



# POWER RANGERS

## HEROES OF THE GRID

## SCENARIO #21: MONSTER RUSH



Expansions with:

4 additional Monsters

4 additional Zord card

1 additional Megazord card

*One of your Ranger allies jokingly says that they have been growing bored of beating up foot soldiers. Sometimes they wish the bad guys would mix it up a bit and send more monsters, just for a bit of a challenge. Well, no display of confidence goes unpunished, and the forces of evil have doubled down! You'll need more Power and more Zords than ever if you wish to take on these many foes!*

## SETUP

Follow the normal setup for the base game. However, set aside four additional Monster enemy decks and figures in addition to the normal arrangement. Shuffle the four deployment cards for those monsters to create a Monster Rush deck.

Prepare a separate Bonus Zord deck with the 4 additional regular Zord cards shuffled and placed face down on top of the 1 additional Megazord card. Place this deck next to the Monster deployment deck.

At the start of the game, immediately summon the top Zord card of the Bonus Zord deck and assign it to any Ranger.

## PLAY

During this scenario, Panic and Deployment function slightly differently.

Monster enemies do not automatically cause a location to Panic. (Bosses however still do.)

If a Ranger would initiate a battle in a location with multiple monsters, they must choose 1 monster to battle and battle them as normal (Foot soldiers participating as normal.)

The Rangers cannot initiate a Battle against the Boss until all Monster figures have been defeated.

## Deployment Step

During the Deployment step, when you reveal a card depicting a 3-foot soldier deployment, instead of deploying those figures, discard the top card of the Monster Rush deck and deploy that monster to that location.

## Defeating a Monster Rush Monster

Each time you defeat a Monster, if it was a Monster from the Monster Rush deck, summon a Zord from the Bonus Zord deck instead of a normal Zord card. This Zord card can be assigned to any Ranger. When the fourth and final Monster Rush card is defeated, immediately summon the Megazord from the bottom of the bonus Zord deck!

# GAME END

## If the Power Rangers lose

*Careful what you wish for! Even the additional Zords aren't enough to help the Rangers defeat so many monsters at once. You're forced to retreat and pull together a new strategy. Next time, you'll be more grateful when all you have to deal with are Putty Patrollers.*

## If the Power Rangers win

*Despite the immense power of your foes, the Rangers have risen to the challenge. Coordinating all these Zords and TWO entire Megazords was tricky, but their combined might was enough to devastate even the strongest foes!*

