

ROOM!

RED RANGER

JASON LEE SCOTT

GO GO POWER RANGERS

If no Unique Ranger Heroes in your army have the same name, after revealing a numbered Order Marker on this card and instead of taking a turn with Red Ranger, you may choose two Unique Ranger Heroes you control to take a turn. Chosen figures must be within 5 clear sight spaces of Red Ranger and you may activate the chosen Heroes in any order. Red Ranger may not take any additional turns with other figures you control.



HUMAN

UNIQUE HERO

RANGER

DISCIPLINED

MEDIUM 5

RED POWER SWORD

SPECIAL ATTACK

Range 1, Attack 4.

Defending figures roll 1 fewer defense die for each blank rolled in this special attack. After attacking, Red Ranger may attack with this special attack one additional time.

COMBAT FLIP 12

After moving normally, attacking, or defending with Red Ranger, he may use Combat Flip. Combat Flip has a move of 2. When moving with Combat Flip, Red Ranger has the Flying special power, but may not move up or down more than 12 levels in a single flip. When using Combat Flip, Red Ranger will not take any leaving engagement attacks.



5

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 5

230

POINTS