

MASTERS OF THE UNIVERSE™ BATTLEGROUND



BATTLEGROUND BOOK

The logo for 'Masters of the Universe Battleground' is centered in the upper right. It features the word 'MASTERS' in a large, blue, metallic, 3D font with a red outline and a yellow glow. Below it, 'OF THE UNIVERSE™' is written in a smaller, white, sans-serif font on a black rectangular background. At the bottom, the word 'BATTLEGROUND' is written in a large, blue, metallic, 3D font with a red outline and a yellow glow, matching the 'MASTERS' font style. The entire logo is set against a background of bright yellow lightning bolts striking down from a bright yellow sky.

BATTLEGROUND BOOK

Version 2.0

PREPARING FOR BATTLE

Before setting up a game of *Masters of the Universe: Battleground* players must choose characters, equipment, and construct their fate and glory decks. The following section describes a basic two-player setup. The four-player setup can be found on page 12 of this book.

BUILDING A FORCE

A player's force consists of characters and their equipment. Each character and piece of equipment has an associated cost, which is found on the cost sheet that is included in this book.

For a standard game, each player's force cannot exceed 100 points.

A LIVING GAME

As this game evolves and more content is created, this cost sheet may change to create better game balance. Pay attention to our motubattleground.com website to stay informed about updates to the cost tables and other exciting news about *Masters of the Universe: Battleground*.

CHOOSING CHARACTERS

When building a force, each character a player chooses must be from the same faction. And only one copy of a character can be included in a force, even if the character has multiple models or versions.



Masters of the Universe



Evil Warriors

There are no restrictions as to the number of characters a player can have, but the total cost of a force cannot exceed 100 points.

Two forces that belong to the same faction can fight each other.

CHOOSING EQUIPMENT

Each character has a piece of basic equipment that is presented on the back of their character card.

Every item increases the cost of the character, including basic equipment. A character does not have to equip their basic equipment unless stated otherwise.



Each piece of basic equipment is iconic, which is indicated by a symbol on the card. No character can equip a piece of iconic equipment unless it is their basic equipment. For example, only He-Man can equip the 'Sword of Power'.



A player must pay for any equipment using the appropriate costs on the cost sheet. The amount of equipment that each character can equip is restricted. The back of each character's card has a list of icons, which indicate the number of and type of equipment slots a character has. A character's basic equipment counts towards this restriction.



Character Card

DUPLICATES

A player's force cannot have any duplicate equipment. If one character has a 'Battle Harness', a different character cannot equip another copy of 'Battle Harness'.

BUILDING DECKS

Each player must build a fate deck and a glory deck.

FATE DECKS

Each player's fate deck must contain exactly 20 fate cards with no duplicates. A player can choose from among all the available cards, even cards that contain the opponent's faction icon—those icons are only used for the first game experience.

GLORY DECKS

Each player's glory deck must contain 5 glory cards with no duplicates. A player can choose from among all the available cards, even cards that contain the opponent's faction icon—those icons are only used for the first game experience.

STANDARD SETUP

1 Place Game Board: Place the battleground game board (25 hexes long by 30 hexes wide) between both players. Leave space on each side of the board for character cards, items, and fate decks.

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

3 Prepare Battleground: The second player chooses a battleground (found on pages 6–10). Then both players place the terrain and fixed objective tokens as depicted.

4 Choose Deployment Zone: The first player chooses one of the deployment zones as their own. Their opponent is assigned the other deployment zone. Deployment zones are depicted by the greyed out areas on opposite sides of the battleground map.

5 Place Objective Tokens: Starting with the first player and then alternating turns. Unless the battleground rules specify otherwise, each player places

one objective token until four additional objective tokens (two per player) are placed. Each player must place one of their objective tokens in their own deployment zone and one in their opponent's deployment zone. Each objective token must be at least three hexes from any edge and six hexes from any other objective token.

6 Draw Fate Cards: Each player shuffles their opponent's deck. Then, each player draws five fate cards from their fate deck. A player can discard any number of those cards and draw the same number of new cards from the top of the deck. Discarded cards are reshuffled back into their fate deck.

