

MASTERS OF THE UNIVERSE™ BATTLEGROUND

The Great Rebellion



MISSION BOOK

MASTERS OF THE UNIVERSE™ BATTLEGROUND

The Great Rebellion

OVERVIEW

The people of Etheria will no longer tolerate the tyranny of the Evil Horde! It's time to rise. It's time for the rebellion! **The Great Rebellion** is an expansion to *Masters of the Universe: Battleground*, introducing a new faction to the game, new terrain pieces, and battleground setups. Rebel against evil!

Version 1.0

COMPONENT LIST

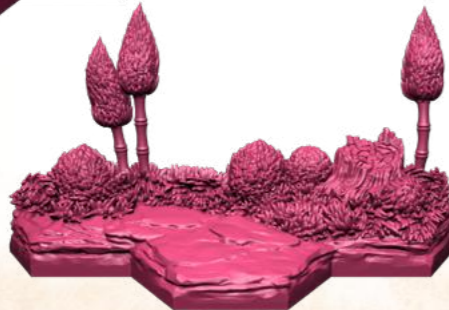
TERRAIN



2x Magic Forest
(4-hex piece)



2x Magic Forest
(4-hex piece)



2x Magic Forest
(4-hex piece)



2x Magic Forest
(4-hex piece)

MODELS



She-Ra



Angella



Frosta



Castaspella



Bow



Glimmer

CARDS



6 Character



2 Glory



10 Fate



11 Weapon

OTHER



8 Item



1 Mission Book



1 Manual



2 Buff Tokens

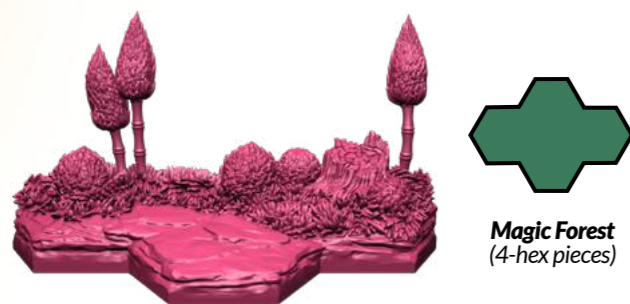
BASIC CONCEPTS

This section describes the content of **The Great Rebellion**.

MAGIC FOREST

A Magic Forest is a 4-hex terrain piece treated as a low obstacle (it provides cover but does not block line of sight), with one notable difference:

- The active character on a hex adjacent to a Magic Forest can teleport to any hex adjacent to any Magic Forest by paying 1 mana for every hex the character will traverse. Massive characters can't use Magic Forests.



ULTIMATE SKILLS

Some fate cards included in this expansion have bonuses described as ultimate skills. Any character can be activated with those fate cards, but only the character mentioned in the bonus description can use those bonuses



FAQ

SUB-ZERO

Frosta's Sub-Zero skill takes effect after the card used to activate a character is fully resolved. The activated character will receive mana and the card's bonus before Frosta uses her skill.



ICE SPELL

When Frosta uses her Ice Spell during an interruption, she won't suffer the penalty for attacking during an interruption. Still, she can suffer penalties from other sources, like the target being behind the cover.



INITIATIVE BONUSES

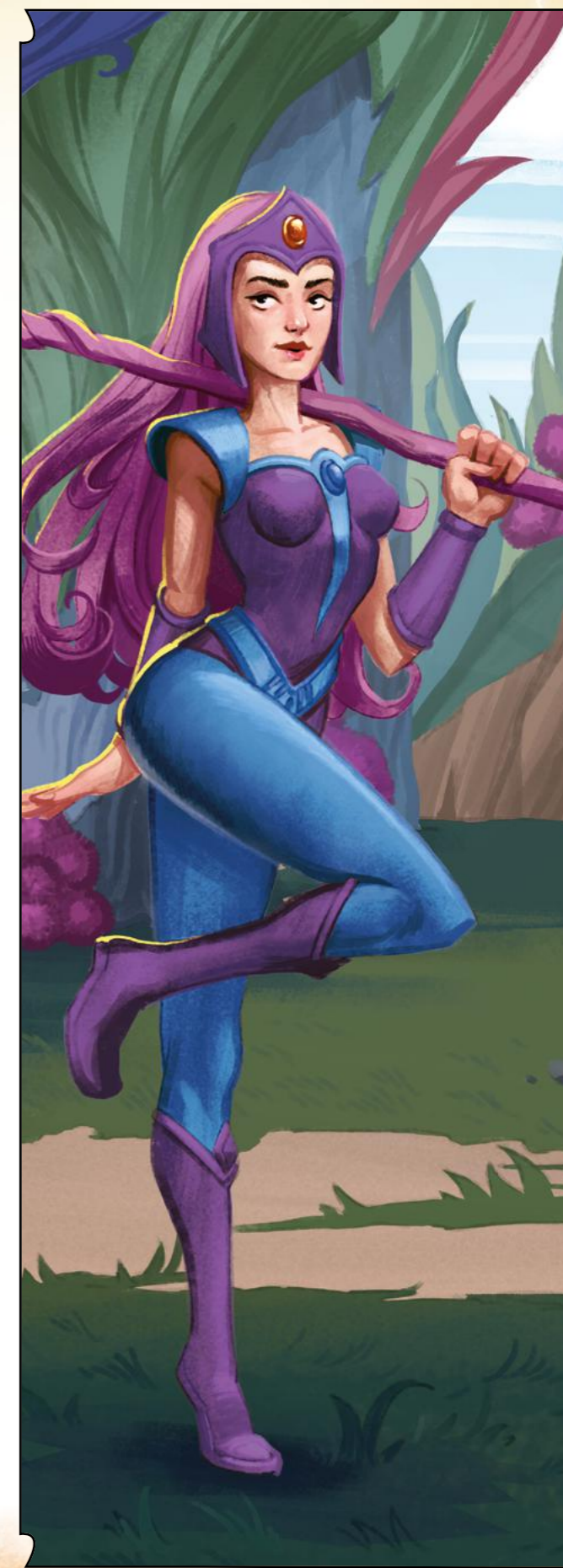
All effects that influence characters activated with specific initiatives won't affect characters that weren't activated this round.



