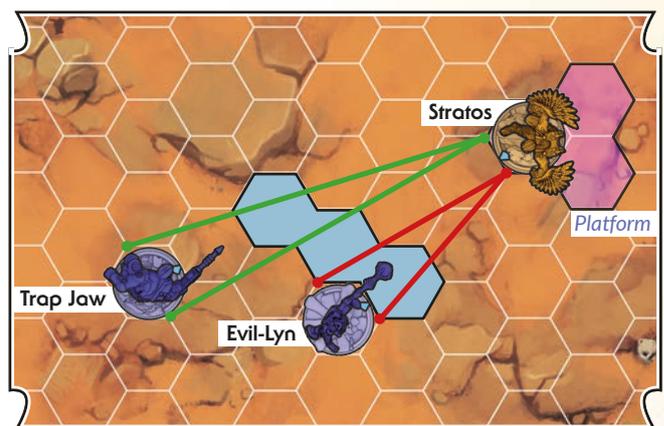
DETERMINING LINE OF SIGHT

To determine line of sight, the player must be able to trace two unblocked lines that connect any corner of the attacking character's hex to at least two different corners of the target's hex. Lines can be traced through difficult terrain, low obstacles, ladders, characters, and tokens. However, if a line traces through a **high obstacle**, the line of sight is blocked. Traced lines cannot overlap each other.



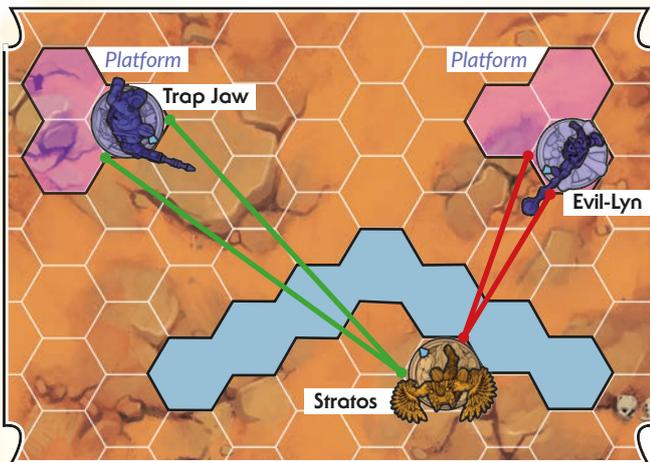
Stratos has line of sight to Evil-Lyn, but he does not have line of sight to Trap Jaw. When trying to trace a line of sight to Trap Jaw, all but one line is blocked by a high obstacle.

If the attacking character is at a higher elevation than the target, the line of sight is only blocked by high obstacles that are on hexes adjacent to the target. A character that is on a platform does not have line of sight to any hexes that are directly under that platform. A character that is directly under a platform does not have line of sight to hexes on that platform.



Stratos does not have line of sight to Evil-Lyn because the high obstacle is on a hex that is adjacent to Evil-Lyn's hex. However, Stratos can see over the high obstacle to trace line of sight to Trap Jaw.

If the attacking character is at a lower elevation than the target, the line of sight is only blocked by high obstacles that are on hexes adjacent to the attacking character.



Stratos can see over the high obstacles to trace line of sight to Trap Jaw. However, Stratos does not have line of sight to Evil-Lyn because he must trace through portions of the high obstacle that are on hexes that are adjacent to his hex.

SPELL ATTACK

A spell attack follows all the rules of a ranged attack with the following exceptions:

- ◆ The attacking character must use an equipped spell weapon instead of a ranged weapon.
- ◆ The attack is resolved with a power test against the target's mind.
- ◆ The attacking character must spend an amount of mana equal to the spell's mana cost.

MANA COSTS

Each spell card has a mana cost, which indicates how much mana the attacking character must spend to use that spell during an attack action. While making a spell attack, after choosing a spell, the player takes a number of mana tokens equal to the spell's mana cost from the attacking character's card and places them in the supply.



Mana Cost

TARGETING ALLIES

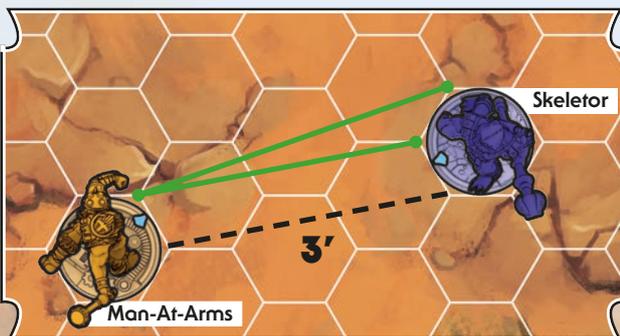
Some spells provide beneficial effects and can target allies instead of enemies. To target an ally with a spell, all of the normal range, line of sight, facing, and mana-cost rules apply.

RANGED ATTACK EXAMPLE

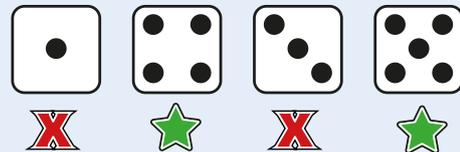
1. Man-At-Arms is using his 'Arm Cannon' to perform a ranged attack against Skeletor. Man-At-Arms has a perception stat of 4, and the 'Arm Cannon' weapon's range is 12 inches.



2. Skeletor is within range (3 inches) and line of sight of Man-At-Arms.



3. There are no dice or scope modifiers, so the player rolls 4 dice, which is the value of Man-At-Arms' perception stat. The results are '4', '1', '3', and '5'. Each result that is 4 or greater is a success.



