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**Mighty Morphin Pink Ranger**

Kimberly Ann Hart

Ability: Quick Shot

At the start of each battle, you may deal 1 damage to an enemy card of your choice.

Kat Hillard

Ability: Agile

When you suffer damage, before revealing a card for defense, you may look at the top 2 cards of your deck and put them back in any order.

Deck

2 Acrobatics

2 Arrow Shot

1 Blade Blaster

2 Flying Kick

1 Power Bow

2 Take Aim

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 5 + X

Individual Cards

Acrobatics

Cost: 0 Shields: 3 Reaction

Play this card when you reveal a card for defense to add the revealed card to your hand instead of discarding it or placing it on the bottom of your deck.

Arrow Shot

Cost: 1 Shields: 2 Attack: 3

Ignore the Guard keyword when choosing a target for this attack.

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Flying Kick

Cost: 0 Shields: 2 Attack: 2

Gain 1 energy.

Power Bow

Cost: 3 Shields: 3 Attack: 6

Ignore the Guard keyword when choosing a target for this attack.

Take Aim

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. You may immediately play another card. If it is an Attack, you may reroll any number of dice during that attack.

Zord: Pterodactyl

Exhaust this card during a battle to gain 2 energy.

Summary

Mighty Morphin Pink has simple, straightforward mechanics but is quite a powerful ranger. Her particular strengths involve generating energy and ignoring the Guard keyword. She has no cards which require other rangers and can therefore play solo decently well if she needs to.

Between the Pterodactyl zord, Flying Kick, and Take Aim, Mighty Morphin Pink can generate 6 energy, which is a lot. This high energy count allows rangers in a fight with her to make the best use of their Blade Blasters and power weapons. Because Take Aim requires MM Pink to immediately play another card (ideally an Attack), she will often be the one making use of this extra energy, but that’s okay. Flying Kick is a fabulous Attack that is all upside and can be played quite liberally.

Between Arrow Shot and Power Bow, MM Pink has 3 cards which ignore Guard. Playing Take Aim into one of these cards (especially Power Bow) will usually be enough to defeat whatever card absolutely needs to go immediately. MM Pink can also Take Aim into Blade Blaster, giving her more energy to spend on it, but that’s not ideal.

Defensively, MM Pink has few cards that matter. Acrobatics is most useful as 3 Shields on top of her deck. If she does draw it though, it allows her to conserve her cards in hand or more quickly draw into her key combo of Take Aim + Power Bow. You play Acrobatics after revealing the card, not before, so MM Pink can be selective about which card to use it on.

Kimberly’s Quick Shot ability complements MM Pink’s ability to damage the most important target regardless of Guard. It requires a good amount of game knowledge to maximize but always feels powerful. On the other hand, Kat’s Agile ability helps MM Pink take damage better. It really combines well with Acrobatics, either by keeping it on top of the deck to tank damage with or by setting up an Acrobatics that is already in hand.

**Mighty Morphin Yellow Ranger**

Trini Kwan

Ability: Double Strike

Once per battle, after you play a card, you may immediately play another card with the same name.

Aisha Campbell

Ability: Momentum

Once per battle, after you defeat an enemy card with an Attack, gain 1 energy.

Deck

1 Blade Blaster

1 Power Daggers

2 Precise Strike

2 Sabertooth Strike

2 Tenacity

2 Twin-Fang Teamwork

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 5 (7) + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Power Daggers

Cost: 3 Shields: 3 Attack: 4

After you resolve this attack, a Ranger of your choice may immediately play 1 card.

Precise Strike

Cost: 0 Shields: 2 Attack: 2 damage

After you play this card, you may spend 1 energy to shuffle it back into your deck instead of discarding it.

Sabertooth Strike

Cost: 1 Shields: 2 Attack: 2

If this Attack defeats the target, you may immediately perform a second Attack with 2 dice.

Tenacity

Cost: 0 Shields: 2 Maneuver

Gain 1 energy. Choose 2 cards from your discard pile and return them to the top of your deck in any order.

Twin-Fang Teamwork

Cost: 0 Shields: 2 Reaction

Play this card after another Ranger resolves an Attack to deal 1 damage to the target of that Attack.

Zord: Saber-Toothed Tiger

Exhaust this card during a battle to allow each participating Ranger to draw up to 2 cards.

Summary

Mighty Morphin Yellow has a lot going on in her kit and is probably the most complex out of the base Rangers. Her particular strength lies in pushing the tempo of her battles, and she accomplishes this goal in several meaningful ways.

Power Daggers lets the rangers play 2 cards in a row. Specifically, it allows the team to play 2 Attacks in a row, which is normally impossible. This lets her team make a big swing and get ahead of the battle formation, hopefully snowballing to a victory in which the rangers take little to no damage. Similarly, Sabertooth Strike lets MM Yellow make multiple attacks in a row. This card is conditional, requiring her to defeat the first target. With only 2 dice, she will want to target a card that has already been damaged or has only 2 HP to begin with. Against foot soldiers, this card can potentially defeat 2 cards with one play. While it is not an Attack, Twin-Fang Teamwork lets MM Yellow piggyback on another ranger’s play, essentially giving their Attack a damage boost to finish off a target they low-rolled and preventing her team from falling behind in turn order to defeat cards. This card’s existence means MM Yellow would rather not fly solo if she has a choice. Of course, with enough energy, Blade Blaster can also defeat multiple cards with one play, putting the team ahead on tempo.

Precise Strike is a different animal. This is an extremely consistent Attack, which will always deal 2 damage to its target. In a dice-rolling game, that kind of guarantee is very powerful. Shuffling it back into the deck is a tricky thing, requiring team communication to know whether or not it’s an okay choice to make.

If it does shuffle back in, Precise Strike complements Tenacity to give MM Yellow a defensive boost. Putting cards back on the deck essentially gives a ranger bonus HP. It also allows them to re-use their most powerful options, especially when combined with the Saber-Toothed Tiger to help draw into those cards mid-battle. Saber-Toothed Tiger also helps combat monsters and bosses who discard rangers’ cards (straight-up or by draining energy), and helps the team dig for the exact card they need for the situation at hand. It is rather situational and the least powerful of the five main zords simply because drawing cards also reduces a ranger’s effective HP total so the ability has limited effectiveness.

Trini’s Double Strike is enormously powerful. She can deal 4 guaranteed damage, heal herself for 4 cards and gain 2 energy for the team, or try to chain 4 two-dice attacks together (only the first and third need to defeat a target to get all 4 attacks). Twin-Fang Teamwork can already be played twice in a row in response to another ranger’s Attack, so Trini doesn’t need to use Double Strike on that card. If she doesn’t have the right two-of in hand, Saber-Toothed Tiger can help her find it. Aisha’s Momentum is much less complex, but adding an energy to the pool without spending time to do so is a powerful ability. Momentum only triggers off Attacks (not Twin-Fang Teamwork), so Aisha will need to defeat a target herself relatively early in the fight.

**Mighty Morphin Blue Ranger**

Billy Cranston

Ability: Strategize  
Once per battle, a Ranger of your choice may draw 1 card and then place 1 card from their hand back on top of their deck.

Deck

1 Blade Blaster

2 Counter Jab

2 Knowledge is Power

2 Mighty Maces

1 Power Lance

2 Tactical Strike

Cards: 10 Shields: 20 Attacks: 8 Maneuvers: 2 Reactions: 0 Total Cost: 5 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Counter Jab

Cost: 0 Shields: 1 Attack: 1 + 1 damage

Special Defense: If this card is revealed for defense, deal 1 damage to an enemy card of your choice.

Knowledge is Power

Cost: 0 Shields: 2 Maneuver

Gain 1 energy. A Ranger of your choice may search their deck for a card and add it to their hand. If they do, they must shuffle their deck.

Mighty Maces

Cost: 1 Shields: 3 Attack: 3

Special Defense: If this card is revealed for defense, gain 1 energy.

Power Lance

Cost: 3 Shields: 3 Attack: 4

After you play this card, place it on top of your deck instead of discarding it.

Tactical Strike

Cost: 0 Shields: 2 Attack: 2

After you play this card, place it on top of your deck instead of discarding it.

Zord: Triceratops

Exhaust this card to allow any Ranger to choose up to 2 cards from their discard pile and return them to the top of their deck in any order.

Summary

Billy is another relatively complex character, and another extremely powerful one. He is not flashy like some of his teammates, but his big-brain plays involve setting up his fellow rangers for success. Choosing who requires good game knowledge and good communication. Strategize is always good on its face, allowing any ranger to improve their hand quality during a battle. However, it combines well with Billy’s Special Defense mechanic, allowing him to guarantee one of those triggers. It further combines well with the Triceratops zord, allowing any ranger to tutor for a specific card from the discard while they heal. Finally, Strategize combines really well with other ranger abilities which manipulate the top of their deck, such as MM Yellow’s Tenacity or MM Pink Kat’s Agile ability. With all this going on, optimizing Strategize gets tricky.

Knowledge is Power is a very strong Maneuver. The energy is nice, but allowing a ranger to tutor for any card from their deck can be game-changing. How powerful this card is depends on how aware Billy’s teammates are of the contents of their decks. Sure, he can use it on himself, but other rangers’ cards are often better to tutor up. Triceratops is much easier to manage. Use it to help a ranger heal each and every round. It can be combined with mid-battle draw abilities such as Saber-Toothed Tiger or Strategize to become a tutor. Essentially, with Billy around, his teammates always have access to their best cards.

Billy’s other strength lies in taking damage for his team. His Power Lance and Tactical Strike cards allow him to deal damage while maintaining a high deck count with which to tank hits. Additionally, Billy has 4 cards with Special Defense triggers which benefit his team for him taking the damage, either by gaining energy or dealing some chip damage. Triceratops and Strategize are very useful in setting up these cards. Mighty Maces triggers can also set up Billy’s use of a Blade Blaster pretty well.

**Mighty Morphin Black Ranger**

Zack Taylor

Ability: Hip-Hop Kido

Once per battle, after you defeat an enemy card with an Attack, you may deal 1 damage to another enemy card adjacent to your target.

Adam Park

Ability: Adaptable

Once per battle, you may swap a card from your hand with the top card of your discard pile.

Deck

1 Blade Blaster

2 Mammoth Slam

1 Power Axe

2 Reckless Blow

2 Smooth Moves

2 Sweeping Strike

Cards: 10 Shields: 18 Attacks: 8 Maneuvers: 0 Reactions: 2 Total Cost: 7 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Mammoth Slam

Cost: 0 Shields: 2 Attack: 2

If there are 4 or more cards in your discard pile, add 1 die to this Attack.

Power Axe

Cost: 3 Shields: 3 Attack: 3

After rolling, choose 2 dice from this Attack and deal that much damage to each enemy card adjacent to the target.

Reckless Blow

Cost: 1 Shields: 1 Attack: 2

Before rolling, you may discard the top card of your deck to add 2 dice to this Attack.

Smooth Moves

Cost: 0 Shields: 2 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 2 and gain 1 energy.

Sweeping Strike

Cost: 1 Shields: 2 Attack: 2

Deal 1 damage to an enemy card adjacent to the target.

Zord: Mastodon

Exhaust this card to immediately remove 1 foot soldier figure from any location and place it on the experience track.

Summary

Mighty Morphin Black is a powerful attacker, able to output the most raw damage out of the Mighty Morphin squad. In trade, he has 2 fewer Shields in his deck and a higher than average energy cost requirement. In other words, MM Black is a bit fragile, especially when on his own.

MM Black has 4 single-target Attacks which can output 1 more die roll than their energy cost would typically allow. Mammoth Slam costs zero energy, which normally allows for a 2-dice Attack. If MM Black has taken damage, played enough cards, or played any Reckless Blows to fill up his discard pile, Mammoth Slam will roll 3 dice instead. Reckless Blow is the 1-cost counterpart to Mammoth Slam. Ordinarily, 1 energy allows for 3 dice. By discarding a card from his deck, MM Black gets to roll 4 dice. This is strongly encouraged, since 1 energy for 2 dice is inefficient and because the self-mill sets up Mammoth Slam.

MM Black also has AOE Attacks, something very few rangers have access to. Sweeping Strike is interesting. Normally, 1 energy for 2 dice is inefficient, but the 1 guaranteed damage and ability to get around Guard makes up for this. Blade Blaster can be an AOE Attack as well. Finally, Power Axe rolls relatively few dice for its cost. However, applying this damage to up to 4 enemy cards (2 to the side and 1 above/below) lets this Attack wipe huge chunks out of the enemy battle line, especially if someone on MM Black’s team can add dice to the Attack (someone like MM Red).

The Mastodon zord doesn’t do anything in combat, since removing the figure does not remove their associated combat card once the fight has already started. What it does do is help control the board and mitigate panic while adding to the rangers’ ability to summon additional zords. If the rangers have already cleared everything, it can also be used to gain 1 experience from a monster fight when the foot soldiers would disappear anyway.

Smooth Moves is a very powerful and straightforward defensive tool which helps MM Black with his energy costs as well as low Shield count. It’s even better if MM Black can use it to help his teammates who are actually good at taking damage.

Zack’s Hip-Hop Kido ability complements the nature of his deck’s strong Attacks and AOE, adding more guaranteed damage and more AOE. He can set it up himself just fine, but abilities like MM Yellow’s Twin-Fang Teamwork or Kimberly’s Quick Shot really help Zack get this trigger to go off. Free damage is very strong. While Adam loses this extra damage feature, his Adaptability lets him continuously make use of the best tool for the job. He can re-use Power Axe if his teammates can give him the energy, chain his big single-target hits (especially since Reckless Blow helps him tutor for cards this way), or re-buy Smooth Moves to help the team survive, all of which are very strong plays.

**Mighty Morphin Red Ranger**

Jason Lee Scott

Ability: Leadership

Once per battle, a Ranger of your choice may reroll any number of dice during an Attack.

Jason Lee Scott (Dragon Shield)

Ability: Legacy of the Dragon

During setup, add the Dragon Shield (Mighty Morphin Red) and Dragon Dagger (Mighty Morphin Red) cards to your starting hand.

Rocky DeSantos

Ability: Bravery

When you reveal a card for defense, if that card would be placed on the bottom of your deck, you may add it to your hand instead.

Deck

1 Blade Blaster

2 Block

2 Lead the Charge

1 Power Sword

2 Team Tactics

2 Tyranno Slash

Cards: 10 (12) Shields: 20 (26) Attacks: 6 (7) Maneuvers: 2 Reactions: 2 (3) Total Cost: 5 (9) + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Block

Cost: 0 Shields: 3 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 3.

Lead the Charge

Cost: 0 Shields: 2 Attack: 2

The next time any Ranger performs an Attack during this battle, add 1 die to that Attack.

Power Sword

Cost: 3 Shields: 3 Attack: 5

The next time any Ranger performs an Attack during this battle, add 2 dice to that Attack.

Team Tactics

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. Another Ranger of your choice may immediately play 1 card.

Tyranno Slash

Cost: 1 Shields: 2 Attack: 3

You may reroll any number of dice during this Attack.

Dragon Dagger (Mighty Morphin Red)

Cost: 3 Shields: 3 Attack: 3

Perform this Attack twice.

Dragon Shield (Mighty Morphin Red)

Cost: 1 Shields: 3 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 3. The next time you perform an Attack during this battle, add 1 die to that Attack.

Zord: Tyrannosaurus

Exhaust this card before a Ranger performs an Attack to add 2 dice to that Attack.

Summary

Mighty Morphin Red is another strong straightforward ranger. He can deal good damage on his own, but his true strength lies in supporting and empowering his teammates to make flashy plays.

MM Red has 3 cards which boost the dice of the subsequent Attack rolled: Lead the Charge and Power Sword. All 3 of these cards are incredible for setting up Red’s teammates to deal big damage. The Tyrannosaurus zord provides a fourth way to boost his team’s dice output. Also, MM Red has Tyranno Slash, which is a very solid 1-cost Attack, since he will always get to reroll its misses. Blade Blaster provides MM Red with a final Attack option, just like his teammates.

Team Tactics is a completely free card. In any combat with MM Red, he can simply fire it out, gain 1 energy, and let someone else play a card. Because this card specifically requires another ranger to play the card instead of him, MM Red does not typically want to play solo. Rounding out the deck, MM Red has Block, which is a simple and powerful tool for mitigating damage, helping his teammates survive to do their thing.

Jason’s Leadership ability gives him yet another way to buff his team, allowing one reroll during an Attack. Combined with an ally’s power weapon, this ability will often generate big damage numbers but it can also be used simply to ensure a defeat of a card if it gets the rangers ahead of the battle line. Dragon Shield Jason loses this ability, which is a big loss, but becomes individually stronger as a result, gaining 2 powerful cards (and 6 shields) for his deck. He can add dice to his own Dragon Dagger which can deal enormous amounts of damage, and Dragon Shield is a Block with a dice boost stapled to it! Rocky’s Bravery ability also sacrifices Jason’s rerolls, choosing instead to protect his teammates from damage. Bravery requires some setup from a teammate such as Billy to be truly effective, but putting Blocks on top of Rocky’s deck, tanking a hit, getting the Block in hand to mitigate a second hit allows his team to shrug off some serious damage.