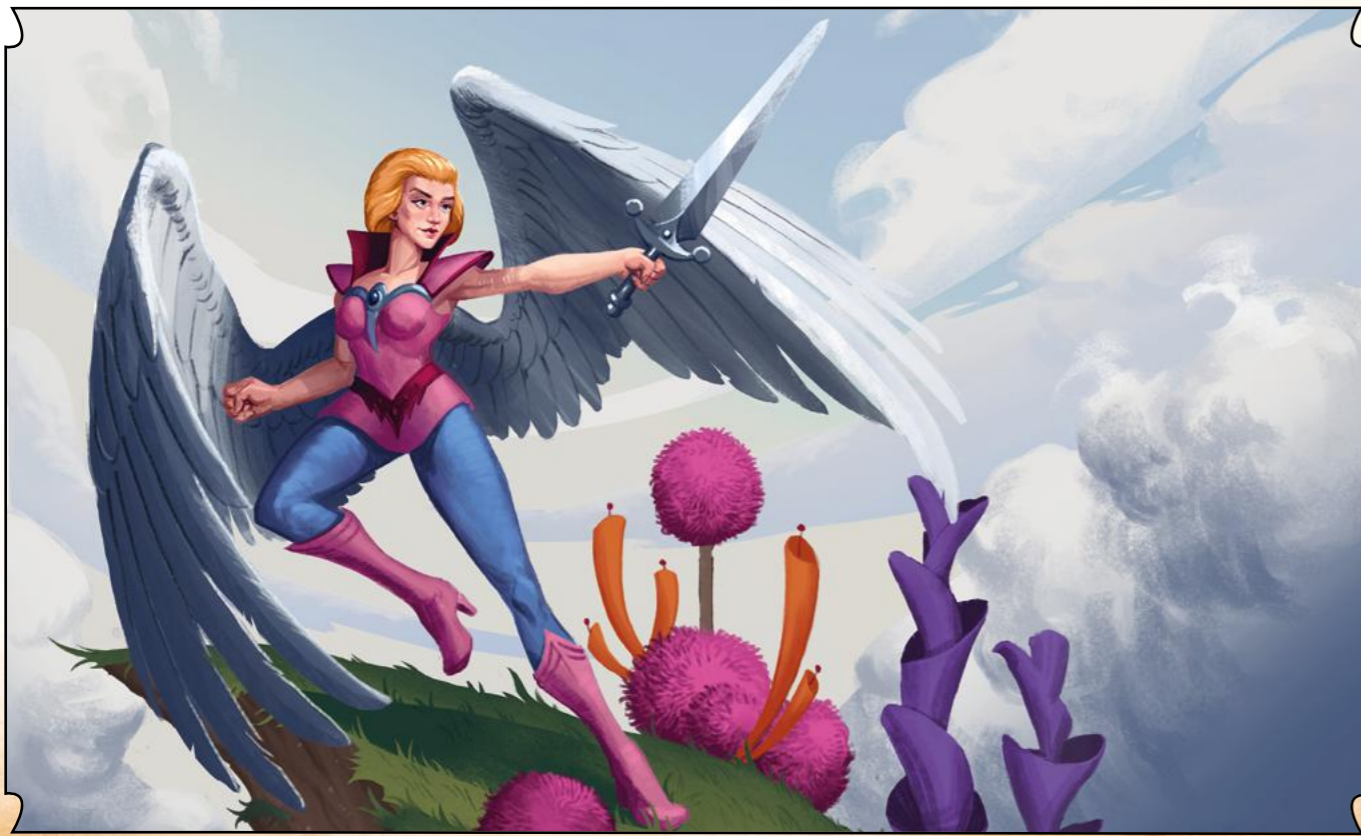
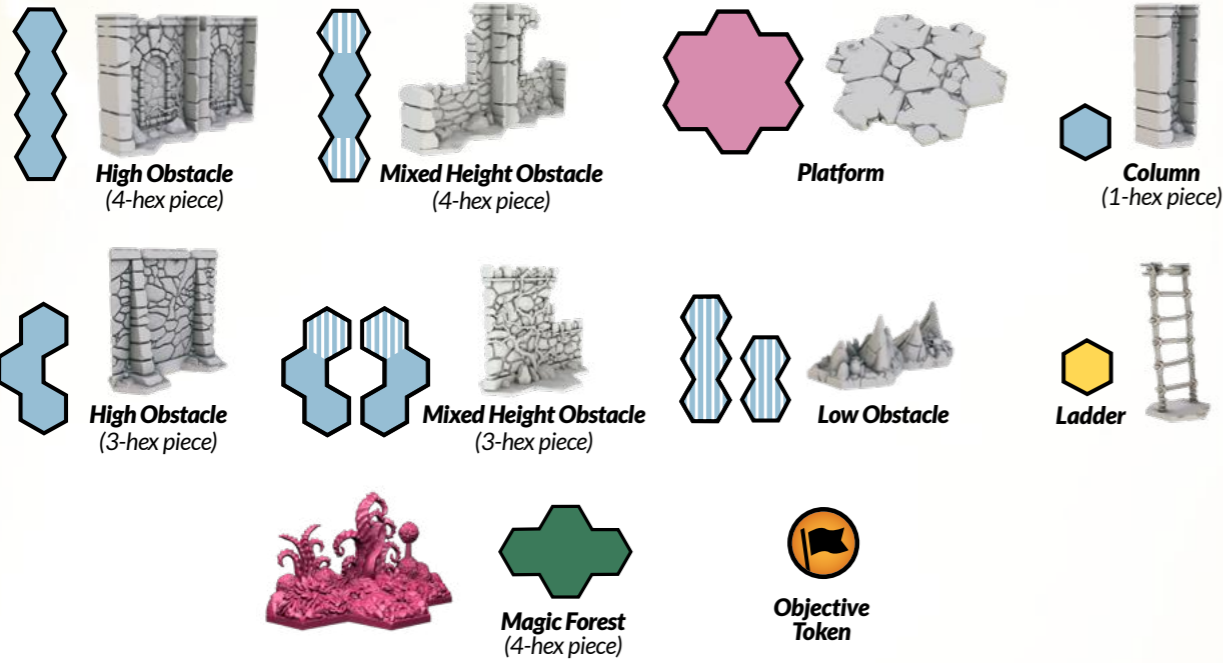
BOW'S BUFFS