4. Skeletor has a toughness stat of 3, so rolls 3 dice for his defence test. The results are '3', '1', and '4'. Each result that is 4 or greater is a success.



5. The success from the defence test cancels one success from the attack test. The attack test still has one success. Man-At-Arms consults the 'Arm Cannon' weapon's effects, which indicates that one success results in one wound. So, Skeletor gains one wound and the attack is complete.



EXTRA EFFECTS

Skills, weapons, or fate cards can provide attacking characters with additional benefits that will be applied, if an attack results in a specific number of successes. Successes are counted after the target of the attack performs their defence test.

Example:

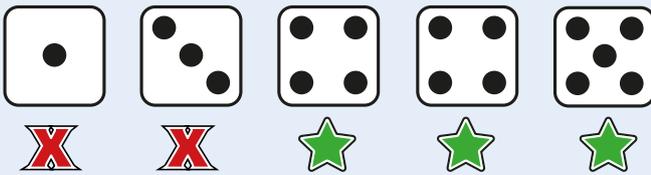
1. He-Man equipped with a 'Grayskull Ring' attacks Skeletor.



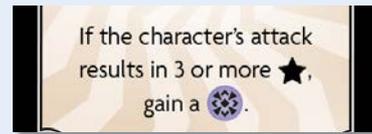
3. Now the player controlling Skeletor performs a defence test. The results are '3', '2', and '4'. The success from the defence test cancels one success from the attack test, therefore the whole attack resulted in two successes.



2. The player rolls 5 dice. The results are '1', '3', '4', '4' and '5'. Each result that is 4 or greater is a success.



4. The passive skill of 'Grayskull Ring', requires at least three successes, so its effect won't be applied.



USE AN ACTIVE SKILL

This action allows a character to use one of their active skills. An active skill is any skill that has an AP or mana cost. Active skills appear on character cards and items.



Man-At-Arms' Master Tactician skill has both an AP and a Mana Cost.

To use an active skill, the character spends the appropriate AP and mana to pay for the skill's cost, and then the player resolves the skill's text. **Each active skill can only be resolved once per activation or interruption.**

OVERWATCH

This action allows the active character to prepare for incoming enemies. To perform the overwatch action, the player takes an overwatch token from the supply and places it near the active character on the battleground. This token indicates that the active character is on overwatch. Then, the active character's activation ends immediately.

If a character is on overwatch, they must interrupt (see 'Interruptions' on page 23) an enemy activation or interruption when all the following conditions are met:

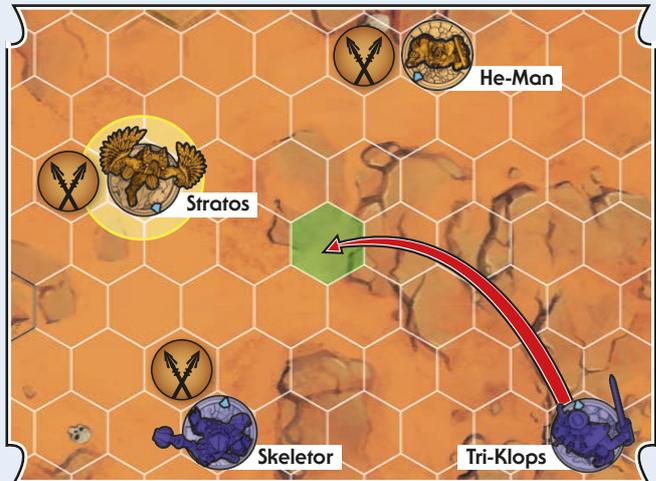
- ◆ The enemy ends their movement in a hex that is within line of sight of the character on overwatch.
- ◆ Any part of the enemy's base is within the front arc of the character on overwatch.
- ◆ The enemy is either within range of a weapon equipped by the character on overwatch or the character on overwatch 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).

A character is no longer on overwatch and their overwatch token is returned to the supply in the following situations:

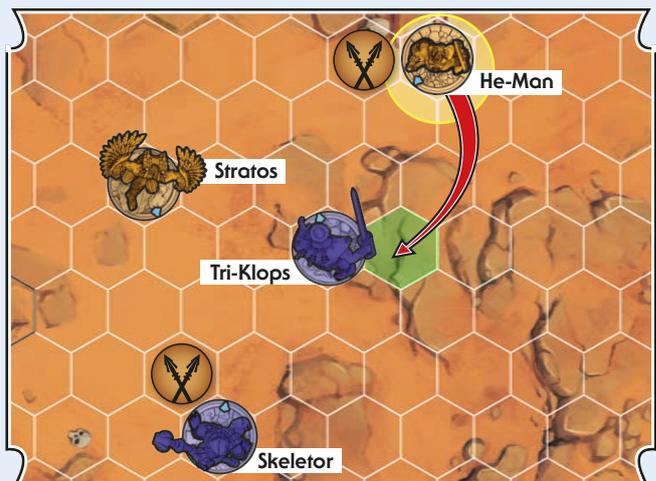
- ◆ If a character that is on overwatch starts an overwatch interruption.
- ◆ If a character that is on overwatch starts an activation.

More than one character can interrupt the same enemy action. In that case, the player who controls those characters chooses which interruption is resolved first.

