

MASTERS OF THE UNIVERSE™ BATTLEGROUND

Snake Men



MISSION BOOK

MASTERS OF THE UNIVERSE™ BATTLEGROUND

Snake Men

OVERVIEW

Snake Men lurked in the shadows, patiently awaiting the perfect moment to strike. That time is now!

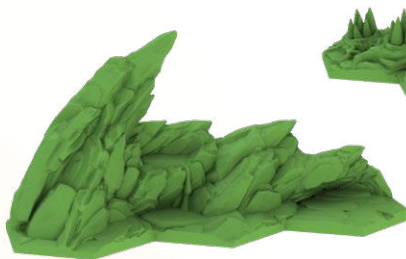
Brace yourself for an entirely new force of evil – one that strikes when least expected.

Snake Men is an expansion to **Masters of the Universe: Battleground**, in which a brand new faction, new terrain pieces, and battleground setups are introduced.

Version 1.0

COMPONENT LIST

TERRAIN



2x Low Obstacles
(3-hex piece)



2x Swamps
(4-hex piece)



2x Low Obstacles
(4-hex piece)



2x Low Obstacles
(4-hex piece)

MODELS



King Hsss



Lady Slither



Sssqueeze



Kobra Khan



Ratflor



Fang-Or

CARDS



6 Character



2 Glory



8 Fate



10 Weapon

OTHER



8 Item



1 Mission Book



1 Manual



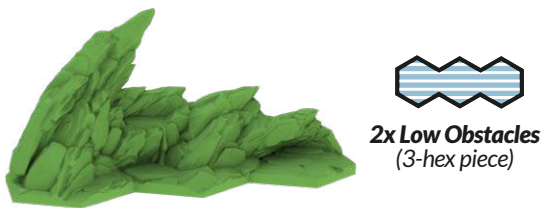
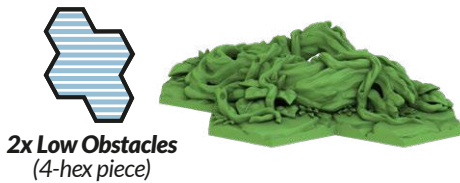
6 Mark Tokens

BASIC CONCEPTS

This section describes the content of the expansion.

LOW OBSTACLES

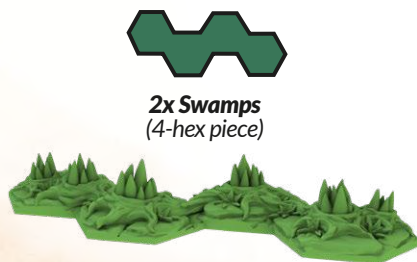
This expansion adds new low-obstacle terrain pieces to the game.



SWAMP

A Swamp is a 4-hex terrain piece treated as a low obstacle, with two notable differences:

- ◆ Characters that move over a swamp must immediately end their movement.
- ◆ Swamps do not provide cover.



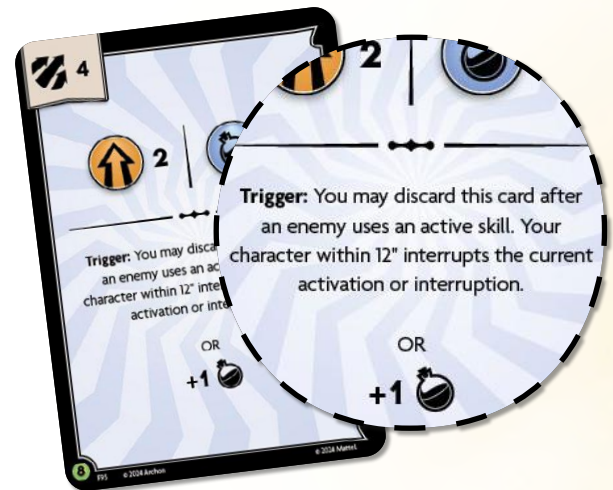
ALTERNATIVE DEPLOYMENT

If the character's skill contains the term **Alternative Deployment**, this character isn't deployed in the standard way (during the game setup). Instead, to deploy this character, follow the instructions in the associated skill.



TRIGGER CARDS

Some fate cards included in this expansion have bonuses described as triggers. These cards can be discarded during situations mentioned in their descriptions to interrupt the current activation or interruption.



FALSE MARKS

Lady Slither's 'Shedding Skin' skill places a mark and a fake mark. Both of these tokens have the same reverse, but on the other side of the false mark, there is no mark symbol. That side is revealed when the token is about to be removed from the battleground. Until then, the false mark is treated as a standard mark.



