

MASTERS OF THE UNIVERSE™ BATTLEGROUND

The Power of the Evil Horde!



MISSION BOOK

MASTERS OF THE UNIVERSE™ BATTLEGROUND

The Power of the Evil Horde!

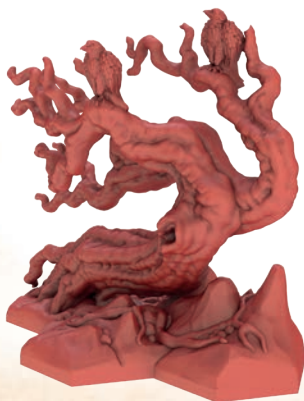
OVERVIEW

Hordak amasses an army of evil minions! Will anyone manage to stop him from conquering Eternia? **The Power of the Evil Horde!** is an expansion to the *Masters of the Universe: Battleground*. This box adds a brand new faction – the **Evil Horde**, as well as new terrain pieces and battleground setups. Face the forces of evil or lead them into battle!

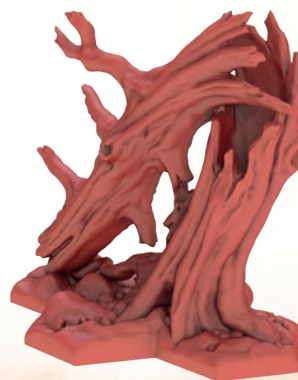
Version 1.0

COMPONENT LIST

TERRAIN



2 Tree
(4-hex piece)



2 Tree
(4-hex piece)

MODELS



Hordak



Catra



Horde Trooper



Horde Trooper



Grizzlor



Shadow Weaver



2 Horde Wraith

CARDS



8 Character



2 Glory



8 Fate

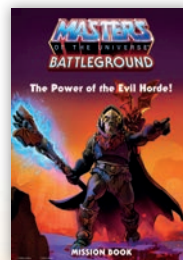
OTHER



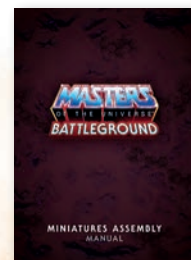
11 Weapon



8 Item



1 Mission Book



1 Manual

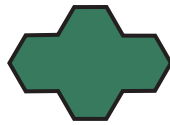
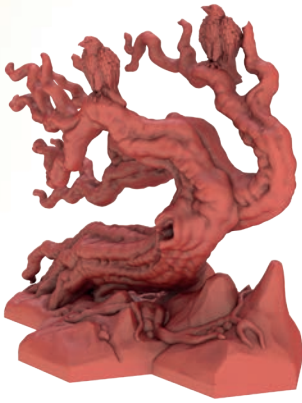
BASIC CONCEPTS

This section describes the content of **The Power of the Evil Horde!**

TREE

A tree is a 4-hex terrain piece treated as a low obstacle (it provides cover but does not block line of sight) with a few notable differences:

- ◆ Characters cannot move over trees unless they are jumping or teleporting.
- ◆ Characters on a higher elevation cannot ignore trees like other low obstacles.

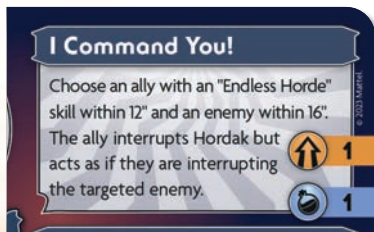


Tree
(4-hex pieces)

FAQ

HORDAK'S COMMANDS

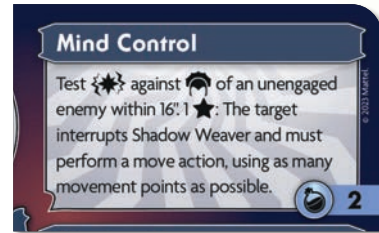
After Hordak uses his 'I Command You!' skill, he has to rotate to face the ally he targeted, not the enemy (Hordak changes his facing before the mentioned ally begins their interruption). The targeted ally and the enemy must be in Hordak's LoS.



MIND CONTROL

When the enemy affected by the Shadow Weaver's 'Mind Control' is performing a mandatory movement and has two or more valid hexes they can stand on, the player controlling that character chooses the final spot.

Remember! As a result of the 'Mind Control' skill, the targeted enemy interrupts Shadow Weaver. All standard interruption rules still apply. The player who controls the interrupting character can even play fate or glory cards to gain extra AP and perform additional actions. However, the mandatory move action always has to be performed as the first action in this interruption.



HARP REROLLS

If a character uses a Harp to discard a card and perform free rerolls, these rerolls must be made before any mana rerolls and exploding dice.