7 Draw Glory Cards: Each player shuffles their opponent's deck. Then, each player draws three glory cards from their glory deck. Each player chooses two cards to keep and discards the other.

8 Deploy Force: Starting with the first player, and alternating turns, each player places one model into their deployment zone. Players continue this process until both players have deployed all of their characters.

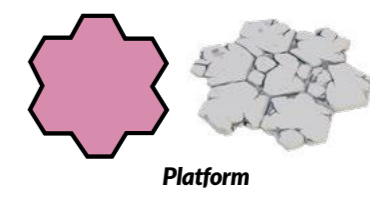
BATTLLEGROUNDS TERRAIN



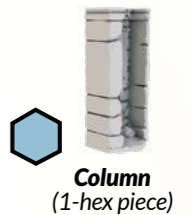
High Obstacle
(4-hex piece)



Mixed Height Obstacle
(4-hex piece)



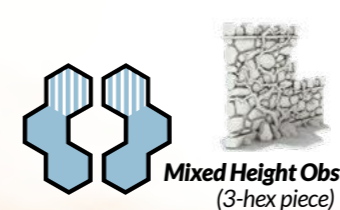
Platform



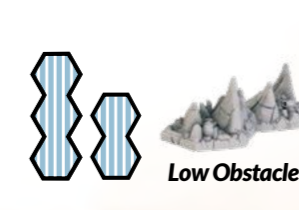
Column
(1-hex piece)



High Obstacle
(3-hex piece)



Mixed Height Obstacle
(3-hex piece)



