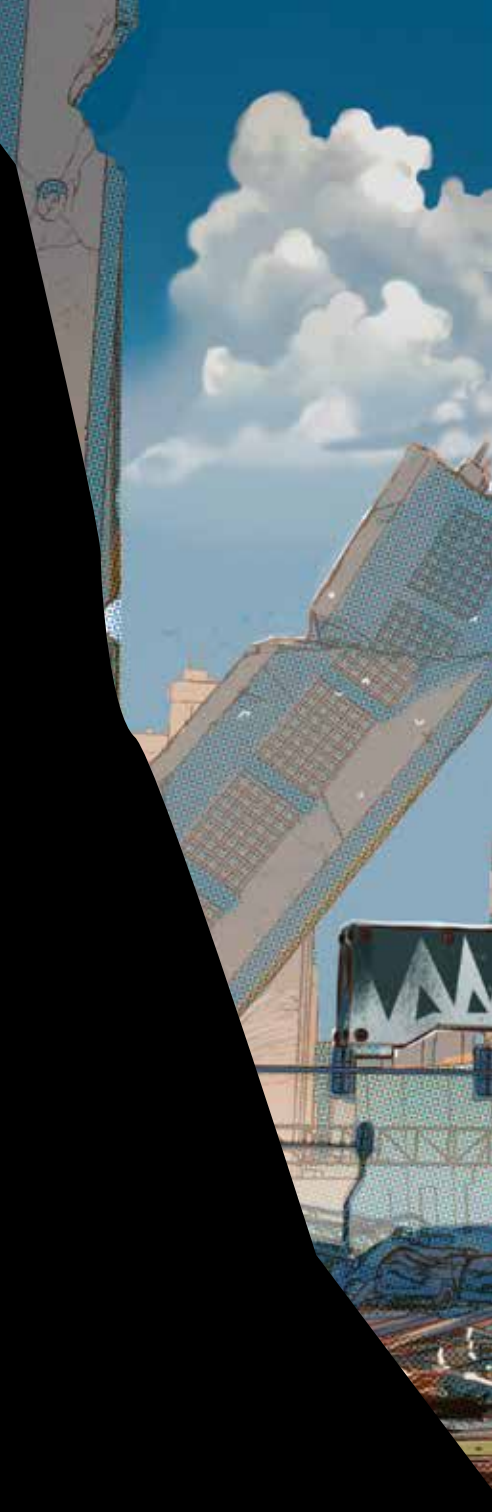

GIANT KILLER ROBOTS
GKR
HEAVY HITTERS!
ZA-BLAM!
DANGER
6022
RULE BOOK

GKR Giant Killer Robots

HEAVY HITTERS!

A ROBOT COMBAT BOARD GAME SET IN THE WORLD OF GKR

RULE BOOK




DANGER
EXHAUST

GKR GIANT KILLER ROBOTS

HEAVY HITTERS!

OVERVIEW:

Welcome to the biggest sport of the future!

GIANT KILLER ROBOTS: HEAVY HITTERS is an advertising-driven, televised combat sport where MEGA CORPORATIONS fight for lucrative salvage rights and advertising dominance in Earth's abandoned cities. Signed on for the season, your skills as a pilot and tactician are needed to win, gaining your corporate faction more fans, and more importantly, LOYAL CONSUMERS!

You will be piloting a HEAVY HITTER, the nickname given to the largest class fighting mech in the battle zone. Accompanying your HEAVY HITTER in these high stakes sport matches are 3 unmanned robotic SUPPORT UNITS, consisting of COMBAT, REPAIR, and RECON. You control their movement and actions, as you work your way to victory.

Any dumb mech-jockey can shoot, but can you STRAT? Guess we're gonna find out!

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AIM OF THE GAME:

A player can win by either destroying opposing HEAVY HITTERS (destroying all 25 cards in their faction deck) **OR** by tagging and demolishing 4 Buildings, thereby establishing area control.

FRAG or TAG! It's up to you!

COMPONENT LIST

1x Rulebook
1x Double-sided Game Board
10x Buildings (Base, Building and Cap)
1x Double-sided Achievements Board
12x Upgrade Tiles
4x Reference Cards
4x Heavy Hitter Dashboards
4x Energy Tracking Tokens
12x Hit Point Trackers
33x Sponsor Cards
1x Glory Hound Token
2x Black Attack Dice
8x White Defense Dice
32x Pilot Cards
32x Pilot Tokens

In each of the 4 Factions:

1x Heavy Hitter Figure
3x Support Unit Figures (Combat, Repair, Recon)
3x Support Unit Cards (Combat, Repair, Recon)
59x Faction Cards
20x Holo-board Tags

LEARN HOW TO PLAY HERE :
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COMPONENT OVERVIEW

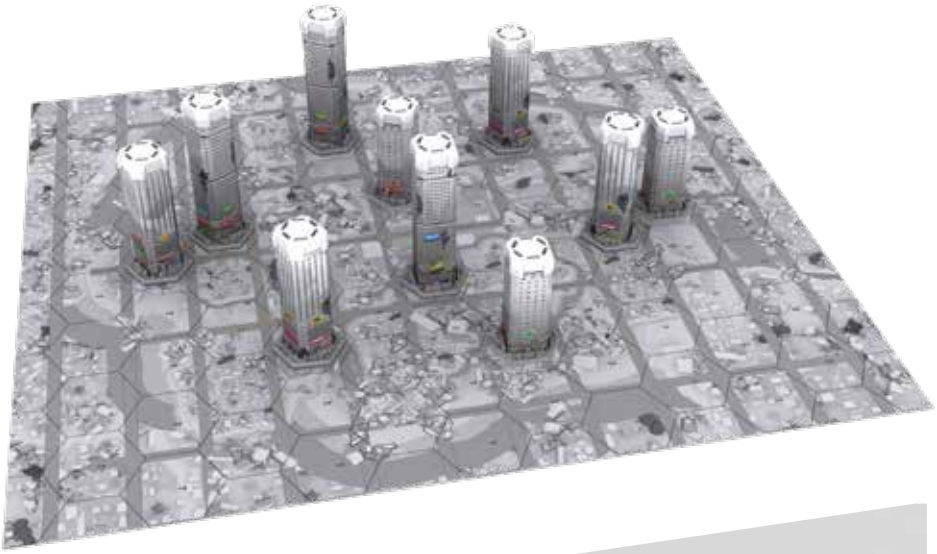
Before getting started, players should familiarize themselves with the Battlefield Board, Faction Cards, Sponsor Cards and iconography.

GAME BOARD

The Game Board represents the Battlefields of abandoned cities, where GIANT KILLER ROBOTS (GKR) fight for supremacy and salvage rights.

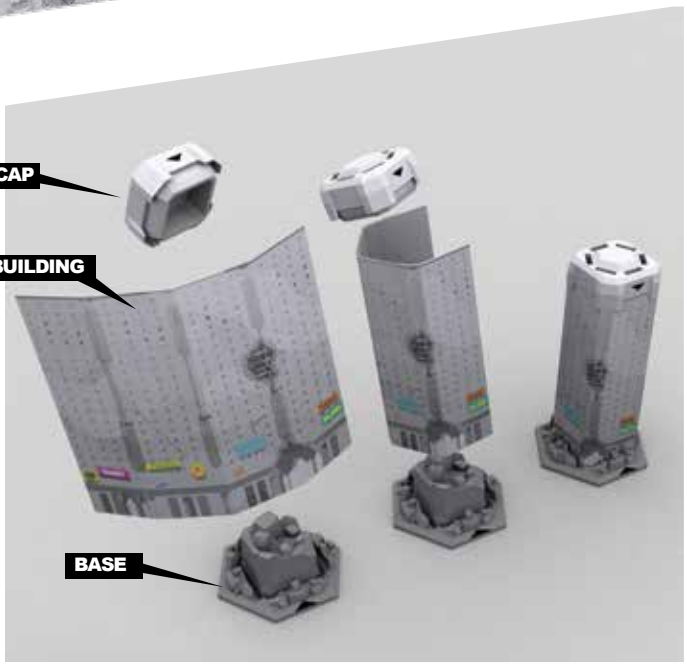
Each Battlefield Map has its own unique placement of Buildings that alter the terrain for combat.

The Game Board is double-sided. For standard play, use the side shown here. See the Advanced Play Rulebook to understand how the reverse side may be used.



BUILDINGS

Buildings create the cityscape where GKR battles take place. They provide cover during combat and are tagged by players to earn Sponsor rewards and Pilot Upgrades.



HOW TO ASSEMBLE BUILDINGS

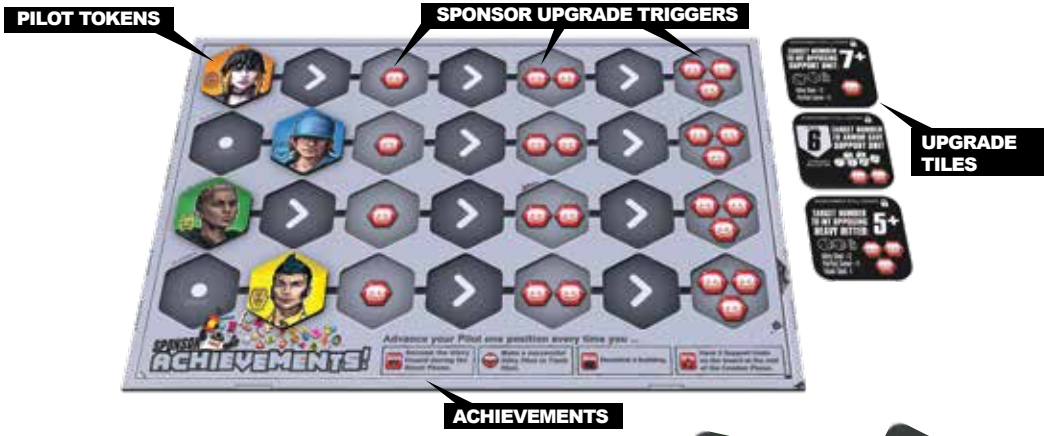
1. **Fold cardboard building "flats" to form square shape.**
2. **Push cardboard building into base.**
3. **Fit cap to top to complete assembly.**

Tip: Each slot on the cap should align with a flat edge of the hexagonal base.

ACHIEVEMENTS BOARD

During a match, players track their current achievements and unlocked Sponsor Upgrades by moving their Pilot Token along the Achievements Board. Any time players pull off an achievement, they move their Pilot Token 1 space to the right.

The Achievements Board is double-sided. For standard play, use the side shown here. See the Advanced Play Rulebook to understand how the reverse side may be used.



SPONSOR CARDS

Sponsor Cards are rewards that players earn by Tagging Buildings with Holo-boards. Each card indicates when it can be played within the Round and what effect it produces when played.



HEAVY HITTER DASHBOARD

During a match, players organize their cards, update their Upgrades and track their Energy Reactor using the HEAVY HITTER DASHBOARD:

HEAVY HITTER ENERGY REACTOR



UPGRADE + REFERENCE TILES
LOCKED

ALL UPGRADES BEGIN LOCKED AND CAN BE UNLOCKED AS PLAYERS MOVE THEIR PILOT ALONG THE ACHIEVEMENTS BOARD.

FACTION DECK
FACE DOWN

THE FACTION DECK STARTS WITH 25 CARDS BEFORE A PLAYER DRAWS THEIR FIRST HAND.

DISCARD PILE
FACE UP

USED CARDS ARE PLACED INTO THE DISCARD PILE. WHEN ALL FACTION CARDS HAVE BEEN USED, SHUFFLE AND PLACE BACK INTO FACTION DECK.

DAMAGE PILE
FACE DOWN

THIS PILE REPRESENTS THE HEAVY HITTER'S DAMAGED SYSTEMS. ONCE ALL 25 FACTION CARDS ARE PLACED IN THE DAMAGE PILE, THE PLAYER'S HEAVY HITTER IS DESTROYED.

HEAVY HITTER WEAPON CARDS

1 Primary Weapons
These are the most devastating Weapons in a Heavy Hitter's arsenal and deliver the most Damage. Heavy Hitters are equipped with 1 Primary Weapon per match.

2 Secondary Weapons
These typically deliver less Damage than Primary Weapons, but offer a variety of tactical advantages. Heavy Hitters are equipped with 2 different Secondary Weapons per match.