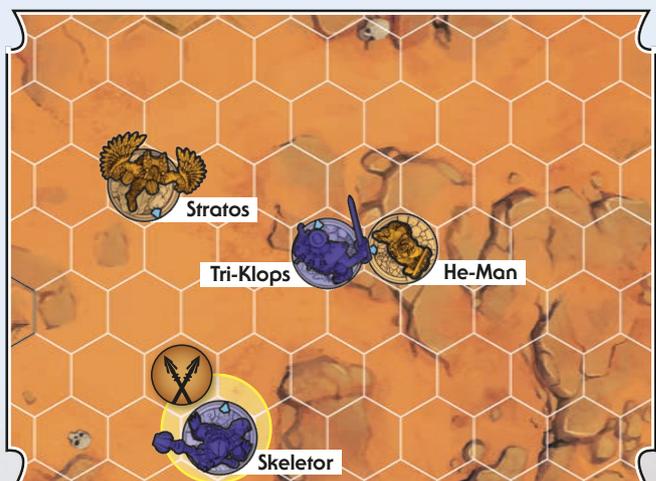
OVERWATCH EXAMPLES



Skeletor, He-Man, and Stratos are on overwatch. Tri-Klops ends his movement triggering both He-Man's and Stratos's overwatch. The player who controls the Masters of the Universe chooses to resolve Stratos' interruption first.



After Stratos resolves his interruption, He-Man can start his own interruption and moves to engage Tri-Klops.



He-Man's movement triggers Skeletor's overwatch.

ADDITIONAL RULES

This section describes additional rules that are required to play the game.

HEALTH AND WOUNDS

Each character has a health stat with a value that indicates how many wounds they can gain before they are **KNOCKED OUT**. When a character gains a wound, the player takes a wound token from the supply and places it on this character card.



If a character ever has a number of wound tokens on their character card equal to or greater than their health value, that character is knocked out. When a character is knocked out, their model is removed from the battleground, and their character card and equipment cannot be used for the remainder of the game.

When a character is knocked out, the opposing player gains a number of victory points equal to the costs of the knocked out character and all of their equipment on the cost tables. See 'Cost Tables' on page 12 of the Battleground Book.

SCOPE MODIFIERS

An attack can have its dice and scope modified from a variety of sources.

FLANK ATTACKS

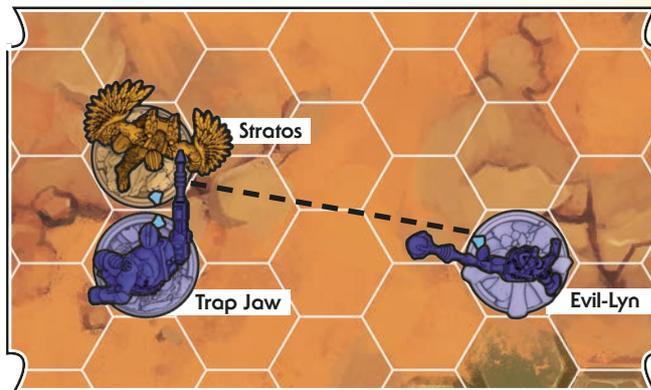
A character's facing and the position of their front and rear arcs affects the potency of incoming attacks. Any attack that originates from a hex that is within a character's rear arc is called a **FLANK ATTACK**, all other attacks are called **FRONTAL ATTACKS**. Any flank attack, regardless of the attack type (melee, ranged, or spell), has its scope increased by one.

Hexes that are halfway between a character's front and rear arcs are not part of that character's flank. Attacks that originate from those hexes do not have their scope increased.



TARGETING ENGAGED MODELS

If the target of a ranged attack is engaged with another character, the scope of the ranged attack is decreased by one. This does not affect spell and melee attacks.



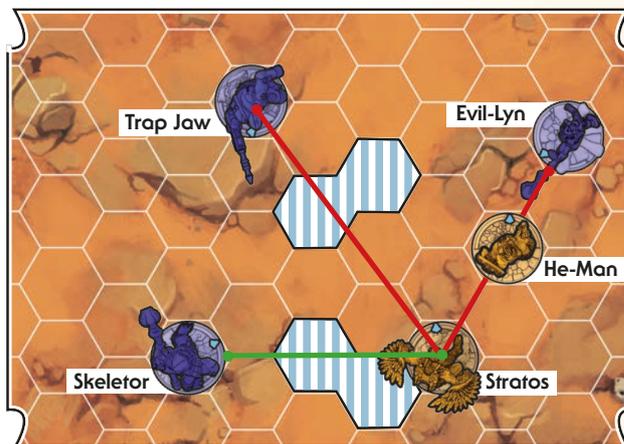
Evil-Lyn is targeting Stratos with a ranged attack. Because Stratos is engaged with Trap Jaw, the scope of Evil-Lyn's attack is decreased by one.

COVER

Characters can use obstacles and elevation to take cover from incoming ranged and spell attacks. If the target of the attack is in cover, the scope of that attack is decreased by one.

To determine if a character is in cover, the player traces a straight line from the centre of the attacking model's base to the centre of the target model's base. If the line passes through characters or high or low obstacles—excluding any characters or high or low obstacles that are adjacent to the attacker's hex—the target character is in cover.

The target does not have cover if the line passes only through difficult terrain, ladders, or tokens.

