MASTERS
OF THE UNIVERSE™
FIELDS OF ETERNIA
THE BOARD GAME
MISSION BOOK
2018

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THE BOARD GAME

MISSION BOOK

INTRODUCTION

The "Masters of the Universe: Fields of Eternia" Mission Book includes two story mode scenarios, as well as three scenarios each for skirmish and solo/co-op modes.

Decide How You Want to Play

Story Mode: Would you like to experience a full story in a themed scenario? Set up the game as instructed in the Rulebook, then go to the description of the "Fractures in Time" or "Evil Seed" scenario.

Story Mode Scenarios: p.5, p.8

Solo/Cooperative Mode: Do you want to play solo or cooperatively with a group against the game? Check the Solo/Cooperative rules in the Rulebook (p. 26) and go to one of the scenarios.

Story Mode Scenarios: p.13, p.15, p.17

Skirmish Mode: Maybe you are looking for a fast and exciting duel? Check the Skirmish Mode rules in the Rulebook (p. 29) and go to one of the scenarios.

Story Mode Scenarios: p.10, p.11, p.12

Mission Book Elements

Story text: the text in *italics* is a narrative introduction to the selected scenario.

> *The sound of war drums can be heard in the distance as armies march across the land. The greatest warriors to ever walk the face of Eternia stand at the front of the massive hordes with one goal: ultimate supremacy.*

Mechanics: a detailed mission description that explains the specific rules of a given scenario.

- There cannot be more than 2 soldiers in any of the four towers.

Skull events: descriptions of events that will affect the gameplay during rounds marked with on the tracker.

Skull Event 1

The ruptures are becoming unstable. Each hero must roll a die.

Success: No effect.

Failure: That hero loses 1 if they are in the wilds, or 2 if they are in an outpost.

Epic Beasts: a list of epic beasts that can be found during quests in a given scenario.

Epic Beasts

- Dragon
- Green Lygor
- Griffin
- Gygor
- Kulatak
- Parek-Narr
- Shadow Beast

Maps: show areas where tokens should be deployed during setup. In the case of the Skirmish Mode, the maps indicate deployment zones.

FRACTURES IN TIME

Skeletor has travelled back in time to the age of the first Ultimate Battleground in a bid to stop the Masters of the Universe from forming. His actions have sent ripples throughout time and space, fracturing the timeline. He-Man and the Masters of the Universe must repair the damage done, or the fate of Eternia will be altered forever.

The Sorceress senses that there are strange ruptures in time and space opening up throughout Eternia. Travel to these ruptures and close them by ensuring that key events play out as intended. But beware, Skeletor and his Evil Warriors will try to manipulate these ruptures in order to bend Eternia to their will.

By closing enough ruptures, you will undo the damage caused by Skeletor and his Evil Warriors, and restore the natural balance.

STARTING SETUP

Skull Event 1

The ruptures are becoming unstable. Each hero must roll a die.

Success: No effect.

Failure: That hero loses 1 ♥ if they are in the wilds, or 2 ♥ if they are in an outpost.

Skull Event 2

More ruptures have opened throughout Eternia. Place tokens based on the map shown here. Do not remove any previously placed tokens.

Skull Event 3

Dare and The Unnamed One have joined the fight. Double the amount of awarded from quests and epic combat this turn.

Skull Event 4

Trigger this event only if there is a tie for most or the faction with the most has only a single point advantage.

The time has come to end this once and for all. Each faction must select a hero. The two selected heroes will fight 1 round of epic combat, the winner being declared as normal. Repeat this until all six heroes have fought an opponent. Whenever a faction wins a round, they gain 1 .

MOTU Wins: You have successfully closed enough ruptures that the timeline has been fixed, and any corruption has been erased. Saying goodbye to your new friends, you and the rest of the Masters of the Universe return to your own time.

EW Wins: Enough damage has been done to the timeline to prevent the Masters of the Universe from forming; your foes vanish from existence. With no one to stop him, Skeletor takes his place as the ruler of Eternia.