Low Obstacle

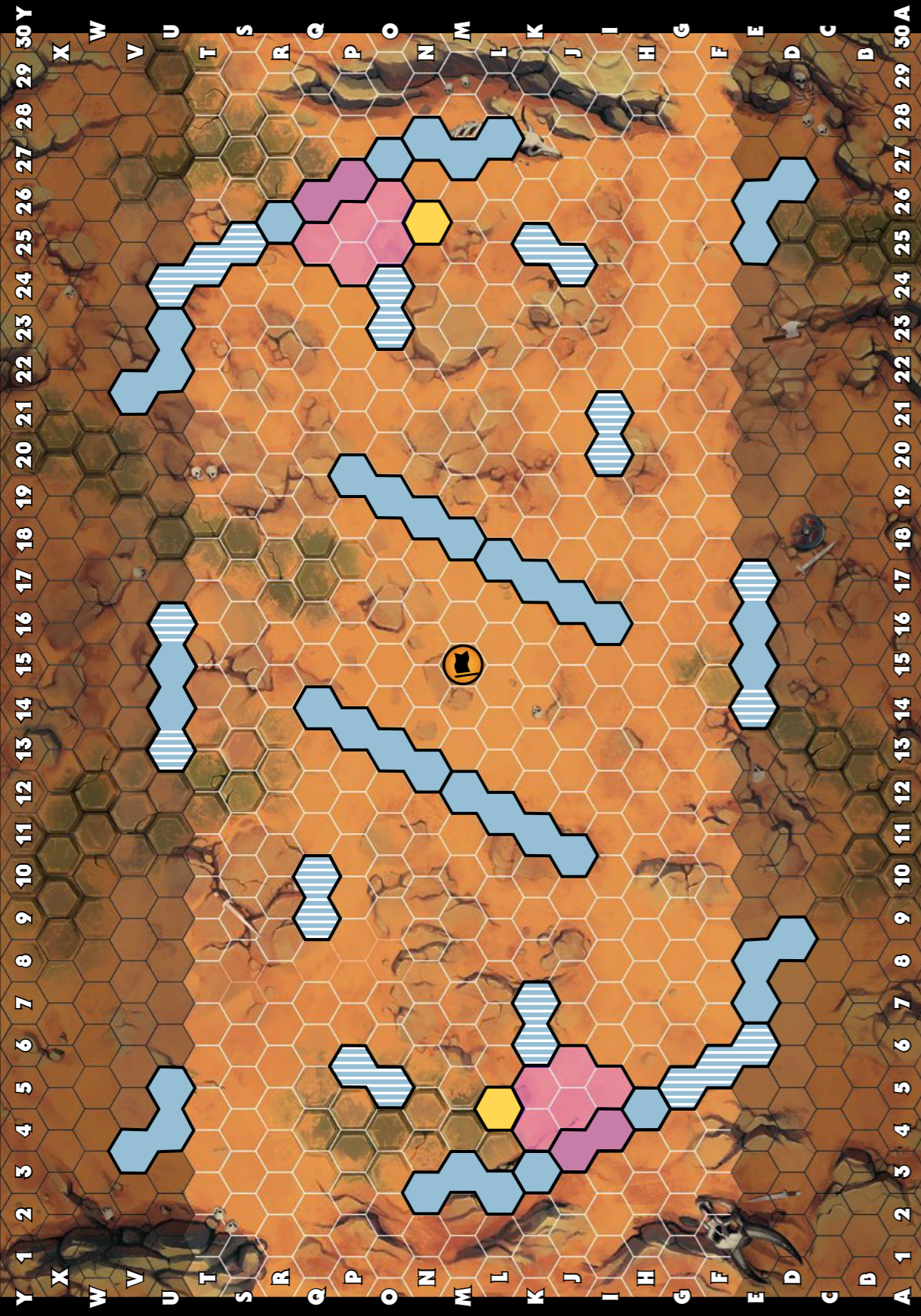


Ladder



Objective
Token

ANCIENT RUINS

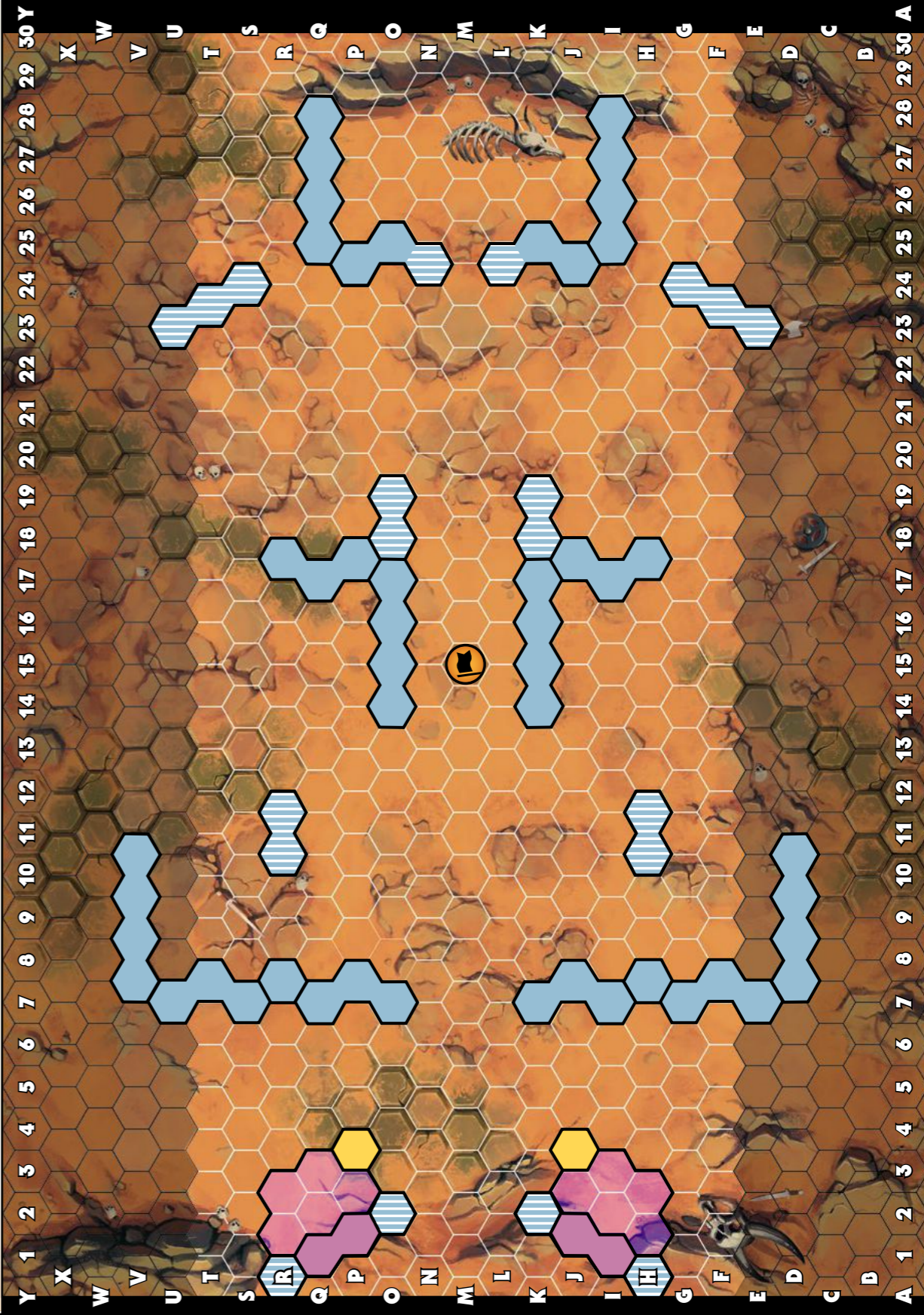


Deployment Zone

Deployment Zone

Objective Placement: Place one initial objective on hex M15. Then, follow the standard rules.

SECRET HIDEOUT



Deployment Zone

Deployment Zone

Objective Placement: Place one initial objective on hex M15. Then, follow the standard rules.

SANDS OF TIME

A hexagonal grid map for the 'Sands of Time' scenario. The grid is labeled with letters A through Y on the left and right sides, and numbers 1 through 30 on the top and bottom. The terrain is a desert landscape with various features. Blue hatched areas represent walls or obstacles. Two yellow flag icons represent objectives, located at hexes O6 and K24. Two 'Deployment Zone' labels are at the bottom, one on the left and one on the right.

