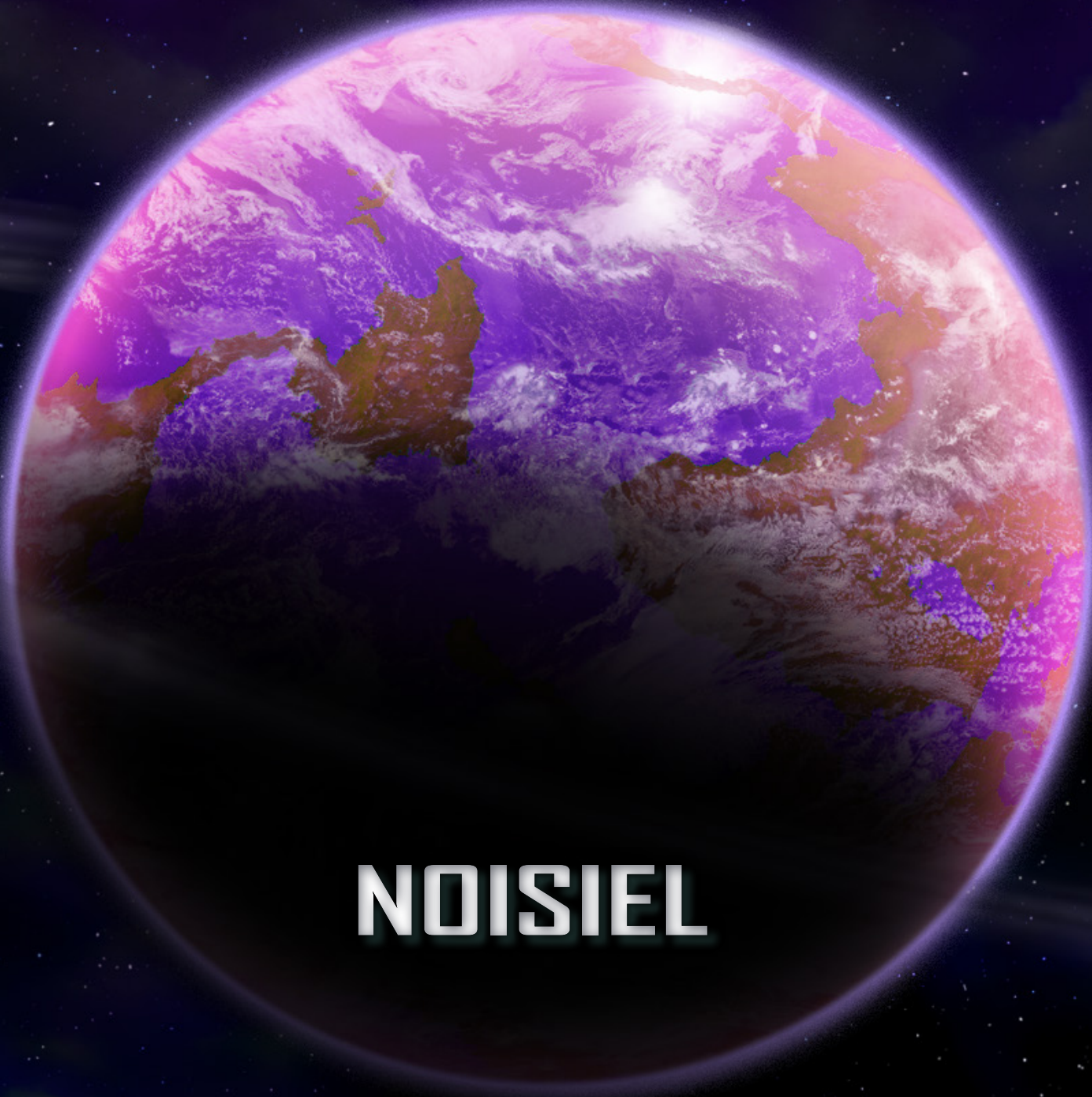




TOURING THE STARS



NOISIEL



BATTLETECHTM

TOURING THE STARS

NOISIELTM

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INTRODUCTION

We began on Terra, a lonely, blue-green speck in the vastness of the void. It has been more than a millennium since mankind ventured to the stars beyond home, and while it has been a tumultuous history—at the very least—we have discovered, explored, and conquered worlds that our ancestors could only dream about. Humanity now occupies more than two thousand worlds stretched across a vast range of interstellar space known as the Inner Sphere.

For humanity as a whole, Terra, at the heart of it all, will forever be known as “Home.” But for the far greater majority of us, “home” is a very different speck amidst the infinite black. Our homes are many, varied, beautiful, and filled with rich histories—each unique to itself.

In the grand scale of interstellar history, it often becomes so easy to forget this, to see planets and solar systems as dots on an abstracted map. But, at the core of the matter, each of those dots is a place where men, women, and children live, work, love, and survive. Join us on a special tour of the Sphere, as we explore the richness of these worlds like never before!

—Professor Bertram Habeas, *Touring the Stars: One World at a Time*, Free Republic Press

SORT A / B / C

Welcome to *Touring the Stars*, a campaign supplement designed to offer players the opportunity to learn about the worlds of the Inner Sphere, Periphery, and beyond.

The background information contained in the **Atlas** section gives players a world’s geography, history, notable events, and other tools needed create an unlimited number of *BattleTech* games for play, while the **A Time of War** section offers plot seeds and details for the planet’s more notable events. These plot seeds can be used as stand-alone games, woven into an existing game or as part of a larger on-going campaign.

The **Rules Annex** section explains planetary *Atlas* information for use in gameplay, as well as optional terrain tables, weather, and flora/fauna rules. Terrain tables can be used as a random chart to determine gameplay maps, or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play.

Note: The last four pages of this PDF are sized for 11”x 17” paper. Please keep this in mind when printing out the document.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

ATLAS

NOISIEL

Star Type (Recharge Time): K0V (161 hours)
Position in System: 3 (of 8)
Number of Satellites: None (Dust Ring)
Time to Jump Point: 5.46 Days
Atm. Pressure: Standard (Breathable)
Surface Gravity: 0.74
Equatorial Temp: 33°C (Warm-Temperate)
Surface Water: 63 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Birds
Population: 577,350,000
Socio-Industrial Levels: B-B-C-B-C
Landmasses (Capital City): Mahoken, Romaha, and Teppokhan (Teppokhan Prime)



ATLAS: NOISIEL

Located within a single jump's distance of Alarion, the Noisiel system was first catalogued for colonial potential by Lyran planetologists in the early 2400s. Noted for its ample free water sources, human-friendly temperature and climate, a stable native ecosystem, and a breathable—but somewhat oxygen-poor—atmosphere, the third planet in the system was proposed as a potential candidate for relocating Alarion III's then-struggling colonists. Having seriously compromised their planet's fragile environmental balance within a few decades of their arrival there, the Alarion colonists were in the midst of a severe pandemic traced to those events. While many had already fled to settled systems of Kvistgard and York, concerns about spreading deadly pathogens to other worlds had prompted the Commonwealth government to consider alternative measures.

Unfortunately, this "frontier crisis" came at a time when the Commonwealth was already struggling to stabilize itself amid a slew of major events. Conflicts with the Free Worlds League were frequently flaring up in the Federation of Skye, while a recent Draconis Combine assault into the Tamar Pact had prompted the relocation of the Lyran capital to Tharkad. The death of Alistair Marsden just a year into that move had placed the leadership of the realm in the hands of its first Steiner Archon, Katherine, who simply had more pressing concerns than the founding of new colonies. Alarion, after all, remained largely habitable by early colonial standards, and boasted abundant, easily accessed mineral resources throughout its solar system—all of which promised an excellent basis for extensive manufacturing industry. Thus, rather than approve or support an expensive, full-on exodus from the system, the Steiner government effectively tasked Alarion's people

and leadership with better managing their world's development. Additional medical and life supporting resources were diverted to the frontier world, heading off the crisis, and saving the system that would one day become so vital to the realm's future.

Noisiel—a mere blip on a map filled with similar potentials—was forgotten, and would lie untapped for another two centuries.

As the prosperity of the Star League era began to take hold across the Inner Sphere, expansion of the Commonwealth's frontier regions were set to boom. Hedged in on all sides, this meant revisiting worlds that had been surveyed before and found to have potential, but which were never developed. Among the first wave of these new settlements was Noisiel. The first colonists to arrive were a mix of Lyrans and Terran expatriates, who were predominantly of Egyptian and French descent.

Although the planet was generally suitable for human life, its development was not without some challenges. Its atmosphere contained higher levels of nitrogen and lower levels of oxygen and carbon dioxide than the terrestrial norm. This not only tended to exacerbate chronic breathing conditions (such as asthma) for those who had them, but it made physical activity more quickly exhausting, especially in the higher elevations. Although Noisiel's relatively low gravity offset some of these problems, life in the higher elevations proved much more difficult without the use of special equipment.

Ironically, part of Noisiel's low-oxygen problem stems from the abundance of its native red-tinged flora. Adapted over eons to the weaker light of the planet's orange sun and a number of chemical factors, the largely reddish plant life—so abundant both on land and in the subaquatic expanses that they give the world a purplish hue from

ATLAS

It was in the wake of the Fourth Succession War that life on Noisiel experienced a dramatic change. With the Lyran Commonwealth now politically tied to the Federated Suns under the mantle of an alliance dubbed the Federated Commonwealth, a boom in interstellar

By 3040, the new company had already won several contracts with the Lyran government, and was actively assisting in development projects on Alarion and two other local systems. However, by 3042 the workload was already proving to be more than AES could handle on its own, when Heinrich Alextep—Michael's only son and a shrewd businessman in his own right—decided to found his own company in the same field: Heinrich SupporTech Interstellor (HSTI). Rather than being outraged by the emergence of a competitor in his own flesh and blood, Duke Michael welcomed the additional challenge, and together



ATLAS

the two companies became friendly rivals, united not merely by familial bonds, but the mutual goals of enriching their homeworld in the process. Noisiel's economy surged with new economic opportunities, but more historic developments were about to unfold.

In 3047, a lucrative contract came up for bid to construct and renovate new military facilities on Hesperus II. With work so extensive that it would take both of their companies' resources to get it done, Duke Michael and Heinrich agreed to put in a single cooperative bid for the job. But when discussions turned to which of the two men would actually make the bid, they reached an impasse. Although both refused to back down, neither was willing to allow this argument to devolve into a family-wrecking affair in which both their companies and their world suffered. It was Heinrich who half-jokingly suggested a duel—but it was Duke Michael who escalated it to a duel between BattleMechs, putting up the two *Atlases* their family kept on the ducal estate as the weapons of choice. After some additional discussion, Heinrich agreed: the government bid would go to whichever of the two men prevailed in a hundred-ton duel using two 'Mechs—and a 'Mech-sized rugby ball.

The duel was publicized, and spectators were welcomed to watch the proceedings from the sidelines of a one-square kilometer playing field. The carnival atmosphere even included food vendors, souvenirs, and ticket sales, whose proceeds the two MechWarrior businessmen pledged to local charity. There, under the noonday sun of the local summer solstice, a new tradition was born on Noisiel as father and son—their 'Mechs freshly painted in brilliant "team colors" of red and blue—played a most epic game of one-on-one rugby.

While the outcome of the match ultimately proved irrelevant (Duke Michael won, but the contract ultimately went to someone else entirely), the contest sparked such excitement that both men decided to make it a yearly event. Pooling their resources, they set aside funds to hire mercenaries, raise a top-notch technical staff, and gather a stable of vintage 'Mechs for even more varied forms of entertainment. By 3050, the Noisiel Summer Games had grown into a two-week long affair of pageantry and competition that included a variety of BattleMech-scale sports, including hockey, baseball, and basketball—as well as a unique form of chess the locals dubbed "Noisiel BattleChess". The Games popularity created such a boom that the Noisiel flag replaced its historic symbol (a scarlet pyramid) with the visage of Duke Michael's *Atlas*.

Although opened up for contests and events featuring MechWarriors (and IndustrialMech pilots) from across the Inner Sphere, the Alexteps largely managed the Summer Games as a competition between

themselves. The warriors they sponsored thus performed under contract or sponsorship from one man or the other. But soon, the Games also drew in recruiters from several governments, who saw the events as a means to scout for mercenary talent. Like Solaris VII, Noisiel became an informal hiring hall world, a seasonal hub for an industry then dominated by Outreach and Galatea.

When the Word of Blake Jihad erupted, concern over planetary security prompted the Alextep family to call a halt to the Noisiel Summer Games, but not for the brokerage of mercenary talent on their homeland. Taking an active role in supporting efforts to fight the Word, Duke Michael worked with the various government agencies that sought to procure soldiers for hire via the Noisiel hiring hall. Via intermediaries, he did his best to ensure that none of the mercenaries hired on Noisiel went on to serve "suspicious employers"—those he felt would help the Blakist war machine. Meanwhile, Heinrich Alextep assumed interim control over AES and, together with his own company, worked toward supporting the construction of emergency depots, refugee centers, and other vital infrastructure throughout the Alarion Province.

As the war wore on, the elder Alextep's health began to fade. Having already planned to retire as Noisiel's duke just before the onset of the Jihad, Michael merely suspended those plans while the Sphere-wide crisis existed. With his age now catching up to him, he turned increasingly to his son for help. The result was a smooth, but somewhat hasty, transition of power by the time of the war's end. In the process, the Alexteps also transferred the management of the Noisiel Summer Games to an independent corporation financed by their family funds—but ultimately not controlled directly by

them. Having built the events into an industry that both enriched their world and boosted public morale, the lords of Noisiel decreed that the show would go on after the Word's inevitable defeat.

The Summer Games finally resumed in 3081, under the direction of the newly created Noisiel Gaming Authority, while Duke Heinrich Alextep led the world into the postwar years. Despite the drawdown of military 'Mech forces throughout the Inner Sphere, the 'Mech games went on, welcoming a new wave of retired warriors and "IndyMech" pilots once more to their carnival of metal giants. Even today, the Games continue, subsidized by the Noisiel government and Alextep Engineering Interstellar (the current incarnation of Heinrich and Michael's companies, now unified under one roof). The two-week long spectacle remains a constant draw for tourists and talent scouts alike, and its most dramatic highlights are recorded for rebroadcast to all corners of the Inner Sphere.



A TIME OF WAR ADVENTURE SEEDS

LET THE GAMES BEGIN!

Recommended Group Size: 2-4 player characters

Recommended Group Type: Military, Mercenary (MechWarriors)

Recommended Skill Levels: Veteran-Elite (Key Skill levels of 5-8)

An invitation to the Noisiel Summer Games is a recognition of high skill not necessarily as a MechWarrior, but as a 'Mech *pilot*. Unlike the death-or-glory gladiatorial battles of Solaris, the Noisiel Games celebrate style, creativity, and sportsmanship—all while driving a giant walking avatar of technology. Sure, the Games allow some live weapons fire, but gunplay alone won't win a Noisiel BattleChess match, or sway the judges in a round of Dancing with the 'Mechs. If you come to Noisiel to compete, leave your wars at the jump station and come loaded for fun!

Complications: A few obstacles for players to tackle.

How About a Nice Game of Chess?: Noisiel BattleChess is one of the more popular of the events in the twelve days of varied competitions. 'Mechs for this special event are provided from the Alextep family's stable, and your entry fee is based on the playing piece you want to operate. (But, sorry, the "kings" on both sides are always spoken for, by the Duke and his family!)

Batter Up!: For those of a more athletic bent, try getting yourself a slot in one of the 'Mech-scaled sporting events. The Games includes a full range, including baseball, hockey, basketball, football in three flavors (soccer, American-rules football, and rugby), even tennis, volleyball! Sure, there are some tweaks to the rules (no dribbling in basketball, please!), but imagine all the ways your machine can tear up a court.

Sports Ain't Your Thing Either?: Well, hey, for those who are more into the performance arts, the Noisiel Games even features events for the sheer hell of it. 'Mech-scaled dance-offs, one-act plays, and even beauty pageants (thankfully, with *no* swimsuit contest) provide comedic breaks from the competitive tension. There's plenty to see even if you come as a tourist (though only the registered competitors, vendors, sponsors, and their special guests get to join in the pre-Games events, such as the Gamesmen's Ball).

Tips: For competition, Piloting Skill makes all the difference. Rules that are relevant to a number of the Noisiel Summer Games may be found later in this volume. GMs who want more should feel encouraged to make them up on the fly; the Games are about playing with 'Mechs in all kinds of unorthodox ways and having fun while doing it—preferably *without* a body count!

WE LIKE WHAT WE SEE...

Recommended Group Size: 2 to 8 player characters

Recommended Group Type: Military, Mercenary

Recommended Skill Levels: Veteran (Key Skill levels of 4-6)

Well, sure, you came here for the Games, but everyone knows there are always talent scouts in the stands. If you came here to compete, now's your chance to shine. Maybe you're a WorkMech pilot who wants to show your skill off to a potential mercenary or corporate employer so you can get a shot at a life more exciting than endless toil. Maybe you're a merc group who's been shut-out of the Outreach and Galatea markets for some reason. Or maybe your eye is on the year-round glitz, glamor, and mayhem of Solaris! The point is, you're here to impress, and impress you just may...

Complications: A few obstacles for players to tackle.

A Little Mission, Since You're Here: As fun and friendly as Noisiel is supposed to be, gambling has nonetheless sprung up around these games, and with that kind of money, there are bound to be folks who want to make sure a game or two goes a certain way. To test your mettle in ways a little outside the formal Games rules, a potential employer might ask you to make an event a little more...interesting than it should be. Just be sure to make it look authentic.

Have You Ever Thought About Going Pro?: So, there's this little planet called Solaris VII; maybe you've heard of it? Before and after the Jihad, the draw of the Noisiel Summer Games has lured not only 'Mech jocks and mercs, but also hotshots who hail from the original Game World. Some stable managers or sponsors happened to be in the crowd when you hit the field, and your victory and style impressed them. Maybe it's your chance for the Big Leagues!

It's an Abomination!: There's always someone out there who has to ruin everyone's fun, like a pacifist in the DCMS, a Blakist at a tech show, a celibate fundamentalist at a Canopian orgy, or a Jade Falcon Mongolian in Solaris City. To these guys, the very concept of playing games with BattleMechs is an affront to whatever it is they believe in, and they aim to make an example of those who partake in such filth. It doesn't matter to them if you're a spectator, a souvenir vendor, or a Games competitor. Someone should really do something about them.