Epic Beasts:

- Bionatops
- Dragosaur
- Giant
- Gigantisaur
- Parek-Narr
- Turbodactyl
- Tyrantisaurus

EVIL SEED

During the Great War, Evil Seed betrayed his creator, Moss Man, corrupting the plant-life and turning it against the Free People he had sworn to protect. Now Evil Seed seeks to claim the planet for his own, turning great forests into twisted places of evil, making them grow and spread their corruption throughout Eternia. Can Evil Seed be stopped before the entire planet is engulfed in his forsaken forest?

Scenario Mechanic

- tokens: During this scenario tokens will spawn on the map.
- Areas with a token no longer provide any benefits (they don't provide Eternium, merchants cannot be visited, and heroes cannot perform 'Brave the Wilds' or 'Go on a Quest' actions).
- An area can only contain 1 token.
- A hero in an area with a token may spend an action to remove the token.
- If a friendly soldier is in an area with a token, a hero may spend an action to remove both the soldier and the token. This does not count as a 'Mobilize the Soldiers' action and can only be done once per turn.
- When a token is removed by a player, place it in a common pool for that player's faction.
- Whenever a faction has 3 tokens in its common pool, they discard all tokens and gain 1 .

During Setup

- Put a token in Grayskull Tower, Central Tower, and Viper Tower.
- Each hero places 1 token in the area of their choice, excluding factions' bases and areas containing merchants.

Evil Seed's Draining Plants Energy

When Evil Seed is first revealed, move all tokens from the map onto Evil Seed's card. Repeat this token movement at the end of each subsequent day preparation phase.

Each token on Evil Seed's card counts as 1 additional for Evil Seed.

Epic Beasts

- Dragon
- Green Lygor
- Griffin
- Gygor
- Kulatak
- Parek-Narr
- Shadow Beast

Skull Events

1. *Something strange is happening! Eternia's vegetation is beginning to attack people!*

Put a token in 'Berserker Castle', 'Mountains of Perpetua', and 'Valley of Barathrum'. If any of these areas already have a token, the next active player may instead place it in any adjacent area with no token.

2. *You have heard from a sage that only Moss Man can remedy these strange events. You must go in search of him!*

During this round, each hero removing a token may roll 2 dice. On 2 or more successes, the hero gains 2 .

3. *You already know that Evil Seed is responsible for this havoc! Aided by Moss Man, you head for the final showdown!*

- Remove all soldiers from the 'Great Jungle' (after receiving any Eternium earned).
- From now until the end of the game, heroes can fight Evil Seed in the 'Great Jungle.'
- Each faction recieves 1 for every 3 damage they deal to Evil Seed.
- The faction that defeats Evil Seed receives 2 .

STARTING SETUP

SKIRMISH SCENARIO

RITUAL OF UNLIMITED POWER

Built to balance the powers of good and evil throughout Preternia, the Three Towers were erected by the elders during the great truce between the warring factions. North of the Three Towers lies Dragon Tower, erected some 300 years prior to the Truce. While the dragons have vowed not to take part in the wars of man, controlling this tower could sway the dragons to your side. Now, in the age of the Great War, rival factions have arisen to take control of the towers to tip the balance of power in their favour.

Setup

Number of teams: 2.

Team 1

Available soldiers: 6.
Deployment zone: Blue.
Hero starting areas: Any area with friendly soldiers.

Team 2

Available soldiers: 6.
Deployment zone: Red.
Hero starting areas: Any area with friendly soldiers.

Scenario Rules

- Players cannot use the 'Fast Travel' action.
- At the end of every turn, each team scores 1 for each of the following they control: 'Grayskull Tower', 'Central Tower', 'Viper Tower', and 'Dragon Tower'.
- There cannot be more than 2 soldiers in any of the four towers.
- Every third round (the round tracker event rounds), each tower provides 2 to a controlling team instead of 1.
- A team gains 2 for every hero that they defeat.
- Players cannot gain in any way other than those listed here.

Victory Condition

- The first team that gains 16 wins the game.
- If there is no winner after 8 turns, the team with the most wins the game.

STARTING SETUP

MARCHING ARMIES

The sound of war drums can be heard in the distance as armies march across the land. The greatest warriors to ever walk the face of Eternia stand at the front of the massive hordes with one goal: ultimate supremacy.