KING HSSS - SNAKE IN THE GRASS

The character that ends activation within two hexes from King Hsss's mark must perform a free move action towards King Hsss. The character performing this action must use as many movement points as possible. This action can be interrupted.



FAQ

SPELL OF SEPARATION ATTACKS

This spell targets a mark. Only characters in the targeted mark's line of sight can be affected by this spell. To determine cover modifiers, a line should be traced between the character and the targeted mark. This spell cannot be used to perform flank attacks.

If a Spell of Separation is used during interruptions, it can only target a mark adjacent to the interrupted character.



WOODEN WAND AND SNAKE ARMOUR

Characters equipped with a wooden wand can't be affected by marks, but they can still benefit from snake armour as any other character.



LADY SLITHER MARKS, DEPLOYMENT, AND OBJECTIVES

Lady Slither isn't deployed during the setup. Place her mark and false mark on the battleground after all other characters are deployed, before the first fate or glory cards are played.

Her shedding skin ability allows her to place two marks at least three hexes away from any other character, which means that between a mark and a character, there must be **at least two** empty hexes.

If Lady Slither's mark is about to be removed but a massive model covers it and all adjacent hexes, Lady Slither can teleport on any hex adjacent to this massive model.

During a clean-up phase, marks are removed after the objective tokens are claimed. If Lady Slither stands next to the objective, she will claim that objective before she teleports to her mark. If, after teleporting, she stands next to a different objective token, she won't claim it during this clean-up phase.



FANG-OR DEPLOYMENT

Fang-Or isn't deployed during the setup. He is deployed at the beginning of the second or the following rounds within any player deployment zone, at least seven hexes from any enemy.



BATTLEGROUND TERRAIN



High Obstacle
(4-hex piece)



Mixed Height Obstacle
(4-hex piece)



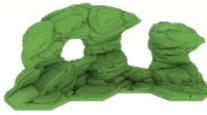
Low Obstacle
(3-hex piece)



Low Obstacle
(2-hex piece)



Swamp
(4-hex piece)



Low Obstacle
(4-hex piece)



Low Obstacle
(4-hex piece)



High Obstacle
(3-hex piece)



Mixed Height Obstacle
(3-hex piece)



Column
(1-hex piece)



Objective Token

CREDITS

Rules Design: Jacek Karpowicz, Jarosław Ewertowski, Michał Pawlaczyk, Kamil Białkowski

Technical Writer: Adam Baker

Rulebook and Editing: Natalia Rachowska

Proofreading: ProofReaders.pl, Smaller Earth Poland

Graphic Design: Natalia Rachowska, Patryk Kubiak, Anna Gut, Dawid Kopczyński

Book Cover Artwork: Tomasz Gronowski

Art and Engineering: Tomasz Badalski, Bartosz Winkler, Kamila Kościńska, Jakub Buganik, Bartłomiej Klupś, Konrad Rogowski, Maciej Powarunas, Łukasz Burdziak, Martyna Włodarczyk, Kamil Kowalski, Paweł Filipiak, Sylwia Kubiak, Michalina Kin, Przemysław Zwoliński, Natalia Priadko

Project Manager: Jakub S. Olekszyk

Production Supervisor: Michał Pawlaczyk

Head of the Studio: Jarosław Ewertowski

Lore Consultation: Jukka Issakainen, Jakub S. Olekszyk

Game Testing and Consulting: Sara Urbańczyk, Jakub S. Olekszyk, Dave Ketch, Michał Hartliński, Bartosz Perzyński, Karol M. Toporowicz, Karol "Hadesto" Lach, Konstantinos Lekkas and Dracon Rules Design Studio, Natalia Rachowska, Aleksander Kubiak