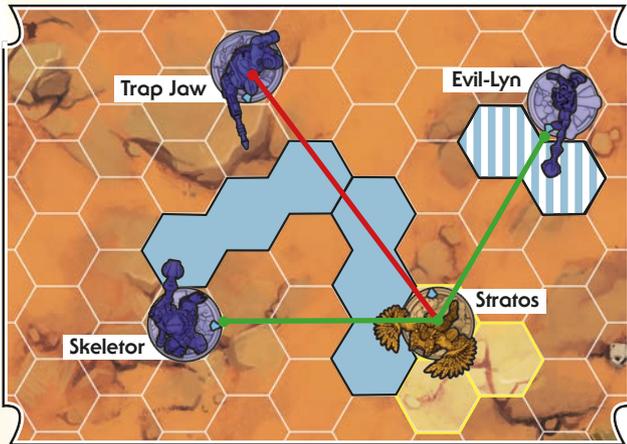


Stratos is choosing a target for a ranged attack. Skeletor is a good target as he is not in cover. The line between Stratos and Trap Jaw passes through a low obstacle, so Trap Jaw is in cover. The line between Stratos and Evil-Lyn passes through He-Man, so Evil-Lyn is in cover.

COVER AND ELEVATION

If the attacking character is at a lower elevation than the target of an attack, the target is in cover.

If the attacking character is on a platform, any characters at a lower elevation only have cover if they are behind high obstacles. Low obstacles do not provide cover. To determine cover, players follow the same rules; however, the target character is only in cover if the line passes through a high obstacle—excluding any high obstacles that are adjacent to hexes that are directly under the platform.



Stratos is choosing a target for a ranged attack. Trap Jaw is in cover because the line between him and Stratos passes through a high obstacle. The line between Stratos and Skeletor passes through a high obstacle as well, but since that obstacle is adjacent to the hexes below the platform that Stratos is on, it does not provide cover. Evil-Lyn is behind a low obstacle, which does not provide cover because Stratos is at a higher elevation than her.



INTERRUPTIONS

During the game, there are times when a character can perform an action during another character's activation. This is called an interruption.

During an interruption, the interrupting character receives one AP. The interrupting character can perform **move**, **attack**, or **use an active skill actions**. The player who controls the interrupting character can play fate and glory cards from their hand—as if their character is active—to gain bonuses. The AP cost for interruptions follows the same rules as a standard activation.

Interruptions must obey the following rules unless specifically stated otherwise:

- ◆ All attacks or skills that target an enemy must target the interrupted character. All attacks made during interruptions are called interruption attacks.
- ◆ All movements must be made towards the interrupted character and end within the line of sight of that character.
- ◆ All tests made by the interrupting character have their scope decreased by one.
- ◆ If any skill or attack places a mark token on the battleground, it must be placed on a hex that is adjacent to the enemy that has been interrupted (unless stated otherwise).
- ◆ All cards played during an interruption are discarded. Do not place them on the interrupting character's card.
- ◆ Glory cards with fulfilled side missions should be placed faceup in the player's play area.

After the interrupting character has completed all the actions they wish to perform or is out of AP, the interruption ends, and the interrupted character resumes their activation.

ATTACKS OF OPPORTUNITY

If an engaged character is about to move out of a hex, any enemies they are engaged with resolve an interruption. This type of interruption is called an **ATTACK OF OPPORTUNITY**, and it is resolved after a move action is declared. If the interrupted character was engaged with multiple enemies, each enemy can perform an attack of opportunity in the order of the controlling player's choice.

Attacks of opportunity are resolved following the normal interruption rules with the following exceptions:

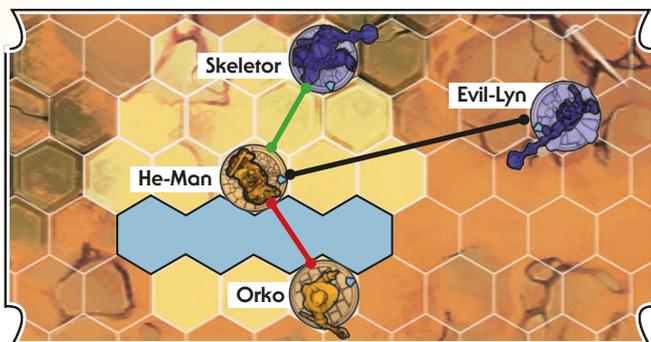
- ◆ The interrupting character can only perform attack actions.
- ◆ Any attacks must be melee attacks.
- ◆ The scope of the interruption attack is increased by one (instead of decreased by one).

AREA ATTACKS

Some game effects allow attacks to hit multiple targets. These are called **AREA ATTACKS**. To resolve an area attack, the player begins by resolving an attack against a single target, following the normal attack rules. The target of this attack is the **INITIAL TARGET**. Then, the player **must** resolve attacks against additional characters, in the order of their choice, if the following conditions are met:

- ◆ Each additional character (including allies) is within the area of attack.
- ◆ Each additional character is within the line of sight of the initial target.
- ◆ Each additional character is at the same elevation as the initial target.

Each attack against an additional character requires a new attack test using the same weapon. The initial attack and all additional attacks are part of the same attack action and are treated as one attack.



Evil-Lyn uses a 'Fireball' to try to hit her enemies. First, she performs an attack against He-Man. Then, she determines which additional characters are within range and line of sight of He-Man. The range for 'Fireball' is two hexes, so both Orko and Skeletor are within the weapon's blast radius. However, He-Man does not have line of sight to Orko because he is behind a high obstacle. As such, Skeletor is the only legal additional target, so Evil-Lyn performs another attack targeting him.

When resolving attacks against additional characters, the scope modifier rules are as follows:

- ◆ **Flank Attacks:** If the initial target's base is in the additional target's rear arc, it is a flank attack and scope is increased by one.
- ◆ **Attacked While Engaged:** If the additional target is engaged, ranged attacks have their scope decreased by one. Spell and melee area attacks do not suffer this penalty.
- ◆ **Cover:** Cover modifiers for attacks against additional targets are determined by tracing a line between the initial target and the additional target.
- ◆ **Focused:** If a focused character is resolving an area attack, the scope of all attack tests to be resolved during that action is increased by one.



