



POWER RANGERS

HEROES OF THE GRID

SCENARIO 25: DARKLIPTOR

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Rangers United expansion

Villain Pack #4: A Dark Turn

The evil Dark Specter has dispatched many monsters to defeat the Power Rangers, but the Rangers have overcome even his most powerful servants. In deep space, word of the Rangers' victories reaches the feared bounty hunter Darkonda. "So, Dark Specter has a Ranger problem?" Darkonda muses. "If I can defeat the Rangers, Dark Specter will reward me handsomely. To Earth!"

SETUP

Follow the normal Setup using any combination of Foot Soldiers. Shuffle Ecliptor's Deployment card into pile B and Darkonda's Deployment card into pile C. Do not shuffle a Boss into pile D.

PLAY

When Ecliptor is deployed

Ecliptor, a powerful warrior in the service of Dark Specter, joins the onslaught. "This will be our last battle, Power Rangers! I'll defeat you if it's the last thing I do."

When Darkonda is deployed

Darkonda arrives to join the fray. "I should have known that Ecliptor wouldn't be able to handle the Power Rangers! Let's see how they deal with the most feared bounty hunter in the galaxy!"

When both Darkonda and Ecliptor have been defeated

As the forces of evil retreat, Darkonda finds Ecliptor recovering from his fight with the Power Rangers. "Beaten by the Power Rangers again, I see," cackles Darkonda. "You know, if we worked together again, Ecliptor, the Rangers wouldn't stand a chance."

"Darkonda!" hisses Ecliptor. "I'd sooner trust a snake than you."

Darkonda lunges forward, grasping Ecliptor's shoulder. "Too bad I'm not giving you a choice!" In a flash of lightning, Darkonda and Ecliptor are gone, replaced by a single being: the powerful Darkliptor!

Darkonda and Ecliptor have fused into a new enemy: Darkliptor. Darkliptor is treated as a Boss-type enemy.

Shuffle any defeated Ecliptor or Darkonda cards into their respective enemy decks.

During the next Deployment Phase, Darkliptor deploys to the first location deployed. Use either Ecliptor's figure or Darkonda's figure to represent Darkliptor.

Battling Darkliptor

With Darkonda and Ecliptor merged into a single warrior, the Rangers face a formidable foe. Darkliptor battles using both Darkonda and Ecliptor's enemy decks.

Enemy Preparation

Prepare the foot soldier row of the combat sequence as normal. Draw 4 cards from Darkonda's enemy deck. As you draw these cards, place them in another face-up row, from left to right, above the foot soldier row. Then, draw 4 cards from Ecliptor's enemy deck. As you draw these cards, place them next to Darkonda's enemy cards, from left to right, so that the top row of the combat sequence consists of 4 pairs of cards that consist of one Darkonda card and one Ecliptor card.

Note: When you draw an Ecliptor card with the FAST keyword, place it next to the first Darkonda card in the row. Move any previously-placed Ecliptor cards one space to the right.



Each pair of monster cards is treated as a single Darkliptor card. Each Darkliptor card has all effects and keywords of both cards in the pair, and health equal to the higher health value among its component cards.

For example, a Darkliptor card consisting of Darkonda's Dark Blade and Ecliptor's Eclipse Blade has 4 health and the GUARD and FAST keywords. A Darkliptor card consisting of Darkonda's Nine Lives and Ecliptor's Mirror Image has 9 health and the GUARD and PASSIVE keywords.

After setting up the combat sequence, Ecliptor resists Darkonda's control. Place 1 hit token on each Darkliptor card.

Ranger and Enemy Turns

When a Darkliptor card resolves, resolve the effects of the Darkonda card, then the effects of the Ecliptor card, and rotate both cards 90 degrees to show that they have been resolved. All cards from Darkonda's or Ecliptor's deck are treated as corresponding to Darkliptor for the purpose of card effects.

When a Darkliptor card is defeated, both of its component cards are defeated. At the end of battle, place its component cards in their respective discard piles.

Rangers must defeat 6 Darkliptor cards (that is, 6 Darkonda cards and 6 Ecliptor cards) to win.

GAME END

If the Rangers Lose:

Darkonda laughs triumphantly. "Now that I've defeated the Power Rangers, Dark Specter is in my debt. I wonder how he will reward me? Is a planet too much to ask?" As Dark Specter's soldiers overrun Earth, Darkonda returns to space to continue his malicious machinations...

If the Rangers Win:

With a loud crack and a burst of smoke, Darkliptor is no more. Ecliptor, weakened from the battle, stumbles out of the smoke. "Next time, Rangers," he growls before teleporting away. As the smoke clears, Darkonda is nowhere to be found. Have the Rangers seen the last of him? They can't know for sure, but today, Earth is safe.