

SABAN'S POWER RANGERS HEROES OF THE GRID



FAQ

GENERAL GAMEPLAY

If two effects would resolve on the same timing trigger, in what order do they resolve?

During battle, the lead Ranger decides the order in which simultaneous effects resolve. Outside of battle, the Rangers as a group collectively decide the order.

Can a Ranger hold more than one energy token in their personal storage?

Each Ranger can only hold 1 energy token in their personal storage. This does mean that in game modes where a player controls 2 Rangers, they can store a total of 2 energy tokens between them.

Can a player draw cards beyond their Maximum Hand Size through abilities such as the Saber-toothed Tiger Zord?

Yes. Maximum Hand Size only limits the number of cards that can be drawn during setup, when powering up in the Command Center, or at the start of a battle. Other effects such as character abilities, combat cards, and Zord cards can allow you to draw cards beyond your Maximum Hand Size.

However, the advanced side of Angel Grove High does require players in that location to discard cards if they are beyond their Maximum Hand Size (which in that location is reduced to 3).

Can I draw the last card of my deck?

Yes, however if your deck is empty for any reason the Ranger is immediately defeated.

VICTORY AND DEFEAT

Do the players win the game immediately after defeating a sixth Boss card?

No. The battle must still be completed, and undefeated cards can still resolve. Boss (and Monster) cards are not discarded until the end of the battle. Then the players check to see if there are enough discarded cards for the Monster or Boss to be defeated.

Do the Rangers lose when the last energy token in the Command Center is removed?

No. The Rangers lose if they are defeated when there are no energy tokens remaining in the Command Center.

DEPLOYMENT PHASE

Can Foot Soldiers be deployed to panicked locations?

Yes. Foot Soldiers can be placed in locations until they reach their figure limit, regardless of whether the location is panicked or not.

What do we do if the Deployment deck runs out?

At the end of the deployment step, always remember to shuffle the discarded Foot Soldier deployment cards and place them on the bottom of the deployment deck. This way you should not run out of deployment cards.



What happens if we run out of Foot Soldier figures?

There is no limit to the number of Foot Soldiers that can be deployed. If additional Foot soldiers would be deployed and you do not have enough miniatures, you can use another item such as a button or coin as a placeholder.

RESOLVING BATTLES

STEPS OF AN ATTACK

When a Ranger performs an attack, they resolve the following steps:

1. **Declare Target:** the Ranger chooses a single enemy card to be the primary target of the attack. Enemy cards with the GUARD keyword can prevent adjacent enemy cards without the GUARD keyword from being chosen as a target during this step. Effects and abilities that apply to the Target of an attack are only applied to the primary target unless otherwise specified.
2. **Prepare Dice:** The Ranger takes the appropriate number of dice for the attack and creates the dice pool. Effects that apply additional dice before rolling are added here.
3. **Roll Dice:** The Ranger rolls the dice in their dice pool. Certain effects that allow rerolls, or add or remove dice during the attack, can be applied here in whatever order the attacking Ranger chooses.
4. **Resolve Dice Triggers:** During this step, resolve any effects that trigger based on die results (such as the Lion HyperZord). These dice can no longer be modified. If any of these effects add additional dice to the attack (such as the Yellow Space Ranger's Rapid Fire), they cannot be rerolled but they can be removed or used to trigger additional effects.
5. **Resolve Hits:** Total the final results of the dice and any additional \otimes effects and place that number of hit tokens on the target. If an ability allows a Ranger to divide \otimes among multiple targets (such as Blade Blaster) they may do so during this step. Note that if an effect uses the term "target" the GUARD keyword applies to choosing the additional targets. However in any other case (such as Super Samurai Red's Burn Out) this ignores the GUARD keyword.

Immediately Playing an Additional Card

Normally during each Ranger turn a player can only play either 1 Maneuver or 1 Attack Card. However some cards have abilities that allow a Ranger to "immediately play an additional card", which allows the Rangers to play multiple cards during a single Ranger turn.

These cards can be used in sequence to chain together multiple attacks and maneuvers. For example: Mighty Morphin' Red can use Team Tactics to allow Mighty Morphin' Yellow to use Power Daggers, which might allow Mighty Morphin' Red to play a second Team Tactics, which would then allow Mighty Morphin' Black to play Mammoth Slam.



However If multiple effects would simultaneously allow a Ranger to “immediately play an additional card”, only one of these effects can be resolved. For example: in a situation where the MMPR Red Ranger plays Team Tactics and MMPR White Ranger exhausts the White Tigerzord, if the Rangers choose to play an additional card as a result of Team Tactics, the White Tigerzord’s ability can no longer be performed “immediately” and thus has no effect.



