

## FAQ

### KO

**Q:** Are condition tokens removed when a model is KO'ed?  
**A:** Yes. Dazed and all other conditions are removed when a model is KO'ed.

**Q:** If He-Man uses Throw and KO's that model with the initial roll, does he still complete the subsequent attack?  
**A:** Yes, He-Man will still complete the subsequent attack. The model is only removed once the whole action is finished.

**Q:** If a Boulder is thrown at a Shadow Beast and KO's it, but it survives by rolling a Grayskull symbol, is it dazed?  
**A:** Shadow Beast was wounded so it would be dazed.

### MINIONS

**Q:** What happens when all 8 minions are on the battlefield and another is to be spawned?  
**A:** No further minions can be spawned once all minions are on the field.

**Q:** Can more minions than what is listed in a scenario setup be spawned during the game?  
**A:** Yes. Regardless of the number of minions during setup, the Controller may spawn up to, but never exceed, 8 regular minions on the battlefield during each scenario. Elite minions do not count towards this total.

**Q:** When do Elite Minions activate?  
**A:** Elite Minions activate when:  
 1. A skill tells the player to do so, and  
 2. During the Strategy Activation if the Elite Minion is owned by the Controller.

### OBJECTIVES

**Q:** Do objectives occupy a hex? Must you claim them from an adjacent space?  
**A:** Yes. Objectives occupy a hex and models can ONLY claim them from an adjacent space.

**Q:** Can a model occupy the same space as an objective token or an NPC?  
**A:** No they cannot, unless otherwise specified.

### MOUNTS

**Q:** What do I replace when a skill card asks me to replace a model for a mounted model?  
**A:** Only the model is replaced.

---

**Q:** How do mounted models move?

**A:** The player chooses a hex that the mount occupies. They then count spaces of movement from that chosen hex and place the model in any orientation from the final hex.

---

**Q:** How do mounted models interact with terrain?

**A:** Mounted models can never be half-on or half-off terrain. If a terrain has less unoccupied hexes than required for the mount, that terrain cannot accommodate the mounted model, hence it will not be able to move into that terrain.

---

**Q:** How does escape damage work with mounted models?

**A:** As long as the mounted model leaves either space it occupies that is adjacent to an enemy, regular escape damage rules apply.

## SKILLS

---

**Q:** Can the same defense boost be used multiple times on the same attack?

**A:** No. A defense boost can only be applied once on an attack.

---

**Q:** Can 2 different defense boosts from the same skill be used on the same attack?

**A:** Yes, different defense boosts can be used on a single attack.

---

**Q:** How long does an attack/defense boost last?

**A:** Boosts are applied and resolved on that current attack/defense roll.

---

**Q:** How does +Max Health work?

**A:** The character's health follows their max health. When the character gains the Max Health skill, their current health will increase with it. Subsequently, if they lose the skill, in the specific case for Man-E-Faces' Dominant Face, they will also lose that health (and will be KO'ed if he had 2 health or less).

---

**Q:** Does an attack or skill that pushes a dazed model reduce the number of spaces pushed by 1?

**A:** No, the reduction of spaces only applies when the model performs a move action themselves.

---

**Q:** Do non-attack skills stating "in/within" vicinity require line of sight to their target (i.e. Moss Man's Heal or King Hiss' placing tokens on all Enemies, etc.)?

**A:** Such skills do not require line of sight, only that the targets are within the space.

---

**Q:** Can skills that inflict wounds be reduced with armor?

**A:** No, suffering wounds cannot be reduced by armor.

---

**Q:** When a character grants another a Bonus Action, does this refer to a specific, listed Bonus Action?

**A:** No, it grants a full Action.

---

**Q:** Does Stratos take escape damage when performing a Move Boost with Bomb Drop?

**A:** Stratos would not take escape damage as he moves through enemies.

---

**Q:** When Web tokens are all adjacent to each other, are they considered a single terrain like adjacent Rocks?

**A:** They are considered a single terrain. Hence, terrain penalty when leaving and re-entering are not required.

## SPAWNING

---

**Q:** Are models placed on the board during setup or do they spawn on the first turn?

**A:** They are placed on the indicated spawn points of the battlefield during setup.

---

**Q:** What happens when a model needs to spawn and all spawn points are currently occupied?

**A:** The player chooses the nearest space available to any spawn point to spawn that model.

## POWER

---

**Q:** How do controller characters gain power?

**A:** Controller characters gain power during their Character Activation during the Activation Phase.

---

**Q:** Are Power Cubes limited?

**A:** Power Cubes are unlimited. In the rare cases where players may need to use more than what's available, they may use anything nearby as a replacement.

---

**Q:** Does Man-E-Faces gain Power Cubes during escalation?

**A:** As he has all his skills available to him from the start of the game and does not unlock a skill during escalation, he will not gain Power Cubes.

## AI

---

**Q:** How many cards are drawn during AI Strategy Activation?

**A:** Only 1 card should be drawn.

## TERRAIN

---

**Q:** Can terrain be placed on top of each other?

**A:** Single terrain tokens cannot be stacked on top of each other. Terrain overlays cannot be placed on top of terrain overlays. However, single terrain tokens can be placed on top of terrain overlays.

