

Universes War:



MARVEL Vs. DC



Beta 1.0

A Print & Play Board Game By MarTinazzl

MarTinazzl

ABOUT

Evil Awakens

Cthulhu awoke from his deep sleep and thus opened a portal between the Marvel Universe and the DC Universe. If the gate is not closed, the mighty Cthulhu will destroy two universes, each universe created a team of superheroes to defend themselves from imminent destruction, but to save the your universe the other must be destroyed.

Thus began a great war between the two universes.

Welcome to Universes War

Universes War: Marvel vs DC up to 4 players assume the role of a Super Heroes to defend the Crystals of the Universe Power to save their universe, so it helps to have Minions and Guardians.



The only way to save their Universe is necessary conquer the Universe of the enemy. Become stronger, use your skills, intelligence and strategy to save your Universe from the imminent destruction.

The game is a print and play system. The game is downloaded and printed on A4 paper with a desktop printer and assembled with scissors and glue.

Special Thanks

To Jim Bowen, having created Mini Dungeon Adventure, in which this game was based.

To my friends.

And to Anon from /po/.

SETUP

Games of Universes War: Marvel Vs.DC are played on a grid of 1"x1" tiles that form battle camp. Each battle camp must have two identical side.

The game can have a maximum of four players, two for each team.

Each player chooses a Super Hero. Besides the Super hero, each player controls two melee Minions and a ranger Minion. The Guardian can be controlled by what the team wants, The characters always start next to their respective Crystals.

Super Heroes

Has three basic skills and Ultimate. The Super Hero



begins by choosing one of three basic skills and every level he can

acquire other basic skills, at level 4 it can purchase the Ultimate and the last level (level 5) he can chooses an

improvement of a status (+1 to chooses status). If the super hero reach 0 or less Health he dies and can only return after 3 Rounds.

To recover the Health of the Super Hero is necessary to stay close to the Crystals and do not perform any actions and not be attacked.

2 Health per round.

SETUP

Minions

Are soldiers who will help you break in the battle to destroy enemy Crystals. The minions always need room and can't retreat the fight.

Minions will fight with the first enemy in the way. When a minion dies, he will reborn after 2 Rounds.

Guardians

They are extremely powerful, but they can not get away from the crystals and can only rebirth after 5 Rounds. The Health of Guardians will be full recovery after 4 without actions.



Crystals:

The crystals are what keeps the universe alive. do not move, can not regenerate their health or reborn. The crystals are skills proof.

Weapons and Items NOT IMPLEMENTED

Hero Sheet

Use the Hero sheet, filling with the name and skills, mark with an X the skills you already have, is extremely recommendable to use a D6 for the simbilizar Health.

BASIC ACTION



Round Sequence

Is first necessary to define the order of the players using a D6 before the game start, the high roll will be the first player, the turn need be Always alternately. (Example: If the game starts with a DC team player, the next player must be Marvel team and so on.).

The turn should always start with the movement of the Minions, then the Super Hero and if necessary by the last Guandian.

The Guardians have a special rule for their turns, they only move if an enemy come into your reserved area and will be used

by the player who has the closest turn

Round Effect

Every effect you need to complete one round, only works in the beneficiary's turn.

Moving

When a Super hero, Minions or Guardian is moving, it takes 1 speed point to move 1 square. Diagonal moves are not allowed.

Friends can move to spaces containing other friends, but the Minions must stop moving when they enter a space containing an

BASIC ACTION



enemy figure. Only three characters of the same team any one square simultaneously, up to four consisting of any other

combination of Marvel or DC can occupy the same square.

Attacking

Attacking is done by comparing the attacking figure's Attack (A) value and roll a D6. Add these together to determine the

attack strength and compare it to the defending figure's Toughness (T) value. If the Attack strength is greater than the

enemy's Toughness, then it's a hit and the enemy

will lose 1 health (H). Each attack consumes one of speed, Up to four

attacks may be attempted per turn.

Melee attacks are done by targeting a enemy figure in the same space as the figure making the attack.

Ranged attacks are made by targeting an enemy figure within the targeting figure's weapon's range value and line of sight. Ranges are measured orthogonally, not diagonally.

Line of Sight

A figure has line of sight, to another figure if there

BASIC ACTION



are no figures or walls in the spaces in between them.

Critical Hits

Any die roll of a 6 (ranged, melee or skill) will cause a critical hit (hits automatically) regardless of the enemy's Toughness.