AoE KNOCKOUTS

If any target is knocked out during an area attack, that target's model remains on the battleground until the entire attack is completed.

BUFFS AND DEBUFFS

Attacks and skills can cause a character to receive an ongoing effect. Positive effects are **BUFFS**, and negative effects are **DEBUFFS**. There are multiple types of buffs and debuffs and each is represented by a token.

If a character gains a buff or debuff, the appropriate token is taken from the supply and placed next to that character on the battleground as an indicator of the ongoing effect.

Each character can only have one buff and one debuff at a time. If a character gains a buff or debuff and already has one, their previous buff or debuff is removed from the battleground and placed back in the supply.

The four most common types of buff are:



Quickness: While a character has this buff, their speed value (and focused speed value) is increased by two.



Enhancement: While a character has this buff, the scope of each of their attack tests is increased by one.



Protection: While a character has this buff, the scope of each of their defence tests is increased by one.



Regeneration: While a character has this buff, there is no inherent effect. However, when this buff is removed, and if the affected character is not knocked out, one wound token is removed from their character's card.

The four most common types of debuff are:



Cripple: While a character has this debuff, their speed value (and focused speed value) is reduced by two. A character ignores this debuff if they begin their movement in difficult terrain.



Blind: While a character has this debuff, the scope of each of their attack tests is decreased by one.



Knockdown: While a character has this debuff, the scope of each of their defence tests is decreased by one.



Curse: While a character has this debuff, there is no inherent effect. However, when this debuff is removed, the affected character gains one wound token.

Attacks and skills may allow a character to gain a unique buff or debuff that is not described above. Each unique buff or debuff has its own token, and each force can only have one copy of each unique buff or debuff active at a time.

Unique buffs and debuffs follow all standard rules of common buffs and debuffs.

SKILLS

Skills exist on character cards and items and provide characters with a variety of effects. There are two types of skills: **ACTIVE SKILLS** and **PASSIVE SKILLS**.

An active skill is any skill that has a cost (AP, mana, or both). These skills can only be used by performing an action. See 'Use an Active Skill' on page 21.

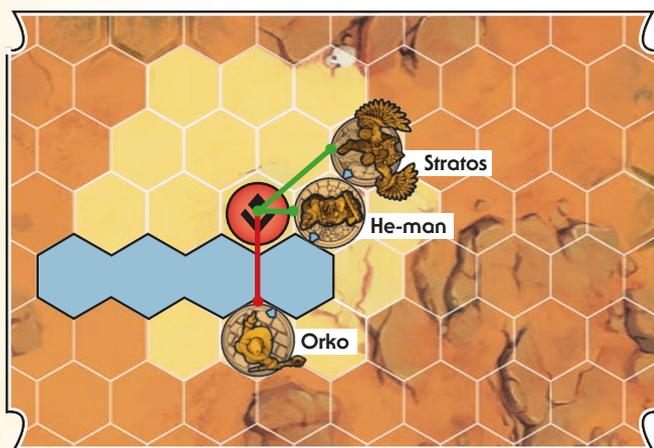
A passive skill does not have any cost. While a character is on the battleground, any passive skills on their character card or equipped items are always in effect. Each passive skill describes when and how it is resolved. A passive skill can be resolved any number of times during the game, but only once for each instance that the skill's timing is triggered.

MARKS

Some skills instruct players to place a **MARK**. A mark is a token on the battleground that affects characters that are near it. Marks remain on the battleground until the end of the round—they are removed during the clean-up phase.

A mark must be placed on an empty hex. It cannot be placed on hexes that contain characters, terrain, or other tokens. Each skill provides a range that indicates where the mark can be placed; the mark must be within the specified range and in line of sight of the character that is resolving the skill.

The skill also indicates what effect the mark causes, which characters it targets, and how close those characters must be to the mark to be affected. Marks only affect characters on the same elevation. For a mark to affect a target, that target must be within range and in line of sight of the mark. Follow the same range and line of sight rules used for performing ranged attacks, treating the mark as if it was the attacking character.



He-Man and Stratos are within range and line of sight of the mark and are affected by it. Orko is not in line of sight of the mark and avoids its effects.

Each type of mark has its own token, and each force can only have one copy of each mark active at a time.

TARGETING AND TESTS

If a skill refers to the character of a group of characters within a given range, all of those characters have to be in line of sight of the character that is resolving the skill. Some skills may require a target. For such an effect, the target must be in line of sight of the character that is resolving the skill, and that character must be rotated to face the target. Follow the same line of sight and facing rules used for performing a ranged attack. See 'Ranged Attacks' on page 18.

If a skill requires a test, it is called a skill test, but it is resolved using the normal test rules. See 'Tests' on page 12.

FREE ACTIONS

Some game effects provide a character with free actions. Free actions are simply actions that do not cost a character AP and are not treated as normal actions for the purposes of increasing action costs.

Example: He-Man receives a free move action at the beginning of his activation. After performing the action, he decides to perform another move action. Because the first move action was free, the second move action only costs him 1 AP (since it is the first standard move action of his activation).

SIDE MISSIONS

Glory cards contain side missions. Each side mission describes a condition that a player must meet to gain victory points. During an activation or interruption, if a side mission is in play **while** a side mission's condition is met, the player gains the number of VP indicated on the card. A player must have already played the side mission before they meet its conditions to gain the VP.



If the character knocks out an enemy using a melee weapon during the same activation or interruption in which they played this card, they gain VP.

