

The world of High Noon is bloody and unforgiving. Punishment is a way of life. There is no reward for dodging difficulties. If you want to win, you must chew some lead and spit some blood, but to the victor go the spoils.

Pick your posse and be ready for the fight, and you just might make it out alive.

**HIGH NOON**

A GAME BY  
DWIGHT CENAC II



WHITE  
LABEL  
game system

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# GAME COMPONENTS

1 RULEBOOK



40 GOLD BARS



61 CHIPS



14 MINIATURES



SHERIFF GARRETT



DEPUTY GATES



ELSU



KIYIYA



QALETAQA



QUENTIN LEROY



JAMES LEROY



LEROY GANG 1



LEROY GANG 2



LEROY GANG 3



COL. RODGERS



ROUGH RIDER 1



ROUGH RIDER 2



ROUGH RIDER 3



1 BANK TILE  
1 JAIL TILE  
6 ROAD TILES  
4 ALLEY TILES

# GAME COMPONENTS

## 14 CHARACTER SHEETS



## 18 LOOT CRATES



## 102 LOOT CARDS



## SHERIFF GARRETT DEPUTY GATES



## ELSU'S WARBAND



## COL. RODGERS' ROUGH RIDERS



## THE LEROY GANG



# GAME OVERVIEW

## Howdy Partner!

In High Noon, two or more players control different posses vying for dominance at the turn of the 20th Century in the fictional Wild West state of Saratoga. Players send their posse into battle to settle their scores the only way they know how -- gunslinging.

Loot Crates are strategically placed across the board and have the ability to give each posse a unique advantage during the fire fight. Within the loot crates players will find valuable supplies, medicines, and firepower to give them an edge against their opponents.

Victory is declared at the end of 12 rounds, where the posse that has collected the most gold wins. Gold is awarded by how much damage and mayhem is dealt in the shootout.

Alternatively, players can continue the fight until one posse remains and is declared the Last Posse Standing.



# CHARACTER SHEETS

Each posse has their own strengths, weaknesses, and styles of play. Every character within the posse has their own character sheet that contains the character's unique traits.



- Character classification (Law, Gang, Native, etc.)
- Number of loot cards character may have at any given time
- Amount of gold that is rewarded to the player who eliminates this character
- Number of adjacent squares character may move each turn
- Number of adjacent squares character may attack
- Ammunition type character uses
- How many points of damage character can sustain
- Final square marks character's death

# AMMUNITION

Ammunition can go a long way in how you decide your strategy throughout the game. Each character is predetermined with a specific ammunition type. Weapons that are drawn from loot crates also have a specific ammunition type. Pay close attention, as players may find that some equipment cards are only compatible with certain ammunition types.

Ammunition may perform differently than others. Below are the ammunition icons and their default qualities. Remember these qualities as they can make a huge difference in combat!



# LOOT CRATES

Amidst the gun smoke and chaos of High Noon, loot crates can be the game changer for any posse. Characters can use loot crates to enhance their abilities, keep themselves alive, or throw a wrench in their opponents' plans.



## RATIONS

Various general goods such as coffee and beans keep your characters alive by giving them extra boosts in health, action, and movement.



