

SABAN'S POWER RANGERS —HEROES OF THE GRID—

INTRODUCTION

"I'm a Power Ranger 'til the end." —Tommy Oliver

Though Tommy Oliver started out as an enemy of the Power Rangers, he became a legendary hero and one of the greatest Rangers of all time. From Mighty Morphin to Dino Thunder, he has faced countless monsters and amassed a great deal of power and experience. Using his Master Morpher device, Tommy can morph into different Ranger forms at will!

Enhance your game with four of Tommy's legendary forms: Mighty Morphin Green, Mighty Morphin White, Turbo Red, and Dino Thunder Black. Be prepared to face his evil cybernetic doppelgänger, created by the villainous Lord Draven!

This expansion also introduces Legendary Ranger Mode, which allows you to construct your own custom Ranger combat decks.

COMPONENTS



4 Ranger Figures



4 Character Cards



4 Combat Cards



4 Zord Cards



1 Monster Figure



1 Monster Deployment Card



8 Monster Enemy Cards

INTEGRATING EXPANSION CONTENT

This expansion introduces new Rangers, Zords, and a new enemy to fight. Follow the rules in the back of the base game rulebook (p. 17–18) for adding the new content to your games.

BRACHIOZORD EFFECTS

The Brachiozord is a new Zord, used by Dino Thunder Black, that has the unique ability to briefly use the abilities of other Zords.

When the Brachiozord is summoned, take all regular Zord cards (i.e., no Megazord cards) left in the game box and shuffle them together to form a face-down stack. Each time this card instructs you to take a random Zord card from the box, draw the top card from this stack and attach it to the Brachiozord by placing it nearby.

When the ability of an attached Zord card is used, that Zord card is discarded and shuffled back into the face-down stack.




LEGENDARY RANGER MODE

Using his Master Morpher device, Tommy Oliver can freely morph into any of his previous Ranger forms. With Legendary Ranger Mode, now you can too! Construct your own custom Ranger combat decks, combining the powers of multiple Rangers to create the ultimate team.

Important! This game mode is not compatible with other modes (e.g., 2-player mode) in which players control 2 Rangers each.

When choosing which Ranger to play, you may choose multiple Rangers instead. If you do, take the matching figures, character cards, and combat decks. You must then construct a new 10-card combat deck, made up of combat cards from those decks.

Each combat deck must contain exactly...

- 3 cards with 1 shield 
- 4 cards with 2 shields 
- 3 cards with 3 shields 

After constructing your combat deck, you must choose your active Ranger. Place the matching character card face up in your play area, with your other character cards in a stack beneath it. Put the matching figure in play, with your other figures set aside for now.

When choosing which Zord card to use, you may choose any 1 Zord card that matches the Rangers associated with your combat deck; it does not have to be the Zord card that matches your active Ranger.

During the game, you may only use the special ability of your active character card; you may not use the special abilities of inactive character cards.

When you perform a MOVE or RECOVER action, you may choose a new active Ranger. Move the new active character card to the top of your stack. Place the new active figure in your current location and remove the inactive figure.

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