3 Weapon Speed: How quickly Weapons fire in the Combat Phase. Higher numbers fire first.

4 Energy Cost: The Energy required to fire this Weapon.

5 Range: The number distance at which the Weapon may be fired.

6 Damage: The maximum possible Damage the Weapon can inflict.

7 Weapon Class: Heavy Hitters can fire a range of different Weaponry that are broken into three different classes.

WEAPON CLASSES



Energy Weapons: Fast-firing energy-based Weapons.



Ballistic Weapons: Medium-speed impact-based Weapons.



Missile Weapons: Slow-travelling missile salvos. Capable of indirect attacks.

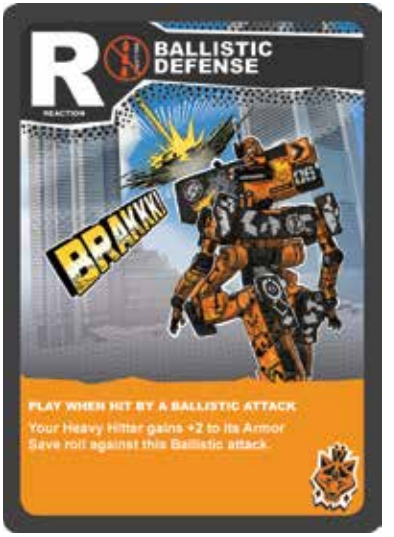
DEPLOY CARDS

Deploy Cards allow Support Units onto the Battlefield.



REACTION CARDS

Reaction Cards represent a Heavy Hitter's defensive capabilities. They can only be played on attacks against Heavy Hitters.



ORBITAL STRIKE CARDS

Orbital Strike Cards allow the player to call in a satellite strike upon a designated Target. They do not require an Attack Roll, but the Target still rolls an Armor Save (see page 29).

Reaction Cards may not be played by the opposing player in response to an Orbital Strike.





MANEUVER CARDS

Maneuver Cards represent a Heavy Hitter's extra maneuvering capabilities. They can only be played on Heavy Hitters, not Support Units.

SUPPORT UNIT CARDS

Each Faction has 3 classes of Support Unit: Combat, Repair and Recon. When air-dropped onto the Battlefield these Support Units can Attack opponents, Repair Heavy Hitters, Spot Targets and Tag Buildings with Holo-boards. They are lightly armored, but harder to hit than the Heavy Hitters.

1. **Weapon Speed:** How quickly Weapons fire in the Combat phase. Higher numbers fire first.
2. **Defend:** The number required for a successful Armor Save on each rolled die.
3. **Move:** The maximum number of hexes the Support Unit can move during the Movement phase.
4. **Weapon Range:** The distance at which the Support Unit may fire its Weapon.
5. **Damage:** The maximum possible Damage the Support Unit can inflict.
6. **Hit Points:** The amount of Damage the Support Unit can sustain before being destroyed.
7. **Special Ability:** Each Support Unit has unique abilities that can be utilized during gameplay.
8. **LOS Range:** The number of hexes a Support Unit can see when Spotting a Target for a Heavy Hitter's Indirect Attack.

Example Support Unit



Each Faction has 3 Support Units:

Combat →



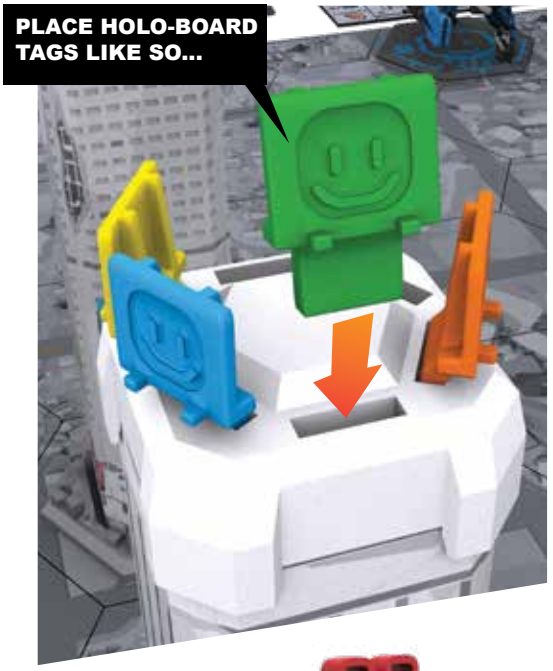
Repair →



Recon →



HOLO-BOARDS, PILOTS AND GLORY HOUND



HOLO-BOARD TAGS

Holo-board Tags help Factions gain the rights to Demolish Buildings through successful advertising for their generous Sponsors.

Players gain 1 Sponsor Card for each Building they tag with 1 or more Holo-boards during the Tagging Phase.

PILOTS

Pilots are the beating hearts behind the gigantic Heavy Hitter units. Players select their Pilot during setup. Each Pilot has a unique ability for players to take advantage of during gameplay. Some involve conserving Energy, while others help manage Faction Cards or improve your odds during combat.

Each player also has a Pilot Token, which will be placed on the Achievements Board to track any achievements they pull off, as well as any Sponsor Upgrades they unlock.



THE GLORY HOUND TOKEN

The Glory Hound grants a player a strategic turn-order advantage throughout different phases of gameplay. It represents the player who is intent on being the first to claim fame and attention. They are rewarded and sometimes hindered, by acting first.



GAME SETUP

1. SELECT A BATTLEFIELD

- Place the Game Board onto the middle of the table (standard side face up).
- Assemble and place Buildings onto the Game Board using 1 of the pre-generated Battlefield Maps on Page 35, or by creating your own custom layout.

2. DETERMINE WHO WILL BE THE STARTING "GLORY HOUND" AND CHOOSE FACTIONS

- Each player rolls 2 Dice. The highest roller takes the Glory Hound token.
- Starting with the Glory Hound and moving counter-clockwise around the table, each player chooses a Faction to play.
- Each player receives 1 Heavy Hitter Dashboard, 1 Energy Tracking Token, 3 Upgrade Tiles and 1 Reference Card.
- In their chosen Faction, each player receives: 3 Support Unit figures, 3 Support Unit Cards, 20 Holo-board Tags and 59 Faction Cards.

3. DEPLOY HEAVY HITTERS:



With the Glory Hound choosing first, each player places their Heavy Hitter figure onto an available starting hex, as illustrated on the chosen Battlefield Map.

Note: Keep Support Unit figures within reach but off the Battlefield as they are Deployed during gameplay.

4. CHOOSE PILOT CARDS

Starting with the player to the right of the Glory Hound and proceeding counter-clockwise around the table, each player chooses their Pilot (Glory Hound chooses last). When selecting their Pilot, players pick from the available Pilot Cards in their chosen Faction. It is important to note that 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.

5. ACHIEVEMENTS BOARD AND SPONSOR CARDS

- Place the Achievements Board alongside the Game Board (standard side face up).
- For each Pilot in play, place the matching Pilot Token, in their Faction color, on the left-most column of the Achievements Board.
- Shuffle and place all Sponsor Cards into a face-down Sponsor Draw Pile alongside the Achievements Board.

6. BUILD FACTION DECKS

Each Faction Deck represents the combat, defense and structural integrity (Hit Points) of their Heavy Hitter. From their 59 Faction Cards, players must choose just **25** cards to use. The cards in your Faction Deck are only usable by your Heavy Hitter, never your Support Units. Any unchosen cards can be placed back into the box.

Note: This deck should be built privately, away from the eyes of any opposing players.

Follow these steps 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. Deploy Cards are essential to keeping your Support Units in play. Add up to 5 Deploy Cards to your Faction Deck.
4. For the remaining cards, choose a selection of Orbital Strikes, Maneuver and Reaction Cards to bring the total up to 25 cards.

Note: Support Units and Sponsor Cards are not included in the 25 card total.

See the next page for an illustrative example.

BUILD A 25 CARD DECK (QUICK START DIAGRAM)

ADD 13 WEAPON CARDS

5 OF ONE PRIMARY WEAPON SYSTEM



4 OF ONE SECONDARY WEAPON SYSTEM



4 OF ANOTHER SECONDARY WEAPON SYSTEM



ADD DEPLOY AND A MIXTURE OF ORBITAL STRIKES/REACTION/MANEUVER

WE'VE ADDED 5 DEPLOY CARDS



AND FOR THE REMAINING 7 CARDS WE'VE CHOSEN 2 ORBITAL STRIKES, 3 REACTION AND 2 MANEUVER CARDS.



7. PREPARE THE HEAVY HITTER DASHBOARD

1. **Prepare Faction Deck:**
   Each player should shuffle their Faction Deck and place it facedown onto the space marked "Online Systems" on their Dashboard.
2. **Power up Energy Reactor:**
   On their Dashboard, each player should place the Energy Reactor meter to +5.
   The Heavy Hitter uses this Energy to Deploy Support Units, Move and fire Weapons. However, Energy replenishes back to +5 during each Reset Phase.
3. **Place Upgrade Tiles:**
   Each player places their 3 Upgrade Tiles to the left of their Dashboard, with the locked side face-up.

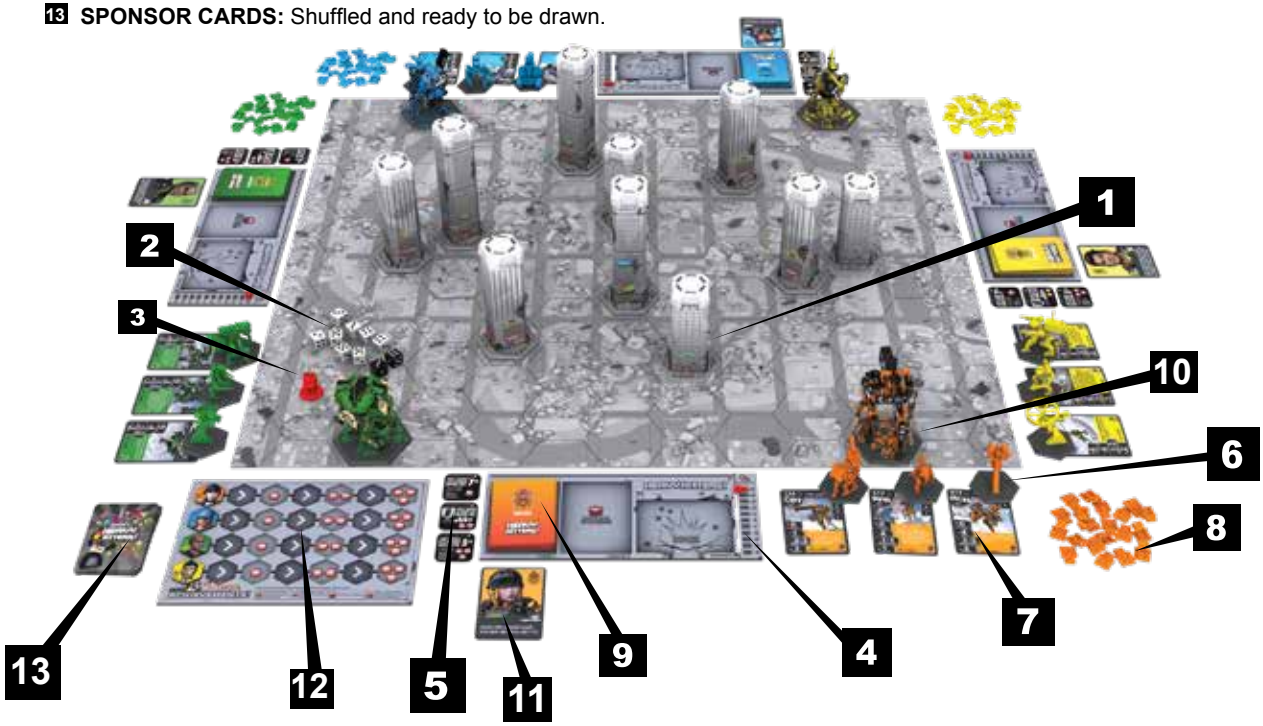


8. DRAW CARDS INTO HAND

Each player draws a hand of 6 cards from their Faction Deck on the Dashboard. If a player does not like their initial hand they can shuffle the 6 cards back into their Faction Deck and draw 6 new cards. This is called a “Reboot”. A player may only do this once per game and only during the initial setup.

