

SABAN'S
POWER RANGERS
RISE OF THE PSYCHO RANGERS



RULEBOOK

SABAN'S POWER RANGERS

RISE OF THE PSYCHO RANGERS

INTRODUCTION

Created from the power of Dark Specter, the Psycho Rangers have risen! Designed to be faster, stronger, and smarter than the Power Rangers, each Psycho Ranger was created with the sole purpose of annihilating their Power Ranger counterpart.

With the Astro Megaship as their new command center and a whole new set of Zords to summon, can veterans Andros, Carlos, T.J., Ashley, and Cassie band together to overcome the assault of the terrifying Psycho Rangers?

This expansion also introduces Mastermind Mode, which allows one player to take control of the forces of evil, pitting player against player in a battle of wits!

COMPONENTS



5 Ranger Figures



6 Psycho Ranger Figures



12 Foot Soldier Figures



5 Character Cards



10 Foot Soldier Deployment Cards



10 Foot Soldier Enemy Cards



50 Combat Cards



4 Mastermind Deployment Cards



19 Psycho Ranger Enemy Cards



7 Psycho Ranger Deployment Cards



10 Scheme Cards



5 Zord Cards + 1 Megazord Card



3 Location Boards



1 Combat Marker (with stand)



1 Combat Grid

INTEGRATING EXPANSION CONTENT

This expansion introduces new Rangers, enemies, Zords, and locations. Follow the rules in the back of the base game rulebook (p. 17–18) for adding the new content to your games.

Psycho Rangers are a special new enemy type: **nemesis enemies**. They can be used individually as monsters in the standard game mode, all together as a boss in the standard game mode, or united as a continuous threat in the new Psycho Assault Mode.

Nemeses are treated as monsters for all gameplay purposes, including the rules for deployment and panicked locations. Effects and abilities that refer to monster figures and monster cards also affect nemesis figures and nemesis cards in all modes.

PSYCHO RANGERS (MONSTER VERSION)

The individual Psycho Rangers can be used in the standard game mode in place of normal **monsters**. Observe the following rule changes and additions:

GAME SETUP

Before the game begins, choose how many Psycho Rangers (one or two) you wish to use in place of normal monsters, then randomly select which ones to use.

To prepare the deployment deck, find the deployment cards for the selected Psycho Rangers. Shuffle each of these cards into the appropriate section of the deployment deck (pile B or C), in place of a normal monster deployment card.

To prepare the Psycho Ranger enemy deck, remove the Psycho Assault card as well as the weapon card and path card associated with each Psycho Ranger that was not selected (e.g., if Psycho Red was not selected, remove the Psycho Sword and Path of Flame cards). The deck should now contain eight or ten cards.



NOT CHOSEN

ENEMY COMBAT DECK



REMOVE

DEPLOYMENT

After a Psycho Ranger is deployed, keep their deployment card nearby, as it will be needed when that Psycho Ranger is involved in battles.

BATTLE

When a Psycho Ranger is involved in a battle, attach their deployment card to the lead Ranger during the enemy preparation step, placing it in front of that player.



When a weapon card or path card is drawn from the Psycho Ranger enemy deck, if the associated Psycho Ranger is not involved in the battle, place that card on the bottom of the deck and draw the next card instead.

When a Psycho Ranger enemy card instructs the player to resolve all  effects, resolve the special effect of the Psycho Ranger deployment card, which is attached to the lead Ranger. The effect usually applies to the attached Ranger.



At the end of a battle, Psycho Ranger enemy cards that were defeated in the battle are not placed in a discard pile. Instead, each card is placed under the deployment card of the Psycho Ranger that was involved in the battle.

DEFEATING PSYCHO RANGERS

Once a Psycho Ranger has at least four defeated enemy cards under their deployment card at the end of a battle, they have been defeated.

When a Psycho Ranger is defeated, flip their deployment card face down. Remove the associated weapon card and path card from the game. Take the remaining enemy cards from under their deployment card and shuffle them back into the Psycho Ranger enemy deck.

