



SCENARIO #13: ATTACK ON CYCLOPSIS



Cyclopsis
Deluxe
Figure

SETUP

Follow the normal Setup for the base game with the following changes:

DEPLOYMENT

When preparing the Deployment deck, remove a single 2-figure deployment card from each location set of foot soldier deployment cards. (You should have 16 remaining Foot Soldier deployment cards.) Then proceed as follows:

11. Shuffle the 16 remaining Foot Soldier Deployment cards, then divide them into 4 face-down piles of 4 cards each.
12. Do not add any additional cards to the first pile (pile A).
13. Place a Random Monster deployment card face down on the bottom of the second pile (pile B) and place the Cyclopsis deployment card face down on the bottom of the third pile (pile C).
14. Place a random Boss deployment card on the bottom of the last pile (pile D).
15. Stack the piles so that they are in order, from top to bottom, A > B > C > D.
16. Shuffle the Cyclopsis enemy deck and place it nearby, face down

PLAY

A new and terrifying War Zord is rampaging across the city! It still appears to be warming up and it's mostly serving as mobile support for the enemy forces. Fight back and try to learn as much as you can about its fighting abilities!

At the end of each Deployment Step, if neither Cyclopsis nor the Boss have been deployed

At the end of the Deployment Step, place the Cyclopsis next to the location with the fewest enemy figures (It must have at least 1 figure). That location becomes panicked. The Cyclopsis figure does not count as a figure for determining figure limits. When all enemy figures in that location are defeated, remove the Cyclopsis figure from that location as well and place 2 Foot Soldiers from the supply onto the experience track.

Each time the Rangers BATTLE in a location next to the Cyclopsis Figure BEFORE Cyclopsis is deployed

At the beginning of each Battle, before the first turn, reveal and resolve the top card of the Cyclopsis enemy deck. Then at the end of that battle after the last Ranger turn, reveal and resolve an additional card from the Cyclopsis enemy deck. Then shuffle both of those cards back into the Cyclopsis enemy deck.

When the Cyclopsis is deployed

It looks like the War Zord has begun fighting in earnest, smashing buildings and firing off barrages of missiles! Quickly Rangers, you must strike down this Zord before it causes any more havoc!

Deploy the Cyclopsis figure as described in the Deploying Cyclopsis section of the Cyclopsis Deluxe Figure rulesheet. Until Cyclopsis is defeated, treat Cyclopsis' location as if it were at its figure limit.

Then, lay out the 6 Cyclopsis component cards near that location board, active side up, to form a rough outline of Cyclopsis. Place 1 hit token on each Arm and Leg of Cyclopsis and 2 hit tokens each on the Head and Core of Cyclopsis.

Battling Cyclopsis

The Rangers can battle Cyclopsis as described in the Battling Cyclopsis section of the Cyclopsis Deluxe Figure rulesheet, with the following differences:

After a Cyclopsis Component card other than the Core of Cyclopsis is flipped to its defeated side, ignore the effect of the defeated side.

Cyclopsis is defeated when all of its component cards have been flipped to their defeated side. When Cyclopsis is defeated, the Rangers resolve all effects that would otherwise occur when defeating a monster (including summoning an additional Zord).

When the Boss is deployed

You thought the machine was defeated, but it suddenly transforms into a more powerful and dangerous form. Its power begins to resonate with the dark energies of its pilot. Together they'll be more dangerous than ever! You must defeat them at all costs!

Place the Cyclopsis Figure in the same location as the Boss figure. Remove all Foot Soldiers from that location. For the rest of the game, treat this location as if it were at its figure limit.

Each time the Rangers Battle the Boss enemy

Arrange the defeated Cyclopsis component cards near the combat sequence. The abilities on the defeated sides of these cards are considered to be in effect for the rest of the battle.

In addition, at the start of each enemy turn, if the currently active enemy card has been defeated or has the PASSIVE keyword, reveal and resolve the top card of the Cyclopsis enemy deck and carry out its effect. At the end of the battle, shuffle all resolved Cyclopsis enemy cards back into his enemy deck.

GAME END

If the Rangers Lose:

Cyclopsis tears your Zords apart and continues to devastate the city. Bolts of lightning and missile swarms cause untold damage. Luckily you bought the citizens enough time to evacuate. You tend to your wounds and repair your Zords as you prepare for the next battle. You'll need to figure out some way to deal with this terrifying War Zord if you ever intend to save the day.

If the Rangers Win:

The War Zord explodes in a shower of sparks and debris. Its pilot is nowhere to be found, either destroyed in the blast or escaped through some unknown means. Either way you've foiled the villains plans and saved the day once more. Good job Rangers!