GAME SETUP (QUICK START DIAGRAM)

1. **BUILDINGS:** Placed according to pre-generated Battlefield Map, or custom player layout.
2. **ATTACK AND ARMOR SAVE DICE:** Ready to be rolled.
3. **GLORY HOUND MINI:** Given to the start player.
4. **ENERGY REACTOR TRACKER:** Positioned at +5 Energy on players’ Dashboards.
5. **UPGRADE/REFERENCE TILES:** Ready to be unlocked.
6. **SUPPORT UNITS:** Combat, Repair and Recon, ready to be Deployed.
7. **SUPPORT UNIT CARDS:** Placed alongside players’ Dashboards.
8. **HOLO-BOARD TAGS:** Ready to be placed on Buildings.
9. **FACTION DECKS:** 25 Faction cards selected, shuffled and ready to be drawn.
10. **HEAVY HITTER START PLACEMENT:** Heavy Hitters on chosen starting locations.
11. **PILOTS:** Ready for anything!
12. **ACHIEVEMENTS BOARD AND PILOT TOKENS:** Waiting to be activated.
13. **SPONSOR CARDS:** Shuffled and ready to be drawn.



PLAYING THE GAME

Each Round is made up of 5 Phases with the Glory Hound going first in the Deploy, Movement, and Tagging Phases:



ORDER OF PLAY

1. **DEPLOY PHASE:** Players have the opportunity to Deploy Support Units onto the Battlefield.
2. **MOVEMENT PHASE:** Players takes turns to Move their GKRs around the Battlefield.
3. **COMBAT PHASE:** Players declare and resolve GKR combat.
4. **TAGGING PHASE:** Players Tag Buildings with advertising to gain Sponsor Cards and expand their control of the Battlefield.
5. **RESET PHASE:** All players reset their Energy Reactor back to 5 on their Dashboard and replenish their Faction hand back to 6 cards from their Faction Deck. Determine the Glory Hound for the next Round.



! IMPORTANT CONCEPT TO KEEP IN MIND...

ENERGY MANAGEMENT is very important. Every Round you will only have 5 free Energy points to spend, but there are many things to spend Energy on, causing it to deplete rapidly. For instance:

1. Each Deployed Support Unit costs 2 Energy (4 without the use of a Deploy card).
2. Every hex you move your HEAVY HITTER costs 1 Energy.
3. Weapons have Energy costs shown on their cards, anywhere from 1 to 3 Energy points.

DO MORE WITH YOUR ENERGY!
If you want to do more things in a Round than you have Energy for (i.e. use more then your allotted Energy) you may do so, but it means "pushing your Energy Reactor into critical"... which Damages your own HEAVY HITTER. For every extra point of Energy you use (over the free 5), place a card from your Faction Deck or Hand onto your Damage Pile. This represents that you are Damaging your own Heavy Hitter, but the trade-off is you can use more Energy than normal.

DEPLOY PHASE:

Knowing when and where to Deploy the right Support Unit is vital to overcoming an opponent. Support Units might not be as strong as your Heavy Hitter, but they do not cost Energy to move. They can also assist your Heavy Hitter in attacking hidden targets through Spotting.



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.

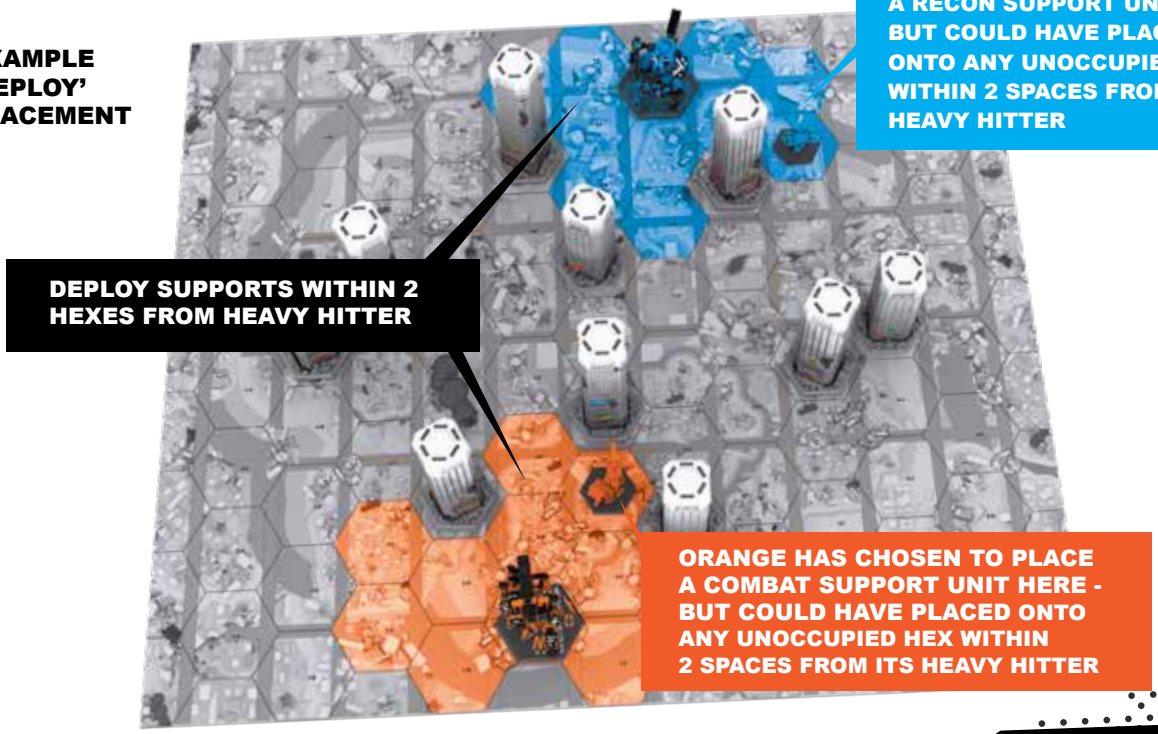
4 Deploy cards cost **2** Energy. Players must deduct this from their Energy Reactor immediately and place the card in their Discard Pile.

5 If a player doesn't have a Deploy card, they may still Deploy a Support Unit for a hefty cost of 4 Energy.

***Note:**

This is just 'Deploying the Support Units', so they are only being placed on the board during this phase. They will be able to move later during the Movement Phase. During the Movement Phase they can spread out further and farther.

EXAMPLE 'DEPLOY' PLACEMENT



MOVEMENT PHASE

How and where you choose to Move your GKRs is crucial to securing a tactical advantage on the Battlefield. Be aware of your relationship to Buildings as they have the ability to provide cover during combat and can be Tagged for Sponsor Card rewards. Movement is a free action for Support Units, but costs Energy for your Heavy Hitter, so you should be aware that Energy spent in Movement can limit your ability to spend Energy to Attack later in the Round.

1. BATTLEFIELD MOVEMENT

Players take turns Moving their GKRs around the Battlefield. GKRs' Movement Order starts with **Heavy Hitters** ➡ **Combat** ➡ **Repair**, and finally **Recon** Support Units. Each unit's movement starts with the Glory Hound, followed by each other player around the table in clockwise order.

HEAVY HITTERS MOVEMENT

- Moving your Heavy Hitter via regular means during the Movement Phase costs **1 Energy per hex** moved.
- Can Move freely through hexes occupied by their own Faction, but cannot finish their movement on an occupied hex.
- Cannot Move through, or finish their move on a hex occupied by an opposing Heavy Hitter.
- Cannot Move through hexes occupied by opposing Support Units. However a Heavy Hitter can finish their move on a hex which is occupied by an opponent's Support Unit, forcing that Unit into an available adjacent hex. Opponent chooses where to move their displaced Support Unit.
- Cannot Move through, or finish their move on a hex occupied by a Building.

SUPPORT UNIT MOVEMENT

- **Does not require Energy to move.** Refer to card for its Movement value.
- Can Move freely through hexes occupied by the same Faction, but cannot finish their movement on an occupied hex.
- Cannot Move through, or finish their Move on a hex occupied by opposing Faction Units. However, Recon Support Units may fly through an occupied hex.
- Cannot Move through, or finish their move on a hex occupied by a Building. However, Recon Support Units may fly through hexes containing Buildings.

2. HEAVY HITTERS MOVEMENT ORDER

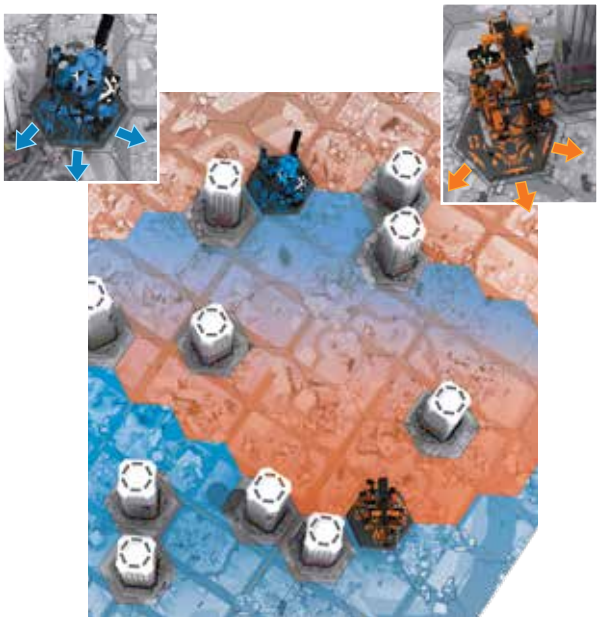
- The Glory Hound Moves their Heavy Hitter first, followed by other players in clockwise order.
- For each hex your own Heavy Hitter moves, you must deduct 1 Energy from the Reactor on your Heavy Hitter Dashboard.
- Each player has a single turn to Move their Heavy Hitter the full amount they desire. They cannot make more movements once their turn has ended, unless they utilize a special card that says otherwise.

! CRITICAL ENERGY MOVEMENT

- A Heavy Hitter may use additional Energy over the base 5 to move further, but this causes Damage to the Heavy Hitter's Reactor.
- For every extra point of Energy used during Movement, players must place a card from their Faction Deck or Hand onto their Damage Pile.

FIRING ARC DIAGRAM

Front 3 faces marked with arrows to indicate forward firing arc.



CHOOSE FACING

- Even if the Heavy Hitter remained in the same hex it may rotate at no Energy cost.
- Facing indicates the Heavy Hitter's forward Firing Arc.

3. SUPPORT UNIT MOVEMENT ORDER

- Players alternate turns to Move each class of Support Units in play (Glory Hound moves first, followed by other players in clockwise order).

  Note: If a player does not have a particular class of Support Unit Deployed, they will pass during that Movement step.

1A Player One **Combat Support Move first.** (Glory Hound)
1B Player Two **Combat Support Move next.**

2A Player One **Repair Support Move second.** (Glory Hound)
2B Player Two **Repair Support move next.**

3A Player One **Recon Support Move third.** (Glory Hound)
3B Player Two **Recon Support Move next.**

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

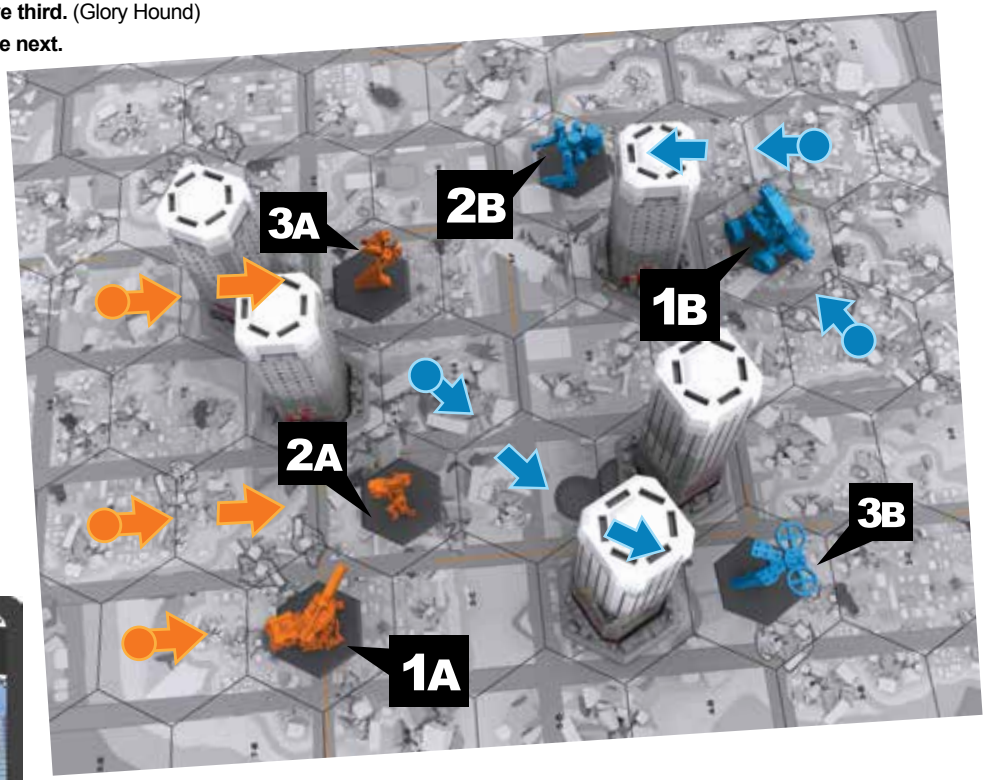
MOVEMENT ORDER DIAGRAM

Orange Combat Moves 1 space
Blue Combat Moves 1 space

Orange Repair Moves 2 spaces
Blue Repair Moves 2 spaces

Orange Recon Moves 2 spaces, flying over a building

Blue Recon Moves 3 spaces, flying over a building





4. PLAYING MANEUVERS

- Maneuver cards allow the Heavy Hitter to perform special actions when the card may legally be played (listed on the card). Maneuver cards are placed into players' Discard Piles once used.