Critical Misses

Any die roll of a 1 is a critical miss and will not cause a hit regardless of the attack total or enemy Toughness.

Mana

It is the status that allows you to use your special abilities, regenerate 2 Mana Point every 4 rounds.

Skill

Are special abilities that allow her to make more powerful Super Hero. Each have their own Super Hero Skills.

Example: Flash

can blink and Wolverine can regenerate.

To use the Skills is necessary to respect the characteristics of Skill. The Skills also require the comparison of its Attack

and a D6 with the enemy Toughness.

Basics Activity: Use 1 Mana, Speed 1 and 2 Hit per turn to use it.

BASIC ACTION



Basico Passive: It is a skill that is always active and does not drain Mana, Speed or Hit per turn.

Ultimate: is the most powerful Super Hero Skill, it uses 2 Mana, Speed 1 and 2 Hit per turn.

Death

If a character dies, he must go to Cemetery of the battlefield and wait for the Rounds needed to return to life.

Victory

To win you have to destroy the 3 Crystals enemies before they destroy their Crystals.

Gaining Levels



Experience Table

Minion : 2 Exp

Super Hero : 4 Exp

Guardian : 6 Exp

Crystal : 8 Exp

The whole experience for those who will give the final blow, the rest of the team only gets half the experience.

Level Up Table

Level 1 : 0 Exp

Level 2 : 5 Exp

Level 3 : 15 Exp

Level 4 : 30 Exp

Level 5 : 45 Exp

STATUS

Minions

Health : 1

Attack : 4

Toughness : 7

Speed : 5

Guardians

Health : 8

Attack : 5

Toughness : 8

Speed : 8

Crystal

Health : 8

Attack : 0

Toughness : 8

Speed : 0

Super Hero

Health : 6

Attack : 5

Toughness : 7

Speed : 6

Mana ; 5



All heroes have the same status, to be easier to balance the game in future versions this can be changed..

SPIDERMAN

Marvel Team



Status

Health : 6

Attack : 5

Toughness : 7

Speed : 6

Mana : 5

Web Shot

Info : Throw a ball of Web with strength and precision to hit the enemy.

Effect : Ranger Attack, Line of Sight...

Ranger : 3 Square.

Mana : 2 Point.

Spider Sense (Passive)

Info : He has a great ability to deflect the blows.

Effect : +1 Toughness.

Web Hook

Info : He launches a web on the enemy to launch himself at the enemy in a fast attack.

Effect : Move to space of the enemy and hit he, Line of Sight.

Ranger : 3 Square.

Mana : 2 Point.

Ultimate Web (Ultimate)

Info : It creates a great web to slow the enemies around him.

Effect : -2 Speed to all enemies on the same space.

Ranger : 0 Square.

Mana : 3 Point..

CAPTAIN AMERICA

Marvel Team



Status

Health : 6

Attack : 5

Toughness : 7

Speed : 6

Mana : 5

Accurate Shooting

Info : He uses a weapon to hit an accurate shot..

Effect : Ranger Attack.

Line of Sight. .

Ranger : 3 Square.

Mana : 2 Point.

Shield Bash

Info : He uses the shield to hit a very strong blow on the enemy leaving him stunned.

Effect : -2 Speed to enemy.

Ranger : 0 Square.

Mana : 2 Point.

Shield Block (Passive)

Info : He use your shield to deflect the blows.

Effect : Block the first damage of the Round.

Throw Shield (Ultimate)

Info : He throws his shield like a boomerang and each hit the shield goes toward another enemy nearby.

Effect : -1 Attack roll for each hit.

Ranger : 3 Square.

Mana : 3 Point..

BATMAN

DC Team



Status

Health : 6

Attack : 5

Toughness : 7

Speed : 6

Mana : 5

Batarang

Info : He throw the batarang..

Effect : Ranger Attack.

Ranger : 3 Square.

Mana : 2 Point.

Bat Hook

Info : He throw a hook on the enemy or allied and push the target to he, Line of Sight..

Effect : Push target to he,, -1 Attack for a Round to enemy and no damage.

Ranger : 3 Square.

Mana : 2 Point.

Dodge (Passive)

Info : He use your ability to deflect the blows.

Effect : +1 Toughness.

Martial Arts Master (Ultimate) (Passive)

Info : He has quick reflexes and can counter attack the enemies.

