



# SCENARIO #15: ZEDD'S MONSTER MASH



Kickstarter Expansion Box

*"The power of teamwork and friendship." Lord Zedd grouses. "Blasted idiocy. As though I could trust these idiot minions to throw a rock at a puppy without being foiled by a gang of teenagers."*

*"Well you know what they say, my Lord." Finster mutters quietly. "Good help is hard to find."*

*Lord Zedd glares at Finster. "Indeed, but we have bad help in spades on this blasted rock! Forget it, we'll do it their way. If we cannot find QUALITY in my minions then the Rangers shall have to deal with QUANTITY."*

*"What do you mean, my lord?" Finster swallows nervously.*

*"Fire up the monster machine and ready my staff." Lord Zedd laughs.*

*"After all, there's no I in 'screams'."*

## SETUP

Follow the normal Setup using Putty Patrollers and Z-Putty Patrollers as foot soldiers. Take the following 6 monster deployment cards: **Pumpkin Rapper, Robogoat, Primator, Rhinoblaster, Eye Guy, and Finster**. Randomly place two each on the bottom of piles B, C and D. Then, place the Lord Zedd Boss Deployment card on the bottom of Pile D.

## PLAY

### During Round 2 and 3 Deployment Step.

As if one monster isn't bad enough, now the Rangers must deal with double the trouble!

When two monsters are revealed from the Deployment deck, deploy them as 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 unique 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. Place the monster figure and two hit tokens on the next three spaces of the experience track instead. These count toward summoning the next Zord.

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.

#### During the Deployment Step of Round 4

*Lord Zedd laughs. "Well, looks like they're softened up at least. Come then, Rangers. Tell Zordon I've built my own team, and they've got attitude to spare!"*

When you deploy the two remaining monsters and Lord Zedd, all three of them are deployed to the same location, ignoring figure limits.

That location becomes panicked and is considered to be at its figure limit for the rest of the game.

## BATTLE

When the Rangers initiate a battle in the location containing Lord Zedd, place two rows of three enemy cards each to form the combat sequence. Draw 1 card from each monster deck (in an order of the Lead Ranger's choice) and 1 card from Lord Zedd's enemy deck to form the first row, then repeat this process to fill the second row.



## DEFEATING LORD ZEDD AND THE MONSTERS

At the end of the battle, if the Rangers have defeated a total of 3 enemy cards from each of the different enemy decks, the Power Rangers win the game!

## GAME END

#### If the Rangers Lose:

*"Hm! There may be something to this teamwork business!" Lord Zedd rubs his metal chin as he looks over the Rangers crushed Zords. "Finster! Gather the others and we shall go to this 'Juice Bar' and steal some 'smoothies'! Then perhaps we'll blow it up along with the rest of this miserable town."*

#### If the Rangers Win:

*"Bah! I knew it! Teamwork doesn't do anything! This is all your fault, Finster!" Lord Zedd shouts as he retreats back to space. "But my lord, the Rangers defeated us using teamwork so one could say that-"*

*"Shut up!" Lord Zedd shouts. "I'm never listening to you idiots again!"*