Reaction cards, Zord cards and Ranger abilities exist outside of this timing structure. For example: MMPR Red could play Team Tactics; Time Force Pink could play Covering Fire as a reaction to Team Tactics; and MMPR Yellow could use the Saber-Toothed Tiger Zord to allow each Ranger to draw cards. Another Ranger may then still play a maneuver or an attack card as a result of Team Tactics.



Can a Ranger play cards or use their character card ability in a battle they are not participating in?
No.

Can a Ranger use their Zord ability in a battle they are not participating in?
Yes.

When do abilities that resolve “At the start of a battle” actually occur?

Abilities that occur at the start of a battle are resolved immediately after the enemy preparation step and before the first turn in the battle.

When a Ranger gains energy where does it go?

All energy gained during combat is placed directly into the shared energy pool. Rangers can only add energy to their personal storage at the end of a battle using leftover energy, when they Power Up at the command center or use the Recover Action.



Can Rangers pass if they don’t want to, or cannot, play any cards on their turn?

Yes. Rangers can pass their turn and play immediately proceeds to the next enemy card in the combat sequence.

Can I spend energy tokens that are in my personal storage?

No, you can only spend energy tokens from the shared energy pool. In order to use energy in your personal storage you must first place it in the shared energy pool, which you can only do during battles you are participating in.

Can I play multiple Reaction cards in response to a single effect?

Yes, there is no limit to the number of Reaction cards that can be played in response to a trigger

What is the difference between an enemy card that says “Deal 2 damage twice” and a card that has two separate instances of “Deal 2 damage”?

If an enemy card says to “Deal 2 damage twice” that means that both instances of damage are dealt to the same Ranger. Whereas if it has two separate instances of “Deal 2 damage” then the Rangers may decide who takes damage for each instance.

Can I play a card that reduces damage dealt to a Ranger (such as Smooth Moves or Block) AFTER they reveal a card for defense?

No. Any damage reduction effects must be played BEFORE the Ranger reveals any cards for defense.

If I reduce the amount of damage suffered by a Ranger to 0, do they still reveal a card for defense?

No. In this situation the Ranger does not suffer any damage and does not reveal any cards for defense.

If an enemy card allows the Rangers to divide damage as they choose, can they choose to have a single Ranger suffer all of that damage even if they do not have enough cards in their deck to absorb it all?

Yes. You could choose to have a Ranger with 1 card in their deck suffer all of the damage from an enemy card like Unicorn Blaster or Z-Lightning. That Ranger will likely be defeated, but no further damage is dealt to the other Rangers.

What happens if an enemy drains energy from the Rangers and the Rangers have no energy or cards?

In this case nothing happens as there is nothing to be drained.

If an enemy card is defeated while it is still resolving (for example as a result of Billy’s Counter Jab card), do the Rangers continue resolving its effects?

If an enemy card resolves, you must finish resolving all of the effects of the enemy card, even if it is defeated during the process. For example: if an enemy card with 1 health deals damage to Billy, and Billy reveals a Counter-Jab, even if he uses the Counter-Jab to defeat the card, the Rangers must still resolve the remaining damage from the attack as well as any remaining effects from the card.

Does the battle end immediately after we defeat a fourth Monster or sixth Boss card?

No. The battle continues and undefeated cards can still resolve. Monster and Boss cards are not discarded until the end of the battle. Then, the players check to see if there are enough discarded cards for the Monster or Boss to be defeated.

ENEMY KEYWORDS

Do you resolve all enemy cards with the FAST keyword before resolving any Ranger cards?

No, the presence of any enemy card with the Fast keyword means that the enemy cards get the first turn in a battle instead of the Rangers. Play then proceeds as normal with the Rangers getting a turn, and then the enemies, and so on.

What happens if there is an enemy card with the FAST keyword, but it is defeated before the first turn in the battle using an ability like White Ranger’s Flash Kick or the Dragonzord Battle Mode?

If there are no enemy cards with the FAST keyword in the combat sequence before the first turn in battle, the Rangers get the first turn in battle as normal.

What happens if, during a battle, a Foot Soldier card has the FAST keyword, but there are no Monster/Boss cards with the FAST keyword in play?

The Fast keyword only affects its placement in the combat sequence and whether the enemies take the first turn. If there is a FAST card in play, the enemies take the first turn and resolve the first card in the combat sequence that would be normally resolved. So in this case, the Monster card would resolve first.

If an enemy card is adjacent to a card with the GUARD keyword, can it still be dealt hits by cards like the Dino Megazord or abilities like the secondary effect of Sweeping Strike?