Effect : If enemy miss the first hit or roll a critical misses the Batman can counter attack the enemy.

AQUAMAN

DC Team



Status

Health : 6

Attack : 5

Toughness : 7

Speed : 6

Mana : 5

Heal

Info : It uses the power of water to heal allies or yourself.

Effect : +1 Health, can't pass the max Health and only can be used on Super Heroes.

Ranger : 1 Square.

Mana : 2 Point.

Spear Mastery (Passive)

Info : He is a master with the spear.

Effect : +1 to Attack Ranger.
-1 Attack Roll if the hit is in the full ranger.

Evasion (Passive)

Info : He use your ability to deflect the blows and run.

Effect : If enemy miss the first hit or roll a critical misses the Aquaman move 1 Square back.

Tide (Ultimate)

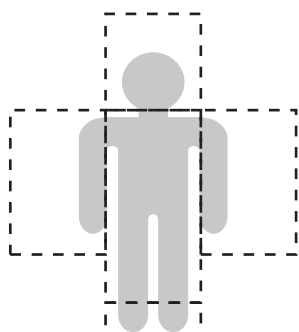
Info : He summons a giant wave to bring the enemies away.

Effect : 1 Square back, the Tide move for 3 Squares, -1 Attack roll for each hit and square wave move.

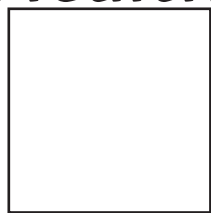
Ranger : 0 Square.

Mana : 3 Point..