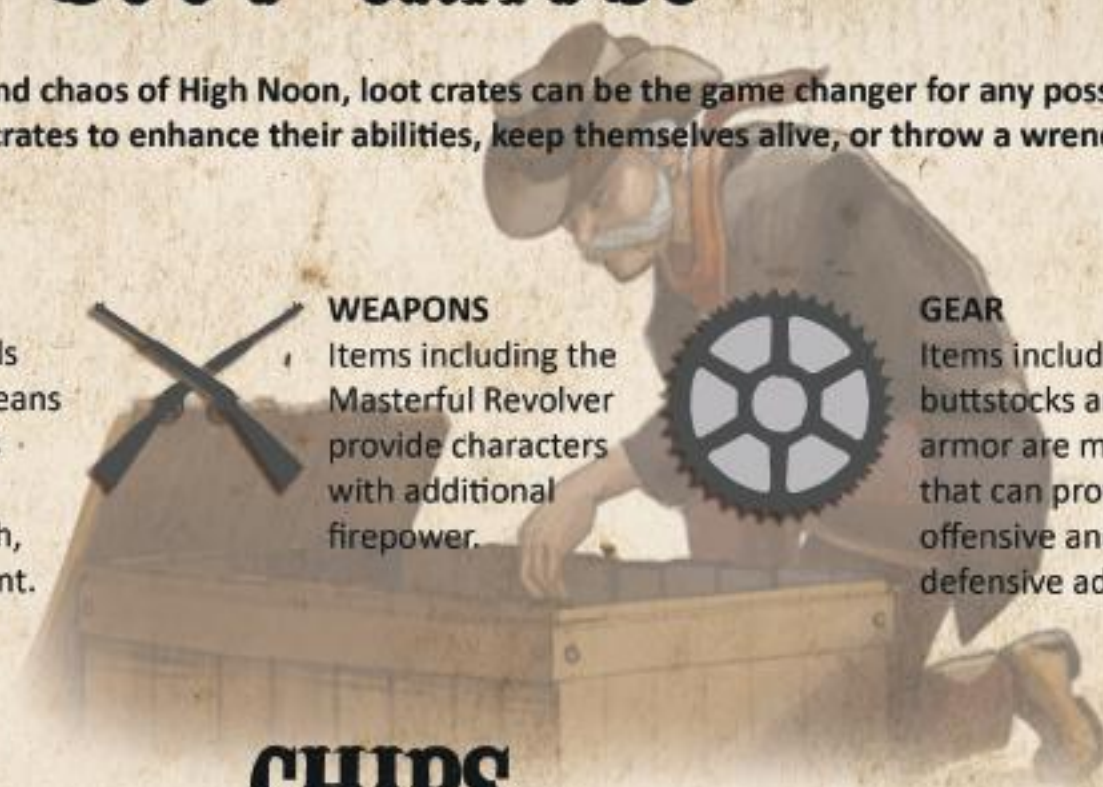
## WEAPONS

Items including the Masterful Revolver provide characters with additional firepower.



## GEAR

Items including buttstocks and body armor are modifiers that can provide both offensive and defensive advantages.



# CHIPS

Chips are integral to keeping track of nearly everything. They are broken down to three colors.



## RED

Tracks a character's health



## BLUE

Tracks the use of loot cards and cards with timers on them



## GREEN

Tracks poison and can mark the locations of objects and effects on the map

# GAME TILES

The board game is made up of various tiles. There are building tiles and terrain tiles. Players may choose to create their own map with these tiles or use predetermined standard maps. Maps must include the tiles that are designated to each posse as their starting locations in the game.



Within building tiles, you'll encounter the following elements:

## Walls:



Walls block all objects from Line of Sight (page 20).

## Windows:



Windows serve as portals in walls that allow players to shoot through and take cover behind. A window acts as cover (page 21) and allows players to enter and exit the building (page 16).

## Doors:



Doors allow players to enter and exit buildings and rooms without penalty. Even though there is no penalty to move through them, doors are always presumed to be shut.

## Barriers:



Barriers are essentially walls you can see and shoot through as if they were obstacles.

# GAME SETUP

Perform the following steps to prepare the game:

1. Each player chooses a posse.
2. Shuffle all posse decks face down.
3. Shuffle all loot decks face down.
4. Shuffle all loot crates with the "Looted" side facing up. No Peeking!
5. If the map is not predetermined, players may create their own map that has all starting locations for the posses at play and at least 4 additional tiles.
6. Place loot crates ("Looted" side up) on all the green squares on the board.
7. Each player takes 3 loot crates (don't look at em!)
8. Place all characters in their starting locations as indicated on their starting tiles.
9. Each player will then place the additional loot crates on the board, one at a time, at least 4 movement squares between any other loot crate or character, or until there are no possible spaces for them. (Refer to Movement on page 16 to see how movement is calculated)
10. Discard all remaining crates and flip over all crates on the board to reveal what they are.
11. Each player draws 6 cards from their posse deck.
12. The LeRoy gang always goes first. If not in play, players decide who goes first.



