

# MASTERS OF THE UNIVERSE™ BATTLEGROUND

WAVE 5



**RULEBOOK**

# MASTERS OF THE UNIVERSE™ BATTLEGROUND

## WAVE 5

Version 1.0 ENG

Palace Guards hold the line. They will not let the army of evil Hover Robots break their ranks. Castle Grayskull must be protected! However, even those brave defenders know the upcoming battle will be all but easy. Both sides are stronger in numbers and prepared better than ever before. More combatants require more officers to lead them. Are you ready for this task? Do you have what it takes to protect Eternia?

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# ADDITIONAL RULES

## TEAM COMBAT

Starting from this expansion, players can participate in even bigger battles thanks to the new game mode – Team Combat! The following section describes all the changes to standard rules introduced by the team mode.

### 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.
- Forces from a single team must belong to the same faction.
- Only one copy of a character can be included in a team, even if the character has multiple models or versions.
- Only one copy of equipment can be included in a team.
- Only one copy of fate and glory cards can be included in a team.

### GAME SETUP

**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.

**PREPARE THE BATTLEGROUND:** The second team chooses the battleground. Unless stated otherwise, you can pick any battleground from the starter set or later expansions.

**CHOOSE THE DEPLOYMENT ZONE:** First team's players choose their deployment zone. The remaining deployment zone is assigned to their opponents. Both players in one team share the deployment zone.

**PLACE THE OBJECTIVE TOKENS:** Starting with the first team, both teams take turns placing additional objective tokens.

**DEPLOY THE FORCES:** Starting with a player of the first team and alternating turns between teams, the players place one model into their deployment zone. 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 other 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 facedown on the table. Then, all players simultaneously reveal their chosen cards. Players become active in order of declining 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 players in one team 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 will not be able to participate in the rest of the game. However, that player can still be victorious if their teammate manages to achieve a victory.

**SCORING:** Players of the same team share their 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.



# FAQ

## PALACE GUARDS AND AREA ATTACKS

Palace Guard's 'Heroic Guard' skill can protect allies from becoming an initial target of area attacks, but it cannot protect them from becoming additional targets of those attacks.



**Palace Guard A**

3 ❤️ 2 🗡️ 2 🧠  
1 ⚡ 3 👁️ 4 🦶  
4/6 🌱

**Heroic Guard**  
Whenever an ally on an adjacent hex is about to be attacked, if that attack can target the Palace Guard, you may redirect it to him.

**Endless Heroes**  
There can be up to 2 Palace Guards in a single force.

## ATTACKS OF OPPORTUNITY AGAINST WEBSTOR

Suppose Webstor receives 1 wound as a result of an attack of opportunity. In that case, he uses his free movement granted by the 'Master of Escape' skill before the move action that has initiated the attack of opportunity.



**Webstor**

5 ❤️ 2 🗡️ 2 🧠  
2 ⚡ 3 👁️ 3 🦶  
6/9 🌱

**Master of Escape**  
Immediately after Webstor receives at least 1 ❤️, he can jump up to 4 hexes. This movement cannot be interrupted.

**Hide and Seek**  
Gain a 🟡. When Webstor has a 🟡, he can only be attacked or interrupted by characters within 6', and his flank attacks gain +2 🎲.

## ROLLED VALUES

When effects refer to the values rolled in an attack test, take the state of the dice after any rerolls and exploding, but before the enemy defence test.



**HAND OF FATE**

12 🎲 - 🎲

Before attacking, add up to 3 🎲. All successes are cancelled if at least one '1' is rolled in the attack test.

2 ★: 1 ❤️  
4 ★: 2 ❤️  
6 ★: 3 ❤️

## ADDITIONAL ATTACKS OF CHAIN LIGHTNING

If, as a result of attacking with Chain Lightning, a character receives a free attack, the target of that additional attack must be within 6" from the initial target and within their LoS. The target of the free attack does not need to be within LoS of the character performing the attack. The cover modifier for that attack is determined by tracing the line between the initial and the secondary targets. If the initial target's base is in the secondary target's rear arc, it is a flank attack.

**Remember:** A free spell attack does not cost any APs and does not increase the cost of other spell attacks. However, a character who performs these attacks must still pay their mana cost!

## MAGIC WAND'S FREE ATTACKS

Free spell attacks performed as the effect of the Magic Wand can only be used if all requirements of the chosen spell weapon are met (range, mana cost etc.). Reduction in mana cost applies only to the base mana cost of the chosen spell. If that spell has additional costs (like Fireball), the player has to pay them as usual.

