











SOLO / CO-OP



SECOND ULTIMATE BATTLEGROUND

After being driven out from the planet Etheria by the Great Rebellion, Hordak landed on Eternia with his army. Following the devastating war with Skeletor, this planet was ravaged, so the Evil Horde took it over easily. Moreover, Hordak has recruited many Eternian villains (even Evil-Lyn!) and the Snake Men. Masters of the Universe, brought on by She-Ra - Great Rebellion Warriors, and most of Skeletor's Evil Warriors, have made a temporary alliance to overcome the threat of the Evil Horde (could they rely on planet-holding giant Procrustus again?). The Second Ultimate Battleground is on the horizon! Would Hordak prevail?



FACTION: HORDE

Setup

- ◆ Shuffle the 'Spell of Separation' cards to be used as your scenario deck.
- ◆ You may choose any 2 heroes (in total) from , , factions, or Evil-Lyn (for all game purposes, during this scenario, treat your heroes as ).
- ◆ Place She-Ra and one other  hero in Castle Grayskull.
- ◆ Place two  heroes (Evil-Lyn is excluded) in the Temple of Serpos.
- ◆ Place 3 enemy soldiers in each , , and  outpost marked on the map with the enemy's faction symbol.
- ◆ Place  and  tokens as depicted on the map.

 **Note:** In this scenario,  tokens stay in their places until the end of the game. They are not removed after taking a quest, nor placed in a different area.




◆ Turn Order

Unlike the other solo/co-op scenarios, the "Second Ultimate Battleground" turn order is alternating. In the beginning, the player activates the first of their heroes, then activates one, freely selected by the player(s),  hero, freely selected  hero; then resolve the activation

of the second of their heroes, and the round continues until all heroes perform their activation.




Special Rules

The Horde vs. the Rest of the World!

The enemy heroes will take a 1  action (Merciless: 2 ) towards the nearest  token, each moving towards a different token.

If your heroes are ever in an area with an enemy hero, initiate epic combat.

Boosting Power!

If at the beginning of the round, both  or both  heroes are on areas with a  token, then roll a wilds die for each applicable faction.



Success: Draw a card from the scenario deck and place it face-down near this faction's hero cards.

Failure: No effect.




Success: Assign 1 damage to one of your heroes or soldiers.


Double Success: Assign 2 damages to one of your heroes or upgraded soldiers or 1 damage to 2 of your heroes or soldiers.

Blank or reroll: No effect.



Note:  faction can no longer collect scenario cards when you defeat all heroes from the Great Rebellion in wilds combat.

The Great Rebellion at the Door!

To complete this scenario your hero(es) must visit four different areas with a  token (there's no obligation to

undertake 'Go on a Quest' action) and spend one action to defeat Great Rebellion's hero in a wilds combat.

You have to repeat this four times on the different areas (mark visited areas with an Eternium token).

Perform wilds combat in this order:

First encounter:

Bow:

4 6 1

Skill: Bow gains -X (to a minimum of 1) where X is the active hero's .

Reward: +2, token

Second encounter:

Glimmer:

3 3 3

Skill: At the beginning of this wilds combat roll a die.

Success: This hero is forced to reroll all double successes rolled in this combat.

Failure: This hero gains a token.

Reward: +2, token

Third encounter:

Castaspella:

3 3 3

Skill: Hero cannot use spells and artifacts during this wilds combat.

Choose one effect:

This hero gains a token.

Discard all of this hero's spell cards.

Reward: +2, token

Fourth encounter:

Frosta:

2 4 4

Skill: At the beginning of this wilds combat roll a die.

Success: This hero is forced to discard a tamed beast or a vehicle.

Failure: This hero gains a token.

Reward: +2, token.

After succeed in this wilds combat, remove all tokens from the wilds areas with enemy hero(es).

Strategic Location

If your hero takes control over Anwat Gar, take token and put it on their card.

From that moment your heroes (Merciless: only the hero who holds the token) gain a power boost: +1 , +1 , and +1 .

Procrustus Appears!

After winning the fourth encounter, your heroes may fight Procrustus in the Central Tower, using the normal rules for the boss epic combat.

You can discard each hero's tokens during combat with Procrustus to use them as an immediate spell: deal 2 damage to Procrustus (Merciless: 1 damage).

Enemy heroes cannot enter the marked areas.

Note: From now, the enemy heroes will take a 1 action (Merciless: 2) towards:

: the nearest area adjacent to the marked areas.

: the nearest area with a token.

There can be more than one enemy hero in the same area.

Note: If at least 1 hero is on the area adjacent to the Central Tower or one of the marked wilds areas adjacent to the Central Tower, resolve this effect during your combat with Procrustus as an instant spell cast by hero:

If Procrustus is not on full , discard 1 collected by heroes scenario card to heal 2 to Procrustus. Discard as many scenario cards as needed to restore Procrustus' full .

You must resolve this effect in every round of combat with Procrustus (unless he's on full) as long as heroes' scenario cards remain to discard.

You win the scenario after one of your heroes defeats Procrustus.

Keep the Power over Eternia

Gain as follows:

4 if you gain token

4 if you didn't use any tokens

3 if you control either 3 areas, 3 areas, or 3 areas.

2 if heroes have no more than 7 scenario cards when Procrustus appears.

Skull Events

1. In every faction, mages prepare for the ultimate clash - Skeletor, Evil-Lyn, Orko, Shadow Weaver, Castaspella... Feel the magic inflow and use it to your advantage!

Discard up to 2 equipment or spell cards, and draw 1 equipment or spell card from the relevant deck for each discarded card.

2. All factions are almost ready! Eternia probably hasn't seen anything like this yet! Skeletor side by side with... He-Man and She-Ra, Princesses of Power from planet Etheria, the Evil Horde in alliance with the Snake Men... and Evil-Lyn. Time to strike the final blow!

Move any hero(es) on an area with a 🔥 token to any other, unoccupied area with a 🔥 token.

3. Unexpected and robust earthquakes have occurred! Oh, Gods of the Multiverse! The giant - Procrustus - emerges to protect planet Eternia!

Select one enemy faction:

🔥: this turn cannot discard scenario cards to heal Procrustus.

🐉: this turn do not perform wilds die roll to assign damage to your models.

4. Will Procrustus tip the scales of victory, or will the evil Hordak prevail?

If you don't defeat the boss to the end of the round, you lose the scenario.

STARTING SETUP