Setup

Number of teams: 2.

Team 1

Available soldiers: 15.
Deployment zone: Blue.
Hero starting areas: Any area with friendly soldiers.

Team 2

Available soldiers: 15.
Deployment zone: Red.
Hero starting areas: Any area with friendly soldiers.

Scenario Rules

- During this game players cannot place new soldiers on the board.
- Both 'Castle Grayskull' and 'Temple of Serpos' are treated as regular outposts this game and all heroes may enter them as normal.
- Soldiers can move into 'Castle Grayskull' from 'Talok City' and 'Grayskull Tower'.
- Soldiers can move into the 'Temple of Serpos' from 'Viper Tower' and 'Corridors of Lithos'.
- Soldiers can be moved even if a friendly hero is not adjacent.
- Players gain 1 for every enemy soldier removed from the map.
- Players gain 2 for every enemy hero that they defeat.
- Team 1 scores 12 if they manage to put at least one of their soldiers in the 'Temple of Serpos'.
- Team 2 scores 12 if they manage to put at least one of their soldiers in 'Castle Grayskull'.
- Players cannot gain in any way other than those listed here.

Victory Condition

- The first team that gains 12 wins the game.
- If there is no winner after 8 turns, the team with the most wins the game.

STARTING SETUP

RAIDERS OF THE LOST ARTIFACT

The Ram Stone is a powerful artifact capable of breaking down any magic barrier. Once kept within the city of Zalesia, the Ram Stone has been lost. If found by the forces of evil, it could be used to help storm Castle Grayskull and conquer the rebellion.

Setup

Number of teams: 2.

Team 1

Available soldiers: 4.
Deployment zone: Blue.
Hero starting areas: Castle Grayskull.

Team 2

Available soldiers: 4.
Deployment zone: Red.
Hero starting areas: Temple of Serpos.

Scenario Rules

- During setup each hero receives 6 Eternium instead of 5, but players can spend it only on vehicles (they cannot buy equipment or spells).
- tokens are placed in areas marked on the deployment map.
- When your hero performs the 'Go on a Quest' action: instead of drawing a card, roll 3 dice. Add the number of successes and the number of tokens that have been removed from the map. If the combined value is 5 or greater, the hero has found an ancient Ram Stone! This token is considered to be the Ram Stone. Remove all other tokens from the board. If the hero didn't manage to find the Ram Stone, remove this token from the map.
- After the Ram Stone is found: At the end of every round, gain 1 if a hero from your team is in an area with the Ram Stone.
- Heroes standing in an area with the Ram Stone can spend 1 action to move the Ram Stone to any adjacent area.
- Players gain 1 for every enemy hero that they defeat.
- Players cannot gain in any way other than those listed here.

Victory Condition

- The first team that gains 6 wins the game.

STARTING SETUP

SOLO / CO-OP

HE-MAN IMPOSTOR

Created by Man-At-Arms, Faker was built as a decoy of He-Man, approximating him in both appearance and strength. However, Faker was salvaged and reprogrammed by the evil forces of Skeletor, and sent to the Royal Palace to impersonate He-Man. With his new blue skin, Faker looked like a member of the Gar race, enemy of the people of Eternia, which led many to believe that their beloved hero He-Man had turned to evil. With the real He-Man away on an important mission, the remaining Masters of the Universe must find Faker and stop Skeletor's evil plot.

FACTION: MOTU

Setup

- Place Beast Man and 3 enemy soldiers in the Village of Hy-Doe.
- Place Tri-Klops and 3 enemy soldiers in Mount Eternium.
- You may choose any 3 heroes from the faction, except He-Man.
- Place 3 enemy soldiers in each , , and outpost marked on the map with the enemy's faction symbol.
- Place tokens as depicted on the map.
- Remove this card from the 'Fractures in Time' scenario deck: 'Two Halves of the Same Sword'.

Special Rules

Evil Warriors

When Beast Man or Tri-Klops are knocked out, return that hero to the Temple of Serpos. That hero will activate at the end of the following round. When activated, they will try to reclaim their starting outpost by taking a 1 action, following the shortest route. If they are ever in an outpost with soldiers, remove the soldiers.

