



## CORE RULES

- During the movement phase, each player (starting with the Glory Hound) may move their Heavy Hitter. Then, in the same order, each player may move their Combat Support Unit. Then in the same order, each player may move their Repair Support Unit. Then once again, each Recon Support Unit. If using Mercs, they move after regular Support Units (KSE).
- Players can only ever fire 1 of each specific weapon from their Heavy Hitter (1 x Primary, 1 x Secondary A, 1 x Secondary B, 1 x Orbital).
- When tagging buildings, players can only tag the immediately adjacent face of that building (they don't choose which side of the building to place it on).
- The adjacency rule is only for partial cover. From p. 22: "If all shortest paths (or path) to an opposing Target pass through 1 or more Buildings, their LOS to that Target is blocked."
- As long as one of your Support Units can spot, you can consider it indirect, even if your Heavy Hitter can see them.
- **Q:** Can I choose to bypass a support unit to hit a Heavy Hitter behind him if I'm in range of all of them? What about bypassing a Heavy Hitter to get to another target?  
**A:** No units block line of sight. So you can shoot past one to hit another.
- **Q:** On Alley shots you start counting range from the first empty space on the other side of the buildings correct?  
**A:** No. For an alley shot, the first hex you count is one of the buildings.
- **Q:** When choosing weapons if you have a non-Heavy Hitter out (support etc.) do you have to fire with them? Or can you choose to use your Heavy Hitters attack only?  
**A:** Firing Support Units is always optional. Remember they don't cost energy to fire though - only to deploy. So fire away!!
- **Q:** Do orbital strikes still require LOS or spotters?  
**A:** Orbital strikes do not require LOS or spotters. They can target any unit on the board.
- **Q:** Can a Heavy Hitter spot for a Support Unit?  
**A:** You can only spot for Heavy Hitter missile attacks.
- **Q:** I already am the glory hound, I put more tags than any other player, which means I still am the glory hound. Should that count as an achievement?  
**A:** No, remaining the Glory Hound is not an achievement.
- **Q:** Can support units Alley shot as well?  
**A:** Yes they can.
- **Q:** Can support units also have LOS for Heavy Hitter missiles if they are in the alley shot position?  
**A:** Alley Shots are a unique attack. Units otherwise don't have LOS through an alley.

- **Q:** Looking at the flanking diagram in the rulebook p. 27 I am in the grey hex firing along the red/blue line, is this considered a flank shot or not?  
**A:** No, the grey area is neither their flank, nor firing arc. In that diagram, you need to be in the red area for it to count as a flank shot.
- **Q:** Regarding missiles and cover, does the spotter take away any cover bonus as long as it can see the target?  
**A:** If a Support Unit can spot the target, the attack can be indirect, so there is no cover. If there are no spotters, but the Heavy Hitter has line of sight, it simply becomes a normal direct attack and all cover rules apply.
- **Q:** Do Recon units get Line of Sight over buildings, as they can move over buildings?  
**A:** No.
- **Q:** When playing the "Last Bot Standing" rule, is a destroyed Heavy Hitter removed from the board?  
**A:** Yes, you should remove the destroyed Heavy Hitter and any of their Support Units from the board.
- **Q:** If a Support Unit is destroyed before it fire, does it's card still activate?  
**A:** No it doesn't.
- **Q:** Can Missiles be fired outside of the Heavy Hitters firing arc if the target is spotted?  
**A:** No.
- **Q:** Do cumulated Achievement Triggers result in cumulated Achievement Board progressions?  
**A:** Yes.
- **Q:** ?  
**A:** .

