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v1

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Game: **GKR HEAVY HITTERS**

Publisher: **Weta Workshop/Cryptozoic (2018)**

Page 1: **Rules summary** front

Page 1: **Rules summary** back

Page 2: **Player reference**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

GKR HEAVY HITTERS!

SETUP

Place the board in the middle of the table, standard side faceup. Assemble and place the **buildings** following one of the battlefield maps in the rulebook (or create a custom layout).

Each player rolls 2 dice. The highest roller takes the **Glory Hound** token.

Starting with the Glory Hound and going counter-clockwise, each player chooses a **faction** to play.

Each player takes 1 **heavy hitter dashboard**, 1 **energy tracking token**, 3 **upgrade tiles** and 1 **reference card**.

In their chosen faction, each player takes **3 support unit figures**, **3 support unit cards**, **20 holo-board tags** and **59 faction cards**.

Starting with the Glory Hound and going counter-clockwise, each player places their **heavy hitter figure** onto an available starting hex (see the chosen battlefield map). Support units are deployed later, during the game.

Starting with the player to the right of the Glory Hound and going counter-clockwise, each player chooses their **pilot** from among their faction's available pilot cards. Once a player has chosen their pilot, no other player can choose the same pilot. Once all players have chosen, return the unused pilot cards to the box.

Players then introduce their pilot and describe their special ability.

Place the **achievements board** alongside the board, standard side faceup. For each pilot in play, place the matching **pilot token**, in their player color, on the left-most column of the achievements board.

Shuffle and place all **sponsor cards** into a facedown **sponsor draw pile** alongside the achievements board.

Each **faction deck** represents the combat, defense and hit points of your heavy hitter. Players privately build their deck of 25 cards (not including support units and sponsor cards) from their faction deck. These cards are only usable by your heavy hitter, never your support units. Return unchosen cards to the box.

To build your faction deck:

1. Each heavy hitter has 4 **primary weapons** (each comprised of 5 identical cards). Choose 1 set and return the others to the box.
2. Each heavy hitter has 5 **secondary weapons** (each comprised of 4 identical cards). Choose 2 sets and return the others to the box.
3. Add up to 5 **deploy cards** to your faction deck.
4. Choose a selection of **orbital strikes**, **maneuver** and **reaction cards** to bring the total up to 25 cards.

Shuffle your faction deck and place it facedown onto the space marked **online systems** on your dashboard. Set the **energy reactor meter** to +5.

Place your 3 **upgrade tiles** to the left of your dashboard, with the locked side faceup.

Each player draws a hand of 6 cards from their faction deck. If you do not like your initial hand you can **reboot**: shuffle the cards back into your deck and draw 6 new cards. You may only do this once.

GAMEPLAY

DEPLOY PHASE

The Glory Hound goes first, followed by each other player in clockwise order.

Each player may deploy 1 support unit by playing a deploy card.

A support unit may only be placed on an unoccupied hex up to 2 hexes away from its own heavy hitter.

Deploy cards cost 2 energy. Deduct this from your energy reactor immediately and place the card in your discard pile.

If you do not have a deploy card, you may still deploy a support unit for a cost of 4 energy.

MOVEMENT PHASE

Players take turns moving their units.

Movement order begins with heavy hitters, followed by combat, repair, and finally recon support units. The movement of each type of unit starts with the Glory Hound, followed by each other player in clockwise order.

Units cannot move into the half-hex spaces along the edges of the board.

1. HEAVY HITTERS MOVEMENT

The Glory Hound moves their heavy hitter first, followed by other players in clockwise order.

⚡ **For each hex your heavy hitter moves, deduct 1 energy from the reactor on your dashboard.**

Players cannot make more movements once their turn has ended, unless they use a special card that says otherwise.

A heavy hitter can move freely through hexes occupied by your own faction, but cannot finish its move on an occupied hex.

It cannot move through hexes occupied by opposing support units. However a heavy hitter can *finish* its move on a hex occupied by an opponent's support unit, forcing that unit into an available adjacent hex of your opponent's choice.

A heavy hitter cannot move through, or finish its move on, a hex occupied by an opposing heavy hitter or a building.

Maneuver cards allow a heavy hitter to perform special actions when the card may legally be played (as listed on the card). Place maneuver cards into your discard pile once used.

Facing indicates the heavy hitter's forward firing arc. Even if the heavy hitter remained in the same hex it may rotate at no energy cost.

Critical energy movement A heavy hitter may use additional energy over the base 5 to move further, but for every extra point of energy used, you must place a card from your faction deck or hand onto your damage pile.

