

POWER RANGERS™

HEROES OF THE GRID

SCENARIO #22: EDGE OF DARKNESS



3 pennies or other tokens
(these will be referred to as Phantom Grenade tokens)

Ranger Allies Pack #1

NOTE: This scenario is designed for Solo Play!

Answering Zordon's call, the Phantom Ranger investigates the aftermath of an Emphyreal attack. Only to discover their connection to an ancient evil he encountered long ago... which may have finally returned to threaten the entire universe.

This scenario is inspired by the Power Rangers: Edge of Darkness comic, published by Boom Studios! In collaboration with Frank Gogol! In stores now!

SETUP

Place any 2 location tiles in a serpentine pattern leading towards the command center. Phantom Ranger begins the game on the furthest tile.



The solo player takes the Phantom Ranger's character card, combat deck and 4 action tokens.

Prepare 2 random Monster type enemies and 2 different foot soldier types.

Set aside the Artillatron Zord and 1 additional Zord card of your choice.

Place 1 Phantom Grenade token on the Phantom Ranger's card. Set aside the remaining Phantom Grenade tokens to form a supply.

Objective

The Phantom Ranger's goal is to defeat all enemies and arrive at the command center.

Playing the Phantom Ranger

During this scenario, certain actions function slightly differently.

The **MOVE** action can be used to move the Phantom Ranger from the current location to his card as described on the Phantom Cloak character ability. The location he left is still considered the "current location" for the purpose of progressing through this scenario.

The **BATTLE** action can be used to initiate a battle as normal. In addition, the Phantom Ranger may initiate a battle in the current location while his figure is on his character card.

The **RECOVER** action functions as normal.

During battle

The Phantom Ranger may use his Phantom Cloak maneuver to move his figure to his character card. The battle continues even though he is no longer considered to be in that location. The Phantom Ranger is immune to enemy card effects while he is on his card. However, he must return to the location (using his Cloaking Device character ability) in order to play combat cards, except for cards that can be played from any location such as Wraith Strike.

Each time the Phantom Ranger plays a combat card, he may immediately draw 1 card.

During any Ranger turn, instead of playing a card, the Phantom Ranger may discard 1 Phantom Grenade token to deal 1 ⚔ to each enemy card. (You can use Phantom Grenade tokens even while the Phantom Ranger is on his card.)

If the Phantom Ranger would be defeated, instead immediately power up and gain 1 panic token.

The Phantom Ranger loses the game when he has 4 panic tokens.



PLAY

First Location

Zordon has entrusted you to safeguard a very important asset. Unfortunately, a full team of Power Rangers would draw too much attention and the forces of Master Vile are already on their guard. You'll need to use all your strength and cunning if you wish to fulfill this dangerous mission!

Place 6 foot soldiers in the starting location. (3 of each type)

When the last foot soldier in this location is defeated, the Phantom Ranger gains the Artillatron Zord card and an additional Phantom Grenade token.

When Phantom Ranger progresses to the second location.

You've managed to defeat Vile's minions and slip away from the rest, but he's placed a vicious guardian in your path. You'll have to fight your way through!

Deploy 1 random monster in the second location.

When the monster in this location is defeated, the Phantom Ranger gains the second Zord card, and an additional Phantom Grenade token.

When Phantom Ranger progresses to the Command Center

You've almost made it to safety. Just a little further. And one final hurdle. Another fearsome enemy with a small platoon of minions bars your way. You've made it this far. Push through!

Deploy 1 random Monster and 4 foot soldiers to the Command Center (2 of each type)

At the end of each round

If there are any enemy figures in the current location, the Phantom Ranger gains a Panic token. Otherwise, the Phantom Ranger progresses to the next location.

GAME END

If the Phantom Ranger loses

Despite your best efforts, you cannot escape Master Vile's terrible grasp. You're captured and soon you will be brought before the terrible mastermind. Hopefully, Zordon can send someone to save you.

If the Phantom Ranger wins

Upon defeating the last foe you finally make it to the safety of Zordon's Command Center. Your mission is accomplished and you've delivered the asset safely. She thanks you for your hard work and you take this moment to indulge in a well-earned rest.

