

# HIGH NOON

## EXPANSIONS AND MORE...

The world of **High Noon** is expansive, full of exotic characters and locations ready to explore and do battle. Bolster your posses, loot decks and tile sets with awesome **High Noon** expansions and game suppliments available at your local game store or at [www.HighNoonGame.com](http://www.HighNoonGame.com)



Does your next shoot out at Sweetwater Gulch need an epic soundtrack? We got you covered! Scan this barcode for the official **High Noon** selection.



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A GAME BY  
DWIGHT CENAC II



WHITE LABEL  
game system

# GAME OVERVIEW

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, settling their scores the only way they know how – gunslinging.

If you imagine yourself as a Western god in a celestial saloon, playing a game of cosmic poker with your followers on a chess board at the center of the table...High Noon is basically that. You have nifty little miniatures that you move around a grid battlefield and your own deck of cards to tell those miniatures what to do. You ain't gonna find dice in High Noon. When it comes to victory or defeat, it's all in the cards.

But those cards don't only exist in your unique posse deck! Loot Crates are strategically placed across the board and have the ability to give each character in your posse all sorts of advantages during the fire fight. Within the loot crates, players will find valuable supplies, medicines, and firepower to give them an edge against their opponents. And, you guessed it, these items are also cards.

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.

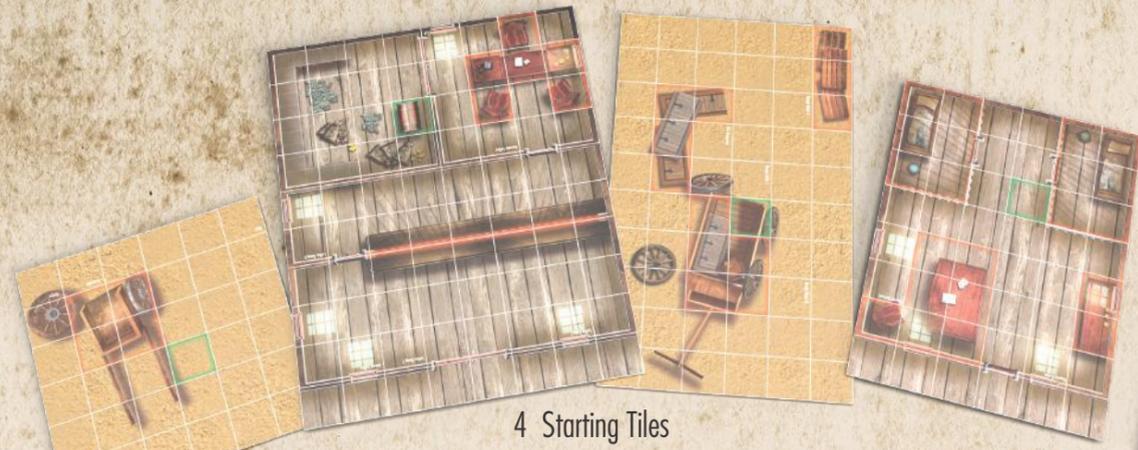
High Noon is easy to learn and can be mastered in the first couple of rounds, so let's dive into the rulebook and learn how to play