Tips: These adventure seeds, of course, come with a lot more risk than the typical Noisiel fare. The Games may be for fun, but cheating can have some major consequences, especially if injury or death is the result. Also, the Noisiel government is technically neutral toward the various agencies that come and go for the sake of the Games, but don't fool yourself into thinking that they have the means to screen out the spies, scoundrels, and other undesirables that can prove treacherous to all involved. For that matter, don't forget that the Alextep family, for all its charity, owes its ultimate allegiance to House Steiner, so this warning goes double for the non-Lyrans.

RULES ANNEX

The following section is designed to assist both players and gamemasters in using this series to create games and/or campaigns based on the worlds described herein. The following rules primarily rely on the players' understanding of the core game rules found in *Total Warfare (TW)*, *Tactical Operations (TO)*, and *A Time of War (AToW)* but additional references may be made to *Strategic Operations (SO)* and other rulebooks.

Players and gamemasters alike should realize that these rules are substantially less rigid than core rules. Players creating tracks and scenarios using the material in this annex are encouraged to accept, modify, or even completely ignore these guidelines if they prove too cumbersome.

USING PLANETARY DATA

The world featured in this product was presented with a block of basic planetary data. This data provides key details that players can use to further tailor their game play, reflecting the unique features of the world. The following rules identify the core rules that apply, based on the indicated world data.

Across the Ages: It should also be noted that many of the worlds presented in this series will have data that actually changes greatly over time—as in the case of Lone Star, which radically changes between 2822, 2825, and beyond. Players and gamemasters should thus account for the time period their games are set in when using worlds that have such variable data values.

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

These lines are most pertinent to the advanced aerospace aspects of gameplay defined in *Strategic Operations*, and will generally have no impact on games that focus entirely on ground combat.

Star Type identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares. Rules for Glare and Solar Flare effects may be found in *Tactical Operations* (see p. 58, *TO*).

Position in System indicates how many orbital positions away from the star the world orbits; an "orbital position" may be held by other planets or asteroid belts.

The **Time to Jump Point** indicates how many days' worth of travel DropShips accelerating (at 1 G, the same acceleration produced by gravity on Terra) would take to travel from the system's standard zenith

or nadir jump points to the world. This transit time includes a mid-point turnover and 1-G deceleration rate as well, which are standard transit rates to and from most worlds. Longer distances between the world and its local jump point mean longer transit times for incoming vessels and thus more time for local defenders to arrange defenses once they realize there are inbound attackers.

NUMBER OF SATELLITES

This line indicates how many natural satellites (moons) the world has (and their names, if applicable). Many orbital facilities may be found in the LaGrange Points (regions where the gravitational forces between the planet and its moon or moons cancel each other out), and some of these same points (specifically, places near the L-1 points) are occasionally used as "pirate points" by daring raiders who wish to radically cut down transit times and local defense preparations.

In night combat situations, worlds with one or more moons or rings may produce lighting effects caused by solar reflections off the lunar surfaces (depending, of course, on lunar phases), while worlds without any moons at all may present equally distracting effects. To reflect these possible effects as applicable, see the Full Moon Night, Moonless Night, or Pitch Black rules, on p. 58 of *Tactical Operations*.

SURFACE GRAVITY

Surface Gravity has a distinct effect on the performance of virtually all combat units in game play. Values higher than 1.00 reflect worlds where units are significantly heavier than they are under normal Terran gravity, while values lower than 1.00 reflect worlds where units are significantly lighter. The full effects of gravity on combat may be found on p. 55 of *Tactical Operations*.



RULES ANNEX

ATMOSPHERIC PRESSURE

This detail describes the relative density and breathability of the local atmosphere, and can have a profound impact on game play if the atmosphere is anything but “Standard (Breathable)”. Thinner or Thicker atmospheres can affect the use of several unit types in gameplay and may even have an impact on weather conditions. Likewise, atmospheres classified as Tainted or Toxic can affect how various combat units’ function and suffer damage in game play. For rules covering Atmospheric Pressure, see pp. 54-55 of *Tactical Operations* for pressure variations, and p. 56 of *Tactical Operations* for Tainted and Toxic Atmosphere effects.

EQUATORIAL TEMPERATURE AND SURFACE WATER

A world’s *Equatorial Temperature* helps define whether the world can be broadly classified as hot, warm, or cold by indicating the temperate (in degrees Celsius) it averages at the equator—typically the warmest region on the planet’s surface. Temperatures at the north and south pole of most worlds may average as much as 30 degrees colder than at the world’s equator, but it is always important to know that local conditions such as weather and terrain can vary these averages somewhat. Nevertheless, the equatorial temperature helps players gauge whether much of the world will likely be arctic, tropical, desert, and so forth. If gameplay falls in regions where temperatures are extreme (below –30 Celsius or above 50 Celsius), Extreme Temperature rules (see p. 62, *TO*), will apply.

Surface Water reflects the percentage of the world’s surface that is covered in water, and essentially defines whether the world might be covered in vast, lifeless wastelands, lush forests, or miniscule, rocky islands. Worlds with low Surface Water values (50 percent or less) will rarely see much rainfall or snowfall weather effects, and water or woods features on terrain maps may instead be considered sinkholes, craters, and rough terrain instead to reflect the lack of significant water sources and vegetation. Worlds with higher Surface Water values, meanwhile, will much more likely have active, precipitation-heavy weather patterns, and support more water and woods terrain features.

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

These details describe other noteworthy features of a target system that could affect campaigns to greater or lesser degree.

Recharging Stations describes whether a system has any space station capable of recharging a JumpShip’s KF drive (and, if so, at which of the two standard Jump Points they are located). Recharging stations are often small and fairly unarmed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by taking non-standard jump points, so their arrival cannot be blown to the locals, but more significant invasions often begin by seizing the local recharge stations instead, to secure effective strategic control over the jump point.

HPG Class defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are largely considered inviolate by all but the most serious attack

forces. (Attacking an HPG is still considered a crime against humanity by most civilized realms, even in the post-Clan Invasion eras.) Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force’s discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an effect to secure a realm’s communications hub and disrupt responses to a border-wide campaign.

Native Life describes (in very basic terms) the highest level of native-born life forms the world has. More life-barren worlds in the Inner Sphere may be host only to microbes or plants, while more evolved planets often host their own species of animal life up to and including mammals. Though this rarely impacts a planetary campaign, it cannot be ignored that many local creatures can pose a threat—or a boon—to raiders and invaders in some circumstances, ranging from being a source for local food in the event of supply shortage, or a hazard to establishing secure perimeters while operating outside of vehicular protection. This detail, however, does not cover introduced species the human population may have imported to the world, so while a target world may be host only to native-born trees, horses originally raised on Terra may yet make an appearance.

Population defines the number of humans estimated to be living on world. Worlds with particularly high populations—those numbering in the billions—are often highly developed, with many major cities. Sparsely populated worlds—with populations in the millions or less—are less likely to have major cities than they are small towns or even tiny outposts and domed arcologies. As a more densely populated world often raises the threat of local armed resistance or merely more eyes to spot incoming invaders and more voices to raise an alarm, raiders tend to target less populace worlds, while invaders often attempt to secure the greater manpower and infrastructure reflected in high population worlds.

SOCIO-INDUSTRIAL LEVELS

The world’s Socio-Industrial Level is a five-letter code used to broadly define the world’s level of wealth and development using a series of classic A-F letter grades. The more “A”s and “B”s that appear in this code versus “D”s and “F”s will generally denote a world that is more self-sufficient, technological sophisticated, and resource wealthy than the average. As many of these factors can be used to enhance role-playing aspects of game play, an in-depth explanation of this code structure may be found on pp. 366-373 of *A Time of War*.

LANDMASSES AND CAPITAL CITIES

The major landmasses (continents, regions, and/or island chains) identified on each world are then listed, with the planetary capital city listed (in parentheses) beside the name of the landmass where it is located. Traveling between landmasses often requires the use of high-speed rails (overland), aerospace transit (via DropShips, airships, and other aerospace craft), or seagoing vessels.

OPTIONAL RULES

The following additional special rules are intended to provide further flavor to games set on the world featured in this product. For the most part, these rules may be considered advanced and optional, as they primarily reflect conditions and/or features unique to this one planet or planetary system.

NOISIEL'S FLORA AND FAUNA

Noisiel's native ecology is varied, but not altogether remarkable. Aside from the red tinge to much of the world's more expansive plant life (including grasslands, most trees, and much of the seaborne flora), many of the resident life forms are familiar enough to classify. Chemical treatment of native flora and locally grown versions of terrestrial staples ensure that most of the organic food sources are safe to eat, and the same applies to native and transplanted animals.

Noisiel's animal life ranges from the benign to the deadly, but a distinct lack of mammalian life forms over the size of a common squirrel or mole has resulted in a biosphere largely dominated by fish, reptiles, and birds—many of which are quite colorful. Like most animal life forms, the wilder creatures tend to steer clear of humans, especially when encountering people in significant numbers. Still, it is not generally advised for folks to explore the darkest caves, dankest swamps, and deepest woodlands without some protection, as Noisiel has more than a few native analogs to Terra's venomous snakes and insects that can make for a pretty bad day to those unfortunate enough to startle them.

NOISIEL LIFE

Noisiel's populace is typical of a modest-sized world in the Lyran Commonwealth. The majority of the locals speak German and common English, though some small communities here and there retain French and Arabic as well. Most of the settlements on the planet are arranged as small towns with populations generally measured in the tens of thousands. Most of these have a suburban feel to them, with a healthy mix of rural, commercial, and light manufacturing industry serving as the basis for their economic support.

The largest cities are on the Teppokhan continent, which includes the planetary capital city and primary spaceport of Teppokhan Prime. Because the continent also hosts the Noisiel Summer Games, many of the towns throughout the region tend to be slightly more populous than the norm, with many pulling in additional seasonal revenue from tourism. Since so much of the area is dominated by the Games and Games-driven tourism, the people of the Teppokhan continent tend to be more open and friendly. Noisiellans from the other parts of the world, who value their small-town feel, are noticeably less so, but hardly to the point of xenophobia.

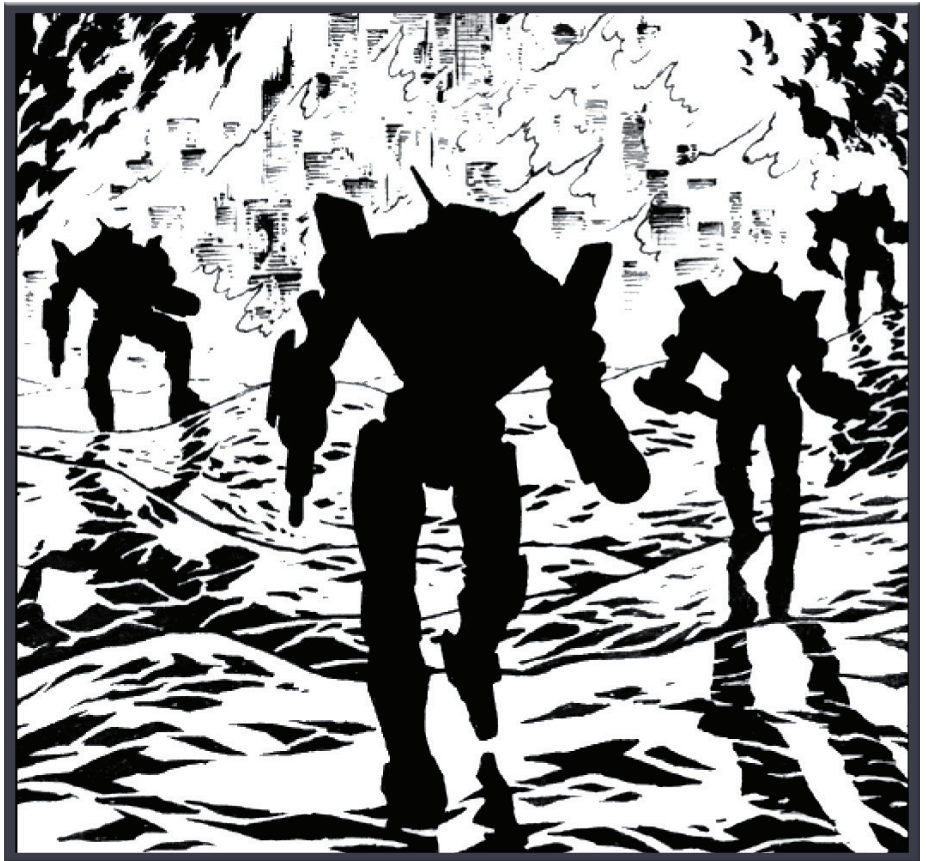
NOISIEL'S TERRAIN

The inhabited areas of Noisiel have terrain as diverse as any found on Terra, and so p. 263 of *Total Warfare* is a reasonable representation of most of the world's terrain.

The Noisiel Games, however, take place almost exclusively in open, specifically prepared fields, where the only variation is usually whatever markings have been made to define the various zones. Many of these otherwise featureless terrain maps can be represented by using the blank side of a standard *BattleTech* mapsheet, marked as shown by the examples on pp. 11-18. Unless specific Games rules dictate otherwise, these maps are effectively completely open, level, and clear of any obstructions that would affect a unit's line-of-sight.

It should be noted, however, that the planet's chronically lower-than-average oxygen levels has driven most cities and towns to be built in the lower valleys and plains at or even below sea level. For scenarios set in Noisiel's higher elevations, all characters lacking any form of breathing assistance equipment (e.g. supplemental oxygen tanks, or the benefit of a pressurized cabin) must multiply all Fatigue Points incurred by their activities by 1.5, rounding up (see p. 189, *AToW*).

Furthermore, Noisiel's low gravity (0.74 G) will affect gameplay as indicated by the relevant rules (see p. 237, *AToW*, and/or p. 55, *TO*).



NOISIEL GAME RULES

NOISIEL GAME RULES (SAMPLER EDITION)

These following are just a few of the rules that players may find useful for scenarios involving the Noisiel Summer Games events. While detailing the Games rules in full would require far more time and space than available to us here, these advanced-level rules should provide players with basic concepts that will turn up in the most common competitions of the Noisiel Summer Games.

Note: For the sake of these special cases, standard *BattleTech* tactical rules are used as the baseline; *A Time of War* players should thus bear in mind the minor differences between the two systems if adjusting for *AToW* play (per *A Time of War vs Total Warfare*; see p. 40, *AToW*).

THROWING

The following rules are based on those for Throwing Objects from *Tactical Operations* (see pp. 92-99, *TO*), but here they are simplified thanks to the Noisiel Games' use of standard "regulation weight" projectiles (e.g. balls, pucks, and so forth). These high-impact projectiles use different alloys, construction, and tempering to achieve their unique forms and sizes, achieving the exterior look of 'Mech-scale sports equipment—but all of them weigh just 1 ton in total mass.

The Games' projectiles are designed for rough handling; therefore, no check is needed to determine if the projectile sustains damage from being lifted. Because external cargo and lifting rules continue to apply, however, light and ultra-light 'Mechs attempting to lift a Noisiel Games projectile require two functioning hand actuators, while units weighing 40 tons or more are fine with just one working hand actuator.

Throwing Range: The maximum (base) range a 'Mech may throw a Noisiel Games Projectile is based on the unit's weight and presence of active triple-strength myomers (TSM). This range, in hexes, is provided in the Noisiel Projectile Throwing Range Table for all 'Mech units from 10 to 200 tons in weight. Simply find the throwing unit's weight (in tons), to find the base range for its throw, with or without active TSM. Note that the table uses the same basic math for throwing distances found in *TO*, but offers a wider range of base throwing distance, for the sake of more "natural" outcomes.

Executing a Throw: Executing a Throw action requires the unit to select a target hex or unit within its throwing range. If the throwing unit does not have a valid line of sight to the target hex—using the standard line-of-sight rules—it may not attempt the Throw action. Unless otherwise noted in scenario- or game-specific rules, Throws are performed during the Physical Attack Phase, and may only be directed toward targets within the forward arc of the Throwing unit's torso alignment.

A Throw action with a Noisiel Games Projectile uses only one hand, even if the Throwing unit ordinarily needs two to lift the projectile.

Base To-Hit: The Base TN for a Throw action is equal to the MechWarrior's Piloting Skill, plus the throwing unit's Attacker Movement Modifier for the current turn. The range modifier for the Throw is then added, which equals the distance between the throwing unit and its target, minus 1 (so a unit throwing a projectile 4 hexes away adds a range modifier of +3 to the TN; $4 - 1 = 3$). The Throw TN is further modified by any relevant Target Movement Modifiers (with stationary targets, such as buildings or hexes, receiving the usual -4 modifier), as well as any intervening terrain feature modifiers.

If the Throw is being made at a non-stationary unit, the targeted unit must declare whether it wants to Dodge or attempt to Catch the incoming projectile (per the rules for Catching/Deflecting, see p. 12; but only units with functioning hand actuators may attempt to Catch a thrown projectile). If the target unit is dodging (which the target must declare at the moment the projectile is thrown), add the difference between its Piloting Skill and that of the Throwing unit to the TN. The Piloting Skill difference value is always computed by subtracting the target's Piloting Skill TN from that of the Throwing unit's. If this results in a modifier of 0 or less, apply a minimum modifier of +1.

Equipment, Special Abilities, and damage that either affect Piloting overall, or just the use of the Throwing Unit's arms—such as arm-mounted Actuator Enhancement Systems, Small Cockpits, the Melee Master Special Piloting Ability, and damage to any or all of the unit's arm actuators—will affect the TN as they would a standard Punch attack under their normal rules. If it is uncertain whether or not an item or condition would apply a modifier, and the player group cannot reach a consensus, simply ignore that condition.

Making the Roll: Once the final TN is determined, the player controlling the throwing unit rolls 2D6 against it. If the result is equal to or higher than the modified TN, the Thrown projectile arrives on target. If the target is a unit that fails to Catch, Deflect, or Dodge the projectile, it will receive damage equal to 1 point for every hex that the projectile was Thrown, to a location determined randomly as per a standard direct-fire ranged weapon attack.

A failed roll means that the projectile scatters in a random direction, for a number of hexes equal to the throw's Margin of Failure—even if this results in a greater distance than the unit could have intentionally Thrown the projectile. (This differs slightly from the Throwing Objects rules in *TO*, which used the Altitude Bombing Scatter Diagram and limited missed scatters to the maximum Throw Range; these changes largely reflect other unpredictable effects, such as bouncing, tumbling, and "choking").

Fumble: If the Throwing unit fumbles—indicated by a roll of 2, regardless of the modified TN—the Throw is automatically considered a fumble. A fumbled Throw scatters in a random direction from the Throwing unit itself, to a distance of $(1D6 \div 2)$ hexes (rounded down), and the Throwing unit suffers an automatic Critical Hit to the Shoulder Actuator of the arm that was used to make the Throw attempt.

