



**MASTERS**  
OF THE UNIVERSE™  
**FIELDS OF ETERNIA**

THE BOARD GAME

**ERRATA**

# ERRATA

June 2023

## Boss Card

### General Setup: Step 8, p. 7

When you play a scenario with a Boss enemy, take the Boss card from scenario card pile and put it aside. When an event with the Boss happens, place his card on the listed area.

## Adjacent Area

### The Map of Eternia, p. 8

An area is considered adjacent to another area if they are both separated by a common border or path. Outpost areas are not adjacent to other Outposts.

## Fourth Skull Event

### Preparation Phase, p. 11

This event represents the last round for the players, at the end of this round the game ends.

## Flying

### Outpost Movement, p. 12

Tamed Epic Beasts with the ability “Flying” allow your Hero to use Flight Paths.

## Quest

### Go on a Quest, p. 13

If you draw a card that has: “**Keep this card in front of you**”, this card’s objective must be fulfilled by the hero that draws this card.

## Mind Attribute

### Resolving Epic Combat: Step 3, p. 19

Mind is used during Epic Combat. It allows you to discard the drawn card and draw another. You may do this a number of times equal to your Hero’s Mind attribute, this limit is for whole combat.

## Using Cards During Combat

### Resolving Epic Combat: Step 4, p. 19

Heroes involved in battle can only use the cards that their Heroes have. Every other Hero can only use Spell cards to help one of the sides unless the text on the card states otherwise.

## End of Combat

### Resolving Epic Combat: Step 9, p. 20

If both Heroes still have some HP left after the second round of Epic Combat, then the Hero that did the most damage can move their opponent to any adjacent area, even if this move would start another combat. In the case of a tie, the defender is the winner.

## Wild Combat

### Wilds Combat, p. 26

Wild combat occurs when:

- ◆ Beasts are encountered from the encounter deck.
- ◆ Allies without allegiance to your faction are encountered in the encounter deck.



# FAQ

**Q:** How do Movement and Outpost Movement work, are they 2 different actions?

**A:** Outpost Movement and Move are different actions, but they share your movement value so that you can divide your movement between them freely.

**Q:** How do I resolve combat with AI, especially Step 9?

**A:** During combat with AI, you should follow the Boss section for step 9.

**Q:** During the He-Man Impostor scenario, can I attack Faker when the skull event is reached?

**A:** You need to defeat Skeletor first in order to gain the information that a He-Man is an Impostor.

**Q:** Can I use spells and consumables at any moment?

**A:** Most consumables state when they can be activated in their description, otherwise you can use them during your character's turn. Consumables and spells are single-use so after using one, put it in the respective discard pile.

**Q:** I got a "+2" Card reward, what do I do if all the +2 Cards are already in my Combat Deck?

**A:** There are 7 "+1" cards in the starting deck and 7 "+2" cards to replace them, every next "+2" card reward is ignored.

**Q:** Is there anything special about Aviopolis?

**A:** Yes, to get there you need the "Flying" ability.

**Q:** How exactly does Mer-Man's Ocean Warlord ability work?

**A:** Mer-Man can use a Flight Path without any special equipment, Mer-man can also stand on a Flight Path. Mer-Man's ability doesn't let him go to Aviopolis.

**Q:** Do He-Man's stats change from the By the Power of Grayskull ability?

**A:** This effect is rolled at the start of He-Man's turn and lasts until the end of his turn.

**Q:** With Evil-Lyn and the Disguise ability, if you avoid an attack, who controls the outpost?

**A:** If Evil-Lyn rolls a success on her ability and there are 2 different factions on the outpost then both factions count this outpost as controlled.

**Q:** What happens if a Hero is defeated and you can't afford the 5 Eternium?

**A:** If a Hero has no Equipment and your team's Eternium pool has less than 5 Eternium, you have to pay all the Eternium you can and ignore the rest.

**Q:** Can I use the Upgraded Soldiers in any scenario?

**A:** Yes. This should work without any problems in other scenarios.

**Q:** If I use a spell to kill an enemy Hero outside of combat, do I get a VP?

**A:** You don't get VP if Hero was killed outside of epic combat, but a Hero defeated this way is sent back to base and must still pay 5 Eternium.