If they are ever in an area with a hero, initiate epic combat. After both heroes have been knocked out at least once, place Skeletor in the Temple of Serpos. Each hero must now discard an equipment card; any who do not will lose 2 immediately.

Mastermind

Skeletor will activate after all heroes have activated, and will move towards the nearest hero within move distance (2 or merciless 3). If Skeletor is ever in the same area as a hero, initiate epic combat. If no heroes are within move distance, Skeletor will instead move towards the hero with the lowest remaining .

Faker Is Betrayed

When Skeletor is defeated, place Faker (He-Man model) in Caverns of Rakash, if Faker has not already appeared. Faker uses the He-Man card with a movement of 1. Faker does not trigger an epic combat when entering the same area as a hero; instead the heroes must spend an action to initiate epic combat with Faker when they are in the same area. At the end of the round, place Skeletor in Temple of Serpos. He will activate as normal in the following round.

Defeating Faker

You win the scenario when Faker is defeated, and gain based on the the difficulty level.

Free the People

You gain additional based on the areas you control when the scenario ends:

- Anwat Gar awards 2 .
- He-Ro's Crater awards 2 .
- Village of Hy-Doe awards 1 .
- Mount Eternium awards 1 .
- Having 3 friendly soldiers in both Village of Hy-Doe and Mount Eternium awards 4 .

Skull Events

1. Heroes Ambushed – Roll a die: For each success, remove a friendly soldier from the map, prioritizing locations with a merchant first.

2. Heroes Assaulted – Roll 2 dice: For each success, remove a friendly soldier from the map, prioritizing locations with a merchant first.

3. Faker Travels: If Faker has not appeared, place Faker in the Caverns of Rakash. Faker will activate at the end of the round, moving towards Castle Grayskull with 1 .

4. After this event triggers, if Faker reaches Castle Grayskull, you lose the scenario.

STARTING SETUP

RETRIEVE THE PLANS

A perfect machine of violence is being constructed in the stronghold, but work has halted as an impudent thief has bypassed guards and stolen the plans! Only one of the Masters of the Universe could have been so brazen to interfere with your scheme...

FACTION: EW

Setup

- Place Stratos and 3 enemy soldiers in The Great Jungle.
- Place She-Ra and 3 enemy soldiers in the Village of Orkas.
- You may choose any 3 heroes from the faction.
- Place 3 enemy soldiers in each , , and outpost marked on the map with the enemy's faction symbol.
- Place tokens as depicted on the map.
- Remove this card from the 'Fractures in Time' scenario deck: 'Two Halves of the Same Sword'.

Special Rules

The Power of Grayskull

When Stratos or She-Ra are knocked out, return that hero to Castle Grayskull. That hero will activate at the end of the following round. When activated, they will try to reclaim their starting outpost by taking a 1 action, following the shortest route. If they are ever in an outpost with soldiers, remove the soldiers. If they are ever in an area with an hero, initiate epic combat. After both heroes have been knocked out at least once, place He-Man in Castle Grayskull. Each hero must now discard a spell card; any who do not will lose 2 immediately.

To Adventure

He-Man will activate after all heroes have activated, and will move towards the nearest hero within move distance (2 or merciless 3). If He-Man is ever in the same location as an hero, initiate epic combat. If no heroes are within move distance, He-Man will instead move towards the hero with the lowest remaining .

The Plans Were Found

When He-Man is defeated, place 3 enemy soldiers in each of the following areas (if needed, take soldiers from locations with a merchant):

- Caverns of Rakash
- Land of Giants
- Dragon Tower
- Mount Eternium
- Mountains of Perpetua

You may now fight the soldiers to retrieve the plans. You win the scenario if you defeat the soldiers in all 5 areas.

Dominance

You gain additional based on the areas you control when the scenario ends:

- Arachnia City awards 2 .
- Aviopolis awards 2 .
- Village of Orkas awards 1 .
- Great Jungle awards 1 .
- Having 3 friendly soldiers in both the Village of Orkas and the Great Jungle awards 4 .