NOISIEL PROJECTILE THROWING RANGE TABLE

Unit Weight	Base Range*
10	1 / 3
15	2 / 5
20	3 / 6
25	4 / 6
30-35	5 / 7
40-45	6 / 8
50	6 / 9
55-60	7 / 9
65-70	7 / 10
75-80	8 / 10
85-95	8 / 11
100	9 / 11
105-125	9 / 12
130-145	10 / 12
150-160	10 / 13
165-195	11 / 13
200	11 / 14

*Range Value left of slash is base without active triple-strength myomers; value on right is for units with active TSM.

NOISIEL GAME RULES

CATCHING AND DEFLECTING

Given the emphasis on sports-style games, Catching a projectile (or Deflecting one that's already in motion) are important skills in the Noisiel Summer Games. Of course, BattleMechs were never built for such grace and skill, but here, we're dealing with some of the best pilots around. Thus, the following rules outline the basics for Catching and Deflecting a thrown projectile. As with Throwing objects, Catching (or Deflecting) a projectile is a physical action, and thus may only be resolved during the Physical Attack Phase of the turn in which the projectile arrives in its destination hex (or the catcher's hex, if the projectile was specifically thrown at the Catching/Deflecting unit).

Executing a Catch: Executing a Catch (or Deflection) action primarily requires that the Catching/Deflecting unit be in the hex where the projectile is landing, whether or not it was aimed at that hex to begin with. Because intercepting a moving projectile is very much a reactive action, where the unit cannot effectively anticipate a projectile's course until it is already in motion, a Catching/Deflecting unit is actually allowed to move during this phase—but only if the unit has unspent MPs from the same turn's Movement Phase. The maximum number of hexes a Catching/Deflecting unit may move in this fashion is equal to one third of its normal Walking MP (rounded up), and all terrain restrictions and stacking rules apply. Also, this bonus Physical Action Phase movement is limited strictly to units using Walking or Running movement modes, and must be the same movement mode as the Catching/Deflecting unit declared during its Movement Phase. (Thus, a walking unit that doesn't have enough MP to reach the projectile's destination hex cannot suddenly declare that it is now running to make the Catch.)

If the unit can reach the projectile's destination hex in the same Phase, it then must declare whether it is Catching or Deflecting the projectile. Only units with two functional (and unoccupied) hand actuators may Catch a thrown projectile, but a Deflecting unit may do so with one hand, both hands, a physical weapon, its feet or any other part of its body (if the specific game rules allow it). Furthermore, if the unit declared its intent to Dodge the projectile (see the Throwing rules, p. 11), it may not declare its intent to Catch or Deflect.

Only after the Catching/Deflecting unit has reached the projectile's destination hex and declared its decision to Catch or Deflect may its controlling player make the roll to determine what happens.

Base To-Hit: The Base TN for a Catch/Deflect action is equal to the MechWarrior's Piloting Skill, plus the Attacker Movement Modifier for the projectile's movement in that Phase, plus the Catching/Deflecting unit's Attacker Movement Modifier. An additional -1 modifier applies if the thrown projectile was specifically aimed at the Catching/Deflecting unit by an opposing player (-2 if aimed at by a friendly player, such as for a pass-the-ball maneuver), as do any and all Piloting Skill modifiers applicable for the damage or absence of actuators relevant to the Catch/Deflection attempt. (E.g., Shoulders, arm, and hand actuators for Catch attempts or Deflecting an airborne projectile; hips, leg, and foot actuators for kicking Deflections.) Units equipped with or carrying clubs (including the Noisiel-style bats, hockey sticks, and rackets) apply an additional -1 if using them to Deflect. Units deciding to make their Deflection a "bunt"—which must also be declared before the roll is made—add an additional +2 to the TN.

As with Throwing actions, any equipment, Special Abilities, and damage that either affect Piloting overall, or just the use of the

Catching Unit's relevant limbs—such as arm-mounted Actuator Enhancement Systems, Small Cockpits, the Melee Master Special Piloting Ability—will affect the TN as they would a standard Physical attack under their normal rules. If it is uncertain whether or not an item or condition would apply a modifier, and the player group cannot reach a consensus, simply ignore that condition.

Making the Roll: Once the final TN is determined, the player controlling the Catching/Deflecting unit rolls 2D6 against it. If the result is equal to or higher than the modified TN, a unit declaring its intention to Catch successfully does so, negating any damage that the projectile might have delivered on a failed Catch or Dodge attempt. If the unit's intent was to Deflect the projectile, a result equal to or higher than the modified TN indicates a successful Deflection, and the Deflecting unit suffers half the normal projectile damage to the relevant limb(s) involved in the action (Deflecting unit's choice).

A failed Catch/Deflection roll means that the projectile lands in the destination hex without having been caught or Deflected properly. To reflect the projectile's continued momentum after its interceptors fail to do anything about it, move the projectile another $(1D6 \div 2)$ hexes (rounded up) along its original course. If this would send the projectile through another unit or into a solid terrain feature such as a wall or hill, roll 2D6. On a 7+, the projectile comes to a stop in that hex; on 6 or less, the projectile bounces in a new, random (legal) direction for the remainder of its movement.

Only one Catch and one Deflection action each may be attempted on a single projectile in the same Action Phase. A prime example of this comes when playing BattleMech Baseball, where the Physical Phase would begin with the pitcher's Throw action, the batter's Deflection action, and an outfield unit's Catch attempt—in that order.

Fumble: If the Catching/Deflecting unit fumbles—indicated by a roll of 2, regardless of the modified TN—the Catch/Deflection is automatically considered a fumble. A fumbled Catch/Deflection maneuver is treated as an automatic fail in the Catching/Deflecting unit's current hex. Meanwhile, a projectile that's been missed by a fumbled Catch/Deflection attempt continues to behave as it would have on a normal failure.

After a Failure: 'Mechs attempting to retrieve a projectile after a failed interception of any kind must spend 1 extra MP in the subsequent Movement Phase to do so, and requires the use of two functional, unoccupied hand actuators. Units lacking such equipment may only push or kick a projectile that has gone "dead" in this fashion.

Successful Deflection (Distance and Direction): Units that successfully Deflect a projectile will send it in a new course, with the range—and control over direction—largely determined by the Deflection's Margin of Success (MoS). Additional factors include the "style" of the Deflection (e.g. unarmed, bunted, kicked, or struck with an appropriate physical attack weapon), the unit's weight class, and any special equipment. At the GM's discretion, other factors—such as Special Pilot Abilities—may be factored in as well.

As shown in the Projectile Deflection Range Table, the base distance a Deflected projectile will move is equal to the Deflection's MoS, plus one value for the Deflection style used, one more value for the Weight Class, and a final modifier for the active use of MASC. Once the range is known, the Deflecting unit selects one hex in its forward arc at that exact distance from its current position; this becomes the "target zone".

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After selecting this “target zone”, the Deflecting unit rolls 1D6 to determine a scatter direction from that point, using the Altitude Bombing Scatter Diagram from *Total Warfare* (see p. 245, TW). Finally, the Deflecting unit rolls another 1D6, and *subtracts* its original Deflection MoS from that result to determine how far the projectile will scatter from its target zone in the proscribed direction. Note that a negative-value scatter distance (possible on an MoS of 7+) means the projectile will actually scatter back *toward* the Deflecting unit in a direction opposite to where the scatter would have aimed on a positive result (e.g. a forward-right scatter becomes a backward-left scatter). All of this reflects the additional uncertainty that results from bounces, ricochets, and other “buttery effects”.

Finally, note that for simplicity’s sake, a projectile that is Deflected is generally presumed to remain at the same effective altitude it was Thrown at the Deflecting unit, and only “lands” if it is not Caught or Deflected again. Airborne projectiles (such as baseballs and volleyballs) are thus presumed to be Deflected back through the air, rather than along the ground, while ground-moving projectiles (such as soccer balls and hockey pucks) are presumed to be Deflected back along the ground.

PROJECTILE DEFLECTION RANGE TABLE

Base Range: Deflection Roll’s MoS	
Condition	Modifier
<i>Deflection Style Used</i>	
Arms or Improper Weapon	+3
Kicked or Proper Weapon	+5
Bunted	+1*
<i>Weight Class</i>	
Light or Ultra-Light	-1
Medium	+0
Heavy	+1
Assault or Superheavy	+2
<i>Other Equipment</i>	
Active Triple-Strength Myomer	+2

*Replaces other Deflection Style Modifiers

KICKING FOR DISTANCE

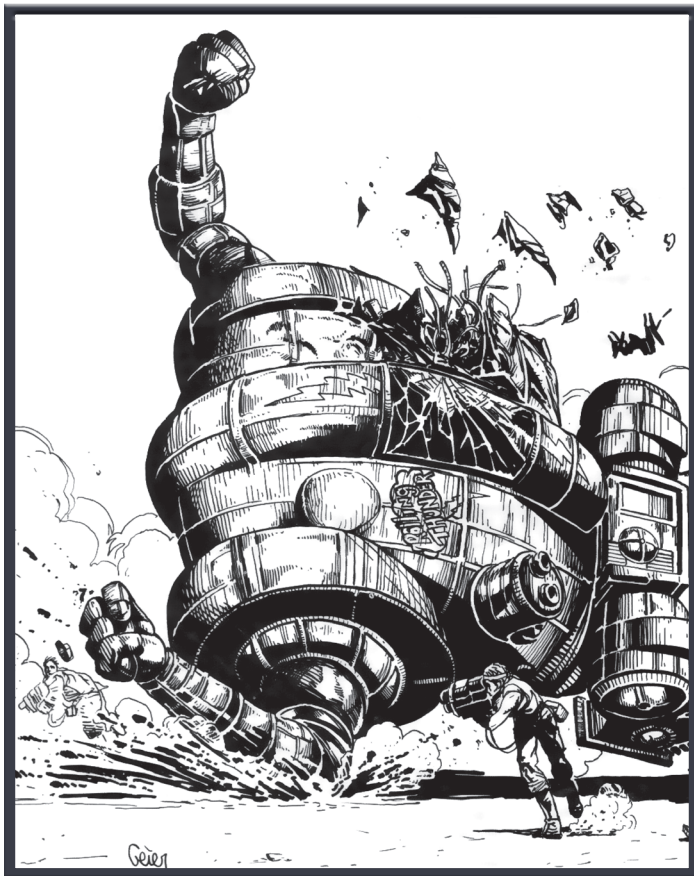
For all intents and purposes, Kicking for Distance is effectively Deflecting a projectile using just a ‘Mech’s feet (or an appropriate physical attack weapon specifically designed for ground-bound projectiles). Thus, the basic Deflection rules apply as above, including those for direction and distance. However, because the action is performed using a ‘Mech’s feet (or something dangerous close to them), the following additional rules apply.

Deflection From Zero: When Kicking for Distance, projectiles that are “dead” (not moving, whether or not this follows a failed Catch/Deflection), are treated as immobile targets, and thus the kicking unit receives a -4 Immobile Target modifier in place of any Target Movement Modifier based on the projectile’s movement.

Failure: Any time a unit Kicking for Distance fails its Deflection action, it must make a Piloting Skill Roll to remain standing. If the failure is a result of a fumble, the unit automatically falls, and suffers one automatic critical hit to a random leg (even if armor remains intact in that leg).

Incidental Interceptions: Because a projectile Kicked for Distance largely travels along the ground, it may be Deflected by any units in the line of travel between the Kicking unit and its destination, even though it has already been Deflected in the current Physical Attack Phase. In this case, unlike the standard Catching/Deflecting rules, the intercepting unit must already be along the projectile’s path; it may not use unspent MPs to accomplish this interception.

Furthermore, the intercepting unit may roll to see if it accomplishes its interception as a Deflection action, with an additional +2 modifier applied to its TN. If the intercepting unit succeeds, it determines the projectile’s new distance and destination accordingly from its own position, but the projectile only arrives there at the start of the next turn’s Movement Phase, rather than in the same Physical Attack Phase. (This is mainly to prevent a “pinball effect”).



NOISIEL GAME RULES

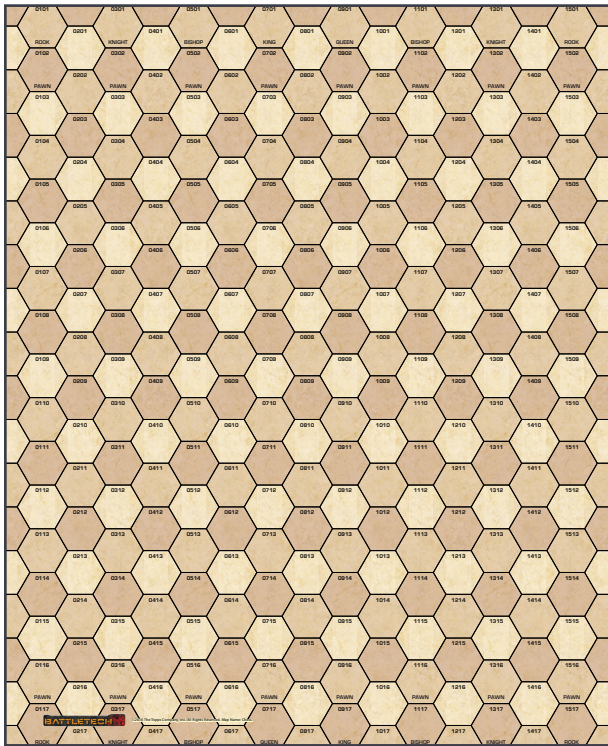
NOISIEL BATTLECHESS

A corner piece of the early Noisiel Games, without a doubt, was the unique contest between father and son in which both men brought a reinforced company of BattleMechs to an open field less than half a kilometer across...for an epic game of chess. Since the founding of the official events, Noisiel BattleChess—as it came to be known—has become as iconic as the image of the *Atlas* BattleMech that now dominates the planet's flag.

Now you, too, can simulate this awesome event, when you're between battlefield missions!

BOARD SET-UP

This map relies heavily on hexes, and uses the blank side of a single mapsheet. The starting positions are as shown. For the purposes of this mapsheet, the short sides represent the north and south edges of the field.



BASIC GAMEPLAY

In a typical game of chess, each player moves one piece per turn, with the ultimate goal being to place the opposing team's king in "checkmate" (where any move made by the opposing player will not save the king from being captured). Played normally on a square grid, capturing a piece in normal chess is accomplished by ending a piece's move in the same square as an opposing piece, so long as the capturing move is legal for that piece. (For example, pawns normally move only straight forward until another piece blocks their path, but they can move diagonally—by only one square forward of their position—to

capture a piece. This is important because a pawn may *only* capture an opposing piece by moving diagonally. Meanwhile, the knight has a crooked movement rule that effectively by passes all spaces between its start and end position, enabling it only to capture whatever is in its destination space.) Capturing a piece removes it from play.

Under Noisiel BattleChess, the gameplay rules are largely the same as normal chess, only adapted to a hexagonal map field with a larger area between starting sides. When playing Noisiel BattleChess, each 'Mech unit is treated as a single piece with its specific movement restrictions and capture rules by role (specified below). If no unit contests its "capture," play continues in a similar fashion to standard chess, with captured units removed from play, regardless of the piece executing a legal capture maneuver. (On Noisiel, the custom is for captured units drop prone and power down for the remainder of the scenario, adding the visual look of a battlefield "kill".)

Because the turn rules for chess are so simplistic, there is no Initiative roll for a basic Noisiel BattleChess turn. Instead, the player whose side moves first in the event is determined by coin toss, and play alternates for each standard chess turn from that point forward, with each team moving only one unit per turn. (Team coordination is essential here; if more than one unit per side moves in the same turn, or if an opposing team's unit moves off-turn, the offending side receives a penalty point and the offending units must return to their previous positions. If a team accumulates three penalty points, the game is forfeited and the opposing team wins by default.)

As with standard chess, play concludes when one side's king is placed in "checkmate" (where any legal move made would render it captured). On Noisiel, the king is the one piece that cannot contest its capture. Other conditions that may end a game of BattleChess is a team's forfeit, either by declared surrender, or by the accumulation of penalty points.

CONTESTING

The real entertainment begins, of course, if a piece contests its capture. Contesting a capture simply requires the defending piece to proclaim "Contest!" when an opposing unit attempts to capture it, at which point the contested hex is marked with a flag and the standard chess turn sequence is suspended until the contest is resolved. (On Noisiel, dramatic fanfare is played for the crowd's benefit, signaling the start of a battle.) The attacking unit then assumes a position in the hex directly in front of the defending unit, and both units roll Initiative as their weapons go live and all other units on the board freeze in place. (Governors installed in the official BattleChess 'Mechs, controlled by neutral judges, are often used to enforce these conditions.)

The Contest is resolved as a standard one-on-one 'Mech battle between the two unit-pieces, using live ammunition and unrestricted movement capabilities (beyond those of standard *BattleTech* play). Units in a contest may pass through hexes occupied by friendly units, but cannot pass through opponent-occupied spaces—a feature that adds the closest thing to terrain the battle map actually sees. A contest battle continues until one unit or the other is destroyed, incapacitated, or surrenders. The winning unit then takes the contested hex, and normal chess play resumes with the next chess turn made by the team that defended during the Contest (since the attacker's move is what triggered the Contest to begin with).

NOISIEL GAME RULES

Damage inflicted during a BattleChess Contest fight is not repaired, and may impede the surviving units' mobility in future turns. If this would impair the unit's ability to perform its movement per the standard rules, note that a standard BattleChess chess turn is *not* the same as a combat turn; a moving unit will be given time to arrive at its intended position, so long as it follows its movement rule restrictions.

Although BattleChess is a friendly game, the use of live munitions and full-power weapons can potentially put pilots at severe risk of injury or death (so waivers are signed and so forth up front, as part of the players' entry fees). The judges will not intervene in a BattleChess Contest until either fighting unit surrenders or is incapacitated, or a contesting unit deliberately attacks a stationary unit. (Players interested in making this scenario even more complicated may consider using the Missed Shots rules; see pp. 81-83, *TO*.)

NOISIEL BATTLECHESS PIECES

On Noisiel, the units used as playing pieces are strictly defined and maintained by the Noisiel Games Authority. Each is configured specifically with lower-tech weaponry (to keep replacement costs down), and each is fitted with governors that allow the judges to shutdown both the movement and weapons capabilities of any rogue units. The NGA does not allow substitutions under any circumstances, but players assigned to the queen, bishop, or pawn roles may choose between two designated machines, as available.

