SCENARIO #6: DARK HORDE

Tenga Warriors, Putty Patrollers, Mastodon Troopers, and more! Who could have thought that the villains would be able to work together in such a coordinated attack?

SETUP
Follow the normal Setup for the base game using any combination Monsters, Bosses etc... Players may choose any Power Ranger. However, you will choose 4 different Foot Soldier types instead of 2.

During Step 5 of Setup, arrange the 4 outer location boards in random order around the Command Center board, then arrange 4 additional outer location boards stacked on top of those boards in such a way that the location names of all 8 locations are visible.

During Step 11 of Setup, shuffle all 40 of the Deployment cards for those 4 Foot Soldier types, creating 4 facedown piles of 5 cards each. Set aside the remaining 20 Foot Soldier Deployment cards; they will not be used this game.

PLAY

During the Deployment Step
Each stack of 2 location tiles is considered 1 location for the purposes of all game effects. When a Foot Soldier would be deployed to either of the 2 stacked location tiles it is deployed to that location.

Figure Limits
The Figure Limit for each stacked location is determined by the bottom location tile in the stack.

GAME END

If the Rangers Lose:
The united power of so many foot soldiers is just too much for the Rangers. It seems that just as you defeat one, two more come to take its place. Though individually weak, their combined strength is overwhelming. The swarm is endless and you’re forced to retreat to devise a new strategy.

If the Rangers Win:
Though the combined forces of all these foot soldiers is daunting, the combined strength of the Power Rangers is even greater. As you defeat wave after wave of foot soldiers you see their organization begin to fall into disarray as their leaders argue over whose fault it is that they’re losing. You finish off the remains of the enemy forces and take solace in a well-fought victory.