**Mighty Morphin Green Ranger**

Tommy Oliver

Ability: Loner

If you are the only player with a Ranger in your location, you may add 1 die to each of your Attacks.

Alternate Ability: Gift of the Dragon

Once per battle, you may place 1 card from your hand on another Ranger’s character card. That Ranger may play that card as if it were in their hand. Place that card on the bottom of your deck after it resolves.

Deck

1 Blade Blaster

2 Dagger Solo

1 Dragon Dagger

2 Dragon Rush

2 Dragon Shield

2 Solo Strike

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 9 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Dagger Solo

Cost: 1 Shields: 1 Maneuver

For the rest of this battle, the energy cost of all combat cards is reduced by 1.

Dragon Dagger

Cost: 3 Shields: 3 Attack: 3

Perform this Attack twice.

Dragon Rush

Cost: 1 Shields: 2 Attack: 1

After you resolve this Attack, you may perform a second Attack with 2 dice.

Dragon Shield

Cost: 1 Shields: 3 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 3. The next time you perform an Attack during this battle, add 1 die to that Attack.

Solo Strike

Cost: 0 Shields: 2 Attack: 2

Before rolling, you may remove 1 die from this Attack. If you do, return this card to your hand instead of discarding it after this Attack resolves.

Zord: Dragonzord

Exhaust this card when any Ranger defeats an enemy card with an Attack to deal excess damage from that Attack to another enemy card of your choice.

Summary

MM Green Tommy is pretty thematic. In the first season of MMPR, while he was the Green Ranger, he didn’t interact as much with the group. When he transitioned into White Ranger powers in season 2, coinciding with Jason’s leaving the group, Tommy stepped up as a leader, but early on he stuck to himself and helped the team out in a jam. Tommy’s Loner ability fits this bill perfectly, while giving him a niche to fill on teams.

All of his Attacks will roll 1 more die than their printed values, which makes his cards better than when you initially look at them. Even Blade Blaster will roll 1 die! Dragon Dagger rolls 8 total dice, Dragon Rush rolls 5, and Solo Strike rolls 3 for zero energy. Of course, Tommy can choose to roll 2 dice with Solo Strike in order to preserve cards in hand. He will want to do this quite often, since the solo playstyle tends to require a Ranger to spend a lot of resources. In addition to the bonus dice from Loner, Tommy’s Dragon Shield generates 1 extra die on his next Attack. When combined with Dragon Dagger, this is especially strong since both rolls get the benefit.

Since this large dice pool will sometimes lead to overkills on cards, Tommy’s Dragonzord lets him (or an ally like his girlfriend Kimberly) to make the most out of high rolls by spreading out the damage. This little bit of added AOE naturally synergizes with Tommy’s Blade Blaster.

To balance out his very high damage output, Tommy’s deck costs much more energy than a normal Ranger’s. Never fear though. Tommy has Dagger Solo to help himself out. If he spends his first play on this card, the his only cards that will cost energy that battle will be Blade Blaster (which is unfortunately not affected at all by the cost reduction) and Dragon Dagger (which will cost 2). Dagger Solo is Tommy’s most important contribution for those times where he does need to join the other Rangers (like when fighting the boss).

Tommy’s alternate ability, Gift of the Dragon, is pretty wacky. With it, he wants to stick together with a group, using Dagger Solo to supercharge a whole team worth of character cards. The best card to donate to a loner or smaller group character is Dragon Shield for the extra defense. Solo Strike and Dragon Rush without Loner aren’t very powerful unless the receiving Ranger has ways to boost their own dice (like Dino Thunder Black but he has plenty of his own Attacks, as do MM Red and Marv Shih). Basically everyone has a Blade Blaster anyway. Fortunately, giving the Dragon Shield to other Rangers is both powerful and thematic. Since it is placed back into Tommy’s deck upon resolution, Gift of the Dragon + Dragon Shield effectively costs 1 energy to negate 3 damage, generate 1 Attack die, and put 3 Shields back into Tommy’s deck!

**Mighty Morphin White Ranger**

Tommy Oliver

Ability: Guardian Light

Once per battle, when any Ranger reveals a card for defense, you may add 1 Shield to that card.

Alternate Ability: Rallying Light

Once per battle, if there is no energy in the shared pool, you may gain 1 energy.

Deck

2 Feinting Slash

2 Flash Kick

2 Flying Tiger

2 Guardian Armor

1 Saba’s Eye Beams

1 Saba Slash

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 3 Reactions: 2 Total Cost: 7

Individual Cards

Feinting Slash

Cost: 1 Shields: 1 Attack: 3

If you roll any miss results during this Attack, return this card to your hand instead of discarding it.

Flash Kick

Cost: 0 Shields: 2 Reaction  
Play this card at the start of a battle to roll 2 dice and deal that much damage to the first enemy card in the combat sequence.

Flying Tiger

Cost: 0 Shields: 2 Attack: 2

After you resolve this Attack, you may spend 1 energy to allow another Ranger to immediately play 1 card with an energy cost of zero.

Guardian Armor

Cost: 0 Shields: 3 Maneuver

Gain 2 energy. Place this card on top of your deck instead of discarding it.

Saba’s Eye Beams

Cost: 2 Shields: 1 Maneuver

Deal 1 damage each to up to 4 enemy cards.

Saba Slash

Cost: 3 Shields: 3 Attack: 5

You may divide this damage among any number of targets.

Zord: White Tigerzord

Exhaust this card when any Ranger performs a Maneuver to allow another Ranger to immediately play 1 card with an energy cost of zero.

Summary

White Ranger Tommy is an all-around type character. He can deal a lot of damage, negate a good amount of damage, and lets his team get way ahead on tempo. This style of play is pretty thematic as well, since in seasons 2-3 of MMPR, Tommy was the star of the show, leading from the front and bringing everyone else along with his heroics. It also makes MM White Tommy one of the most powerful and versatile Rangers in the game (as of Wave 2).

On offense, Tommy has Feinting Slash (an efficient Attack which sometimes preserves itself in hand), Saba’s Eye Beams (a much more efficient form of Blade Blaster), and Saba Slash (a strong power weapon that can split its damage but not ignore Guard). On defense, Tommy has Guardian Armor (to generate lots of energy and put 3 shields on top of his deck so he can take a hit), and the Guardian Light ability which negates 1 damage every battle.

Tommy’s most unique ability, though, is his penchant for getting his team ahead of the battle sequence. Flash Kick is a Reaction to a battle starting, much like Kimberly’s Quick Shot. With it, Tommy gets to put damage out before even a Fast card activates. Flying Tiger is an efficient attack by itself, but the team can decide to spend 1 energy to make a double play that turn. The White Tigerzord also allows a double play on a Ranger turn. The first card played must be a Maneuver, but Tommy has 3 of those (including Saba’s Eye Beams which is the rare Maneuver which does damage) and Rangers often don’t have time to play those beneficial cards. White Tigerzord allows Tommy’s team to play a Maneuver without sacrificing their DPS. Finally, Tommy’s alternate ability, Rallying Light, is another way to get ahead on tempo by spending energy to play cards without fear.

**Mighty Morphin Purple Ranger**

Farkas “Bulk” Bulkmeier

Ability: Big Bully

Once per battle, you may verbally insult 1 enemy card, then discard 1 card from your hand to deal 1 damage to that enemy card.

Deck

2 Big Pig Energy

1 Cockroach Combo

2 Fight Dirty

2 Fist-Bump Strike

2 Hip Check

1 Power Bomb

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 5

Individual Cards

Big Pig Energy

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. The next time you perform an Attack during this battle, add 2 dice to that Attack. After you play this card, place it on top of your deck instead of discarding it.

Cockroach Combo

Cost: 1 Shields: 1 Attack: 2

Another Ranger may discard 1 card from their hand to add 2 dice to this Attack. If that card is named Cockroach Combo, add 4 dice instead.

Fight Dirty

Cost: 0 Shields: 2 Reaction

Play this card when another Ranger suffers damage to increase the damage by 1, then roll 2 dice and deal that much damage to an enemy card of your choice.

Fist-Bump Strike

Cost: 1 Shields: 2 Attack: 3

Offer a fist bump to another Ranger in your location. If they accept, deal 1 damage to an enemy card of that Ranger’s choice.

Hip Check

Cost: 0 Shields: 3 Attack: 3

After you resolve this Attack, suffer 1 damage for each miss result rolled.

Power Bomb

Cost: 2 Shields: 3 Attack: 2

After you resolve this attack, flip this card onto the combat sequence from a height of at least 12 inches. When it lands, deal 3 damage to each enemy card it touches.

Zord: Baconodon

Exhaust this card when any Ranger suffers damage to increase that damage by 1, then deal 3 damage to an enemy card of your choice.

Summary

Every single card (including his character ability and zord!) Bulk has is all about dealing damage. His unique mechanic is that Bulk will actually damage his own team in order to generate his high damage output. While it does come with drawbacks, building around Bulk in order to manage them is a very worthwhile task, as his damage output can be very high.

The Baconodon increases the damage Bulk or one of his teammates takes but generates 3 non-Attack damage which can hit even a Guarded card. Similarly, Fight Dirty increases the damage one of Bulk’s teammates takes to generate some non-Attack damage. Hip Check is a 3-dice Attack for zero energy cost, but rolling misses causes Bulk to take recoil damage. Sometimes, this is an opportunity to activate the Baconodon. An even more powerful way to mitigate Hip Check is to team Bulk with Marvin Shih’s Lion Hyper Zord which can turn the misses into hits. Big Pig Energy lets Bulk set himself up to deal huge damage, and placing it back on top of his deck effectively tanks the extra damage from Baconodon.

Bulk’s other mechanic is that he needs at least one other Ranger in his location (preferably Skull, but other combinations are good too) to reach his full damage output. Fist-Bump Strike is a straightforward (and fun!) way to put out extra damage. Cockroach Combo also requires another character to set him up. Only Skull has another copy of the card, so he is Bulk’s ideal partner. However, the card combines nicely with any Ranger who interacts with their discard pile in meaningful ways (MM Black, Magna Defender, etc.).

Power Bomb is just a good card. While massively inefficient on the its face, flipping accuracy counts for a lot. This card can deal huge amounts of raw damage to the enemy lineup if placed correctly, and playing it is always very dramatic.

Finally, the Big Bully ability is a costly way to generate 1 non-Attack damage. To really make the most of it, Bulk needs a partner Ranger who can help him recover cards. Skull’s Wingman ability is a perfect way to do this, but there are others.

**Mighty Morphin Orange Ranger**

Eugene “Skull” Skullovitch

Ability: Wingman

Once per battle, when another Ranger defeats an enemy card, you may offer them a high five. If they accept, that Ranger may choose 1 card from their discard pile and return it to the bottom of their deck.

Deck

2 Chancey Chop

1 Cockroach Combo

2 Fight or Flight

2 Finger Guns

2 High-Five Strike

1 Power Nap

Cards: 10 Shields: 20 Attacks: 7 Maneuvers: 1 Reactions: 2 Total Cost: 5

Individual Cards

Chancey Chop

Cost: 0 Shields: 2 Attack: 2

Before rolling, choose evens or odds. If the number of damage results you roll matches your choice, gain 1 energy and return this card to your hand instead of discarding it.

Cockroach Combo

Cost: 1 Shields: 1 Attack: 2

Another Ranger may discard 1 card from their hand to add 2 dice to this Attack. If that card is named Cockroach Combo, add 4 dice instead.

Fight or Flight

Cost: 0 Shields: 2 Reaction

Play this card when any Ranger suffers damage to flip a coin. If heads, deal 2 damage to an enemy card of your choice. If tails, reduce the damage by 2.

Finger Guns

Cost: 0 Shields: 1 Attack: Special

Point at one or two enemy cards and say “pew pew”. This Attack deals 2 damage, divided as you choose between those enemy cards.

High-Five Strike

Cost: 1 Shields: 3 Attack: 1

Offer a high five to another Ranger in your location. If they accept, that Ranger may immediately play 1 card, reducing its energy cost by 1.

Power Nap

Cost: 2 Shields: 3 Maneuver

Roll 5 dice. For each damage result, any Ranger may choose 1 card from their discard pile and return it to the top of their deck.

Zord: Featherdactyl

Exhaust this card to allow any Ranger to choose any number of cards from their discard pile and return them to the bottom of their deck. That Ranger must then discard an equal number of cards from the top of their deck.

Summary

Skull provides an interesting mix of damage, utility, and wacky nonsense. Like his partner in crime, Bulk, he really needs a second Ranger in his location to be an effective character. If he has a buddy though, Skull gets to do plenty of cool stuff. For starters, Wingman lets him heal his ally by placing a card onto the bottom of their deck. Between the ability and Featherdactyl, Skull pairs quite well with Ninjor to allow Rangers in his location to re-use key cards. High-Five Strike is a way to get a “free” 1-die Attack out and then let the other Ranger actually do something. Cockroach Combo also requires another character to set him up. Only Bulk has another copy of the card, so he is Skull’s ideal partner. However, the card combines nicely with any Ranger who interacts with their discard pile in meaningful ways (MM Black, Magna Defender, etc.).

Rounding out Skull’s damage profile, he has Finger Guns and Chancey Chop. Finger Guns allows Skull to finish off 1-2 enemy cards with guaranteed damage. It is an Attack and is therefore bound by the rules of Guard but the guarantee is powerful. Chancey Chop illustrates Skull’s other mechanic: random effects. Calling the die roll gives the card a nice bonus. It is probably correct to call evens every time because of how 2 dice works. Fight or Flight is another random effect. It triggers when a Ranger takes damage (pairing well with Bulk), and either helps them survive or punishes the enemy with some free damage in return, both of which are good outcomes, so you can’t go wrong playing the card.

Finally, Skull has some interesting “healing” mechanics (in addition to Fight or Flight and Wingman). His big card, Power Nap, is not an Attack. Instead, it allows Skull’s team to heal by 1 card, getting their best card out of the discard pile in the process. Featherdactyl does not actually heal a Ranger, since the amount of cards added to their deck is the same as the amount discarded. What it does do is allow a Ranger to recycle their good cards. It’s a pretty niche zord to be honest and probably best if the affected Ranger sticks with smaller amounts of cards.

**Alpha 5**

Supportive A.I.

In this mode, Alpha 5 is an extra member of the team, not controlled by any single player. During setup, place the Alpha 5 character card next to the power board, Supportive A.I. side up. Then shuffle the Alpha 5 deck and place it nearby, face down. During the game, players can interact with the Alpha 5 deck as specified on Alpha 5’s character card.

Ability: Recovery Boost

When any Ranger performs the Recover action, they may choose to recover up to 2 fewer Shields in order to draw an equal number of cards from the Alpha 5 deck. When any Ranger plays an Alpha 5 card, shuffle it back into the Alpha 5 deck.

Loyal Robot

In this mode, one player controls Alpha 5 instead of controlling a Ranger. During setup, that player puts the Alpha 5 character card in front of them, Loyal Robot side up. Then they shuffle the Alpha 5 deck and draw a starting hand like everyone else. Alpha 5 is treated as a Ranger, for all game effects. Other abilities and restrictions are specified on Alpha 5’s character card.

Ability: Aye-yi-yi!

You cannot move from the Command Center. You cannot perform the Battle action, but you may play cards in every battle, regardless of location. When you perform the Recover action, you may allow another Ranger to recover instead.

Deck

2 Emergency Shields!

2 Energize

1 Go! Go!

2 Recovery Protocol

2 Tactical Support

1 Teleport

Cards: 10 Shields: 15 Attacks: 0 Maneuvers: 5 Reactions: 5 Total Cost: 6

Individual Cards

Emergency Shields!

Cost: 0 Shields: 2 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 2.

Energize

Cost: 0 Shields: 1 Maneuver

Gain 3 energy.

Go! Go!

Cost: 1 Shields: 2 Reaction

Play this card before another Ranger performs an Attack to add 2 dice to that Attack.

Recovery Protocol

Cost: 1 Shields: 1 Reaction

Play this card when another Ranger plays a card to allow that Ranger to return the card to their hand instead of discarding it.

Tactical Support

Cost: 0 Shields: 1 Maneuver

A Ranger of your choice may draw up to 2 cards, then immediately play 1 card.

Teleport

Cost: 3 Shields: 3 Maneuver

Move 1 Ranger from another location to this location.

Zord: N/A

Summary

As a Supportive A.I., Alpha is simply an added bit of complexity to the game. He gives the Rangers more decisions to make, which is generally a good thing. As a Loyal Robot, however, Alpha takes up a player slot and is really fun and interesting. He cannot leave the Command Center and will therefore never take damage unless the team is playing a Assault Mode or a scenario which allows for Command Center fights. If he is able to take damage, his 15-shield deck is quite frail, as there are quite a few 1-shield cards in it.

On the other hand, Alpha gets to take part in every battle on the board, which is incredibly powerful. While he has no Attacks, Alpha keeps his teammates healthy and gives them options. He does have one card, Go! Go!, which helps his allies deal damage but it needs an Attack to piggyback onto.

As far as healing the team, Alpha’s ability allows him to trade his actions to help Rangers Recover, keeping them in the fight and allowing them to initiate fights more often. Emergency Shields! helps tank damage. His big card, Teleport, can even save a Ranger from dying. Alpha has to play Teleport before the Ranger takes lethal damage, but it is a great way to survive a monster or boss fight when the Rangers have defeated enough cards but might not survive the rest of the battle. In Assault Mode, it can also save the team an action in some cases.