The specific models and their standard BattleChess movement rules are defined below. Note that in all cases except the knights, units cannot move "through" one another during their movement action—even if they are on the same side. (Noisiel BattleChess does not use the "Castling" movement rule.) If a unit's movement would put it in the space occupied by an opposing unit, it is assumed to be capturing that space. Capturing moves always end a unit's movement.

King: The "kings" in Noisiel BattleChess are classic AS7-D *Atlas* BattleMechs. During a standard BattleChess turn, these units may move up to 2 hexes in any direction, and may capture any opposing piece whose space they enter. Note that this movement is measured in hexes, not MP. The king is the only unit that may not Contest its own capture, but other units may Contest a king's capture attempt.

Queen: The "queens" in Noisiel BattleChess may be either ZEU-6S *Zeus* BattleMechs, or a special local variant of the BNC-3E *Banshee* dubbed the BNC-3EA (in which the PPC is traded for a large laser, a rear-facing small laser is added to each side torso, and a single medium laser is mounted in the center torso, facing forward). The choice of 'Mech is up to the queen's pilot, and the sides need not match. During a standard BattleChess turn, queens may move in any direction for any distance desired, so long as the movement is along a straight line from the unit's start position (i.e. the queen may not turn in mid-move, but it may turn to a new facing before making its move). Queens may capture any opposing pieces in their path of movement.

Bishop: The "bishops" in Noisiel BattleChess may be either PXH-1 *Phoenix Hawk* or SHD-2H *Shadow Hawk* BattleMechs. The choice of 'Mech is up to the individual bishop's pilot, and the sides need not match. During a standard BattleChess turn, bishops may only move diagonally (i.e. northeast, northwest, southeast, or southwest), for

any distance desired, so long as the movement is along a straight line from the unit's start position (i.e. the bishop may not turn in mid-move, but it may turn to a new facing before making its move). Bishops may capture any opposing pieces in their path of movement. Bishops may not use their jump jets during a standard BattleChess turn, but are allowed to use them during Contest fights.

Rook: The "rooks" in Noisiel BattleChess are GRF-1N *Griffin* BattleMechs. During a standard BattleChess turn, rooks may only move directly forward, backward, or sideways (i.e. north, west, east, or south), for any distance desired, so long as the movement is along a straight line from the unit's start position. (The rook *may* turn in mid-move to reach spaces directly left or right of their starting positions, but otherwise, they may only progress due north or due south). Because of the hexagonal nature of the map grid, rooks move in a general zig-zag course when moving sideways. It is the rook's controlling player which hex it enters or moves through along this course when passing along a hex line. Rooks may capture any opposing pieces in their path of movement. (In the case of sideways movement, any opposing units occupying *either* hex adjacent to the straight line along the rook's movement are counted as being in the rook's path. The rook may only choose which to capture if there are opposing units on *both* sides of the same hexline, but cannot ignore an opposing unit along its path entirely, as it technically passes through both adjacent hexes along its sideways movement).

Knight: The "knights" in Noisiel BattleChess are WHM-6R *Warhammer* BattleMechs. Despite lacking jump jets, their movement in a standard BattleChess turn is treated as a jump, ignoring all units between their starting and ending positions. The course of this "jump" is always 3 hexes forward of the knight's starting position, followed by a 1 hexside turn, and another 2 hexes of movement along the new course. The knight may make no other turns during their movement, but may turn to any desired facing prior to their movement. Knights may *only* capture an opposing piece in their destination hex.

Pawn: The "pawns" in Noisiel BattleChess may be either WSP-1A *Wasp* or STG-3R *Stinger* BattleMechs. The choice of 'Mech is up to the individual pawn's pilot, and the sides need not match, but the NGA tends to only have 8 of each model available for play at any given time, so quantities are limited. During a standard BattleChess turn, pawns may only move 1 to 3 hexes forward (i.e. toward the opposing side), and cannot move past any units along this path, even to capture. Pawns may only capture an opposing piece that occupies a space within 2 hexes diagonally forward of their position (i.e. forward-left, or forward-right) at the start of their movement; they may not mix forward and diagonal capture movements). Pawns may not use their jump jets during a standard BattleChess turn, but are allowed to use them during Contest fights.

As in real chess, a pawn unit that reaches the far edge of the game board may be replaced by a friendly unit that has been previously captured. In this instance, the pawn effectively is removed from play—"tagging out" as the Solarans might say—to enable the resurrection of a more powerful piece. Historically, pawn pilots who accomplish this feat in the Noisiel Games tend to receive prize money for their sacrifice, even if their side fails to win the game.

NOISIEL GAME RULES

OTHER NOISIEL FIELD GAMES

The Noisiel Games also feature a number of athletic competitions scaled up for BattleMechs. These include baseball, basketball, tennis, hockey, and rugby. For the most part, all of these are played on fields (or pitches) tailored and customized for the unique features of their games. While these games make use of the special rules featured here for throwing, Catching, Deflecting, and so forth, they do so within the context of the gameplay mechanics of their sport. Additional adaptations are made to keep the games entertaining and intense—such as limiting the baseball matches to only 3 innings, rather than 9...or allowing live fire in place of tackling to prevent a footballer from reaching his goal.

Yet even though the use of weapons fire is allowed, to “liven things up,” sportsmanship remains key to these events. Judges and referees piloting VTOLs, airships, and even BattleMechs remain ever-present, to keep things “civilized”, and recognize the difference between competition and utter warfare. What this means is that winning a game still requires following its basic guidelines and doing so with a sense of honor. Simply gunning down the rival team won’t win a basketball game; such unsportsmanlike conduct will only ensure that you’ll never be allowed to participate in the Games again.

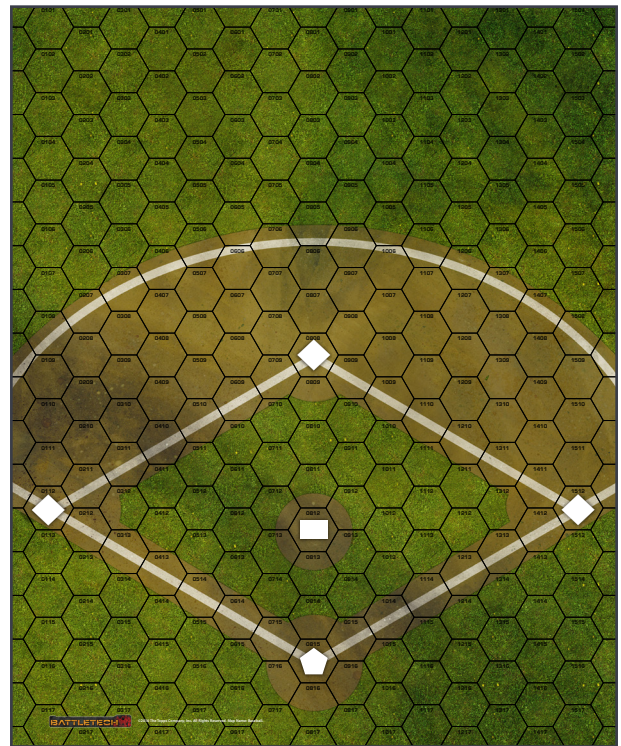
The various sports that are possible with the rules provided can get quite complicated, thus making it impossible to explain them fully in the course of this product. Suffice to say, the exact translation to these rules is up to those players who want to try their hand at them. The map layouts provided here, as well as the various rules for Throwing, Catching, Deflecting, and Kicking for Distance, should provide ample mechanics to get you started.

Just remember that the Noisiel Games are, first and foremost, about fun, not battle. They are contests of true piloting skill, not mere gunplay. Victory is tracked by the scoreboard, not by the one left standing when the smoke clears.

BASEBALL

The Baseball Map shows the layout of the familiar diamond at the heart of the game. The terrain is considered open, with no features blocking lines of sight. The pitcher’s mound, located in the middle of the diamond, is where the unit will stand that throws pitches to a friendly catcher, whose unit stands 1 hex behind Home Plate. The batter will stand on Home Plate when he attempts to strike the incoming projectiles with a 2-ton bat built for the job, with a goal of Deflecting the incoming pitches to the outfield. Deflected projectiles that land between the lines between Home Plate and the First and Third Plates are considered “fair”, while projectiles that Deflect outside of those lines are “foul”.

On Noisiel, baseball is played in only three innings, during which time the outfield team will attempt to strike out (or tag out) the opposing team three times before both teams trade positions and repeat the process. The team with the most complete runs around the bases—from Home Plate to each of the three other plates (in sequence)—will be declared the winner. Units in the outfield may only go “weapons live” on the opposing team’s runners when one of their team holds the projectile after it’s been successfully Deflected (or before it’s been



pitched). Runners who reach any of the numbered plates in their cycle are considered “safe”, and may not be fired upon or otherwise attacked, and may not fire weapons themselves.

And, of course, no base in the diamond can accommodate more than 1 runner.

Basic Gameplay Notes: In *BattleTech* game play, it is recommended that pitching (Throwing) is performed in a Physical Attack phase, and that any successfully Deflected projectiles land in the following End Phase. Failures to Deflect a projectile by the batter are automatically counted as a “strike”, but only if the opposing team’s catcher Catches the projectile (otherwise, it’s assumed the projectile was thrown outside of the “strike zone”). If a Deflected projectile lands within 1 hex of an outfield unit, that unit may attempt to execute a Catch during the End Phase, provided it has unspent MPs from the previous Movement Phase left to do so.

Regardless of whether or not the batter succeeds in Deflecting a pitch, the turn then proceeds normally to Initiative and Movement Phase, during which time, any runners may move, and all outfielders except for the pitcher and catcher may change positions (either to intercept runners, or to retrieve projectiles that were not Caught when they were Deflected). Outfield units may not fire weapons at runners until at least one of their units reaches the hex where the successfully Deflected projectile landed, and spends 1 MP retrieving it. If the batter in the previous turn failed to Deflect the projectile, however, the pitcher is automatically considered to be “holding the ball”, and thus the turn begins with all outfield units able to fire.

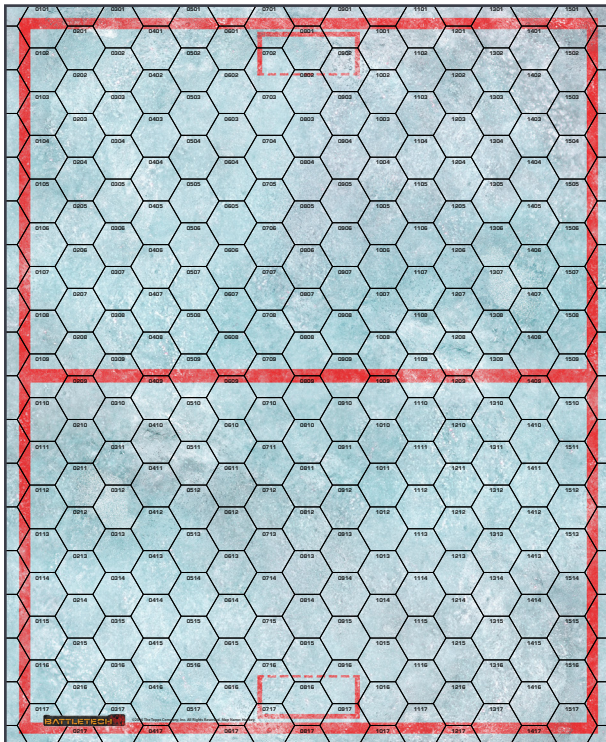
NOISIEL GAME RULES

Note that because the team at bat can have only four mobile units in play on any given turn (occupying the four bases of the diamond, including Home Plate, where the batter stands and must remain for the whole turn, waiting for his pitch), Initiative can prove a deadly affair. If the team has only a single runner in play, and a batter at Home, a lost Initiative roll means that either the runner has to move, or the batter just...stands there, while the opposing team has five units to move, two of which (the pitcher and catcher) don't have to. It can be a very ugly time to try to "steal Second" while half a team of outfield BattleMechs is itching to do something about it.

HOCKEY AND SOCCER

The maps for Hockey and Soccer (or Football, as the non-Americans refer to it) are functionally identical, with a designated goal area that each team must defend, while trying to kick (or otherwise Deflect) an appropriate projectile into. For the purposes of this map, the goal area may only be entered from the "inner" edges of their defined borders, rather than from the sides, or the "outer" edges, reflecting the reinforced chain-link fencing that acts as a net to Deflect such shots.

In the case of Noisiel Hockey, all units in the field perform Deflections using special sticks, which occupy both hand actuators and—at least legally—must be kept low to the ground to Deflect the projectile ("puck"). These hockey sticks, however, can be used to deliver clubbing or tripping attacks on a moment's notice—a feature that is used so often that hockey tends to be more known for those antics than it does for the grace of slapping the puck into the goal while trying to maneuver on ice! (Oh, did we forget to mention that? Yes, Noisiel Hockey is done on solid ice, so be ready to reference p. 50, *TO*, for the



rules covering all movement on icy surfaces.) Although Noisiel Ice Hockey is a "weapons-live" game, the need to hold the "sticks" with both hands means that most BattleMechs are limited to head, leg, and rear-firing weapons only. Dropping one's stick to deliver full-on weapon attacks is considered a penalty offense, but many players have been eager to "take one for the team", if only to give the enemy goalie something more to worry about than the puck.

Compared to Noisiel Hockey, Noisiel Soccer does away with the icy conditions and the sticks, but is otherwise functionally the same thing. The lack of an icy surface makes skidding much less of an issue, while the lack of sticks leaves arms and torsos free to fire weapons as desired. However, the key in this game is the fact that the projectile may only be handled by the unit's feet; use of hands and arms on the soccer projectile is considered a penalty action.

Basic Gameplay Notes: For the most part, once the ball is in play, these games run as BattleMech events in which the projectile moves primarily via the *Kicking for Distance* rules (see p. 13). Projectiles that hit the goal areas from the wrong directions will scatter 1 hex in a random direction (rerolling any results that place the projectile inside the goal area), while projectiles that move through or adjacent to opposing units may be Deflected via the *Catching/Deflecting* rules (see p. 12).

For Noisiel Ice Hockey, ice condition rules apply to the entire field (see p. 50, *TO*). The ice is considered solid, over ground, and thus falling through is not an issue. In addition to this, for any situation in which a projectile scatters, add 1D6 hexes to the scatter distance, indicating what amounts to the puck's own "skid" effect. If this would send the

NOISIEL GAME RULES

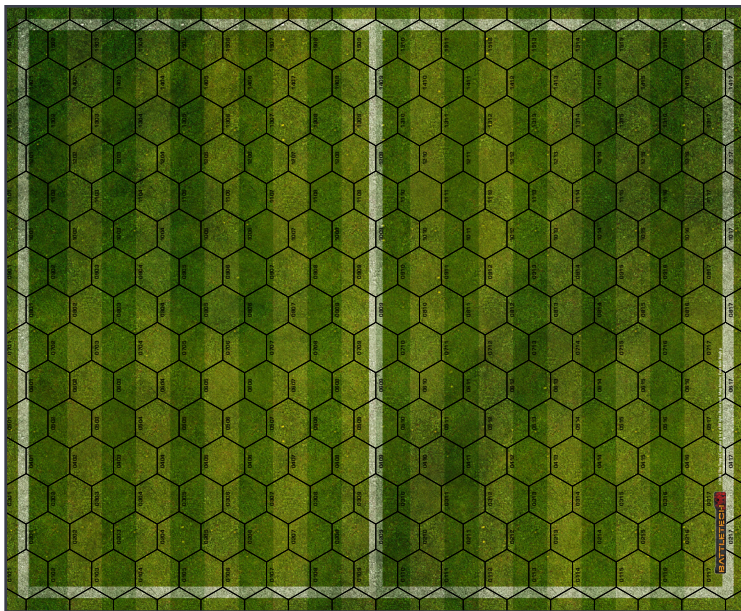
projectile through an illegal goal barrier, or off the edge of the map, it will instead “bounce” off the new surface and scatter in a new direction (reroll any illegal results until a legal direction of travel results) for the remainder of its additional movement.

Furthermore, all ‘Mech units in Noisiel Ice Hockey carry ‘Mech-scale hockey sticks that must be held in both hands like a club, but are generally pointed down and level with the playing surface. These hockey sticks may be used as actual clubs, with all applicable rules, but while held, the unit may not fire weapons mounted in either arm or the forward torso locations. Units may drop their sticks during any Weapon Attack Phase to allow the use of other weapons, but doing so may incur a penalty to their side if a referee notices. A unit that is penalized is removed from play in the End Phase of the turn, and spends the next 3 turns off the map before it can be returned to play.

Noisiel Ice Hockey teams begin play with 6 units per side. One of these six should be assigned as the goaltender, who largely spends the majority of the game standing in front of the goal’s open facing as a last line of defense. Noisiel Soccer teams operate in much the same fashion, but feature 9 units per side.

FOOTBALL AND RUGBY

The maps for (American-rules) Football and Rugby are functionally identical, and—compared to the others shown—rather plain, overall, with each divided into two halves, the edges of which represent opposing goal zones. Unlike hockey and soccer, these fields do not have a small goal area to defend, but instead the objective is to carry the relevant projectile across the threshold at the end of the field. Doing so generally involves passing the projectile between units, which is generally accomplished via throws and Catches, but can also be done via hand-offs. Meanwhile, the opposing team attempts to stop this by using sheer physical mass to intercept the ball carriers, and either tackle them directly, or otherwise get them to drop the ball before they can reach their goal.

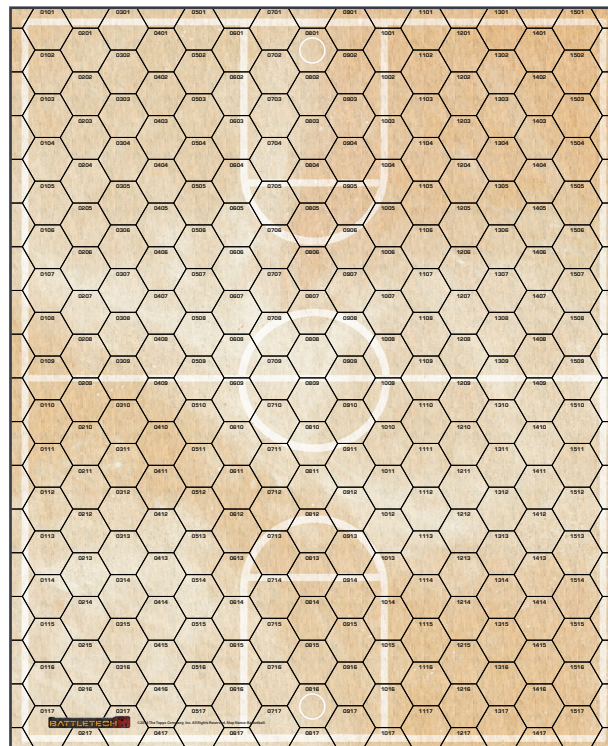


Basic Gameplay Notes: As far as the ball rules in these games go, the Throwing and Catching rules presented in this volume apply most, as do the external cargo rules for carrying the projectile across the field. Occasionally, the *Kicking for Distance* rules (see p. 13) may also apply, such as when making conversion kicks for American-rules football.

