

# POWER RANGERS

DECK-BUILDING GAME



**OMEGA FOREVER**  
EXPANSION

RULEBOOK

# POWER RANGERS

## DECK-BUILDING GAME

### OMEGA FOREVER!

With a direct connection to the Grid, this intergalactic team of Omega Rangers is the most formidable teenage fighting force in the universe. But tremendous power attracts even greater evils, and there are those who will stop at nothing to wield this energy and watch the galaxy descend into chaos!

### Expansion Note

**Power Rangers Deck-Building Game: Omega Forever** is an expansion with new characters and cards for the *Power Rangers Deck-Building Game*. It requires components from the stand-alone *Power Rangers Deck-Building Game* or *Power Rangers Deck-Building Game: Zeo: Stronger Than Before* to play.

## COMPONENTS



Ages 14+



2-4 Players



30-70 Minutes



76 Standard  
Sized Cards



8 Omega Character  
Cards



4 Omega Coins



## SETUP

*The Omega Forever expansion gives you new options for combining the **Power Rangers Deck-Building Game Core Set**, the **Zeo: Stronger Than Before Expansion**, and any promos you may have. As Omega Forever is not a “stand-alone” expansion, it will require cards and components from other sets to complete setup. *We recommend that you use all the Omega cards provided when first playing with this expansion, but once you are familiar with the card set, feel free to experiment.**

The expanded setup listed below is the same as listed in the **Zeo: Stronger Than Before** expansion. It is included here for quick reference. Any changes when using Omega Characters are listed under the Omega Changes section.

### **BLASTER & STUNS**

Only one Blaster and one Stun card set will be used in each game. The **Omega Strike** counts as the new Blaster card for the Omega Forever set. Decide which Blaster you will be using and place the entire stack in play. Make sure to have 12 Stun cards total in their stack as well.

### **ZORD BAY & THE LAIR**

At the start of the game, the Rangers choose which Zord Bay and Megazords they will be using and the Villains choose which Lair they will be using.

### **MASTERS/RANGERS**

Masters and Rangers from *Omega Forever* work perfectly with Masters and Rangers from the Core Set and any expansions. Simply claim the Character card, Signature Item, and Master/Zord card for combatant of your choice.

## MASTERS & ZORDS SETUP

Once you have claimed your Master card, create a stack of 4 Masters (or 5 if there is only one Villain player) to place near The Grid. You can create your stack of 4 (or 5) by choosing the additional Masters or by shuffling them together and drawing 4 (or 5) Masters to create the stack and returning the rest to the box.

Then, create a stack of 4 Zords (or 5 if there is only one Hero player) in the same way. If your chosen Megazord requires a specific Zord, make sure to include this Zord in the stack. *It is recommended to create a stack of Master and Zord cards that includes all 4 cards from the Omega Forever expansion.*

## OMEGA CHANGES

### PLAYER DECK SETUP

Each player chooses a starting player deck from either the *Power Rangers Core Set* or *Zeo: Stronger Than Before* set.



Each Hero adds an **Omega Morpher** card to their deck as an **11th** card. Then, they collect their matching **Omega Coin** from the supply and keep it nearby.



Each Villain adds an **Anointed** card to their deck as an **11th** card.



## FUSION ZORDS

Place the Fusion Zords near the play area. When an Omega Zord activates its Fusion ability, it will leave play and the matching Fusion Zord will enter play (see pg. 9 for details).

## MAIN DECK SETUP

The *Omega Forever* expansion includes 4 new cards of each type. To create the main deck, collect all the Omega Forever main deck cards (*Hero, Villain, Equipment, Maneuver, and Location*) and form a single deck.

Then, for Heroes, Villains, Equipment, and Maneuvers, choose one each of the Cost 2, 3, 4, & 5 cards from any other set(s) you have available (along with their duplicates) and add them to the deck.



**Example shown is 4 Hero cards from the Core Set with duplicates.**

For Location cards, simply choose 2 new Locations for a total of 6 different Location cards.

This should create a main deck with a total of **70 cards** (16 Hero, 16 Villain, 16 Equipment, 16 Maneuver, 6 Location).

## Optional Additions

The 5 Zeo Crystal cards may also be added to the main deck.



# THE VILLAINS

## CAVOTUS

Cavotus is unique in that he is the only Villain who can flip to his Empowered side without having all of his attachment slots filled and who can flip back to his Scheming side. Cavotus does NOT flip to his Empowered side when all of his attachment slots are filled. Cavotus also does **not** receive an Energy discount for attached cards.



***Cavotus receives 5+ Damage on a turn and FLIPS to his EMPOWERED side.***

When Cavotus (or his team) receives 5 or more **total** damage during a single turn, he immediately flips to his Empowered side. When Empowered, Cavotus's attacks each deal 1 additional damage.

Once Empowered, if Cavotus ever deals 5 or more total damage to the Ranger team during a single turn, he immediately flips back to his Scheming side. When Scheming, Cavotus's attacks each deal 1 fewer damage.

