

# GKR HEAVY HITTERS!

## DECK BUILDING



Primary  
Weapon  
**x5**



Secondary  
Weapon #1  
**x4**



Secondary  
Weapon #2  
**x4**

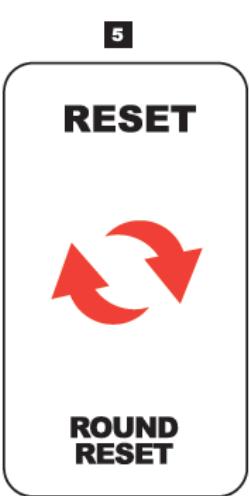


Deploy  
**x5**  
(up to)



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

## PLAYING THE GAME



## DEPLOY COST

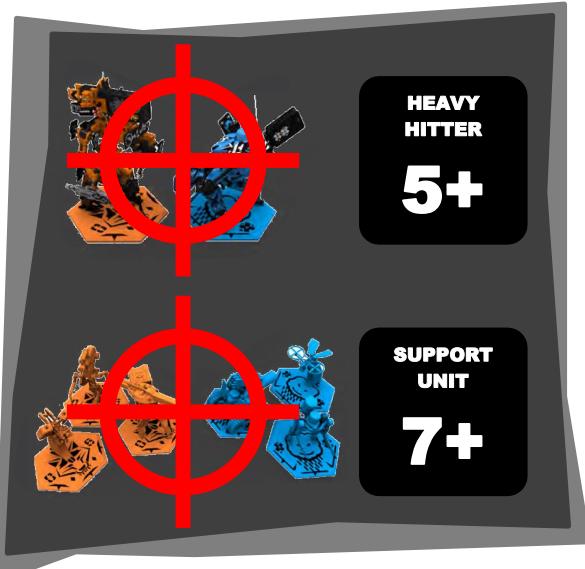


WITH A  
DEPLOY CARD  
**2**



NO DEPLOY  
CARD  
**4**

## TARGET NUMBER



## MODIFIERS

**HH ARMOR**  
**VALUE**  
**5+**

**PARTIAL  
COVER**  
**+1**

**ALLEY SHOT**  
**+2**

**FLANKING**  
**-1**

# 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 

## 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.

# 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 