2. SUPPORT UNIT MOVEMENT

Players alternate turns to move each class of support units in play (Glory Hound moves first, followed by other players in clockwise order): **combat units, then repair units, then recon units**.

If you do not have a particular class of support unit deployed, skip that movement step.

A support unit's movement value is on its card.

Support units can move freely through hexes occupied by your own faction, but cannot finish their movement on an occupied hex.

They cannot move through, or finish their move on a hex occupied by opposing units or buildings. However, **recon support units may fly through an occupied hex or hexes containing buildings**.

COMBAT PHASE

1. DECLARING ATTACKS

Each player selects from their hand any heavy hitter **weapon cards** they wish to declare, and places them facedown in a **firing line** in front of them.

Players also add any **support unit cards** in play to the firing line.

A player may only play 1 of each unique weapon card per combat phase (1 *primary*, 1 of each *secondary* and 1 *orbital*).

2. REVEALING DECLARED ATTACKS

Players reveal declared attacks simultaneously by flipping their facedown cards faceup.

Players then immediately **deduct the total energy cost** of their declared weapons.

If you do not have enough base energy to pay for a declared weapon, you may spend **critical energy**. For every extra point of energy used during combat, you must place a card from your faction deck or hand onto your damage pile.

At the end of the combat phase, any declared weapon cards that have not been used will be returned to their owner's hand (the weapon's energy cost is not regained).

3. WEAPON SPEED ATTACK ORDER

Each player organizes their firing line according to the weapon **speed** (highest to lowest).

Weapons will then resolve from fastest through to slowest, regardless of the turn order in previous phases.

4. SELECTING A VALID TARGET

When it becomes a card's time to fire (weapon or support unit), only *then* do you select a target for that attack.

Check firing arc (heavy hitters only) The intended target must fall within the projected firing arc of the 3 forward-facing sides of the heavy hitter base.

All support units have 360° firing arcs.

Check line of sight (LOS) If all shortest paths (or single path) leading to the target pass through 1 or more buildings, LOS is blocked. A heavy hitter cannot fire at a target without LOS, unless they are firing a missile weapon with 1 or more of their support units **spotting** the intended target.

Support units can never fire without LOS.

Check range Ensure that any attacks on the target from a heavy hitter weapon or support unit fall within their effective weapon range.

5. ATTACKING THE TARGET

For a weapon to hit, an attacking unit must roll **2 black attack dice**, with the combined total matching or exceeding the opponent's target number:

Heavy hitter: 5+

Support unit: 7+

Check if there are any target number modifiers from cover, flanking, sponsor cards or upgrades.

Critical hit

Rolling double 6s on an attack results in a critical hit. The defending unit takes the full damage from the weapon used and cannot roll an armor save to defend.

No modifiers may be used to achieve a critical hit.

Critical failure

Rolling double 1s on an attack results in a critical failure for the attacking player's unit. A critical failure on a heavy hitter's weapon results in that card being placed into their damage pile.

When a support unit has a critical failure, subtract 1 from their hit points.

A bonus to your roll does not avoid a critical failure, but a re-roll (via fake shot) can.

Cover

Buildings can provide cover for all units. Heavy hitters and support units do not provide cover for other units.

FULL COVER A target cannot be attacked using direct fire if all shortest paths (or single path) pass through 1 or more buildings.

PARTIAL COVER To determine if the target has partial cover, identify the shortest path to the target. If you can count more than 1 shortest path to the target, and 1 or more of those paths pass through a building adjacent to the target, the target has partial cover.

Partial cover adds +1 to the target number needed to hit the target.

NO COVER A target has no cover when none of the shortest paths pass through a building adjacent to the target.

Spotting

When the target is not within LOS of the heavy hitter, they can only be attacked by using **indirect fire weapons** (missiles), with assistance from a support unit **spotting** the target.

A successful spot requires that the target be within 1 or more support unit's LOS range. Each support unit's LOS range is on the bottom of their card.

Heavy hitters can still use indirect fire, even if they have LOS.

Alley/crack shot

If 2 buildings are immediately side-by-side, there is a narrow passage that units can fire through. The attacking unit must be adjacent to both buildings to attempt the alley shot.

Add **+2 to the defending unit's target number**.

The attacker is considered to have **full cover**, and **cannot be attacked by the defender**.

If 2 opponents are on either side of an alley, they may both attempt an alley shot.

A successful hit on an alley shot also moves a player's pilot token 1 space to the right on the achievements board.

