



POWER RANGERS

HEROES OF THE GRID

SCENARIO 24: GRID SCRAMBLE

By Brandon Perdue and Jonathan Ying



Another day, another monster attack—but when you try to morph, nothing happens! You hurry to the Command Center to find out what's wrong.

You find Alpha 5 frantically shuffling between blinking control consoles. "I'm sorry, Rangers! Something is scrambling your connection to the Morphin Grid. Ai-yi-yi..." After a few frantic button presses, Alpha returns his attention to you. "I have established a backup connection between your morphers and the Grid! You should be able to morph now, but your powers might be a little...scrambled."

SETUP

Follow the normal Setup for the base game with the following changes:

Ranger Gear

This scenario scrambles the Rangers' powers, resulting in unexpected and unpredictable combinations. Players may choose any Power Ranger.

Players must divide their decks into 3 piles. The first pile contains each Ranger's 1-shield card with no duplicate in their deck. The second pile holds each Ranger's 3-shield card with no duplicate in their deck. The third pile has all remaining combat cards from each Ranger's deck.

For example, the Mighty Morphin' Red Ranger would contribute Blade Blaster to the first pile, Power Sword to the second pile, and the rest of his combat cards to the third pile.

Shuffle each pile. Then, each player takes 1 card from the first pile, 1 card from the second pile, and 8 cards from the third pile so that they have 10 combat cards. Important: Players may not look at their combat cards during this step.

Each player shuffles their 10 combat cards to form their combat deck. Then, each player draws as many cards as they wish from their combat deck, up to the maximum hand size of 5 cards.

NOTE: Some Rangers have unusual deck compositions, such as the Titanium Ranger, who has 2 unique 3-shield cards and no unique 1-shield cards. In this situation, place their cards in the appropriate pile and deal them the same number of cards that they contributed.



Deployment Deck

When preparing the Deployment deck, remove 1 copy of each of the 2-figure deployment cards from the Foot Soldier Deployment cards. For example, if playing with Putty Patrollers, remove 1 2-figure Deployment card with the Angel Grove Park back and 1 2-figure Deployment card with the Ernie's Juice Bar back.

Shuffle the 16 remaining Foot Soldier Deployment cards, then divide them into 4 face-down piles of 4 cards each.

Games With 2 Players

During Setup, deal 2 cards from the first pile, 2 cards from the second pile, and 16 cards from the third pile to each Ranger.

PLAY

Deployment

During the Deployment Phase, resolve 4 Enemy Deployments (instead of 5).

Shuffle the 16 remaining Foot Soldier Deployment cards, then divide them into 4 face-down piles of 4 cards each. Add your two chosen monsters and chosen boss to these piles as normal.

At the start of Round 3

"I might have a way to unscramble your powers!" reports Alpha 5. You feel a jolt, and you do feel a little different. "Oh, dear," Alpha moans. "That didn't un-scramble your powers... it rescrambled them!"

Shuffle all Rangers' combat decks together. Then, deal each Ranger the same number of cards they contributed. (Their hands and discard piles are not affected.)

GAME END

If the Rangers Lose:

With your powers so erratic and unpredictable, you can't keep up with the monsters attacking the city. One by one your powers fail you...and Earth itself.

If the Rangers Win:

You stand triumphant once more against the forces of evil. As you take a much-needed breather, Alpha 5 contacts you once more. "Good news, Rangers! I've fixed your connection to the Morphin Grid. Your powers have returned to normal."

Oh, well. Better late than never...

