
THE
CLOCK TOWER
BACKERKIT
EXCLUSIVE
HIGH NOON

The Lowdown

Every town worth its salt has one: a brick finger pointed at heaven, a bell that still rings when the hands have long since quit. They were built in better times, by men who believed the clock would keep them honest. Now they keep watch over streets that have forgotten honesty entirely. A high perch. A long view. A place where a single rifleman with the right gun and the right grudge can rewrite the afternoon. The clock tower doesn't take sides. It only waits to see who climbs first.

Overview

The Clock Tower is an optional terrain module that introduces vertical play to High Noon. It is a multi-level structure climbed via ladders, granting elevation advantages to those bold (or foolish) enough to make the climb. Like all terrain, it is contested ground — no posse owns it.
It belongs to whoever can hold it.

The Clock Tower also doubles as an optional replacement for the Round Counter from the High Noon Starter Set. Because the Minute Hand turns freely, players simply rotate it to point at the current round's number on the clock face — advancing it one number at the start of each round.
No separate counter needed; the round is tracked right on the terrain.

SETUP & PLACEMENT

The Clock Tower is its own tile. It is not placed on top of another tile. It must connect to the map like any other tile.

A tile must be placed between the Clock Tower tile and any posse starting tile. Diagonal tiles do not count as adjacent .

The player taking the last turn of the first round places the Clock Tower during setup. This applies whether using static turn order or the rotating-initiative module.

The Vindicator: Set the Vindicator loot box on its starting square (the crate bearing the mark) Place the crate **icon-side up.** This crate is the exception to the rule: every other loot crate keeps its contents hidden until claimed, but the Vindicator hides nothing.

Place the **Vindicator Loot Card** face up **beside** the Loot Decks.

In this example, a 2x6 tile separates the LeRoy Gang's starting tile.

Movement – Ladders

The Clock Tower has 10 ladder rung squares for characters to climb up and down the building. Climbing the tower means committing to the ladder. While exposed on the rungs, a character is vulnerable.

Ladder rungs are treated as regular squares for movement. 1 Speed to enter a rung, the same as any other square.

A character may enter a ladder from any square adjacent to the first rung. (Squares below the rung but otherwise adjacent are considered adjacent)

While occupying a ladder rung, a character is exposed. Two modifiers apply:

- Defense cards played while on a ladder suffer a **-1 penalty.** This stacks with any other defense penalties in play.
- **Only Basic cards may be played** to attack or defend while on a ladder.

Damage taken on a ladder has no special effect. The character does not fall. They take the hit and keep climbing, or don't.

Dismounting (stepping off a ladder mid-climb)

A character may dismount from any rung to an adjacent ground-level square for 1 Speed, the same as any normal move into an adjacent square. The player simply places the miniature on the destination square.

Dismounting from a rung above ground level deals fall damage. Fall damage is calculated by rung number, rounded down to the nearest pair, where the rung the character is on counts toward the height:

Rung 1: 0 damage (essentially stepping off)
Rung 2: 1 damage,
Rung 3: 1 damage (rounds down from 1.5)
Rung 4: 2 damage
And so-on…

In this example, Col. Rodger is attacking Bandido 1 who is on a ladder rung. The rung is directly above the square that would be within line of sight from Col. Rodgers, and so is within Line of Sight.

Col. Rodgers plays an attack with a **4** .

Because Bandido 1 is on a ladder rung, he can only use a basic card to defend, and his defense penalty is **-1** *for being on the rung.*

Bandido 1 defends with a **3** , *which becomes a* **2** *after the rung penalty and takes* **2 damage.**



THE VINDICATOR

The Vindicator is a Legendary loot item, one of a small set of named, one-of-a-kind weapons that change the shape of a match the moment they're claimed. Pre-placed atop the Clock Tower at setup and visible to every player from turn one, it isn't a hidden discovery; it's a declared prize. Everyone knows where it is. Everyone knows what it does. The question is who's willing to climb for it, and who's willing to bleed to stop them.

Vindicator Stats

Attack: 2

Range: 18

Ammunition: 6 shots per load

Reload: 1 action, up to 3 times per game (24 shots maximum). To Reload, place a blue chip inside the 1x3 square on the Vindicator card. Stack additional blue chips to reload again.

Setup: 1 action to deploy. Resets when the character moves.

Free-fire: After attacking with the Vindicator, the character may fire all remaining shots in the current load as free actions.

Carry cost: Requires 2 inventory slots. Movement Speed –1 while equipped.



Elevation Bonus: When the Vindicator's operator is at least 2 levels higher than the target, the Vindicator's LOS is 3 squares wide in all directions (orthogonal and diagonal). The attacker still targets one enemy per shot, but more board positions qualify as valid LOS to that target.
(See diagram on the next page)



*In this example, Miranda (**A**) holds the Vindicator on the **top level** of the Clock Tower. The Vindicator's **Elevation Bonus** only applies to targets at least 2 levels below her. The Bandido on level 1 (**B**) and the Bandido on the ladder (**C**) are each **less than 2 levels down**, so against them the Vindicator uses **standard LOS**, and neither is a legal target from her position. The **ground**, however, sits a **full 2 levels below** the top of the tower, so Miranda's LOS there **expands to 3 squares wide** in every direction. That widened lane lets her reach Col. Rodgers (**D**), Monco (**E**), and McAtte (**F**).*

*(**NOTE:** The wall of the bank **cuts** the LOS of the Vindicator at the **point of contact**)*

*(**NOTE:** The Vindicator's orthogonal LOS **can** fire straight through the window of the bank)*

*(**NOTE:** Bandero Blonde 2 (**G**) **is not a target** but sits one square past the Vindicator's max diagonal range, illustrating where the 3-wide LOS ends)*

HIGH NOON

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