

SABAN'S POWER RANGERS HEROES OF THE GRID

SCENARIO #14: THE GREEN CANDLE



Mighty Morphin
Green Ranger

Note: This game mode is not playable in modes where a player controls 2 Rangers.

Once Rita Repulsa granted Tommy Oliver the powers of the Dragonzord to defeat the Power Rangers. He turned against her and used those powers to save the world. The time has come for Rita to collect on the Green Ranger's debts.

To this end, the alien witch has lit the Green Candle, a cursed artifact that has been bound to the Green Ranger's powers. As the candle burns it will slowly drain the power from the Mighty Morphin Green Ranger. The Rangers must come together and defeat Rita and prevent her from adding the Green Power Coin's immense strength to her own magical power!!

SETUP

Follow the normal Setup using any combination of Monsters and Foot Soldiers. Select Rita Repulsa as the Boss. Exactly one player must control Tommy Oliver, the Mighty Morphin Green Ranger.

PLAY

At the end of each Round

The Green Candle continues to burn.

Tommy Oliver must remove the top card of his combat deck and set it aside, face up.

Each time (1) any Ranger is defeated (2) Tommy Oliver uses the RECOVER action, or (3) Tommy Oliver powers up at the Command Center:

The more the Rangers tap into the Morphin Grid, the brighter the Green Candle burns. Time is running out.

After that player shuffles their deck, Tommy Oliver must remove the top card of his combat deck and set it aside, face up.

During any Battle including Tommy Oliver: Mighty Morphin Green

Tommy Oliver may place 1 card from his hand on the bottom of his deck to play 1 face-up card that has been set aside as though it were in his hand. After that card has been played, it is set aside face down. (Ignore any abilities that would return it to Tommy Oliver's hand, deck or discard pile.) At the end of that battle, turn all face-down set-aside cards face up.

When Tommy Oliver has no cards remaining in his hand, deck, or discard pile

The Power Rangers Lose!

After Rita Repulsa is deployed

"Ahahaha!" Rita cackles as she arrives, "The power of the Dragon Coin is fantastic! I can see why you didn't want to give it up! Perhaps you should have stayed with me Tommy! Alas, it's too late now! For all of you!"

Tommy Oliver must remove the top card of his combat deck and set it aside, face up.

Each time a Rita Repulsa card deals damage

Augmented by the Green Ranger's energies, Rita has grown more dangerous than ever, but the overflowing energy from the Power Coin is still unstable.

Roll 1 die. Increase that damage by the amount of ~~X~~ on that die. If the die result is a O, place 1 hit token on a Rita Repulsa card of Tommy Oliver's choice.

GAME END

If the Rangers Lose:

Rita Repulsa drains the last of the Green Ranger's power and fires off a devastating wave of lightning that knocks the Rangers off their feet. "Vengeance tastes so sweet! I should remember to brush my teeth!" She cackles at her own joke as she flies off to wreak havoc across the world.

If the Rangers Win:

Even in defeat Rita Repulsa has the last laugh. The Green Candle burns out and drains the last of Tommy Oliver's energies. Zordon consoles him quietly. There is hope in his voice, Zordon knows deep down that this is not the end for Tommy Oliver, but a new beginning.