**SWEETWATER GULCH**



# PLAYING THE GAME

Turns are broken into phases.

- PHASE 1: Movement
- PHASE 2: Action
- PHASE 3: Draw Cards

Once a player performs an activity from a phase, the previous phase ends and they cannot go back.

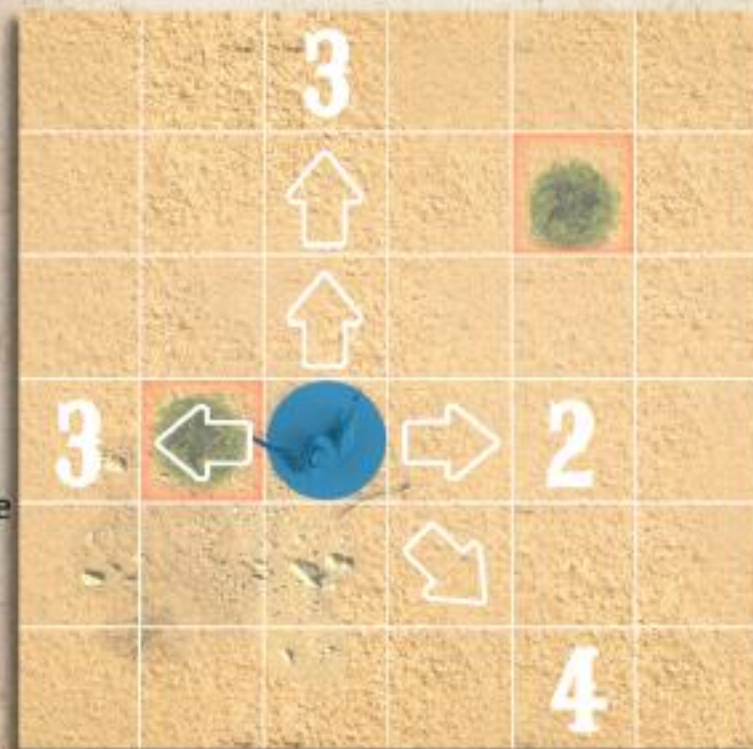
## PHASE 1: MOVEMENT

Characters may move a maximum amount of squares as specified by their **Speed** value on their character sheet. **Example:** Deputy Isaiah Gates has a Speed of 4. Therefore, he may move up to four squares on the board.

Players may move in any direction, however, a diagonal move would technically be 2 square movements.

Moving over obstacles (squares marked orange) counts as 2 movements. Players may not move through walls, but can jump through windows for a penalty of 1 damage point and may move through doors at no penalty.

Characters cannot end their movement on an obstacle square.



## PHASE 2: ACTION

All characters in a posse are allowed one action each, which can be any of the following:

### PLAY A CARD

There are no dice in High Noon, so if you want to attack your opponent, you are going to need to play a card. But that does not mean all cards are attack cards.

Some cards are items or special actions. Cards marked as **Free Action** do not count as an action when played.

### LOOT A CRATE

Loot crates litter the battlefields of High Noon and inside these crates are game-altering treasures. A character must be non-diagonally adjacent to a loot crate to rummage it.

To loot the crate, draw three cards from the corresponding deck (identified by the icon on the crate). Select one of the cards and discard the other two. The selected loot card is then placed near the character sheet of the looting posse member. Once a crate is looted, flip the crate over so the "Looted" side is face up.

Loot crates are never removed from the board and act as an obstacle that can provide cover.

### LOOT A BODY

When a character is in possession of loot when killed, the miniature is removed from the board and a green poker chip or tombstone is placed on the square they were on when they died. That chip marks their body. Anyone adjacent to their body may loot it for any or all their loot. Once the body is looted, discard the poker chip or tombstone.

### EQUIP AN ITEM

Some loot cards, such as armor or a rifle scope, require an action to equip in order to use. To equip the item, announce that you are doing so, and place a blue poker chip on the card to indicate it has been equipped.