Flanking

An attacker receives a flanking bonus if it attacks the defending heavy hitter's flank.

A flanking bonus **reduces the opponent's target number by -1**.

Support units cannot be flanked.

A successful hit on an opponent's flank also moves a player's pilot token 1 space to the right on the achievements board.

7. ARMOR SAVES

The defending player rolls a number of **white defense dice** equal to the damage value of the weapon.

Compare the roll to the unit's **armor save target number**.

For each white die result that is equal to or greater than a unit's armor value, no damage is taken.

For each die roll below the armor value, the defending unit takes 1 point of damage.

Various faction cards, sponsor cards, and upgrades may modify the damage and armor save target numbers.

8. RESOLVING HEAVY HITTER DAMAGE

For every point of undefended damage your heavy hitter receives, discard 1 faction card facedown to your damage pile.

You may choose to remove faction cards from your hand and/or from the top of your faction deck, but you cannot rearrange them freely.

You can view any cards in your own damage pile at any time during the game (but you cannot rearrange your damage piles freely).

When there are no cards available in your faction deck to take damage from, shuffle your discard pile to form a new faction deck and continue resolving damage.

If you need to resolve damage, but no longer have cards available in your faction deck, discard pile, or hand, take damage to any declared weapon cards that have yet to be resolved and place them onto the damage pile.

If you run out of cards on your firing line, your damage pile should now have 25 cards in it, and your heavy hitter has been destroyed.

9. RESOLVE SUPPORT UNIT DAMAGE

Support units have **hit points** on their card. They take damage by deducting 1 hit point for each undefended damage point.

When a support unit's hit points are reduced to 0 it is destroyed and removed from the battlefield.

Destroyed support units are not destroyed for the remainder of the game; new support units can come back into battle through the use of deploy cards.

TAGGING PHASE

Starting with the Glory Hound and followed by each other player in clockwise order, players take turns placing holo-board **tags** using their units.

1. TAGGING BUILDINGS

All units (heavy hitter, and combat, repair, and recon support units) can tag buildings. Units can tag any adjacent building side, regardless of their facing. Units can also replace an opponent's tag with 1 of their own (**over-tagging**).

A unit adjacent to 2 or more buildings may tag only 1 of them per round.

For each different building a player tags during this phase, that player draws **1 sponsor card**.

2. DRAWING SPONSOR CARDS

Players draw sponsor cards equal to the number of buildings they tag (not the number of tags they placed).

Players can only have a total of **5 sponsor cards in hand**. When players draw additional sponsor cards that exceed the 5 card limit, they must choose and discard unwanted cards by the end of this phase.

If the sponsor draw deck runs out, shuffle the discard pile to form a new draw deck.

3. DEMOLISHING BUILDINGS

A player immediately wins the game if they control 4 demolished buildings.

As soon as a player places their 4th holo-board tag onto a building, they gain salvaging rights and must demolish it:

1. Remove all holo-board tags from the building and return them to their faction's supply.

2. Remove the cap and cardboard 'flat', revealing the base.

3. The player who demolished the building places 1 of their holo-board tags into the available slot on the base.

4. Move the player's pilot token 1 space to the right on the achievements board.

Once demolished, buildings no longer provide cover, but all movement rules around buildings still apply.

RESET PHASE

1. REPOWER REACTOR

All players replenish their energy reactor back up to +5.

2. REPLENISH FACTION CARDS IN HAND

Each player draws back to 6 faction cards in hand from their faction deck.

If a player has more than 6 faction cards in hand, they do not replenish, but instead must discard back to 6.

If your deck is empty, shuffle your discard pile to form a new facedown faction deck. The damage pile does not return to the faction deck.

3. DETERMINE GLORY HOUND

Whoever placed the most holo-board tags in the previous phase becomes Glory Hound for the next round.

If there is a tie, the tied player closet to the current Glory Hound in clockwise order becomes the new Glory Hound. If the current Glory Hound is one of those tied players, they do not keep it.

Claiming the Glory Hound token from another player during the reset phase also moves a player's pilot token 1 space to the right on the achievements board.

PILOT ABILITIES

Each pilot has a unique ability for players to use during gameplay.

UPGRADES

Any time you pull off any 1 of the achievements listed along the bottom of the achievements board, you immediately move your pilot token 1 space to the right along the track.

Once a pilot token gets to the right-most space, it remains there for the rest of the game.