DISCARDED EFFECTS

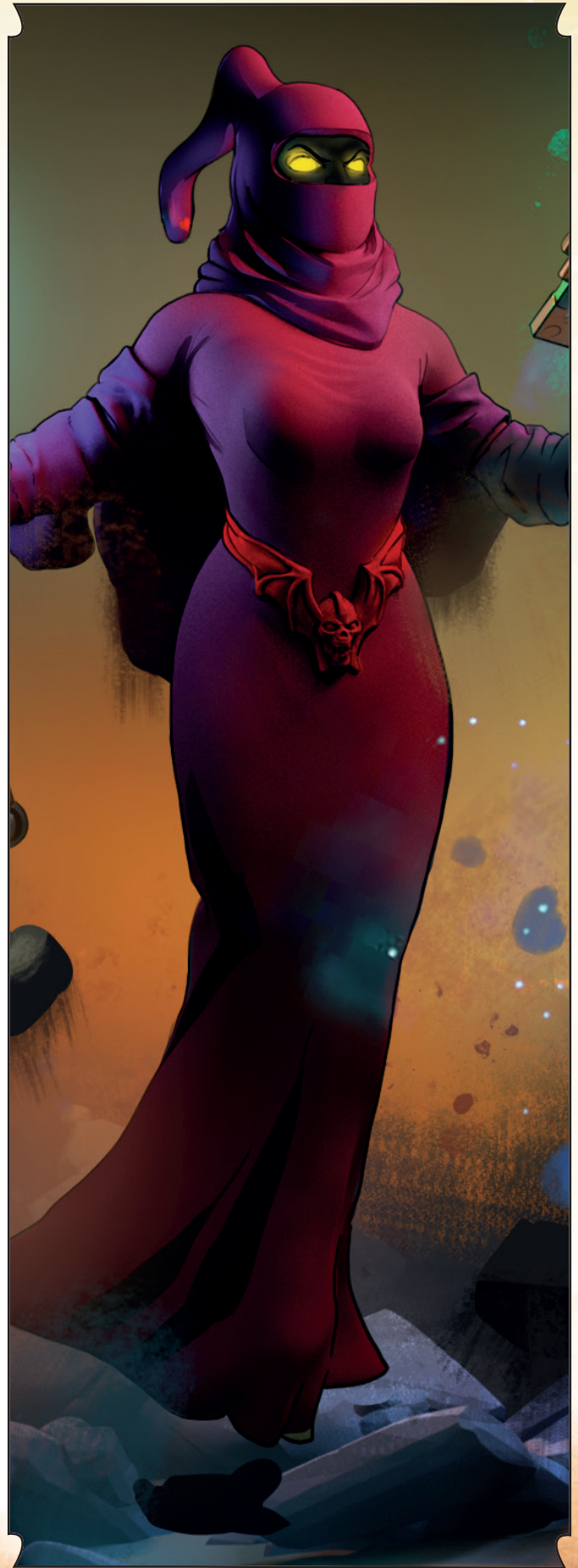
If any effect is triggered after discarding a card, the player must resolve this effect immediately after the action that discarded the card, not during that action.

EXAMPLE: Hordak is attacked by He-Man. The leader of the Evil Horde has not rolled too well in his defensive test, so he decides to use Harp and discard a fate card for free rerolls. He chooses a card with an effect that gives one of your characters 2 mana when it is discarded. This effect must be resolved immediately after the attack, not during it, so Hordak cannot give himself that extra mana instantly to use it to reroll the dice again.



PROPELLER ARM AND DISCARDS

Propeller Arm discards cards before the attack, not during it, so the effects triggered after discarding will also apply before the attack.



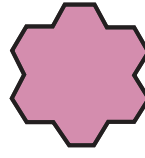
BATTLEGROUND TERRAIN



High Obstacle
(4-hex piece)



Mixed Height Obstacle
(4-hex piece)



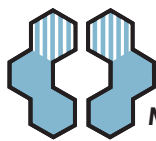
Platform



Column
(1-hex piece)



High Obstacle
(3-hex piece)



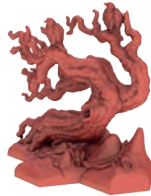
Mixed Height Obstacle
(3-hex piece)



Low Obstacle



Ladder



Tree
(4-hex piece)

