



# POWER RANGERS

## HEROES OF THE GRID

## SCENARIO 26: MONSTER OF THE WEEK

By Brandon Perdue



*Monster of the Week mode introduces rules to play a shorter game of Heroes of the Grid.*

## SETUP

Follow the normal setup sequence for Power Rangers: Heroes of the Grid. However, Monster of the Week mode uses only 1 type of foot soldier and 1 monster. When constructing the game board, use only the Command Center and the 2 locations associated with the chosen foot soldier type.

Instead of forming the Zord deck, each Ranger places their associated Zord card in front of them, exhausted. Place the Megazord card face down on the power board.

Shuffle the 10 foot soldier deployment cards to form the deployment deck. Place the monster's deployment card face up near the board.

## PLAY

### During the game

Ignore any Command Center abilities during this scenario.

Monster of the Week ends in one of two ways:

- If the Rangers must remove an energy token from the Command Center when there are no more energy tokens at the Command Center, **the Rangers lose!**
- If the Rangers defeat 6 or more monster cards, **the Rangers win!**

**Important:** The game does not end if all locations are panicked. However, for each location that is panicked at the end of the round, remove 1 energy token from the Command Center.

**In this scenario, the power level track works differently.** When the experience track fills up with defeated foot soldiers, advance the power marker forward 1 space on the power track.

**(Important:** In this scenario, the power marker does not advance when the monster is defeated.) When the power marker advances, perform the following steps:

1. One Ranger may perform the Recover action.
2. If the monster is not deployed, deploy the monster to the location with the fewest Rangers (ignoring figure limits).
3. If the power marker has advanced to level 3, summon the Megazord.

## During the Deployment Phase

During the Deployment Phase, resolve 4 enemy deployments (instead of 5).

## At the end of each round

At the end of each round, remove 1 energy token from the Command Center for each **panicked** location. If no energy tokens are remaining in the Command Center, **the Rangers lose!**

# BATTLE

During battle, each row of the combat sequence includes 3 cards (instead of 4).  
No more than 3 foot soldiers can participate in a battle.

In addition, battling the monster works differently.

## Battling the monster

While in a battle that includes the monster, the monster only deploys 3 cards into the combat sequence per battle and they are defeated at the end of the battle if the Rangers have defeated at least 3 of their cards.

## The first time the monster is defeated

*"Magic wand, make my monster grow!"*

Shuffle all of the monster's enemy cards back into their deck. Place the monster figure and a panic token on the monster's deployment card. The next time the experience track is full, deploy the monster to the location with the fewest Rangers.

The monster is now **giant**.

**Note:** In this scenario, the power marker does not advance when the monster is defeated.

## Battling the giant monster

The monster deploys 3 cards into the top row and the bottom row of the combat sequence.

If the monster has fewer than 6 cards in their enemy deck, include foot soldiers at the location (if any) until the bottom row of the combat sequence is full. At the end of a battle involving the giant monster, if the monster has fewer than 4 cards in their enemy deck, immediately deploy 4 foot soldiers to the monster's location.

If there are 6 or more cards in the monster's discard pile at the end of a battle, the monster is defeated and **the Rangers win!**

# GAME END

## If the Rangers Lose:

*You did your best to defeat the forces of evil, but in the end, you could not keep up the fight forever...*

## If the Rangers Win:

*Today you have triumphed; as long as there are Power Rangers to stand against the forces of evil, the battle continues!*