PSYCHO RANGERS (BOSS VERSION)

The Psycho Rangers can be used all together in the standard game mode in place of the normal **boss**. The Rangers must defeat all of the Psycho Rangers to win the game! Observe the following rule changes and additions:

GAME SETUP

To prepare the deployment deck, shuffle the Psycho Rangers boss deployment card into pile D, in place of a normal boss deployment card. Select five of the individual Psycho Ranger deployment cards at random and set them aside for now.

To prepare the Psycho Ranger enemy deck, remove the weapon card and path card associated with the Psycho Ranger that was not selected (e.g., if Psycho Red was not selected, remove the Psycho Sword and Path of Flame cards). The deck should now contain 17 cards.

DEPLOYMENT

When the Psycho Rangers boss deployment card is revealed, carry out a special deployment:

- Take the deployment cards for the five Psycho Rangers selected for this game and attach them to the Rangers. Each Ranger must have at least one card attached to them, and some Rangers may have multiple cards attached to them.

- Take the figures for the five Psycho Rangers selected for this game and place them in the location indicated by the back of the next card in the deployment deck.
- Remove all foot soldiers from that location and return them to the supply. That location becomes panicked and is considered to be at its figure limit for the rest of the game, regardless of the number of remaining Psycho Rangers.



BATTLE

When the Psycho Rangers are involved in a battle, place two rows of three enemy cards each to form the combat sequence, regardless of the number of remaining Psycho Rangers.

When a weapon card or path card is drawn from the Psycho Ranger enemy deck, if the associated Psycho Ranger has already been defeated, place that card on the bottom of the deck and draw the next card instead.

When a Psycho Ranger enemy card instructs the player to resolve all  effects, resolve the special effects of all Psycho Ranger deployment cards attached to Rangers in that location. These effects usually apply to the attached Ranger.

At the end of a battle, Psycho Ranger enemy cards that were defeated in the battle are not placed in a discard pile. Instead, each weapon card or path card is placed under the deployment card of the associated Psycho Ranger, and every other card can be placed under the deployment card of any Psycho Ranger present in that location.



DEFEATING PSYCHO RANGERS

Once a Psycho Ranger has at least two enemy cards under their deployment card at the end of a battle, they have been defeated.

When a Psycho Ranger is defeated, flip their deployment card face down. Remove the associated weapon card and path card from the game. Take the remaining enemy cards from under their deployment card and shuffle them back into the Psycho enemy deck.

WITH SIX RANGERS

For games with six Rangers, use all six Psycho Rangers: Set aside all six Psycho Ranger deployment cards. Do not remove any cards from the Psycho Ranger enemy deck. When the Psycho Rangers boss deployment card is revealed, deploy all six Psycho Rangers. The Rangers must defeat all six Psycho Rangers to win the game.

PSYCHO ASSAULT MODE

The Psycho Rangers can be used as a **continuous threat** in the new Psycho Assault Mode, in place of the normal monsters and boss. The Rangers must defeat all of the Psycho Rangers to win the game! Observe the following rule changes and additions:

GAME SETUP

To prepare the deployment deck, select five individual Psycho Ranger deployment cards at random, without looking at them. Shuffle one into pile A, two into pile B, and two into pile C. Then shuffle the Psycho Rangers boss deployment card into pile D.



To prepare the Psycho Ranger enemy deck, remove the weapon card and path card associated with the Psycho Ranger that was not selected (e.g., if Psycho Red was not selected, remove the Psycho Sword and Path of Flame cards). Set aside the remaining weapon cards and path cards for now; you will need them later. The deck should now contain seven cards.

DEPLOYMENT

When a Psycho Ranger is deployed, the process works a little bit differently than for normal deployments. Follow these steps:



- Attach the Psycho Ranger deployment card to any Ranger that matches their color, placing it in front of that player. If there are no Rangers in play that match their color, attach the Psycho Ranger deployment card to any Ranger that does not already have a Psycho deployment card. If each Ranger already has a Psycho deployment card, attach it to a Ranger of the team's choice.

- Place the Psycho Ranger figure in the same location as the attached Ranger, along with any other enemy figures from the same deployment. If the attached Ranger is in the Command Center, however, place the Psycho Ranger figure in the location indicated by the back of the next card in the deployment deck, just like for a normal deployment.
- Find the weapon card associated with the Psycho Ranger, from those that were set aside during setup, and place it on top of the Psycho Ranger enemy deck.

