



SCENARIO #20: SOLO MODE



NOTE: This scenario is designed for Solo Play!

SETUP

Follow the normal setup sequence for Power Rangers: Heroes of the Grid. However, in this mode, a single player controls 3 Rangers at once. Take their associated figures, character cards, energy tokens and combat decks. Keep each Ranger's deck separate.

Note: It is not recommended for a player to use multiple Rangers who share the same Ranger name, for example, Aisha Campbell (MMPR Yellow) and Trini Kwan (MMPR Yellow), or Jason Lee Scott (Zeo Gold) and Trey of Triforia (Zeo Gold)

The solo player begins the game with 5 action tokens. Then that player draws cards until they have a hand of up to 7 cards. These cards can be drawn in any order from that player's 3 Ranger combat decks.

Place 3 energy tokens in the command center.

PLAY

Ignore any Command Center location abilities during this scenario.

During this scenario, certain actions function slightly different.

The **MOVE** action can be used to move all 3 Rangers. The 3 Rangers always move together.

The **BATTLE** action can be used to initiate a battle as normal.

The **RECOVER** action can be used to allow 2 different Rangers to each shuffle up to 6 ♥ of cards into their combat deck and add 1 energy token to their stored energy (if they do not already have one.)



During battle

Cards and effects that refer to "another ranger" or "you" apply based on the ranger playing the card. For example, Trini Kwan (MMPR Yellow) can only use her double strike ability on Mighty Morphin' Yellow cards. Similarly, Jason Lee Scott (MMPR Red) can not play another Mighty Morphin Red card after playing Team Tactics.

Rangers suffer damage as individual Rangers. If an effect would deal damage to 2 different Rangers, resolve the damage to one Ranger deck, and then resolve the damage for a second Ranger deck.

At the start of each battle

Assign the Lead Ranger token to a Ranger of your choice. Draw cards until you have a hand of up to 7 cards. These cards can be drawn in any order from the Ranger's 3 decks.

After you play a combat card.

Place that card in that Ranger's discard pile. You may immediately draw a card from the combat deck of a different Ranger.

When a Ranger is defeated during a battle

They do not move to the Command Center or Power Up. Instead, discard all of that Ranger's Combat cards from your hand. That Ranger's cards cannot be used until the end of the battle.

At the end of a Battle

If a Ranger was defeated, discard 1 energy token from the Command Center to allow that Ranger to Power Up. If there are no energy tokens remaining in the command center, that Ranger is out of the game.

If at any point all 3 Rangers are defeated, The Power Rangers lose.

Each time the player defeats a Monster

In addition to summoning a new Zord card, the player immediately gains an additional Action Token. That action token is in the ready position and can be used in the same round it is acquired.