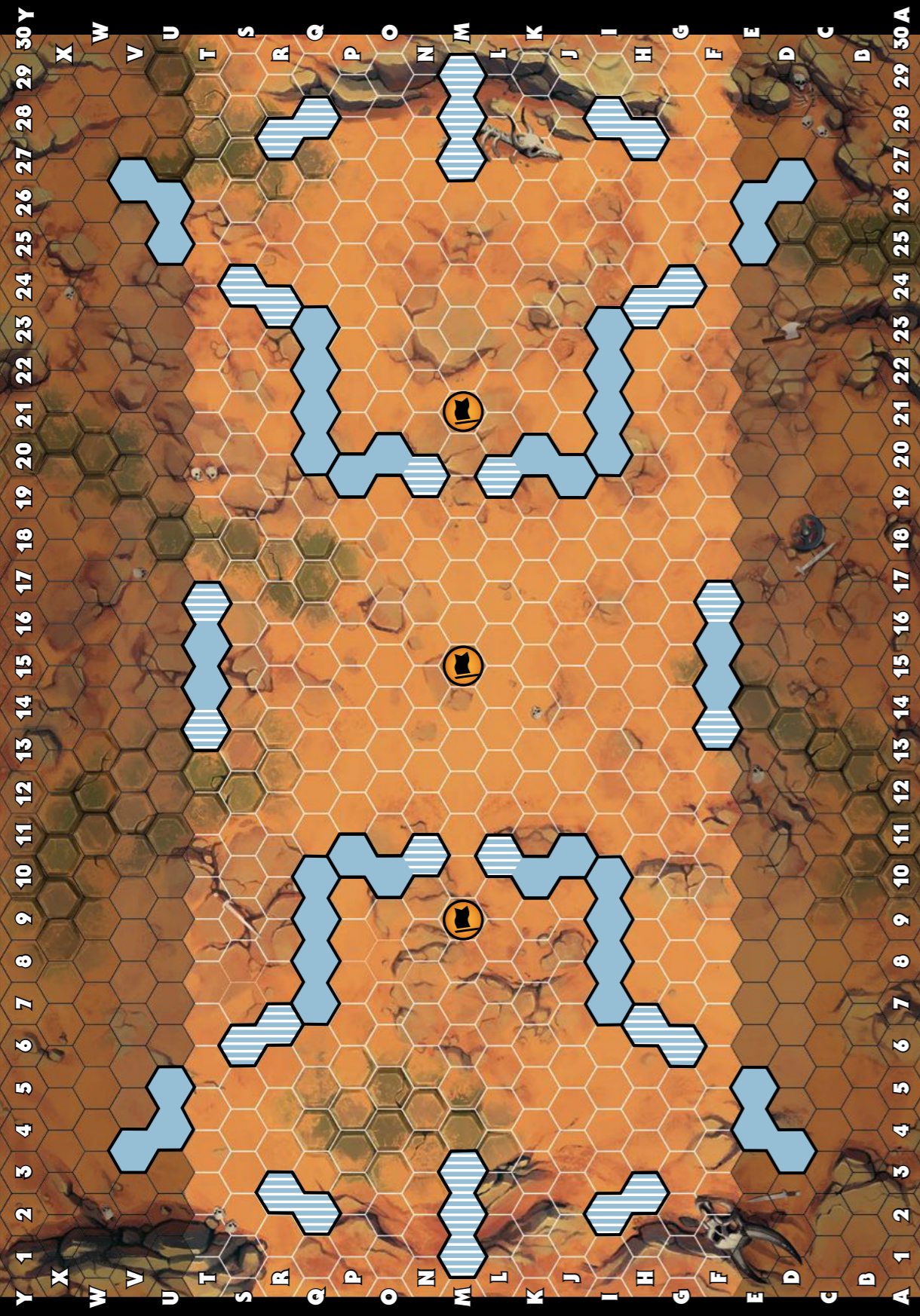
Objective Placement: Place two initial objectives on hexes: O6 and K24. Then, follow the standard rules.

STONE CITY

A hexagonal grid map for the 'Stone City' scenario. The grid is labeled with letters A through Y on the left and right sides, and numbers 1 through 30 on the top and bottom. The terrain is a desert landscape with various features. Blue hatched areas represent walls or obstacles. Two yellow flag icons represent objectives, located at hexes M7 and M23. Two 'Deployment Zone' labels are at the bottom, one on the left and one on the right.

Objective Placement: Place two initial objectives on hexes: M7 and M23. Then, follow the standard rules.

DESERT GATE



Objective Placement: Place three initial objectives on hexes M9, M15 and M21. Then, each player places one objective in their opponent's deployment zone.

Deployment Zone

Deployment Zone

TOURNAMENT SCORING

During tournaments, the winner is determined based on the tournament points they have earned. Players earn tournament points after each game they play:

- ◆ 2 tournament points for a victory.
- ◆ 1 tournament point for a draw.
- ◆ 0 tournament points for a loss.

Additionally, each player earns an amount of small tournament points equal to the number of VPs they collected during the game.

The amount of tournament points determines the rank of each player. In case of ties, the player with more small tournament points outranks their opponent.

If one of the players forfeits the game, they gain no tournament points and no small tournament points. Their opponent receives 2 tournament points and either 120 small tournament points or an amount of small tournament points equal to the number of their VPs (their choice).



TEAM COMBAT

The following section describes how to prepare a four-player game.

BUILDING A FORCE

When preparing forces for a Team Combat, follow these few essential rules:

- ◆ The players are divided into 2 teams of 2.
- ◆ Each player has their own force. No force can exceed 75 points.
- ◆ Each player has their own fate and glory decks. Each player's glory deck must contain 4 glory cards.
- ◆ Forces in a single team must belong to the same faction.
- ◆ A team can have only one copy of a given character, even if the character has multiple models or versions.
- ◆ A team can have only one copy of a given piece of equipment.
- ◆ A team can have only one copy of a given fate or glory card.