Whenever Bow loses a buff during an activation phase, the active player chooses which buff he loses.

During the clean-up phase, Bow loses all his buffs. If any effect says that Bow should not lose a buff, the controlling player can choose one of Bow's buffs to keep. This effect can be cumulative.

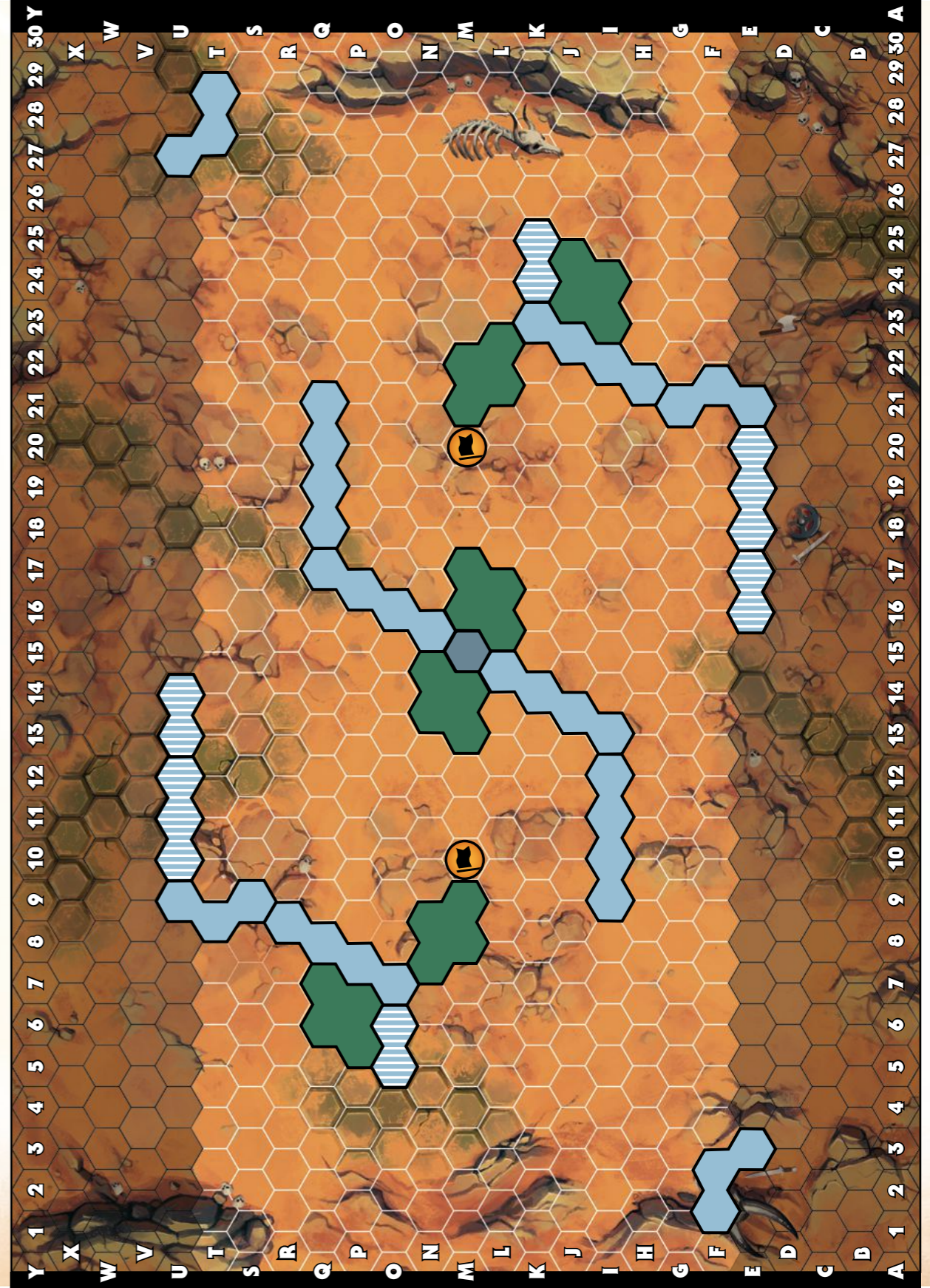