---

**Q:** If a model is pushed onto a terrain, does its penalties apply?

**A:** Yes. Penalties apply outside a model's turn when it's pushed onto a terrain.

---

**Q:** How does movement penalty onto terrain work?

**A:** A terrain's movement penalty is additional to the movement spent. For example, Rock terrain reads, "Models must pay 2 spaces of movement to enter or leave this Terrain". Rocks will require +2 spaces of movement, for a total of 3 spaces of movement to enter or exit the terrain. There is no movement penalty to move through a terrain a model is already on.

---

**Q:** How does line of sight work with Rocks?

**A:** Adjacent models have line of sight to the other, regardless if one was on the ground and the other on a Rock. If the spaces between a model on the ground and a model on a Rock contain spaces that do not have any terrain that block line of sight, they have line of sight to each other. However, if there is terrain that blocks line of sight between them (e.g. Rock terrain), they do not have line of sight to each other. If both models are on two different Rock terrain, they have line of sight to each other as long as there is no terrain between them that blocks line of sight (including a space of the Rock terrain that either of the models are standing on, occupied or not by other models) .

---

**Q:** When a model is creating terrain (e.g. Mer Man's water), what happens when all available tokens are on the field?

**A:** When all terrain is on the field and more are to be created, the player may choose to move an existing terrain token into a new space.

---

**Q:** What happens when I can't perform any action due to being surrounded by terrain that doesn't allow me to move?

**A:** You can perform the following special action ONLY if you are unable to perform any other action:

**Spend 1 action to remove 1 adjacent terrain token.**

---

**Q:** What happens if Stinkor's Stink Clouds overlaps into another terrain token during a move?

**A:** Single space tokens cannot be placed on top of each other. In this case, it is not placed in that space. If Stinkor were to move to another space later where placing in adjacent spaces is possible, he then places the Stink Cloud.

## ASSAULT ON CASTLE GRAYSKULL

---

**Q:** Are the 2 front spawn points atop Castle Grayskull considered adjacent to the 2 front spaces to the Jaw Bridge?

**A:** No, they are not adjacent.

---

**Q:** Can a model on the ground perform a ranged attack on another model on either of the forward Castle Grayskull spaces (directly beside the skull and not the turrets themselves)?

**A:** Yes, the Castle does not block line of sight, so a ranged attack can be performed.

---

**Q:** Can defenders exit Castle Grayskull through the Jaw Bridge once it's lowered?

**A:** No, defenders may not exit Castle Grayskull through the Jaw Bridge, regardless if it is lowered or not.

---

**Q:** What elevation level is Castle Grayskull at, specifically the white spaces?

**A:** For all purposes, Castle Grayskull is the same elevation as the front of the Jaw Bridge.

---

**Q:** Can a model occupy the same space as Castle Grayskull accessories i.e. Flag, Laser Turret, Weapon Rack?

**A:** No, they may not.

---

**Q:** How does the Laser Turret interact with the cliff with regular line of sight rules if it blocks line of sight?

**A:** The Cliff is different from a Rock terrain and does not block line of sight. Hence, the Laser Turret is able to shoot through it.

---

**Q:** How do we determine the normal 4-space attack range and line of sight for the Laser Turret?

**A:** If the hex does not align or exist in a regular hexspace, simply count from the closest available hex.

## WRATH OF SNAKE MOUNTAIN

---

**Q:** In the Pit Boss scenario, how does the A.I. determine if Tyrantisaurus Rex uses its attack or skill?

**A:** For Tyrantisaurus Rex, simply do what is applicable and ignore any other effect that does not apply.

---

**Q:** In the Mind the Gap scenario, players can spawn terrain in the canyon, essentially blocking or trapping Tyrantisaurus Rex.

**A:** In this case, if Tyrantisaurus Rex would move into a terrain in the valley, it is simply destroyed.



## MTU001 CLASH FOR ETERNIA

• **Scenario Book** - *The Floor is Lava* special rule should state "the side with the most characters adjacent to DIFFERENT objectives gains 2 Victory Points."

## MTU-KS01 BOX OF POWER

- **Component List** - There are 322 cards, not 323 cards.
- **Scenario Book** - *Skeletor Everywhere* is an AI scenario. *He-Man Everywhere* is not an AI scenario.
- **Zodac** - *Cosmic Balance's* Surge should only cost 1 Power.



## LIST OF PRINTABLE CARDS

### 16 CARDS:

- AI Card Empower
- AI Rules Activation
- King Grayskull Player Card
- He-Ro Player Card
- Two Bad – Baddrah Player Card
- Tung Lashor 4pcs Skill Cards
- Mantisaur Mount Card
- Terror Claws Skeletor Horrify Skill Card
- Battle Axe He-Man Controller Card
- Stonedar Controller Card
- Zodiac Cosmic Balance Skill Card
- Hordak AI Card
- Modulok Controller Card

**HE-RO** 

**SWORD OF POWER** · 3 

  **Attack Boost:** Roll +3 dice.

.....