GAME SETUP

Follow the setup of the standard game with the following differences:

- 1 Choose the First Team:** The participants choose the first team instead of the first player. Two players from opposing teams roll a die, and the player with the highest result chooses the first team. Reroll to break any ties.
- 2 Prepare the Battleground:** The second team chooses the battleground. Unless stated otherwise, you can pick any battleground from the starter set or later expansions.
- 3 Choose the Deployment Zone:** The first team's players choose their deployment zone. The remaining deployment zone is assigned to their opponents. Both players in a team share the deployment zone.
- 4 Place the Objective Tokens:** Starting with the first team, both teams take turns placing additional objective tokens.
- 5 Deploy the Forces:** Starting with the first team and alternating between the teams, players take turns placing their models, one at a time, in their deployment zones. The process continues until all players have deployed all of their characters.

PLAYING THE GAME

Allies and enemies: All characters in one team are **allied**, while all characters belonging to the opposing team are their **enemies**.

Preparation phase: During this phase, each player draws fate cards from their fate deck until they have four fate cards in their hand.

Activation phase: Each player selects one fate or glory card from their hand and places it face down on the table. Then, all players simultaneously reveal their chosen cards. Players become active in the order of decreasing initiative, with the following exceptions:

- ◆ If two or more players from opposing teams play cards with the same initiative, the first-team players always activate before the second-team players.
- ◆ If allied players play cards with the same initiative, they can decide who activates first.

Knockout victory: If every character in a team is knocked out, the other team wins the game. If both teams lose all of their characters, the game ends in a draw. If every character in a force is knocked out, the player who controls that force can no longer participate in the game. However, that player can still be victorious if their teammate manages to achieve a victory.

Scoring: Allied players share victory points.

Points victory: During the clean-up phase of the fourth round, if neither team has secured a knockout victory, the game ends, and each team calculates the total victory points they have earned. The team that bests their opponent by at least 20 victory points wins the game. If neither team gains a 20-point lead, the game ends in a draw.

Character	Cost	Weapons	Cost	Other Items	Cost
Character					
Character					
Character					
Character					
Total Cost:					

COST TABLES

Characters	Cost
He-Man	19
Man-At-Arms	18
Orko	16
Ram Man	18
Stratos	17
Evil-Lyn	16
Mer-Man	17
Skeletor	21
Trap Jaw	16
Tri-Klops	17

Melee Weapons	Cost
Axe	1
Battle Axe	5
Dagger	3
Electronic Sword of Power	4
Flying Fists	3
Havoc Staff	2
Hook Attachment	2
Longsword	2
Mace	3
Purple Sword of Power	3
Staff of Avion	3
Sword of Power	3
Sword of Rakash	4
Terror Claws	3
Trident	4

Ranged Weapons	Cost
Arm Cannon	2
Blaster	4
Fear Gas Cannon	4
Flamethrower	2
Horde Crossbow	3
Laser Attachment	0
Laser Pistol	3
Laser Rifle	3
Photon Neutralizer	4

Magic Weapons	Cost
Cosmic Storm	1
Cursed Minions	2
Eternal Binds	1
Fireball	3
Flaming Missile	3
Magic Blast	3
Shadow Strike	2
Spell of Protection	1
Thunder	3

Items	Cost
Battle Armor I	4
Battle Harness	3
Gar Tech Vest	3
Helm	2
Magic Cloak	0
Weapon Holster	0
Flaming Shield	2
Shield of Ka	2
Ambrosia	2
Amulet of Avarice	2
Gem of Magoo	2
Gem of Tamadge	2
Golden Disk of Knowledge	2
Grayskull Ring	2
Horn of Evil	1
Jet Pack	3
Magic Feather	1
Magic Potion	2
Orb of Power	2
Polarizer	2
Ram Stone	2
Spellstone	1
Sun Scarab	2
Wheel of Infinity	2