COMBAT PHASE

When entering into Combat, choose your Weapons carefully based on your targeting choices, Line of Sight (LOS), Range, your Energy reserves, and any tactical information you might have about your opponent's defenses. To minimize the risk of being hit, use cover from Buildings to increase your GKR's Target Number. Your Reaction cards also offer a number of defensive options for your Heavy Hitter.

1. DECLARING ATTACKS

- Each player selects from their hand any Heavy Hitter Weapon cards they wish to declare, and places them face-down in a firing line in front of them.
- Players also add any Support Unit cards in play to the firing line.

***Note:** A player may only play 1 of each unique Weapon Card per Combat phase. Therefore, they may only play 1 Primary, 1 of each Secondary and 1 Orbital.

2. REVEALING DECLARED ATTACKS

- Players reveal Declared Attacks **simultaneously** by flipping **face-down** cards **face-up.**
- Players then deduct the total **Energy cost** of their Declared Weapons immediately.
- If a player does not have enough base **Energy** to pay for a Declared Weapon, they may spend Critical Energy. For every extra point of Energy used during Combat, players must place a card from their Faction Deck or Hand onto their Damage Pile.

***Note:** At the end of the Combat Phase, any Declared Weapon cards that have not been used must be returned to the player's hand. In these instances, the Weapon's Energy cost is not regained**.** This will often be the result of an opponent's Sponsor Card, or choosing a Weapon that has no valid target.

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.



DECLARING ATTACK (EXAMPLE DIAGRAM)

Step 1: Place all attack cards face down and Support Units face up.



Step 2: Flip them over ... each player immediately deducts any energy cost.

Step 3: Cards are played in their Weapon Speed order, higher numbers go first ...



***Tip:** Do not forget to check the Weapon Range and Energy cost to avoid tactical mistakes.

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 (For Heavy Hitters only)**
  The intended Target must fall within the projected Firing Arc of the 3 forward-facing sides of the Heavy Hitter base.
  Note: All Support Units have 360 degree Firing Arcs.
- **Check Line Of Sight (LOS)**
  If all shortest paths (or path) leading to the Target pass through 1 or more buildings, their 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.
  ***Note** (Refer to 'Spotting' on page 26 for more information).
- **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 achieve a successful hit, an attacking GKR must roll **2 Attack Dice** with the combined total matching or exceeding the opponent's **Target Number**:
- Heavy Hitter Target Number is 5+ (attacker rolls **2** dice, a result of 5 or higher hits).
  Support Unit Target Number is 7+ (attacker rolls **2** dice, a result of 7 or higher hits).

Note!

Use the 2 Black Dice when ATTACKING!

Add both die values together to see if the hit was successful!
(A 5 or higher hits a HEAVY HITTER - a 7 or higher hits a SUPPORT UNIT.)



CRITICAL HIT !

Rolling double 6s on an attack results in a Critical Hit. The defending GKR takes the full Damage from the Weapon used and cannot roll an Armor Save to defend.
***Note:** No modifiers may be used to achieve a Critical Hit (it must be an actual roll of double 6s).



CRITICAL FAILURE !

Rolling double 1s on an Attack results in a Critical Failure for the attacking player's GKR. 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.
***Note**: A bonus to your roll does not avoid a Critical Failure, but a re-roll (via Fake Shot) can.

ATTACKING!
with 2 Black Dice

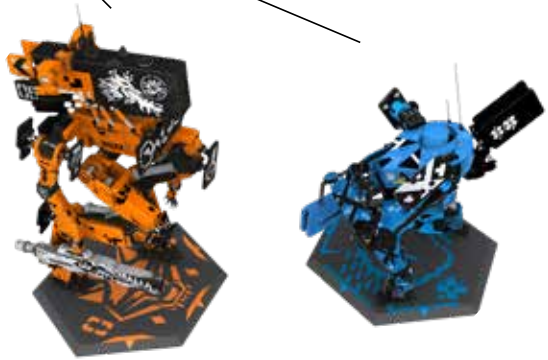
Roll 5 or HIGHER
to hit a HEAVY HITTER

TO HIT
5+
TARGET NUMBER FOR HEAVY HITTERS

ADD THE TOTAL







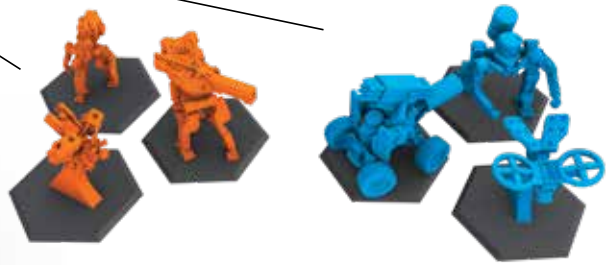
Roll 7 or HIGHER
to hit a SUPPORT UNIT

TO HIT
7+
TARGET NUMBER FOR SUPPORT UNITS



ADD THE TOTAL





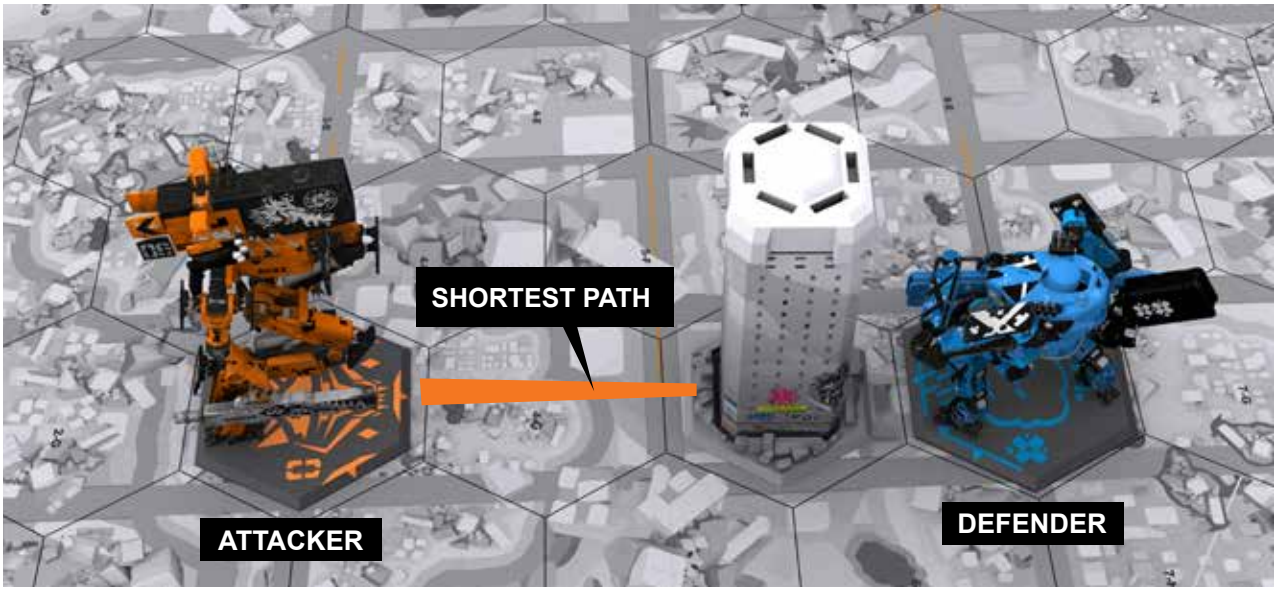
6. TARGET NUMBER 'TO HIT' MODIFIERS

A Target Number can be modified in a variety of ways, ie. Terrain Cover, Flanking, Sponsor Cards, and Upgrades. Players need to ensure that they calculate all Target Number modifiers correctly before rolling their Attack dice.

USING BUILDINGS FOR COVER

Buildings can provide Cover for all units. **Heavy Hitters and Support Units do not provide cover** for other units. See examples of Building Cover below:

FULL COVER NO LINE OF SIGHT **(DEFENDER CANNOT BE HIT BY A DIRECT FIRE WEAPON)**

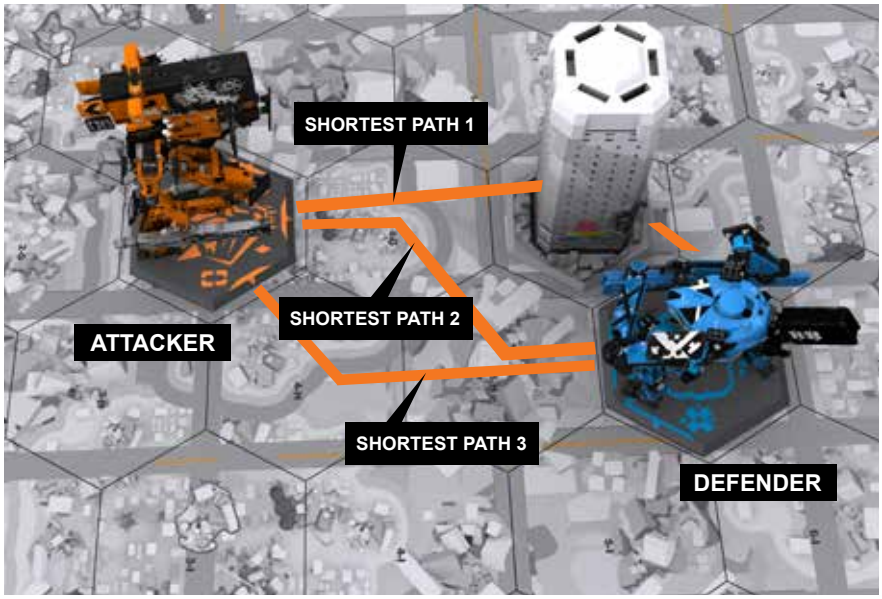


- A Target cannot be attacked using direct fire if all shortest paths (or path) pass through 1 or more Buildings.

  (Refer to 'Spotting' on page 26 for more information)

- In the above example, ORANGE would be unable to target BLUE because the building is directly in the firing path, blocking any Direct Fire shots (e.g. Energy or Ballistic weapons).
  Likewise, BLUE could not Attack ORANGE with a Direct Fire, as the Building also obstructs their LOS.

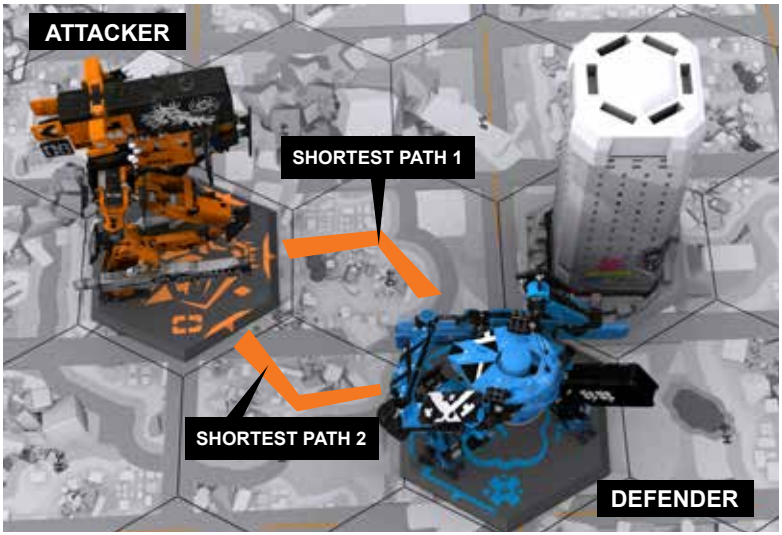
PARTIAL COVER (DEFENDER PARTIALLY OBSCURED BY ADJACENT BUILDING)



- To determine if the Target has Partial Cover, first identify the shortest path to the Target. If a player 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, then the Target has Partial Cover.