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# GAME COMPONENTS



4 Starting Tiles

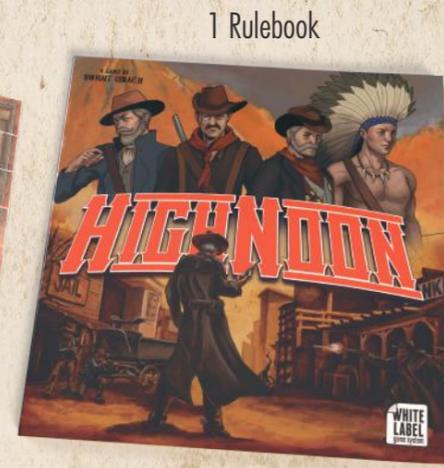


4 Road Tiles

1 Turn Counter



4 Alley Tiles



1 Rulebook



61 Chips

x14

x35

x12

40 Gold Bars



18 Loot Crates



x6

x6

x6

## 14 MINIATURES



SHERIFF GARRETT

DEPUTY GATES

QUENTIN LEROY

JAMES LEROY

LEROY GANG 1

LEROY GANG 2

LEROY GANG 3



ELSU



KIIYIYA



QALETAQA



COL. RODGERS



ROUGH RIDER 1



ROUGH RIDER 2



ROUGH RIDER 3



14 Character Sheets

# GAME COMPONENTS (CONT.)

102 LOOT CARDS



144 POSSE CARDS



MAP OF SARATOGA

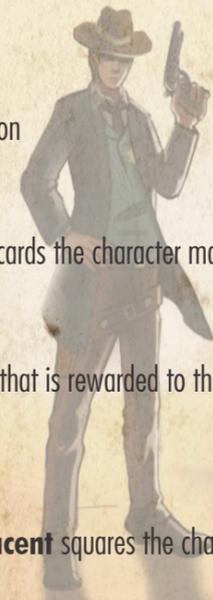


There is much more to the narrative of High Noon than the dust up in Sweetwater Gulch that this core game rulebook introduces. Expansion posses full of colorful characters from all walks of life have their origins in many of the landmarks on this map. As you collect them, see if you can spot where they come from and where they're going. Use their tiles and combine them with those included in this Starter Set to recreate their iconic locations for even more epic and historic encounters from the High Noon story-verse!

# 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. Everything needed to know about a character is on their character sheet.

- Character's faction
- Number of loot cards the character may have in their inventory at any given time
- Amount of gold that is rewarded to the player who eliminates this character
- Number of **adjacent** squares the character may move each turn
- Number of **adjacent** squares the character may attack
- Ammunition type the character uses for their primary weapon
- Character's health meter showing how many points of damage they can sustain. (**Do not** start the game with a chip on the 1st square)
- Final square marks the character's death and future career as a ghost pirate.



# 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 loot cards are only compatible with other loot cards of specific ammunition types.

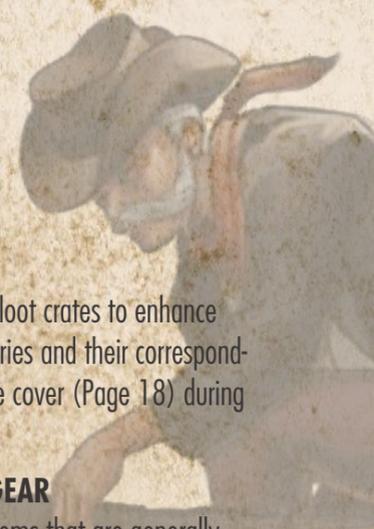
Ammunition may perform differently than others. Below are the ammunition icons and their default qualities. Remember these qualities as they can make a huge difference in combat!

- BODY** (Fist icon): Any attack without a weapon
- BLADE** (Knife icon): Any edged weapon
- PISTOL** (Pistol icon): Generally a handgun
- RIFLE** (Rifle icon): Generally a rifle or long-gun (If the attack deals damage, the opponent takes an additional point of damage)
- SLUG** (Slug icon): Round fired from a shotgun (Ignores one square of cover and doors)

# 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. Loot crates are identified by 3 categories and their corresponding icons: **Rations**, **Weapons** and **Gear**. Loot crates are also obstacles that hinder movement (Page 13) and provide cover (Page 18) during combat.

- RATIONS** (Can icon): Items that are generally consumed for temporary boosts and buffs of a character's traits.
- WEAPONS** (Crossed rifles icon): Items that are generally used to substitute a character's natural attack from their deck.
- GEAR** (Gear icon): Items that are generally used to permanently modify a character's traits or abilities.