If deploying a Psycho Ranger to a location would cause that location to exceed its figure limit, you still place the Psycho Ranger there. Then move any excess foot soldiers to the next outer location, in a clockwise direction, that is not at its figure limit.

Locations do not automatically become panicked when a Psycho Ranger is deployed. However, any time that two or more Psycho Rangers occupy the same location, that location becomes panicked.

BATTLE

During the enemy preparation step, draw two cards from the Psycho Ranger enemy deck for each Psycho Ranger involved in the battle (up to a maximum of eight cards). Follow these steps to create the combat sequence, which changes based on the number of Psycho Rangers involved in the battle:



- With one or two Psycho Rangers, place all of the Psycho Ranger cards in the first row. Then create a second row with the foot soldier cards, just like in a normal battle.
- With three or more Psycho Rangers, place the first four Psycho Ranger cards in the first row and the rest of the Psycho Ranger cards in the second row. Then add the foot soldier cards to the second row, up to a maximum of four cards in the second row.

When a weapon card or path card is drawn from the Psycho Ranger enemy deck, if the associated Psycho Ranger is not present in that location, place that card on the bottom of the deck and draw the next card instead.

When a Psycho Ranger enemy card instructs the player to resolve all ♣ effects, resolve the special effects of all Psycho Ranger deployment cards attached to Rangers in that location. These effects usually apply to the attached Ranger.

At the end of a battle, Psycho Ranger enemy cards that were defeated in the battle are not placed in a discard pile. Instead, each weapon card or path card is placed under the deployment card of the associated Psycho Ranger, and every other card can be placed under the deployment card of any Psycho Ranger who was involved in the battle.

DEFEATING PSYCHO RANGERS

Once a Psycho Ranger has at least two enemy cards under their deployment card at the end of a battle, they have been defeated.

When a Psycho Ranger is defeated, flip their deployment card face down. Set aside the associated weapon card and path card (but do not remove them from the game). Take the remaining cards from under their deployment card and shuffle them back into the Psycho Ranger enemy deck. Cover the next three spaces of the experience track with hit tokens; these tokens count as defeated foot soldiers for the purposes of summoning Zords.



If two or more Psycho Rangers are defeated in a single battle, remove all remaining foot soldier figures from the current location and return them to the supply.

END OF THE ROUND

At the end of each round, check to make sure that each Psycho Ranger is in the same location as their attached Ranger. For each Psycho Ranger that is not, move them to the same location as their attached Ranger.

If this would exceed the location's figure limit, distribute excess foot soldiers from that location to other locations, until that location is back at the figure limit. If that is not possible, instead move the Psycho Ranger clockwise to the next outer location that is below its figure limit.

BOSS DEPLOYMENT

When the Psycho Rangers boss deployment card is revealed, carry out a special deployment:

- Take the figures for the five Psycho Rangers selected for this game and place them in the location indicated by the back of the next card in the deployment deck. You may need to move some of them from other locations. Remove all Psycho Ranger enemy cards from play and shuffle them back into the Psycho Ranger enemy deck.
- Remove all foot soldiers from that location and return them to the supply. That location becomes panicked and is considered to be at its figure limit for the rest of the game, regardless of the number of remaining Psycho Rangers.
- Flip the deployment cards of all previously defeated Psycho Rangers face up again. Take all of the weapon cards and path cards that are currently set aside and shuffle them into the Psycho Ranger enemy deck.

BOSS BATTLE

After the boss deployment occurs, the Rangers must defeat all five Psycho Rangers to win the game, including any they have previously defeated! For the rest of the game, during each battle against the Psycho Rangers, place two rows of three enemy cards each to form the combat sequence, regardless of the number of remaining Psycho Rangers.



WITH SIX RANGERS

For games with six Rangers, use all six Psycho Rangers: Shuffle two Psycho Ranger deployment cards each into piles A, B, and C. Do not remove any cards from the Psycho Ranger enemy deck. When the Psycho Rangers boss deployment card is revealed, deploy all six Psycho Rangers. After the boss deployment occurs, the Rangers must defeat all six Psycho Rangers to win the game.