BATTLEGROUND TERRAIN



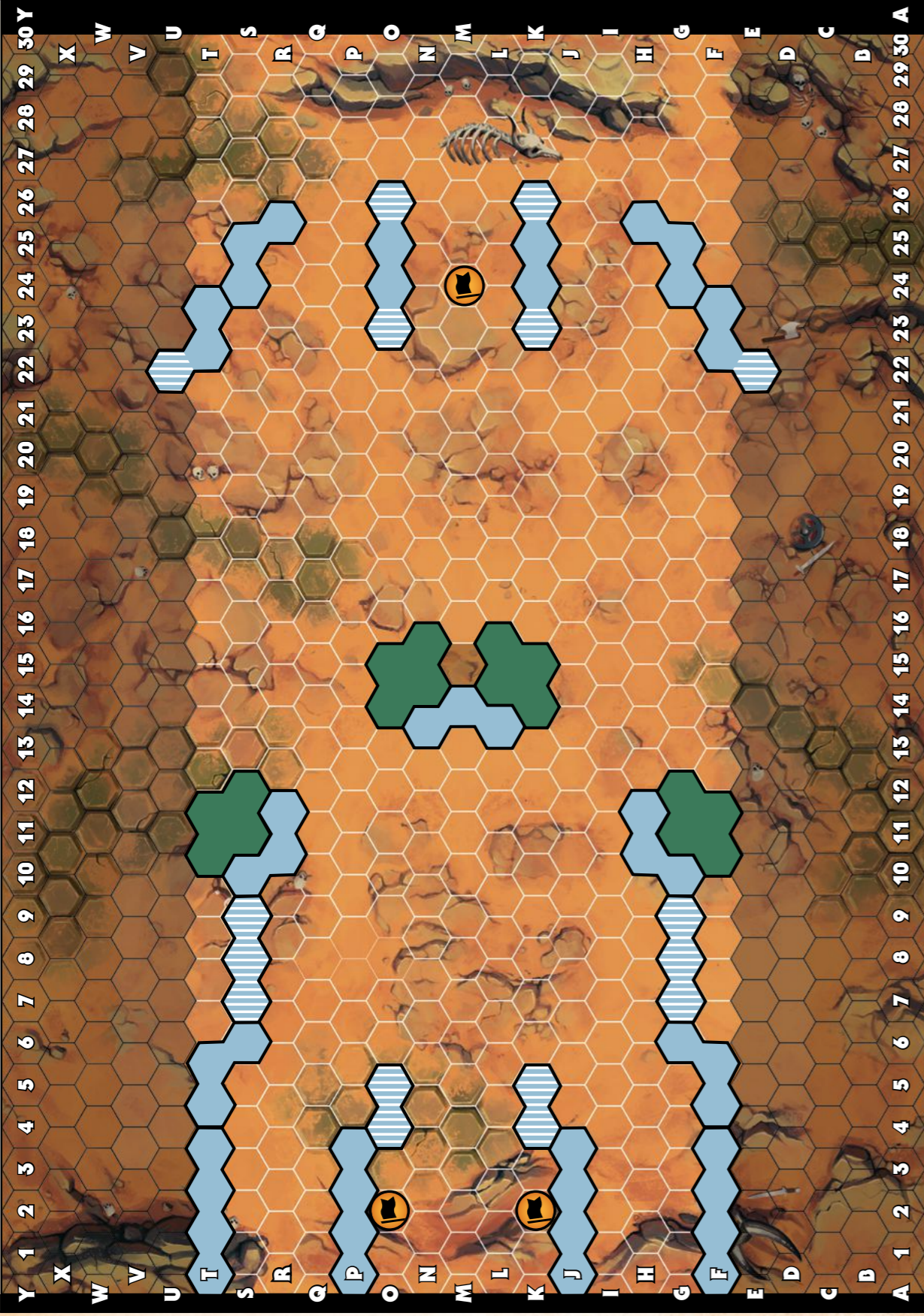
STANDARD BATTLEGROUND

MYSTACOR FOREST



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

BLACKMOOR

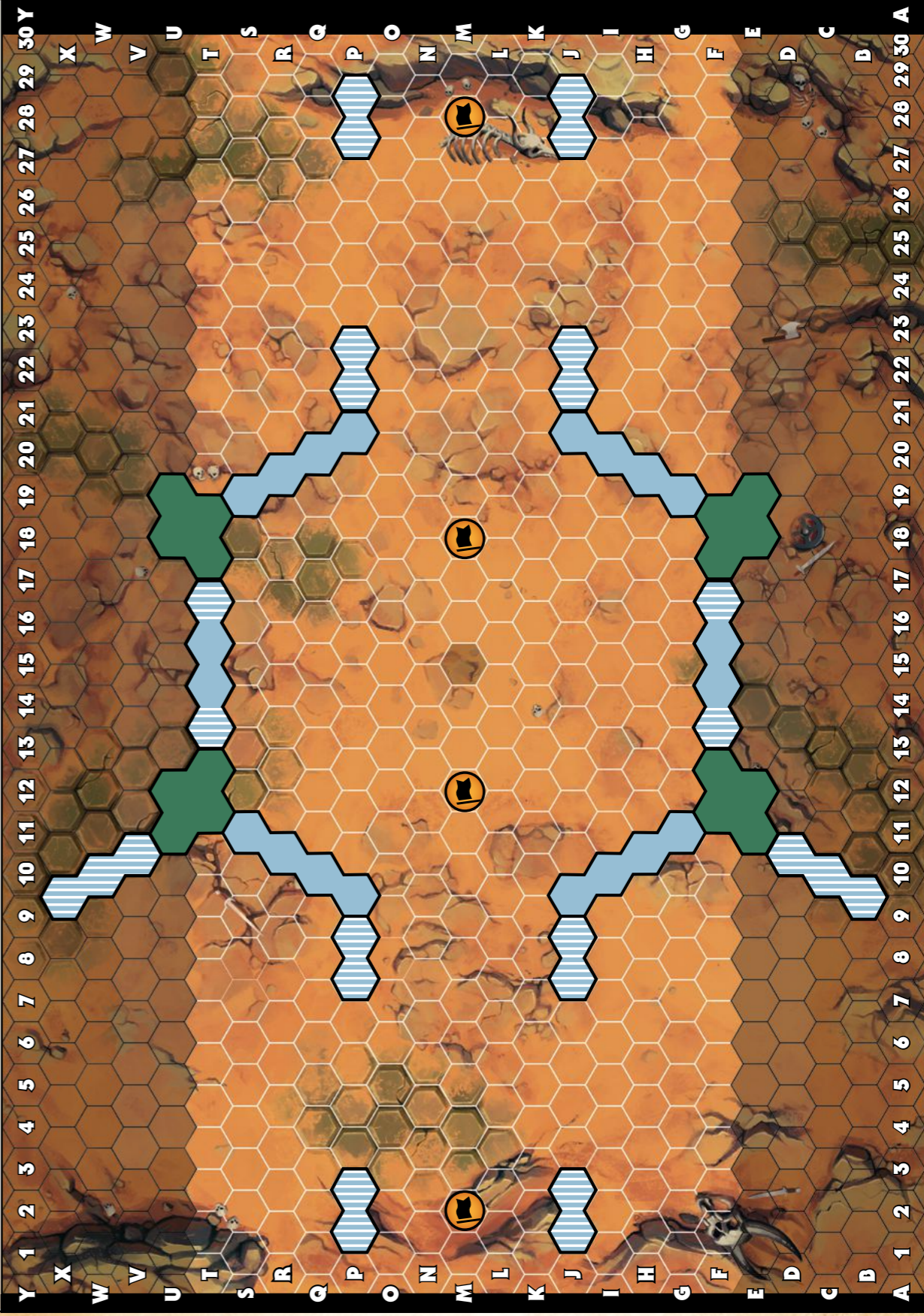


Deployment Zone

Deployment Zone

Setup: Place three initial objective tokens on hexes