



# SCENARIO #17: WRECKING CREW



*The forces of evil have arrived and they're playing for keeps this time. Where once, their plan was to sow chaos and panic throughout the Earth's cities, now they've come to simply destroy it all and rule over the ashes. Foot soldiers and monsters arrive en masse, destroying buildings and industrial centers in a terrifying show of force! You must stop them quickly!*

## SETUP

Follow the normal setup rules for Power Rangers: Heroes of the Grid.

## PLAY

### During the game

During this scenario, figure limits are ignored and locations do not panic when monsters or boss figures are deployed.

This means it is possible for multiple Monster and Boss figures to occupy the same location. If the Rangers initiate a battle in a location that contains multiple monsters or a monster and a boss the Rangers must choose a single monster to engage in each battle, (deploying foot soldiers as normal.)

The Rangers **must** defeat all monsters in a location before they can initiate a battle against the Boss.

### At the end of each round.

Place 1 hit token on each location for every **foot soldier** figure remaining at that location. If a **monster** figure is in that location, place 2 additional hit tokens in that location. If a **boss** figure is in that location, place 3 additional hit tokens. Then, if the number of hit tokens equals or exceeds the location's figure limit, then **that location falls**.

All Rangers in a fallen location are immediately moved to the Command Center. (This triggers effects that occur when Rangers move to the Command Center such as power up.) All remaining enemy figures in that location are evenly distributed one at a time among the remaining non-fallen locations. Dispense the figures proceeding clockwise, in order starting with the foot soldiers, then monsters, and finally the boss figure.





Once all figures have been removed from the fallen location, place a panic token on the fallen location. For the rest of the game, Rangers cannot move or be moved to fallen locations. If an enemy figure would be placed on a fallen location, they are instead placed on the next clockwise location that hasn't fallen.

**If 3 or more locations have Fallen at the end of the round the Power Rangers lose.**

**Each time a Monster is deployed,**

Place 1 hit token in the monster's location and 1 hit token in each location connected to that location to its immediate left or right that hasn't fallen.

**When the Boss is deployed**

Place 1 hit token in each location that has not fallen.

## GAME'S END

**If the Rangers Lose:**

*After hours of hard fighting, you are forced to retreat before the onslaught of enemies. Buildings collapse and the streets are torn apart. Thankfully, you bought enough time to evacuate the civilian population of the areas. It'll take a long time to rebuild these regions, but there is always hope. Before they can begin to heal, you'll need to bring the bad guys to justice. Time to train for the next battle.*

**If the Rangers Win:**

*You rout the enemy forces before they cause too much damage. You assist in the minor repair efforts and humbly accept the praise and thanks of the civilians whose homes you've saved. No matter what foul strategies the forces of evil try next, you will be here to stop them.*