On Noisiel, American-rules football and rugby are one of the few Summer Games that strictly enforce weapons fire restraint, to preserve the “spirit of the game”. As a result, no units in Noisiel Football and Noisiel Rugby may employ ranged weaponry. Physical combat, however, is downright encouraged.

BASKETBALL

The map for Noisiel Basketball is thematically similar to the one used for hockey and soccer, with the key difference being the replacement of the goal net areas with a smaller, (and elevated) hoop. In Basketball, the primary objective is to throw a ‘Mech-scaled basketball (made from relatively lightweight metals, sheathed in a thick layer of rubber that gives the one-ton projectile some good bounce) through the opposing team’s hoop from above—a “dunk” in game parlance. That this hoop is barely twice the size of the projectile in question, while the backboard raised behind it can be as much a help as it can a hindrance, emphasizes the need for skill. Points are awarded mostly based on the range from which successful dunks are delivered, with special, single-point “free-throws” granted to a team in the event of an opponent’s foul play.



NOISIEL GAME RULES

Noisiel Basketball, like its human equivalent, is a timed game played in “quarters,” with victory going to whichever team scores the most points at the end of all four quarters. In the event of a tie score when the clock runs out, teams continue playing in “Sudden Death Overtime,” with victory going to whichever team scores the tie-breaking dunk first. Noisiel Basketball teams are limited to five ‘Mechs on the field at any time (with replacements, if needed, activated only at the beginning of each quarter), all of which must possess two functional hand actuators, because the ball can only be legally kept in play and delivered to the hoops via throws, catches, and passes. Unlike human-scale basketball, “dribbling” is not necessary in Noisiel Basketball, as there is no foul for “travelling” (carrying the ball without bouncing it). Jump jets are not required for Noisiel Basketball.

Although Noisiel Basketball is played with live weapons, the use of such weapons is considered a foul play. Other foul plays include: throwing or bouncing the ball out of bounds (regardless of whether said action was intended or not); delivering a physical attack other than the act of “stealing” the ball; throwing the ball through the hoop of one’s own team (i.e., the hoop located on that team’s starting side on the play field). Throwing the ball through the hoop from below, instead of from above, is also frowned upon and considered a foul play that awards no points.

Basic Gameplay Notes: The ball-handling rules in Noisiel Basketball are covered mostly by the Throwing and Catching rules presented in this volume, while the external cargo rules apply for carrying the projectile across the field. Each team in a Noisiel Basketball game is limited to a maximum of 5 ultra-light to assault-class ‘Mechs in the field. (Super-heavy ‘Mechs are presently barred from Noisiel Basketball by the NGA.) Each team may have up to 4 more units in reserve, should one or more of their units suffer crippling damage. Because this game requires two functional hand actuators per unit, damage to hand actuators is considered crippling damage for the purposes of unit-replacement. Replacement units may not be sent into the field, however, until the beginning of a new quarter.

Each quarter of Noisiel Basketball runs 12 turns, and begins with the ball being tossed up at the center of the field, in the middle of the center ring on the map, where only one unit of each opposing team may be positioned. These two units compete to see who gains initial control of the ball with a Catch attempt; “possession” of the ball goes to whichever unit scores the better Catch roll. (There are no time-outs in Noisiel Basketball, but a foul play suspends the clock until a free-throw event can be completed, as discussed below.) If, after the End Phase of the fourth quarter, the scores are tied, a special “fifth quarter” will have to be played, which ends immediately upon the first successful dunk by either team. The team with the highest number of points is then declared the winner, and there will be much rejoicing.

Units can attempt to “dunk” the ball into a target hoop from any distance they can reach using a Throwing action, but may not do so from any position *behind* the hoop—which is considered out of bounds, and thus a foul play. Because the hoop itself is elevated (3

levels [18 meters] above the ground) and quite small, attempts to dunk the ball properly ignore the usual –4 target movement modifier for the hoop. If the Throw roll to the target hoop succeeds, the ball is properly “dunked”, but if the roll fails by 6 points or more, the ball has gone out of bounds and fouled (either by sailing over/under the backstop entirely, or by actually passing through the hoop from below). If the Throw roll fails by 1 to 5 points, resolve the scatter as indicated under the Throwing rules. Note that this might still result in a foul play if the ball scatters out of bounds.

Stealing a ball in Noisiel Basketball is something of an art form, especially in the absence of dribbling. A unit may steal the ball either via interception (a successful Catch/Deflection made during an opposing unit’s pass or dunk attempt), or directly from the unit currently in possession of the ball. To steal the ball directly from a possessing unit, both units must be in adjacent hexes, with the stealing unit declaring its attempt to steal during the Physical Attack Phase. Regardless of Initiative order, the stealing unit must then make a successful Push Attack against the opposing unit, applying all appropriate modifiers to the result. The defending unit attempts to resist this by making a Punch Attack of its own (treating the roll as if its arms were free to act, and applying all other appropriate modifiers). The unit that succeeds in its roll by the greatest MoS gains (or retains) possession of the ball. If, however, *either* unit fails in its roll, the action becomes a foul play, with the unit that had the greatest MoF delivering an accidental Punch Attack to its opponent (resolve damage accordingly).

Scoring in Noisiel Basketball is based primarily on the distance from which the ball is successfully dunked in the opposing team’s hoop. During normal play, dunks made from 3 hexes or more away award 3 points to the dunking unit’s team, while dunks made from a distance of 2 hexes or less award 2 points. Dunks made via a “free-throw,” however, are only worth 1 point, even though such throws must be executed from 3 hexes directly in front of the target hoop.

Fouls, as discussed, occur any time a unit executes a weapons attack, or a damaging physical attack. Balls thrown out of bounds, dunked into the wrong hoop, or dunked from “below” either hoop, are also foul offenses. Traveling (moving without dribbling) is *not* a foul offense. In fact, dribbling is so discouraged, we’re not even giving rules for it here.

In all cases of a foul play, the clock is stopped after the turn’s End Phase. All units from both teams must then be arranged on the side of the field belonging to the team whose unit caused the foul play. The units are placed in rows that face each other along either outer side of the boxed area in front of the target hoop, with one unit from the opposing team—designated however its controlling players see fit—placed 3 hexes directly in front of the hoop (on the Free-Throw line). The free-throw is executed without either side executing any Movement Actions, and is considered an End Phase action. Regardless of whether or not the ball is successfully dunked, the clock resumes immediately after the free throw, and normal gameplay begins anew with a new turn. Initial possession of the ball in this event goes to whichever team’s unit manages to get to it first.



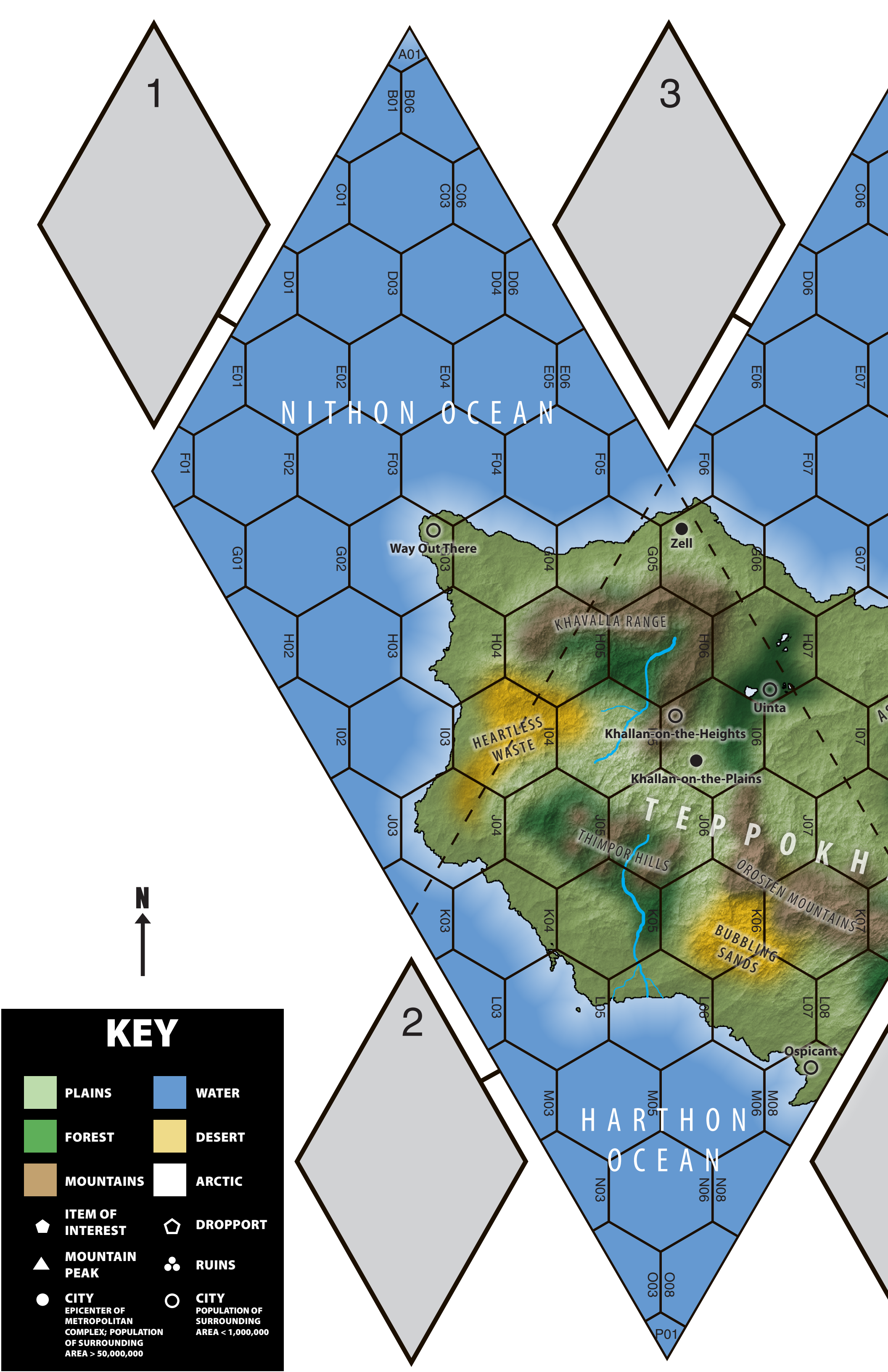
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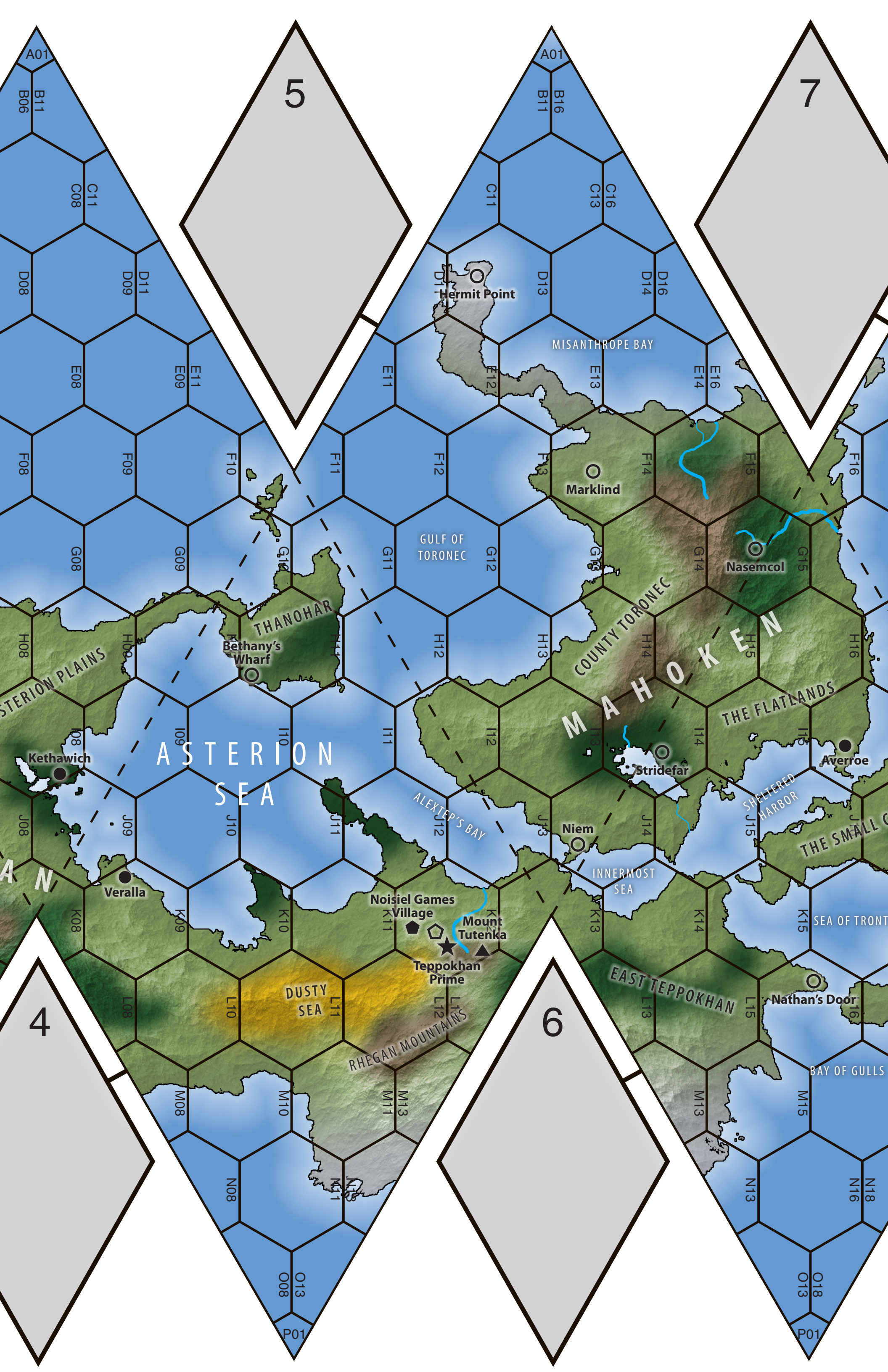