**MAGIC SCEPTER** · 4 

.....

**COSMIC SHIELD**

  **Defense Boost:** After the Attack, Push the Attacker up to 2 spaces. They become Dazed.

**KING GRAYSKULL** 

**POWER AXE** · 3 

  **Attack Boost:** The Enemy cannot use Defense Boosts.

 **Attack Boost:** Ignore .

.....

**CHARGE**

 **Action:** King Grayskull performs 1 Move Action. Then, may perform 1 Attack Action.

 **Surge:** This Attack may reroll any dice.

 **TWO BAD BADDRAH** 

**SHIELD BASH** · 3 

 **Attack Boost:** Enemies Wounded by this Attack become Dazed.

 **Attack Boost:** Move up to 2 spaces before performing this Attack.



### AI RULES STRATEGY ACTIVATION

- Each time the Players use, spend, or in any way lose ⚡, it goes to the AI Controller ⚡ Pool, tracked via the AI Power token on the HP Tracker.
- The AI Strategy Activation has a special deck of cards to draw from. When the Strategy Activation is flipped, perform the following steps, in order:
  1. Activate all Minions.
  2. Flip and resolve 1 AI Strategy Activation Card.

### EMPOWER

This card remains in play until the next AI Strategy Activation. Do not reshuffle the Controller deck until the start of the next AI Strategy Activation.

.....

The Controller pays: ⚡ ⚡

While this card is in play, all AI Characters' **ATTACK** gain +1 Attack Die.

Continue to the next effect.

.....

The Controller pays: ⚡ ⚡

While this card is in play, all AI Characters gain +1 ⚡.

Continue to the next effect.


.....

Otherwise:

All AI Characters Heal 1 and gain 1 ⚡.

© 2022 Mattel.



**⚡ TENTACLE LICK · 3** 

Enemies Wounded by this Attack gain 1 Constrict Token.



**⚡ VENOMOUS LICK · 3** 

Enemies Wounded by this Attack gain 1 Poison Token.



**⚡ PETRIFYING LICK · 3** 

Enemies Wounded by this Attack gain 1 Paralysis Token and become Dazed.



**⚡⚡ LICK AND TOSS · 5** 

Push Enemies Wounded by this Attack up to 3 spaces. If they end adjacent to another Enemy, both those Enemies suffer 1 Wound and become Dazed.



**HORRIFY**

**⚡⚡ Action:** KO all Minions within 2 spaces of Terror Claws Skeletor. Push all Enemy Characters within 2 spaces of Terror Claws Skeletor up to 2 spaces away.



**COSMIC BALANCE**

**⚡⚡ Bonus Action:** Roll 3 dice. After rolling, may use the results for the following:

-  : 1 other Ally gains 1 .
-  +  : 1 other Ally performs 1 Bonus Action.
- ⚡ Surge:** Roll +1 die.



**STONEDAR** 1 7

**RADAR GUN** · 3  $\rightarrow$

**Attack Boost:** Ignore  $\rightarrow$  and Line of Sight.

.....

**ROCK MASTERY**

Gain +1  $\rightarrow$  while on Rock Terrain.

**Bonus Action:** Place a 4 space Rock Terrain within 1 space. Remove it at the end of the Round.

**Bonus Action:** Spawn 1 Boulder in an empty adjacent space.

**EMPOWERED**

When Attacking with a Boulder, Stonedar rolls 5 dice instead of 4 and may move adjacent to the target.

© 2022 Mattel.



**BATTLE AXE HE-MAN** 1 8

**BATTLE AXE** · 3  $\rightarrow$

**Attack Boost:** The Enemy cannot use Defense Boosts.

**Attack Boost:** Ignore  $\rightarrow$ .

.....

**MIGHTY LEAP**

**Bonus Action:** Push Battle Axe He-Man up to 2 spaces, ignoring Terrain Penalties and Models.

**Surge:** Any Enemies Battle Axe He-Man ends his move adjacent to become Dazed.

**EMPOWERED**

Each time Battle Axe He-Man Activates, every Enemy Character adjacent to him suffers 1 Wound.

© 2022 Mattel.



**HORDAK** 1 7

**AI CHARACTER**

**ATTACK**

**DARK VORTEX** · 4  $\rightarrow$

**Attack Boost:** This Attack Hits all Player Characters on the Battlefield, regardless of range or Line of Sight. It cannot generate  $\rightarrow$ .

**SKILL**

**HEX**

All Player Characters on the Battlefield become Dazed.

© 2022 Mattel.



**MODULOK** 1 8

**LASER RIFLE** · 3  $\rightarrow$

**Reaction:** After rolling Attack Dice, reroll any dice.

**Attack Boost:** Roll +1 die. May split Attack Dice between 2 Enemies.

.....

**ADAPT**

**Bonus Action:** Perform any 1 Action.

**Bonus Action:** Heal 2.

**EMPOWERED**

During Modulok's Activation, he may pay 2  $\rightarrow$  to draw 1 Strategy Card.

© 2022 Mattel.