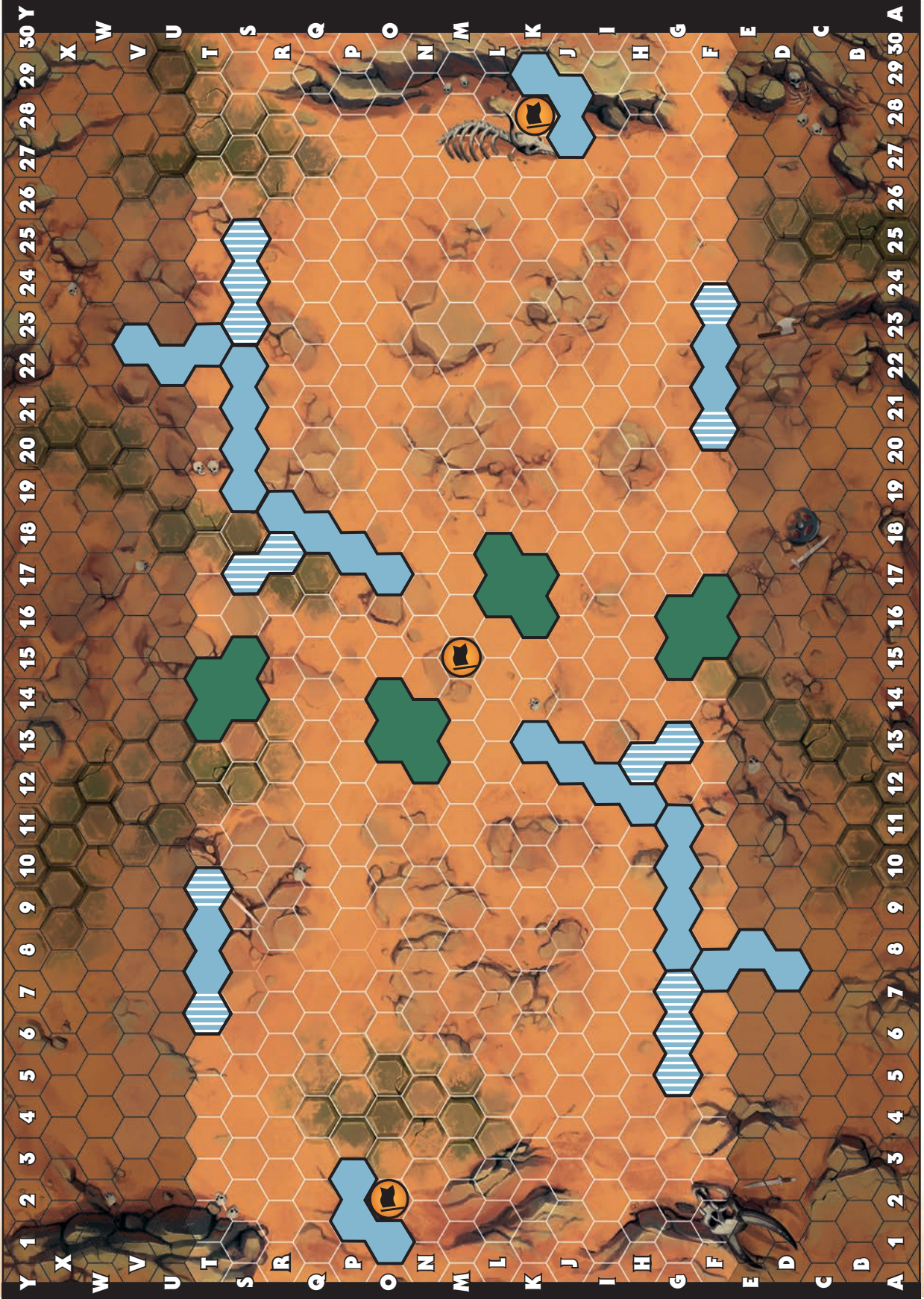


Objective Token



STANDARD BATTLEGROUND

LOST IN THE FOREST

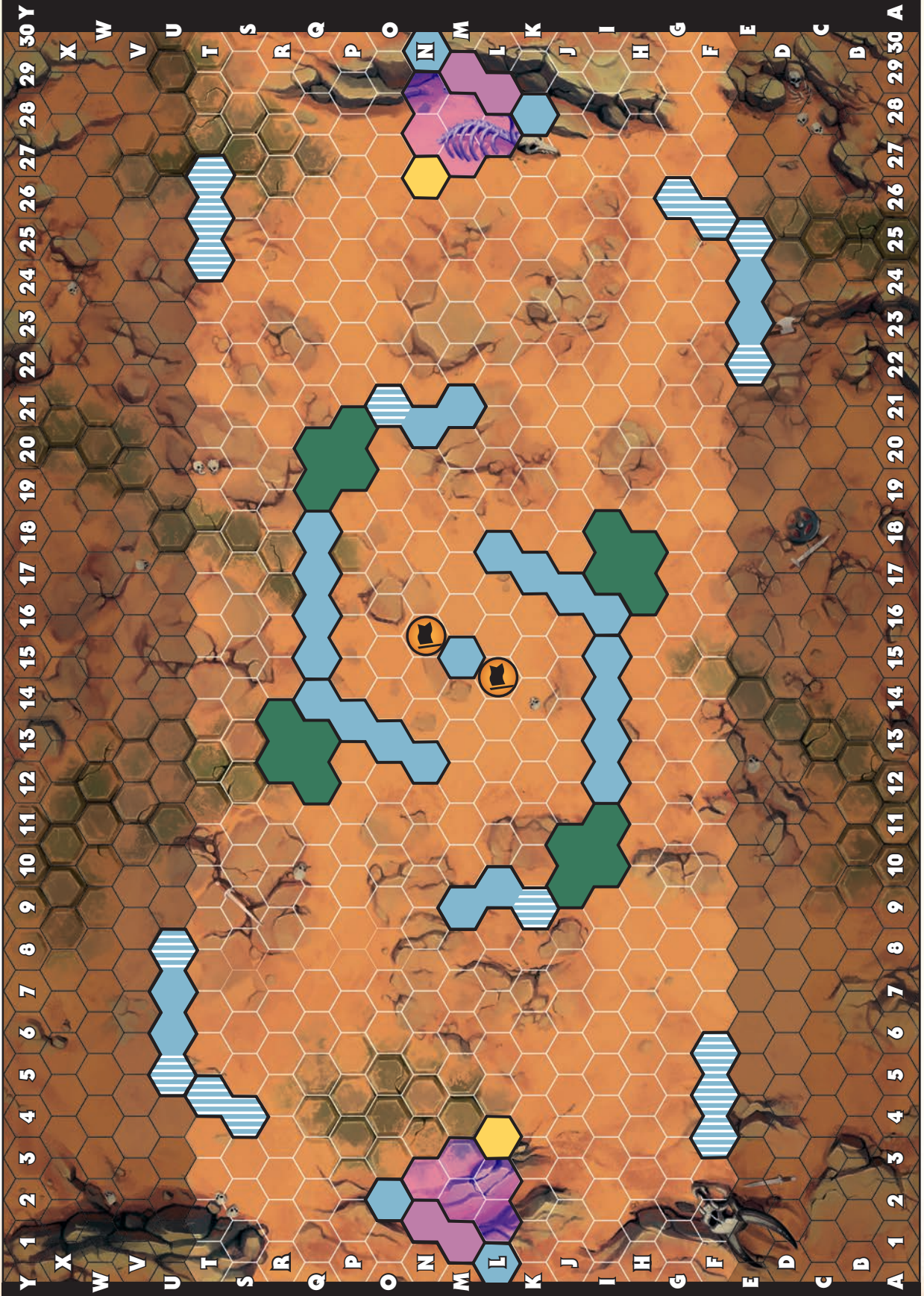


Deployment Zone

Deployment Zone

Setup: Place three initial objective tokens on hexes: O2, M15, and K28. Then, each player places one objective in their opponent's deployment zone.