## DAYNE



Dayne is a versatile bounty hunter with the unique ability to transform his trusty Plasma Energy Batons into multiple forms. During Setup, make sure to collect all 5 of Dayne's Signature Items. These represent the different utility forms of his Plasma Energy Batons. As directed by his character card ability, the Plasma Energy Baton card is shuffled into his deck at the start of the game.



Dayne's **Plasma Energy Batons** are the only Signature Item he can buy

during the game. They have a cost of 0 and always return to Dayne's stack of Signature Items if they are detached or destroyed. You may not buy Dayne's Plasma Energy Batons from the stack if you have another Signature Item attached.

Dayne's remaining Signature Items can only enter play using Dayne's Empowered ability. When Dayne is flipped to his Empowered side, he gains the



**Dayne swapping out his Plasma Energy Batons at a Cost of 2 Energy with Plasma Longsword.**

ability to swap out his Signature Item for any Signature Item available in his stack, which is then attached immediately to the same location. As stated on his character card, this “swap” ability can be used multiple times, even during the same turn. This swap ability can be performed even if the Signature Item is exhausted.

# RANGERS

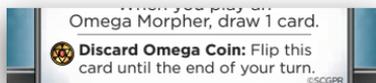
## OMEGA COINS

At the start of the game, each Ranger character collects their matching Omega Coin from the supply and keeps it nearby. When an Omega Coin is gained by playing an Omega Morpher card, it is placed on the Ranger’s character card and is then available for them to use. Your Coin is gained from wherever it may be.

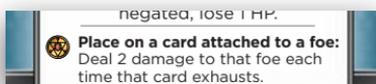
When a Ranger is on their Teenager side, their Omega Coin can be discarded to flip their character card to the Ranger side until the end of the turn. When a Ranger is on their Ranger side, their Omega Coin can be placed on a card in play to activate the special ability listed on the Ranger’s character card.



## TEENAGER



## RANGER



If an Omega Coin is assigned to a card that is later removed from play or discarded, set the Omega Coin to the side of the play area temporarily. It remains inactive until it is gained once again by using an Omega Morpher card. When the Omega Morpher card is played, you **MUST** gain your Omega Coin by placing it onto your character card.

While temporarily on their Ranger side, a Hero could attach their 4th card but still flip back to their Teenager side at end of turn due to the Omega Coin effect. If this happens, the text on the Teenager side triggers an immediate flip to the Ranger side, and the Ranger attaches their Zord to the Zord Bay during this end of turn sequence.

It is legal (and encouraged) to discard an Omega Coin to flip a Teenager to their Ranger side, play an Omega Morpher to gain their Omega Coin, and then activate their Ranger Omega Coin ability. This ability remains active until the Omega Coin is gained or discarded from play. You must have your Omega Coin on your character card to activate an Omega Coin ability.

## FUSION ZORDS

The Omega Zords have the unique ability to fuse with other Zords in play. While they can be exhausted as normal by paying energy to use their Zord ability at top, a secondary Fusion ability is also listed below. To use the Fusion ability, simply pay the energy cost when the Zord is ready. When the Fusion ability is activated, remove the Omega





***This is an example of the Black Fusion Zord combining with the Tyrannosaurus Zord from the Core Set.***

now on, when you activate the attached Zord, you also activate the Fusion Zord effect, creating a new and more powerful ability!

Also, when you create a Fusion Zord (as mentioned on the card), take a Zord card of your choice from outside of the game (not from the stack next to The Grid) and add it to the bottom of the Zord stack. This guarantees that if you're ambitious, your team could potentially have a full Zord Bay and four of them could be fused Zords!

You cannot attach more than one Fusion Zord to a single face-up Zord. Once you have attached a Fusion Zord, you cannot later detach that Zord. If a player has transformed their Zord into a Fusion Zord, their teammates still receive a discount of **2** when buying Zords.

In the rare instance that you would discard a Zord with an attached Fusion Zord from the Zord Bay, discard the top Zord card to a single Ranger's deck and return the Fusion Zord to the stack. Retrieve the matching Omega Zord from out of play and place it into the Zord Bay.

Zord from play and retrieve the matching Fusion Zord from the Fusion Zord stack. The Fusion Zord is immediately attached to another Zord in play, then ready both cards so the ability text at the bottom is visible. From



## CLARIFICATIONS

### Combination Attacks

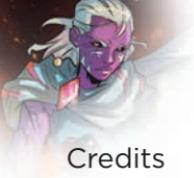
Many Attacks in the *Omega Forever* expansion have multiple steps. Perform all steps of the Attack in the order listed if at all possible. If it is not possible to perform a portion of an Attack, you still perform all the other actions listed in the Attack.

If an Attack is negated, ALL parts of the Attack effect are negated. For example, Omega Maul states, “**Attack:** Deal 6 Damage and you lose 2 HP. Then discard this card.” In this example, the attacker would not have to lose 2 HP if the Attack is negated. The attacker would also not discard this card.

### Omega Black Ranger

The Omega Black Ranger’s Omega Coin ability allows you to ready and activate a Zord immediately. This ability ignores the limitation of one activation per Zord per turn and can be used to activate a Zord more than once in a turn. If the Zord is ready when placing an Omega Coin on it, simply activate it.





## Credits

# Power Rangers Deck-Building Game - Omega Forever Expansion

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