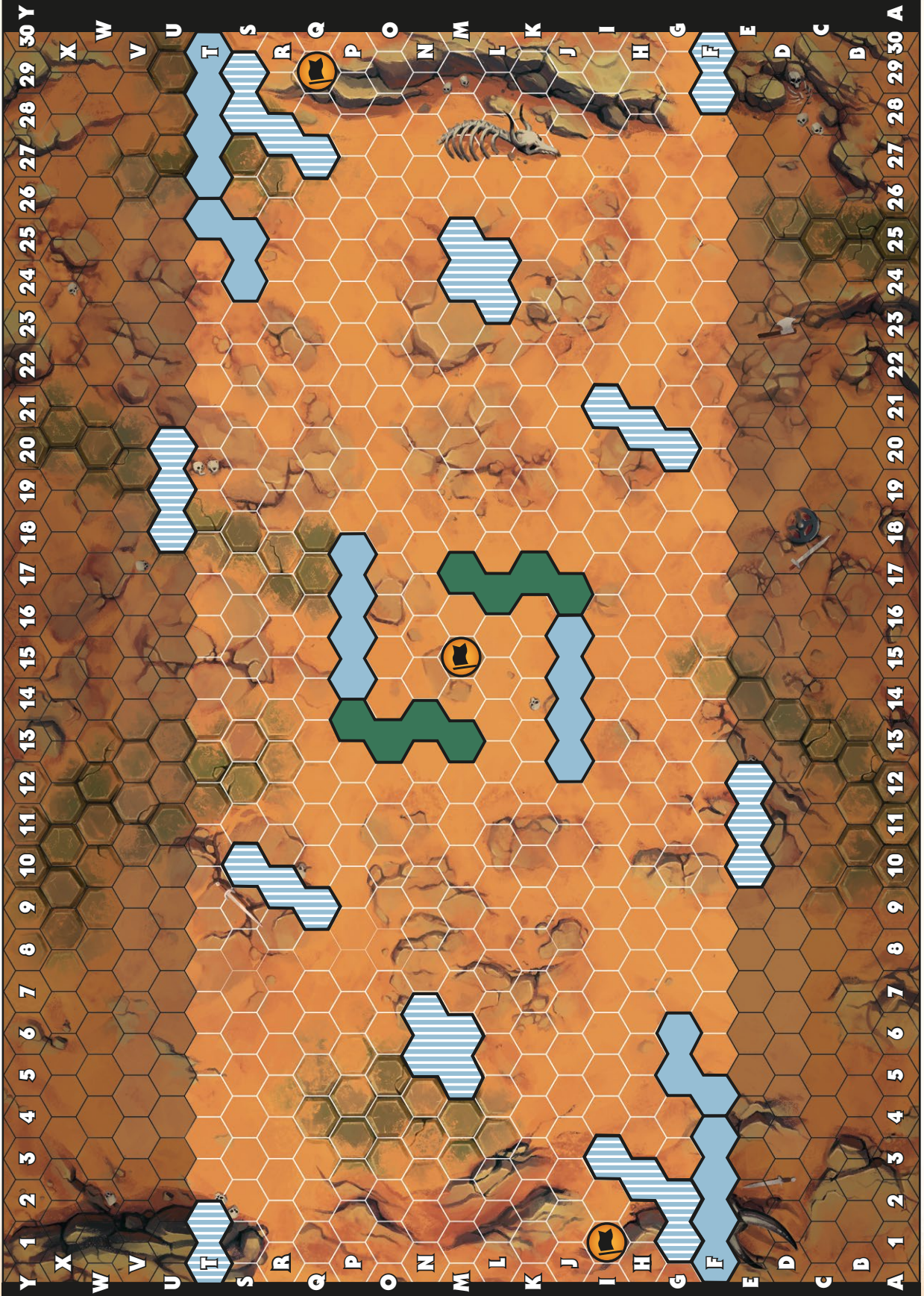
MASTERS OF THE UNIVERSE™ and associated trademarks and trade dress are owned by, and used under license from, Mattel. ©2024 Mattel.

Archon Studio and the Archon Studio logo are TMs of Archon Spółka z o.o. Archon Studio is a ® of Archon Studio. All rights reserved to their respective owners. ©2024 Archon. Archon Studio is located at Magazynowa 17 Street, Piła 64-920, Poland. Actual components may vary from those shown. Printed components made in China and Poland. Models made in Poland.

The following names are trademarked by Mattel: Masters of the Universe™, He-Man™, Man-At-Arms™, Orko™, Ram Man™, Stratos™, Evil-Lyn™, Mer-Man™, Skeletor™, Trap Jaw™, Tri-Klops™, He-Man with Battle Cat™, Scareglow™, Skeletor with Panthor™, Hordak on Mantisaur™, Sorceress™, She-Ra with Swift Wind™, King Hsss with Tyrantisaurus™, Beast Man™, Teela™, Tyrantisaurus™, Man-E-Faces™, Buzz-Off™, Whiplash™, Stinkor™, Hordak™, Horde Trooper™, Catra™, Horde Wraith™, Grizzlor™, Zodac™, Shadow Weaver™, Palace Guard™, Hover Robot™, Fisto™, Webstor™, Scorpia™, Leech™, Dawg-O-Tor™, She-Ra™, Bow™, Glimmer™, Frosta™, Castaspella™, Angella™, King Hsss™, Gar™, Lady Slither™, Sssqueeze™, Kobra Khan™, Rattlor™, Eldor™, Queen Grayskull™, King Grayskull™, Frosta™, He-Ro™, He-Ro II™, Bionatops™, Zodac with Throne™, Faker™, Ka™, Clamp Champ™, Avion™, Rakash™, Battle Armor™, Ram Stone™, Tamadge™, Grayskull™, Avarice™, Trolla™, Battle Ram™.