FORGOTTEN FORT

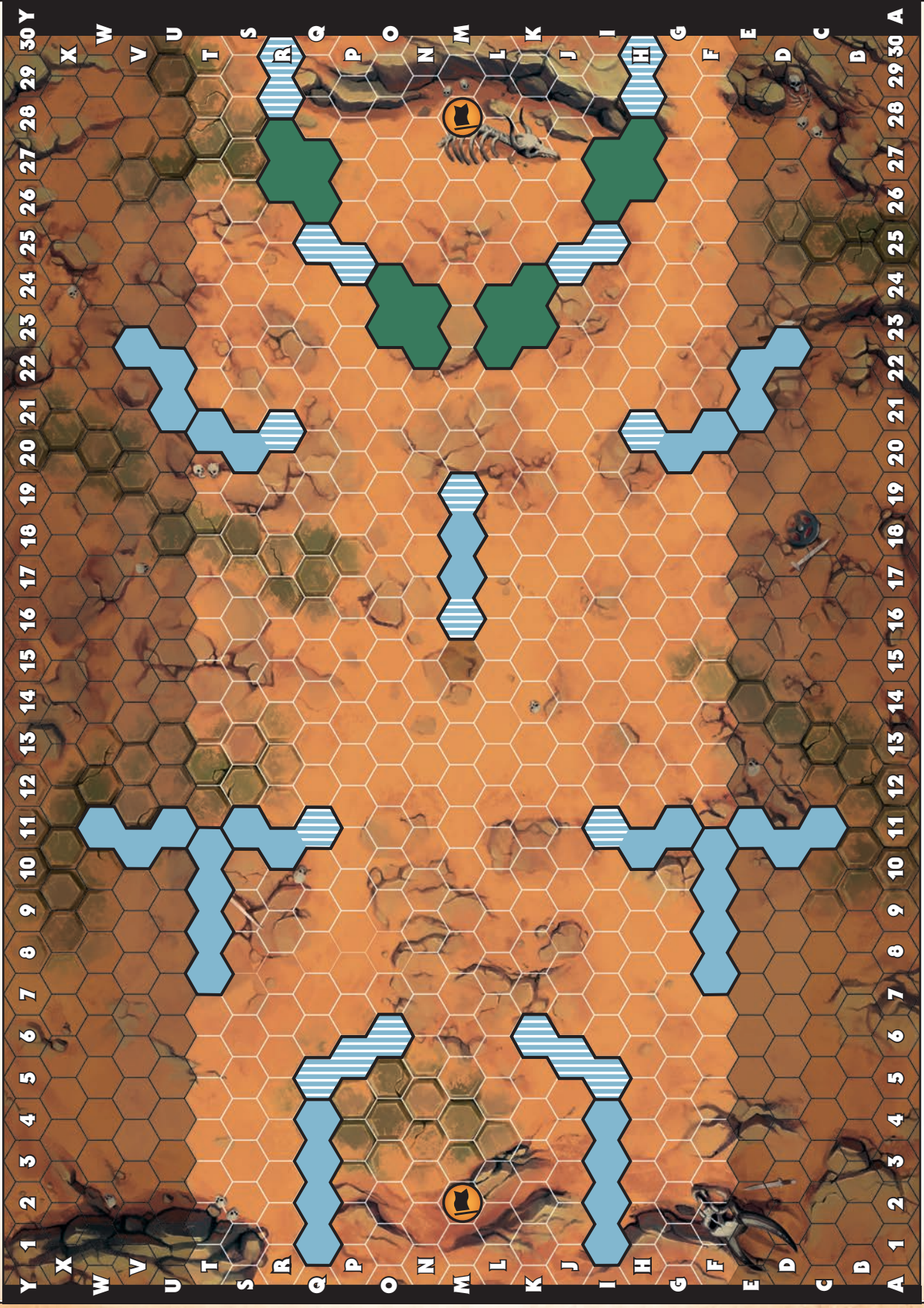


Deployment Zone

Deployment Zone

Setup: Place two initial objective tokens on hexes: L15 and N16. Then, follow the standard rules.