# 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.



## SWEETWATER GULCH

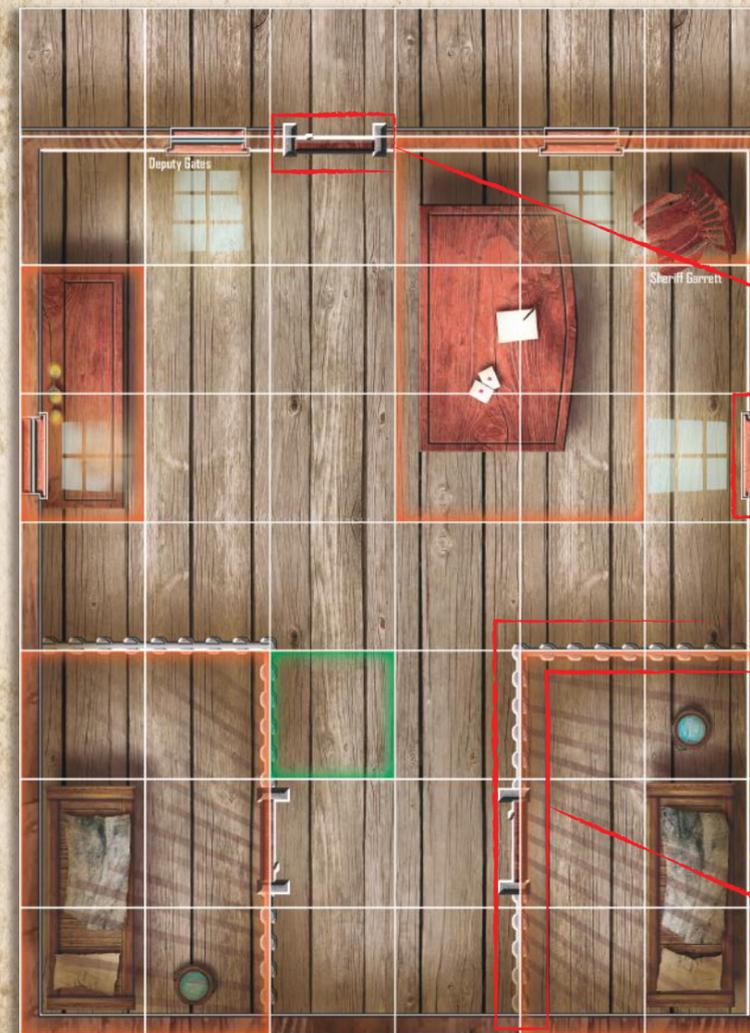
### STARTER MAP

For a quick setup without much thought, consider this map to start off your first games with High Noon. The small dustball town of Sweetwater Gulch is where it all started anyhow!

Believe it or not, this set-up is also pretty balanced for everyone. Although the Rough Riders find themselves surrounded and out in the open, they're also entrenched in plenty of cover, while Elsu's Warband has range and plenty of options to move around the board.

Ultimately, however the map looks is entirely up to you. Try out any number of combinations and have fun with it.

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



### Walls:

Walls form the box around buildings and block all objects from Line of Sight (page 17). You can't shoot through them, loot through them or move through them so don't even try. Unless you're a ghost pirate, I guess.

### 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. Like walls, you can't shoot through them, unless your ammunition is a slug. Doors may look different from building to building, but they should always be obvious as to what they are. If it looks like a door, and it quacks like a door, it's probably a duck... that's also a door.

### Windows:

Windows are windows. They're just like regular windows in regular land. They're essentially holes in walls that allow players to shoot through and take cover behind. A window acts as cover (page 18) and allows players to enter and exit the building for 1 point of damage. If you're having trouble finding the windows, just look for the light on the floors.

### Misc. Barriers:

Barriers are essentially walls you can see and shoot through as if they were obstacles. In this example, the walls of the jail cells are barriers.

# GAME SETUP

## PERFORM THE FOLLOWING STEPS TO SET UP EACH GAME...

1. Each player chooses a posse.
2. Place red poker chips beside each posse character sheet.
3. Shuffle all posse decks face down.
4. Shuffle all loot decks face down.
5. Shuffle all loot crates with the "Looted" side facing up. No Peeking!
6. Now is a good time to decide 1st player. The LeRoy gang always goes first. If not in play, players decide who goes first.
  - A good method is to flip the first card over from the top of each player's deck and the player with the highest attack goes first. Then proceed clockwise from there.
7. Players take turns placing game tiles on the table, connecting each one by at least one square until their desired map has been created.
  - Map must include all players' starting tiles and at least one additional tile of any kind per player.
  - Any area not connected is considered completely blocked of all movement, combat and anything else. (See example below)
8. Place loot crates ("Looted" side up) on all the green squares on the board.
9. Each player takes 3 loot crates (don't look at em!)
10. Place all characters on their starting locations as indicated on their starting tiles.
11. Each player will then place the additional loot crates "Looted" side up on the board, one at a time.
  - Loot crates must be at least 4 movement squares between any other loot crate or character (See Example on next page), until there are no possible spaces for them. (For more information on Movement, see Movement on page 13)
  - The whole point here is that you do not know what loot crates are until the next step. It should be a surprise at the start of the game. If you accidentally see what the crate is before step 10, discard the Loot crate and draw another one (and be more careful, this time, Steve!)
12. Discard all remaining crates and flip over all crates on the board to reveal what they are.
13. Each player draws 6 cards from their posse deck.
14. Let the game begin!

## UNCONNECTED TILES

Here, we have the folly of Steve's haphazard tile placement on full display. Because of the blank space between Sheriff Garrett and James LeRoy, neither character may attack each other. They can't so much as spit at their feet. (Thanks a lot, Steve!)



## PLACING CRATES

In this example, Crate 1 is 4 movement away from both Elsu and Qaletaa and 5 movement away from Kiyiya.

Crate 2 is 4 movement from Qaletaa and 5 from Kiyiya.

Because of the cover between Elsu, Crate 3 is also 4 away from both Elsu and Crate 2.

