



# SCENARIO #16: FINSTER'S FUSIONS



Kickstarter Expansion Box

*"It's time to mix things up, I think." Finster muses to himself. "I feel that my creativity has been stifled of late. Putty Patrollers and ordinary monsters are one thing, but what if I took a page from Baboo's book and concocted some clever cocktails out of my clay creatures?"*

*He takes two random half-formed monster pieces and slams them together, smiling at the odd combination of limbs. He adjusts the settings on his Monster-Matic, removing a number of safety protocols. A wicked gleam fills his eyes as he whispers to himself: "Let's get creative..."*

## SETUP

Follow the normal Setup using any combination of foot soldiers. These will represent fused foot soldiers.

Take 3-5 Foot Soldier enemy decks (they do not need to correspond to the foot soldier figures used in the game.) and shuffle them together to create a single combined foot soldier enemy deck. This is the fused foot soldier enemy deck.

Then proceed with the rest of the setup as normal, using Finster's deployment card in place of the usual Boss Deployment card.

## PLAY

*It seems like an ordinary day fighting the forces of evil, but these aren't normal Putty Patrollers you're up against. Instead, these strange enemies seem to morph and shift between various forms. Brandishing claws one moment and blaster cannons the next!*

### Fused Foot Soldiers

All foot soldier figures in this scenario, regardless of type, are treated as fused foot soldiers. Fused foot soldiers function in the same manner as other foot soldiers except that they all utilize the fused foot soldier enemy deck during battles.

### During Round 2 Deployment Step.

*A hideous roar sounds from the strange form of an amalgam monster. Pieces of it seem familiar but each of its abilities seem to combine in new and unusual ways. Thrashing limbs and radiant energy blasts fill the air as you struggle to find a weak point in this gestalt entity.*

## Merged Monster

After a Monster is deployed, choose another randomly chosen monster enemy deck and shuffle it together with the deployed Monster. This is the merged monster enemy deck.

Each time the Rangers initiate a battle with a Monster, that monster uses the merged monster enemy deck instead of its normal enemy deck. All cards from the merged monster deck are treated as corresponding to the same monster for the purpose of card effects. (Such as Bones' Regeneration or Madame Woe's Teleport.)

## During Round 3 Deployment Step

Another merged monster arrives in a haze of unstable energy. With a single motion it calls the remaining pieces of the monster you've already defeated to augment its abilities.

After the second monster is deployed, shuffle its enemy deck along with an additional monster enemy deck in with the undefeated cards of the merged monster enemy deck.

## During the Deployment Step of Round 4

*"Oh my this is all so very exciting. I hope you've been enjoying my latest masterpiece, Rangers." Finster arrives and gently pokes at the remaining pieces of his merged monster. "I'm no stranger to combining various animals, appliances, and other such things together, but this is one of my first experiments with combining monsters... So be honest, Rangers, what do you think?"*

**Finster is treated as a Boss-type enemy. Do not shuffle his deck in with the merged monster enemy deck. The Rangers must defeat 6 of his cards in order to win the game.**

# BATTLE

During battle with Finster, the **first** and **second** time a defeated Finster enemy card resolves, discard cards from the top of the merged monster enemy deck until you reveal a card without the PASSIVE keyword. Resolve the effect of that card and discard it.

# GAME END

## If the Rangers Lose:

*Finsters combined monsters and foot soldiers overwhelm the Rangers forcing them to beat a hasty retreat. As they continue to cause chaos around town it looks like the Rangers will need to get more creative themselves if they wish to stop these strange mutant monsters!*

## If the Rangers Win:

*"I am simply trying to express myself!" Finster shouts as he retreats back to the moon. When questioned later by Squatt and Baboo on how his new creative endeavor went, he simply sighs. "Never again."*