After a player completes a side mission, they must place the glory card faceup in their play area to indicate that it has been completed.

ITEMS

Items are a character's trinkets, shields, and armour. Each item is represented by a card and its type is indicated by the following icons:



Trinket

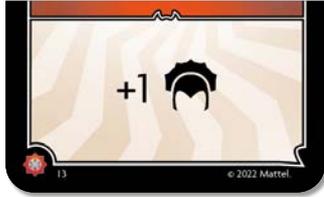


Shield



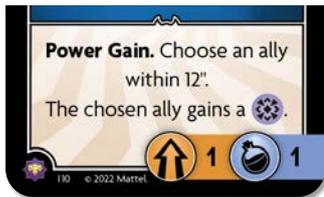
Armour

Each item has a skill. Unless stated otherwise, an item's skill only affects the character who has the item equipped. To resolve an item's skill, players simply read the text and follow the instructions.



This is a passive skill that increases a character's mind stat by one as long as this item is equipped.

Skills on items may have an AP or mana cost associated with them. To resolve such an ability, a character must first pay those costs. Those abilities are treated as active skills.



To resolve the Power Gain special ability, the character must spend one AP and one mana.

DISPOSABLE ITEMS

Some items offer single-use skills. These abilities are prefaced by the word 'Disposable'. A character can use any number of disposable items as a free action before or after any standard action. And, if a character is interrupted, they can use disposable items before the enemy resolves their interruption.

After using a disposable item, it is flipped facedown and cannot be used again. Used disposable items still count towards the points value of that character.



Once per game, a character can resolve this ability to gain 1 AP.

MANA

Mana is a resource used to resolve various effects. When a character gains mana, the player takes a mana token from the supply and places it on their character's card. When a character spends mana, the player removes a mana token from their character's card and places it in the supply.



Mana

Mana is used for the following effects:

- ◆ To resolve active skills that have a mana cost.
- ◆ To perform attacks using spells.
- ◆ To reroll dice during a test.

A character cannot have more than five mana at a time.

MOVEMENT EFFECTS

Many game effects instruct a character to move in a non-standard way. This section describes those types of movements:

TOWARDS

Moving towards uses the same rules as the move action with the following exception: the moving character must use the shortest route possible towards the indicated character or object. At the end of the movement, the character's model must rotate to face the character or object they are moving towards.

CHARGE

Charging uses the same rules as the move action with the following exception: the moving character must use the shortest route possible towards the indicated character. To resolve a charge, the character **must** end their movement in a hex adjacent to the character they are charging, and they must rotate their model to face that character.

TELEPORT

Teleporting uses the same rules as the move action with the following exception: a teleporting character ignores all characters, low and high obstacles, penalties from difficult terrain, and does not end their movement after entering a hex adjacent to an enemy. A teleporting character also treats all surrounding hexes as adjacent, even if they are at different elevations. After the movement is complete, the player who controls that teleporting character can change that character's facing.

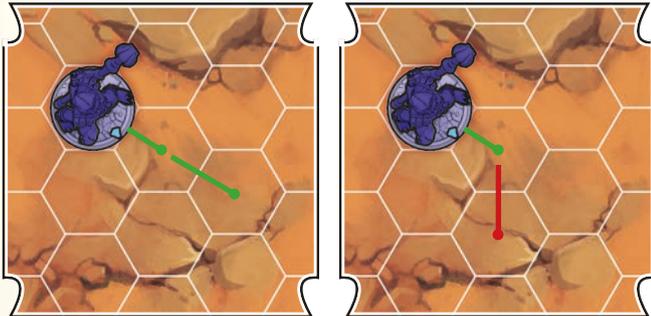
This movement cannot cause attack of opportunity and overwatch interruptions.

JUMP

Jumping uses the same rules as the move action with the following exception: a jumping character ignores all characters, low and high obstacles, penalties from difficult terrain, and does not end their movement after entering a hex adjacent to an enemy. A jumping character also treats all surrounding hexes as adjacent, even if they are on different elevations.

PUSH AND PULL

If a game effect pushes or pulls a character, the character's model is moved to an adjacent hex. If a character is pushed or pulled multiple hexes, those hexes must be in a straight line.



Correct

Incorrect

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

If a target would move into a hex that contains a terrain piece or other model, their movement stops immediately.

If a target is pushed or pulled from elevated ground, they must perform a free climbing down action, after that movement immediately stops.