STANDARD BATTLEFIELDS

SNAKE PIT

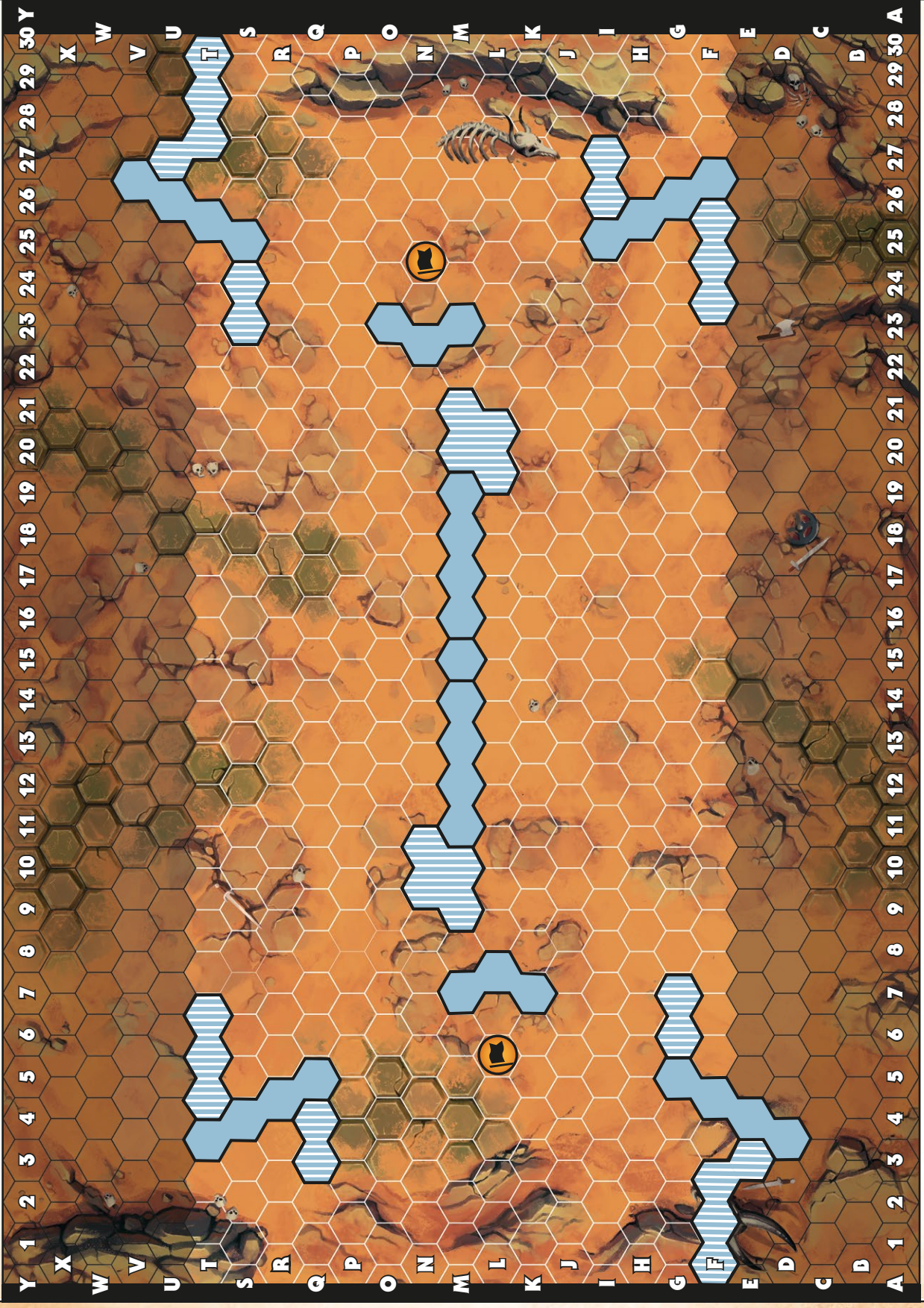


Deployment Zone

Deployment Zone

Setup: Place three initial objective tokens on hexes I1, M15, and Q29. Then, each player places one objective in their opponent's deployment zone.