  Partial Cover adds 1 to the Target Number needed to hit the Target. In the example to the left, ORANGE would normally need a 5 or higher on the 2 Black Attack Dice to hit BLUE. However, BLUE has Partial Cover so now ORANGE will need to roll a 6 or higher to hit.

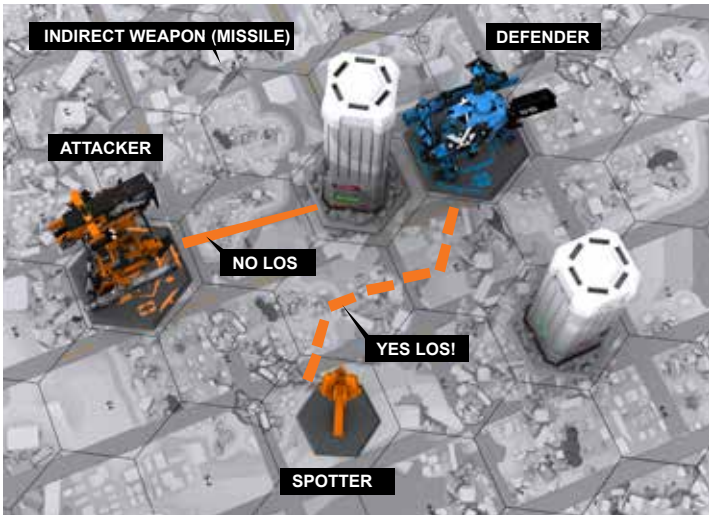
NO COVER (DEFENDER HAS NOTHING TO HIDE BEHIND)



- A Target has no cover when none of the shortest paths pass through a Building adjacent to the Target.

  In the example to the left, BLUE has no intervening buildings in the way when ORANGE is counting the shortest path to Target, therefore BLUE has no cover. ORANGE will only need to roll the normal unmodified 5 or higher on the 2 Black Attack Dice to hit an enemy HEAVY HITTER.

SPOTTING (HELP FROM SUPPORT UNITS, SPOTTING FOR INDIRECT FIRE WEAPONS MISSILES)



- When the Target is **not** within **Line of Sight (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. In this instance, the Target is considered to have No Cover (gaining no bonuses to their Target Number).

- A successful Spot requires that the Target be within 1 or more Support Unit's LOS range. Each Support Unit's LOS range is indicated on the bottom of their card.

- In the example to the left, the ORANGE HEAVY HITTER does not have LOS to BLUE. But the ORANGE Recon Support Unit, with a LOS of 5 does! So the ORANGE HEAVY HITTER can use a Missile Attack which is an Indirect Weapon System.

  ***Note:** Heavy Hitters can still use indirect fire, even if they have LOS.

ALLEY SHOT (aka CRACK SHOT)

If 2 Buildings are immediately side-by-side, there is a narrow passage that GKRs can fire through:

- The attacking unit must be adjacent to both Buildings to attempt the Alley Shot .

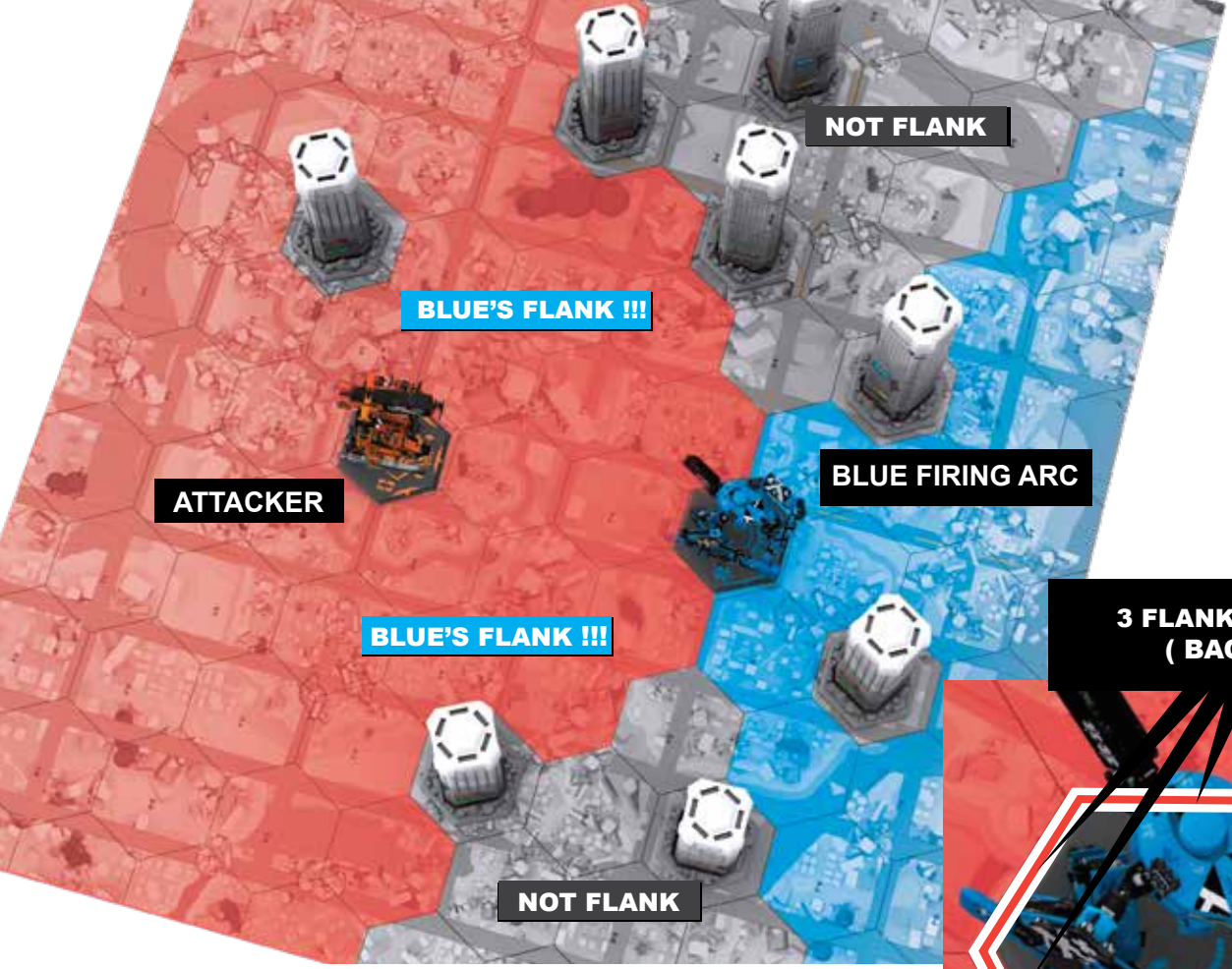
- **ONE VERY IMPORTANT CAVEAT!**
  Because of the narrow pathway, there is a negative effect on the attack. A +2 to the defending GKR's Target Number makes it harder to hit. So in the example to the right, **normally** it would be 5+ on the 2 Black Attack Dice for ORANGE to hit BLUE, **but** because of the narrow CRACK SHOT, it will now take a roll of 7 or higher!

- The Attacker has a special advantage in this unique situation and is considered to have Full Cover, and cannot be attacked by the defender.

- If 2 opponents are on either side of an Alley, they are both permitted to attempt an Alley Shot.

- Pulling off a successful hit on an Alley Shot will also move a player's Pilot Token 1 space to the right on the Achievements Board and closer to unlocking their next Sponsor Upgrade. See more on Upgrades on Page 33.







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.
***Note**: Support Units cannot be Flanked.*

For example:
Normally it requires an attacker to roll 5 or higher on the 2 Black Attack Dice to hit a Heavy Hitter, but in the above example ORANGE is in BLUE's Flank and therefore only has to roll a 4 or higher, making the shot easier by 1.

Pulling off a successful hit on an opponent's Flank will also move a player's Pilot Token 1 space to the right on the Achievements Board and closer to unlocking their next Sponsor Upgrade. See more on Upgrades on Page 33.

DEFENDING!
with multiple White Dice

If a UNIT is hit, it now has a chance to defend using an Armor Save roll!

The defender must roll 1 White Defense Die for every potential point of Damage indicated on the Weapon card in the lower left.

In this example it's 7 potential points of Damage!
(yikes)

EXAMPLE ATTACK CARD







SO... 7 potential points of Damage means roll 7 White Defense Dice!

DEFENSE DICE

=



See the next page for more explanation and examples.

7. ARMOR SAVES - ROLL TO DEFEND!

If the attack is successful, the defending player then rolls an Armor Save to prevent taking Damage.

1. The defending player rolls a number of White Defense Dice, equal to the Damage Value of the Weapon.

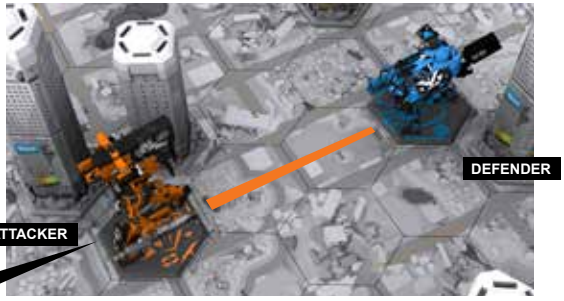
2. The resulting roll is then compared to the Armor Save Target Number of the GKR.

For each individual White Die result that is equal to or greater than a GKR's Armor Value, no Damage is taken.
For each die roll below the Armor Value, the defending GKR takes 1 point of Damage.

***Note:** Modifications to Damage and Armor Save Target Numbers can occur throughout the game by various Faction cards, Sponsor Cards and Upgrades. Adjust as required.

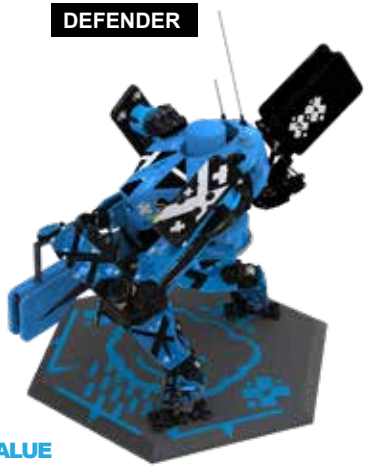
ATTACK CARD





DEFENDER (BLUE) has been hit by a Primary Weapon attack with the potential for doing 7 points of Damage!

DEFENDER





7 damage to defend!

DEFENDER (BLUE) is a HEAVY HITTER with a 5+ Armor Save Target Number. BLUE will roll 7 White Defense Dice, attempting to get 5 or higher on each die in order to reduce the incoming Damage.

HH ARMOR VALUE



5+ on each die needed to avoid Damage



AN 'EXAMPLE' OF 7 DEFENSE DICE ROLLED:

These 5 dice would be considered 'Damage taken'.



These are all less than 5, so not defended!

These 2 dice would be 'Defended Damage'.



These are 5 or higher, so defended!

DEFENDER (BLUE) has lost 5 cards! They must take cards from either their Hand or from the top of their Faction Deck.

These now go onto their Damage Pile.



8. RESOLVING HEAVY HITTER DAMAGE

- For every point of undefended Damage a player's HEAVY HITTER receives, they must discard 1 Faction Card to their Damage Pile. When resolving Damage a player may choose to remove Faction Cards from their Hand and/or from the top of their Faction Deck, but players cannot rearrange them freely.
- Damaged cards are placed face-down on the top of the Damage Pile.
- Players can view any cards in their own Damage Pile at any time during the game. Knowing what systems are damaged can be advantageous to gameplay and strategy but players cannot rearrange their Damage Piles freely.
- When there are no cards available in a player's Faction Deck to take Damage from, they should shuffle their Discard Pile to form a new Faction Deck and continue resolving Damage accordingly.

