

# FATHER FRANKLIN



**HIGH NOON**

## STORY

Once a devout apostle of the cloth until the Vatican sold the land from under his abbey to the Royal Import Company who then slaughtered his flock, Father Franklin realized the corruption of the Church and took on a new mission of God: to cleanse the world of wickedness. Setting his sights toward the highest point of venality, the "Pinebox Priest" marches from chapel to chapel, baptizing the blasphemous with 7.62mm, and any other evildoers who stand in the way of his calling.

## MINIATURES

Father Franklin's posse includes 2 miniatures to represent his active state: Mobile or Deployed. The Deployed miniature is 2x2 squares showing the preacher standing behind his open coffin, holding his machine gun while the Mobile version is the traditional 1 square miniature of the preacher holding the coffin on his back.

Deployed Father Franklin's front two squares act as cover, however the miniature can be attacked from either of the back 2 squares.



Mobile



Deployed



## **MOVEMENT**

When deployed, Father Franklin cannot move around the board but he can use his movement phase to rotate 90 degrees in any direction. While Father Franklin can move around the board in his Mobile state, keep in mind the priest is encumbered by the weight of his Pine Box and may only move up to 3 squares. So take care not to get yourself surrounded by the enemy.

## **SWITCHING BETWEEN MINIATURES**

Father Franklin may switch from Mobile to Deployed as a Free Action. However, it requires 1 action to switch from Deployed to Mobile. To deploy, all 4 squares must be clear from any character or object. Father Franklin cannot deploy on squares that are considered cover. When switching back to Mobile, Father Franklin may choose any of the 4 squares to place his Mobile version.

## **ATTACKING**

Playing attack cards while Mobile works the standard way any posse plays, with basic cards requiring an action to play and special cards allowed as they are described. Where Father Franklin really breaks the pattern is in his Deployed mode. When Deployed, all of Father Franklin's cards can be used as attack cards with a damage of 1. This includes special cards. It doesn't matter what the card says, it is now an attack of 1. Keep in mind, this is a rifle round, so if it successfully hits a target, that character will take 2 damage (1 for the attack and 1 for the ammunition type).

Additionally, a Deployed Father Franklin may perform as many attacks on as many characters as he has cards to use in a single action. A player with 12 cards in their hand may perform 12 attacks on as few or as many characters as they want, so long as those characters are within Father Franklin's Line of Sight. Each card is treated as a separate attack meaning they do not stack. If Father Franklin plays 3 cards against a character, that character must defend against each card as if they were 3 separate attacks. If a character is eliminated during the attack and Father Franklin still has cards remaining, he may continue to attack other characters. Once Franklin performs any action other than an attack, however, his attacking action ends and he may not attack again.

Example: A Deployed Father Franklin is in combat with the LeRoy Gang. He has 7 cards in his hand. He plays 3 attack cards at LeRoy Gang 1. Because he is deployed, it doesn't matter what the cards are; They all attack as if they are rifle rounds with an attack strength of 1. With the barrage of attacks, LeRoy Gang 1 is defeated and Father Franklin continues his attacks now toward James LeRoy. He plays an additional 3 cards at James LeRoy. His 7th card is a Special Card, "Reload" that allows him to draw 6 more cards from his deck. He could choose to use this card as an attack card instead, but he decides to use it to draw cards. Because this is not an attack, his action phase ends.



Exception: If Father Franklin has consumed coffee beans or is able to gain an additional action, he could resume his attacks as the 2nd action.

## LINE OF SIGHT

When deployed, Father Franklin's line of sight becomes a teardrop cone beginning with the first two squares in front of Father Franklin and expanding outward in either direction. Any character inside this cone is considered within Line of Sight of Father Franklin.

No loot items can be added to the Pinebox for additional range, so what you see is what you get.



Franklin's machine gun cannot shoot through characters. If two characters are in front of Father Franklin, the character closest must be eliminated before the other can become a target.

Example: Rough Rider 1 and Kiyiya are fighting in front of Father Franklin. In order for Father Franklin to attack Kiyiya, he must first attack Rough Rider 1.



Exception: Sometimes, a character may be in front of another, but off to the side just a bit. In these cases, use your best judgement. If it looks like the attack would pass through the first character, that character must be eliminated. However, if it looks like the attack might simply graze the square, it could be argued that the 2nd character is in Line of Sight. If all else fails, refer to the High Noon Constitution.



# THE PINEBOX

Father Franklin's coffin has its own character sheet with quick referenes to rules, range, a health meter, gold value and defense strength. This is because the coffin cannot defend itself and Father Franklin cannot use cards to defend it. Players may choose to attack the coffin rather than Father Franklin. To do so, they must simply attack higher than the coffin's defense. Like all characters in High Noon, dealing damage to the coffin rewards a player with 1 gold.

Once the coffin has been eliminated, Father Franklin may no longer use his machine gun to attack. He may, however, continue to use the coffin for cover. He may also use cards to repair the coffin, even if it has been destroyed. As long as there is at least 1 point of health on the coffin's health meter, the machine gun will function.

**THE PINEBOX**

Gold Value: 2

Ammunition Type: Shotgun

Defense: 2

Health Meter: 4x4 grid (1 skull icon in bottom right)

Reference Guide:

- Deploy as a Free Action
- Pick up as an Action
- Deployed Pinebox acts as cover in front of Father Franklin
- Rotating Pinebox 90 degrees requires Father Franklin's full movement
- When attacking with Pinebox, use any card in your deck for 1
- The Pinebox may make unlimited simultaneous attacks as free actions (any action that is not an attack ends the attacks)
- No items may be equipped to the Pinebox
- Destroyed Pinebox can still be used as cover

Line of Sight / Range: Red arrow and circle indicating attack range

# 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)



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