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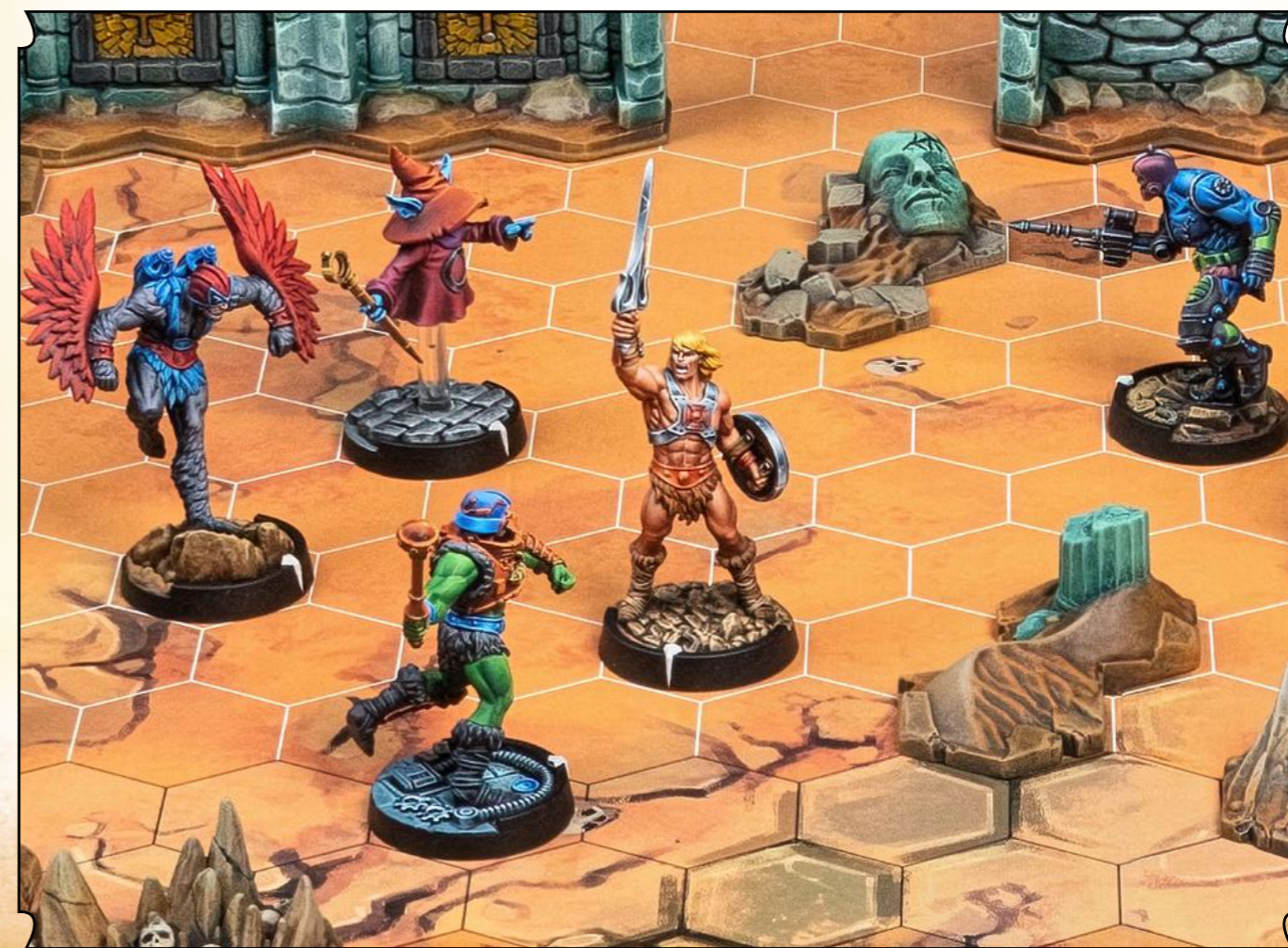
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MASTERS
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BATTLEGROUND