### PASS AN ITEM

Some items are not suitable for the character who found them. That does not mean it must be discarded. Often the item is perfect for another character in the posse. A character may use their action to hand off an item card to an adjacent character. They may pass as many items as they wish to another character in that action, but they may only pass those items to one character.

### DROP AN ITEM

A character may, as a free action, drop any or all loot from their inventory. Those items are considered broken or lost in the chaos and must be discarded to the appropriate decks they are associated with.

# PLAYING THE GAME



## PHASE 3: DRAW CARDS

Once all actions have been taken, the player must draw 3 cards. Once a player has 12 cards in their hand, they must discard 3 cards before drawing another card. Player must discard as many cards necessary to draw 3 cards.

**EXAMPLE:** Player has 11 cards in hand. Player must first discard 2 cards in order to draw 3 cards.

## THE CARDS

High Noon has 3 card types: **Basic**, **Special** and **Loot**. Basic and Special cards may only be played by the associated character. If the character is not on the board, the card cannot be played. Loot cards may only be used by the character who has the loot in their possession.

Each Basic card has an **Attack**  and **Defend**  value. When played as an attack, use the Attack value. When played as a defense from an attack, use the Defend value.

Each Special card has a description of what it can do and when it can be played. Free Action means it can be played as a free action on your turn. Play Anytime means it can be played at any time during the game. If there is a value for Attack, Defend or both, the values will be shown.

Once a card has been played, it must be placed in the player's discard pile. When all cards have been played, the discard pile may be reshuffled as the new playing deck.



# LOOT CARDS

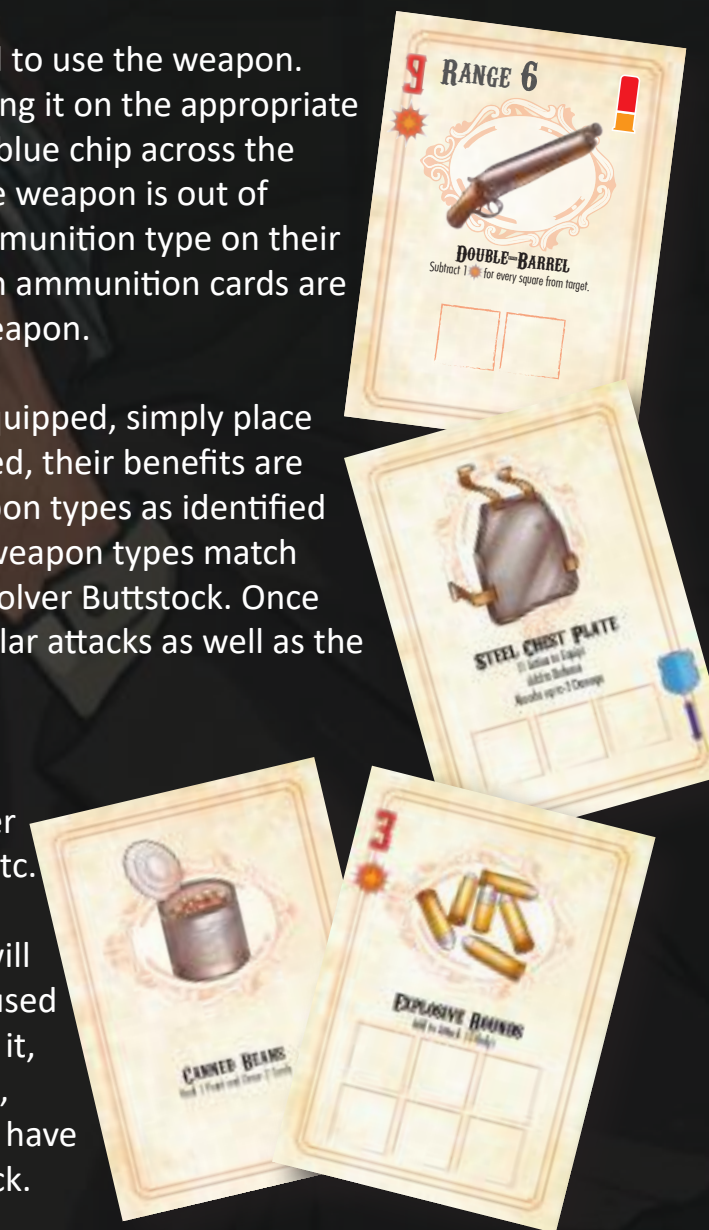
Loot cards come in various forms (*Weapons*, *Gear*, *Consumables* and *Ammunition*).