When giving his team options, Alpha has Energize, instantly granting enough energy for a power weapon play, Recovery Protocol to allow a Ranger to re-use a key card, and Tactical Support for cases when a Ranger’s hand has been discarded or they know what’s on top of their deck. In fact, combining Alpha with a Ranger who can manipulate the top of their own or another’s deck is a great idea.

**Ninjor**

Creator of the Power Coins

Ability: The Power of Ninja!

Once per battle, each Ranger may look at the bottom card of their deck and may swap that card with a card from their hand.

Deck

2 Encouraging Word

2 Flying Kick

2 Ninjato Blade

1 Nimbus Strike

2 Showboating

1 Unlock Potential

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 0 Reactions: 5 Total Cost: 6

Individual Cards

Encouraging Word

Cost: 0 Shields: 3 Reaction

Play this card when another Ranger rolls any miss results during an Attack. That Ranger may choose 1 card from their discard pile and place it on the bottom of their deck.

Flying Kick

Cost: 0 Shields: 2 Attack: 2

Gain 1 energy.

Ninjato Blade

Cost: 1 Shields: 2 Attack: 3

After this Attack resolves, you may place this card on the bottom of your deck instead of discarding it.

Nimbus Strike

Cost: 3 Shields: 3 Attack: 3

Instead of choosing a target, choose a keyword (such as Fast, Guard, or Passive). This Attack deals its full damage to up to 3 enemy cards with that keyword.

Showboating

Cost: 0 Shields: 1 Reaction

Play this card when an enemy card without the Passive keyword resolves. Prevent all effects of that enemy card. Gain 1 energy. Skip the next Ranger turn in this battle.

Unlock Potential

Cost: 1 Shields: 1 Reaction

Play this card after any Ranger exhausts a Zord card to ready that Zord card. You may play this card in any battle, regardless of location.

Zord: Ninjor Battle Mode

Exhaust this card to allow up to 3 Rangers to each choose 1 card from their discard pile and place it on the bottom of their deck.

Summary

Ninjor is a master of utility effects and tricks. He is, in many ways, one of the most difficult Rangers to play optimally in all of Waves 1 and 2 because there are so many decisions to make with him. A lot of those decisions come from his ability, The Power of Ninja! At face value, the ability is a simple hand improvement skill that affects each Ranger participating in the battle. That’s quite good by itself. Managing the top card is better than managing the bottom, but Billy’s Strategize only affects one person. However, there are several conditions under which a Ranger might already know what’s on the bottom of their deck. The most common one is when someone puts a card on the bottom when taking damage. Otherwise, Skull, Zeo Gold Jason, Jack Thomas, and Eddie Banks have ways to put a specific card on the bottom of someone’s deck. These Rangers are therefore strong partners for Ninjor.

Furthermore, Ninjor has some cards of his own which let him control the bottom of someone’s deck. Encouraging Word triggers on miss rolls, which happen all the time. Ninjato Blade is an efficient Attack which Ninjor can put on the bottom of his own deck to get back if he wants. His zord, Ninjor Battle Mode, lets most of the team control the bottom of their deck. Activating Ninjor Battle Mode + The Power of Ninja! is a group-wide card tutor from the discard, which is pretty amazing. The zord also heals the group for 3 along the way!

Aside from the hand manipulation abilities, Ninjor has some powerful Reaction cards which create completely unique effects. Showboating lets him spend the upcoming Ranger turn to completely negate a devastating monster or boss card and gain 1 energy in the process. Against bosses, the amount of damage this negates is astronomical. Unlock Potential lets Ninjor re-use anyone’s Zord. They must activate it during battle, but Ninjor does not need to be participating in that battle and most Zords have combat effects anyway. Even the ones that don’t can be activated during battle to good effect. The target does not need to re-use their Zord right away either … but they can!

When he goes on offense, Ninjor complements his Ninjato Blades with Flying Kick (also generating energy) and his power weapon, Nimbus Strike. This card rolls a below average number of dice, but since it applies its full damage to up to 3 enemy cards it will output tons of damage with a good roll. Getting rid of or chunking down up to 3 keyword cards is a huge deal against monsters and especially bosses.

**Zeo Rangers**

**Zeo Ranger I Pink**

Kat Hillard

Ability: One Step Ahead

You may look at the top card of your deck at any time. You may play that card as though it were in your hand.

Deck

2 Dancer’s Grace

2 Disc Throw

2 Fire Cloud

1 Power Disc

1 Power Pod Sword

2 Tai Chi Strike

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 6

Individual Cards

Dancer’s Grace

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. Look at the top 2 cards of your deck and put them back in any order. Then you may immediately play another card.

Disc Throw

Cost: 0 Shields: 2 Attack: 2

After you play this card, if you played it from the top of your deck, return it to the top of your deck instead of discarding it.

Fire Cloud

Cost: 1 Shields: 3 Attack: 3

If you played this card from the top of your deck, you may divide this damage between any 2 adjacent targets and ignore the Guard keyword when choosing targets for this Attack.

Power Disc

Cost: 3 Shields: 3 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 3 and deal 3 damage to an enemy card of your choice.

Power Pod Sword

Cost: 1 Shields: 1 Reaction

Play this card when any Ranger performs an Attack to add 1 die to that Attack. That Ranger may divide that damage among any number of targets.

Tai Chi Strike

Cost: 0 Shields: 2 Attack: 2

Gain 1 energy for each miss result you roll during this Attack. If you played this card from the top of your deck, add 1 die to this Attack.

Zord: Zeozord I

Exhaust this card to gain 1 energy and allow each Ranger to look at the top card of their deck. Each Ranger may either draw that card or return it to the top of their deck.

Summary

Kat is a very deep Ranger. She is one of the only Rangers who has to think long and hard about drawing cards. Thanks to her One Step Ahead ability, she always has at least 1 available card. In fact, 6 of her 10 cards get bonus effects when played from the top of her deck, rather than her hand. Four of them, Fire Cloud and Tai Chi Strike, are Attacks which are strictly better played off the top. The other two, Disc Throw, can be useful if Kat needs to take damage. If she doesn’t take damage though, Disc Throw will soft-lock the top of her deck, preventing her from seeing new cards.

If Kat doesn’t like what she sees on the top of her deck, she can play Dancer’s Grace to switch things around. There is zero downside to this card, as it allows Kat to make a double play. It also gains an energy. Very strong stuff. Zeozord I also lets Kat change what’s on top of her deck. It applies to the whole team, which is pretty great. Even if they just return the card to the top of their deck, they will know what’s coming if they need to take damage.

Power Disc is a card that’s better off in Kat’s hand (useful to draw with Zeozord I if she sees it). It’s a non-traditional power weapon, which is nice to see, and it is quite an effective board swing, blocking 3 damage and dealing 3 back. It’s too situational to want to play off the top of Kat’s deck though.

Like all Zeo Rangers, Kat has a Power Pod Sword. This card is far less situational than the standard Blade Blaster that most Rangers have. Energy tends to get spent down pretty aggressively and there is rarely a time when Blade Blaster is both in hand and effective. Power Pod Sword only costs 1 (the perfect cost for the Zeo Megazord), boosts an Attack’s damage, and lets the Ranger split it as they want. It’s a phenomenal card and, while not strictly better than Blade Blaster, it basically is.

**Zeo Ranger II Yellow**

Tanya Sloan

Ability: Critical Strike

Once during each of your Attacks, you may treat a 2 damage die result as a 3 damage die result instead.

Deck

2 Building Momentum

2 Chain Combo

2 Intercepting Strike

1 Power Double Clubs

1 Power Pod Sword

2 Rapid Kicks

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 2 Reactions: 3 Total Cost: 8

Individual Cards

Building Momentum

Cost: 0 Shields: 3 Maneuver

Gain 1 energy. Any Ranger may immediately play 1 card with an energy cost of zero. If that card is an Attack, add 1 die to that Attack, then after rolling remove 1 die from that Attack.

Chain Combo

Cost: 0 Shields: 2 Attack: 3

After rolling, remove 1 die from this Attack.

Intercepting Strike

Cost: 1 Shields: 1 Reaction

Play this card when any Ranger discards a card for defense. Deal an amount of damage equal to the number of Shields on the discarded card to an enemy card of your choice.

Power Double Clubs

Cost: 3 Shields: 3 Attack: 5

After rolling, remove 2 dice from this Attack. Then perform a second Attack with 2 dice, targeting an enemy card adjacent to the first target.

Power Pod Sword

Cost: 1 Shields: 1 Reaction

Play this card when any Ranger performs an Attack to add 1 die to that Attack. That Ranger may divide that damage among any number of targets.

Rapid Kicks

Cost: 1 Shields: 2 Attack: 4

After rolling, remove 2 dice from this Attack.

Zord: Zeozord II

Exhaust this card before any Ranger performs an Attack to add 3 dice to that Attack, then after rolling remove 3 dice from that Attack.

Summary

Tanya is a bruiser-type Ranger. She wants to hit things until they flip over and don’t matter anymore. Her unique mechanic is that she gets to roll more dice than average but will not count some number of the rolls. She is attempting to fish for 2-damage rolls on dice so she can use her Critical Strike ability to get an extra damage.

Chain Combo is basically a standard-issue zero-cost, 2-dice Attack. However, it’s more damage than that on average, because Tanya actually has 3 chances to roll hits. Rapid Kicks is a bit riskier. If she rolls poorly, the Attack becomes an inefficient 1 energy for 2 dice. If she can roll a 2 on any of the 4 dice though, it’s pretty strong. Power Double Clubs is basically 3 energy for 5 dice worth of damage (which is an above average power weapon), except that the first hit will again yield higher than 3 dice worth of damage on average. Tanya’s Zeozord II allows her to add a ton of dice to an Attack to fish for her Critical Strike or just to maximize another Ranger’s damage. Likewise, Building Momentum lets her or an ally get a better-than-average Attack in while gaining an energy in the process.

Tanya’s outlier card is Intercepting Strike. It will mostly sit in her hand until someone discards an ideal amount of Shields. What is an ideal amount? Any amount of damage that will defeat an enemy card. Or just 3, since 3 is the most you can do with this card. This damage ignores Guard so it’s pretty fantastic when it happens.

Like all Zeo Rangers, Tanya has a Power Pod Sword. This card is far less situational than the standard Blade Blaster that most Rangers have. Energy tends to get spent down pretty aggressively and there is rarely a time when Blade Blaster is both in hand and effective. Power Pod Sword only costs 1 (the perfect cost for the Zeo Megazord), boosts an Attack’s damage, and lets the Ranger split it as they want. It’s a phenomenal card and, while not strictly better than Blade Blaster, it basically is.

**Zeo Ranger III Blue**

Rocky DeSantos

Ability: Called Shot

At the start of each battle, you may attach 1 energy token to an enemy card of your choice. When an enemy card is defeated, gain 1 energy for each energy token attached to it.

Deck

2 Let’s Party!

1 Power Axes

1 Power Pod Sword

2 Power Spin

2 Reckless Assault

2 Triple Threat

Cards: 10 Shields: 20 Attacks: 7 Maneuvers: 2 Reactions: 1 Total Cost: 8

Individual Cards

Let’s Party!

Cost: 0 Shields: 1 Maneuver

Choose up to 2 enemy cards and attach 1 energy token to each of them. After you play this card, a Ranger of your choice may immediately play 1 card.

Power Axes

Cost: 3 Shields: 3 Attack: 3

Instead of choosing a target, this Attack deals its full damage to each enemy card with at least 1 energy token attached to it.

Power Pod Sword

Cost: 1 Shields: 1 Reaction

Play this card when any Ranger performs an Attack to add 1 die to that Attack. That Ranger may divide that damage among any number of targets.

Power Spin

Cost: 1 Shields: 2 Attack: 2

After you resolve this Attack, deal 1 damage to each enemy card, other than the target, with at least 1 energy token attached to it.

Reckless Assault

Cost: 1 Shields: 3 Attack: 2

If this Attack defeats the target, you may immediately play another card.

Triple Threat

Cost: 0 Shields: 2 Attack: 2

Before rolling, attach 1 energy token to the target of this Attack.

Zord: Zeozord III

Exhaust this card to allow 2 different Rangers to each choose 1 card from their discard pile and return it to the top of their deck.

Summary

Zeo Rocky is probably the best Ranger in the game (at least as of Wave 2) at consistently gaining energy. Other Rangers (like Cruger) are able to generate more energy in one go, but Rocky creates a steady flow of energy into the team’s shared pool.

His kit revolves around his unique mechanic of placing energy on enemy cards so that he can gain it with Called Shot once the team defeats those targets. Aside from the 1 energy placed via Called Shot, Rocky can put energy on enemies with Let’s Party! and Triple Threat, and that is the main function of those cards (both of which thankfully cost zero). Let’s Party! is great because it doesn’t take up a turn while Triple Threat is also just a standard small Attack.

Once the energy is on the enemies, Rocky has Power Spin to deal AOE chip damage to every enemy with an energy token on them. His power weapon, Power Axes, is just a bigger, better version of the same. Between these 3 cards, Rocky can deal a hefty amount of AOE damage, which is his second role on the team.

Rocky’s last Attack is Reckless Assault, but this is not a particularly strong card. It loses 1 die even if it scores the killing blow, attempting to make up for it with a conditional tempo boost.

Like all Zeo Rangers, Rocky has a Power Pod Sword. This card is far less situational than the standard Blade Blaster that most Rangers have. Energy tends to get spent down pretty aggressively and there is rarely a time when Blade Blaster is both in hand and effective. Power Pod Sword only costs 1 (the perfect cost for the Zeo Megazord), boosts an Attack’s damage, and lets the Ranger split it as they want. It’s a phenomenal card and, while not strictly better than Blade Blaster, it basically is.

Finally, Rocky has the Zeozord III. This card allows 2 different Rangers to stack the top of their deck from their discard pile. That amounts to at most 6 Shields worth of healing as well as the ability to set up future awesome plays. Within the Zeo team, it pairs extraordinarily well with Kat since she can play directly off the top of her deck, as well as Tommy who has a ton of Special Defense triggers. It also lets Adam set up Not Done Yet! In other words, with a full Zeo team, 2 of those 3 characters are likely very strong targets for Rocky’s zord activation. When expanded to the full roster, the possibilities are endless.

**Zeo Ranger IV Green**

Adam Park

Ability: Vanguard

Each time an enemy card deals damage to you, gain 1 hit token and place it on this card (max 3). You may spend hit tokens from this card to trigger special abilities on your combat cards.

Deck

2 Avenging Strike

2 Charging Strike

2 Cross Chop

2 Not Done Yet!

1 Power Hatchets

1 Power Pod Sword

Cards: 10 Shields: 20 Attacks: 7 Maneuvers: 2 Reactions: 1 Total Cost: 8

Individual Cards

Avenging Strike

Cost: 0 Shields: 2 Attack: 1

You may spend any number of hit tokens to add an equal number of dice to this Attack.

Charging Strike

Cost: 0 Shields: 3 Attack: 2

You may either gain 1 hit token or spend any number of hit tokens to gain an equal amount of energy.

Cross Chop

Cost: 1 Shields: 2 Attack: 3

After you play this card, you may spend 1 hit token to place it on top of your deck instead of discarding it.

Not Done Yet!

Cost: 1 Shields: 1 Maneuver

Gain 1 hit token. You may immediately play 1 card from your discard pile.

Special Defense: If this card is revealed for defense, you may spend any number of hit tokens to add an equal amount of Shields to this card.

Power Hatchets

Cost: 3 Shields: 3 Attack: 4

You may spend any number of hit tokens to reroll an equal number of dice during this Attack. After you perform this Attack, gain 3 hit tokens.

Power Pod Sword

Cost: 1 Shields: 1 Reaction

Play this card when any Ranger performs an Attack to add 1 die to that Attack. That Ranger may divide that damage among any number of targets.

Zord: Zeozord IV

Exhaust this card to deal damage to an already resolved enemy card equal to the number of hit tokens on it.

Summary

Zeo Adam revolves around his unique mechanic of building “hit meter” through the Vanguard ability. He can have up to 3 hit tokens at a time and gains 1 each time he takes damage (or from the abilities on his cards). This means, first of all, that Adam gets more powerful when he takes damage, and he should be doing that for the team almost any time he does not have 3 hit tokens. Charging Strike and Not Done Yet! also allow Adam to gain 1 hit token.

The question then becomes how to spend them. Avenging Strike is a terrible card without spending hit tokens and spending 1 token only brings it up to bare minimum efficiency. With 2-3 tokens spent though, it becomes a hyper-efficient Attack. This card will likely be one of the primary ways Adam spends the tokens, as they convert into raw damage.

Since Adam is going to be taking damage a lot, he can also spend his hit tokens for added defense. Cross Chop is an efficient 1-cost Attack and Adam can pay 1 token to put it back on his deck for more health. Not Done Yet! also lets Adam spend tokens to gain additional Shields when it is revealed for defense.

If Adam has enough hit tokens already, Charging Strike can instead spend them to gain energy. He can then follow this up with a Power Hatchets to roll 4 dice and fully recharge his hit token pool. Power Hatchets is also a way to spend the tokens, so if he has a full “hit meter” Adam can guarantee some good damage and then completely refill the pool.

