

SKIRMISH SCENARIO

THE ULTIMATE BATTLEGROUND!

King Hsss and the Snake Men had conquered planet Eternia on behalf of the Unnamed One. The Great Wars between the Snake Men and the Free People of Eternia had started, and the land had suffered devastation. Now, the arrival of the cosmic warrior Ro armed with the Sword of He attracted the Evil Horde, that wants to challenge King Hsss and take over Eternia and its hidden powers. He-Man and Skeletor arrive from the present day, ready to set the fate of Eternia in the Ultimate Battleground!

Setup

Number of teams: 4

Team 1

Hero starting area:
Castle Grayskull

Team 3

Hero starting area:
Temple of Hordak



Team 2

Hero starting area:
Temple of Serpos




Team 4

Hero starting area:
Dragon Tower

Scenario Rules

- ◆ Each team controls only 1 Hero.
- ◆ During setup each hero receives 3 Eternium to be spent after the 1st round begins.
- ◆ During setup, each player places 2  tokens on empty areas, placing one at a time in turn order until all players have placed one, and then repeat the process for the second token.
- ◆ During this game players cannot place new soldiers on the map board.
- ◆ Each hero has a base  of 2, and in addition, players ignore the speed limit rule for this scenario.
- ◆ 'Go on a Quest' action works as normal, however, the players do not resolve any quest cards.


Players gain:

- ◆ 1  and 2 Eternium when they win a wilds combat.
- ◆ 2  and 4 Eternium when they defeat an epic beast.
- ◆ 3  and 4 Eternium when they defeat an enemy hero.

Skull Event

- ◆ **First:** During this round, the cost of equipments, spells and vehicles is reduced by 1 (to a minimum of 1).
- ◆ **Second:** During this round, no epic die is rolled at the beginning of epic combat against epic beasts.
- ◆ **Third:** During this round, the hero/beast that won initiative in epic combat immediately deals 1 extra damage.

Victory Condition

- ◆ The first team that gains 10  wins the game.



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THE GREAT WARS

The Great Wars have been consuming Eternia for years. The cruel reign of King Hsss and his Snake Men are levered by King Grayskull and Eternian resistance, while the Evil Horde is trying to tip the scales of victory in favor of Hordak. To change everything, you need everyone. So call your heroes and deploy them in the crucial areas to prevail, take over Eternia, and end the Great Wars.

Setup

Number of teams: 3

Team 1

Hero starting area:
Castle Grayskull



Team 2

Hero starting area:
Temple of Serpos

Team 3

Hero starting area:
Temple of Hordak

Scenario Rules

- ◆ Each team controls only 2 heroes.
- ◆ During setup players don't place any  tokens on the map.
- ◆ During setup teams add 4 soldiers into their 'Available Soldiers' pool.
- ◆ At the beginning of every day, each team adds up to 4 soldiers into their 'Available Soldiers' pool. There cannot be more than 4 soldiers in the 'Available Soldiers' pool at any given time. If all of your faction's soldiers are already in your 'Faction Pool' and the map board, you do not gain additional soldiers.
- ◆ When performing the 'Fortify an Outpost' action, players can only deploy soldiers from their 'Available Soldiers' pool.
- ◆ There is no limit of friendly soldiers that can be present in the same area.
- ◆ Heroes cannot perform the 'Brave the Wilds' and 'Go on a Quest' actions.
- ◆ Every hero has base  of 2.

Victory Condition

- ◆ The team that controls more outposts at the end of the 9th round wins the game.
- ◆ If the players are tied, continue playing another round until there is no tie.
- ◆ If at the end of the 3rd Skull Event there still is no winner, all players lose.

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TO THE CENTRAL TOWER!

The legends preach that the one who simply enters the Central Tower could become almost irresistible.

After the First Ultimate Battleground which put an end to the Great Wars, Skeletor along with Evil-Lyn came up with the plan of reaching the Central Tower and possessing its powers. The Sorceress once again sensed the trouble and alarmed the still present He-Man and Teela. Who will prevail this time?

Setup

Number of teams: 2


Team 1

Hero starting area:
Castle Grayskull

Team 2

Hero starting area:
Temple of Serpos

Scenario Rules

- ◆ During setup each team receives 5 Eternium to be spent after the 1st round begins.
- ◆ Each team controls 2 Heroes.
- ◆ Team 1 controls He-Man and Teela; they both start with a Stridor vehicle card.
- ◆ Team 2 controls Skeletor and Evil-Lyn; they both start with a Night Stalker vehicle card.
- ◆ Teams receive Eternium from controlled outposts at the preparation phase **of both day and night rounds**.
- ◆ During setup, remove all events cards from the encounter deck.
- ◆ During setup players don't place any  tokens on the map.
- ◆ In this scenario areas with  or  icons aren't considered adjacent!

Victory Condition

- ◆ At the end of 4th round the team that controls the 'Central Tower' wins the game.
- ◆ If no team controls the 'Central Tower' at the end of the 4th round, the team with the most outposts controlled wins the game.

