



POWER RANGERS

HEROES OF THE GRID

SCENARIO #23: DAY OF THE DINOZORDS



Dino Thunder Pack



(Optional) Legendary Rangers
Tommy Oliver Pack

Scenario by
guest designer
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Hayley signals you through your morphers. "Rangers, the Dinozords are missing. Did you summon them? I haven't heard about any monster attacks." You quickly confirm that none of you had summoned your Zords. You try to, but they do not respond. "I just found them, but you aren't going to like it," Hayley reports. She sends you the coordinates.

You locate one of the Dinozords. A familiar figure perches on top of it: the evil clone of the White Ranger. "About time," he says. "Your Dinozords have a new master. If you want them back, you'll have to take them. May the best Rangers win!" With a gesture, foot soldiers surround you while the White Ranger escapes on the Dinozord. This day is going to get worse before it gets better...

SETUP

Set aside the Evil Dino Thunder White Deployment card, enemy deck, and figure.

Follow the normal Setup using any combination of Foot Soldiers and Monsters. Do not shuffle a Boss into pile D.

Players may choose any combination of Mighty Morphin' or Dino Thunder Rangers (from any expansion). Mighty Morphin' Rangers use their respective Zord from the base game. (Other Rangers with dinosaur-themed Zords, such as the Quantum Ranger and his Quantasaurus Rex, may also be included.) You may choose either the Dino Megazord or the Thundersaurus Megazord.

PLAY

During Each Round

During this scenario, when a Zord is summoned, place it next to the location board indicated by the back of the next card in the deployment deck. This is an untamed Zord. A single location can have any number of untamed Zords.

Rangers cannot use the ability of an untamed Zord. Untamed Zords count as in play for other purposes.

When a Ranger performs a Recovery action at a location with no Monster figures, each Ranger at that location can attempt to tame an untamed Zord at that location. When a Ranger attempts to tame a Zord, they roll 2 dice (or 3 dice if the Zord is that Ranger's associated color). If the total hits rolled is greater than the number of enemy figures at that location, the Zord is tamed; that Ranger gains the Zord.

Rangers cannot summon the Megazord until all other Zords have been tamed.

Before the First Turn of a Battle at a Location with an Untamed Zord

The White Ranger casts threads of energy around the untamed Zord. "You are under my command. Attack!"

Before the first turn of a battle at a location with an untamed Zord, resolve one of the following effects for each untamed Zord at the location, based on the Zord's color:

Red: One Ranger suffers 5 damage.

Blue: One Ranger suffers 3 damage. Then, they must either exhaust a Zord or discard 1 cards from their hand.

Yellow: One Ranger suffers 3 damage. Each time they discard a card for defense as a result of this damage, drain 1 energy.

Black or White: One Ranger suffers 3 damage. Reduce the shield value of the first card they reveal for defense as a result of this damage by 1.

Other: One Ranger suffers 3 damage. They cannot activate star abilities while resolving this damage.

When playing with the Brachiozord from the Legendary Rangers Tommy Oliver pack

While the Brachiozord is untamed, when you would attach a Zord to it, set that Zord aside instead. When the Brachiozord is tamed, attach all set-aside Zords to it.

After All Zords (other than the Megazord) Have Been Summoned and Tamed

"Impressive, Rangers. But I don't need your Zords to defeat you," says the cloned White Ranger. He brandishes his Drago Sword. "I'm just getting started!"

Deploy Evil Dino Thunder White to the location board indicated by the back of the next card in the deployment deck.

EVIL DINO THUNDER WHITE IS TREATED AS A BOSS-TYPE ENEMY. THE RANGERS MUST DEFEAT 6 OF HIS CARDS TO WIN THE GAME.

GAME END

If the Rangers Lose:

Your strength fails you and you collapse before the White Ranger. He laughs triumphantly. "Weaklings," he taunts. "That proves who really deserves the power of the Dinozords." The White Dino Gem on his wrist glows, and your Dinozords heed his call. You don't have the strength to get your Dinozord back under control.

If the Rangers Win:

With your Dinozords at your side, your attacks overwhelm the cloned White Ranger. He falls to one knee, clutching at his arm. "Well done...looks like you really are the strongest Rangers." With the evil clone defeated and your Dinozords reclaimed, you feel your bond with them has grown. Whatever tomorrow brings, you are ready for it!