The GUARD keyword only applies to the selection of targets during attacks. Other hit-dealing effects that are not attacks (such as Mighty Morphin' Pink's Quick Shot) are not affected by GUARD.

COMBAT CARDS

Can attacks such as Blade Blaster, which allow you to choose multiple targets, deal damage to an enemy card with the GUARD keyword first before dealing its remaining damage to enemy cards that were previously guarded?

No. You must choose all targets for the Blade Blaster's divided damage at the same time.

How do effects that add dice or rerolls to attacks affect cards that provide additional attacks such as Sabertooth Strike or Dragon Dagger?

Bonus effects are only applied to the first attack. If an ability says to "perform a second attack" that is a separate attack instance. However if a card instructs you to "perform this attack twice" (such as Dragon Dagger), then the second attack gains all of the benefits of the first attack.

If a card has an energy cost of X (such as Blade Blaster or Power Pod Sword), how does that interact with other cards that refer to a card's energy cost?

Combat cards with an energy cost listed as X have a variable cost. The player decides the energy cost of the card when they choose to play it. For example: if a player chooses to spend 3 energy on that card, it is treated as having an energy cost of 3. A player may choose to play Blade Blaster as a 0 cost card to perform a 0 dice attack, which can then be modified by effects such as the Tyrannosaurus Zord.

Can the energy cost of X-cost cards be modified by other effects such as MMPR Green's Dagger Solo or Rita Repulsa's Witch's Curse?

The card's damage is based on the amount of energy spent to play the card, not the actual energy cost of the card, so energy cost modification has no effect on the card's effects.

POWER RANGERS: HEROES OF THE GRID BASE GAME

Can enemy card effects, such as Finster's Freshly Made or the Tenga Warrior's Run Away, that move or place figures cause locations to panic?

Yes. These abilities can cause locations to panic during the Action Phase. This means they can also cause the Rangers to immediately lose the game if all four locations become panicked.

When you deal enough hits to Knasty Knight's Lion Shield to defeat it, does it still damage you back? What happens if you deal more hits to the card than it has remaining health?

Yes. The card's reactive damage counts the total amount of hits the ranger deals to it at any given time. Therefore if a Ranger deals 6 hits to the card, they will then suffer 6 damage, even though the card has only 5 health.

When I use Trini's Double Strike, do I still have to pay the energy cost for the second card?

Yes.

Can the Mastodon Zord be used to remove a card from a combat?

No. It only removes the figure.

Can the Mastodon Zord be used during the deployment step?

Yes, it can be used during the deployment step to help mitigate panic; however, it cannot be used between a deployment card being revealed and the figures being placed on the map.

Can I use the Saber-toothed Tiger to exceed the normal Maximum Hand Size?

Yes. Each Ranger can draw up to two additional cards, regardless of current hand size.

When Rangers gain the Megazord do they lose access to previously summoned Zord cards?

No, the Rangers may use their previously summoned Zord cards alongside their newly-summoned Megazord card.

Can you add dice to the Blade Blaster using effects like Lead the Charge?

Yes. After paying the energy cost for the attack, roll the appropriate number of dice, and then add the hits from the dice and the energy cost for the total number of hits, which will be divided among chosen targets.

When you deal enough hits to Knasty Knight's Lion Shield to defeat it, does it still damage you back? What happens if you deal more hits to the card than it has remaining health?

Yes. The card's reactive damage counts the total amount of hits the Ranger deals to it at any given time. Therefore if a Ranger deals 6 hits to the card, they will then suffer 6 damage, even though the card has only 5 health.

Is damage dealt by Knasty Knight's Lion Shield ability modified by effects such as the Putty Patroller's Flanking?

Yes.

KICKSTARTER EXPANSION BOX

ERRATA: The Dragonzord Zord card should read: *"Exhaust this card when any Ranger defeats an enemy card with an attack to deal excess ~~1~~ from that attack to another enemy card of your choice."*

ERRATA: The Overwhelm Z-Putty Patroller enemy card should **not** have the FAST keyword.

ERRATA: The Mighty Morphin Green Ranger's **Solo Strike** combat card ability text should read: *"Before rolling, you may remove 1 die from this attack. If you do, return this card to your hand instead of discarding it after this attack resolves."*

Does Mighty Morphin Red (Dragon Shield)'s Legacy of the Dragon ability allow me to exceed 5 cards at the start of the game?

Yes, you draw up to 5 cards at the start of the game, and then add the Dragon Dagger and Dragon Shield cards to your hand.

Can Alpha 5 suffer damage?

Alpha 5 only suffers damage if the battle occurs in the Command Center (such as during Command Center Assault mode).