MASTERMIND MODE

One player can take control of the forces of evil in the new Mastermind Mode. Observe the following rule changes and additions:

GAME SETUP

Before the game begins, choose which player will be the Mastermind player.

To prepare the new scheme deck, shuffle the ten scheme cards together. Place this scheme deck near the Mastermind player, face down. Then the Mastermind player draws three cards from the scheme deck to form their starting hand.

Before shuffling the 20 foot soldier deployment cards, remove the four foot soldier deployment cards that deploy three figures each and replace them with the four Mastermind deployment cards. Add monster and boss deployment cards according to the normal rules.

DEPLOYMENT

When any deployment card is revealed, if a Mastermind deployment card is the next card of the deployment deck, the Mastermind player gets to choose any one of the four outer locations for the current deployment.

When a Mastermind deployment card is revealed, the Mastermind gets to choose any two foot soldier figures to deploy to the location indicated by the next card of the deployment deck.

Mastermind deployment cards are placed in the discard pile. At the end of each Deployment Phase, they are shuffled together with any foot soldier deployment cards in the discard pile and placed on the bottom of the deployment deck.

BATTLE

In Mastermind Mode, there is a 3x3 combat grid that is used instead of the normal combat sequence. During the enemy preparation step, as each enemy card is drawn, the Mastermind player gets to choose where that card is placed in the combat grid.

- Each card must be placed in an empty space. There can never be more than one card in any single space of the combat grid.
- Only cards placed directly next to each other (vertically or horizontally), with no empty spaces between them, are considered to be adjacent, for purposes of the GUARD keyword and other game effects.
- In rare cases when more than nine cards would be drawn, ignore any additional card draws beyond the first nine cards.



After the combat grid is prepared, the Mastermind player places the combat marker on an enemy card of their choice. The Mastermind player only gets to take the first turn in battle if they place the combat marker on a card with the FAST keyword.

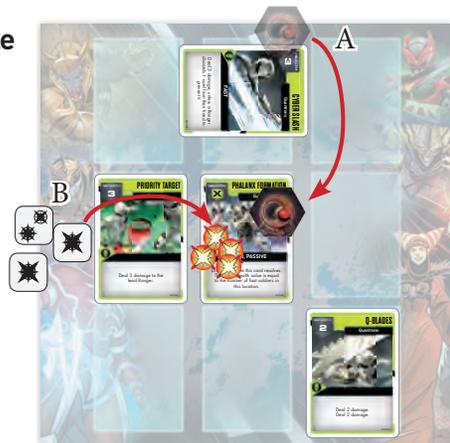
During each enemy turn in battle, resolve the enemy card under the combat marker. Then the Mastermind player moves the combat marker to the nearest enemy card in any direction that has not been resolved yet.

1: The Rangers are facing four Quantrons in this battle. The Mastermind places the combat marker on the enemy card in the top row, Cyber Slash. Since that card has the FAST keyword, the Mastermind will take the first turn.

2: The Mastermind resolves Cyber Slash, then decides to move the combat marker to the enemy card in the center (A), Phalanx Formation. But the Rangers attack Phalanx Formation on their turn and defeat it (B)!

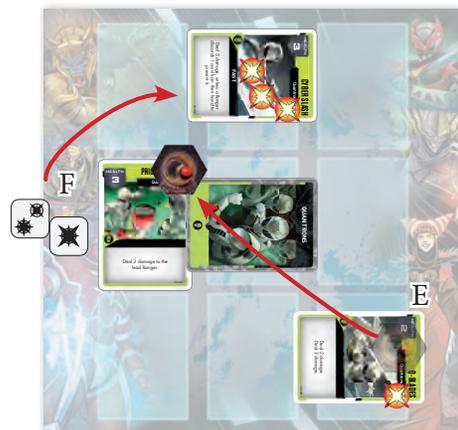
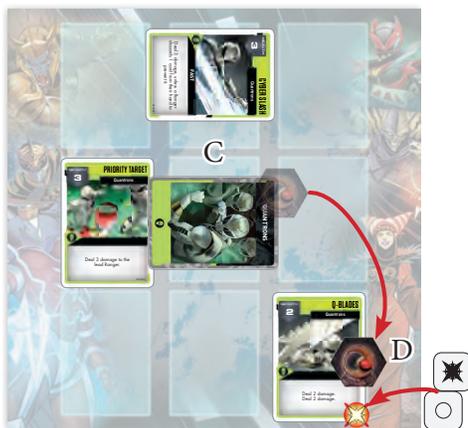


Combat Grid Example



3: The Mastermind resolves Phalanx Formation, but since it has been defeated, nothing happens (C). The Mastermind then decides to move the combat marker to the enemy card in the bottom right, Q-Blades. The Rangers attack Q-Blades on their turn, but are unable to defeat it (D).