Not Done Yet! has a third (and likely most powerful) function, which is to play a card from Adam’s discard pile. This can let him re-play his one-of cards several time over, immediately gain a second hit token by re-playing Charging Strike, or go from 2 tokens to 3 and immediately spend them all to re-play an Avenging Strike. Don’t waste this versatile effect just to gain the 1 hit token. It’s much more powerful than that.

Like all Zeo Rangers, Adam has a Power Pod Sword. This card is far less situational than the standard Blade Blaster that most Rangers have. Energy tends to get spent down pretty aggressively and there is rarely a time when Blade Blaster is both in hand and effective. Power Pod Sword only costs 1 (the perfect cost for the Zeo Megazord), boosts an Attack’s damage, and lets the Ranger split it as they want. It’s a phenomenal card and, while not strictly better than Blade Blaster, it basically is.

Finally, Adam has the Zeozord IV. Sometimes the Rangers try to deal with a card before it resolves and roll poorly, causing the card to resolve and waste damage and tempo. This zord lets the team move on to try and deal with future enemy cards and defeat the resolved card all at the same time so, while it’s situational it’s quite good.

**Zeo Ranger V Red**

Tommy Oliver

Ability: Shining Star

Once per battle, you may reveal 1 card from your hand and use the Special Defense ability on that card as if it were revealed for defense.

Deck

2 Flying Power Kick

2 Lead By Example

1 Power Pod Sword

2 Red Riposte

2 Star Strike

1 Zeo Battle Sword

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 2 Reactions: 3 Total Cost: 8

Individual Cards

Flying Power Kick

Cost: 1 Shields: 3 Attack: 3

Special Defense: If this card is revealed for defense, the next time any Ranger performs an Attack during this battle, add 1 die to that Attack.

Lead By Example

Cost: 1 Shields: 1 Maneuver

You may immediately play another card. Then another Ranger of your choice may immediately play 1 card.

Power Pod Sword

Cost: 1 Shields: 1 Reaction

Play this card when any Ranger performs an Attack to add 1 die to that Attack. That Ranger may divide that damage among any number of targets.

Red Riposte

Cost: 0 Shields: 2 Reaction

Play this card when any Ranger reveals a card for defense to add 2 Shields to that card.

Special Defense: If this card is revealed for defense, another Ranger of your choice may return the top card of their discard pile to the top of their deck.

Star Strike

Cost: 0 Shields: 2 Attack: 2

Special Defense: If this card is revealed for defense, gain 1 energy.

Zeo Battle Sword

Cost: 3 Shields: 3 Attack: 5

After you resolve this Attack, reveal up to 2 cards from your hand and resolve the Special Defense abilities on those cards as if they were revealed for defense.

Zord: Zeozord V

Exhaust this card when any Ranger discards a card for defense to gain 1 energy and allow that Ranger to return that card to the top of their deck.

Alternate Zord: Red Battlezord

Exhaust this card during any Ranger turn in battle to perform an Attack with 3 dice instead of playing a card.

Summary

Zeo Tommy is an interesting take on the Tank archetype. In his case, 6 of his cards have Special Defense triggers, which provide a benefit when Tommy reveals them for defense. Flying Power Kick (an efficient Attack that also has 3 shields on it) generates a bonus Attack die. Star Strike (another efficient Attack) generates an energy. Red Riposte is a bit interesting. Its Special Defense trigger heals a Ranger for 1 card, but it’s a very specific card, sometimes requiring Tommy to check the top card of his allies’ discard piles for the best option (the other times you just need to heal someone). Also, Red Riposte in hand allows Tommy to negate 2 damage, so it helps the team’s HP either way.

In addition to those 6 cards, Tommy has his Shining Star ability, allowing him to reveal one of those cards in hand and activate its Special Defense trigger. This does not take up a Ranger turn and helps out when he draws those cards. After all, Billy can put his back on top of his deck. Tommy can’t really do that unless he’s healing himself with Red Riposte. Tommy’s power weapon, Zeo Battle Sword, also helps him when he draws Special Defense cards.

To round out his deck, Tommy has Lead By Example. This is a phenomenal tempo card which spends 1 energy to let the team (Tommy followed by someone else) play 2 cards in a row.

Tommy has a choice of Zords, which no other Ranger has as of Phase 2. If he takes the standard Zeozord V, he provides more defense and utility to the team. If he takes the Red Battlezord, he provides more offense. When building around Tommy, figure out what other Rangers are there and choose a Zord based on that.

Like all Zeo Rangers, Tommy has a Power Pod Sword. This card is far less situational than the standard Blade Blaster that most Rangers have. Energy tends to get spent down pretty aggressively and there is rarely a time when Blade Blaster is both in hand and effective. Power Pod Sword only costs 1 (the perfect cost for the Zeo Megazord), boosts an Attack’s damage, and lets the Ranger split it as they want. It’s a phenomenal card and, while not strictly better than Blade Blaster, it basically is.

**Zeo Gold Ranger**

Trey of Triforia

Ability: Power of Triforia

Each time you play a card, in addition to its normal effects, resolve the Gold ability on that card. You may spend 1 energy to resolve that ability a second time.

Jason Lee Scott

Ability: Heart of Gold

Each time you play a card, in addition to its normal effects, you may reveal 1 card from your hand and resolve the Gold ability on the revealed card. If you do, place the revealed card on the bottom of your deck and draw 1 card.

Deck

2 Armored Blow

2 Golden Guard

1 Golden Power Staff

1 Gold Rush

2 Inspiring Presence

2 Lightning Rod

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 6

Individual Cards

Armored Blow

Cost: 0 Shields: 2 Attack: 2

Gold: A Ranger of your choice may draw 1 card. That Ranger may then choose 1 card from their hand and place it on top of their deck.

Golden Guard

Cost: 0 Shields: 3 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 2.

Gold: Move 1 hit token from an enemy card of your choice to another enemy card.

Golden Power Staff

Cost: 3 Shields: 3 Attack: 6

Resolve the Gold ability on any 1 card in your discard pile.

Gold Rush

Cost: 1 Shields: 1 Attack: 3

Gold: A Ranger of your choice may choose 1 card from their discard pile and shuffle it back into their deck.

Inspiring Presence

Cost: 0 Shields: 1 Maneuver

After you play this card, another Ranger of your choice may immediately play 1 card.

Gold: Gain 1 energy.

Lightning Rod

Cost: 1 Shields: 2 Attack: 2 + 1 damage

Gold: Deal 1 damage to an enemy card of your choice.

Zord: Pyramidas

Exhaust this card when any Ranger reveals a card for defense to add 1 Shield to that card, gain 1 energy, and deal 1 damage to an enemy card of your choice.

Summary

Zeo Gold is a pretty complex Ranger in either form. His unique mechanic is that 9 of his cards (everything except his power weapon) have a bonus Gold ability. Trey and Jason’s character abilities, as well as their power weapon, the immensely strong Golden Power Staff, let them trigger these “Gold” abilities in various ways.

Trey’s Power of Triforia is more energy-intensive but more straightforward. He plays a card, triggers its bonus effect, then gets to choose to pay an energy to trigger it again. When he plays Armored Blow, he gets a 2-dice Attack and 1-2 Billy Strategizes. When he plays Golden Guard, he negates 2 damage and may transfer 1-2 damage between enemy cards. This is a unique ability as of Wave 2 and pairs very well with the Dino Megazord or any Ranger who can deal AOE damage. When he plays Gold Rush, he gets a 3-dice Attack and heals the team for 1-2 cards. When he plays Lightning Rod, he gets an incredibly powerful Attack: 1 energy for 2 dice + 2 damage or 2 energy for 2 dice + 3 damage, both are well above rate. Inspiring Presence is a weaker card for Trey, just because spending 1 energy to generate 1 energy is pointless. Still, it’s all upside and he should play them freely.

Jason, on the other hand, has Heart of Gold, which lets him mix and match his cards’ base effects with other cards’ Gold effects. He does not get to double up like Trey does but gets to be creative and tailor his card plays to the exact needs of his team and the situation.

Their Zord, Pyramidas, has some nice theming. It’s a giant 3-dimensional triangle, Trey is an alien with essentially 3 bodies (like all Triforians), and Pyramidas does 3 things. It negates 1 damage, generates 1 energy, and deals 1 damage: 1 of all the things the Rangers need to do to win the game!

**Turbo Rangers**

**Turbo Red Ranger**

Tommy Oliver

Ability: Shift Into Turbo

Once per battle, when any Ranger plays a card with an energy cost of X, they may resolve it as though they spent +1 energy.

Deck

1 Auto Blaster

2 Full Throttle

2 Redline Slash

2 Slipstream Charge

1 Turbo Lightning Sword

2 Turbo Strike

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 4X

Individual Cards

Auto Blaster

Cost: X Shields: 1 Attack: Special

This Attack deals an amount of damage equal to the amount of energy spent to play this card. You may ignore the Guard keyword when choosing a target for this Attack.

Full Throttle

Cost: X Shields: 3 Maneuver

A Ranger of your choice may immediately play 1 card. If it is an Attack, add a number of dice to that Attack equal to the amount of energy spent to play this card.

Redline Slash

Cost: 0 Shields: 2 Attack: 2

If there is no energy in the shared pool, add 1 die to this Attack.

Slipstream Charge

Cost: 0 Shields: 1 Reaction

Play this card when another Ranger gains energy to gain 1 energy.

Turbo Lightning Sword

Cost: X Shields: 3 Attack: 2

After you resolve this Attack, you may perform a second Attack with a number of dice equal to the amount of energy spent to play this card.

Turbo Strike

Cost: 0 Shields: 2 Attack: 2

After rolling, choose 1 die from this Attack and gain an amount of energy equal to the damage of that die.

Zord: Lightning Cruiser

Exhaust this card at the start of a battle to allow the Rangers to take the first turn, even if there is an enemy card with the Fast keyword in play. Skip the final Ranger turn in this battle.

Summary

The Turbo Red version of Tommy Oliver is all about energy management. None of his cards cost specific amounts of energy. Rather, 4 of them cost X, which lets him decide exactly how much energy to spend on their effects. This makes Turbo Red one of the more difficult Rangers to play as, because it is tempting to spend lots of energy all the time, but doing so hinders the future Ranger turns.

In order to spend lots of energy, the Rangers need to have lots of energy. This is where Tommy’s first 4 cards come in handy. Slipstream Charge simply lets him gain energy without taking up a turn. In order to be played, another Ranger needs to gain energy, which makes Tommy pair best with Battery-type Rangers like MM Pink or Zeo Blue who can give him frequent opportunities to play this card. Turbo Strike is just an efficient zero-cost Attack. Its upside generates energy (usually 1 but sometimes 2).

With a good amount of energy in the shared pool, Turbo Red Tommy can decide how much of it he wants to spend for his big effects. Auto Blaster can spend a bunch of dice to snipe down an important target that is Guarded, which can come in clutch for the team. Turbo Lightning Sword effectively generates 2 bonus dice. It will come with whatever Tommy spends plus the initial 2-dice hit. Of course, Tommy can also use Shift Into Turbo to boost these Attacks further, effectively gaining 1 free energy. However, Shift Into Turbo is more versatile than that. Tommy can use it on other Rangers’ cards, such as a Blade Blaster or Phantom Ranger’s Power Ruby Blast, to generate guaranteed damage.

Full Throttle is a more interesting puzzle. On its face, spending 1 energy for 1 Attack die is barely energy efficient, since 1-cost Attacks generate 1 more die than zero-cost Attacks. It is not clear what cards in other Rangers’ decks are specifically good to boost up with Full Throttle. Power weapons already cost 3, so boosting them is low value. This card is likely best suited to pair with someone’s zero-cost Attack, or for the rare circumstance when the team has a surplus of energy but few Attacks with which to spend it. On the other hand, using Shift Into Turbo on Full Throttle is quite strong and giving HF Pink bonus dice tends to work wonders. There is also Turbo Red’s own 2-card combination with Redline Slash.

Redline Slash is Tommy’s go-to option when he (or possibly a teammate) has spent all the shared energy. This is pretty easy to do, granting Tommy many opportunities to put Redline Slash to good use as a hyper-efficient Attack. When combined with Full Throttle to spend down the shared pool, this combination quickly allows Tommy to one-shot high-HP cards.

Finally, Tommy has the Lightning Cruiser zord, which allows his team to deal with Fast cards more easily. Unlike Chloe’s Impulsive ability, the zord sacrifices the final Ranger turn of the battle, effectively moving it to the front of the line. It’s not clear whether this or spending an energy is a cheaper cost, but the Lightning Cruiser is also able to affect battles in which Tommy is not taking part.

**Phantom Ranger**

Mysterious Hero

Ability: Cloaking Device

When you perform a Move action, you may move your figure to or from this card. During any battle, if your figure is on this card, you may move it to that location to join the battle.

Deck

2 Invisible Hero

1 Phantom Cloak

2 Phantom Laser

1 Power Ruby Blast

2 Specter Barrage

2 Wraith Strike

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 4 + X

Individual Cards

Invisible Hero

Cost: 0 Shields: 1 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 2. If your figure is on your character card, you may play this card in any battle, regardless of location.

Phantom Cloak

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. Move your figure from its current location to your character card.

Phantom Laser

Cost: 1 Shields: 3 Attack: 2 + 1 damage

You may ignore the Guard keyword when choosing a target for this Attack.

Power Ruby Blast

Cost: X Shields: 3 Maneuver

Deal 2 damage each to a number of enemy cards equal to the amount of energy spent to play this card.

Specter Barrage

Cost: 1 Shields: 2 Attack: 3

If the target of this Attack has the Guard keyword, you may deal any amount of damage from this Attack to an enemy card adjacent to the target instead.

Wraith Strike

Cost: 0 Shields: 2 Attack: 2

If your figure is on your character card, you may play this card in any battle, regardless of location.

Zord: Artillatron

Exhaust this card when any Ranger performs an attack. Gain 1 energy. That Ranger may ignore the Guard keyword when choosing a target for that attack.

Summary

The Phantom Ranger is everywhere and nowhere. His Cloaking Device ability lets him move off the board onto his character card. While he is on his character card, he can contribute to any battle in small ways: negating 2 damage with Invisible Hero or performing a standard zero-cost, 2-dice Attack with Wraith Strike. This is his bread and butter playstyle. While on his character card, the Phantom Ranger is not a part of the battle and therefore cannot take any damage.

However, sometimes a fight gets tough. In these scenarios, the Phantom Ranger can use Cloaking Device to appear in mid-battle and start playing his other cards. When part of the battle, the Phantom Ranger plays like a Sniper. Phantom Laser is an efficient Attack that ignores Guard. Specter Barrage is basically the same thing with the upside of added flexibility. That’s 4 Attacks which get around the Guard keyword! Couple that with Phantom Ranger’s Artillatron zord, which also ignores Guard (and gains an energy), and he has a strong mechanical identity.

On the other hand, Phantom Ranger’s version of a Blade Blaster is pretty insane. Power Ruby Blast spends 1 energy for 2 damage, which is double the normal rate of a Blade Blaster. It can only hit each enemy for a maximum of 2 damage, but the raw damage totals he can achieve with this card are very high. Paired with other AOE damage abilities, this card will do some serious work.

At the tail end of a fight, the Phantom Ranger can deploy his signature card, Phantom Cloak. This lets him generate 1 energy and peace off back to his character card. While it does basically nothing for the battle, it is enormously powerful because it breaks the game’s action economy, spending a Ranger turn in battle to effectively use a bonus Ranger action. When paired with either Jen Scotts or White Ranger Tommy, Maneuvers are less painful to use, so these are strong partners for Phantom (as they are for most every Ranger).

One specific note on Phantom, if he is hiding on his character card and joins the battle mid-fight, he does not get to draw up to the max hand size. While this means he can sometimes suffer from a lack of resources, it also means he pairs very well with card draw abilities like Trini’s Saber-Toothed Tiger zord.

**Space Rangers**

**Pink Space Ranger**

Cassie Chan

Ability: Ready to Rock

Once per battle, any Ranger may discard the top card of their deck, then choose 1 card from their discard pile and place it on top of their deck.

Deck

1 Astro Blaster

2 Comet Kick

2 Orbital Dropkick

1 Satellite Stunner

2 Sweeping Strike

2 Tough Stuff

Cards: 10 Shields: 20 (up to 28!) Attacks: 4 Maneuvers: 3 Reactions: 3 Total Cost: 4 + X

Individual Cards

Astro Blaster

Cost: X Shields: 1 Reaction

Play this card to allow any Ranger to ignore the Guard keyword when choosing a target for an Attack. add 1 damage to that Attack for each energy spent to play this card (max 3).

Comet Kick

Cost: 0 Shields: 1 Attack: 2

Special Defense: When this card is revealed for defense, you may gain 1 energy or add 1 Shield to this card.

Orbital Dropkick

Cost: 0 Shields: 2 Maneuver

During the next Ranger turn in this battle, instead of playing a card, you may perform an Attack with 3 dice, then deal 1 damage to each enemy card adjacent to the target.

Satellite Stunner

Cost: 2 Shields: 3 Maneuver

Choose up to 2 foot soldier cards, 1 monster card, or 1 boss card. For each card chosen, add hit tokens until it has a number equal to 1 less than its health value.