O2, K2, and M24. Then, each player places one objective in their opponent's deployment zone.

HORDE BASE CAMP

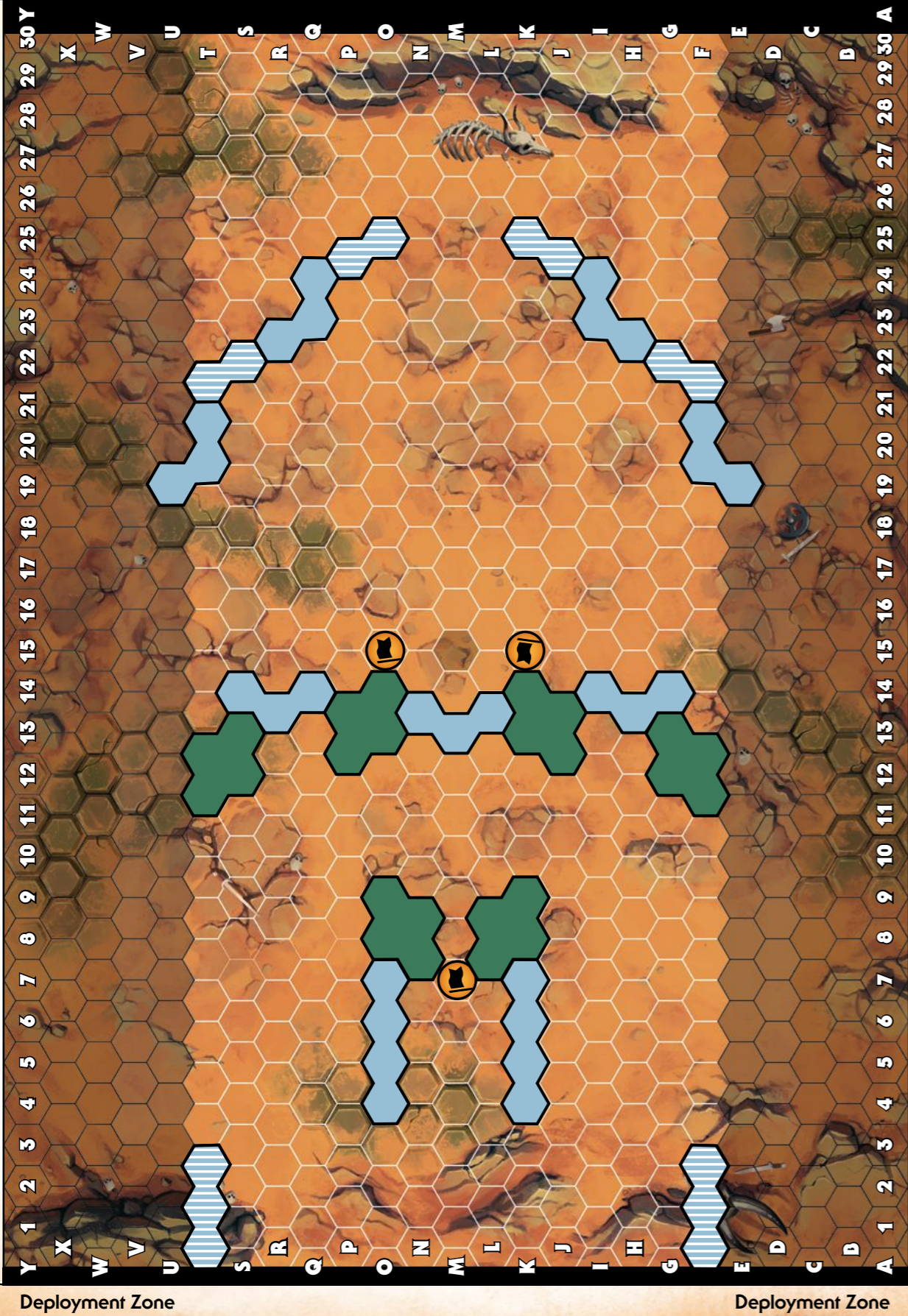


Deployment Zone

Deployment Zone

Setup: Place four initial objective tokens on hexes M2, M12, M18, and M28. Do not place any additional objective tokens on the battleground.