TEMPLE OF VALOR

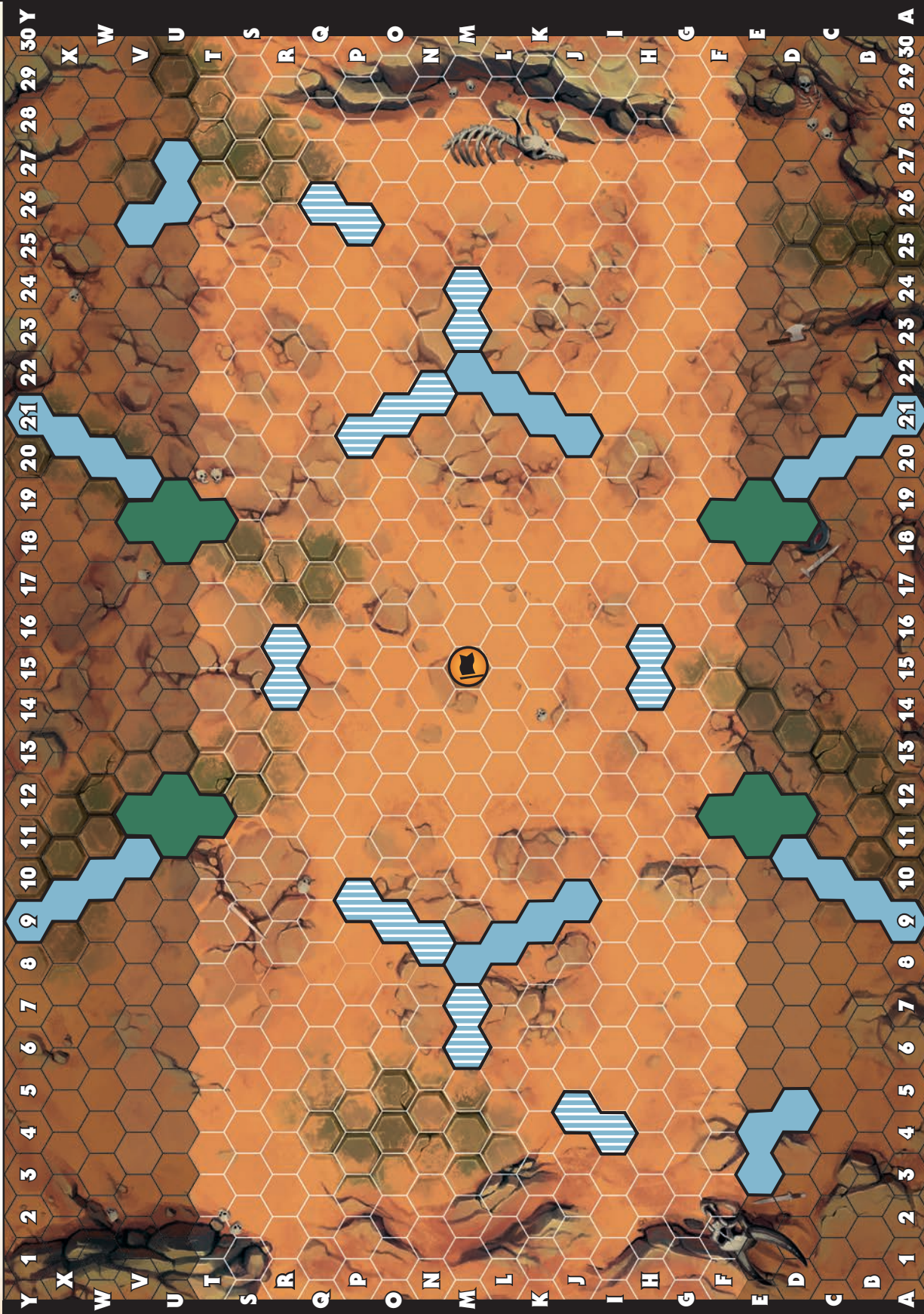


Deployment Zone

Deployment Zone

Setup: Place two initial objective tokens on hexes: M2 and M28. Then, follow the standard rules.