Sweeping Strike

Cost: 1 Shields: 2 Attack: 2

After you resolve this Attack, deal 1 damage to an enemy card adjacent to the target.

Tough Stuff

Cost: 0 Shields: 2 Reaction

Play this card when any Ranger reveals a card for defense. Double the number of Shields on that card.

Special Defense: When this card is revealed for defense, you may spend 1 energy to add 2 Shields to this card.

Zord: Mega V5

Exhaust this card when any Ranger suffers damage. Reduce that damage by 2. That Ranger may then choose 1 card from their hand and place it on top of their deck.

Summary

Cassie is a really interesting defensive Ranger since, while defense is her main strength, she can also provide tons of damage and utility to her team in some unique ways. On defense, Cassie gets several interesting tools. First, she can use Tough Stuff to double the shields on a card any Ranger reveals for defense. This is pretty fantastic in combination with her ability, Ready to Rock, which can set up a 3-shield card on top of someone’s deck and then double it to 6 shields. If a Ranger can add shields to cards, adding before doubling is also a big game. Cassie can do this herself by revealing the other Tough Stuff for defense, spending 1 energy to make it 4 shields, then playing Tough Stuff to double it to 8! White Ranger’s Guardian Light can also work very well here. Cassie’s zord, the Mega V5, is another great defensive tool that can let characters tank a lot of damage. While it doesn’t guarantee a setup for that Ranger’s next turn (since revealed card will go into the discard pile or be placed on the bottom of their deck after damage resolves), the ability can still help Carlos keep his hand size low. Finally, one of Cassie’s attacks, Comet Kick, has a versatile Special Defense trigger that grants energy or an extra shield depending on her needs.

Aside from the energy generation from Comet Kick triggers (probably the alternate mode as Cassie primarily wants to absorb incoming damage), she provides team utility in the form of Ready to Rock. While she can use the ability defensively by letting someone (including herself) put a Special Defense trigger on top of their deck, she can also use it to set up Rangers who care about the top of their deck a lot, like TJ or Zeo Kat.

On offense, Cassie has an eclectic mix of options. Aside from Comet Kick, which is an efficient small attack, all her options are slightly odd. For starters, Orbital Dropkick is a Maneuver which does nothing when it is played. Nothing at all. Then, on the next Ranger turn, Cassie performs a 3-dice attack with added chip damage (up to 3 because of how adjacency works). This is potentially a big hit, but requires two full Ranger turns to perform. Obviously, pairing it with the all-star Tempo Rangers (Jenn or MM White Tommy) makes this delay much easier to stomach. Cassie also has Sweeping Strike, a below-rate attack that guarantees 1 chip damage on something adjacent to the target. While both of these cards have significant drawbacks, they do follow up on Cassie’s power weapon remarkably well.

Speaking of which, Satellite Stunner deserves its own section. For 2 energy, Cassie gets to choose any enemy card (or 2 foot soldier cards), and essentially set them to 1 HP. This makes it easy for random chip damage to finish off. Cassie can do it with Sweeping Strike (which is faster than Orbital Dropkick and therefore more useful for that purpose), but lots of Rangers have ways to do that.

Finally, Cassie has an Astro Blaster. The sidearm of the Space Rangers is pretty great. It has the same rate of 1 energy for 1 damage that a Blade Blaster does, but trades in the ability to split the damage for the ability to ignore Guard. In my view, that’s an upgrade already, but the ability to spend zero energy on it just to ignore Guard takes it over the top.

**Yellow Space Ranger**

Ashley Hammond

Ability: Optimism

Once per battle, when any Ranger rolls any miss results during an Attack, gain 1 energy.

Deck

1 Astro Blaster

2 Precise Shot

2 Rapid Fire

1 Star Slinger

2 Take Aim

2 Trick Shot

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 2 Reactions: 3 Total Cost: 5 + X

Individual Cards

Astro Blaster

Cost: X Shields: 1 Reaction

Play this card to allow any Ranger to ignore the Guard keyword when choosing a target for an Attack. add 1 damage to that Attack for each energy spent to play this card (max 3).

Precise Shot

Cost: 0 Shields: 2 Attack: 1 + 1 damage

You may ignore the Guard keyword when choosing a target for this Attack.

Rapid Fire

Cost: 1 Shields: 2 Reaction

Play this card when any Ranger rolls any miss results during an Attack. Add 2 dice to that Attack.

Star Slinger

Cost: 3 Shields: 3 Attack: 3

After rolling, choose 2 dice from this Attack and deal that much damage each to up to 2 enemy cards that are not adjacent to the target.

Take Aim

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. You may immediately play another card. If that card is an Attack, you may reroll any number of dice during that attack.

Trick Shot

Cost: 0 Shields: 3 Attack: 2

If you roll any miss results during this Attack, deal 1 damage to an enemy card that is not adjacent to the target.

Zord: Mega V4

Exhaust this card at any time. Gain 1 energy. Any Ranger may draw any number of cards.

Summary

Ashley is an All-Around Ranger who brings a bit of everything to the table. She has a bit of energy generation, a bit of AOE damage, a bit of single-target damage, a bit of Guard-ignoring, and a bit of card draw. Just about the only thing she doesn’t have is a strong defensive option.

Ashley’s kit and relentless positivity give the team bonuses when they roll misses on an attack. When this happens, her ability, Optimism, generates an energy. If the attack does not defeat its target, Ashley can play Rapid Fire to help give it enough damage to do so. She also has Trick Shot, an efficient small attack that turns one miss die into 1 chip damage somewhere else. That card can reward rolling a miss in a big way, especially if someone on Ashley’s team has greatly weakened a card she can bounce her damage onto.

Her zord, the Mega V4, is a great utility effect. Energy is always nice. While card draw is usually only super useful if an enemy card forces a Ranger to discard a lot from hand, it also helps Carlos refuel after he has spent his hand down to get lots of Hot Blooded triggers.

Like MM Pink, Ashley has the Take Aim card, which is a phenomenal play into a power weapon. In her case, rather than a huge 6-die single-target hit, the Star Slinger only rolls 3 dice. Not great, especially if any of them are misses, but that’s why she wants to Take Aim first. The secondary effect of Star Slinger will allow it to deal an impressive amount of total damage over 3 different enemy cards.

Finally, Ashley has a few cards to ignore Guard. Of course, she has an Astro Blaster. The sidearm of the Space Rangers is pretty great. It has the same rate of 1 energy for 1 damage that a Blade Blaster does, but trades in the ability to split the damage for the ability to ignore Guard. In my view, that’s an upgrade already, but the ability to spend zero energy on it just to ignore Guard takes it over the top. Ashley also has Precise Shot, which is a neat little package that deals 1-3 damage to any target, more consistent than your average 0-4 damage on 2 dice.

**Blue Space Ranger**

T.J. Johnson

Ability: Level Headed

Once per battle, when any Ranger performs an Attack, they may remove up to 2 dice before rolling to add that much damage to that Attack.

Deck

1 Astro Axe

1 Astro Blaster

2 Buster Rifle

2 Cosmic Cleave

2 Precision Tactics

2 Strategic Defense

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 2 Reactions: 3 Total Cost: 5 + X

Individual Cards

Astro Axe

Cost: 3 Shields: 3 Attack: Special

Reveal the top card of your deck and 1 card from your hand. This Attack deals an amount of damage equal to the number of Shields on those cards.

Astro Blaster

Cost: X Shields: 1 Reaction

Play this card to allow any Ranger to ignore the Guard keyword when choosing a target for an Attack. add 1 damage to that Attack for each energy spent to play this card (max 3).

Buster Rifle

Cost: 0 Shields: 2 Attack: Special

Reveal the top card of your deck. This Attack deals an amount of damage equal to the number of Shields on that card.

Cosmic Cleave

Cost: 1 Shields: 3 Attack: 2

If this Attack defeats the target, you may place this card on top of your deck instead of discarding it.

Precision Tactics

Cost: 0 Shields: 2 Maneuver

A Ranger of your choice may immediately play 1 card. If that card is an Attack, they may remove any number of dice before rolling to add that much damage to that Attack.

Strategic Defense

Cost: 0 Shields: 1 Reaction

Play this card at the start of a battle. Gain 1 energy. Each Ranger may look at the top 2 cards of their deck and put them back in any order.

Zord: Mega V3

Exhaust this card when any Ranger performs an Attack. After rolling, that Ranger may remove 1 die to add 2 damage to that Attack.

Summary

TJ is an incredibly cool DPS Ranger. His entire kit is themed around dealing guaranteed amounts of attack damage by not rolling dice, which is great for players who tend to have bad luck anyway! The Level Headed ability lets TJ subtract up to 2 dice from any Ranger’s attack before rolling dice, taking away 0-4 damage but giving back exactly 2 damage in return. Two damage is an average roll on 2 dice, so that’s actually a fine tradeoff. You lose the potential to high-roll and deal more damage, but you guarantee an average damage result. This is especially useful on low-HP targets like foot soldier cards. Precision Tactics, TJ’s only Maneuver, is a better version of Level Headed, letting the attack exchange any amount of dice for that much guaranteed damage. This card makes TJ an ideal partner for Rangers who can roll large amounts of dice in a single attack. A noteworthy combo exists with Tanya (Zeo Yellow), whose attacks roll artificially high numbers of dice. While Tanya would normally subtract dice after rolling, converting them all into damage with Precision Tactics happens *before* rolling!

TJ’s zord, the Mega V3, also lets him subtract dice from a Ranger’s attack to guarantee damage. This effect is even stronger than the previous couple though, since it occurs *after* rolling and because it trades 1 die (likely a miss result anyway) for 2 damage, making it a better rate than the others.

TJ wants to use the above effects to guarantee (or boost) the damage of his fellow Rangers and help ensure they defeat cards when they absolutely need to. Despite that, he is not without strong attacks of his own. Neither Buster Rifle nor Astro Axe roll any dice. Rather, they deal set amounts of damage (1-3 or 2-6 respectively) by revealing cards from the top of deck (and in hand for Astro Axe). Putting a 3-shield card on top of TJ’s deck should lead to some impressive guaranteed damage. He can do that himself by defeating a target with Cosmic Cleave. If he has to roll dice to do that, Cosmic Cleave is below rate. That said, he can guarantee putting Cosmic Cleave on top if he just uses Level Headed on it.

TJ also has the amazing Strategic Defense. His only utility play, Strategic Defense a) gains an energy, b) does not take up a Ranger turn since it’s played at the start of battle, and c) sets himself (and any other Rangers who can either draw cards or care about their top card) up for success with his big attacks.

Finally, TJ has an Astro Blaster. The sidearm of the Space Rangers is pretty great. It has the same rate of 1 energy for 1 damage that a Blade Blaster does, but trades in the ability to split the damage for the ability to ignore Guard. In my view, that’s an upgrade already, but the ability to spend zero energy on it just to ignore Guard takes it over the top.

**Black Space Ranger**

Carlos Vallerte

Ability: Hot Blooded

Once per Attack, if you have 2 or fewer cards in your hand, you may reroll any number of dice during that Attack.

Deck

1 Astro Blaster

2 Covering Strike

1 Lunar Lance

2 Meteor Smash

2 Moon Fang Piercer

2 Rising Moon

Cards: 10 Shields: 20 Attacks: 7 Maneuvers: 2 Reactions: 1 Total Cost: 5 (2) + X

Individual Cards

Astro Blaster

Cost: X Shields: 1 Reaction

Play this card to allow any Ranger to ignore the Guard keyword when choosing a target for an Attack. add 1 damage to that Attack for each energy spent to play this card (max 3).

Covering Strike

Cost: 0 Shields: 2 Attack: 2

Before you perform this Attack, any Ranger may choose 1 card from their hand and place it on top of their deck.

Lunar Lance

Cost: 3 Shields: 3 Attack: 4

You may discard 2 cards from your hand instead of paying this card’s energy cost.

Meteor Smash

Cost: 0 Shields: 3 Attack: 2

Before rolling, you may discard 1 card from your hand to either gain 1 energy or add 1 die to this Attack.

Moon Fang Piercer

Cost: 1 Shields: 1 Attack: 5

Before rolling, remove 1 die from this Attack for each card remaining in your hand.

Rising Moon

Cost: 0 Shields: 2 Maneuver

Draw 1 card, then choose any number of cards from your hand and place them on top of your deck. Any Ranger may immediately play 1 card.

Zord: Mega V2

Exhaust this card at any time. Any Ranger may discard up to 2 cards from their hand, then choose twice that many cards from their discard pile and place them on top of their deck in any order.

Summary

Carlos is the definition of aggressive. This dude goes all out all the time, even more so than other aggressive characters like Zack or Tanya. Despite that mentality, Carlos does require quite a bit of finessing in order to truly shine. His entire kit revolves around his ability, Hot Blooded (cue the Foreigner track), which lets him reroll *once per attack* so long as he has 2 or fewer cards in hand. Most Ranger abilities can only trigger once per battle, so the ability to trigger it 2-3 times in a battle is quite strong. The optimal number of cards for Carlos to have in hand is 3. With 3 cards, playing one will remove it from hand and he will activate Hot Blooded for a free reroll.

There are two approaches to Hot Blooded: not drawing that many cards to begin with or discarding cards or putting them back in his deck in order to constantly stay at 2 cards in hand. In the first approach, Carlos will draw up to 3 cards at the start of a battle instead of the typical 5. That way, any cards he plays are guaranteed to trigger Hot Blooded and he also has more cards in his deck with which to take damage. This is an interesting design space and a fun way to play the game, especially if he partners with a Ranger who can let him draw cards mid-battle, like Ashley’s or MM Yellow’s zords can. The downside of that approach is that it makes limited use of his cards which proactively reduce his own hand size. Carlos has fully 8 ways to do that (including his zord), so he is very capable of drawing 5 like a normal Ranger would.

Carlos’ first plays in a battle should focus on reducing his hand size, even if he only has 3 cards to start. Covering Strike is an efficient small attack that can spend 2 cards or set up an ally (like TJ or Zeo Pink) who relies on the top of their deck a lot. Mighty Morphin’ Rocky is a great aggressive partner for Carlos, since Rocky can give Carlos extra dice, boosting his DPS even higher and Carlos can set up the top of Rocky’s deck with Covering Strike to trigger Bravery. Meteor Smash is another efficient small attack on its face. Carlos can discard a card to make it very strong (0 energy for 3 dice) or generate an energy, which the Space team is not the strongest at doing. Carlos’ power weapon, the Lunar Lance, only rolls 4 dice. However, he can discard 2 cards to remove its cost, making it an amazing 0 energy for 4 dice.

Rising Moon is a way for Carlos to dump a ton of cards out of his hand all at once. Unlike the above 5 attacks, the cards go back on top of his deck when he plays Rising Moon, so this is significantly less painful, especially with a card draw assist from a teammate later on. The best part about Rising Moon is that it doesn’t lose any tempo to play it. Carlos’ zord, the Mega V2, is another way to get rid of cards in hand without taking up a turn. It doubles as a big pseudo-recover effect that Carlos can use on any Ranger. Used outside of battle, a character can put 4 cards back into their deck, ready to draw a full grip for their next combat encounter.

Once Carlos has reduced his hand size down enough, he wants to play a big Moon Fang Piercer. One energy for 4-5 dice of damage plus a reroll is pretty nuts, paying him off for reducing his hand size in a big way.

Finally, Carlos has an Astro Blaster. The sidearm of the Space Rangers is pretty great. It has the same rate of 1 energy for 1 damage that a Blade Blaster does, but trades in the ability to split the damage for the ability to ignore Guard. In my view, that’s an upgrade already, but the ability to spend zero energy on it just to ignore Guard takes it over the top.

Carlos does not require tons of support in combat, as he can set himself up pretty well with his own cards. However, his play pattern requires him to recover more than almost any other Ranger. This makes the Delta Command Megazord a great option for Carlos teams, and it makes Carlos an excellent choice for games with 3-4 players since he can make great use of the free recover actions available to the team.

**Red Space Ranger**

Andros

Ability: Covert Tactics

Once per battle, any Ranger may ignore the Guard keyword when choosing a target for an Attack.

Deck

1 Astro Blaster

2 Let’s Rocket!

2 Mega Drill Breaker

2 Pierce Defenses

1 Spiral Saber

2 Telekinesis

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 2 Reactions: 3 Total Cost: 5 + X

Individual Cards

Astro Blaster

Cost: X Shields: 1 Reaction

Play this card to allow any Ranger to ignore the Guard keyword when choosing a target for an Attack. add 1 damage to that Attack for each energy spent to play this card (max 3).

Let’s Rocket!

Cost: 1 Shields: 1 Maneuver

Roll 2 dice and gain an amount of energy equal to the damage results. Another Ranger of your choice may immediately play 1 card. Place this card on top of your deck instead of discarding it.

Mega Drill Breaker

Cost: 0 Shields: 2 Attack: 2

If this Attack does not defeat the target, you may spend 1 energy to perform a second Attack with 2 dice against the same target.

Pierce Defenses

Cost: 0 Shields: 2 Attack: 2

The next time any Ranger performs an Attack, they may ignore the Guard keyword when choosing a target for that Attack.