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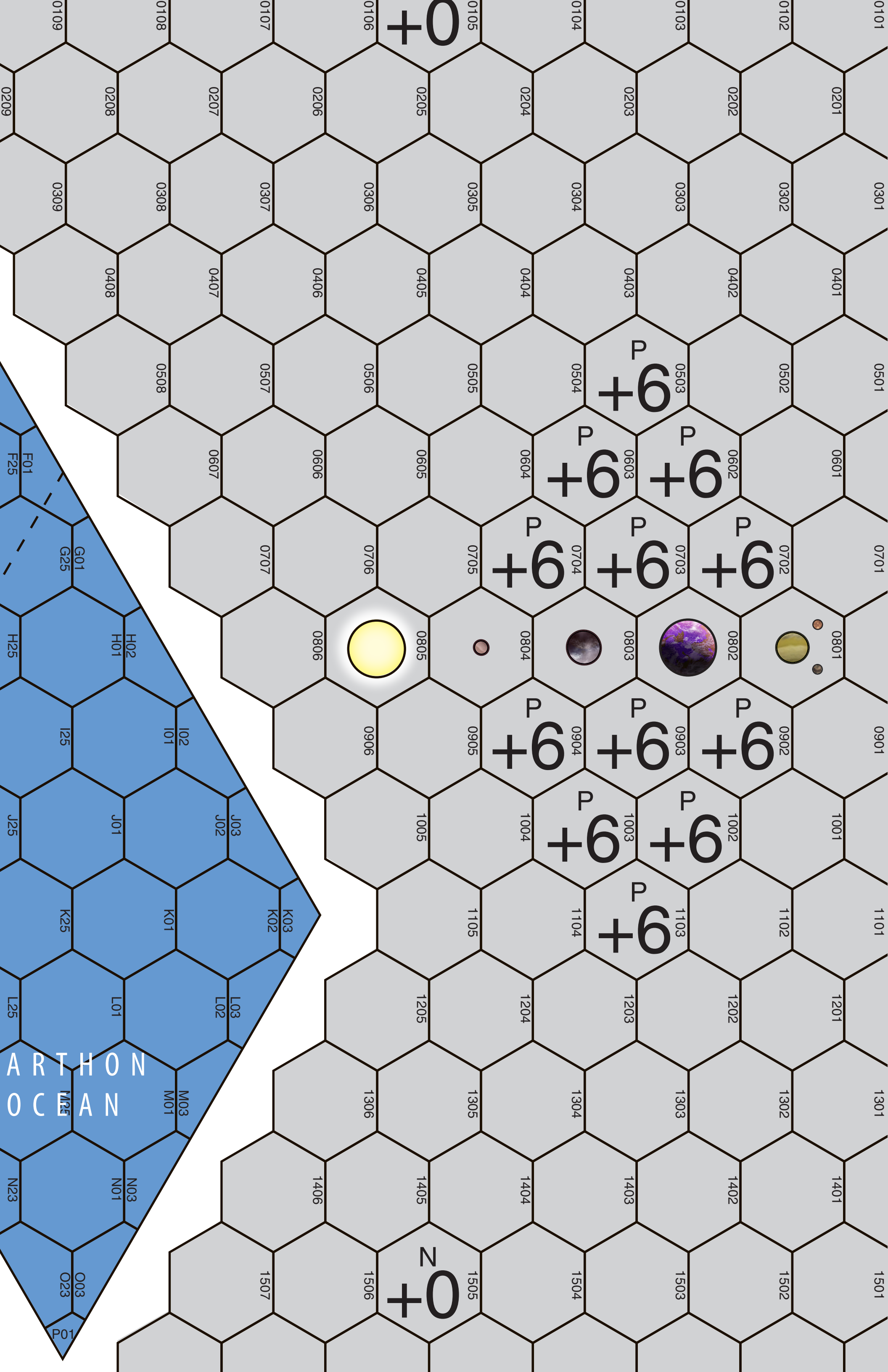
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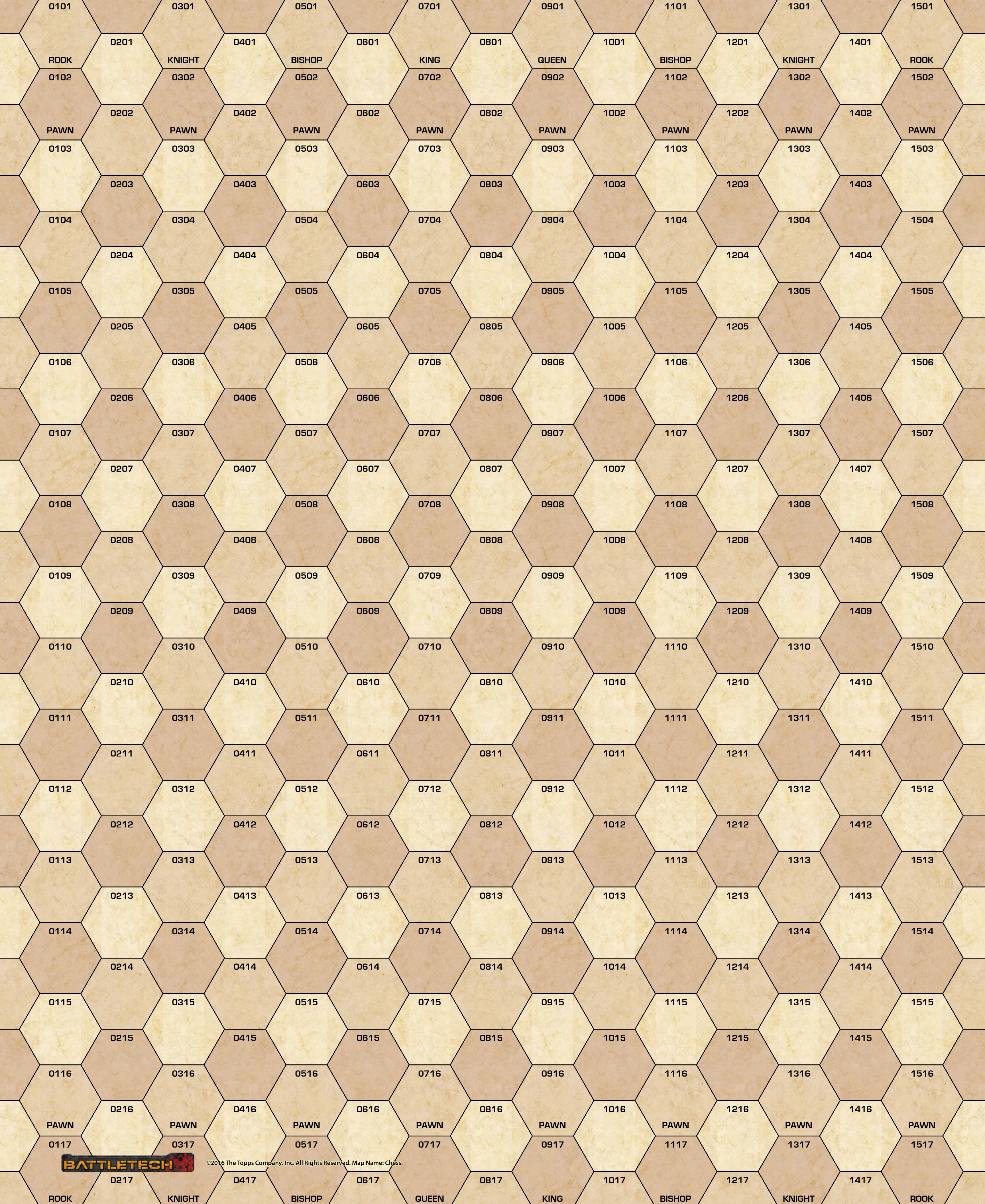


















