

SABAN'S POWER RANGERS HEROES OF THE GRID

MEGA GOLDAR

INTRODUCTION

Goldar has grown to giant size, thanks to the magic of Rita Repulsa! In Mega Goldar form, represented by a giant-scale miniature, the warrior is more formidable than ever. It will take an all-out assault from the Rangers to bring Mega Goldar down.

THIS BOX INCLUDES...



1 Mega Goldar Figure



1 Mega Goldar Deployment Card



6 Mega Goldar Component Cards

DEPLOYING MEGA GOLDAR

Mega Goldar has a boss deployment card that gets shuffled into the deployment deck during setup, just like any other boss in the game. But when this card is revealed, the deployment works a little bit differently.

When Mega Goldar is deployed to a location, place the Mega Goldar figure on that location board. Then remove all foot soldier figures from that location and return them to the supply. For the rest of the game, treat Mega Goldar's location as if it were at its figure limit.

Finally, lay out the 6 Mega Goldar component cards near that location board, active side up, in a 3x2 shape so that the illustrations form a rough outline of Mega Goldar.



COMPONENT CARDS

These component cards have effects that resolve in battle, just like enemy cards would for most bosses. Each component card has two sides: an **active** side and a **defeated** side. There are effects on both sides of each component card.

On the active side of each component card, there is a health value. In order to defeat a component card, the Rangers must deal hits to it equal to its health value. When this happens, remove all hit tokens from it and flip it over to the defeated side.

When a component card is active side up, the effect on the active side resolves in battle. When a component card is defeated side up, the effect on the defeated side resolves in battle.

BATTLING MEGA GOLDAR

Each time a Ranger attacks Mega Goldar, they target 1 component card of their choice. For all game effects, treat the component cards as if they were enemy cards in a combat sequence. However, these component cards can never be rearranged.

The component cards do not resolve in the normal order (i.e., left to right and top to bottom). Instead, on each enemy turn in battle, the lead Ranger chooses 1 component card that has not resolved yet in this battle, then resolves it. However, all component cards with the FAST keyword must be resolved before any other component cards.

Once the Rangers have defeated all 6 component cards, they have defeated Mega Goldar! This may require facing him in multiple battles. However, the Rangers must survive until the end of the battle in which the last component card is defeated.

At the end of each battle against Mega Goldar, do not remove hit tokens from component cards that are still active side up. These hit tokens carry over between battles, making those component cards easier to defeat in the next battle.

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