Spiral Saber

Cost: 3 Shields: 3 Attack: 4

You may ignore the Guard keyword when choosing a target for this Attack. Deal 2 damage, divided as you choose among enemy cards adjacent to the target.

Telekinesis

Cost: 0 Shields: 3 Reaction

Play this card at the start of a battle. Any Ranger may take the top card from their discard pile and add it to their hand.

Zord: Mega V1

Exhaust this card when any Ranger performs a Maneuver or a Reaction. Gain 1 energy. That Ranger may place that card on the bottom of their deck instead of discarding it.

Summary

Andros is an interesting Red Ranger with an atypical stance on his leadership role. In his case, he does not give a care about the Guard keyword, sporting 4 cards that directly bypass it as well as his straightforward-but-awesome ability, Covert Tactics. Pierce Defenses is an efficient small attack that lets the next attack ignore Guard. Great upside. His power weapon, Spiral Saber, ignores Guard itself and deals good chip damage to a secondary target(s).

Finally, Andros has an Astro Blaster. The sidearm of the Space Rangers is pretty great. It has the same rate of 1 energy for 1 damage that a Blade Blaster does, but trades in the ability to split the damage for the ability to ignore Guard. In my view, that’s an upgrade already, but the ability to spend zero energy on it just to ignore Guard takes it over the top.

Rounding out Andros’ damage profile, Mega Drill Breaker is a sweet attack. It starts as another efficient small attack, but if it does not defeat its target, he gets to try again. That makes it 1 energy for 4 dice, which is actually above the standard 1-for-3 rate.

In addition to his primary identity as a “Sniper” character, Andros has some energy generation and other utility. Let’s Rocket! is a bit of a gamble, costing 1 energy to generate 0-4 (for a net result of -1 to +3). That said, it goes back on top of the deck, making Andros 1 shield more durable, and it does not cost a turn. Telekinesis doesn’t cost a turn either, since it is played at the start of battle. In the first fight of the game it does nothing, but after that, it lets any participating Ranger return their best play from a previous battle to their hand, which can be insanely strong by returning power weapons or other unique effects. Lastly, Andros’ zord, the Mega V1, generates 1 energy and a little bit of healing.

**Lost Galaxy Rangers**

**Magna Defender**

Mike Corbett

Ability: Avenging Knight

Once per battle, after an enemy card deals damage to you, deal 1 damage to that enemy card.

Deck

1 Magna Blade

1 Magna Blaster

2 Magna Defense

2 Noble Blow

2 Sacrifice

2 Valiant Charge

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 7

Individual Cards

Magna Blade

Cost: 3 Shields: 3 Attack: 5

You may ignore the Guard keyword when choosing a target for this Attack. If there is a card named Magna Blaster in your discard pile, you may reroll any number of dice during this Attack.

Magna Blaster

Cost: 2 Shields: 1 Attack: 2

You may divide the damage from this Attack among any number of targets. If there is a card named Magna Blade in your discard pile, add 2 dice to this Attack.

Magna Defense

Cost: 0 Shields: 2 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 2. If there is a card named Magna Defense in your discard pile, reduce that damage by 4 instead.

Noble Blow

Cost: 0 Shields: 2 Attack: 2

If there is a card named Noble Blow in your discard pile, gain 2 energy.

Sacrifice

Cost: 0 Shields: 1 Maneuver

Discard the top card of your deck. Up to 2 other Rangers in your location may each choose 1 card from their discard pile and add it to their hand or place it on top of their deck.

Valiant Charge

Cost: 1 Shields: 3 Attack: 2

If there is a card named Valiant Charge in your discard pile, add 2 dice to this Attack.

Zord: Torozord

Exhaust this card after any Ranger discards a card for defense. Deal an amount of damage to an already resolved enemy card equal to the number of Shields on that card.

Summary

Mike is a character with medium levels of complexity and high levels of awesome. His cards and mechanics all key off him taking damage, so Mike should often be the one to take hits in any battles he participates in. Taking damage triggers his Avenging Knight ability for 1 damage out of turn. Taking damage allows him to activate Torozord for 1-3 damage out of turn. Taking damage also gets cards into Mike’s discard pile. Almost his entire deck benefits from having a matched card in the discard, so taking damage effectively powers up Mike’s hand. That’s a lot of incentives. Sometimes the damage can be too much though, and Mike has Magna Defense to help mitigate it.

Mike’s Attacks all get powered up by his discard-matching mechanic. Noble Blow is a fine Attack on its own, but becomes a more powerful Flying Kick when turned on. Valiant Charge is not efficient unless powered up, so Mike should avoid playing it in those situations. When turned on it is a very big Attack. The Magna Blaster is very similar to a Blade Blaster for 2 energy, though it rolls dice which can be a good or a bad thing depending on luck. When powered up though, Magna Blaster can clear 2+ cards without other help. Adding dice to it is very strong. Mike’s biggest Attack, Magna Blade, is a big hit that can ignore Guard, allowing Mike to take out whatever card most needs to go. Rerolls really increase the damage it can deal, so when it’s powered up the baddies should beware.

Mike can power himself up without taking damage or just playing his cards. Sacrifice effectively makes him take a hit, discarding his top card to help other Rangers recycle their good cards. When paired with the rest of Mike’s deck though, this self-mill is an upside rather than a downside. This makes Sacrifice very good in monster or boss fights where there are likely to be 3+ Rangers in the same location.

**Time Force Rangers**

**Time Force Pink Ranger**

Jen Scotts

Ability: Contingency

At the start of each battle, you may choose 2 enemy cards of the same type (foot soldier, monster, or boss) and swap their positions in the combat sequence.

Deck

1 Chrono Blaster

2 Chrono Saber

2 Covering Fire

2 Overclock

1 V-5 Blaster

2 Warp Vector

Cards: 10 Shields: 20 Attacks: 8 Maneuvers: 0 Reactions: 2 Total Cost: 9

Individual Cards

Chrono Blaster

Cost: 2 Shields: 1 Attack: 3 damage

You may divide the damage from this Attack among any number of targets.

Chrono Saber

Cost: 1 Shields: 2 Attack: 3

If this attack defeats the target, gain 2 energy.

Covering Fire

Cost: 1 Shields: 2 Reaction

Play this card when another Ranger plays a Maneuver. Roll 2 dice and deal that much damage to an enemy card of your choice.

Overclock

Cost: 0 Shields: 1 Attack: 2

Discard another card from your hand, then gain 1 energy for each Shield on that card.

V-5 Blaster

Cost: 3 Shields: 3 Attack: 4

Before rolling, add 1 die to this Attack for each energy remaining in the shared pool.

Warp Vector

Cost: 0 Shields: 3 Attack: 2

Choose 1 card from your discard pile and place it on top of your deck.

Zord: Time Flyer 5

Exhaust this card to allow a Ranger of your choice to play a card in a battle taking place in another location, as though they were in that location.

Summary

Jen is an interesting mix of utility and raw damage. On the utility side, her Contingency ability lets her rearrange the combat sequence to make it less punishing on her team. She cannot prevent the baddies from going first if they play a Fast card, but she can mess with Guard formations and prevent the big hits from coming early in the battle. Time Flyer 5 allows a spread-out Ranger squad to help each other a little bit, which is especially good when someone is flying solo or when someone has sacrificed themselves for the team. It also really incentivizes Rangers not involved in the battle to still pay attention to what’s going on, and that’s a really nice bit of design.

All of Jen’s cards are Attacks (or deal damage). Chrono Saber can make the team +1 on energy if it defeats the target (decent chances with 3 dice). Overclock turns Jen’s worst card in hand into energy for the team. Warp Vector is the ideal discard to Overclock since it will add the most energy and isn’t a power weapon. When she actually plays it, Warp Vector helps recover from Overclock’s additional cost of discarding the card. Those 4 cards (Chrono Saber and Overclock) let Jen add energy to the pool. This serves to help her allies but also to power up V-5 Blaster, which can scale up to a pretty nutty level of dice. For starters, all Rangers in a battle with Jen can simply add their reserved energy to the pool before she plays this card. Combine that with Jen’s own energy boosting powers and you already have a huge hit. Other energy-positive Rangers on Jen’s team let it hit even harder. Chrono Blaster is a good Blade Blaster-type card, netting 1 “free” damage.

Jen also has Covering Fire, a wonderful card that turns the tempo loss of playing Maneuvers on its head. This card allows her teammates to more freely use their strong utility cards, which makes Jen a powerful ally for a lot of Rangers to have on their side.

**Dino Thunder Rangers**

**Dino Thunder Black Ranger**

Tommy Oliver

Ability: Legendary Mentor

Once per battle, before a Ranger performs an Attack, you may add 1 die to that Attack.

Deck

1 Brachio Staff

1 Energy Orb

2 Finishing Blow

2 Fire Strike

2 Jurassic Counter

2 Wave Strike

Cards: 10 Shields: 20 Attacks: 7 Maneuvers: 1 Reactions: 2 Total Cost: 6

Individual Cards

Brachio Staff

Cost: 3 Shields: 3 Maneuver

Choose 2 Attack cards in your discard pile with an energy cost of 1 or less and play them both, one at a time, without paying their energy costs.

Energy Orb

Cost: 1 Shields: 1 Attack: 5

Skip the next Ranger turn in this battle.

Finishing Blow

Cost: 1 Shields: 1 Attack: 2

Add 1 die to this Attack for each hit token on the targeted enemy card.

Fire Strike

Cost: 0 Shields: 3 Attack: 2

The next time any Ranger performs an Attack, that Ranger may reroll any number of dice during that Attack.

Jurassic Counter

Cost: 0 Shields: 2 Reaction

Play this card when an enemy card deals damage to any Ranger. Gain 1 energy and deal 1 damage to that enemy card.

Wave Strike

Cost: 0 Shields: 2 Attack: 3

You must deal the damage of each die from this Attack to a different target.

Zord: Brachiozord

When you summon this card, and at the start of each Action Phase, take 1 random Zord card from the box and attach it to this card. Exhaust this card to use the ability of an attached Zord card, then discard that card.

Summary

Dino Thunder Black version of Tommy Oliver is a very aggressive character. All 10 of his cards are designed to deal damage to the enemy in some way, even his Jurassic Counter Reaction, which gets a free hit in when a Ranger takes damage. Even Legendary Mentor, his ability, generates damage in the form of 1 extra Attack die.

Fire Strike is Tommy’s most straightforward Attack. It’s an efficient zero-cost Attack and generates more damage on the Rangers’ next Attack in the form of a reroll.

Wave Strike is hyper-efficient in terms of dice for energy. However, it requires Tommy to spread out the damage in an inefficient manner. Sometimes Wave Strike will be able to defeat multiple cards, but it is unlikely unless 2-3 of them are already very low on HP. The most likely case will deal 1 damage to 3 different cards. Wave Strike combines well with other AOE abilities from other Rangers, as well as the Dino Megazord.

Tommy’s 1-cost Attacks are, appropriately for their cost, much more powerful. Finishing Blow is not good against a full-HP enemy card. However, all it takes is for 1 damage to be placed on the target already for Finishing Blow to become energy efficient. If the target has 2+ damage already on it, this card is a bonanza. Energy Orb is obviously a bit nuts at 1-cost for 5 dice. Of course, the drawback of skipping the next Ranger play is very real. This card should be reserved to take out something that will devastate the team and needs to go before it resolves. Otherwise, the loss of DPS will likely outweigh the benefits of a strong hit.

Brachio Staff, Tommy’s power weapon, is not very good until Tommy has played some Attacks or taken some damage to put cards into his discard pile. From there though, it can re-play any card in Tommy’s deck except Jurassic Counter. Since the Staff costs 3 and he gets to play 2 cards with a cost of 1 or less, he really wants to spend the Staff on the 1-cost cards. Otherwise it feels like the team has spent a bunch of energy at a loss. The power level of Finishing Blow and Energy Orb is very high though, and the Brachio Staff will likely be able to defeat 2 cards if played in this manner.

Finally, Tommy’s Brachiozord gets to pull in random Zords from Rangers not on the team. All of these cards will be beneficial, but the random nature of their effects (which gets more varied the more Rangers a player collects) means it’s difficult to plan a composition around. Since the Brachiozord can only be used once per round (except with Ninjor), Tommy is highly incentivized not to wait on his Zord abilities but to use them whenever there is an opportunity.

**S.P.D. Rangers**

**S.P.D. Shadow Ranger**

Anubis Cruger

Ability: Squad Commander

Once per battle, during any Ranger turn, you may spend 1 energy to allow another Ranger to perform an Attack with 3 dice instead of playing a card.

Deck

2 Bark Orders

2 Crowd Control

2 Discipline

1 Judgment

1 Shadow Saber

2 Shadow Slash

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 3 Reactions: 2 Total Cost: 7

Individual Cards

Bark Orders

Cost: 0 Shields: 2 Maneuver

Another Ranger may immediately play 1 card. After that card resolves, that Ranger may place that card on top of their deck instead of discarding it.

Crowd Control

Cost: 1 Shields: 3 Attack: 2

After this Attack resolves, if the target was a foot soldier card, you may perform an additional Attack with 2 dice, targeting a different foot soldier card.

Discipline

Cost: 0 Shields: 1 Reaction

When any Ranger performs an Attack, play this card to allow that Ranger to reroll any number of dice.

Judgment

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. Gain +1 energy if there is a monster in this location or +2 energy if there is a boss in this location. Then place this card on top of your deck instead of discarding it.

Shadow Saber

Cost: 3 Shields: 3 Attack: Special

Roll a number of dice for this Attack equal to the health value of the targeted enemy card. Before rolling, remove 1 die from this Attack for each hit token on the targeted enemy card.

Shadow Slash

Cost: 1 Shields: 2 Attack: 3

Before rolling, you may remove 1 die from this Attack to gain 2 energy.

Zord: Delta Base

Exhaust this card when any Ranger performs the Recover action. That Ranger may recover +4 Shields.

Summary

Cruger is a balanced Ranger, boasting good offensive capabilities as well as some strong defensive and utility options. His kit revolves around having exactly the right tool for the job at hand, neither more nor less than what the job requires, and this theme plays out in various ways.

On offense, Cruger has a few of Attacks that all demand to be used in a specific scenario. Crowd Control is for battling foot soldiers and only for battling foot soldiers. It is inefficient with any target other than 2 foot soldier cards, but when it works it’s 1 energy for 4 dice. His power weapon, Shadow Saber, is for hitting a monster or boss card with high HP total early in the battle, before it has taken chip damage from Cruger’s team. Under these scenarios it can be the best power weapon in the game at 3 energy for a whopping 7 dice (8 against the Core of Cyclopsis, maybe). On average, Shadow Saber will probably ring in around 5 dice, which is above average but nothing to write home about with no additional effects added on. Cruger needs to pick his moment with that card for best results.

Cruger also has some flexible, all-purpose Attacks. Shadow Slash is a standard 1-for-3 or a Flying Kick. His Squad Commander ability allows the Rangers to conserve cards in hand and just perform a 1-for-3 Attack. While not an Attack, Discipline is good offensive support for maximizing damage.

On defense, Cruger has Bark Orders, which lets a Ranger stack their top card without losing tempo. Cruger doesn’t benefit from Bark Orders, because flavor reasons, which is great. He also has the Delta Base zord, which amplifies a Recover action. 10 Shields is 50% of most Rangers’ decks, even more with MM Black. Ninjor has a bit of anti-synergy with Cruger since Delta Base cannot be used mid-combat, but whatever.

Finally, Cruger has Judgment, which is an amazing energy generation card. In a boss fight, generating a full power weapon worth of energy gives the Rangers lots of options. Placing Judgment back on top means that if Cruger’s teammates can let him draw a card (Billy, MM Yellow, etc.), he can Judgment multiple times in a battle. This might be overkill, but it’s cool to think about. It’s also a Maneuver, so Cruger pairs pretty well with White Ranger Tommy and Jen Scotts.

**Super Samurai Rangers**

**Super Samurai Red Ranger**

Lauren Shiba

Ability: True Focus

At the end of each battle, add 1 energy to your personal storage (if you do not have 1 already).

Deck

1 Black Box

2 Burn Out

2 Discipline

2 Hold the Line

1 Spin Sword

2 Strafe Burst

Cards: 10 Shields: 20 Attacks: 5 Maneuvers: 3 Reactions: 2 Total Cost: 5 + X

Individual Cards

Black Box

Cost: 2 Shields: 3 Maneuver

You may immediately play another card. If it is an Attack, double the damage dealt by that Attack.

Burn Out

Cost: 1 Shields: 2 Attack: 3

After rolling, you may choose 1 die from this Attack and deal its damage to an enemy card adjacent to the target instead.

Discipline

Cost: 0 Shields: 1 Reaction

When any Ranger performs an Attack, play this card to allow that Ranger to reroll any number of dice.

Hold the Line

Cost: 0 Shields: 3 Maneuver

Gain 1 energy. Each Ranger in this battle may draw 1 card and then place 1 card from their hand back on top of their deck.

Spin Sword

Cost: 1 Shields: 1 Attack: 3

Before rolling, you may spend any amount of energy to add that many dice to this Attack.

Strafe Burst

Cost: 0 Shields: 2 Attack: 2

For each miss rolled during this Attack, deal 1 damage to an enemy card adjacent to your target.

