ZEO RANGER PACK

INTRODUCTION

Stronger Than Before!

The Mighty Morphin Power Rangers have discovered the Zeo Crystal and gained access to brand-new Zords and powers.

The five core members of the Zeo Team — Kat Hillard, Tanya Sloan, Rocky DeSantos, Adam Park, and Tommy Oliver — leap into battle using new decks and unique Zeo Ranger abilities.

COMPONENTS

- 5 Ranger Figures
- 50 Combat Cards
- 5 Character Cards
- 6 Zord Cards

INTEGRATING EXPANSION CONTENT

This expansion adds new Ranger and Zord options. Follow the rules in the back of the base game rulebook (p. 17–18) for adding the new content to your games.

Each of these new Rangers has a new ability, many of which introduce new gameplay effects. The new abilities, and how they function, are described on the character cards.

ATTACHING ENERGY TOKENS

This expansion introduces effects that allow you to attach energy tokens to enemy cards.

When you attach an energy token to an enemy card, take it from the supply and place it near that enemy card. An enemy card can have any number of energy tokens attached to it.

Energy tokens attached to enemy cards are not considered to be "on" those cards for the purposes of other effects (e.g., Lord Drakkon's *Stolen Power*).

When an enemy is defeated, any energy tokens attached to it are immediately added to the shared energy pool. At the end of each battle, the energy tokens attached to any enemy cards still in play are returned to the supply.





GAINING HIT TOKENS

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This expansion introduces effects that allow you to gain hit tokens, which you can then spend to trigger special abilities on your cards.

When you gain a hit token, take it from the supply and place it on your character card. Hit tokens you have gained remain on your character card until you spend them.

You cannot have more than 3 hit tokens at a time. If you would gain additional hit tokens when you already have 3 hit tokens, the additional hit tokens are forfeited.

CREDITS

Game Designer: Jonathan Ying Developer: T.C. Petty III Producers: Scott Gaeta and Dan Bojanowski Illustrator: Matt Frank Graphic Designer: Jeanne Torres Editor: Dustin Schwartz Production Artists: Gordon Tucker Sculptors: Niklas Norman Graphic Novel Illustrators: Bachan, Daniel Bayliss, Stephen Byrne, Jamal Campbell, Rebekah Isaacs, Goñi Montes, Steve Morris, Daniele di Nicuolo, Jefte Palo, Hendry Prasetya, Jonas Scharf, Greg Smallwood, and Xermánico

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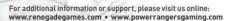
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