

Sheriff of Westwood

2024



Become the new Sheriff of Westwood

Take a seat in your Rifleman and fight for the right to wear the star

Paint your Rifleman and get a better pilot skill (4)

Wear a cowboy hat or a warbonnet and get a better gunner skill (3)

The Battlefield will be minimized during the game

Saturday 16.03.2024 - Start 10:00

WestWoodCon - 56462 Höhn-Schönberg (DGH), Bahnhofstrasse 66

The Westwood attracts Bandits. A Sheriff is a good thing



BATTLETECH



Sheriff of Westwood

2019

Norman „Flynn“ Zinner - Clint CLNT-1-2R

2020

Niels „Tysker“ Opsommer - Shadowhawk SHD-2D

2021

Frank Reuther - Hatchetman HTC-6WW

2022

Gerd "Tassilo" Sauer - Charger CRG-1L

2023

Marcus „Stodden“ Macces - Vindicator VND-6L

2024

Rifleman RFL-4D

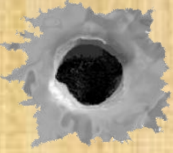
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BATTLETECH

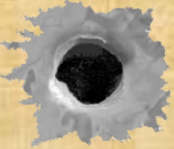


WEATHER CONDITIONS



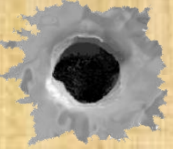
Snow Storm

During the end phase
Each Mech roll a Piloting Skill Roll to avoid falling



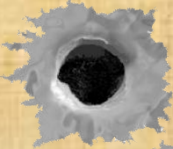
Snow Flurry

All Hexes except water became deep snow
All deep snow hexes became very deep snow



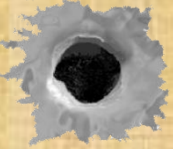
Snow Fall

+1 to-hit modifier to all Weapons attacks in Medium and Long Range



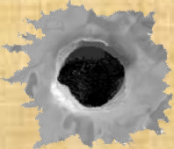
Normal Weather

no changes



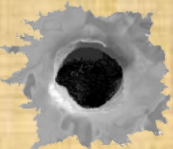
Cold Rain

-2 Heat for each Mech at the End of the round



Freezing Rain

All Water hexes and the hex beside Water became Ice covered
If a Mech end his turn with less than 4 Heat it actuators start to freeze and the Mech count as stuck



Hailstorm

All hexes became Ice covered
Each Mech gets 1D6 Points Damage
Each Mechs rolls a Piloting Skill Roll to avoid falling

Roll at the Begin of each turn.

2-3 two up, 4-6 one up, 7, no changes, 8-10 one down, 11-12 two down

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BATTLETECH



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SNOW, DEEP

Deep snow may not be added to water hexes.

MP Modifier: A hex covered in deep snow adds +1 MP cost per hex

PSRs:

Entering a deep snow hex forces a Piloting Skill Roll.

All PSRs made in a hex with deep snow apply a +1 Target Number modifier.

Heat: Deep snow dissipates 1 heat point per turn if at least one heat sink is mounted in the legs (if the 'Mech is prone, 3 heat points per turn are dissipated).

SNOW, VERY DEEP

Deep snow may not be added to water hexes.

MP Modifier: A hex covered in deep snow adds +2 MP cost per hex

PSRs:

Entering a deep snow hex forces a Piloting Skill Roll.

All PSRs made in a hex with deep snow apply a +2 Target Number modifier.

Heat: Deep snow dissipates 2 heat point per turn if at least one heat sink is mounted in the legs (if the 'Mech is prone, 6 heat points per turn are dissipated).

ICE

MP Modifier: A hex covered in ice adds +1 MP cost per hex

PSRs: Entering an ice hex forces a Piloting Skill Roll.

All PSRs made in a hex with ice (including the PSR made when entering one) apply a +0 Target Number modifier.