Zord: Bullzord

Exhaust this card when any Ranger plays a card to reduce that card’s energy cost by 1. If it is an Attack, add 1 die to that Attack.

Summary

Lauren is a self-sufficient Ranger who allows her team to spend more energy on average thanks to True Focus. She will always generate a personal energy at the end of each battle, so the team should spend at least 3 in every fight instead of at least 2.

Lauren also leads her team with some interesting cards. Discipline is an offensive boost, allowing Lauren or another Ranger to reroll dice on a key Attack. Hold the Line is a defensive boost, gaining an energy and allowing Lauren’s team to improve their hands and stack the top of their decks.

When on offense, Lauren has some neat combinations of cards which let her deal impressive damage. Burn Out and Strafe Burst can both deal some AOE damage aside from being efficient Attacks. Spin Sword is another efficient Attack on its face but Lauren can dump energy into it to finish off a big monster or boss card. Black Box is her most powerful card, allowing Lauren to double the damage of any of these Attacks. Doubling Burn Out’s damage will often result in defeating 2 enemy cards in one Ranger turn, and this is the best of Lauren’s Attacks to combine with Black Box. Strafe Burst can do the same thing with Black Box but is less likely to.

Lauren’s Bullzord adds to the energy spending theme she has going and boosts an Attack by 1 die. It’s simple and very strong in combat.

**HyperForce Rangers**

**HyperForce Pink Ranger**

Chloe Ashford

Ability: Impulsive

You may spend 1 energy to take the first turn in the battle even if there is an enemy card with the Fast keyword in play.

Deck

2 Accelerate

1 Blade Blaster

2 Hurricane Kick

2 Hyperion Bow

1 Hyperion Scythe

2 Swift Strike

Cards: 10 Shields: 20 Attacks: 8 Maneuvers: 2 Reactions: 0 Total Cost: 7 + X

Individual Cards

Accelerate

Cost: 1 Shields: 2 Maneuver

A Ranger of your choice may immediately play 1 card. If it is an Attack, add 1 die to that Attack.

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Hurricane Kick

Cost: 0 Shields: 1 Attack: 1

Deal the damage from this Attack to the target and to another enemy card adjacent to the target.

Hyperion Bow

Cost: 1 Shields: 3 Attack: 3

Ignore the Guard keyword when choosing a target for this Attack.

Hyperion Scythe

Cost: 3 Shields: 3 Attack: 2

Double the damage dealt by this Attack.

Swift Strike

Cost: 0 Shields: 2 Attack 1 + 1 damage

After you resolve this Attack, if the target had the Fast keyword, gain 1 energy.

Zord: Phoenix Hyper Zord

Exhaust this card to allow a Ranger of your choice to choose a card from their discard pile and return it to their hand.

Summary

Chloe is a bit of a mixed bag. Her Impulsive ability is enormously useful to protect her team from the awful effects of Fast cards, many of which can be completely devastating to the Ranger squad. Combined with Swift Strike, Chloe has plenty of benefits against decks with Fast cards. Chloe is especially strong against foot soldier decks with Fast cards (Super Putty Patrollers, Mastodon Troopers, Tenga Warriors) where Swift Strike actually has a chance of defeating the Fast card outright.

Aside from that, Chloe has some cards which are not very good by themselves but get much better with added dice. Hurricane Kick, for instance, only rolls 1 die. Rolling one die has a 67% chance of dealing damage, and a 50% chance of dealing only 1 damage. Dealing 1 damage to 2 different cards is nice, but not amazing. With even 1 extra die though, the card can put in some serious work. Hyperion Scythe is similar in that it rolls a low dice count. Doubling the damage can really stack up if Chloe can get even 1 extra die. While she can partner up with rangers such as MM Red (with Lead the Charge, Power Sword, and Tyrannosaurus) or Marvin Shih (with Find Weakness), Chloe can also boost her own Attacks with Accelerate. Accelerate has the added bonus of immediately generating the boosted Attack but the downside of needing energy to do it. Between Impulsive and Accelerate, Chloe can really use up the team’s energy. Pairing her with an energy generation character like Zeo Ranger III Blue can see big dividends.

Rounding out Chloe’s deck, she has the standard issue Blade Blaster and 2 copies of Hyperion Bow, which allows her to attack Guarded targets. This is just generally useful to have.

The Phoenix Hyper Zord is very powerful for recycling a character’s key cards. In Chloe’s case, that may end up being Accelerate a lot of the time, but it can re-use anything the team needs. It is very flavorful but doesn’t seem to complement Chloe’s strategy in a specific way.

**HyperForce Yellow Ranger**

Jack Thomas

Ability: Steadfast

Each time you suffer damage, before revealing any cards for defense, you may choose 1 card from your hand and place it on top of your deck.

Deck

1 Blade Blaster

2 Crius Cannon

1 Crius Hammer

2 Headbutt

2 Protect and Serve

2 Ram Rush

Cards: 10 Shields: 20 Attacks: 8 Maneuvers: 0 Reactions: 2 Total Cost: 7 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Crius Cannon

Cost: 1 Shields: 2 Attack: 3

If this Attack defeats the target, deal 1 damage to an enemy card adjacent to the target.

Crius Hammer

Cost: 3 Shields: 3 Attack: 5

The next time any Ranger suffers damage during this battle, reduce that damage by 2.

Headbutt

Cost: 0 Shields: 3 Attack: 2

After you resolve this Attack, if the target had the Guard keyword, return this card to your hand instead of discarding it.

Protect and Serve

Cost: 0 Shields: 2 Reaction

When another Ranger would discard a card for defense, play this card to gain 1 energy and allow that Ranger to place the card on the bottom of their deck instead of discarding it.

Ram Rush

Cost: 1 Shields: 1 Attack: 3

Special Defense: If this card is revealed for defense, the next time you perform an Attack during this battle, add 1 die to that Attack.

Zord: Ram Hyper Zord

Exhaust this card when any Ranger suffers damage to reduce that damage by 3.

Summary

Jack Thomas is a Tank character. A lot of his abilities dramatically reduce the damage he and his teammates will take over the course of a battle. The most obvious is the Ram Hyper Zord, which lets a Ranger eat 3 damage for free every round. Jack’s Steadfast ability lets him be the one to take hits, especially if he has 3-shield cards in hand to put back on his deck. Crius Hammer absorbs 2 damage for the team, essentially the opposite of MM Red’s Power Sword. Protect and Serve lets one of Jack’s allies keep a card in their deck they would have otherwise discarded. This can even save a Ranger from lethal damage in some rare situations!

While not a defensive boost because it only has 1 Shield, Ram Rush has a Special Defense trigger that powers up Jack’s next Attack when he reveals it to tank a hit. Steadfast can guarantee this if the team needs Jack to take out something, but that’s low defensive value. Ram Rush is also just an efficient Attack on its own, so it’s a fine card to draw.

On offense, Jack can hit just fine. He of course has a Blade Blaster, but along with that has Crius Cannon, bringing his deck up to 3 cards which deal some AOE chip damage. Finally, Jack has Headbutt. It’s an efficient Attack and can be used to deal with a low-HP enemy card. It’s much better to target Guard cards with it though, because Headbutt is the best card for Jack to put on top of his deck with Steadfast. Keeping one in hand while still dealing its damage is a big deal.

**HyperForce Blue Ranger**

Eddie Banks

Ability: Technician

Once per battle, a Ranger of your choice may place up to 3 cards from their hand on the bottom of their deck, then draw an equal number of cards.

Deck

1 Blade Blaster

2 Coiling Viper

2 Oceanus Blades

1 Oceanus Trident

2 Python Grab

2 Serpent Strike

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 4 Reactions: 0 Total Cost: 5 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Coiling Viper

Cost: 0 Shields: 2 Attack: 2

After you play this card, place it on top of your deck instead of discarding it.

Oceanus Blades

Cost: 0 Shields: 1 Attack: 2

After you resolve this Attack, you and another Ranger of your choice may each draw 1 card.

Oceanus Trident

Cost: 3 Shields: 3 Attack: 3

After you resolve this Attack, choose up to 3 cards from Ranger discard piles and shuffle them back into their respective decks.

Python Grab

Cost: 1 Shields: 2 Maneuver

Attach this card to 1 enemy card. Reduce all damage dealt by that enemy card by 2. That enemy card loses the Guard keyword for the rest of this battle.

Serpent Strike

Cost: 0 Shields: 3 Maneuver

Attach this card to 1 enemy card. After that enemy card resolves, deal 2 damage to that enemy card.

Zord: Serpent Hyper Zord

Exhaust this card during a battle to flip up to 2 foot soldier cards face down, as though defeated (Do not remove any foot soldier figures from that location).

Summary

Eddie is a defensive and supporting character for the HyperForce team. His Technician ability lets a Ranger attempt to dramatically improve their hand quality and stack the bottom of their deck at the same time (which pairs quite well with Ninjor). Also, his Oceanus Blades lets Eddie and a second Ranger draw a card during battle. Drawing cards is a situational ability but one that can come in very clutch, especially against monsters/bosses who discard cards or if someone can control what’s on top of their deck. Eddie does have a card he can put on top of his deck: Coiling Viper. Between those two cards, he can make zero-cost, 2-dice Attacks repeatedly to manage foot soldier battles with few resources expended.

Defensively, the Coiling Viper helps Eddie’s own deck HP. He also has his Serpent Hyper Zord to instantly remove threat from foot soldier cards during a battle. It does not defeat the foot soldier cards, but if they are all about to run away because Eddie’s team defeated a monster, Serpent Hyper Zord is fantastic at making sure the Rangers don’t waste resources on them and easily survive the rest of the battle. Oceanus Trident, his power weapon, lets Eddie heal his team for 3 cards, cherry picking which ones go back into the rangers’ decks. It is a relatively weak power weapon at only 3 dice, but the ability attached to it is quite strong.

Python Grab deserves its own section. This is Eddie’s best card by a mile. First of all, attaching it to a Guard card removes the Guard keyword, allowing Eddie’s team to deal with the truly threatening cards more immediately. Reducing its damage by 2 is another incredible feature, especially on cards which deal multiple instances of damage, because they will all be reduced!

Rounding out Eddie’s deck, he has Serpent Strike. This is probably his worst card. It is 2 guaranteed damage, but it needs to attach before the card resolves and then wait until after it resolves to actually do anything. The best targets for Serpent Strike are Passive cards which do nothing on resolution. Like his whole team, Eddie also has a Blade Blaster.

**HyperForce Black Ranger**

Vesper Vasquez

Ability: Cry Havoc

If there are 3 or more enemy figures in your location, reduce the energy cost of all of your cards by 1.

Deck

1 Blade Blaster

2 Cerberus Fang

1 Coeus Axe

2 Coeus Shield

2 Ground and Pound

2 Hades Technique

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 7 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Cerberus Fang

Cost: 1 Shields: 2 Attack: 3

Special Defense: If this card is revealed for defense, add it to your hand instead of discarding it or placing it on the bottom of your deck.

Coeus Axe

Cost: 3 Shields: 3 Attack: 4

After you resolve this Attack, deal 1 damage to each enemy card that has already resolved.

Coeus Shield

Cost: 1 Shields: 3 Reaction

Play this card when any Ranger suffers damage to reduce that damage by 2. Then, place this card on top of your deck instead of discarding it.

Ground and Pound

Cost: 0 Shields: 1 Attack: 2

If the target of this Attack has already resolved, add 1 die to this Attack.

Hades Technique

Cost: 0 Shields: 2 Maneuver

Gain 1 energy for each enemy card already defeated in this battle.

Zord: Cerberus Hyper Zord

Exhaust this card to deal 1 damage each to up to 3 enemy cards.

Summary

Vesper Vasquez is an ally you want to have in long fights, like against a monster or boss enemy. She is especially powerful in bigger fights where her Cry Havoc ability comes in clutch. Early in the fight, before the Rangers have reduced the enemy pool down to less than 3, Vesper will want to use Cerberus Fang as a hyper-efficient Attack and Coeus Shield as a good damage reduction tool. These are the main cards which benefit from Cry Havoc’s energy cost reduction, since they only cost 1 to begin with.

Coeus Shield is especially useful for Vesper, because a lot of her cards key off enemy cards that have already resolved. The Shield lets Vesper effectively tank a 4-damage hit for free (reduces it by 2, puts it on top, then reveals its 3 shields, sending Shield to the bottom). If she has multiples in hand, this gives her teammates tons of time to focus on more dangerous cards which come later in the main baddie’s lineup.

Once a few cards have resolved, Coeus Axe and Ground and Pound start to shine. The Axe is an average power weapon dice-wise, but its total potential damage is quite high. Ground and Pound is likewise just fine early but hyper-efficient later. Coeus Axe also combines well with Vesper’s Cerberus Hyper Zord and Blade Blaster, all of which are good at dealing AOE chip damage. With enough chip, the enemy cards will start to fall pretty easily to the Rangers’ zero-cost Attacks.

Finally, Vesper has Hades Technique. This card can be tricky to use. The ideal amount of energy to add is 3 (or more but let’s not get ahead of ourselves!). Three energy completely pays for a power weapon, and Hades Technique can definitely get 3 energy in a larger fight. The problem is that by the time the Rangers have defeated 3 cards, the fight is mostly won and the energy becomes less useful. Vesper’s playstyle of tanking with Coeus Shield early to focus more on cards that come later in the battle sequence helps here, since there will likely be some monster or boss cards at the beginning of the sequence the team has yet to defeat.

**HyperForce Red Ranger**

Marvin Shih

Ability: Determination

Once per battle, you may either discard 1 card to gain 1 energy or spend 1 energy to draw 1 card.

Deck

1 Blade Blaster

2 Defensive Stance

2 Double Slash

2 Find Weakness

2 Iapetus Blaster

1 Iapetus Claws

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 4 Reactions: 0 Total Cost: 5 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Defensive Stance

Cost: 0 Shields: 3 Maneuver

Gain 1 energy. Draw 1 card, then place this card on top of your deck instead of discarding it.

Double Slash

Cost: 1 Shields: 2 Attack: 2

After you resolve this Attack, you may discard 1 card from your hand to perform a second Attack with 2 dice targeting a different enemy card.

Find Weakness

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. The next time any Ranger performs an Attack during this battle, add 2 damage to that Attack.

Iapetus Blaster

Cost: 0 Shields: 2 Attack: 2

Before rolling, you may spend 1 energy to add 1 die to this Attack.

Iapetus Claws

Cost: 3 Shields: 3 Attack: 3

After you resolve this Attack, you may perform a second Attack with 2 dice. Then, you may perform a third Attack with 1 die.

Zord: Lion Hyper Zord

Exhaust this card when any Ranger performs an Attack to convert all miss results into hit results.

Summary

Marv is all about the flexibility. His Determination ability highlights this most effectively, allowing him to either draw 1 card or gain 1 energy, depending on the team’s needs. Most of the time, he will probably be discarding a card to gain 1 energy without taking a Ranger turn. However, 4 of Marv’s cards let him either spend energy or discard cards to boost their effectiveness, so he will want to plan ahead with Determination and figure out which cards he is likely to play soon. Double Slash lets him discard a card for 2 small Attacks instead of 1 inefficient one. It is only really good when powered up. On the other hand, Iapetus Blaster is an efficient Attack in either mode and can be used based on the situation.

Find Weakness is a very useful damage boosting Maneuver that also generates an energy to help fuel Marv’s abilities or just because energy is good. Defensive Stance is a very useful defensive Maneuver that generates an energy and puts 3 Shields on top of Marv’s deck so he can take a hit. The energy helps fuel Determination for cards and the Maneuvers’ effects contribute to Marv’s flexible playstyle.

Iapetus Claws lets Marv roll 6 total dice, which is tied for the highest of any power weapon printed thus far (matching MM Pink’s Power Bow). These dice can spread out among 2-3 different targets but unlike Double Slash, they don’t have to (again, flexibility). Between Iapetus Claws and Double Slash, Marv can set up his own Blade Blaster pretty well too.

Finally, the Lion Hyper Zord is incredibly powerful for saving bad rolls, especially bad rolls on crucial Attacks.

**Rebel Ranger Slayer**

Kimberly Ann Hart

Ability: Finishing Shot

After the last enemy card in the combat sequence resolves, deal 1 damage to an enemy card of your choice.

Deck

1 Blade Blaster

1 Bow of Darkness

2 Piercing Shot

2 Ptera Kick

2 Scorned Shot

2 Veteran Instincts

Cards: 10 Shields: 20 Attacks: 6 Maneuvers: 2 Reactions: 2 Total Cost: 5 + X

Individual Cards

Blade Blaster

Cost: X Shields: 1 Attack: Special

This attack deals an amount of damage equal to the amount of energy spent to play this card. You may divide this damage among any number of targets.

Bow of Darkness

Cost: 3 Shields: 3 Attack: 5 damage

Ignore the Guard keyword when choosing a target for this Attack.

Piercing Shot

Cost: 1 Shields: 2 Attack: 3

If this Attack defeats the target, deal any remaining damage from this Attack to an enemy card adjacent to the target.

Ptera Kick

Cost: 0 Shields: 2 Attack: 2

After you resolve this Attack, if the target was not defeated, return this card to your hand instead of discarding it.

Scorned Shot

Cost: 0 Shields: 3 Reaction

Play this card after an enemy card resolves to roll 2 dice and deal that much damage to that enemy card.

