

# GKR HEAVY HITTERS!

## 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

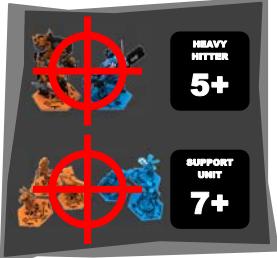


WITH A  
DEPLOY CARD  
**2**



NO DEPLOY  
CARD  
**4**

## TARGET NUMBER



## MODIFIERS



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## MODIFIERS



## 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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