A PSR is forced on a unit in such a hex (due to damage, skidding, charges, and so on), apply a +4 modifier to the PSR

In addition, 'Mechs and ground vehicles that make a facing change and then move on an ice-coated hex must check to see if they skid (see Skidding, p. 62, TW), even if they are moving at Walking or Cruising speed.

Breaking Through Ice: Any 'Mech or ground vehicle that enters an ice-covered water hex may break through the ice and fall into the water below unless the hex is frozen solid. Roll 1D6. On a result of 6, the ice breaks and the unit falls into the water. 'Mechs take one-half normal falling damage (for falling in water). The water hex remains unfrozen for the remainder of the game.

After falling through the ice, a 'Mech can climb out of a Depth 1 water hex and move back onto the ice.



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BOG DOWN RULES

Some planetary conditions may actually stick a unit in place, as noted in the description of such conditions. Any time a unit enters a hex that may cause it to get stuck, the controlling player must make a Piloting/Driving Skill Roll. If the roll fails, the unit gets stuck in the hex and may not move for the rest of the turn; a 'Mech that fails this roll does not fall.

The unit may torso twist or rotate its turret normally, but it may not change its facing. For any weapon or physical attacks made against a unit stuck in a hex, modify the to-hit number by -2 .

At the start of the next turn's Movement Phase, the player controlling a stuck unit makes a Piloting/Driving Skill Roll. On a successful roll, the unit breaks away from the planetary condition in the hex and may move normally. If the roll fails, the unit remains stuck (but does not fall in the case of 'Mechs) and makes another Piloting/Driving Skill Roll at the start of the next Movement Phase.

Additional Modifiers: For tundra, magma crust, deep snow and mud hexes, apply a -1 modifier to the Piloting Skill Roll to determine whether a unit entering such terrain gets stuck. Apply the same modifier to Piloting Skill Rolls made to free a stuck unit.

Falling: If a 'Mech falls in such a hex (for example, if it is forced to make a Piloting Skill Roll after being displaced), it automatically becomes stuck and its movement ends.

The 'Mech must make three successful Piloting Skill Rolls to be free of the hex; the first to free itself from a stuck prone position, the second to stand up and the third to free itself from the hex completely.

RECKLESS MOVEMENT

Applies to: Mud, Deep Snow, Swamp, Fog, Full-Moon Night, Moonless Night (see The Battlefield, pp. 59-65).

The increased MP cost imposed by the environmental conditions listed above represents the extra caution needed to avoid falling in such conditions. However, players who do not wish to pay this additional cost can accept the risks and announce their intention to pass through the terrain at full speed before moving their 'Mechs.

If a 'Mech chooses to move recklessly, when it moves into its first new hex that turn, its controller must make a Piloting Skill Roll (see p. 53). If the roll fails, the 'Mech immediately falls (if this fall occurs on pavement, the 'Mech skids and its move is over; see Skidding, p. 68). If the roll succeeds, the 'Mech remains upright and may move as normal. However, the player must make an additional PSR for each level change and non-clear hex through which the 'Mech passes.

Jumping: 'Mechs expending Jumping MP ignore this rule.



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schwört feierlich, dass er die Verfassung des Westwoods
gegen alle Feinde im In- und Ausland
für ein Jahr unterstützen und verteidigen wird.

Er wird der Verfassung des Westwoods die Treue halten
und diese Verpflichtung freiwillig übernehmen.

Die Pflichten wird er gut, treu und ohne Eigennutz erfüllen.



BATTLETECH



Sheriff of Westwood

All Heat Sinks (in Crits) affords 50% more! You have to shoot min. one ALPHA-Strike with all 4 Weapons on a Enemy! For each Alpha Strike you can get special abilities for one turn. You have to use before initiative.

You roll on a D6

- 1. Gunnery + 1**
- 2. Pilot + 1**
- 3. Heat Sinks (Crits) + 50%**
- 4. Walk + 1 (-> 5 / 8)**
- 5. Higher Initiative 50% (Your Ini-card get back in the stack after the half)**
- 6. Rr-Roll (You Can choose: You or your direct enemy have to re-roll one throw)**



BATTLETECH