## THE TRICKY "FULL-COVER/NO-COVER" CASE

**Full Cover requirement:**



All shortest path(s) pass through 1+ Buildings

**Partial Cover requirement:**

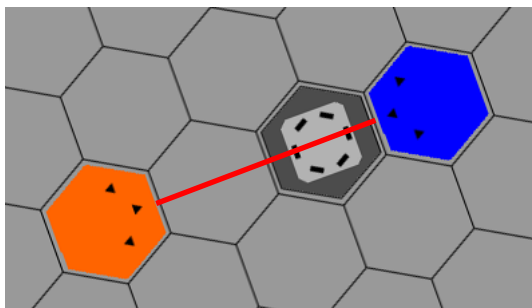
**Superseded**

1+ shortest path pass through 1 **adjacent** Building

**No Cover requirement:**

**Superseded**

No shortest path pass through 1 **adjacent** Building



**Full Cover requirement:**



All shortest path(s) pass through 1+ Buildings

**Partial Cover requirement:**

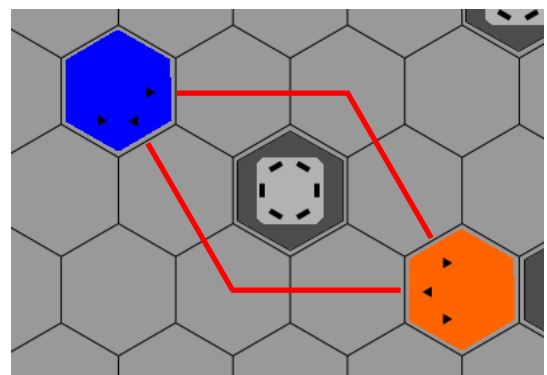


1+ shortest path pass through 1 **adjacent** Building

**No Cover requirement:**



No shortest path pass through 1 **adjacent** Building



Based on [BGG GKR Rules forum](http://www.vortexzone.com/gkr-heavy-hitters.html) entries

Latest version: <http://www.vortexzone.com/gkr-heavy-hitters.html>

Q/A Compilation & document design: Loïk "Koin-Koin" MENARD

**v 0.8**

**4/11/2018**

## PILOTS

- **Q:** Do pilot abilities affect the Support Units?  
**A:** Unless stated otherwise, they apply to all units. Izzy can use her ability for Support Units too.
- **Q:** ?  
**A:** .

## WEAPON & SPONSOR CARDS

- **Q:** Are Sponsor Cards one time use then discard or can we keep our Sponsor Cards and use every round?  
**A:** .Discard when you use them. Sponsor Cards are effective during the current Round only.
- **Q:** How does the sponsor card "Range Boost" affect Ring of Fire?  
**A:** With Range Boost, it should hit all foes at Range 3 only, So you don't need to play it if you want to hit all targets at range 2.
- **Q:** How do I resolve "The Rattler" during an Alley Shot?  
**A:** The Rattler can't be used to make an Alley Shot, as it fires down a straight line.
- **Q:** So what is the timing on sponsor cards? When, during a particular phase, are they played?  
At what point do must you declare that you are using them? Does your opponent get to respond and play their own sponsor card? Do you get to play another in response? Which order do you play cards if both sides want to play them during the same phase?  
**A:** Deploy and movement ones are always on your turn during those phases. For the 'After Weapons are Declared' ones, we always resolved them in the order that players declared them. If there's a timing issue, resolve in turn order from the Glory Hound.
- **Q:** My buddy had 3 "Coiled Strike" cards in his hand playing Diamondback. Can you really get a chain of 3 successful "Coiled Strikes" in one attack, or is the second "Coiled Strike" the one freebie you get as a result of the first one?  
**A:** Yes, that's legal. They can keep chaining.
- **Q:** The "Super Sancho" card reads "When dealing 2+ damage, steal a random Sponsor card from your opponent". I had a damaged Unit (1 HP left) get destroyed by this attack. Card does 3 damage and none of them were saved against in the armor save. Does my wife still get to steal my Sponsor Card if the support unit could only take 1 damage?  
**A:** I would say yes.
- **Q:** Can a Counter Hack be played even if the Hack is directed at another player?  
**A:** Yes.
- **Q:** ?  
**A:** .

## MERCS (KSE)

- **Q:** Do Mercenaries count towards the "Have 3 support units on the board at the end of the combat phase" Achievement?  
**A:** Yes.
- **Q:** The Zappy Merc card says "on a successful hit against a HH, target loses 2 energy". If Zappy hits a HH currently at 0 Energy, does that mean that it will cause 4 Damages? (2 for the Weapon, and 2 for going to -2 Energy level)?  
**A:** .Correct. Even more powerful is that you only get to roll defense against the Weapon damage, not the extra damage caused from the Energy loss.
- **Q:** ?  
**A:** .

## URBAN WASTELANDS (Add-On)

- **Q:** Do sentry guns count as tags, or are they strictly a deployed weapon?  
**A:** Yes, sentry guns are still tags. So they count towards the 4 required to demolish a building and can also be over tagged.
- **Q:** ?  
**A:** .

## BIG LITTLE BUDDY (Add-On)

- **Q:** Does playing a « Big Little Buddy » Sponsor card count as your deploy for the round or can you also deploy as normal?  
**A:** No, it doesn't count as a deploy.
- **Q:** ?  
**A:** .