



## LEGENDARY RANGER: FOREVER RANGERS PACK

*"We need Thunderzord power now!" —Tommy Oliver*

The Power Rangers have upgraded their Dinozords to the brand-new Thunderzords! When the original Mighty Morphin team moves on to other adventures, a new team of Rangers arrives in Angel Grove to inherit their responsibilities.

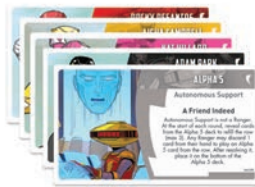
Adam Park, Rocky DeSantos, Aisha Campbell, and Kat Hillard have come to take the fight to the next level, and Alpha 5 is ready in the command center to provide some helpful advice for the new Mighty Morphin team. Evil won't know what hit 'em!

This expansion increases the available options for the Mighty Morphin Power Rangers and further expands Legendary Ranger Mode, a system which allows you to construct your own custom Ranger combat decks.

## COMPONENTS



5 Ranger Figures



5 Character Cards



50 Combat Cards



6 Zord Cards



2 Megazord 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 new content to your games

## VARIANT RULE: BASIC ATTACKS

Rangers now have the option to perform **basic attacks** in battle. A basic attack is an attack with only one die. Basic attacks are relatively weak, but they can be useful in certain situations.

As a Ranger turn in battle, any participating Ranger may discard a card from their hand to perform a basic attack. Basic attacks can still be modified by Ranger abilities, Zord abilities, etc. Reactions can be played in response to basic attacks.

We recommend including this new rule in every game of Heroes of the Grid, no matter which sets or expansions are in play.

## REPLACEMENT RANGERS

Now you can customize your Mighty Morphin Power Rangers by mixing and matching cards from both decks of the same color!

After you choose your Ranger, you can pick any combination of combat deck and Zord card that share that Ranger's color. For example, if you were playing as Adam Park, you could choose either of the two Mighty Morphin Black decks, and you could choose either the Mastodon or the Lion Thunderzord.

You can also customize your combat deck by swapping cards with the other deck of the same color. You can only swap cards with identical shield values. For example, if you were playing as Trini Kwan, you could choose the Mighty Morphin Yellow deck from the base game, but then swap out Sabertooth Strike cards for Backhand Slash cards.

This expansion does not have new cards for Mighty Morphin Blue. However, Billy Cranston and Alpha 5 often work closely together, so you may treat Alpha 5 as Mighty Morphin Blue for the purposes of these customization options.

## LEGENDARY RANGER MODE

If you want to create even more powerful combinations, Legendary Ranger Mode gives you the ultimate flexibility. Construct your own custom Ranger combat decks using cards from any set ever released!

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

Your combat deck cannot contain more than two cards with the same name and it must follow one of three possible formulas so that it has 20 shields total.

CUSTOM DECK A	CUSTOM DECK B	CUSTOM DECK C
3 cards with 1 shield 4 cards with 2 shields 3 cards with 3 shields	2 cards with 1 shield 6 cards with 2 shields 2 cards with 3 shields	1 card with 1 shield 8 cards with 2 shields 1 card 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 one 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.

## ALPHA 5

Alpha 5 has two different modes: Servant of Zordon and Autonomous Support. Choose the mode that best suits your team's play style.

**Servant of Zordon** – In this mode, Alpha 5 is a playable character that one player controls, functioning just like any Ranger would. Alpha 5's ability allows him to participate in battles that occur in outer locations. Alpha 5 cannot be affected by enemy cards in these battles, but can still benefit from combat cards, Ranger abilities, and Zord abilities. For all gameplay purposes, Alpha 5 is considered to be a Ranger in this mode.

**Autonomous Support** – In this mode, Alpha 5 is a non-playable support character, instead providing enhanced tactical options for the whole team. Place the Alpha 5 character card and deck next to the power board. Reveal three cards from the deck and place them in a face-up row. Alpha 5's ability allows players to play Alpha 5 cards from the row by discarding cards from hand. For all gameplay purposes, Alpha 5 is not considered to be a Ranger in this mode.



### CREDITS

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