

SABAN'S POWER RANGERS HEROES OF THE GRID

INTRODUCTION

The Royal House of Gadgetry has arrived to conquer Earth! With all of their mechanical might, the Machine King and his coterie prepare for battle. The Power Rangers' skills will be put to the test as they deal with the machinations of this catastrophic clockwork court.

Meet the Machine Empire! The devious Prince Gasket, heir to the throne, is joined by the enchanting Princess Archerina, while the egotistical Louie Kaboom plots their downfall. Big bad General Venjix leads the empire's forces, and King Mondo himself rules with an iron fist and his terrifying Sword of Damocles.

This expansion also introduces the concept of paired monsters. Are you brave enough to face Prince Gasket and Princess Archerina together as a deadly double act?

COMPONENTS



3 Monster Figures



2 Boss Figures



2 Boss Deployment Cards



4 Monster Deployment Cards



24 Monster Enemy Cards



16 Boss Enemy Cards

INTEGRATING EXPANSION CONTENT

This expansion adds new monsters and bosses for the Rangers to battle. Follow the rules in the back of the base game rulebook (p. 17–18) for adding the new content to your games.

PAIRED MONSTERS

This expansion has normal deployment cards for Prince Gasket and Princess Archerina, but also includes a paired deployment card that allows them both to be deployed together, as **paired monsters**. Observe these rule changes and additions:

During setup, shuffle the paired monster card into the deployment deck in place of a normal monster card. When this card is revealed, deploy the paired monsters together, following the normal deployment rules. However, for the purposes of location figure limits, the paired monsters are treated as a single figure.

If any game effect would move one of the paired monsters to a different location after they have been deployed, both of the paired monsters are moved together. They should never be in different locations.

When both of the paired monsters are involved in a battle, draw two cards from each of their enemy decks; the lead Ranger decides which deck to draw from first. Place these cards in a single row in the combat sequence. If only one of the paired monsters remains undefeated, draw three cards from the remaining monster's enemy deck instead.

To defeat a paired monster, the Rangers must defeat two cards from their enemy deck. Once a paired monster has at least two enemy cards in their discard pile at the end of a battle, that monster has been defeated.

When a paired monster is defeated, the Rangers do not get to summon a Zord immediately. Cover the next three spaces of the experience track with hit tokens instead; these tokens count as defeated foot soldiers for the purposes of summoning Zords.

Unlike for normal monsters, do not remove foot soldier figures from the current location at the end of the battle in which the first paired monster is defeated. This only occurs at the end of the battle in which the second paired monster is defeated.



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