"Dammit! I've taken a direct hit! I need to pull some systems offline. I know I had that Dire Laser warmed up but I'll need to take it offline or this heap ain't gonna see another round".

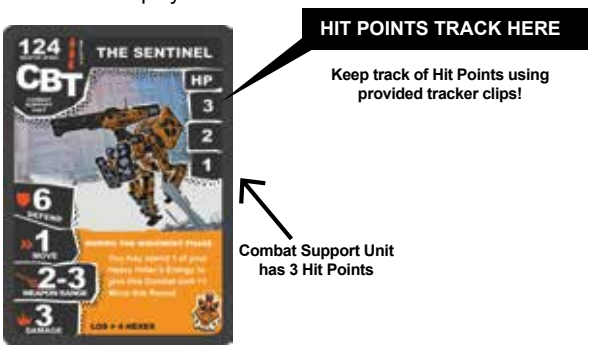
Example: Your Heavy Hitter takes 3 Damage. You could lose 1 card from your Hand, and the other 2 Damage off the top of your Faction Deck or you could just take all 3 cards from your Hand or Faction Deck.

Note: A player may need to resolve Damage, but no longer has cards available in their Faction Deck, Discard Pile, or Hand. This often occurs towards the end of the game. In this instance a player would 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, meaning your Heavy Hitter has been destroyed!

9. RESOLVE SUPPORT UNIT DAMAGE

- Support Units have Hit Points located on their Support Unit Card. Hit Points indicate the level of Damage a particular class of Support Unit can sustain before they are destroyed.
- Support Units 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.

***Note:** When Support Units are destroyed, they are not destroyed for the remainder of the game. New Support Units can come back into battle through the use of Deploy Cards.





Repair Support Unit has 2 Hit Points



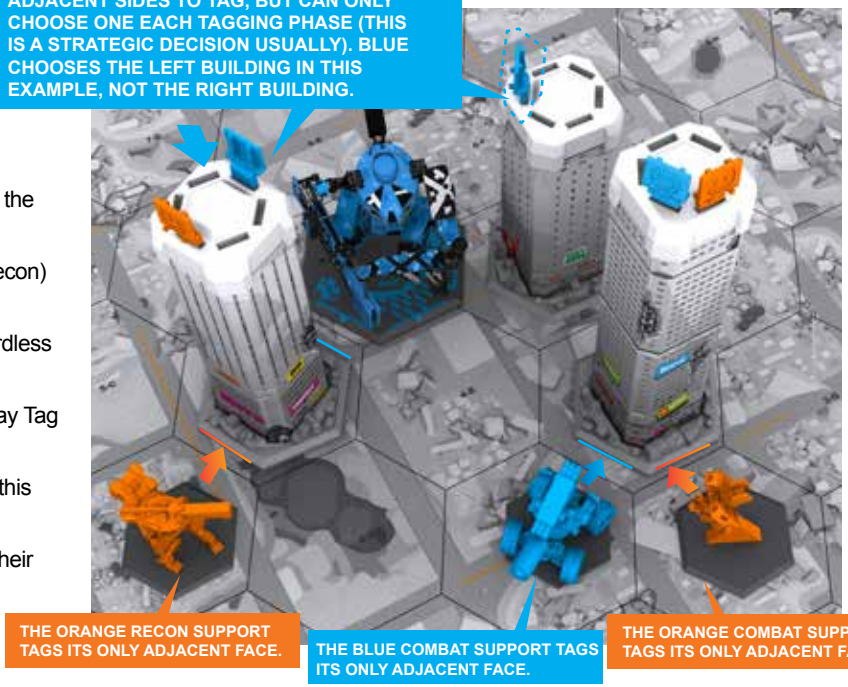
Recon Support Unit has 1 Hit Point

***Note:** Once a Heavy Hitter Weapon has been resolved, place it into your Discard Pile.

TAGGING PHASE

GKR Heavy Hitters is a mass-media spectacle. Your Faction's Sponsors want promotion and are prepared to reward you for it. For each advertising Holo-board you Tag upon an adjacent Building you receive a Sponsor Card. These cards offer a diverse range of rewards to help your Faction seize an opportunity during gameplay. The more you Tag, the more likely your Pilot will claim the Glory Hound token and gain the rights to demolish Buildings, pushing you closer to victory!

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



1. TAGGING BUILDINGS

- Tagging is performed in a turn-based order, with the Glory Hound Tagging all possible Buildings first.
- All GKRs (Heavy Hitter, Combat, Repair, and Recon) can Tag Buildings.
- GKRs can Tag any adjacent Building face, regardless of their facing.
- If a GKR is adjacent to 2 or more Buildings, it may Tag only 1 of them per Round.
- For each different Building a player Tags during this phase, player draws 1 Sponsor Card.
- GKRs can replace an opponent's Tag with 1 of their own (Over-Tagging).

2. DRAWING SPONSOR CARDS

- Players draw Sponsor Cards equal to the number of Buildings they Tag (not the number of Tags they place).
- 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.
- Should the Sponsor Draw Deck ever run out, shuffle the Discard Pile to form a new Draw Deck.

3. DEMOLISHING BUILDINGS

A player will immediately win 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. Follow these steps:

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. Demolishing a Building will also move a player's Pilot Token 1 space to the right on the Achievements Board and closer to unlocking their next Sponsor Upgrade.

Once demolished, Buildings no longer provide cover. However, all movement rules around Buildings still apply. Demolished Buildings are just as hard to move through!

RESET PHASE

During this phase you Reset your Heavy Hitter's Energy and replenish cards in Hand from your Faction Deck. How much Energy you consume in a Round can have serious consequences for your Heavy Hitter. Frequent burning into Critical Energy through increased Movement and additional Weapon Attacks may give you a short term advantage, but in the long-term may cause more Damage to your Heavy Hitter than an opponent's Damage. Be sure to manage Energy use and maximize what you can achieve by trying to use all of your base 5 Energy in a given Round.

1. REPOWER REACTOR

- All players Replenish their Energy Reactor back up to +5.

2. REPLENISH FACTION CARDS IN HAND

- Each player replenishes back to 6 Faction Cards in Hand from their Faction Deck.
  ***Note:** In the rare instances where a player has more than 6 Faction cards in Hand, they do not replenish, but instead must discard back to 6.

- If a player's Faction Deck is empty, they should shuffle their Discard Pile and return face-down to the Faction Deck.

  ***Note:** 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 the Glory Hound for the next round.
- If there is a tie for most Tags, 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.
- Place the Glory Hound token in front of the new Glory Hound.
- Claiming the Glory Hound token from another player during the Reset Phase will also move a player's Pilot Token 1 space to the right on the Achievements Board and closer to unlocking their next Sponsor Upgrade.



PILOT ABILITIES

Pilots are the beating hearts behind the gigantic Heavy Hitter units. Each Pilot has a unique ability for players to take advantage of during gameplay. Some involve conserving Energy, while others help manage Faction Cards or improve your odds during combat.

Before starting the game, players should introduce their Pilot and tell their opponents what their special ability is.



ACHIEVEMENTS BOARD AND UPGRADES

The Achievements Board offers players the chance to impress the public through various feats and gain much needed Upgrades to their Attack and Defensive systems.

- Any time a player pulls off any 1 of the achievements listed along the bottom of the Achievements Board, they immediately move their Pilot Token 1 space to the right along the track.
- Once a Pilot Token has moved to the right-most space, it remains there for the rest of the game.
- When a player moves their Pilot Token into a space with a Sponsor Upgrade Trigger, they immediately unlock the associated Upgrade for the remainder of the game by flipping the Upgrade Tile alongside their Dashboard. Players can never lose their Sponsor Upgrades.
- Players may pull off the same Achievement more than once during a single game.



GAMEPLAY RECAP

THE GAME ROUND

Each Round is made up of 5 phases with the Glory Hound going first in the Deploy, Moving, and Tagging Phases.



1 DEPLOY PHASE

Players have the opportunity to Deploy Support Units onto the Battlefield by playing any available Deploy Support Unit cards.

2 MOVEMENT PHASE

Players take turns moving their GKRs around the Battlefield. Movement Order starts with Heavy Hitters, then Combat, Repair, and finally Recon Units.

3 COMBAT PHASE

Players now have the opportunity to launch attacks. Each player simultaneously declares and then reveals their Weapon Card and Support Unit attacks. All players simultaneously declare and then reveal. During the Combat Phase, players can also use Reaction and Sponsor Cards to alter the outcome.

4 TAGGING PHASE

Players take turns (Glory Hound goes first) using GKRs to Tag Buildings with Holo-boards to gain rewards through Sponsor Cards.

5 RESET PHASE

All players reset Energy back to 5 and replenish their Hand back to 6 Faction Cards. Determine the Glory Hound for the next Round.

ENDING THE GAME

The game will immediately end 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 till the end of the current Combat Phase. Once this has ended, players add up their score to determine the winner. 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. In the case of a tie, the player furthest along the Achievements Board is the winner. If still tied, the player with the most Tags on undemolished Buildings is the winner.

  LAST BOT STANDING VARIANT: Alternatively, players can continue playing till only 1 Heavy Hitter remains on the Board.

- **DEMOLISHED BUILDINGS!**

  1 player demolishes their 4th Building, immediately winning the game!

PRE-GENERATED BATTLEFIELD MAPS SCENARIOS

A few pre-generated Battlefield Maps to get you started! The Game Board has a grid system printed on it to help identify where to place Buildings and deploy Heavy Hitters during setup.

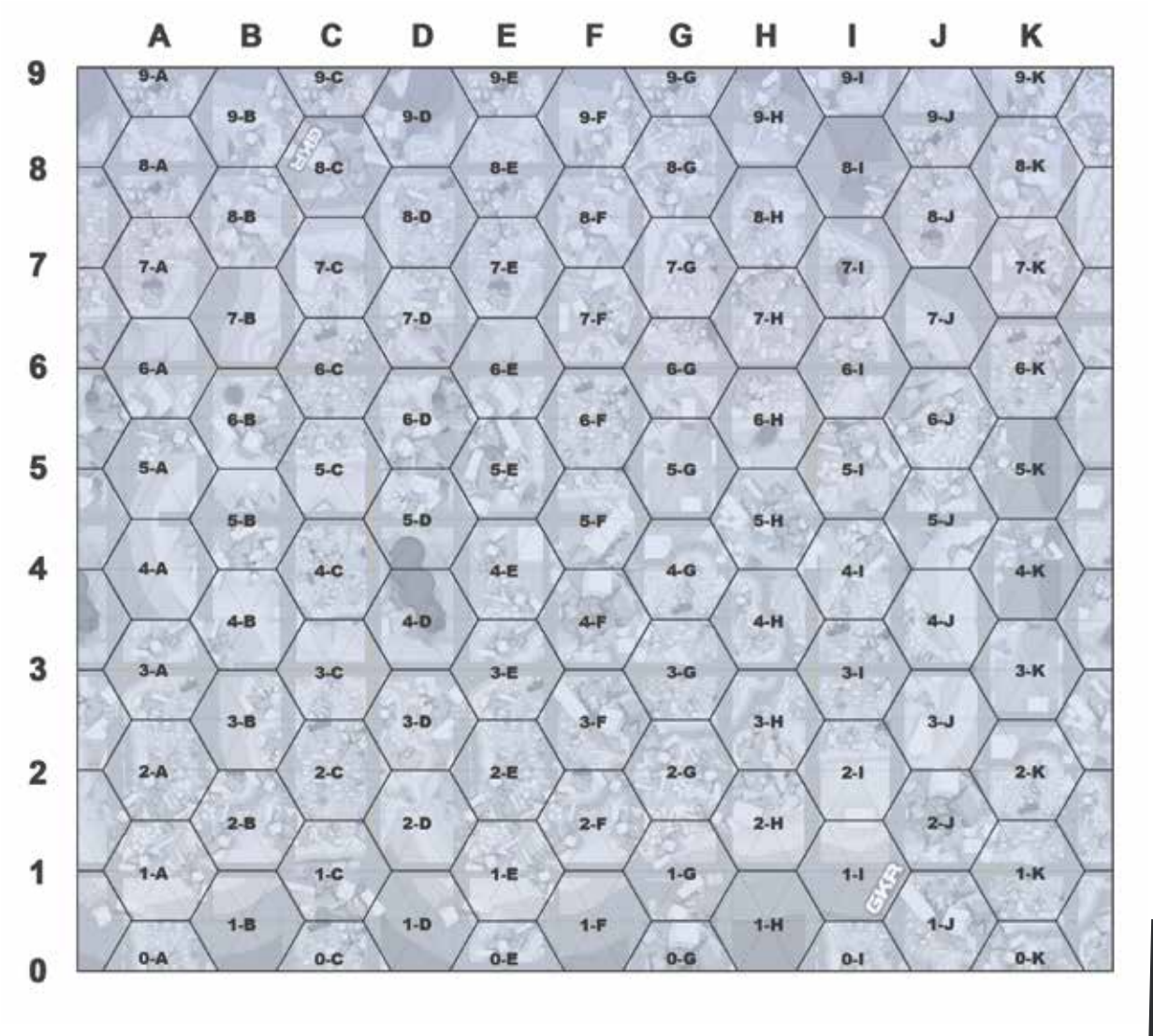
GRID SYSTEM IS PRINTED ON THE BOARD

KEY :