All of these crates meet the minimum requirement for placement.



# PLAYING THE GAME

Alright, now let's play the game! High Noon a 12-Round game. Each round is broken down into turns, with each player getting a turn. There is no convoluted and confusing rotating 1st player token foolishness in High Noon. So relax, Roland. Just go around the table like normal people. Each player's turn is broken down into 3 phases and each phase is completed before moving on to the next player. The 3 phases are:

**PHASE 1:** Movement

**PHASE 2:** Action

**PHASE 3:** Draw 3 Cards

Once a player performs an activity from one phase, the previous phase ends and they cannot go back. So make sure you do all your movement before doing an action and make sure you perform all actions before drawing cards.

## PHASE 1: MOVEMENT

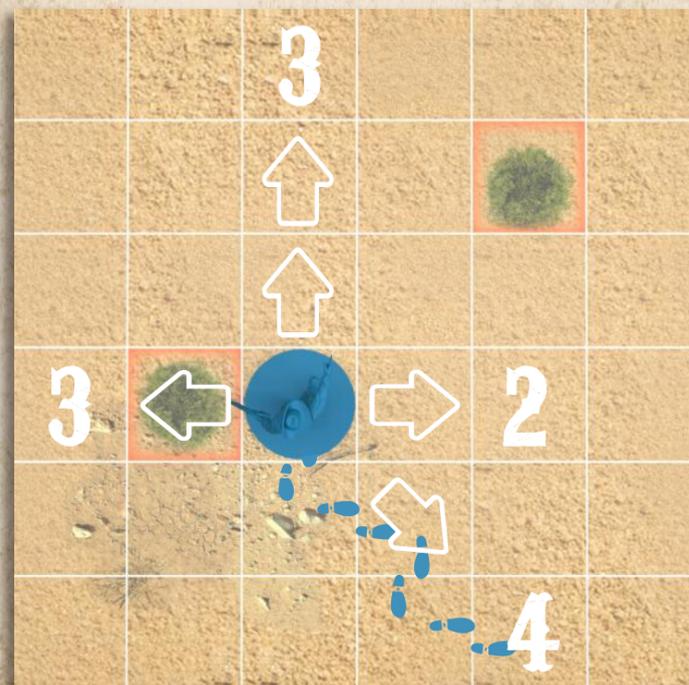
During the Movement Phase, all characters in your posse may move a maximum amount of squares as specified by their Speed value on their character sheet.

**Example:** Col. Rodgers has a Speed of 4, so he may move up to four squares on the board.

Players may move forward, backward, left or right. "Diagonal" is technically not diagonal.

Characters moving through obstacles (squares marked orange) suffer a movement penalty of 2 movement for each obstacle square. Characters cannot end their movement on an obstacle square. Characters cannot pass through other characters. If somebody's in the way, you're just gonna have to go around.

This illustration shows how much speed is required for Col. Rodgers to reach each square.



## PHASE 2: ACTION

All characters in a posse are allowed one action each and as many Free actions as they wish during the Action Phase. Actions can be any of the following:

### PLAY A CARD

In case you forgot, 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, but they must be played during the Action Phase.

### LOOT A CRATE

Loot crates litter the battlefields of High Noon and inside these crates are game-altering treasures. A character must be adjacent to a loot crate to rummage it. (Diagonal is not adjacent)

To loot a crate, draw three cards from the corresponding loot 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. It does not go into your hand. Everyone gets to see what it is and who has possession of it for as long as it is in the game. Once a crate is looted, flip the crate over so the "Looted" side is face up.

Looted crates are not removed from the board because they also act as an obstacle that can hinder movement or provide cover.

### LOOT A BODY

When a character is in possession of loot when killed, the miniature is tipped on its side on the board where they died. Dead characters hinder movement just like obstacles, but do not provide cover. Anyone adjacent to their body may loot it for any or all their loot. Once the body is looted, remove the miniature from the board.

### 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. If the card says "Free Action to equip," congratulations. You get to do that and anything else.

### 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 on the map. 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 3 CARDS

Once all actions have been taken, the player must draw 3 cards. The most cards a player can have in their hand is 12 cards and drawing 3 cards must be done all at once, so if a player has more than 9 cards in their hand at the Draw 3 Cards Phase, they must discard down to 9 cards before drawing the 3 cards.

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

Once you have drawn your 3 cards, your turn ends and it's on to the next player!

## THE CARDS

High Noon has 3 card types: Basic, Special and Loot. Basic and Special exist in your posse deck and 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. Basic cards can either be used as attacks on your turn or for defense when you are being attacked. When played as an attack, use the Attack value. When played as a defense from an attack, use the Defend value.