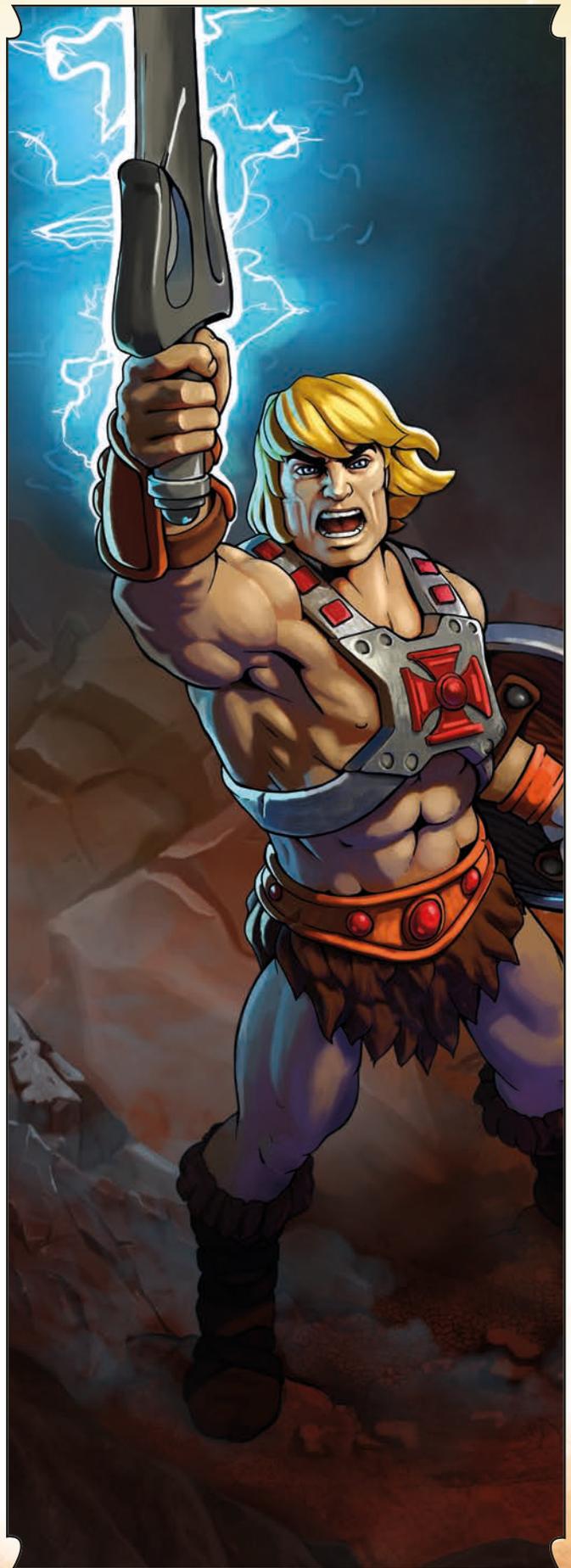
When being pushed or pulled, a character **cannot** rotate their facing.

This movement **cannot** cause attack of opportunity and overwatch interruptions.

SWITCH

If a game effect instructs two characters to switch positions, both models are placed on each other's previously occupied hexes. This movement **cannot** trigger overwatch interruptions. However, this movement **can** cause attacks of opportunity.

When being switched, characters **cannot** rotate their facing.



MASSIVE MODELS

Models that have bigger bases and occupy multiple hexes are **MASSIVE**. Massive models require minor changes to many of the standard character rules. Those changes are described in this section.

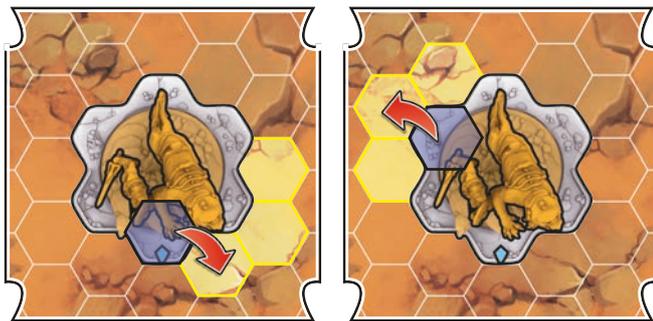
ADJACENCY

A massive model is adjacent to each hex that shares a border with any of the hexes it occupies.



MOVEMENT

When a massive model moves, a player chooses one of the model's hexes and moves it to an adjacent hex.



While performing a move action, this movement would cost one AP.

Every movement must end in a position that can fit the entire base of a massive model.

MOVING OVER LOW OBSTACLES

During a move action, a massive character can spend three movement points to move from any hex that shares a border with a portion of a low obstacle to any other hex that shares a border with the same portion of that obstacle. No part of the massive character's base can be placed on top of the obstacle.

MOVING OVER HIGH OBSTACLES

During a move action, a massive character can spend six movement points to move from any hex that shares a border with a portion of a high obstacle to any other hex that shares a border with the same portion of high obstacle. No part of the massive character's base can be placed on top of the obstacle.

CLIMBING UP

Massive models can climb up a platform using the standard rules with the following exception: the massive model must end in a position where its entire base can fit.

CLIMBING DOWN

Massive models can climb down a platform using the standard rules with the following exception: the massive model must end in a position where its entire base can fit.

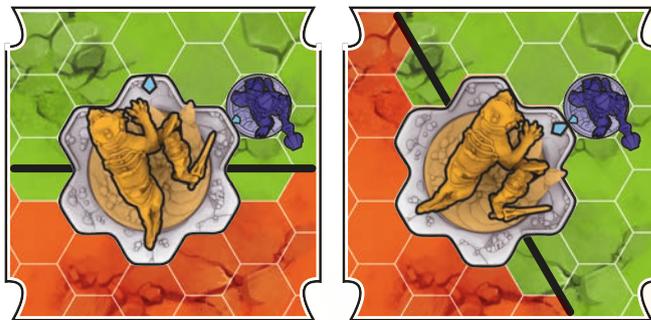
LADDERS

Massive models cannot use ladders and treat them as low obstacles.