**Weapons** act as attack cards. You do not need an attack card to use the weapon. Simply mark the use of the weapon with a blue chip by placing it on the appropriate box on the weapon card. As you use the weapon, move the blue chip across the boxes until you have reached the last box, at which point the weapon is out of ammunition and may be discarded. All weapons have an ammunition type on their card. This only specifies the effect of the weapons and which ammunition cards are compatible. It does not restrict characters from using the weapon.

**Gear** are more permanent modifiers. To mark that gear is equipped, simply place a blue chip anywhere on the gear card. Once gear is equipped, their benefits are applied. Some gear, like buttstocks and scopes, modify weapon types as identified on the card. This gear can apply to anything, as long as the weapon types match (Example: Deputy Gates has the Masterful Revolver and Revolver Buttstock. Once equipped, the range of the buttstock is added to Gate's regular attacks as well as the Masterful Revolver)

**Consumables** are loot that provide temporary benefits to a character. They may heal the character, provide the character with additional actions or buffs to their attacks or defense, etc.

**Ammunition** applies to weapons and attacks. Ammunition will specify which weapon types they work with and cannot be used on their own. If the Ammunition card has an attack value on it, this number is added to your attack. As you use ammunition, remember to mark its use with a blue chip. Once all squares have been marked, discard the ammunition. Ammunition can stack.



# COMBAT

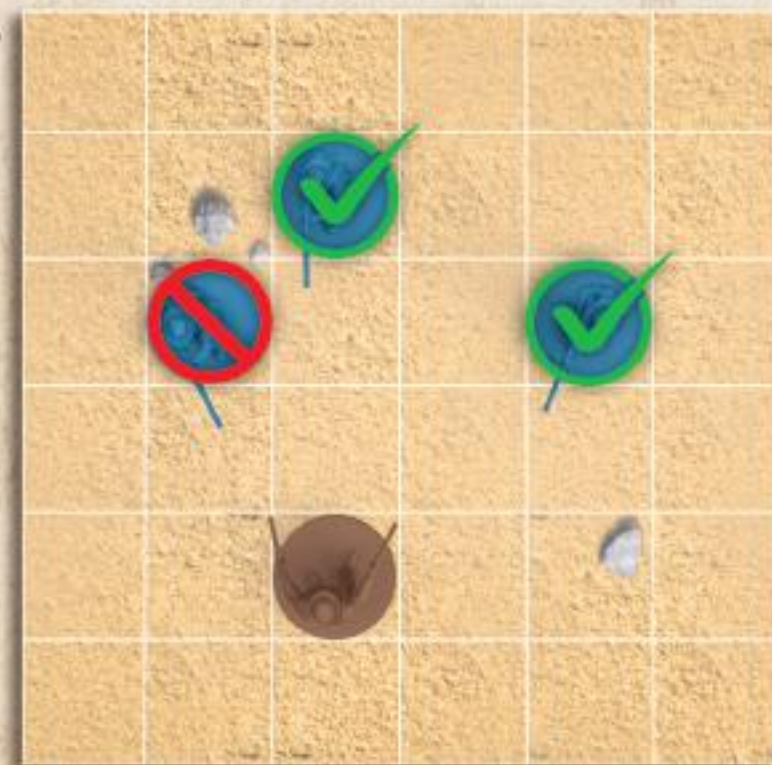
In order to attack someone, the target must be within the Range of the character. Range is shown on the character sheet and is measured in a straight line, called "Line of Sight" (calculated the same as movement). A character with a range of 10 may only attack targets that are within 10 squares of them or 5 "diagonal" squares. Melee characters may only attack opponents directly in front, behind or to either side of them.