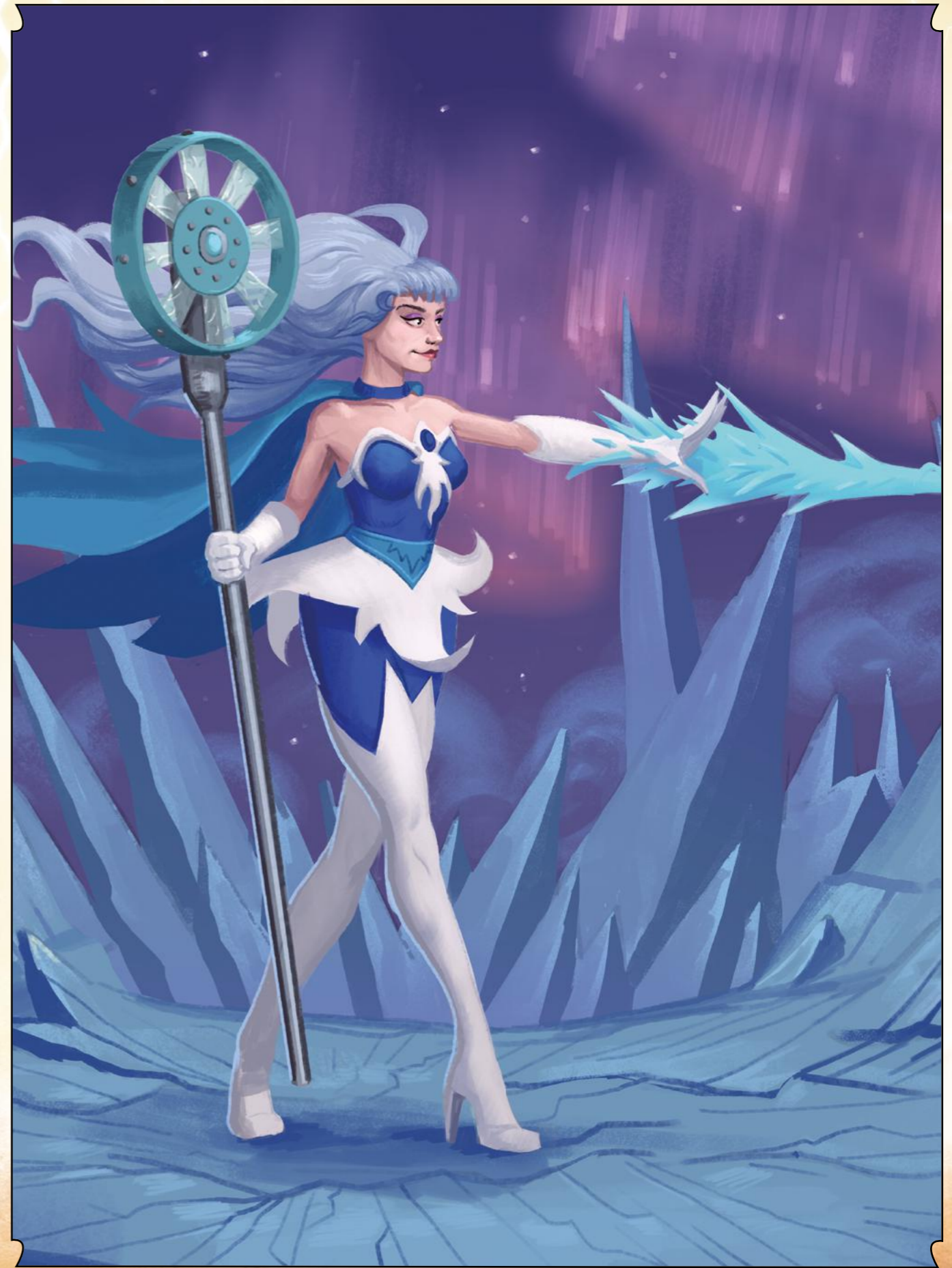
DARK FOREST



Deployment Zone

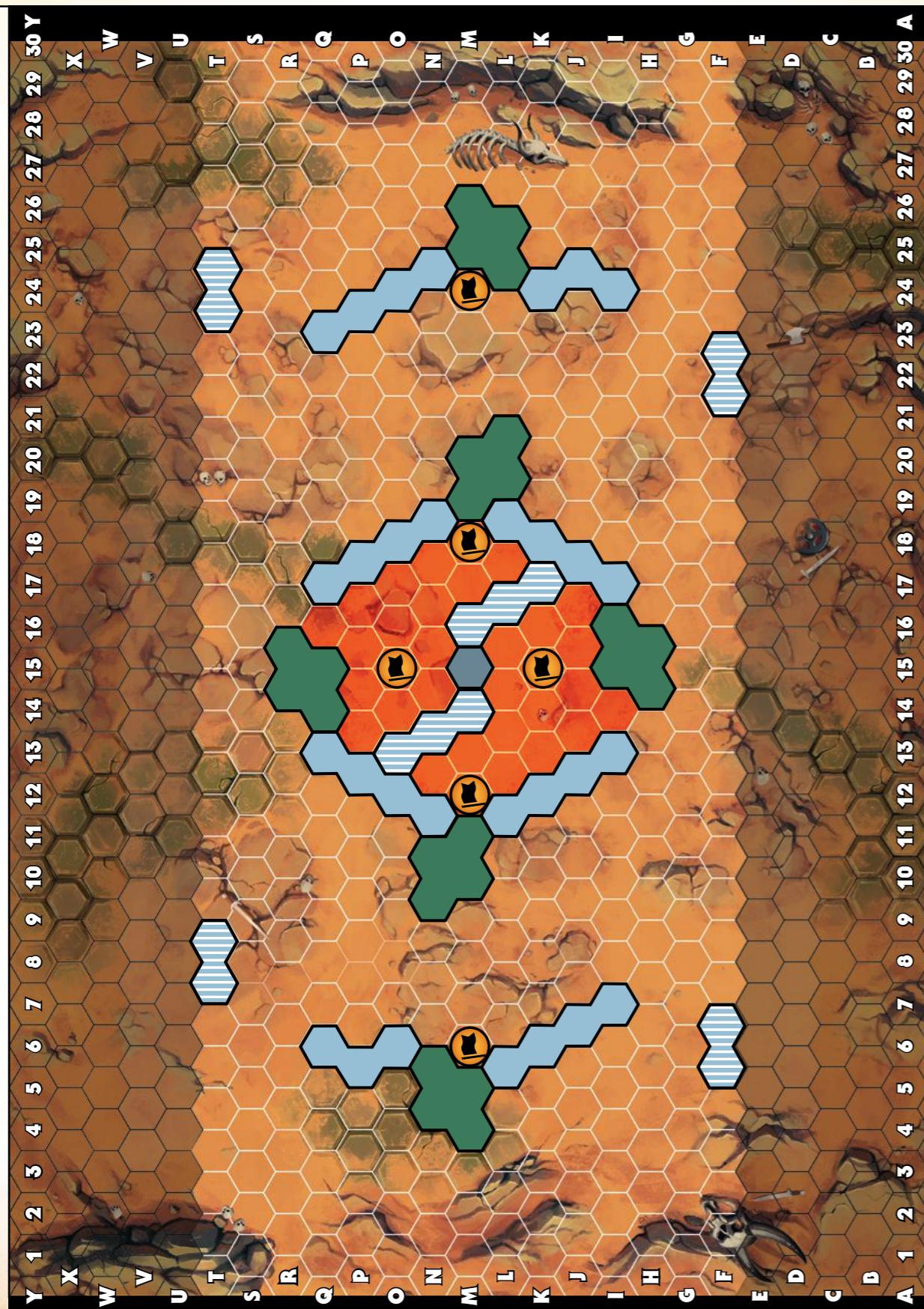
Deployment Zone

Setup: Place three initial objective tokens on hexes K15, O15, and M7. Then, each player places one objective in their opponent's deployment zone.



ADVANCED BATTLEGROUNDS

FORBIDDEN FOREST



Setup:

- Place six initial objective tokens on hexes: M6, M12, O15, K15, M18, and M24. Do not place any additional tokens on the battleground. Those objectives represent flowers of power.

Special Rules:

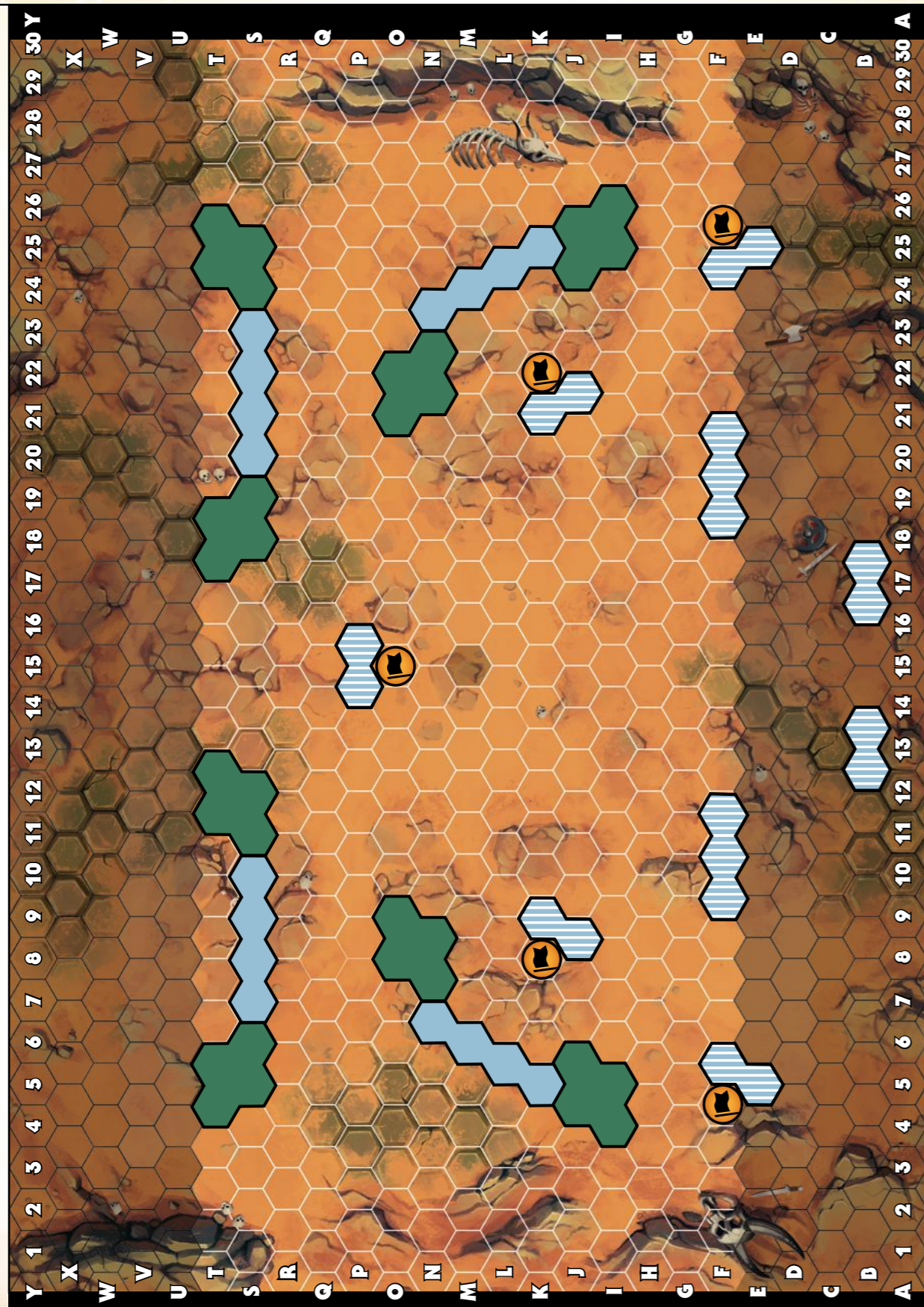
- During this scenario, players don't receive any VPs for claiming objectives.
- Once a character claims an objective, place that objective token on that character's card. From now on, that character carries the objective. There is no limit to how many objectives each character can carry.
- Characters standing in the Forbidden Forest (marked by red hexes) use one fewer die in defence tests (to a minimum of one).
- Characters use one more die in attack tests for every objective they carry.
- When a character knocks out an enemy, they claim all objectives carried by that enemy, no matter the distance between those characters.