HH

HEAVY HITTER STARTING LOCATION

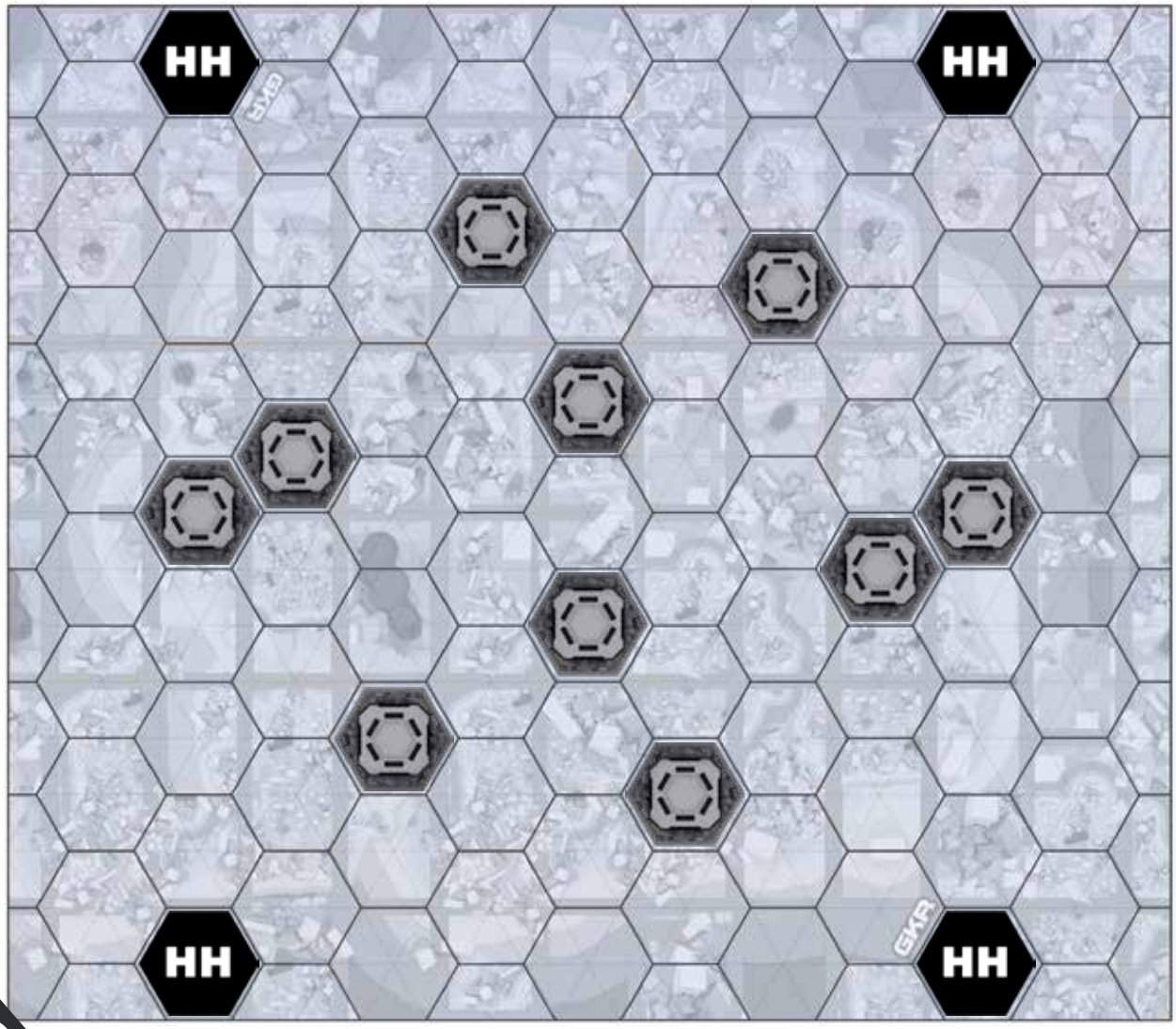
BUILDING



HH 1B, 1J, 9B, 9J

2G, 3D, 4F, 4I, 5B, 5C, 5J, 6F, 7E, 7H

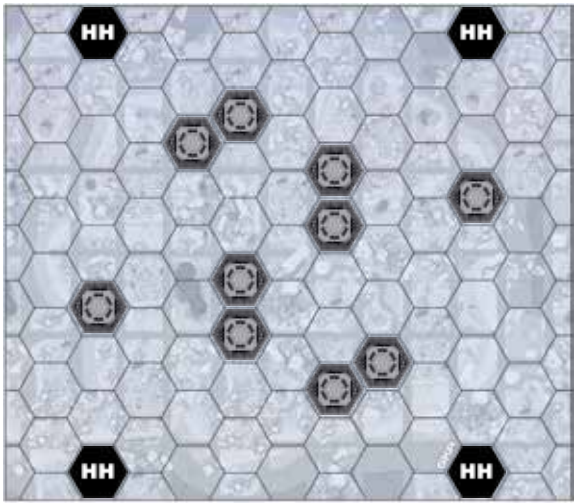
4 PLAYER MAP
"SHOWDOWN"



HH 1B, 1J, 9B, 9J

2G, 3E, 3H, 4B, 4E, 5G, 6G, 6J, 7D, 7E

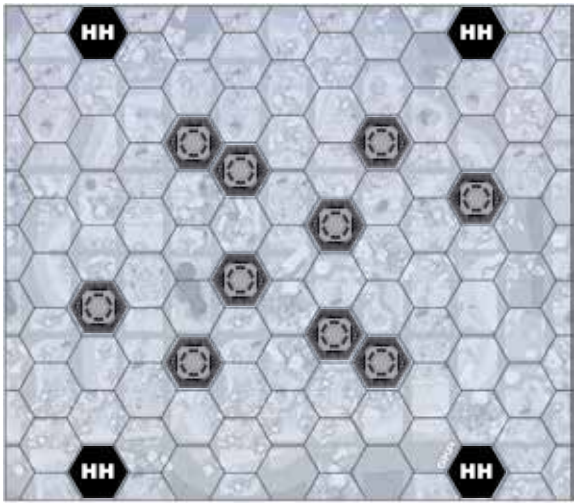
4 PLAYER MAP
"CRACKSHOT ALLEY"



HH 1B, 1J, 9B, 9J

2D, 2H, 3G, 4B, 4E, 5G, 6E, 6J, 7D, 7H

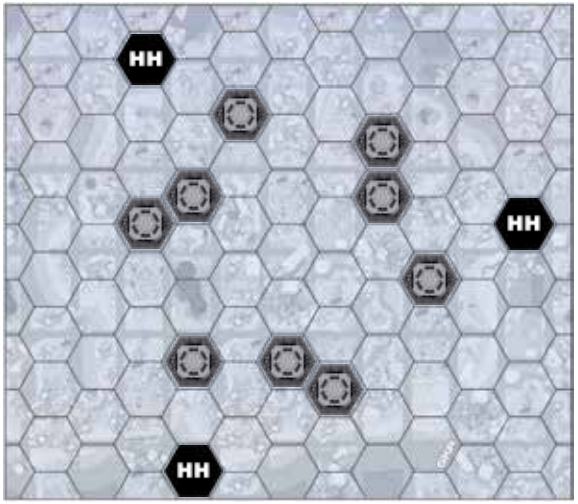
4 PLAYER MAP
"SALVAGE CITY"



HH 1D, 5K, 8C

2G, 3D, 3F, 4I, 5C, 6D, 6H, 7E, 7H

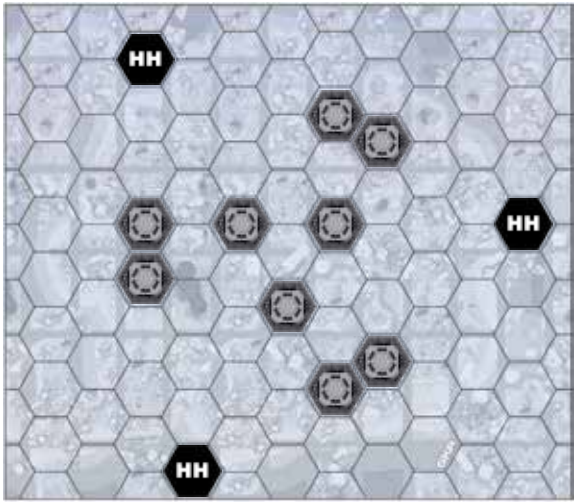
3 PLAYER MAP
"THREE WALLS"



HH 1D, 5K, 8C

2G, 3H, 4C, 4F, 5C, 5E, 5G, 7G, 7H

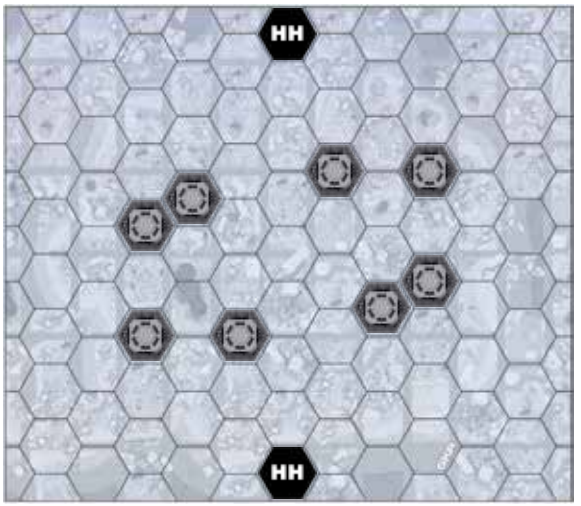
3 PLAYER MAP
"CITADEL"



HH 1F, 9F

3C, 3E, 4H, 4I, 5C, 6D, 6G, 6I

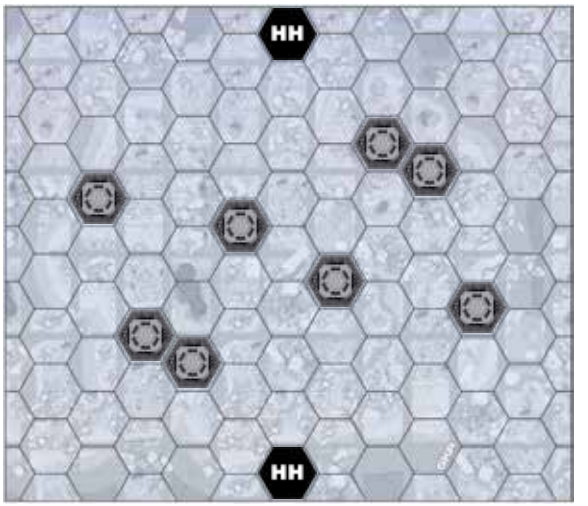
2 PLAYER MAP
"FINAL STAND"



HH 1F, 9F

3C, 3D, 4G, 4J, 5E, 6B, 6I, 7H

2 PLAYER MAP
"PLATEAU"



DESIGNING CUSTOM BATTLEFIELDS

You can create any Battlefield you like. However, we recommend using some of the following rules to allow for a balanced game:

- Try to ensure all Heavy Hitters start 6-7 hexes from their closest opponents. You can use the starting locations on the pre-generated Battlefield Maps as a quick reference.
- Set up 2 or more potential Alley Shots, by placing some Buildings next to each other.
- Ensure all players have a similar number of Buildings within reach of their starting locations. If 1 player has a lot more Buildings near their starting location than other players, they will be at a much greater advantage for Tagging early on in the game.