CLOSED GATE

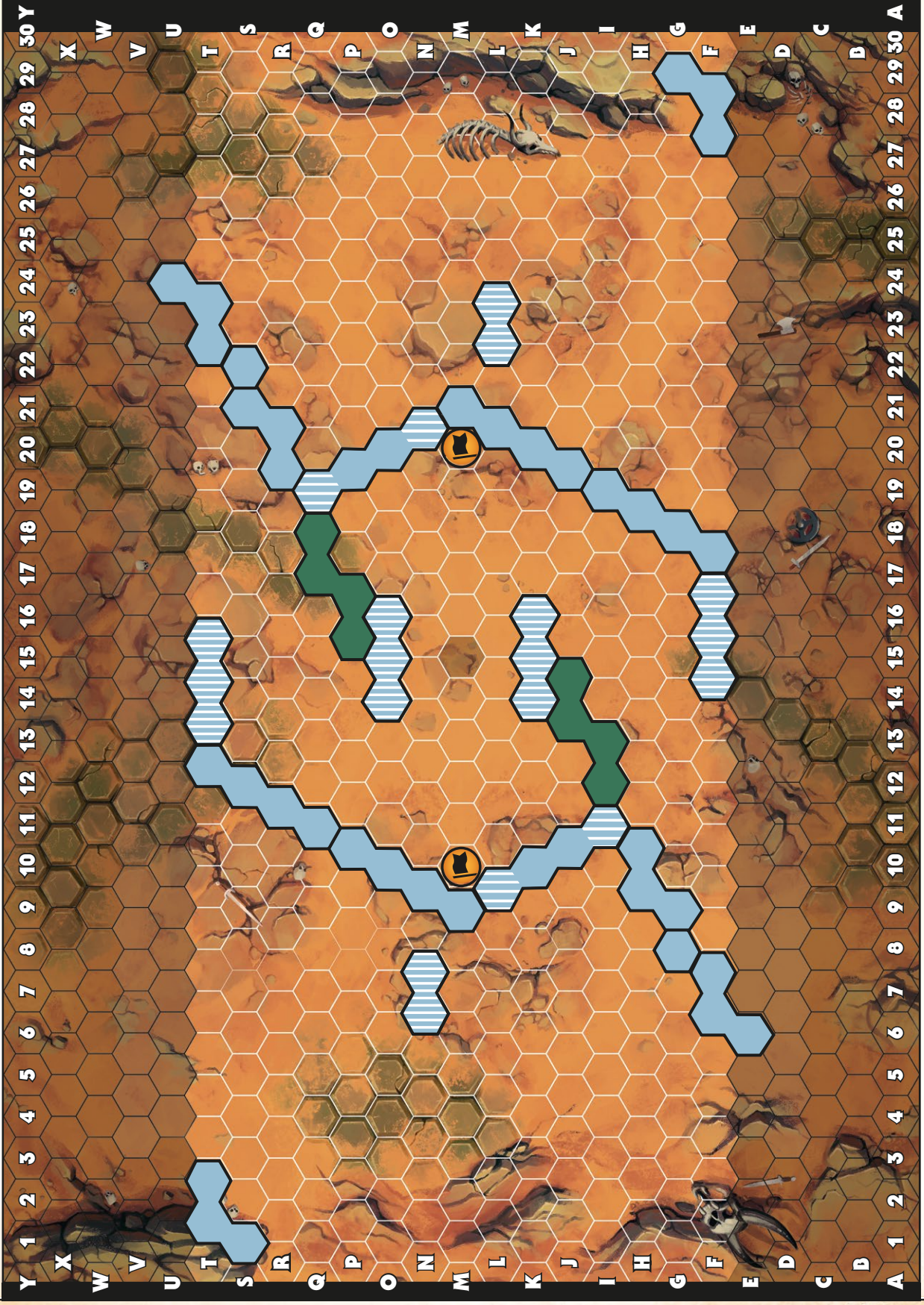


Deployment Zone

Deployment Zone

Setup: Place two initial objective tokens on hexes L6 and N25. Then, follow the standard rules.

MARSHES



Deployment Zone

Deployment Zone

Setup: Place two initial objective tokens on hexes M10 and M20. Then, follow the standard rules.

LAST WISH

The map is a 30x26 hexagonal grid. The top and bottom edges are labeled with letters Y through A, and the left and right edges are labeled with numbers 1 through 30. The terrain is a mix of brown and green hexes. Blue and green paths are drawn across the grid. Yellow flag icons are placed on the grid at various locations.

Deployment Zone

Deployment Zone

Setup: Place five initial objective tokens on hexes M1, E15, M15, U15, and M29. Do not place any additional objective tokens on the battleground.

A green-skinned Snake Men character with a snake on its head, wearing a purple collar with a red gem, stands behind the title. The background is a fiery orange and red landscape with jagged rock formations.

MASTERS
OF THE UNIVERSE™
BATTLEGROUND

Snake Men