Name: _____



Health



Experience

1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5

Inventory

Skills







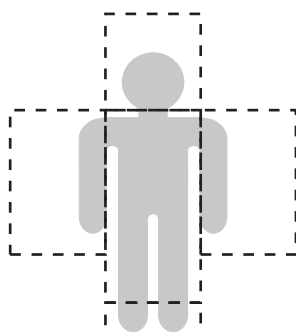


Status

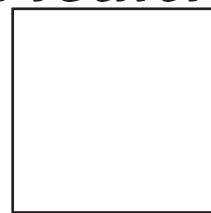




Name: _____



Health



Experience

1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5

Inventory

Skills







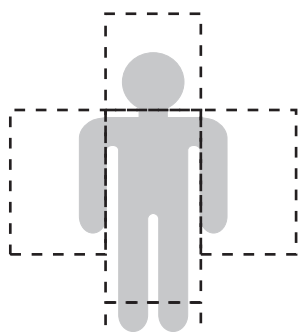


Status

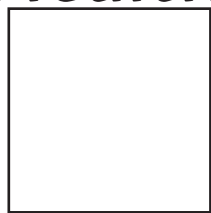




Name: _____



Health



Experience

1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5

Inventory

Skills







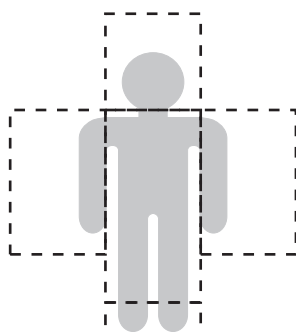


Status

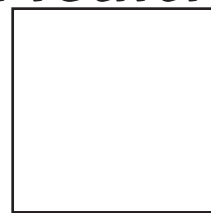




