

POWER RANGERS™

DECK-BUILDING GAME



S.P.D.

TO THE RESCUE

EXPANSION

RULEBOOK

POWER RANGERS

DECK-BUILDING GAME

S.P.D. EMERGENCY!

This expansion has everything you need to join or oppose the galactic police force of the future! The leader of the Troobian Empire, Emperor Gruumm, is threatening to make Earth his next conquest, using the former A-Squad Rangers of Space Patrol Delta to carry out his nefarious plans. The B-Squad Rangers, led by Commander “Doggie” Cruger, are Earth’s last line of defense. The Heroes are trying to Contain Gruumm’s many minions and restore peace to the Earth, while the forces of evil seek to Liberate their comrades and build the ultimate weapon. If the Heroes can capture enough Villains, they can end the Troobian invasion and instantly claim victory!

COMPONENTS



43 Main
Deck Cards



11 Oversized
Character Cards



11 Signature
Item Cards



6 Deltamax
Striker Cards



6 Troobian
Sword Cards



6 Zord Cards



5 Master Cards



FRONT

1 Megazord Card
(Double Sided)



BACK



1 Oversized
Containment
Card




1 Oversized Omni/
The Magnificence
Card



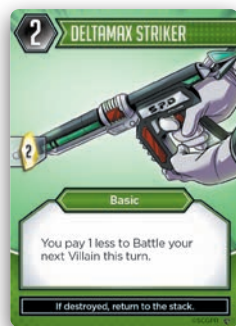
SETUP

This is not a stand-alone expansion, so you will need to pair it with the Core Set or any other stand-alone set. To do so, remove every duplicate Hero, Villain, Equipment, and Maneuver from your chosen main deck. Then, shuffle the new *S.P.D. To the Rescue* main deck cards into the main deck you just modified. This will leave you with a main deck of around 70 cards.

When playing with *S.P.D. To the Rescue* cards, the Hero players should place the oversized Containment Card next to the Zord Bay, and the Villains should place the oversized Omni/The Magnificence (usually referred to as just Omni in these rules) card near The Lair with the Omni side up.

Remove 1 of your  Starter cards from your 10-card starting deck and place it back into the box. If you're using the Core Set, that would mean you start with 6 Teamwork/Mayhem cards instead of the usual 7.

Finally, each Hero shuffles a Deltamax Striker into their starting deck, and each Villain shuffles a Troobian Sword into their starting deck. Place the rest of these cards near The Grid, each type in their own stack. For your first few games of *S.P.D. To the Rescue*, we recommend that you use only the Hero and Villain characters found in the *S.P.D. To the Rescue* expansion, and replace the Blade/Zeo Blasters with the Deltamax Strikers/Troobian Swords. Later, you can also mix in cards from any other sets, but if you do, you should remove some cards to keep the main deck at 80 cards or fewer.



NEW CONCEPTS

Containment

The S.P.D. Rangers do their best to round up the forces threatening the Earth and place them in Containment, but Emperor Gruumm and his allies are relentlessly trying to Liberate his minions from their Containment!

Whenever Heroes Battle a Villain card, they may choose to either gain its reward as normal and place it in the main deck discard pile **OR** place the Villain into Containment, forgoing its listed reward.

Once per turn, Heroes may choose to pay Energy instead of Shards when they Battle a Villain. They simply pay an amount of Energy equal to the number of Shards it would cost to Battle that Villain (discounts to Battle, such as Deltamax Strikers, still apply). However, if they pay Energy instead of Shards, they **must** place the Villain into Containment instead of placing it in the main deck discard pile for the normal reward. You cannot combine Energy and Shards to Battle this way.

When there are Villains in Containment, the Villain players may choose to Liberate them! To Liberate a Villain from Containment, a Villain player must pay an amount equal to **twice** the Shard cost to buy the card they are Liberating. Any discounts to Liberating (such as the Troobian Sword) are applied to the doubled amount. When a Villain is Liberated, the Villain player takes the card **into their hand** and may play it for resources or attach it to their character during the same turn.

If there are ever 8 Villain cards in Containment, the Heroes instantly win the game!



A-Squad Rangers

Formerly Commander Cruger's top Rangers, the A-Squad has betrayed the S.P.D. and the people of Earth by siding with the Troobian Empire! The A-Squad Rangers are unique Villain cards. Just like normal Villain cards in the main deck, they may be Battled by Heroes and bought by Villains. However, unlike normal Villain cards, when they are bought they do not go to the Villain player's discard pile. Instead, they attach to an open slot on the Omni card (see below).

Heroes can choose to battle A-Squad Rangers either when they are in The Grid, as normal, or after the Villains have attached them to Omni. The costs listed on their Battle icons represent this: The first is the cost to Battle them when they are in The Grid (G for Grid), while the second is the cost to Battle them when they are already attached to Omni (A for Attached). Regardless of where the A-Squad Ranger is when they are Battled, their reward text tells you to place them in Containment (instead of the main deck discard pile). A-Squad Rangers that are in Containment do not activate their Attachment text.



The Villains will no doubt be looking to liberate A-Squad Rangers who have been Contained! The cost to Liberate an A-Squad Ranger is **twice** the cost to buy the card, just like any other Villain card that is Contained. When Liberated, immediately attach them to Omni. A-Squad Rangers attached to Omni are considered to be controlled by both Villain players.