Is Alpha 5 subject to card effects such as Rhinoblaster's Water Mist Breath or MPR Green's Dagger Solo?

If the battle is not taking place in the Command Center, Alpha 5 ignores all effects that do not directly apply to the playing of cards. Enemy cards cannot force Alpha 5 to discard cards or consider him in that battle for the purpose of energy drain. However Alpha 5 cards are subject to effects such as Witch's Curse, Dagger Solo, or Stolen Power.

Can the Gravezord card use the ability of a Megazord card?

No, the Gravezord can only be used to copy normal Zord cards, not Megazord cards.

If an enemy card is defeated with 4 excess hit tokens and I use the Dragonzord to deal 4 hits to another enemy card, can I then use the Gravezord to deal another 4 hits to an enemy card?

No, the Dragonzord has already moved the excess hit tokens and afterwards there are no more excess hit tokens. For the Gravezord to move.

What happens if Finster's Freshly Made enemy card resolves in a game where the players are not using Putty Patroller Foot Soldiers?

Finster still deploys Putty Patroller figures, and they are battled using the Putty Patroller enemy deck as normal.

Can enemy card effects (such as Finster's Freshly Made or the Tenga Warrior's Fly Away) that move or place figures cause locations to panic?

Yes. These abilities can cause locations to panic during the Action Phase. This means they can also cause the Rangers to immediately lose the game if all four locations become panicked.

What happens if I defeat the Fly Away card after it has resolved and a figure is moved?

Follow the normal rules for defeating an enemy card and removing a figure. You remove a Tenga Warrior figure from the location the battle is taking place in. If there are no Tenga Warrior figures remaining in that location when you defeat Fly Away you do not remove any figures from that location.

How does the Pumpkin Rapper enemy card Rapper's Trap interact with a card's energy cost?

The additional cost from Rapper's Trap is not considered with regard to a card's actual energy cost. For example: an energy card with a cost of 0 is still considered to cost 0 for the purposes of effects like Ravenous Hunger. Similarly, this additional cost is not factored into the amount of damage dealt by cards such as Blade Blaster.

CYCLOPSIS

Can I use abilities like Jen Scott's Contingency to rearrange Cyclopsis' component cards?

No. Cyclopsis' component cards are not affected by any ability that rearranges cards in the combat sequence.

If I play an attack card that targets a specific card in the combat sequence, how does that affect Cyclopsis?

Effects that would apply to cards based on their position in the combat sequence can be used to target any Cyclopsis card. Effects that would apply to multiple cards based on their position in the combat sequence can apply to any 2 Cyclopsis cards.

Do hit tokens remain on Cyclopsis' component cards between battles?

Yes. Hit tokens remain on Cyclopsis' component cards until the card is defeated or they are removed by another effect.

How do effects that trigger when or after an enemy card resolves affect Cyclopsis' component cards?

Cyclopsis' component cards do not resolve like other enemy cards and are not affected by abilities that trigger when or after an enemy card resolves.

How do effects that place energy tokens or attach cards to Cyclopsis cards affect Cyclopsis?

These cards and tokens are placed and are removed at the end of each battle with Cyclopsis. Unlike hit tokens they do not persist between battles.

When Cyclopsis prevents the use of Zord cards does that affect Megazord abilities?

No. Megazord abilities resolve as normal. Megazord cards are different from normal Zord cards and abilities that affect one do not affect the other unless otherwise stated.

SHATTERED GRID

ERRATA: Vesper Vasquez character ability should read: "Cry Havoc: If there are 4 or more enemy figures in your location, reduce the energy cost of all of your cards by 1."

ERRATA: Hyperforce Pink's combat card, Accelerate, should have its energy cost reduced to 0.

Do effects that double or otherwise multiply an attack's damage (such as Hyperforce Pink's Hurricane Kick or Super Samurai Red's Black Box) also apply bonus damage from other cards (such as Find Weakness)?

Yes. In this example Hurricane Kick would deal 1 die plus 2 additional hits from Find Weakness to both the target and another enemy adjacent to the target.

Does Super Samurai Red's Black Box effect also apply to extra damage from other effects on an attack card such as Strafe Burst?

Yes.

Can I deal hits to enemy cards that have been flipped face down as a result of the Serpent Hyperzord card?

No. These cards are considered defeated for all purposes except for removing figures from the location.

Do enemy cards that have been flipped face down as a result of the Serpent Hyperzord count for defeated enemies for abilities like Hyperforce Black's Hades Technique?

Yes. These cards are considered defeated for all purposes except for removing figures from the location.

