

POWER RANGERS

HEROES OF THE GRID

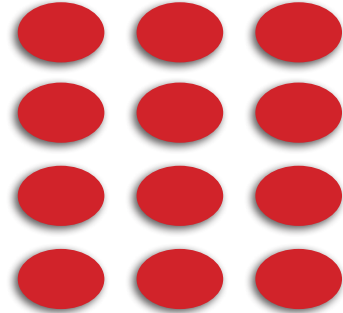
SCENARIO #27: DEEP TROUBLE



Villain Pack #1



Villain Pack #3:
Legacy of Evil



12 pennies (or other small tokens), these will be referred to as "flood tokens" in the rules

Intent on defeating the Power Rangers, Divatox has dispatched monsters to flood Angel Grove! With monsters who are as at home in the ocean as on the land, can the Rangers foil her plan?

SETUP

Follow the normal Setup using any combination of Foot Soldiers. Shuffle Commander Crayfish into pile B and Pirantishead into pile C. Shuffle Divatox into pile D.

PLAY

This scenario uses flood tokens which represent the rising water level at each location, hindering the Rangers and making their foes even more dangerous. The Rangers will have to drain the water to turn the tide against Divatox!

Placing Flood Tokens

The first time a figure deploys to a location during each Deployment Phase, place 1 flood token in that location. When a Monster or Boss deploys to a location, place 1 additional flood token.

A location cannot have more than 2 flood tokens in a game with 2 or 3 players, or 3 flood tokens in a game with 4 or more players.

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Panic

Locations do not panic when at their figure limit or when monsters or boss enemies are placed. Instead a location gains a panic token when it contains 2 or more flood tokens. Remove the panic token when there are fewer than 2 flood tokens in a location.

Removing Flood Tokens

The Rangers can remove flood tokens from a location as follows:

- After removing the last enemy figure from a location, the Rangers may remove 1 flood token from that location.
- After advancing the power marker on the power track, the Rangers may remove 1 flood token from any location.

Battle at Locations with Flood Tokens

At the end of Step 1: Ranger Preparation, for each flood token at the location, one Ranger must discard a card from their hand.

In addition, each Monster gains a unique bonus from the flood tokens at their location.

Commander Crayfish: Increase the health of “Shellfish Slasher” by 1 for each flood token.

Pirantishead: Increase the damage of “Powerful Current” by 1 for each flood token.

Battling Divatox at a Location with Flood Tokens

While at least one flood token is at her location, Divatox uses the rising waters to throw off the Rangers' attacks.

Each time a Ranger performs an attack targeting one of Divatox's cards, they must reroll 1 die showing ✖✖, if any. If that reroll results in a ○, remove 1 flood token from the location.

At the end of battle, if Divatox is not defeated, place 1 flood token at her location.

GAME END

If the Rangers Win:

The tide carries Divatox and her minions back out to sea—hopefully for good!

If the Rangers Lose:

“I always wanted some oceanfront property,” Divatox muses as her pirates pillage practically everything.