Omni/The Magnificence

Omni is an ancient evil for whom Gruumm is attempting to build a body using Earth's resources and the aid of the duplicitous A-Squad Rangers. The 4 edges on the card match the colors of the A-Squad Rangers, and only A-Squad Rangers may be attached to them. Once all 4 slots are filled, Omni flips to The Magnificence, giving the Villains access to its powerful effect. The flip is permanent, even if 1 or more A-Squad Rangers are later Contained or otherwise detached.



Each A-Squad Ranger has an Attachment effect. When they are attached to Omni, this effect is resolved at the start of every Villain turn and will negatively impact the Heroes in some way.

Stackable Cards

Some cards say "Stacks with" as a part of their text. This means they can attach to the same slot on a character, Zord Bay, or Omni as a card with the listed name or quality. For example, the Delta Base "Stacks with any Delta Runner." When the Delta Base is summoned, you may attach it to the same slot on the Zord Bay as a Delta Runner summoned earlier. Alternatively, when you summon a Delta Runner, it may be attached to the same slot as the Delta Base if it is not already stacked with another Delta Runner. Each stacked card is still independent: You activate and resolve each separately. If you are forced to detach a card and wish to detach a stacked card, detach only 1 of them. The other remains.





Deltamax Striker/Troobian Sword

This set has 2 different Basic cards, 1 for the Heroes and 1 for the Villains. Keep them separate. Each side may only buy their own Basic cards: Deltamax Strikers for the Heroes, and Troobian Swords for the Villains. Each player starts the game with 1 of their team's Basic cards in their deck (see setup instructions).

Using These Cards with Other Sets

You are free to use these cards with the *Core Set*, *Zeo*, *Omega Forever*, *RPM*, *Flying Higher*, or any other expansions. If you choose to incorporate elements of *S.P.D. To the Rescue*, you should use all of the new major elements: The Containment Card, Omni/The Magnificence, and the A-Squad Rangers. The Deltamax Strikers and Troobian Swords play well with this set's themes, but feel free to mix things up!

SPECIFIC CARD CLARIFICATIONS

Anubis “Doggie” Cruger (Character):

If you have a teammate, you each draw 1 card with this card's ability. If you are playing 1v1 or are the single player in 2v1, you draw both cards. His starting side is tagged as “Commander,” but acts in all ways as if it were “Teenager.”

Battlesuit: When you use this card's Block from your hand or while it is attached, it returns to your hand. You may use it again on the same turn, if you have sufficient Energy.

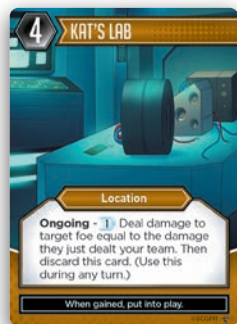
Broodwing (Master): This card will count cards from other expansions you may have that have “bot” in their name, such as Quantron Bot in the *Flying Higher* expansion.



Canine Cannon: Merely controlling R.I.C. 2.0 is all that's required to get the bonus. The damage on this card will be doubled if you have it attached (either Stacked or in a separate slot) or if you played R.I.C. 2.0 from your hand this turn, prior to activating the Canine Cannon. The damage of each attack is doubled (they deal 2 damage each), it does not perform 2 additional attacks. Controlling 2 copies of R.I.C. 2.0 does not grant this bonus a second time.

Jack Landors: This character's ability is only active on Jack's turn. Your teammate will still take damage from adversaries in The Grid at the end of their turn.

Kat's Lab: This card may only be activated after a foe deals damage to you, either with an Attack or by dealing non-attack damage. If it is an Attack, the Attack must actually deal damage and not be negated in order to use this card. Damage from adversaries in The Grid is not dealt by a foe.



Mirloc: After you negate an Attack with this card's Block, you perform the Attack you just negated against the player who originally performed it. If it is a targeted Attack that targets a single character, you must target the one who performed the original Attack.

Ocean Saber, S.P.D. Shadow Ranger (Character): To find a "random" Villain, shuffle the Villains in Containment and pick 1 at random. If there is only 1 Villains in Containment, it can still be Liberated or revealed "randomly."

Orange-Head Krybot, S.P.D. Shadow Ranger, S.P.D. Green Ranger, A-Squad Rangers: These cards use the “Attachment” keyword, which means: “This card’s text is active while it is attached.” There is no cost to activate these cards, but the text will tell you when to apply their effects. These effects can trigger multiple times during a single turn. Do not exhaust the card when this ability triggers.

Piggy: When this card is in Containment, it cannot be Liberated by paying Shards or using effects that allow you to Liberate a Villain, except for the Ocean Saber (which Liberates a random Villain).

S.P.D. Blue Ranger: The secondary effect of placing the Villain into Containment detaches the Villain card that was used to perform the Attack from its controller. This effect only Contains main deck Villain cards, though it may be used to Block any Attack!

S.P.D. Emergency!: This card counts all cards with the text “Attack:” in their text box attached to Villain characters when activated by either Heroes or Villains. A card with multiple “Attack:” effects is only counted once.





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