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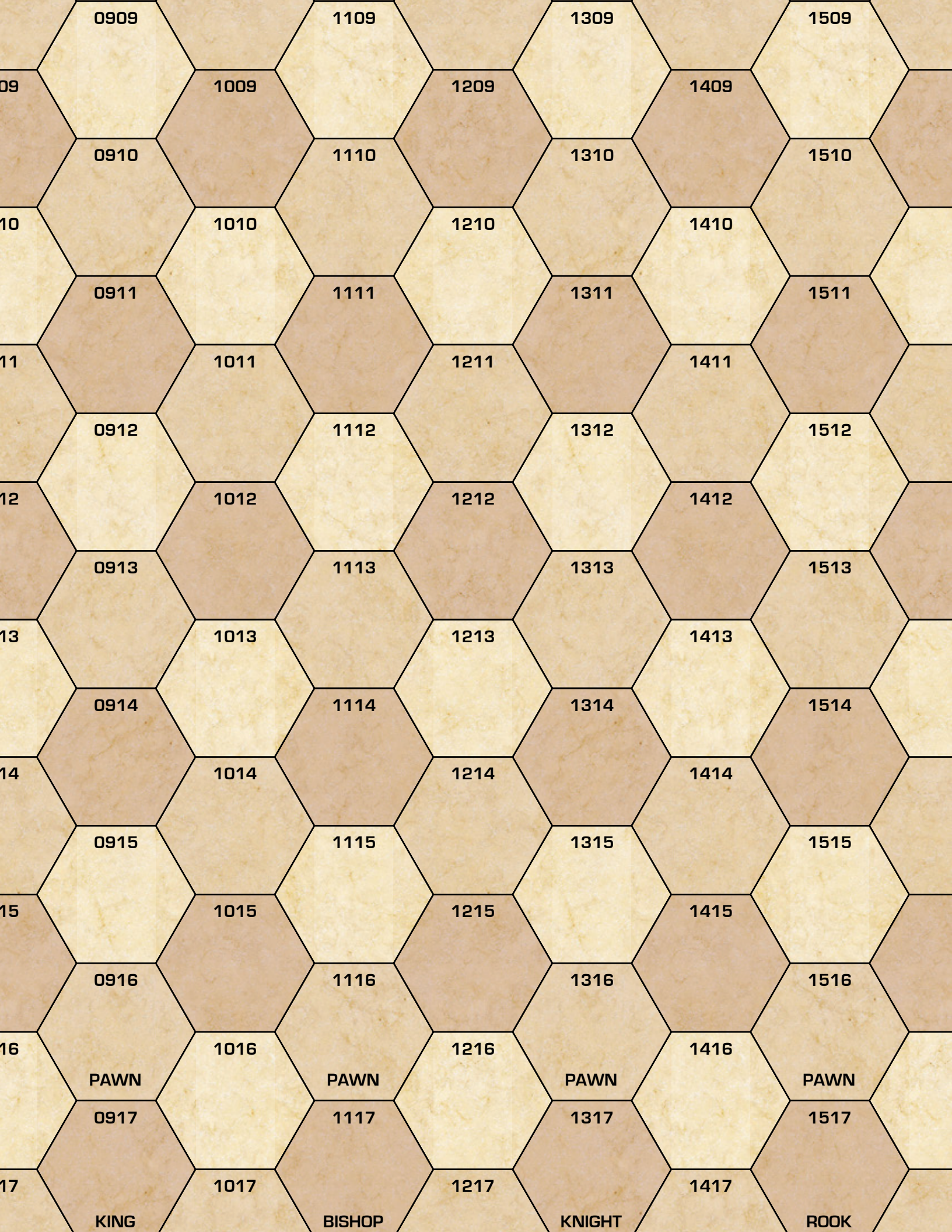
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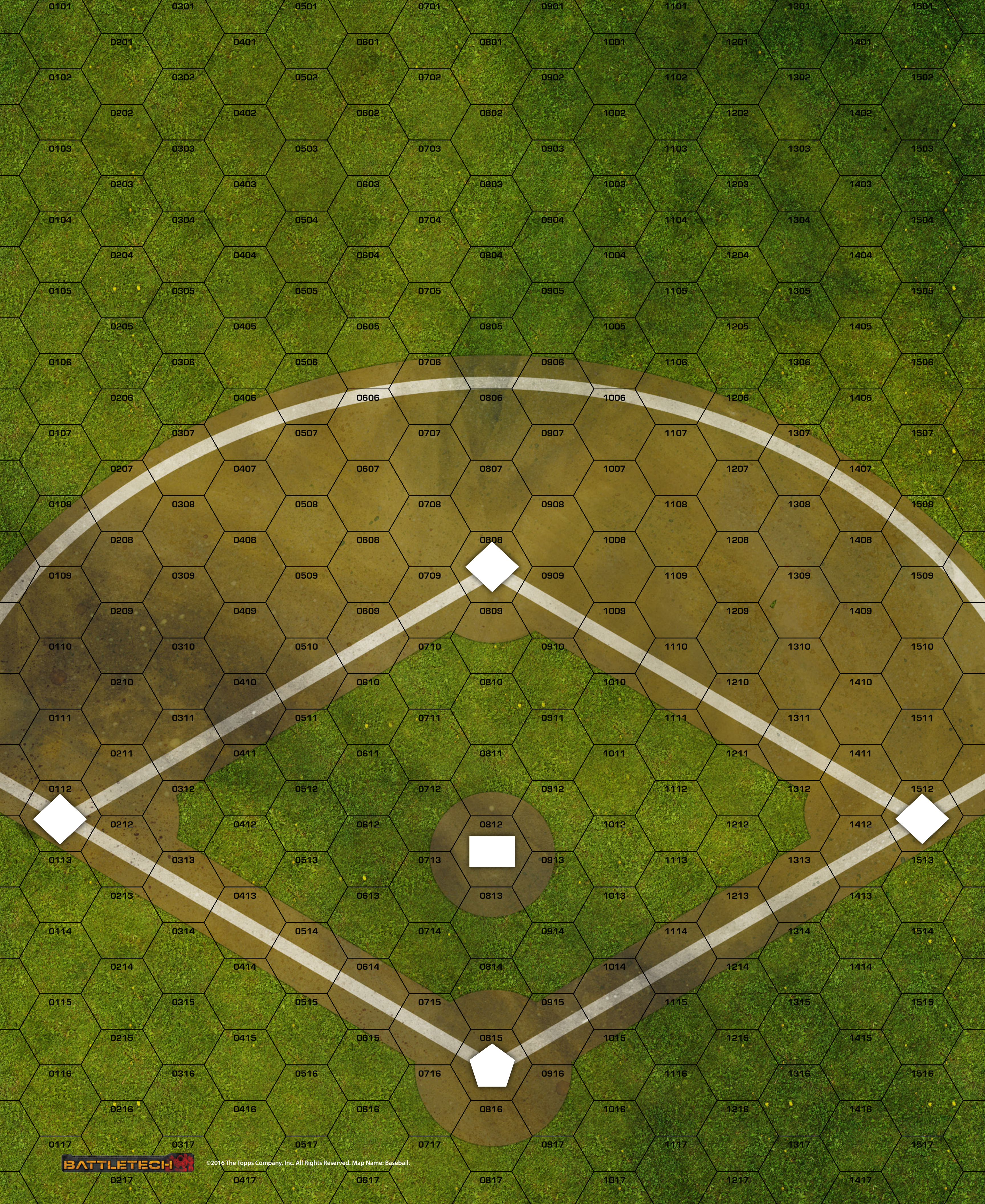
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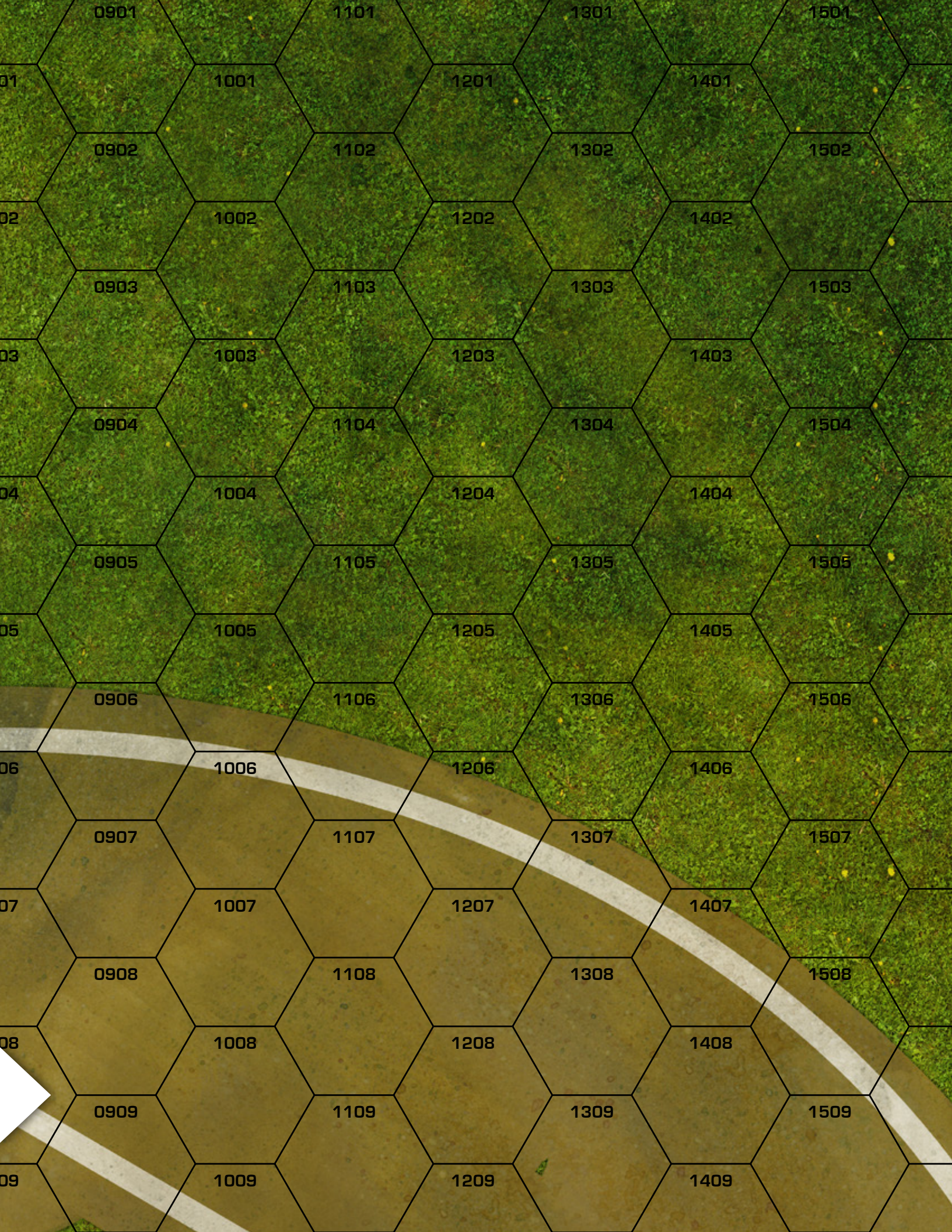
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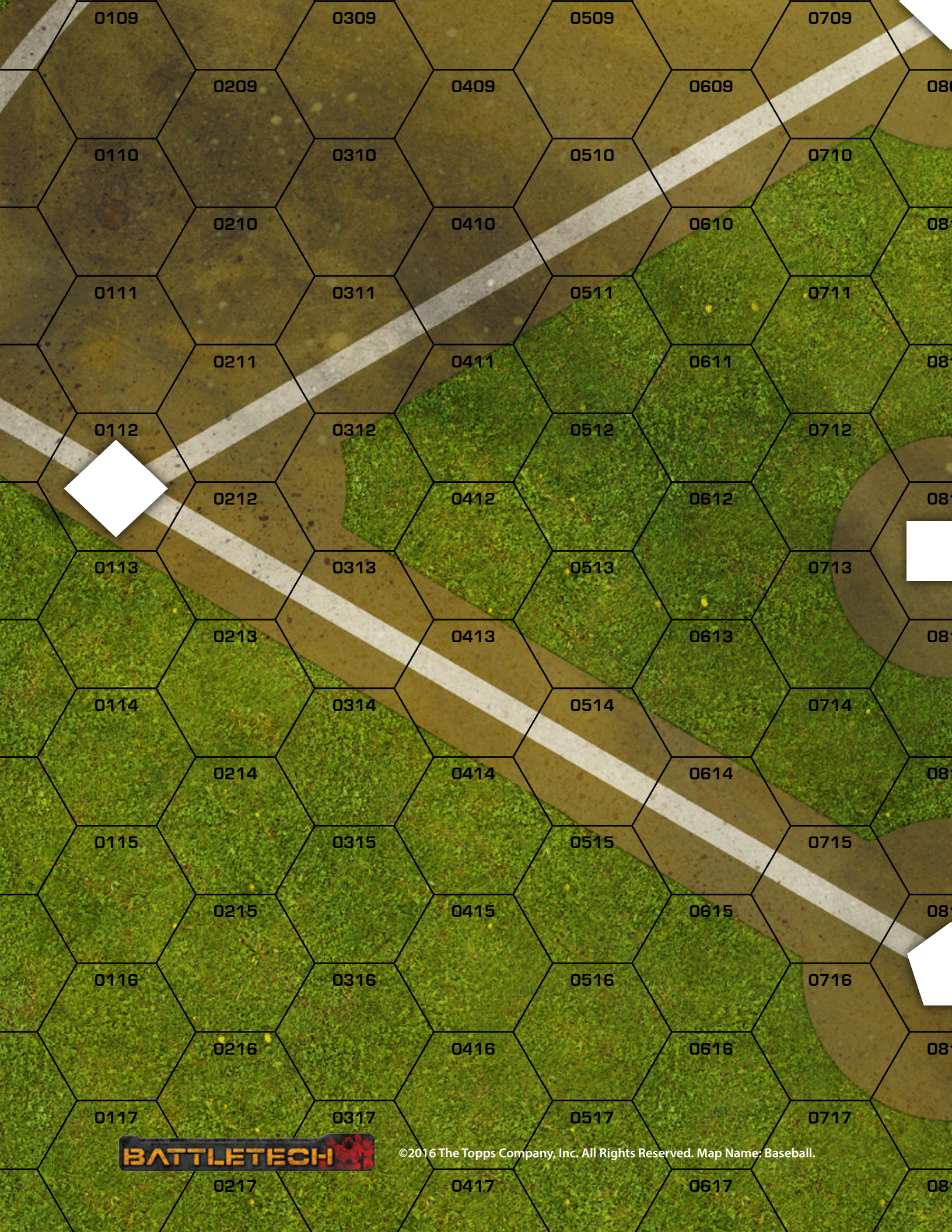
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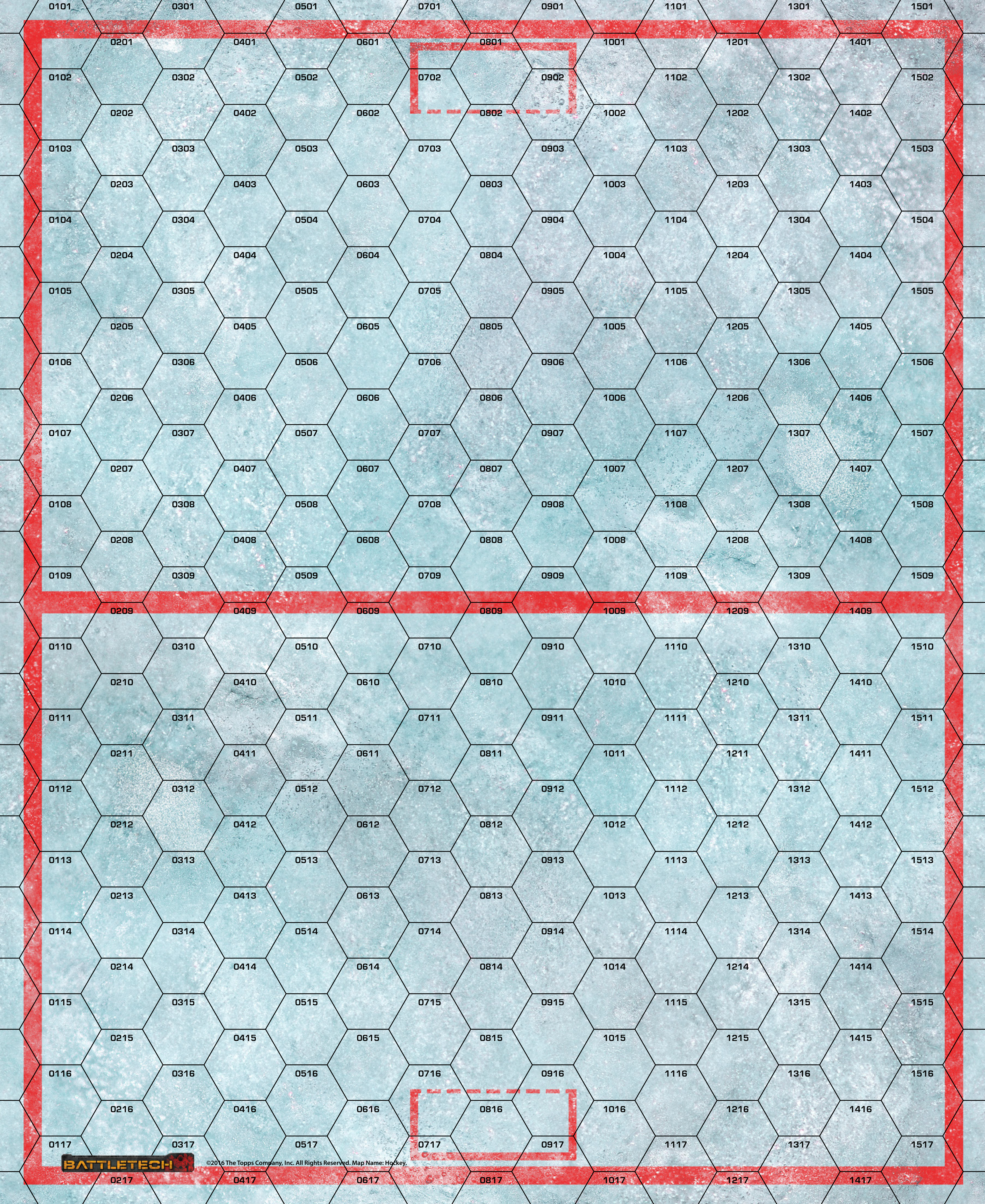
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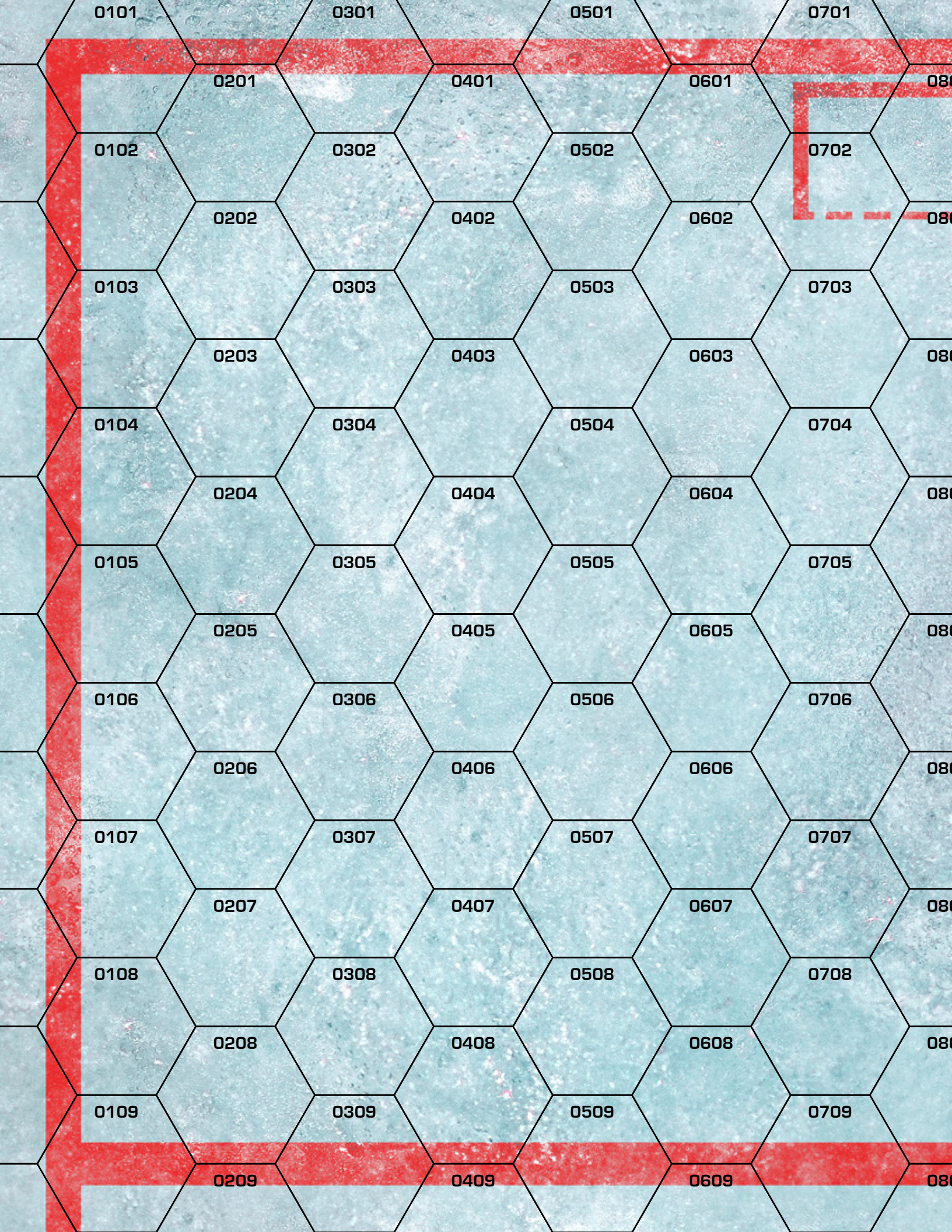
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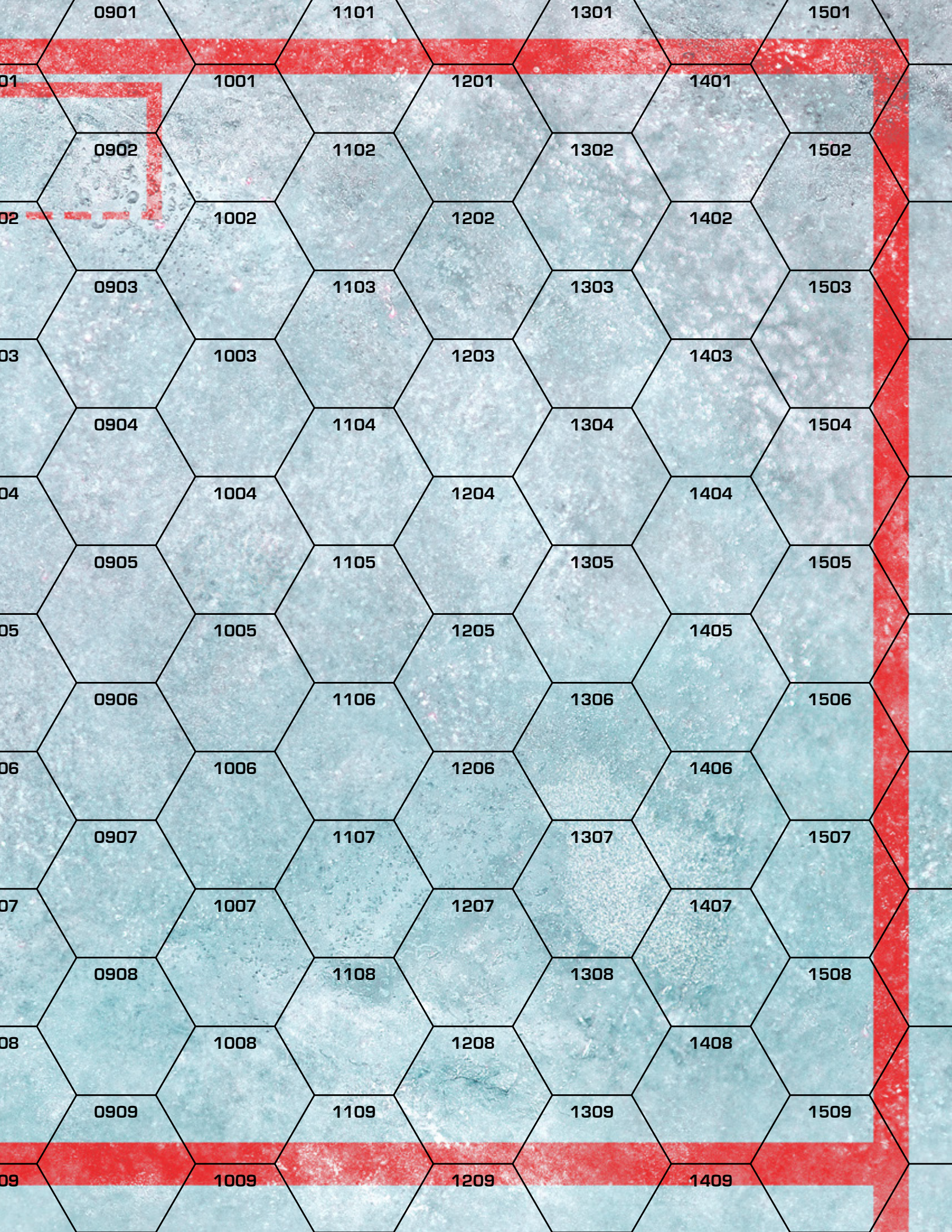