AND OF COURSE, HAVE FUN MAKING YOUR OWN MAP SCENARIOS!

ENJOY!


GKR
GIANT KILLER ROBOTS
HEAVY HITTERS!
DANGER
ZA-BLAM!
ADVANCED
RULE BOOK

ALTERNATE GAME BOARD

The reverse side of the Game Board offers a new Battlefield with unique tactical opportunities during gameplay.

SETUP

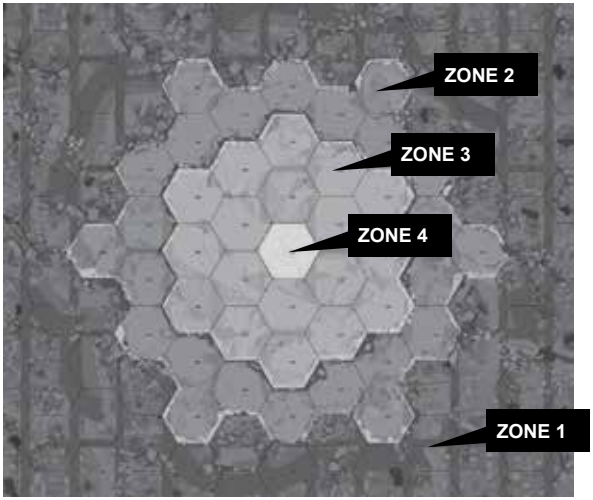
Place the Game Board with the reverse side face up. As with the standard side, you can use any of the pre-generated Battlefield Maps, or have fun creating your own.

GAMEPLAY

The majority of gameplay remains the same.

However, the new landscape adds additional modifiers during each Round. The map centers on the remnants of a nuclear missile strike. The closer GKR 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.

Also, players may only deploy Support Units into Zone 1. If their Heavy Hitter ventures too far into the center of the board (more than 2 hexes away from Zone 1), they won't be able deploy a Support Unit.



Each Zone behaves in the following ways:

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 4 deal +2 Damage
All units in Zone 4 automatically take 2 Damage at the end of the Reset Phase

ALTERNATE ACHIEVEMENTS BOARD

For a more variable play style, place the Achievements Board with the reverse side face up. 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, players should observe the following rules for allied Factions:

1. You cannot attack your ally's units. However, you may attempt to repair their Heavy Hitter.
2. Allies can only share strategies. They cannot share any Faction Cards, Sponsor Cards, or Energy.

FIXED ALLIANCES

In this mode, players pair up in teams of 2. Allies should sit on opposite corners of the table. Turns will always alternate between teams. The first team to destroy an opposing Heavy Hitter, or collectively Demolish 6 Buildings is declared the winners. In addition to the new rules listed above, there is 1 additional rule: Allies can collectively Demolish a Building. Once a Building has 4 Holo-board Tags from a single team, it is Demolished.

SHIFTING ALLIANCES

In this mode, players will attempt to form alliances each Round. All win conditions remain the same. Only 1 player will win - teams do not win together.

Alliances are formed at the end of each Reset Phase. When selecting a Pilot during Setup, players place the Pilot card of their Faction, face up in front of them. They should also keep their Pilot's cards, of all opposing Factions, face down in front of them. 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 face down 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 chose 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, where players will seek to form new alliances, or perhaps restore their previous ones.

SOLO PLAY

No time for friends? Or perhaps you just fancy taking on the mega-corporations on your own? GKR has you sorted.

OVERVIEW

In this solo play variant, you will be facing off against 1 or more foes. All their actions will be decided in the heat of moment, so you'll never quite know what to expect. There are some key differences when playing solo. Your opponent will not do any of the following:

1. Hold Faction Cards in hand.
2. Manage Energy.
3. Place Holo-board Tags.
4. Collect or use Sponsor Cards.
5. Use any Deploy, Maneuver or Reaction Cards.

For your first game, try opposing a single enemy. In future games, you can increase the difficulty by adding additional enemies or giving more weapons to your opponents.

SETUP

Prepare the Battlefield and your own Faction's components in the same way you would against human players, with the following changes:

1. Do not use the Achievements Board, Pilots, Upgrades, or Glory Hound Token.
2. Before shuffling the Sponsor Card Draw Deck, remove all cards with the "**no-solo-play**" icon. 
3. Do not give your opponent an Energy Tracker or Holo-board Tags.
4. Build and shuffle a 24 card Faction Deck for your opponent, consisting of the following:
   2 Primary Weapons (5 cards each), 3 Secondary Weapons (4 cards each) and 2 Orbital Strikes.

Managing Opponent Faction Cards:
Although your opponent does not manage Energy, it can still be of value to use a Dashboard for managing their Faction Cards. Place all 24 Faction Cards face down onto the Faction Draw Deck space of their Dashboard during Setup.

At no time may you look through your opponent's Faction Draw Deck, Discard Deck, or Damage Pile. Should their Draw Deck ever run out, shuffle their Discard Pile to form a new Draw Deck. When resolving Damage, always take cards off the top of their Draw Deck. When repairing, shuffle their Damage Pile and place a random card at the bottom of their Discard Pile, without looking at it.

GAMEPLAY

You always act first in Deploy and Movement Phases. Combat is resolved by Weapon speed and your opponent does not act during Tagging and Reset Phases.

Your turns will function no different than when playing against human opponents. However, your new non-human opponent will function a little less like a human. On the back of this rulebook you will find a Solo Quick Reference. All your opponent's decisions around what units to deploy, where to move, and how many Weapons to fire will be decided by this guide and the roll of a single die. Below we will describe how your opponent will act in each Phase.

Deploy Phase

Roll a single die and look at the matching column on the Solo Quick Reference. The first line determines what Support Unit will be deployed and where they will be placed. If the Support Unit is already on the Battlefield, nothing happens.



= Deploy Combat Support Unit

When deploying a Support Unit, they are always placed within 1 hex of their Heavy Hitter. The diagram below the Support Unit's name shows where it should be placed. They must always be placed into an empty hex. All possible hexes have been assigned a letter value from 'A', through to 'F'. 'A' is the preferred placement. However, if that hex is not empty, place the Support Unit into 'B'. If that is not available, then move on to 'C' and then 'D' and so on. In the rare case that there are no available hexes for deployment, no Support Unit is placed.



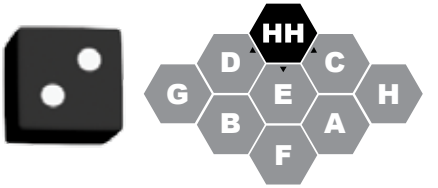
Note that each placement diagram shows 3 small black arrows. These point to the front facing firing arc of the opponent's Heavy Hitter.

Movement Phase

Movement order remains the same as when playing against human players. Remember that you always act first. Therefore, after moving your Heavy Hitter, roll a single die to determine your opponent's Heavy Hitter movement. Then move your Combat Support Unit and roll a single die again to determine their Combat Support movement. Keep doing this for Repair and Recon Support Units also.

For each opposing GKR, roll a single die and refer to the movement diagram in the matching column on the Solo Quick Reference.

Heavy Hitter Movement is always based from their current position. In the example to the right, a 2 was rolled. If the hex marked with an 'A' is empty, the opposing Heavy Hitter will move there. Just like with deployment, move to the next available hex if a hex is blocked. If all hexes are blocked, it does not move.



After moving your opponent's Heavy Hitter, its facing must be adjusted to point towards your own Heavy Hitter as accurately as possible. In the case where there are 2 equally balanced facings, choose 1, then roll a single die. On a 1-3, keep the chosen facing. On a 4-6, change it to the second option.

Moving Heavy Hitters onto opposing Support Units is still possible. If your opponent's Heavy Hitter moves onto 1 of your Support Units, you decide where to move it. If you move your Heavy Hitter onto an opposing Support Unit, it always attempts to move closer to its own Heavy Hitter. If there are 2 hexes at equal distance from their Heavy Hitter, choose 1, then roll a single die. On a 1-3, move the Support Unit to the chosen hex. On a 4-6, move it to the second option.

Support Unit Movement is slightly different. As with the Heavy Hitter, roll a single die and refer to the diagram in the matching column in the Solo Quick Reference. Each diagram shows a number of possible locations, based on their Heavy Hitter's current location (after movement).

Before moving a Support Unit, first see which hexes are within the Movement range of the Support Unit (note that the opposing Combat Unit can move up to 2 hexes). Of the hexes within the Movement range, the Support Unit will move the hex with the earliest letter in alphabetical order.

For example, the Combat Support Unit in this diagram is currently adjacent to hexes 'F' and 'H'. Since it has a Movement range of 2, it can only reach hexes 'C', 'E', 'F' and 'H'. Therefore, it would move to hex 'C'.



If all hexes are outside of a Support Unit's Movement range, it should be moved to an empty hex with the latest letter in alphabetical order ('H', through to 'A' for Combat Units). In the rare case that all hexes are blocked, the Support Unit does not move.

Combat Phase

The Combat Phase remains primarily the same as when playing against human players. After declaring any Weapons you wish to fire, roll a single die. In the matching column in Solo Quick Reference, you will see a number of cards specified in the “Combat” row. Immediately draw this amount of cards from the top of your opponent’s Faction Draw Deck. Your opponent can still only fire 1 of each unique Weapon, so place any duplicates into their Discard Pile. All Weapons will fire in descending order, just as when playing against human players. Your opponent does not manage Energy, so ignore those card values.

There are a few rules to note:

1. Any Weapon abilities that involve the opposing player making a decision (movement, using cards, spending Energy, etc), do not activate and should be ignored.
2. Any Damage dealt to your opponent should come from the top of their Faction Draw Deck.
3. You will need to roll all Attack and Armor Save dice on behalf of your opponent.

Selecting a Target for each of your opponent’s Weapons and Support Units is done using a descending Attack Priority list. This can be found at the bottom of the Solo Quick Reference guide.

For example, their Combat Support Unit will first try to target your Combat Support Unit. If it is not within their range, they will then try to reach your Repair, then Recon and finally your Heavy Hitter.

If no targets are within a Support Unit or Heavy Hitter’s Weapon range, they simply do not fire. Any of your opponent’s Heavy Hitter Weapons that don’t fire should be placed into their Discard Pile.

Your opponent’s Repair Support Unit will always attempt to repair, rather than attack when possible. On a 3+ die result, shuffle their Damage Pile and place 1 random card at the bottom of their Discard Pile, without looking at it.

Tagging and Reset Phases

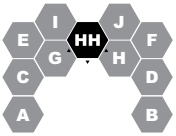
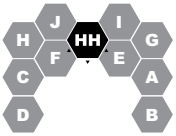
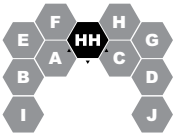
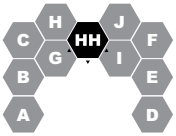
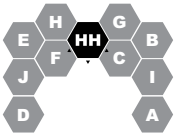
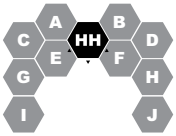
Your opponent does not take any actions in these phases. Your turns function the same as when playing against human players.

ENDING THE GAME

Win conditions remain the same: Destroy your opponent’s Heavy Hitter or Demolish 4 Buildings. Good luck!

SOLO QUICK REFERENCE



	Combat	Combat	Combat	Recon	Recon	Repair
DEPLOY						
MOVE						
Heavy Hitter						
Combat Max move = 2						
Repair Max move = 2						
Recon Max move = 4						
COMBAT	2 Cards	2 Cards	3 Cards	3 Cards	3 Cards	4 Cards

ATTACK PRIORITY

Heavy Hitter:	Heavy Hitter > Combat > Repair > Recon
Combat:	Combat > Repair > Recon > Heavy Hitter
Repair:	Recon > Repair > Combat > Heavy Hitter *(always attempts repair if possible)*
Recon:	Repair > Recon > Combat > Heavy Hitter

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THANKS!

The GKR team would like to extend a huge and heartfelt thank you to all the amazing people who've supported us on this journey. From the Weta Workshop and Cryptozoic crews who poured countless hours into bringing the game to life; to our hilarious Kickstarter community whose corporate slogans are the stuff of legend. From the playtesters who volunteered their valuable time and expertise; and to everyone who's been cheering us on from the sidelines. Without your support, GKR could not exist.

To the crew, the fans, the gamers, the hangers-on and the Hapsi drinkers: this robot rumble is for you!

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HEAVY
HITTERS!