Skull Events

1. Darkness is Coming – Each hero must discard a consumable or spell card. If they cannot, they lose 2 ❤ instead.

2. The Eclipse Begins – If a friendly hero would move into a wilds area, they immediately end their turn and roll 3 dice. For each success rolled, that hero loses 1 ❤. Instead of rolling dice, that hero may discard a consumable or spell card to cancel this effect.

3. Full Eclipse – Every friendly hero rolls 3 dice: For each success rolled, that hero loses 1 ❤.

STARTING SETUP

THE MISSING CHILD

The magical Ram Stone was the only thing keeping King Hsss and his army out of Zalesia. Its threat was enough to create an uneasy truce between the three warring factions. When Nikolas Powers assumed the throne, he also assumed the terms of the truce, which included a condition that he not produce an heir.

With the birth of Evelyn Powers, a young girl with tremendous magical potential, the truce was over. King Hsss vowed to lay siege to Zalesia, using Serpos to destroy it. All the while Nikolas — now the Faceless One — had to stand by and watch his city destroyed.

Before the start of the siege, Evelyn went missing. Who will solve the mystery surrounding the missing child?

FACTION: MOTU OR EW

Setup

- Choose to play as either or . You may choose any 3 heroes from that faction. Evil-Lyn cannot be played in this scenario.
  - If you are playing as the , place Skeletor and two other heroes in the Temple of Serpos.
  - If you are playing as the , place He-Man and two other heroes in Castle Grayskull.
- Place 3 enemy soldiers in each , , and outpost marked on the map with the enemy's faction symbol.
- Place tokens as depicted on the map.
- Remove these cards from the 'Fractures in Time' scenario deck: 'Two Halves of the Same Sword', 'Serpent God Summoned', 'Hordak's Evil Plan'.
- Take the 'Birth of Evil' card and 3 other random quest cards. Shuffle them together and place them on the bottom of the scenario deck.

Special Rules

Zalesia in Turmoil

No heroes can enter Zalesia until the third round tracker event.

The Quest Begins

The enemy heroes will activate after all friendly heroes have activated. They will take a 1 action 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.

A Clue Revealed

When an enemy hero is in the same area as a token, and none of your heroes are in that area, remove the token and reveal the top card of the scenario deck. Do not resolve this card. If the card is the 'Birth of Evil', resolve 'The Prize' below. Otherwise, discard it.

The Prize

When the 'Birth of Evil' card is revealed, either by your hero's action or by 'A Clue Revealed' above, place it next to the hero card of the hero that caused its reveal. When the hero that has the 'Birth of Evil' card loses in epic combat, the winner of the combat gains the card. For the rest of this scenario, all enemy heroes have a base value of 2 (3 in Merciless difficulty) and will move towards the hero that has the 'Birth of Evil' card. If the enemy faction has the card (or it is impossible to reach the enemy with the card), the enemy heroes move towards Zalesia instead.

Gain as follows:

- 1 if one of your heroes was the first to reveal 'Birth of Evil'..
- 1 if the 'Birth of Evil' card is in a friendly hero's possession.
- 1 if you never lose the 'Birth of Evil' card after first recieving it.
- 2 if you control either Aviopolis or Anwat Gar.
- 2 if no friendly hero is in their faction's starting location.
- 1 if only one friendly hero is in their faction's starting location.
- 2 if all enemy heroes are in their faction's starting location.

Skull Events

1. Information – For the rest of the scenario, after resolving a scenario card, you may reveal the top card of the scenario deck. If it is the 'Birth of Evil' card, place it next to your hero card and trigger 'The Prize' rules on page 17. Otherwise, return the card to the top of the deck or discard it, your choice.

2. The Right Trail – As above, but reveal the top 2 scenario cards instead. Only one of those cards has the option of being discarded.

3. The Right Time – The following changes occur:

a. Heroes may now enter Zalesia.

b. Defeated heroes are returned to their faction's starting location.