When you move your pilot token onto a space with a sponsor **upgrade trigger**, you immediately unlock the associated **upgrade** for the remainder of the game by flipping the upgrade tile alongside your dashboard.

You can never lose your sponsor upgrades.

You may attain the same achievement more than once during a single game.

ENDING THE GAME

The game immediately ends when any of the following conditions occur:

DESTROY OPPONENT'S HEAVY HITTER

At least 1 player has discarded all 25 faction cards to their damage pile. If there is only 1 player left in the game, they are the winner.

If there are multiple players still in the game, remove the destroyed heavy hitter and their support units from the board and continue the game until the end of the current combat phase. Once this has ended, players add up their **score**s.

A player's score is the sum of their undamaged faction cards, plus the amount of spaces they have moved along the achievements board.

The player with the highest score is the winner. On a tie, the player furthest along the achievements board is the winner. On a further tie, the player with the most tags on undemolished buildings is the winner.

Last bot standing variant: Alternatively, players can continue playing until only 1 heavy hitter remains on the board.

DEMOLISH BUILDINGS

One player demolishes their fourth building, immediately winning the game.
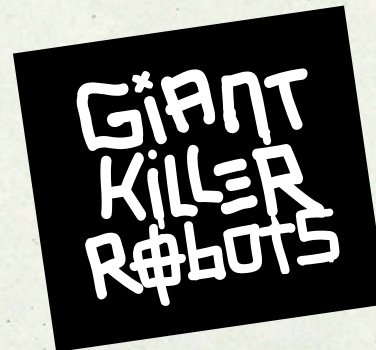
ALTERNATE GAME BOARD

Place the board with the reverse side faceup. You can use any of the pre-generated battlefield maps or create your own.

The map centers on the remnants of a nuclear missile strike. The closer units get to the fallout, the more damage their weapons cause. However, if they remain too close to the fallout at the end of each round, they will take damage.

Players may only deploy support units into zone 1. If your heavy hitter ventures too far into the center of the board (more than 2 hexes away from zone 1), you won't be able to deploy a support unit.

Each zone behaves as follows:

Zone 1 Players can deploy support units here.

Zone 2 Players cannot deploy support units here.

Zone 3 Players cannot deploy support units here.
All attacks fired from within zone 3 deal +1 damage.
All units in zone 3 automatically take 1 damage at the end of the reset phase.

Zone 4 Players cannot deploy support units here.
All attacks fired from within zone 3 deal +2 damage.
All units in zone 3 automatically take 2 damage at the end of the reset phase.

For a more variable style, place the achievements board with the reverse side faceup. When selecting pilots during setup, players also choose which path they would like to use. Each path will unlock pilot upgrades in a unique order.

2V2 PLAY

There are 2 options when playing 2v2: **fixed alliances** and **shifting alliances**. In both variants, follow these rules for allied factions:

You cannot attack your ally's units. However, you may attempt to repair their heavy hitter.

Allies can only share strategies. They cannot share any faction cards, sponsor cards, or energy.

Fixed alliances

Players pair up in teams of 2. Allies should sit on opposite corners of the table. Turns always alternate between teams. The winners are the first teammates to destroy an opposing heavy hitter, or collectively demolish 6 buildings. Allies can collectively demolish a building. Once a building has 4 holo-board tags from a single team, it is demolished.

Shifting alliances

Players attempt to form alliances each round. All win conditions remain the same. Only 1 player will win (teams do not win together).

When selecting a pilot during setup, players place the pilot card of their faction faceup in front of them. They should also keep their pilot's cards, of all opposing factions, facedown. These will be used when attempting to form an alliance.

At the end of each reset phase, all players take their unused pilot cards into their hand. They secretly choose 1, matching the faction they wish to align with and place it facedown on the table. Once all players have chosen a card, turn them over. If 2 players both chose each other, they immediately form an alliance. If a player chooses to align with a player, but was not chosen in return, no alliance is formed.

Alliances only last until the end of the next reset phase.

GKR HEAVY HITTERS!

DEPLOY PHASE

Glory Hound first, followed by players in clockwise order.

Each player may play 1 deploy card and deploy a support unit on an unoccupied hex up to 2 hexes away from their HH.

Deploy cards cost 2 energy. **If you do not have a deploy card, you may still deploy a support unit for 4 energy.**

MOVEMENT PHASE

Units can move through hexes occupied by your own faction, but cannot end movement on them.

1. HEAVY HITTERS MOVEMENT

Glory Hound first, followed by other players, clockwise.

