



These rules can be used with any combination of expansions and characters available. If those expansions require elements that contradict the normal rules, follow the expansion-specific rules. For example, when using Zordon from the *Flying Higher* expansion, the Ranger side starts with 15 Energy instead of 0.

Setup

Set up the game as usual. After choosing your character, choose a character that is an adversary to yours to be your foe for this game. Avoid using opposing characters that have too many choices or complicated abilities (Goldar, Dayne, etc.).

In addition to the standard components in their play area (Master/Zord, Lair/Zord Bay, character card, starter deck, etc.), your foe has a special Solo Deck. This deck will guide your foe's actions during their turns throughout the game.

Both sides start the game with 0 Energy and a hand of 5 cards (place your foe's cards face down). Your foe always goes first, even if they are not a Villain.

Solo Deck

The unique element of the Solo Mode is the Solo Deck. The 10 cards in this deck guide your foe's turn. Each card lists a card type as well as a bonus action. The listed card type is the card type in The Grid that your foe will focus their Shards and abilities on buying or Battling during that turn. The bonus action is a unique ability that adds some uncertainty to each of their turns.

1. Card Name
2. Bonus Action
3. Card Type Focus
4. Energy Payment Icon



Foe Turns

Each of your foe's turns will consist of standard actions (playing/attaching cards, buying/Battling cards) and a bonus action that will vary from round to round.

To resolve your foe's turn, follow these steps in order:

- 1) Draw a Solo Card. If the text says "immediately," resolve its bonus action now. If the deck is empty, first shuffle the Solo Card discard pile to make a new deck, then draw.
- 2) Reveal your foe's hand. Attach cards to their character (if able). Attach as many cards as possible, even if this results in a weak hand.
- 3) Play the rest of their hand for Shards and Energy.
- 4) Spend Shards: If they have enough Shards to buy a Master/Zord or Signature Item, they will do so as their first priority (Master/Zord before Signature Item). Otherwise, spend their Shards to buy or Battle the highest-cost card they can afford in The Grid that matches the Card Type Focus seen on the current Solo Card. If there is a tie, they will buy/Battle the card closest to the main deck, prioritizing cards which they can attach. If they have enough Shards to buy another card after the first (including a Basic card), they will do so.



- 5) If the Solo Card features the Energy Payment icon, use the enemy's Energy payment ability (usually present on a character's Ranger or Empowered side), if they have one and enough Energy to pay for it. Then activate an attached card (paying no Energy) that will deal the most damage to you. If none of their attached cards deal damage or they have none attached, they "**Attack: Deal 3 damage**".
- 6) If the active Solo Card does not say "immediately," resolve its bonus action now. All bonus actions only affect your foe or cards they control, unless the action is an Attack.
- 7) If your foe is a Ranger, use a number of available Zords equal to the activations on the current Zord Bay/Megazord. If all Zords are exhausted, use the Zord Bay/Megazord ability, if possible (but do not use any additional Zords).
- 8) Discard your foe's cards from play into their discard pile and draw a new hand for them, placing those cards face down.
- 9) Discard the current Solo Card and then begin your own turn.

Player Turns

At the start of each of your turns, discard the non-adversary card closest to the main deck, slide all the remaining cards in The Grid toward the main deck, and refill starting at the far end of The Grid. The rest of your turn proceeds as normal.

Additional Notes

Blocks - Your foe will Block any Attacks that deal 3 or more damage if able. They will only use visible Blocks to do so (i.e., Zords or attached cards).

Discarding/Destroying - When forced to do either (or allowed to), your foe will always prioritize Starters that provide no Shards, followed by Starters that provide Shards, before discarding or destroying Basic or main deck cards. For Basic or main deck cards, select randomly. Similarly, when being forced to choose an attached card to discard, select randomly.

"May" - When your foe "may" do something, they will do so, if possible.

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