Name: _____



Health



Experience

1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5 6 7 8 9 10
1 2 3 4 5

Inventory

Skills







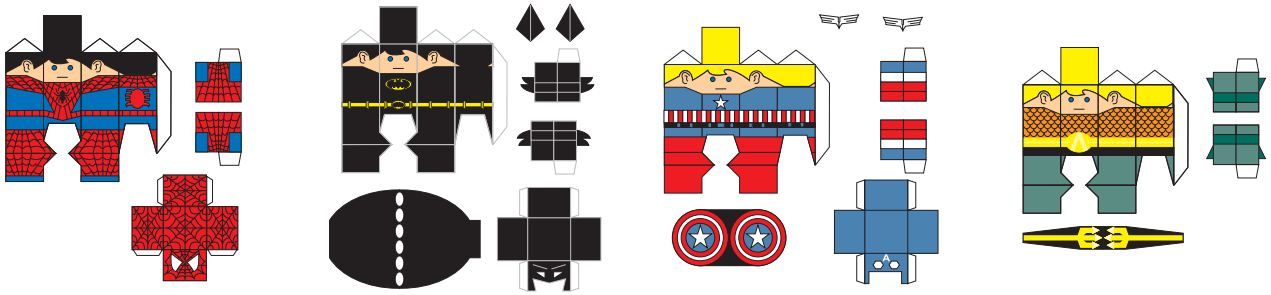


Status

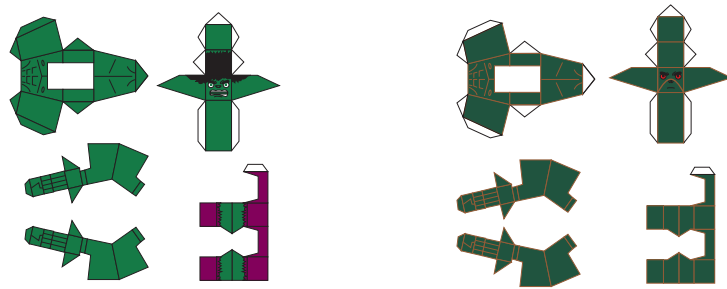




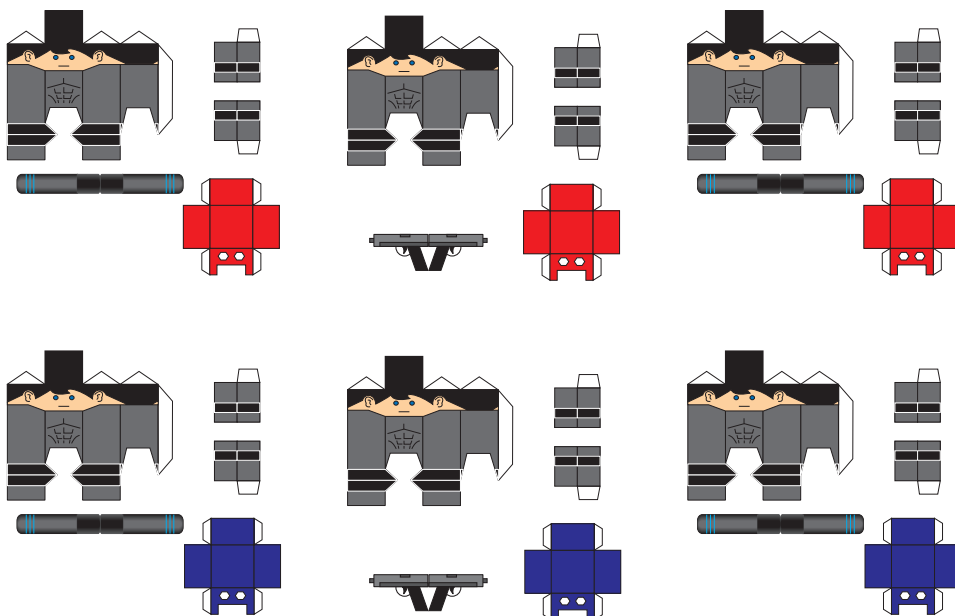
SUPER HEROES

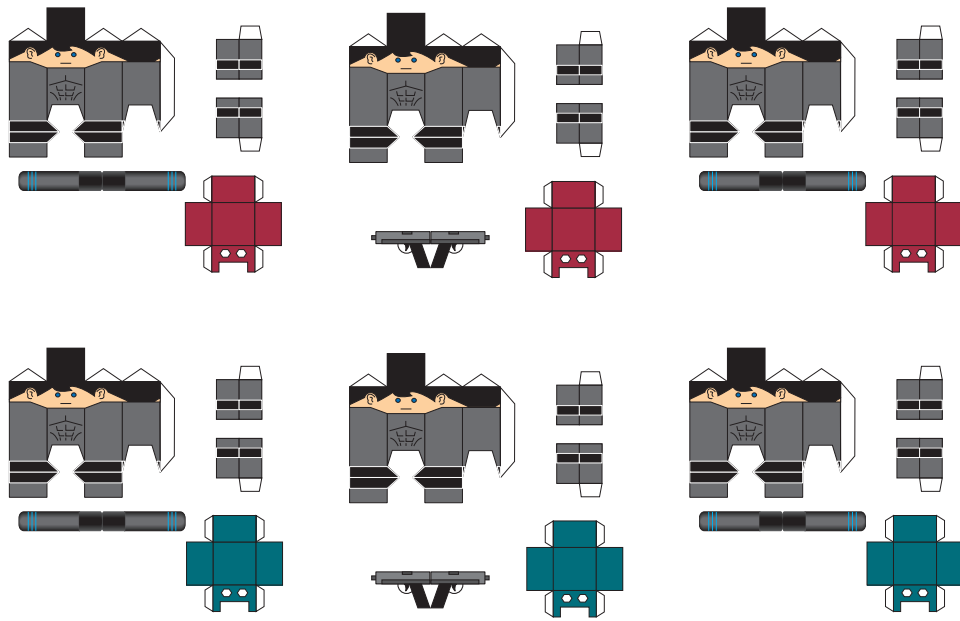


GUARDIANS

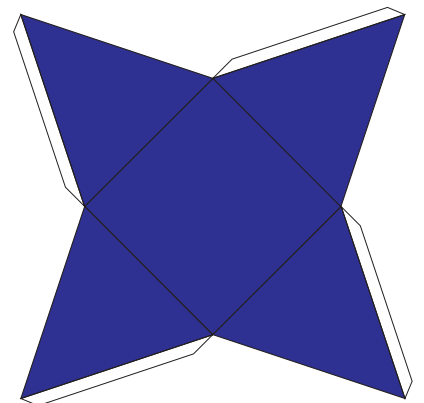
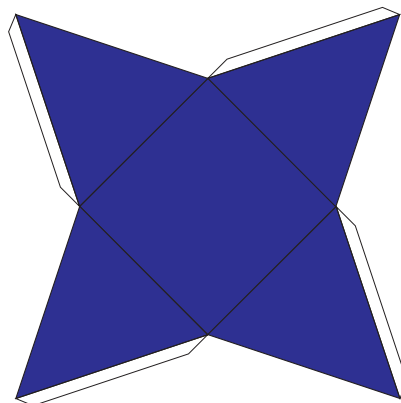
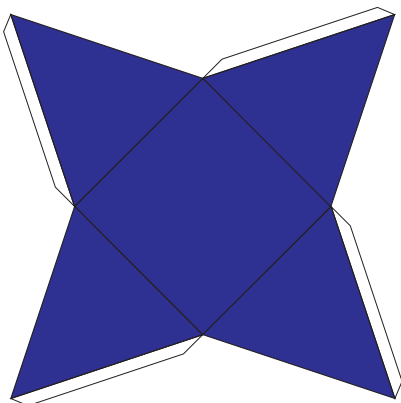
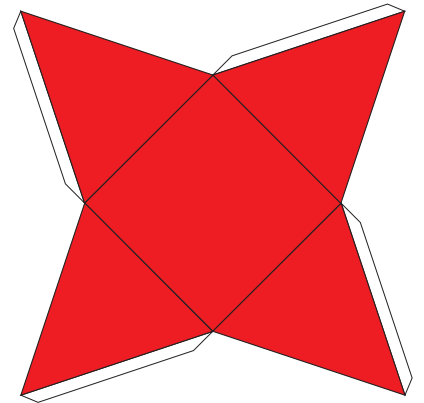
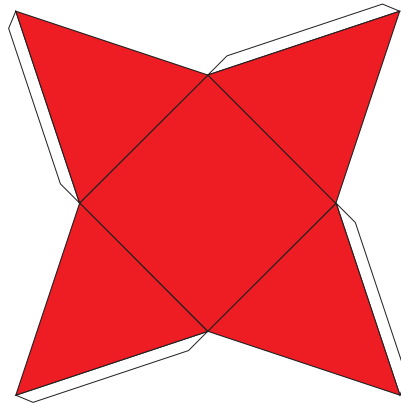
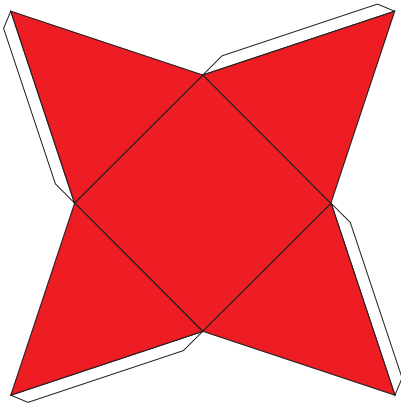


MINIONS






CRYSTAL



3	
2	
1	



Minions
Hero
Guardian

1