Veteran Instincts

Cost: 0 Shields: 1 Maneuver

Gain 1 energy. You may draw up to 2 cards, then you may immediately play another card.

Zord: Gravezord

Exhaust this card to use the ability of another Zord that has been summoned.

Summary

Alternate reality Kimberly is very similar to MM Pink Kimberly in may ways. Finishing Shot is the mirror image of Quick Shot. It is less powerful but also creates an easier decision. If the Rangers ever leave a resolved card with 1 HP remaining, they no longer need to spend resources on it because RRS can deal with it during cleanup. Bow of Darkness is a mirror image of Power Bow: they both ignore Guard and deal large amounts of damage. RRS’ version is again less powerful in the optimal case but more consistent, dealing 5 damage guaranteed. Of course, each character has a Blade Blaster as well.

From here, their cards diverge a bit more. Veteran Instincts is the counterpart to Take Aim. Veteran Instincts still generates 1 energy and allows RRS to play 2 cards in a turn. Here, the card draw means a better chance at finding Bow of Darkness or Piercing Shot. Speaking of Piercing Shot, that is RRS’ version of Arrow Shot. Where Arrow Shot ignores Guard outright, Piercing Shot lets RRS potentially hit multiple targets. It is therefore best used on a low-HP target so that it can carry over the maximum amount of damage rolls. Ptera Kick is RRS’ version of Flying Kick. They are both 2-dice Attacks for zero energy, but where Flying Kick generates 1 energy, Ptera Kick lets RRS sometimes keep the card in hand to use again. Ptera Kick’s ideal use it to soften up targets for other Attacks, which combines pretty well with RRS’ harder-hitting Attacks (Bow of Darkness and Piercing Shot).

Scorned Shot takes the place of MM Pink’s Acrobatics, and is a card all its own. Scorned Shot is very powerful. It generates 2 dice worth of non-Attack damage (which ignores Guard) that does not take up a Ranger turn! RRS can use it in combination with Finishing Shot to deal with a Fast card without needing to sacrifice tempo by targeting cards that have already resolved.

Finally, RRS’ Gravezord allows the team to double down on their best Zord every round. Hopefully it is not the first Zord summoned, because it will do nothing until the team fills up the power board a second time. Also, RRS wants teammates with generically powerful Zords like Tyrannosaurus rather than situational ones like Saber-Toothed Tiger, because finding the same corner case twice in one round is unlikely.

**Megazords**

Mighty Morphin: Dino Megazord

Exhaust this card to place the Megazord token in any location. At the start of each battle in the Megazord’s current location, deal 1 damage to each enemy card.

Free damage is always good. The Dino Megazord deals up to 8 free damage, which is more than almost any Attack in the game will reliably deal by itself. This spread-out damage also complements the Mighty Morphin team’s facility for dealing free chip damage and empowers its Black ranger’s AOE damage in a big way.

Mighty Morphin: Dragonzord Battle Mode

Exhaust this card to place the Megazord token in any location. At the start of each battle in the Megazord’s current location, roll 6 dice and deal that much damage to an enemy card of your choice.

Free damage is always good. The Dragonzord Battle Mode deals less damage, on average, than the Dino Megazord. However, this damage is concentrated on one card, allowing the Rangers to defeat an enemy card before the battle even begins! This card complements teams who are looking to get ahead of the battle sequence by giving them an additional free turn at the start of the battle, at least a lot of the time. Against bosses, this card cannot be relied on to defeat a card outright but will place it low enough for other tempo-oriented Ranger abilities to finish it off.

Zeo: Zeo Megazord

Exhaust this card to place the Megazord token in any location. During each battle in the Megazord’s current location, reduce the energy cost of all cards by 1.

The Zeo Megazord is my current pick for best Megazord in game. They are all amazing, but the amount of options a Ranger team has when their cards have reduced cost is completely game breaking. Add to that the fact that it helps combat Lord Zedd’s Aura of Doom, Rita Repulsa’s Witch’s Curse, and Master Vile’s Warlock’s Curse (some of the most obnoxious boss cards in the game) and you have an amazing ability. This card doesn’t even reduce the effectiveness of Battery-type Rangers like Zeo Ranger III Blue. That pairing just allows the team to use more power weapons and/or spend their energy on cards’ printed bonus effects. The Zeo Rangers have higher than average energy costs for their decks and have a lot of 1-cost cards in general, and this Megazord lets them all go beast mode.

Space: Mega Voyager

When you summon this card, and at the start of each Action Phase, place 5 energy tokens on this card (max 5). Each time a Ranger suffers damage, you may remove 1 energy token from this card to reduce that damage by 3.

Defensive-minded teams can’t beat this Megazord. Preventing up to 15 damage to the Ranger squad each round is a pretty big game. When combined with other Rangers who can already defend themselves reasonably well, Mega Voyager’s effect can make the game much, much easier. There are some villains, especially Wizard of Deception, who laugh in the face of this effect because they force draws or remove cards from the top of the deck without actually dealing damage. Those are pretty rare though, and if the players are manually choosing bosses and Megazords they can avoid that particular setup.

S.P.D.: Delta Command Megazord

Exhaust this card to place the Megazord token in any location. When any Ranger moves to that location or performs the Recover action in that location, they may power up.

This thing lets the Ranger team cheat the action economy by moving to the location with the boss and all powering up. It can be RNG-dependent, because the boss can deploy on top of a bunch of Rangers, but hopefully this doesn’t happen. Recovering to power up is a boost, but not as big of a boost as gaining a free Ranger action.

HyperForce: Chronos HyperForce Megazord

At the start of each battle, each participating Ranger may search their deck or discard pile for a card and add it to their hand. If they do, they must shuffle their deck.

Searching the deck for a Ranger’s best card is fine, but with such small decks they will see all their cards pretty quickly anyway. Tutoring a Ranger’s best card from their discard pile is amazing. Either way, the HyperForce team has a lot of mechanically complicated, situational but potentially battle-winning cards. The ability to always have access to whatever they need is very strong. Chloe can find Accelerate, Jack can find Headbutt, Eddie can find Python Grab, Vesper can find Coeus Shield, Marv can get Find Weakness (or just Iapetus Claws).

**Team-Building Thoughts**

Building a team in MMPR HotG is like building a deck in a CCG. You want to have a powerful plan and maximize your synergies between Rangers, Zords, and Megazord. Different combinations of Rangers work well with different player amounts as well. You can of course play with a full season’s worth of characters, which is like playing a pre-built deck. The characters are designed to work well together but possibly not at their peak operating potential.

What follows is a description of Ranger Archetypes and a list of Rangers who fit those archetypes. The hope is that this list helps people choose interesting teams of Rangers.

Archetypes

All-Around

A Ranger who has a good balance of offense, defense, and utility

* Mighty Morphin Red Ranger
* Mighty Morphin White Ranger
* Zeo Ranger I Pink
* Zeo Ranger IV Green
* Zeo Gold Ranger
* Yellow Space Ranger
* S.P.D. Shadow Ranger
* HyperForce Pink Ranger
* HyperForce Red Ranger

AOE

A Ranger who excels at dealing damage to more than 1 enemy card at a time

* Mighty Morphin Black Ranger
* Zeo Ranger III Blue
* Phantom Ranger
* Super Samurai Red Ranger
* HyperForce Black Ranger
* HyperForce Red Ranger
* Dino Megazord

Battery

A Ranger who excels at gaining energy

* Mighty Morphin Pink Ranger
* Mighty Morphin Green Ranger
* Zeo Ranger III Blue
* Turbo Red Ranger
* Time Force Pink Ranger
* Zeo Megazord

DPS

A Ranger with higher than average damage output

* Mighty Morphin Black Ranger
* Mighty Morphin Green Ranger
* Mighty Morphin Purple Ranger
* Zeo Ranger II Yellow
* Blue Space Ranger
* Black Space Ranger
* Dino Thunder Black Ranger
* Super Samurai Red Ranger
* Rebel Ranger Slayer

Sniper

A Ranger who excels at ignoring Guard

* Mighty Morphin Pink Ranger
* Mighty Morphin Purple Ranger
* Phantom Ranger
* Red Space Ranger

Support

A Ranger who excels at providing utility, healing, and card selection

* Mighty Morphin Blue Ranger
* Mighty Morphin Orange Ranger
* Alpha 5
* Ninjor
* HyperForce Blue Ranger
* Delta Command Megazord
* Chronos HyperForce Megazord

Tank

A Ranger who excels at mitigating damage or who benefits from taking it

* Mighty Morphin Pink Ranger (Kat)
* Mighty Morphin Blue Ranger
* Zeo Ranger IV Green
* Zeo Ranger V Red
* Pink Space Ranger
* Magna Defender
* HyperForce Yellow Ranger
* HyperForce Black Ranger
* Mega Voyager

Tempo

A Ranger who excels at getting their team ahead of the battle sequence

* Mighty Morphin Yellow Ranger
* Mighty Morphin White Ranger
* Time Force Pink Ranger
* Dragonzord Battle Mode

**Team Comp Ideas**

**5-Player Teams**

Mighty Morphin Comp

MM Pink (Kimberly), MM Yellow (Trini), MM Blue, MM Black (Zack), MM Red (Leadership), Dino Megazord

The base game comp to which everyone has access. This team is well rounded and can deal with most situations, even if they do not excel in a particular area or have a defined strategy going into the game. Kimberly generates energy and gets around Guard. Billy tanks damage. Zack deals AOE damage. Jason deals good damage and boosts the team’s consistency. Trini secures kills and generates tempo.

Trini, Jason, and Zack all want to partner up with at least one other Ranger, Trini and Jason because they have cards which need a friend around and Zack because he is fragile. If any Ranger needs to fight solo, either Billy or Kimberly should take on that risk. Zack can fight solo, since he can potentially deal with lots of enemy cards at once, but this is a bit of a risky option if the dice are not in your favor. Otherwise, the Rangers all have some synergy with each other, so it doesn’t matter who groups with whom.

Dino Megazord deals a lot of damage and specifically benefits Zack and Trini more than the other Rangers, especially Zack.

Season 2 Comp

MM Pink (Kimberly), MM Yellow (Aisha), MM Blue, MM Black (Adam), MM Red (Rocky), Dino Megazord

Season 3 Comp

MM Pink (Kat), MM Yellow (Aisha), MM Blue, MM Black (Adam), MM Red (Rocky), Dino Megazord

Zeo Comp

Zeo Pink, Zeo Yellow, Zeo Blue, Zeo Green, Zeo Red (Zeozord V), Zeo Megazord

Space Comp

Space Pink, Space Yellow, Space Blue, Space Black, Space Red, Mega Voyager

HyperForce Comp

HF Pink, HF Yellow, HF Blue, HF Black, HF Red, Chronos HF Megazord

Team HyperForce have a ton of situational cards.

Kimberly Tempo Comp

MM Pink (Kimberly), HF Pink, MM White (Guardian Light), MM Red (Leadership Jason), MM Blue, Dragonzord Battle Mode

Kimberly is a very self-sufficient Ranger, so building around her is mostly about maximizing the effectiveness of Quick Shot and her Take Aim + Power Bow combo. This team aims to use Quick Shot in combination with Chloe’s Impulsive ability and MM White’s Flash Kick to consistently gain enormous amounts of tempo on the first turn of a battle, especially against single Fast cards. Kimberly will Quick Shot the Fast card, Tommy will Flash Kick it, Chloe will use Impulsive, and someone will play a card (often Chloe’s Swift Strike). This team also probably wants to use Dragonzord Battle Mode to deal more single-target damage before the battle actually starts.

Additionally, between Chloe’s Phoenix Hyper Zord and Billy’s Triceratops + Knowledge is Power, once Kimberly finds Take Aim + Power Bow, the other Rangers can consistently put it back into her hand. MM White Tommy helps gain tempo all by himself, but really helps give Billy an opportunity to play Knowledge is Power due to Flying Tiger and White Tigerzord. Between all the energy gains from Kimberly and all the Maneuvers, Tommy is better off with Guardian Light in this setup.

Because Chloe is on the team and needs some support herself, we bring MM Red to give her extra Attack dice. Any version of MM Red will do (since Kim gives herself rerolls with Take Aim). That said, regular Jason is probably still the most powerful of the three options. Dragon Shield Jason is a fine choice as well, especially if you’re worried about defense. However, on defense the team has Billy, Tommy, and the time afforded by getting ahead of the battle sequence so it shouldn’t be a problem and the rerolls from Leadership can help guarantee the team stays ahead.

Early on, the team will probably split Kim + Tommy, MM Red + Chloe, Billy. On later rounds, they will group up more, either going 4/1 with Billy solo or 3/2 with the core of Kim + Chloe + Tommy together and Jason + Billy somewhere else. This team also works fine with 4 players, just removing Billy and/or Jason depending on how people feel.

Trini Maneuver Comp

MM Yellow (Trini), MM White (Rallying Light), TF Pink, HF Red, MM Blue, Chronos HF Megazord.

Building around Trini is all about maximizing Double Strike, and the best thing to do with Double Strike is to guarantee 4 damage by playing two copies of Precise Strike in a row. To help guarantee drawing both copies, this team brings Billy so we get access to Knowledge is Power. We also run Chronos HyperForce Megazord for late-game consistency, as Recover actions can sometimes break up Trini’s card combos. Once she has found both copies of Precise Strike, she should usually not shuffle them back into her deck. This costs the team energy and prevents the recursion of the Precise Strike combo, which the team will create with Trini’s Tenacity and Billy’s Triceratops zord. These effects allow Trini to have Double Precise Strike available in basically every battle.

Between Knowledge is Power and Tenacity, this team is already relying a lot on Maneuvers, which is why our first pair is supported by both Jen and Tommy. White Tigerzord, Flying Tiger, and Covering Fire all help turn Maneuver turns into damage. We round out the team with Marvin Shih who brings his own set of powerful Maneuvers including Find Weakness. Find Weakness + Double Precise Strike is 6 guaranteed damage, enough to defeat most cards in the game. With these characters, the team also has a lot of decent AOE options, allowing Trini’s Twin-Fang Teamwork to really shine.

For managing energy, this team plays lots of Maneuvers but also has Tommy’s Rallying Light, Marv’s Determination, and Jen’s whole kit. This allows the team to build up a ton of energy in the shared pool, powering up the 3 Blade Blasters and especially Jen’s V-5 Blaster.

On defense, this team has Billy, Marv’s Defensive Stance (a Maneuver), and Tommy’s Guardian Armor (another Maneuver!). The team is a bit light in this area, but the abundance of guaranteed damage and tempo plays should help with that. It also has Jen’s Contingency to manage the enemy battle sequence so that the team’s high tempo style is at its most effective. If the team is worried about defense, switching Tommy to Guardian Light is an easy boost.

Early on, the team can split Trini + Billy and send either Marv or Tommy solo, pairing Jen with the other. It really doesn’t matter so long as Trini and Billy stick together and allow her to find the Precise Strikes. Sending Jen with them early doesn’t hurt. Later, when the team has Time Flyer 5, they can split any number of ways. In this case, Trini should always look for opportunities to play Twin-Fang Teamwork even in other locations.

Billy One-Of Comp

MM Blue, Lauren Shiba, Space Pink, Bulk, Skull, Chronos HF Megazord.

Building around Billy is an interesting challenge. He is so solid in general that he doesn’t require much help, if any, to make huge contributions to any game he’s involved in. However, we can maximize the effectiveness of his most unique card, Knowledge is Power, and his ability to Strategize.

The more powerful one-of cards the team has access to, the better Knowledge is Power becomes, and that’s why this team looks the way it does. Lauren has Black Box; Cassie has Satellite Stunner; Bulk & Skull each have a powerful one-of in Power Bomb and Power Nap, and Billy can help make sure they each get their Cockroach Combo in hand to use together. If Lauren has access to Black Box whenever she wants, she gets to do some really powerful damage combos. Cassie gets to easily use Satellite Stunner to decimate high-HP enemy cards and let the team’s abundant access to chip damage finish off that target. Bulk’s Power Bomb is tons of fun and can deal a bunch of AOE damage if you have good aim.

Skull’s Power Nap is an important piece to this puzzle. Combined with Billy’s Triceratops zord and Strategize, he lets this team re-buy their powerful one-of plays for a second high-impact turn. The Chronos HyperForce Megazord is another late-game way to make sure the team has access to these powerful cards in every single battle.

On defense, Billy and Cassie can mitigate a metric ton of damage. While being good in general, on this team that really helps empower Bulk to go nuts with Baconodon, Fight Dirty, and Hip Check.

As far as energy management goes, the team will want to play carefully. While Billy, Lauren, and Cassie can all add small amounts of energy to the pool, the team does not have a truly dedicated Battery character to charge up. On the other hand, most of the one-ofs the team uses cost 2 energy rather than 3, so this should help things out in this department. Switching to the Zeo Megazord is a great option if the team feels starved for energy against bosses.

Early on, the team will split Bulk and Skull together (obviously). The other three can operate in any combination, as all those characters are good in groups or on their own.

Zack AOE Comp

MM Black (Zack), Zeo Blue,

**4-Player Teams**

**3-Player Teams**

**2-Player Teams**

**6-Player Teams**

**Legendary Ranger Ideas**