

POWER RANGERS

DECK-BUILDING GAME



RPM: GET IN GEAR

EXPANSION

RULEBOOK

POWER RANGERS™

DECK-BUILDING GAME



Get In Gear!

This expansion has everything you need to rev up and get to the fighting FAST! In the world of RPM, all of humanity has been reduced to the city of Corinth, and now it's up to the Power Rangers to defeat Venjix and his hordes of Bots. Can the Ranger Operators and Doctor K save the world, or will the Venjix Virus crush the last hopes for the people of earth?

COMPONENTS



Ages 14+



2-4 Players



30-70 Minutes



36 Main Deck Cards



10 Oversized Character Cards



10 Signature Item Cards



12 Nitro Blaster Cards



5 Zord Cards



5 Master Cards



1 Megazord Card (Double Sided)



24 RPM Tokens



SETUP

This is not a stand-alone expansion, so you will need to pair it with either the *Power Rangers: Deck-Building Game Core Set* or *Power Rangers Deck-Building Game Zeo: Stronger Than Before*. To do so, remove every duplicate Hero, Villain, Equipment, and Maneuver from your chosen main deck. Then, shuffle the new *RPM* main deck cards into the main deck you just modified. This will leave you with a main deck of around 75 cards. You can also mix in cards from other expansions, but if you do, you should remove some cards to keep the main deck at 80 cards or fewer.

For your first few games of *RPM: Get in Gear*, we recommend that you use only the Nitro Blasters (replacing Blade/Zeo Blasters) and oversized Character cards found in the *RPM* expansion. Later, you can mix things up as much as you want. We also recommend that you use the Zord Bay and The Lair from the *Core Set* if you have it. If you just have Zeo, use those instead as they'll work fine! After you flip the Zeo Zord Bay, cover the Red Battlezord with the High-Octane Megazord card. If you drop below 3 attached Zords, don't flip the Zord Bay tile back over, but you must detach the High-Octane Megazord.

NEW CONCEPTS

RPM

This keyword is found mostly on Hero cards, but both Heroes and Villains can use any RPM they acquire. When you generate RPM, take RPM tokens from the general supply and place them near your character. There are 1-value and 5-value tokens: if you generate two RPM, take only two 1's from the general supply. You may make change when necessary. If the general supply runs out, players cannot collect more RPM until some tokens are returned to the general supply.

Each player has their own RPM stockpile; it is not a shared resource like Energy is. RPM tokens represent the revved-up fighting spirit of the Ranger Operators and give your opponents plenty to consider before they use a Block to negate an Attack you make! **When you Attack, you must announce how much RPM you have. If your Attack is...**

~Negated: In addition to any other Block effects, your foe(s) take damage equal to your RPM, then you must discard your RPM.

~Not Negated: Discard your RPM without any effect.

Discard your RPM after every Attack, whether your Attack deals damage or has some other effect. This includes Attacks you generate from The Lair, Zords, Zord Bay, and Megazords as well. RPM damage is its own source and does not count as an Attack. Cards that are discarded for dealing a certain amount of damage (such as the Bear Crawler Zord) remain even if RPM damage is dealt, as the source of the RPM damage is your character, not the card.

When you have ways to generate RPM, you'll have to decide when you want to generate it. You do not have to generate all of your RPM at once. Generating a lot of RPM before making a weak attack will likely go un-Blocked, and then your RPM will go to waste. If you have just 1 RPM when you perform a 6 damage Attack, your foes will certainly be fine taking 1 RPM damage instead of 6 damage from the Attack, so they are likely to Block it (if they can).



Stealing Energy

This effect is found mostly on Villain cards, but both Heroes and Villains can steal Energy if they have the right abilities. Stealing Energy is typically an Attack that takes some Energy from your foe(s) and gives you an equal amount. You can only steal Energy that your foe possesses, so if you play an ability that steals 2 Energy when your foes have only 1 Energy, you steal only 1 Energy. If you are already at 20 Energy, you still steal the Energy, but you cannot store it. For example, if you're at 19 Energy and steal 2, your foe loses 2 Energy and your Energy goes to 20.



Attachment Keyword

Several cards in the *RPM* expansion use the “**Attachment**” keyword, which means: “This card’s text is active while it is attached to your character.” There is no cost to activate these cards, but the text will tell you when to apply their effects. They



typically trigger an effect at the start of your turn or when certain events occur. As such, they can take effect multiple times during a single turn. Also, they do not exhaust when their ability triggers, so you may detach them after their effect has resolved and replace them. This keyword debuted in the *Omega Forever* expansion, but this expansion has many more cards with this keyword.

Activated Abilities Update

When a card changes zones (in your hand, in play, deck, attached, discard pile) it “forgets” everything that happened to it prior to the change. Therefore, if you activate a card like a Block and then immediately redraw it, you may activate it again during that same turn.



Damage From The Grid Clarification

Damage dealt by Hero or Villain adversary cards in The Grid (in Step 3 of the End Phase) is all taken at the same time, not individually, card by card. Count the total number of adversaries in The Grid and take that much damage.

SPECIFIC CARD CLARIFICATIONS

Control Device: If the target doesn't have enough Energy to pay for the effect, the effect cannot be activated. If the character has an activation discount (due to being flipped, for example), that reduces the Energy cost as normal. Any instructions for the player in the ability text refer to the attacker. If there are additional costs to be paid to activate it other than Energy, that is paid by the attacker. If the card counts things such as attached cards, controlled cards, or cards in a discard pile, use the count for the controller of the activated card, not the attacker. If the card being activated requires a target, it is the attacker's choice. Control Device cannot activate a Block card, as the Attack is already underway by the time you choose a card and you can't activate a Block without an Attack to negate. However, the target is free to activate a Block to negate the effect of their own card if they wish. If the initial Control Device Attack is negated, Control Device is not discarded. RPM is discarded immediately after the Control Device Attack, not after the next card is activated.



Corinth: Since this is not an activated ability, it may be used multiple times during a turn. It may be used to reduce damage from adversary cards in The Grid: Total the adversary damage and then you may reduce it by 1 using Corinth.

Doctor K: When this card goes into your hand, you are able to activate the ability again in the same turn because it has changed zones.

General Crunch (Scheming): The phrase “target foe” includes all variations of foe (plural, possessive, etc.) and “each target foe.”

“If none:” Several cards have this text after the first effect of an ability. It means: If you cannot perform the first effect due to there being none of the required resource or card, the text after “If none” happens instead. If the first effect was targeted, the secondary effect still applies only to the target. “If none” does not mean “if they don’t have that card/resource after the Attack has resolved.”



Operator Silver & Gold: For example, if you have 3 RPM and make an Attack, you will deal 3 RPM damage if a foe negates the Attack, then keep 2 RPM instead of discarding all of it as is normally done after an Attack not modified by this card.

Operator Yellow: Playing the card means it cannot be attached this turn. Resolve the card played this way before continuing the Attack.

Turbo Cannon: This card does not deal RPM damage: It deals damage based on your RPM.

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