Victory Conditions:

- The player who claims at least five objectives before the end of the fourth round wins the game. Otherwise, follow the standard victory conditions.



AMBUSH!



First-player deployment zone

Second-player deployment zone

Setup:

- Place five initial objective tokens on hexes: F5, F26, K8, K22, and O15. Do not place any additional tokens on the battleground.
- The first player always plays as the Great Rebellion.
- The second player chooses one of the remaining factions.
- Neither of the players can choose their deployment zone.

Special Rules:

- During this scenario, players don't receive any VPs.
- Once per activation or interruption, the first player can use a Magic Forest without spending any mana to teleport the active character up to 5 hexes. The second player can't use Magic Forests.
- The second player can't claim objectives.

Victory Conditions:

- The first player wins the game if they claim at least four objectives before the end of the fourth round.
- Otherwise, the second player is victorious.

CREDITS

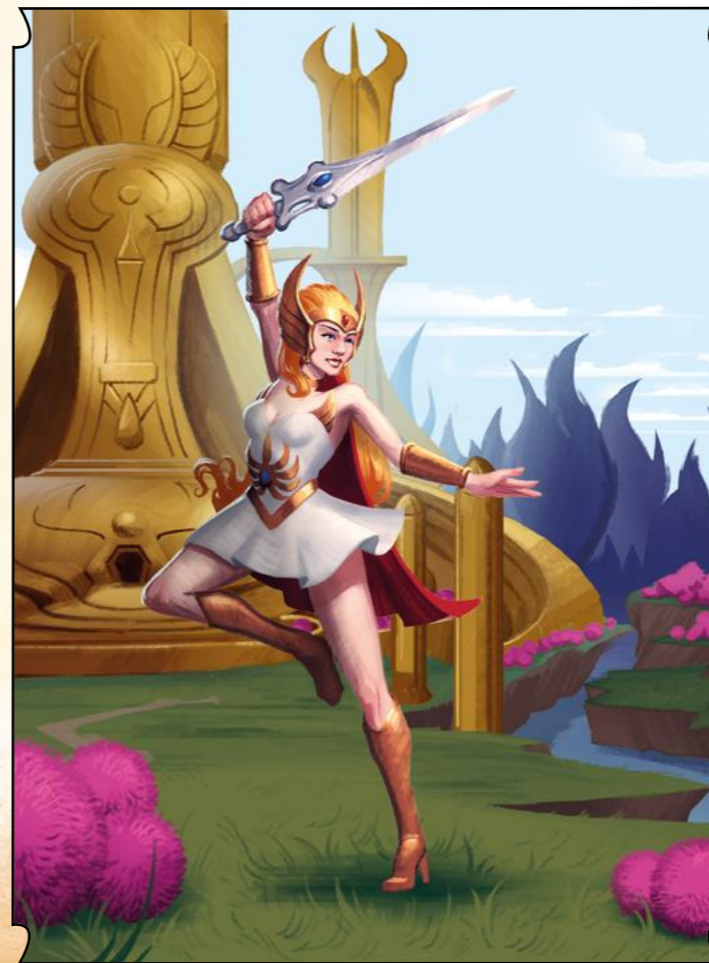
Rules Design: Jacek Karpowicz, Jaroslaw Ewertowski, Michał Pawlaczyk, Kamil Białkowski
Technical Writer: Adam Baker
Rulebook and Editing: Natalia Rachowska
Proofreading: ProofReaders.pl, Smaller Earth Poland
Graphic Design: Natalia Rachowska, Patryk Kubiak, Anna Gut, Dawid Kopczyński
Book Cover Artwork: Bartosz Winkler
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: Jaroslaw 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. ©2023 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. ©2023 Archon.

Archon Studio is located at Warsztatowa 8 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™, Ram Man™, Stratos™, Orko™, Skeletor™, Evil-Lyn™, Mer-Man™, Tri-Klops™, Trap Jaw™, Avion™, Rakash™, Battle Armor™, Gar™, Ram Stone™, Ka™, Tamadge™, Grayskull™, Avarice™, Trolla™, Angella™, Bow™, Castaspella™, Frosta™, Glimmer™, She-Ra™





MASTERS
OF THE UNIVERSE™
BATTLEGROUND

The Great Rebellion