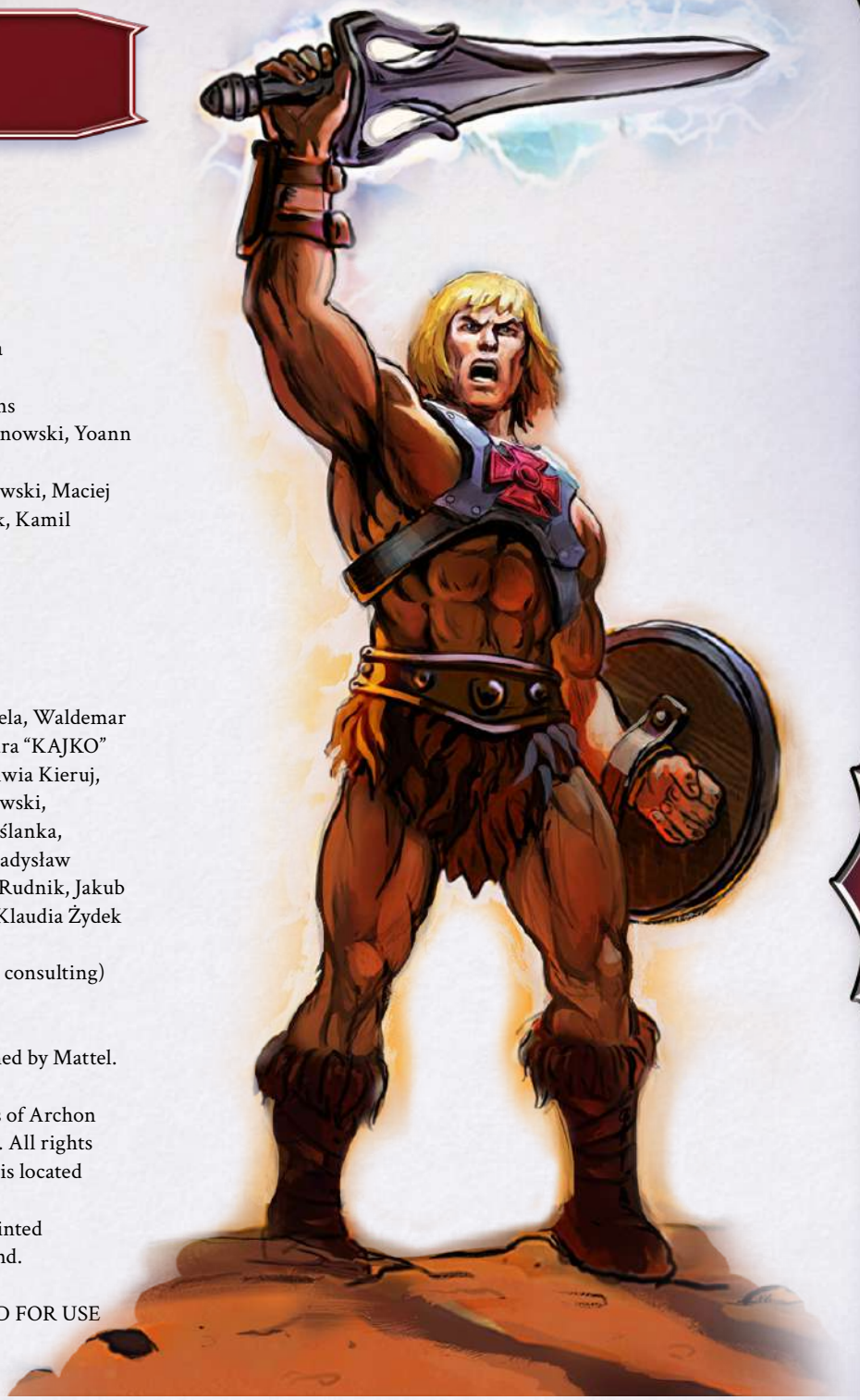
c. When a hero is defeated, they can no longer perform standard actions. Instead, they may only perform free actions to buy spells and assist in epic combat.

d. All enemy heroes have a base value of 2 (3 in Merciless difficulty).

e. At the end of the round, after the enemy heroes have taken their turns, if a hero with the 'Birth of Evil' card is in Zalesia, that hero's faction wins the game. If this condition has not been met by the end of the final round, you lose and do not gain any .

STARTING SETUP

CREDITS



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