⚡ **For each hex your HH moves, deduct 1 energy.**

Cannot move through hexes occupied by opposing support units, but you can *finish* a move on a hex occupied by an opponent's support unit, forcing it into an available adjacent hex (opponent's choice). Cannot move through or finish your move on a hex occupied by an opposing HH or a building.

For every extra point used to move over 5, place a card from your faction deck or hand onto your damage pile.

2. SUPPORT UNIT MOVEMENT

Move each class of support units in play (Glory Hound first, followed by other players, clockwise): **combat, then repair, then recon units**. Movement values are on the cards.

They cannot move through, or finish a move on a hex occupied by opposing units or buildings.

Recon units may fly through occupied hexes and buildings.

COMBAT PHASE

1. DECLARING ATTACKS

Each player places the HH weapon cards they wish to declare facedown in a **firing line** + any support unit cards in play. **Only 1 of each unique weapon card per combat phase.**

2. REVEALING DECLARED ATTACKS

Players reveal declared attacks simultaneously and deduct their total energy cost. If you don't have enough, for every extra energy point used, place a card from your faction deck or hand onto your damage pile.

3. WEAPON SPEED ATTACK ORDER

Each player organizes their firing line by weapon **speed** (highest to lowest). Weapons resolve fastest to slowest.

4. SELECTING A VALID TARGET

When it is a card's time to fire (weapon or support unit), *then* select a target in **range** for that attack.

Must be within **firing arc** of the 3 forward-facing sides of a HH base. All support units have 360º firing arcs.

If all shortest paths leading to the target pass through buildings, LOS is blocked. A HH cannot fire at a target without LOS, unless firing missiles **spotted** by a support unit. Support units can never fire without LOS.

5. ATTACKING THE TARGET

Roll **2 black attack dice** and match or exceed the opponent's target number (check for modifiers):

Heavy hitter: 5+	**Support unit : 7+**

Critical hit Natural **double 6s**. The defending unit takes full damage and cannot roll an armor save.

Critical failure Double 1s. Place the weapon in the damage pile. Support units subtract 1 from their hit points.

Cover HHs and support units do not provide cover.

FULL All shortest paths pass through buildings. Target cannot be attacked.

PARTIAL Can count more than 1 shortest path to the target, and at least 1 passes through a building adjacent to the target: +1 to target number.

NONE No shortest paths pass through a building adjacent to the target.

Spotting A target not in LOS can only be attacked by using missiles with a support unit spotting. The target must be within a support unit's LOS range.

Alley/crack shot The attacking unit must be adjacent to both buildings. +2 to the defending unit's target number. Attacker has **full cover**, and **cannot be attacked** by defender.

Successful hit: +1 to pilot token.

Flanking If attacking a HH's flank, reduce the target number by -1. Support units cannot be flanked.

Successful hit: +1 to pilot token.

7. ARMOR SAVES

Defender rolls **white defense dice** equal to the weapon's damage value and compares the result with the unit's **armor save target number**.

For each result equal to or greater than a unit's save, no damage. For each result below the save, 1 point of damage.

8. RESOLVING HEAVY HITTER DAMAGE

For every point of undefended damage, you must discard 1 faction card facedown to your damage pile.

9. RESOLVE SUPPORT UNIT DAMAGE

Deduct 1 **hit point** for each undefended damage point. When reduced to 0 remove the unit from the battlefield.

TAGGING PHASE

Take turns tagging: Glory Hound first, followed by other players, clockwise.

1. TAGGING BUILDINGS

All units can tag any adjacent building side, regardless of facing. A unit adjacent to 2 or more buildings may tag only 1 of them per round. Units can replace an opponent's tag with 1 of their own (**over-tagging**).

2. DRAWING SPONSOR CARDS

Draw sponsor cards equal to the number of different buildings you tag. Maximum 5 sponsor cards in hand.

3. DEMOLISHING BUILDINGS

As soon as a player places their 4th holo-board tag, remove all holo-board tags from the building, and remove the cap and cardboard. The player who demolished the building places 1 of their holo-board tags into the slot on the base and receives +1 to their pilot token.

Once demolished, buildings no longer provide cover, but all movement rules around buildings still apply.

RESET PHASE

1. REPOWER REACTOR

All players replenish their reactor back up to +5.

2. REPLENISH FACTION CARDS IN HAND

Each player draws or discards back to 6 faction cards from their faction deck.

3. DETERMINE GLORY HOUND

Whoever placed the most holo-board tags in the previous phase becomes Glory Hound for the next round.

Claiming the GH token from a player: +1 to pilot token.