PLACE OF POWER



Deployment Zone

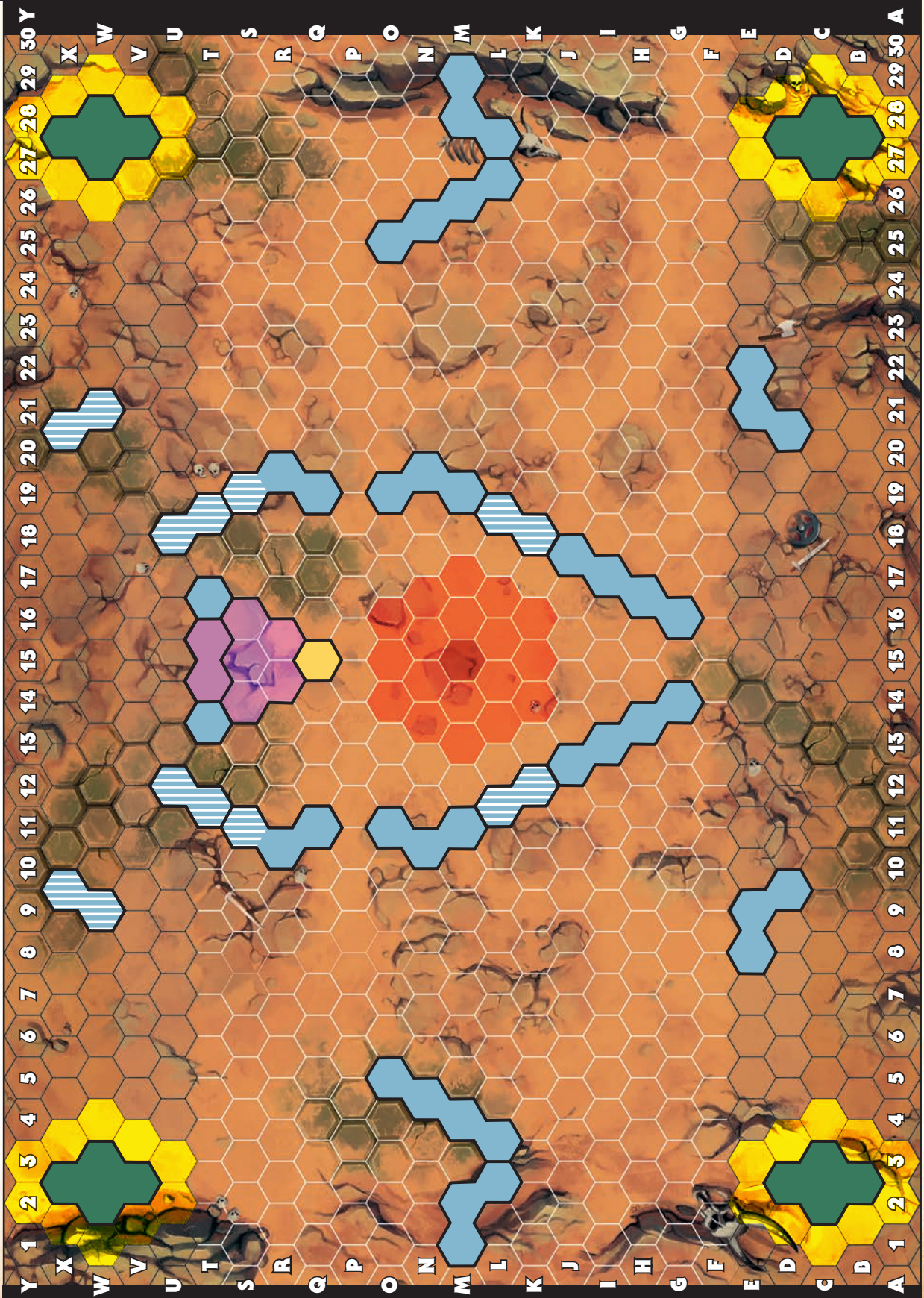
Deployment Zone

Setup: Place an initial objective token on hex M15. Then, follow the standard rules.



ADVANCED BATTLEGROUND

ENDLESS HORDE



Setup:

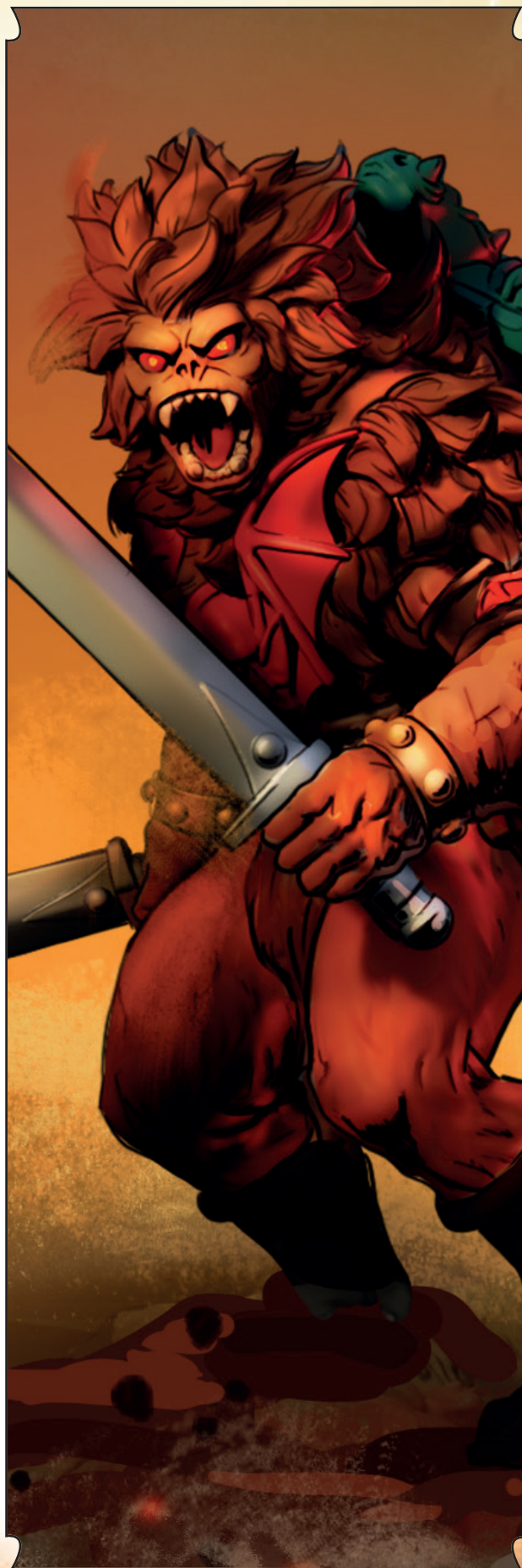
- ◆ Do not place any tokens on the battleground.
- ◆ The first player always plays as the Evil Horde and can only deploy their characters on hexes adjacent to a tree (marked in yellow).
- ◆ The second player chooses one of the remaining factions and deploys their characters on hexes marked in red.