Special cards have descriptions of what they can do and when they 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.

Standard rules still apply to Special cards, however. For instance, the counter attack on Sheriff Garrett's Return Fire card can only be applied if the target is within Garrett's Line of Sight (Page 17).

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 deck to draw from. It's best to create a discard pile face up, so it does not get confused with your 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 with the weapon card. It does not restrict characters with a different ammunition type on their sheet from using the weapon card.

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. If the gear is applied to a loot card, the gear travels (and is ultimately discarded) with that card.

**EXAMPLE:** Col. Rodgers has the Masterful Revolver and Revolver Buttstock. Rodgers can either equip the buttstock to his character or to the Masterful Revolver. He chooses to equip it to the Masterful Revolver. On his next turn, he passes the upgraded weapon to Rough Rider 1. After firing all 6 shots from the revolver, Rough Rider 1 discards both the Revolver and the Buttstock to their discard piles.

Consumables are loot that provide temporary benefits to a character. They may heal the character, provide the character with additional actions or enhance 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.

**EXAMPLE:** Sheriff Garrett plays Return Fire as a defence against an attack and uses Explosive rounds. His counter attack is now a 7.



# COMBAT

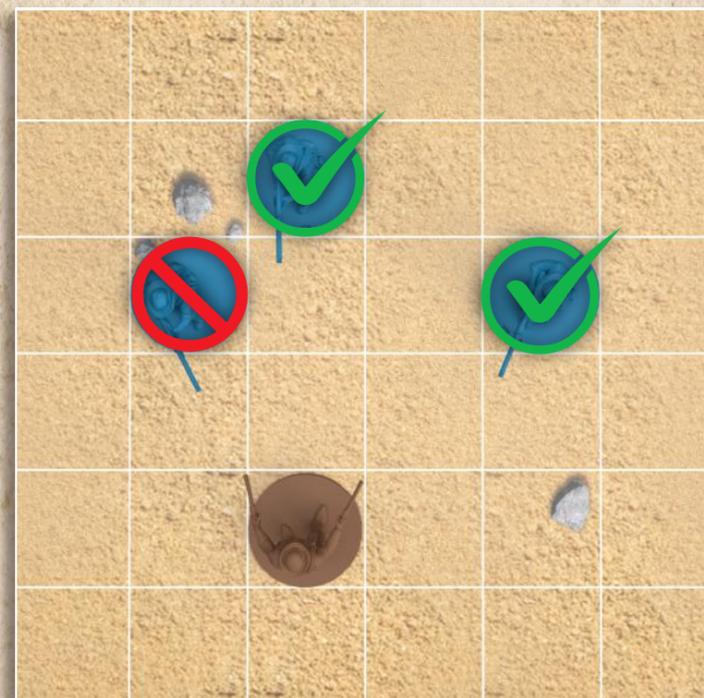
In order to attack someone, the target must be within the Range of the character. Range is shown on the character sheet and is measured in a straight line, called "Line of Sight." Line of Sight works like a Queen in Chess. A character with a range of 10 may only attack targets that are within 10 straight squares of them or 5 diagonal squares. Characters with a range of 1 (Considered "Melee") may only attack opponents directly in front, behind or to either side of them. Weird lines of sight are not allowed. If the target does not fall within the straight or diagonal Line of Sight, they can not be attacked.

In combat, 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 Defense 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 along the health meter, from left to right, one square for every point of damage taken. Always begin each line of the health meter on the square farthest to the left.

**EXAMPLE:** Quentin LeRoy attacks Rough Rider 2 with a  value of 4 and Rough Rider 2 defends with a  of 3.  $4 - 3 = 1$ , so Rough Rider 2 takes 1 point of damage and moves his red chip forward 1 square.

Regardless of who's turn it is, unless stated otherwise on the card, if a character is being attacked, they can defend against the attack.



In this illustration, 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." Shhhhhh.... just go with it.

When the red chip reaches the final square on a character sheet marked with a skull and crossbones  that character is dead and must be removed from the board. I was just kidding about the whole ghost pirate thing. Everyone knows pirates aren't real. If they possess loot, tip them over.

Objects in orange squares represent obstacles, which provide cover. On top of hog-tying movement, cover is used to provide tactical advantages for characters on the board. 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  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.

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

Some obstacles take up more than one square, such as the wagon and crates on Col. Rodgers' starting tile. In these cases, all of the squares make up the same obstacle and being adjacent to one square will give your character the tactical advantage of all squares for that obstacle.

Similar to objects, characters may fire through their own teammates with a cover penalty. But they may not fire through opponents.



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.



## 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.