

### DECK BUILDING



Primary  
Weapon  
**x5**



Secondary  
Weapon #1  
**x4**



Secondary  
Weapon #2  
**x4**



Deploy  
**x5**  
(up to)



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

### PLAYING THE GAME



1

**DEPLOY**



**PLACE  
UNITS**



2

**MOVE**



**MOVE  
UNITS**

3

**COMBAT**



**UNITS  
FIGHT!**



4

**TAGGING**



**PLACE  
HOLO-BOARDS**

5

**RESET**



**ROUND  
RESET**

### DEPLOY COST



WITH A  
DEPLOY CARD

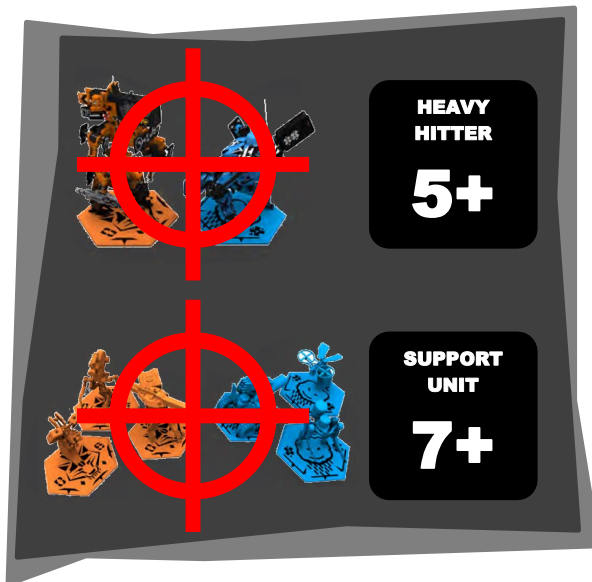
**2**



NO DEPLOY  
CARD

**4**

### TARGET NUMBER



HEAVY  
HITTER

**5+**

SUPPORT  
UNIT

**7+**

HH ARMOR  
VALUE

**5+**

### MODIFIERS

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 

## 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.**