



SCENARIO #18: THE SWORD OF LIGHT



The Sword of Light was an ancient artifact linked to the Power Coins. Its unique connection to the Morphin' Grid allows it to transfer the powers of a Ranger from one user to another. However, the events of Shattered Grid have left the Morphin' Grid somewhat unstable, and Zordon, along with Alpha-5 and Billy, have decided to experiment with methods of helping Rangers share their powers in times of great need.

Of course, each Ranger has developed unique skills and techniques to use with their abilities and Power Weapons, so it may take some practice to adapt to the abilities of their friends.

During one of these training exercises, the forces of evil attack! The Rangers must now go save the world while cycling their powers and abilities!

SETUP

Follow the normal setup rules for Power Rangers: Heroes of the Grid. You may use any combination of base game and expansion content.

PLAY

During the game

During this scenario, each time a Ranger places a card in their discard pile for any reason, they must place it into the discard pile of another player of their choice. This applies to cards discarded after being played, discarded for defense, or any other game effect that causes a card to be placed in the discard pile.

When a Ranger powers up or is defeated

If, after shuffling your hand and discard pile into your deck, you have fewer than 10 cards in your deck (20 in game modes where a player controls 2 Rangers), you must take 1 card from the top of another Ranger's deck and place it on top of your deck. Repeat this process until you have at least 10 cards in your deck (or 20 in game modes where a player controls 2 Rangers). Then, shuffle your combat deck.



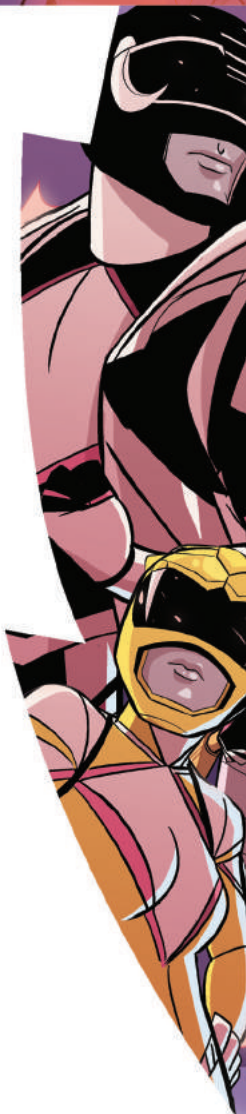
GAME END

If the Rangers Lose:

Unfortunately, the challenge of using each other's weapons and techniques proves too difficult to manage and you're forced to retreat and plan a new avenue of attack. Zordon notes that as a team you still have much to learn from each other.

If the Rangers Win:

The enemy was prepared to fight you in your normal forms, but your ability to rapidly swap techniques and weaponry proves too much for them to handle, and they are defeated, retreating in confusion. You've all learned a great deal about each other's strengths and weaknesses, and as you are returned to your own powers, you feel that these skills may be useful and improve the way you fight with your usual gear! Good work!



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 **AGES 14+**  **2-5 PLAYERS**  **45-60 MIN.**