4: The Mastermind resolves Q-Blades, then moves the combat marker to the last enemy card, Priority Target (E). The Rangers attack Cyber Slash on their turn and defeat it (F). Finally, the Mastermind will resolve Priority Target and then the Rangers can take the final turn for the battle.



SCHEME CARDS

The Mastermind player draws two more scheme cards at the start of each Action Phase. The Mastermind player also draws one scheme card each time the Rangers initiate a battle in a location containing a monster or boss. If the scheme deck runs out, shuffle the discarded scheme cards to form a new deck.

The Mastermind player can hold a maximum of three scheme cards. If, after drawing, the Mastermind player now has more than three scheme cards in their hand, they must discard excess cards of their choice until their hand contains three cards.

The Mastermind player can play scheme cards from their hand at any time during battle. Each scheme card indicates when it can be played. However, the Mastermind player cannot play multiple scheme cards in response to the same effect.

If a scheme card effect would resolve at the same time as a Ranger card effect, the Mastermind player gets to choose the order in which those effects resolve.

VICTORY AND DEFEAT

The Power Rangers do not automatically lose the game when all four outer locations are panicked at the same time, unlike in the standard game mode.

Instead, when all four outer locations are panicked at the end of the deployment step, check to see if there are any energy tokens left on the Command Center. If there are any energy tokens left, they are discarded. But if there are no energy tokens left, the Power Rangers lose.

ASTRO MEGASHIP

The Astro Megaship is a new location board that can be used instead of the Command Center. It offers a different benefit to the Rangers.

- When you move to the Astro Megaship, you may immediately perform a free RECOVER action, without flipping an action token.
- When you perform the RECOVER action at the Astro Megaship, you may **strategize**: Choose one Ranger in any location. That Ranger may draw up to three cards, then choose an equal number of cards from their hand and place them on top of their deck.
- Rangers cannot power up when they move to the Astro Megaship; that benefit applies only to the Command Center.

The Astro Megaship is treated as the Command Center for the purposes of all other game effects that refer to the Command Center.



Game Designer: Jonathan Ying
Developer: T.C. Petty III
Producers: Scott Gaeta and Dan Bojanowski
Illustrator: Dan Mora
Graphic Designer: Jeanne Torres
Editor: Dustin Schwartz
Production Artists: Adam Kelzer and Gordon Tucker
Sculptor: Niklas Norman
Graphic Novel Illustrators: Bachan, Daniel Bayliss, Stephen Byrne, Jamal Campbell, Rebekah Isaacs, Goñi Montes, Steve Morris, Daniele di Nicuolo, Jefte Palo, Hendry Prasetya, Jonas Scharf, Greg Smallwood, and Xermánico

RENEGADE GAME STUDIOS

President & Publisher: Scott Gaeta
Controller: Robyn Gaeta
Director of Operations: Leisha Cummins
Director of Sales & Marketing: Sara Erickson
Creative Director: Anita Osburn
Senior Producer: Dan Bojanowski
Senior Marketing Manager: Teri Litorco
Creative Production Lead: Gordon Tucker
Event Coordinator: Chris Whitpan
Video Production Manager: Desiree Love
Development Coordinator: Dan Blanchett
Customer Service: Jenni Janikowski

TEAM HASBRO

Elizabeth Artale, Paul Strickland, Shelby Bowman, Catalina Gomez, and Brian Casentini

SPECIAL THANKS

The game designer would like to thank playtesters Ben Borland, Brent Black, Dusty Prejean, Gary DeVault, Jacob Visca, Joshua Trope, Matt Hardin, Nathan Hicks, Samuel L Haist, and Logan Ignarta.

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