

ELEVATION





HIGHNOON








THE LOWDOWN

The battlefields of High Noon are not always along the straight and narrow. Sometimes, there are highs and there are lows, but we're not talkin' about the rounds that don't go quite right. We're talkin' about **elevation**, a change in the land that allows you to shoot down on your enemy or duck down to avoid a deadly attack.

THE RULES

Elevation introduces a new icon  to the game. This icon represents areas of elevation, which are bordered in Blue. The line under the triangle represents the rank of elevation.  Represents an elevation rank of 3. Comparing elevations against each other is called **Rank Difference**. So, a  vs  would be a Rank Difference of 2.


Elevation provides bonuses to your combat. If you are on a higher elevation rank than your opponent, you gain 1  to your attack and 1  to your defense. This bonus does not stack on itself, meaning if you are an elevation of  and attacking your opponent who is on an elevation of , your elevation bonus is still +1 .


Being above the battlefield also has an additional advantage of seeing over obstacles in front of you (provided they're also below you, of course). For each elevation rank above your target, you can completely ignore an entire object of cover.



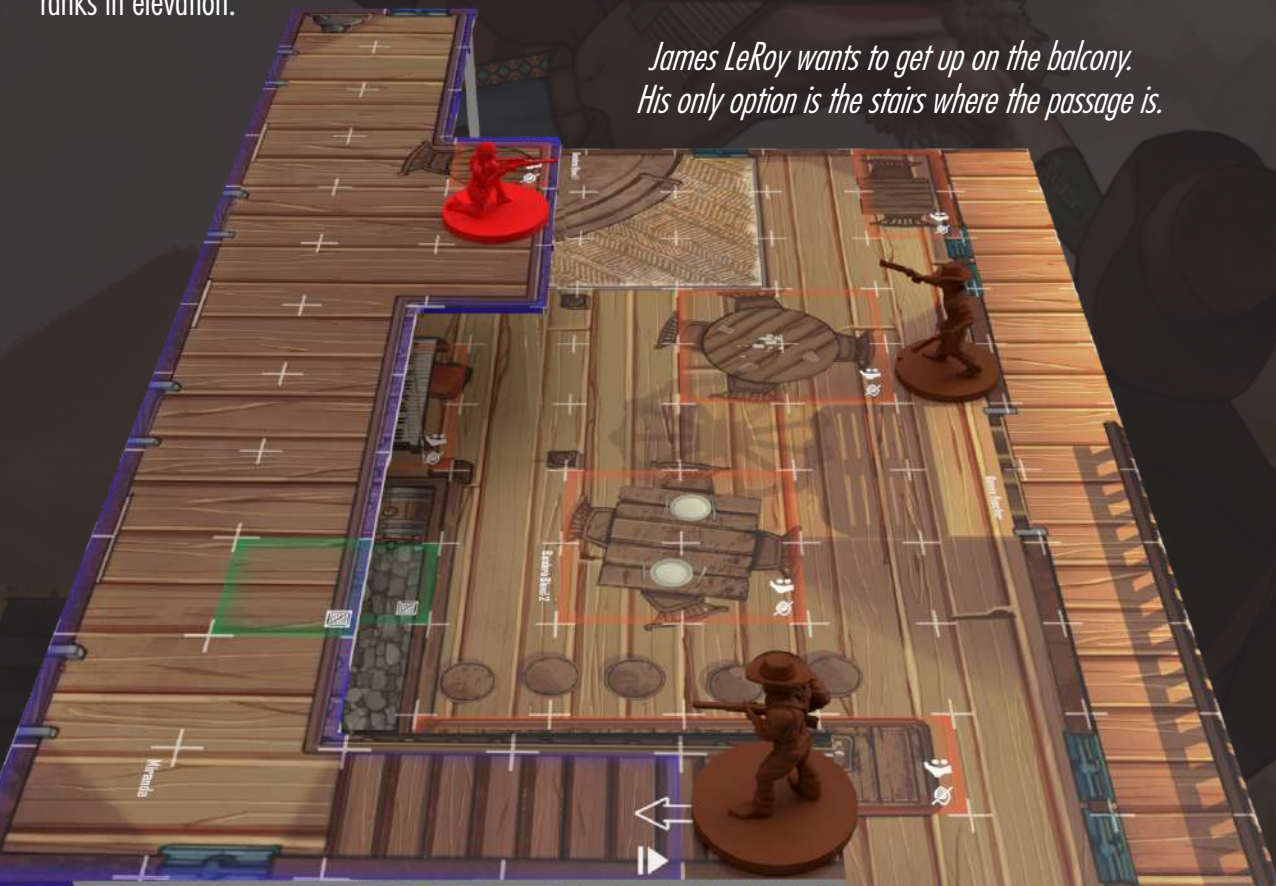
In this example, Miranda is firing from the balcony at LeRoy Gang 1. Because she is higher than her target, the table between them provides no cover penalty to her attack.

MOVEMENT

Being above your target is all well and good, but what happens when you find yourself needing to get down from your fancy perch? Well, there's only 2 ways to go about it. The first is, you can **jump** down. Like moving through doors and windows, jumping suffers no movement penalty, however you will take 1 point of damage for each rank difference in your jump. If you jump from an elevation of  down to ground (no elevation at all), you will take 3 damage.

The other way you can exit elevation is through a **passage**, represented by this  icon. This will allow you to pass from one elevation to another without suffering any penalties. Coincidentally, passages are also the only way for you to go up ranks in elevation.

*James LeRoy wants to get up on the balcony.
His only option is the stairs where the passage is.*



LINE OF SIGHT

Just 'cause yer up or down, don't mean ya can or can't hit yer target. Here's a few rules for how things work in that department.

Treat Line of Sight just as you would without elevation, meaning the diagonal and orthogonal rules apply, same as always.

Unless you are playing with actual model buildings, windows on building tiles apply on each level. Just pretend there's a window "up there" in the exact same spot. Keep it simple.

On an elevation difference of 1 rank, characters can see and attack each other, provided the conditions mentioned above are met and the lower elevation player is more than 6 squares away from the edge of the opposing elevation. Once that character is within 6 squares of the edge, the character above must move within the same number of squares, otherwise neither can see or attack each other (unless throwing an item). So if the lower character is 4 squares from the edge, the higher character must also be no more than 4 squares from the edge, and so on.

What happens if characters are engaging in combat from multiple ranks of difference? Multiply the rule by whatever the rank difference is. Example: What would have been a 3 square requirement at an Elevation Rank 1 difference would be 9 squares at a Elevation Rank 3 difference.

Naturally, diagonal targets do not affect this calculation. That would be ridiculous. Whatever the requirements would be straight targets is the exact same number of squares for diagonal targets.

Attacking from adjacent elevations is not melee.

Because Miranda is more squares away from the edge than James, neither James nor Miranda can see each other. However, Miranda is an equal number of squares from the edge as LeRoy Gang 1, so she can see him. And because she is one Elevation Rank higher, her attack ignores the table that LeRoy Gang 1 is hiding behind.



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



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



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