Special Rules:

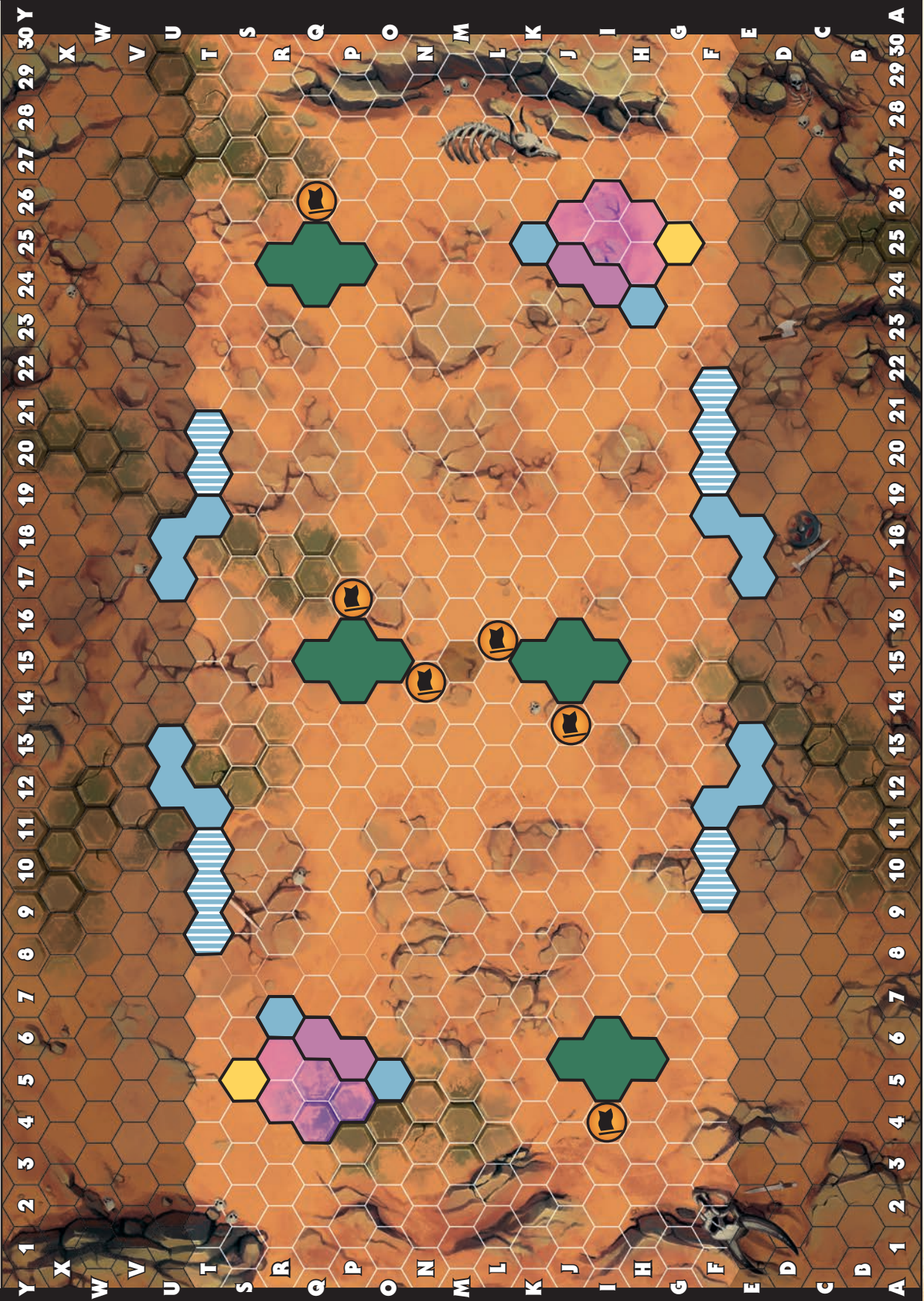
- ◆ Players do not gather VPs during this scenario.
- ◆ At the beginning of every activation phase, the first player can redeploy one of their knocked-out Horde Troopers or Horde Wraiths. The redeployed character must be placed on a hex adjacent to a tree.
- ◆ Hordak receives bonuses from the “Ruthless Leader” skill, even if the knocked-out character was redeployed.

Victory Conditions:

- ◆ The first player wins the game if they knock out all enemy characters before the end of the fourth round.
- ◆ Otherwise, the second player is victorious.



FOREST OF LIFE



Deployment Zone

Deployment Zone

Setup:

- ◆ Place six initial objective tokens on hexes: I4, J14, N15, L16, P17, and Q26. Do not place any additional tokens on the battleground.

Special Rules:

- ◆ Players gather VPs only by completing missions from their glory cards.
- ◆ During every preparation phase (except for the first one), players draw glory cards from their decks until each of them has two glory cards in their hand.
- ◆ Every objective token a character claims, removes one wound from that character. If a character has no wounds, they still claim a token but it has no effect.

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