The attacking player plays a Basic or Special card, using the Attack value. The player being attacked may choose to defend themselves by playing a Basic or Special card using the Defense value.

Subtract the Defend value of the Defender's card from the Attack value of the Attacker's card. If there is a difference remaining, the defender takes that damage on their Character sheet by moving the red poker chip forward one square for every point of damage taken.

**EXAMPLE:** Quentin LeRoy attacks Rough Rider 2 with a  $\odot$  value of 4 and Rough Rider 2 defends with a  $\ominus$  of 3.  $4 - 3 = 1$

Rough Rider 2 takes 1 point of damage and moves his red chip forward 1 square.



Quentin may only attack the Rough Riders marked in green. The Rough Rider in red is neither in a straight line nor diagonal from Quentin and thus is not in his "Line of Sight."

When the red chip reaches the final square on a character sheet marked with a skull and crossbones  $\odot$  that character is dead and must be removed from the board. If they possess loot, replace the miniature with a green chip to mark the loot location.

Objects in orange squares represent cover. Cover is used to obscure movement for characters as well as provide tactical advantages for them. If Cover is between two characters, and neither character is adjacent to the Cover, all Attack values between these characters is halved, rounded up. No matter how many obstacles are in the way of a target, the penalty of cover is only applied once.

**EXAMPLE:** Col. Rodgers attacks Quentin LeRoy with a  $\odot$  of 3. Between Quentin and Rodgers is a wagon, providing Cover, halving Rodgers' attack.  $3 \div 2$  is 1.5. 1.5 rounded up is 2, therefore Rodgers' final attack value is 2.



In this example, Quentin has tactical advantage of Cover against Col. Rodgers. However, because there is a clear diagonal Line of Sight from the Rough Rider, there is no obstacle in the way and Quentin gets no Cover advantage against the Rough Rider.

If only one character is adjacent to the Cover, that character has the tactical advantage of the Cover and does not suffer the Cover penalty. If both characters are adjacent to the same Cover, the tactical advantage is negated and attacks are at their full strength. If each character has tactical advantage of their own, separate Cover, then all attack values are halved, rounded up.

Characters may fire through their own teammates with a Cover penalty. But they may not fire through opponents.



## SCORING POINTS AND WINNING THE GAME



At the end of 12 rounds, the player with the most gold wins. Gold is collected two ways.

### DEALING DAMAGE

If a player deals at least 1 point of damage to an opponent on their turn, they earn 1 gold, regardless of the amount of damage dealt that turn. Dealing additional damage does not earn more gold. Gold is not awarded for self-inflicted damage. There are times when a defensive player can play a special card that can deal damage to an attacker. Gold **IS NOT** awarded in those instances. You may only earn gold for causing damage on your own turn.

### EXAMPLE:

Attacking player deals damage, but defending player deals a card that deals damage to the attacker. Only the attacking player is awarded 1 gold.

### KILLING A CHARACTER

When a player kills a character, they earn gold in the amount equal to the gold value shown on that character's sheet. In instances where a defending character has killed an attacking character, gold **IS** awarded to the defending player.

### EXAMPLE:

Attacking player kills a character, and in defense a character on the opposing posse has an opportunity to play a card to retaliate and kills the attacking character. Both players are awarded gold in the amount corresponding to the characters that they killed.

You can't take your gold with you when you die. To win by gold, at least one member of your posse **must** survive! But if it's any consolation, your enemies can't take your gold off your cold dead hands, either.



## HIGH NOON CONSTITUTION

We hold these truths to be self-evident, that just about anything can be contested by just about anyone - that it is impossible to conjure every possible instance wherein a regulation ought to be institutionalized - that to secure an experience of enjoyment among players, no session shall be held hostage to unwritten uncertainties - that, at the end of the day, it not be forgotten High Noon, even in its most refined form, is just a game.

Any circumstance or mechanic not specifically covered in this rulebook (or any High Noon supplement) is up to the players at the table to decide.