If I use the Time Flyer 5 zord to play a card in another location, can I use energy tokens in my personal storage?

No, you must use energy in the shared energy pool. Time Flyer 5 only allows you to play a card as though you were in that location.

When I use Time Flyer 5 to play a combat card, is that card affected by effects that alter the energy cost or other properties of that card?

Yes. For all effects that relate to playing a card in that location your character is considered to be participating in that battle. Including effects such as MMPR Green's Loner ability, Rita Repulsa's Witch's Curse, or reactive damage such as Knasty Knight's Lion Shield.



If I reduce the energy cost of a card to 0 when I play it (using an ability such as Bullzord) do I still place energy tokens on Lord Drakkon's Stolen Power?

No, Stolen Power only steals energy tokens that are actually spent to play a card.

VILLAIN PACK 1

Why is Master Vile so hard?

Because Zordon believes in you

ZEO RANGER TEAM PACK

ERRATA: Zeo Ranger III's combat card **Let's Party** should read: *"MANEUVER: Choose up to 2 enemy cards and attach 1 energy token to each of them. After you play this card, another Ranger of your choice may immediately play 1 card."*

How does the Power Pod Sword combat card interact with effects that relate to the Target of an attack?

The ability to divide hit tokens among multiple targets with Power Pod sword is determined after the primary target of the attack is declared.

For example: if you apply Power Pod Sword to Power Bow, which allows a Ranger to ignore the GUARD keyword when choosing a target for that attack, they may only ignore the GUARD keyword while choosing one target for that attack (the primary target.) Then, Power Pod Sword allows them to divide the damage from that attack among any number of other targets, however they do **not** ignore the GUARD keyword for these other targets.

Similarly, if you use Power Pod Sword on Power Axe, the additional damage from Power Axe's ability is only applied to enemy cards adjacent to the primary target.

LEGENDARY RANGER: TOMMY OLIVER PACK

If I use Tommy Oliver (MMPR Green)'s Gift of the Dragon to give another character a card (such as Solo Strike) and that card has an ability that resolves "instead of being discarded", how does that interact with Gift of the Dragon's ability?

Gift of the Dragon explicitly states that the card is not discarded. Therefore, any effects that would happen "instead of being discarded" are ignored and the card is returned to Tommy Oliver's deck as normal. This applies to other abilities that cause a card to do anything "instead of being discarded".

Regarding Dino Thunder Black's Wave Strike, if I use a card like Power Pod Sword to allow a Ranger to split the damage among any number of targets, can I ignore Wave Strike's restriction?

No. Wave Strike's "must" clause overrides the "may" clause in Power Pod Sword. You must still deal the hit from each die to a different target.

If the Brachiozord is revealed for the Zord Graveyard Location Ability (Shattered Grid) what happens?

The Brachiozord is not summoned therefore no zord cards are placed on it when it is revealed for the Zord Graveyard effect. Thus it is not recommended to use the Brachiozord in this particular instance and if it is drawn it is suggested to discard the Brachiozord and draw a different zord card.

What happens if the Gravezord (KS Expansion box) copies the ability of the Brachiozord?

The Gravezord effectively resolves the ability of the Brachiozord card, discarding 1 zord card from it. This can be valuable if multiple Zord cards have been stacked onto the Brachiozord over the course of several rounds as the Brachiozord is only able to use one of these abilities each round.

RANGER ALLIES PACK #1


When playing in modes where a player controls multiple Rangers, if I choose to use both Trey of Triforia and Jason Lee Scott together do I get both Zeo Gold abilities or do I have to choose one or the other?



You have access to both abilities. This is quite powerful and is only recommended for players wishing to have a significantly easier experience with the game.

VILLAIN PACK #2 MACHINE EMPIRE

ERRATA: King Mondo's enemy card Machine King should read: "While this card is in play, each time a Ranger performs an attack with dice, remove 1 die from that attack before rolling and place 1 hit token on this card."

RISE OF THE PSYCHO RANGERS

ERRATA: In Space Yellow's combat card Star Slinger should read: "After rolling, choose 2 dice from this attack and deal that much  each to up to 2 other enemy cards that are not adjacent to the target."

ERRATA: In Space Yellow's combat card Trick Shot should read: "If you roll any  results during this attack, deal 1  to another enemy card that is not adjacent to the target.."

Do effects that modify damage dealt by enemy cards such as Putty Patroller's Flanking also affect Nemesis card damage?

No. Nemesis card effects are not considered enemy cards for the purpose of modifying effects. However, a Ranger can still reduce the damage they suffer from a nemesis card through effects that reduce the damage a Ranger suffers or increase the number of shields on their cards.

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