FACING

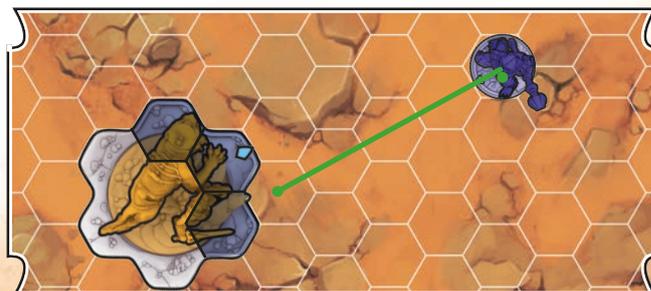
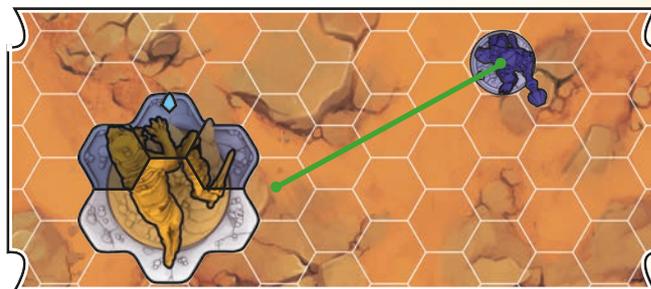
When a character attacks a massive model, they can face any hex occupied by that model.

Massive models have marks on their bases to indicate the hexes they face. All attacks performed by a massive model originate from its facing hex.



If a player must rotate a massive model to face an adjacent target, they rotate the massive model until its facing hex shares a border with the target's hex.

If a player must rotate a massive model to face a target that they are not adjacent to, they rotate the massive model until its facing hex shares a border with the hex that is closest to the target, measuring from that hex's centre. If two hexes are at the same distance, the model can face either hex of the controlling player's choice.



LINE OF SIGHT

When determining line of sight to or from a massive model, players can use any single hex occupied by the massive model.

COVER

When determining if a massive model has cover, players ignore all characters and high or low obstacles that are adjacent to any hex occupied by the massive model.

PUSHING AND PULLING

Massive models cannot be pushed or pulled.

SWITCHING

Massive models cannot switch positions with non-massive models.

EFFECT TIMING

Most skills and special abilities describe when they can be used.

- ◆ Any effects that are triggered 'upon activation' are resolved between steps 3 and 4 of an activation—after the character gains bonuses but before they perform any actions. If there is more than one such effect, the active player decides the order.
- ◆ Any effects that are triggered 'at the end of activation' are resolved after step 5 of an activation—immediately after a character ends their activation. If there is more than one such effect, the active player decides the order.
- ◆ Any effects that are triggered 'upon interruption' are resolved by the interrupting character before they start their interruption. If there is more than one such effect, the interrupting player decides the order.
- ◆ Any effects that are triggered 'at the end of interruption' are resolved by the interrupting character after they end their interruption. If there is more than one such effect, the interrupting player decides the order.



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QUICK REFERENCE

GAME ROUND

1. **Preparation Phase:** Players draw fate cards (maximum of five in hand).
2. **Activation Phase:** Players take turns activating their characters.
3. **Clean-Up Phase:** Players claim objectives, remove mark, buff, and debuff tokens, check victory conditions, gain one mana per ready character, and discard played cards.

ACTIVATION PHASE

1. Select Cards
2. Activate Characters
3. Gain Bonuses
4. Perform Actions
5. End Activation

SCOPE (DEFAULT 4)

- ◆ If the target is in cover, scope decreases by one.
- ◆ If the target of a ranged attack is engaged, scope decreases by one. This does not affect spell and melee attacks.
- ◆ If it is a flank attack, scope increases by one.
- ◆ If the attacker is focused, scope increases by one (must spend token).
- ◆ Attacks perform during interruptions have their scope decreased by one (excluding attacks of opportunity).
- ◆ Attacks of opportunity have their scope increased by one.

TERRAIN RULES (NO ELEVATION)

- ◆ **High Obstacles** provide cover and block line of sight. Characters can spend six movement points to climb over the high obstacle.
- ◆ **Low Obstacles** provide cover and do not block line of sight. Characters can spend three movement points to move over the low obstacle.
- ◆ **Difficult Terrain** does not provide cover and does not block line of sight. If a character begins their action in it, their speed (and focused speed) is reduced by two.

TESTS

1. Check Stats
2. Determine Modifiers
3. Determine the Scope
4. Normal Roll
5. Determine Initial Successes
6. Free Rerolls
7. Mana Rerolls
8. Exploding Dice
9. Determine Final Successes
10. Defence Test (optional)
11. Apply Successes

ICON KEY

Characters Stats			
			
Health	Strength	Toughness	Mind
			
Power	Perception	Speed	
Weapon Types			
			
Melee	Ranged	Spell	
Mana	Action Points		
			

GLOSSARY

Activation: All situations when a player activates one of their characters with a fate or glory card to perform their actions.

Active Skills: All skills that have a cost (in AP and/or mana) stated next to their description. Active skills can only be used when an associated character is active or interrupting. Every active skill can only be used once per activation and interruption.

Ally: Any character that belongs to the same force (excluding the character that currently resolves their activation or interruption).

Attack Test: Test of the attacker's stat during the attack.

Card Limits: Players cannot have more than five fate cards in their hand at a time. Glory cards do not count towards this restriction.

Character: Any model on the table.

Defence Test: Any test made to decrease the number of successes received by the enemy during an attack or skill test.

Enemy: Any character that belongs to the opposite force.

Immediately: When one action must be performed immediately after another, the relevant character cannot perform any action in-between (including free actions).

Interruptions: All situations when any character interrupts other characters to perform their own action. The interrupting player can play cards from their hand, to provide the interrupting character with additional bonuses.

Ongoing effects: All active buffs, debuffs, and marks are treated as ongoing effects.

Passive skills: All skills that do not have a cost (in AP and/or mana) stated next to their description. Passive skills can be resolved if the associated character is on the battleground.

Skill Test: Any test related to the character's skill (passive or active).