



QUICK REF Core Box

DECK BUILDING



Primary
Weapon
x5



Secondary
Weapon #1
x4



Secondary
Weapon #2
x4



Deploy
x5
(up to)



Orb., Reaction,
Maneuver
=25
(for a total of)

PLAYING THE GAME



DEPLOY COST

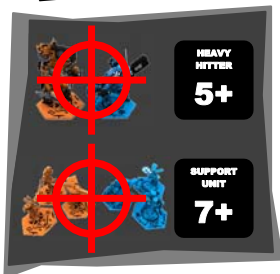


WITH A
DEPLOY CARD
2



NO DEPLOY
CARD
4

TARGET NUMBER



HH ARMOR
VALUE
5+

MODIFIERS

PARTIAL
COVER
+1

ALLEY SHOT
+2

FLANKING
-1



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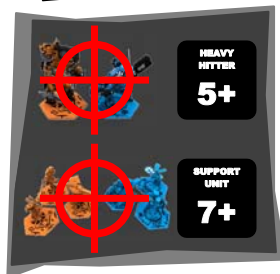


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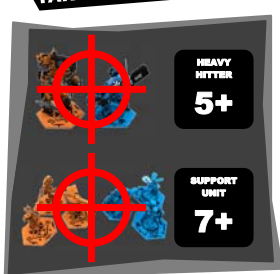


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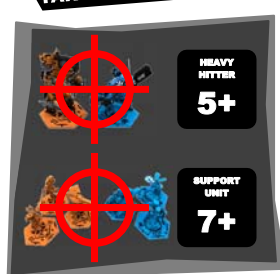


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DEPLOY PHASE:

PLACING SUPPORT UNITS:

1. Glory Hound goes first, followed by each other player around the table in clockwise order.
2. Each player may Deploy 1 Support Unit. 
3. A Support Unit may only be placed on an unoccupied hex, up to 2 hexes away from its own Heavy Hitter.
4. Deploy cards cost 2 Energy . Players must deduct this from their Energy Reactor immediately and place the card in their Discard Pile
5. If a player doesn't have a Deploy card, they may still Deploy a Support Unit for a hefty cost of 4 Energy .



MOVEMENT PHASE:

HEAVY HITTERS MOVEMENT

SUPPORT UNIT MOVEMENT:

- Combat Support Unit: Glory Hound, next player, ...
- Repair Support Unit: Glory Hound, next player, ...
- Recon Support Unit: Glory Hound, next player, ...

COMBAT PHASE:

1. DECLARING ATTACKS
2. REVEALING DECLARED ATTACKS (spend Energy  immediately)
3. WEAPON SPEED ATTACK ORDER
4. SELECTING A VALID TARGET
5. ATTACKING THE TARGET 





TAGGING PHASE:

1. TAGGING BUILDINGS
2. DRAWING SPONSOR CARDS
3. DEMOLISHING BUILDINGS 

RESET PHASE:




1. REPOWER REACTOR (back to +5 Energy )
2. REPLENISH FACTION CARDS IN HAND (back to 6 cards)
3. DETERMINE GLORY HOUND 

ACHIEVEMENT TRIGGERS

-  Become the Glory Hound during the Reset Phase.
-  Make a successful Alley Shot or Flank Shot.
-  Demolish a building.
-  Have 3 Support Units on the board at the end of the Combat Phase.

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
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