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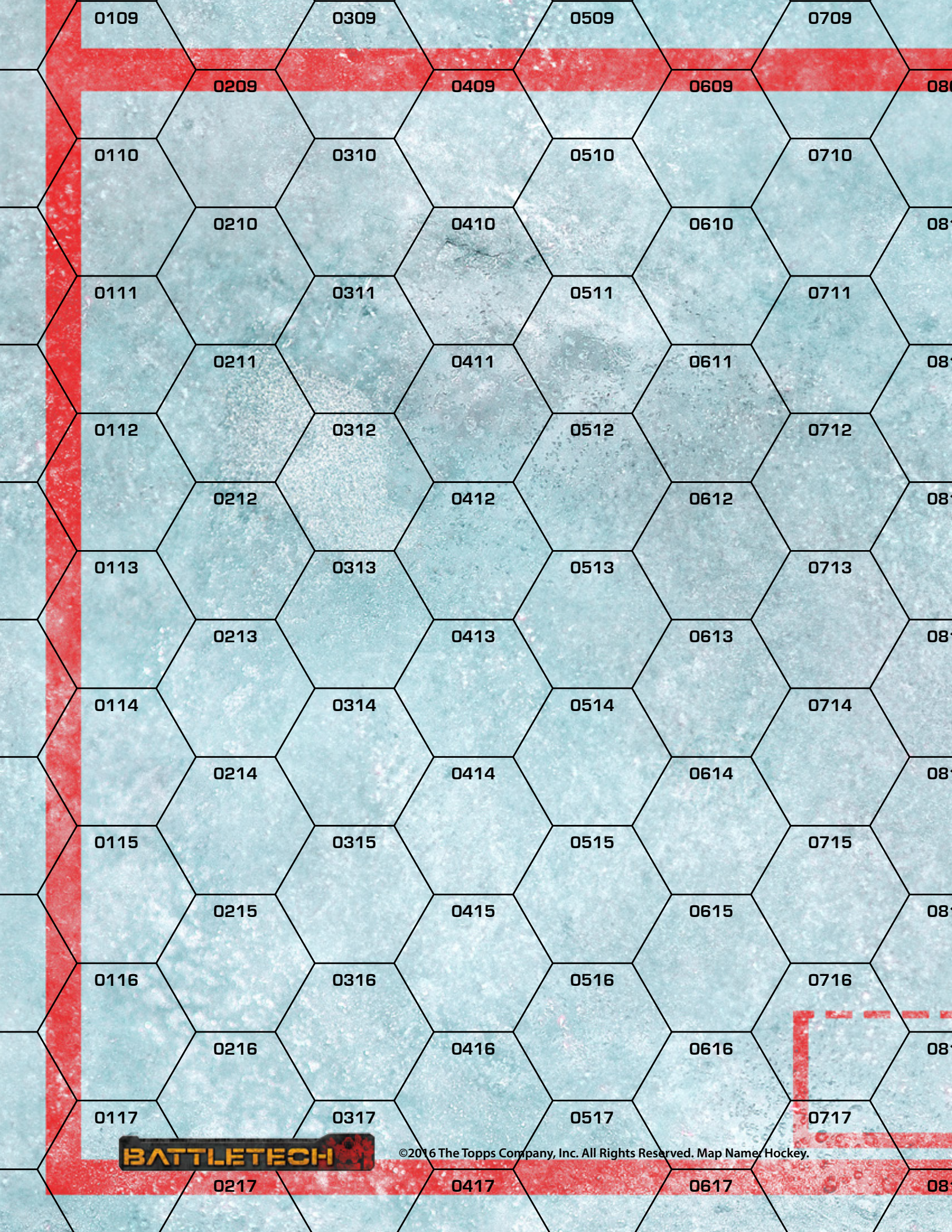
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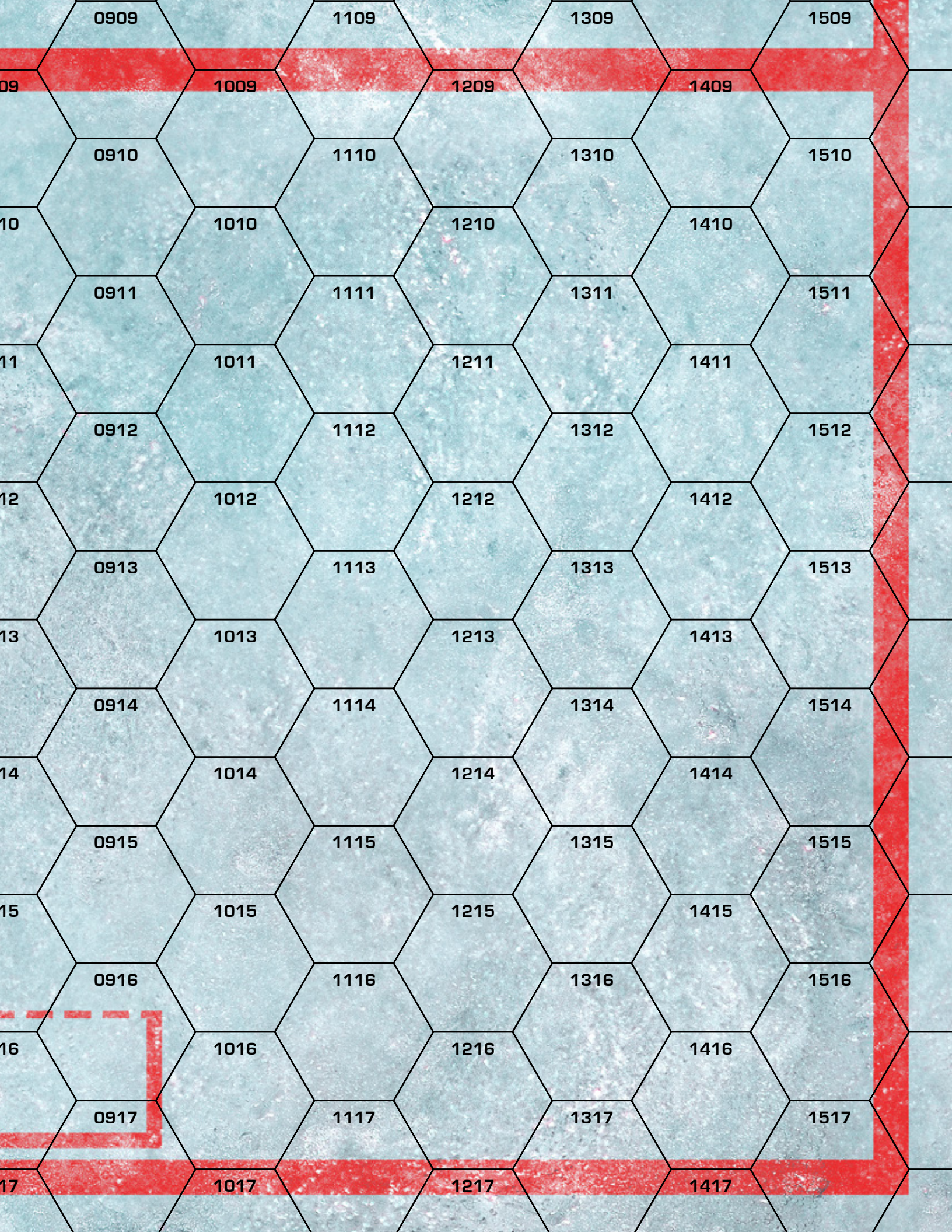
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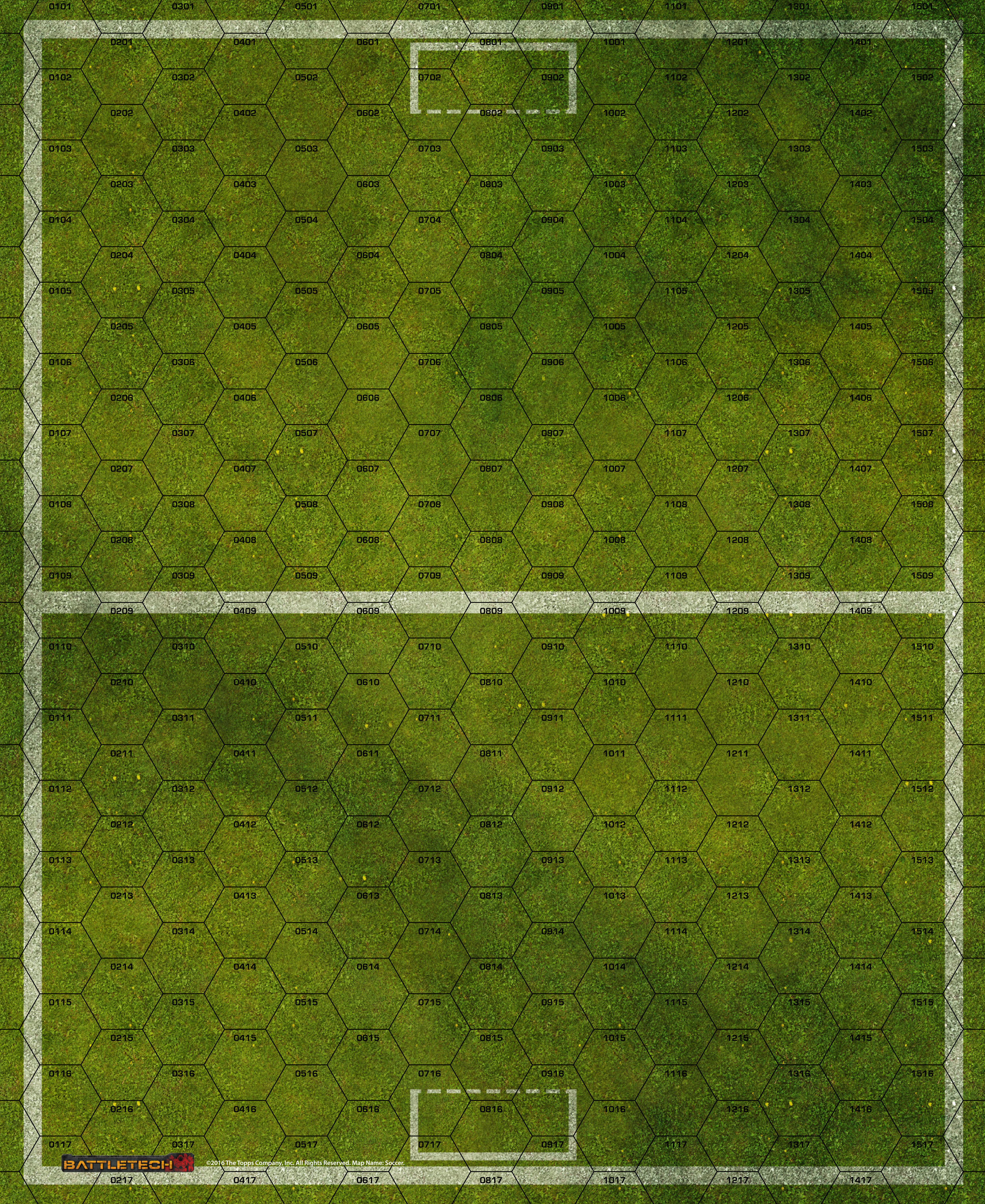
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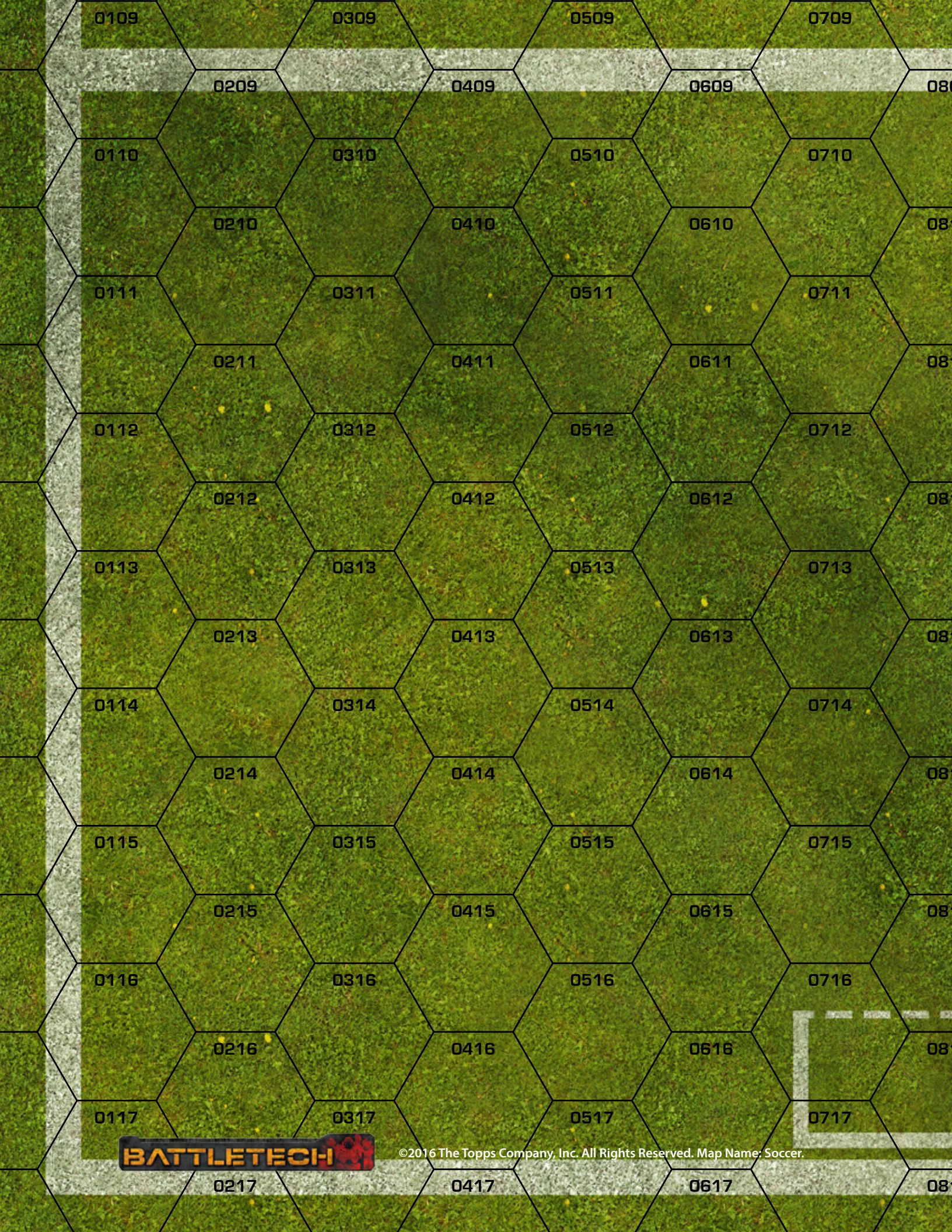
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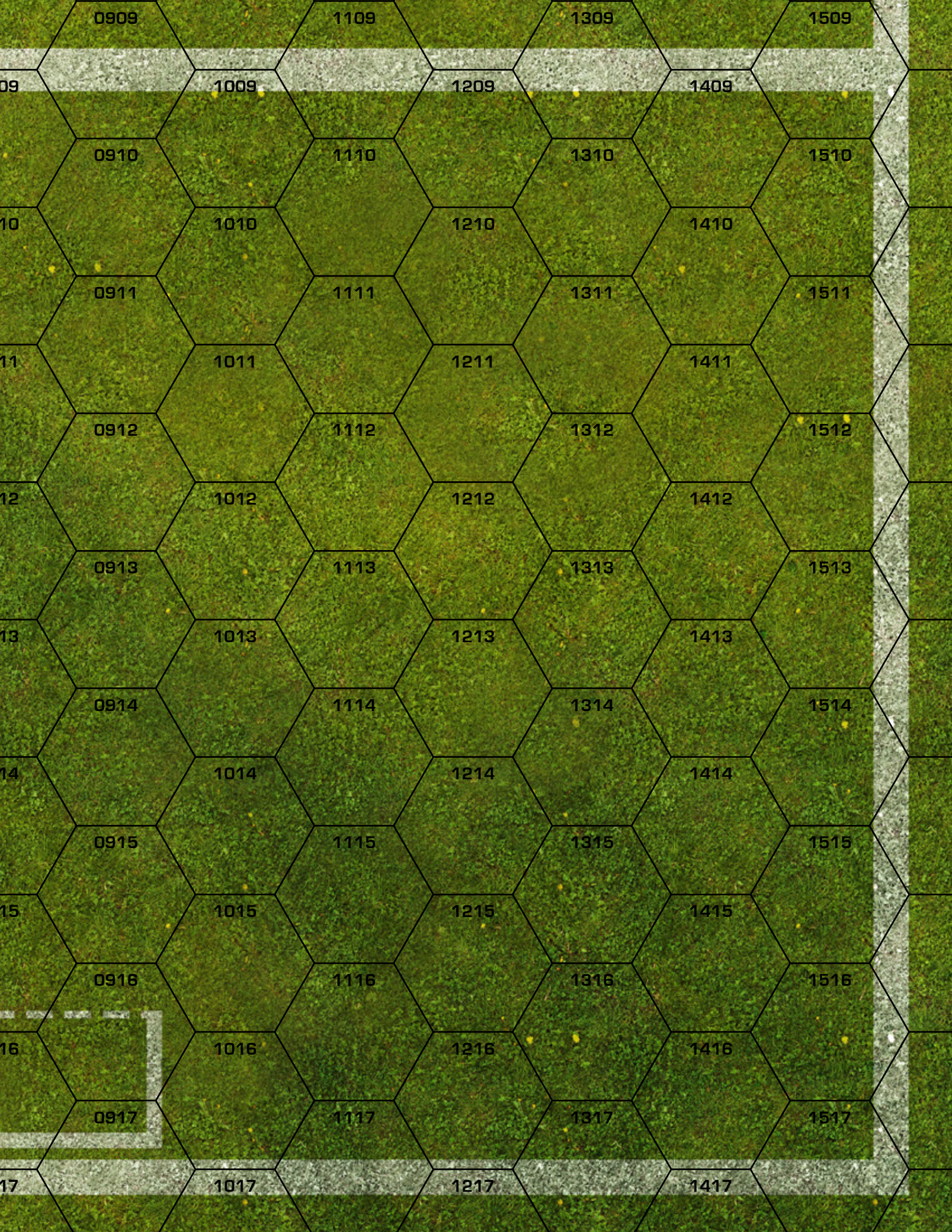
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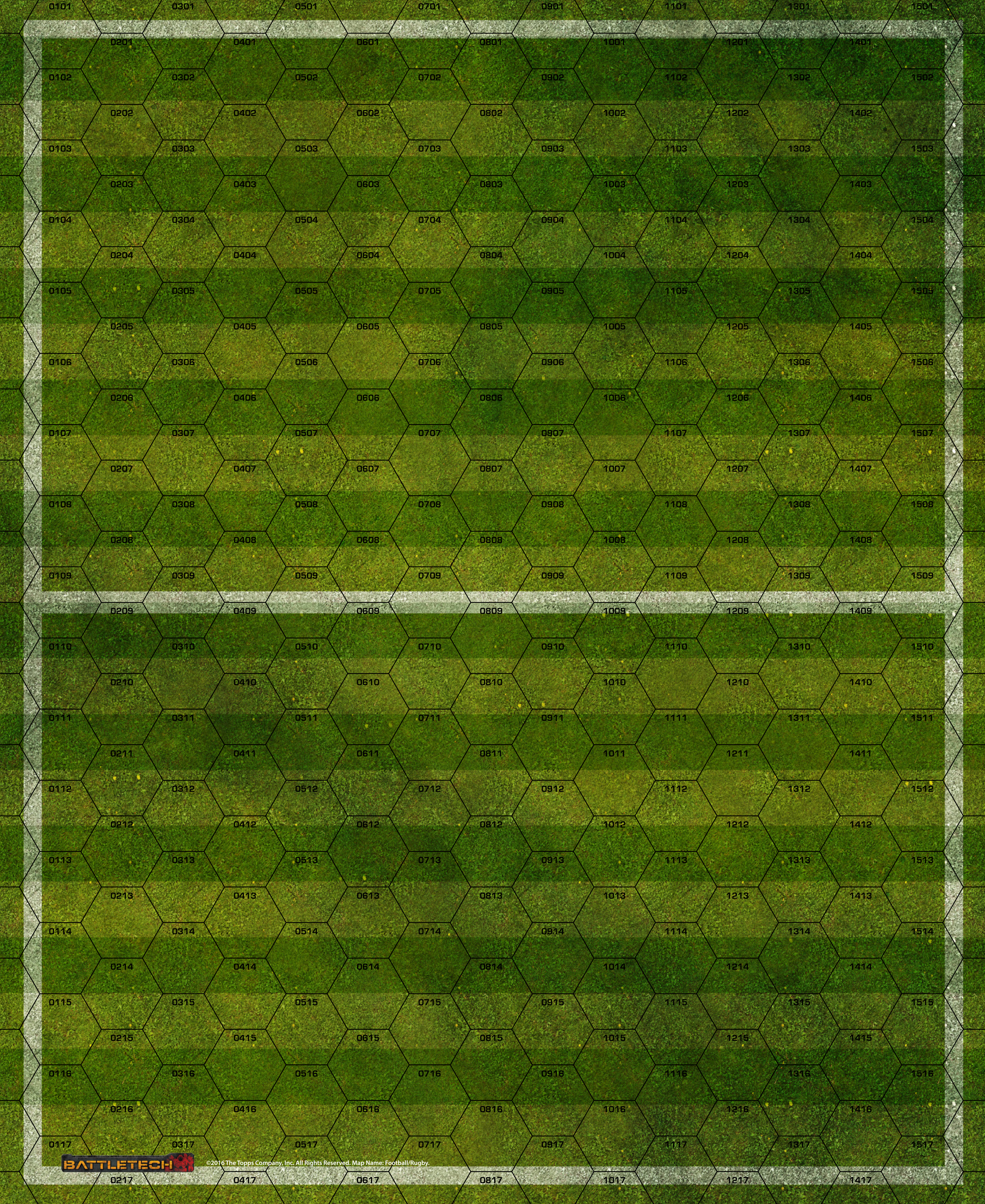
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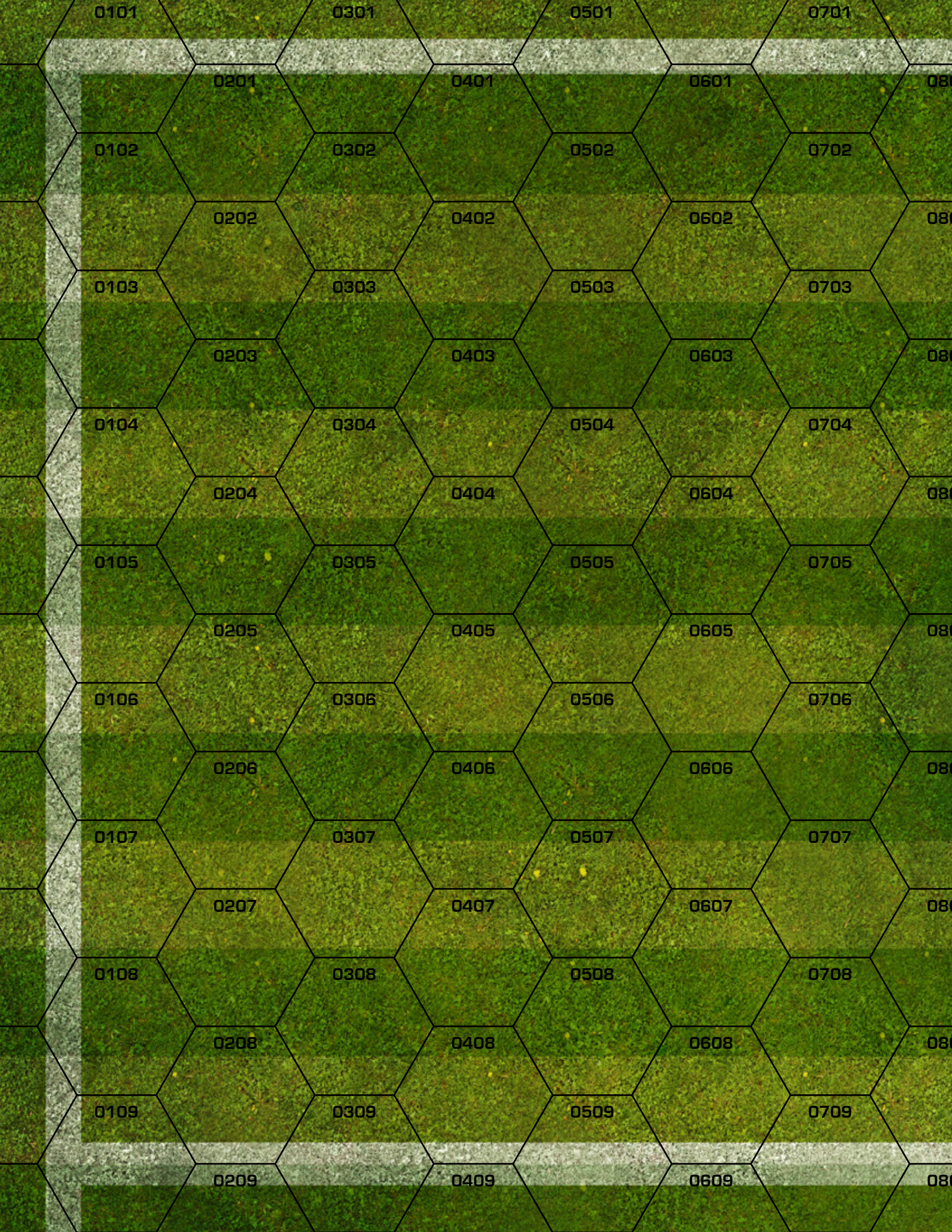
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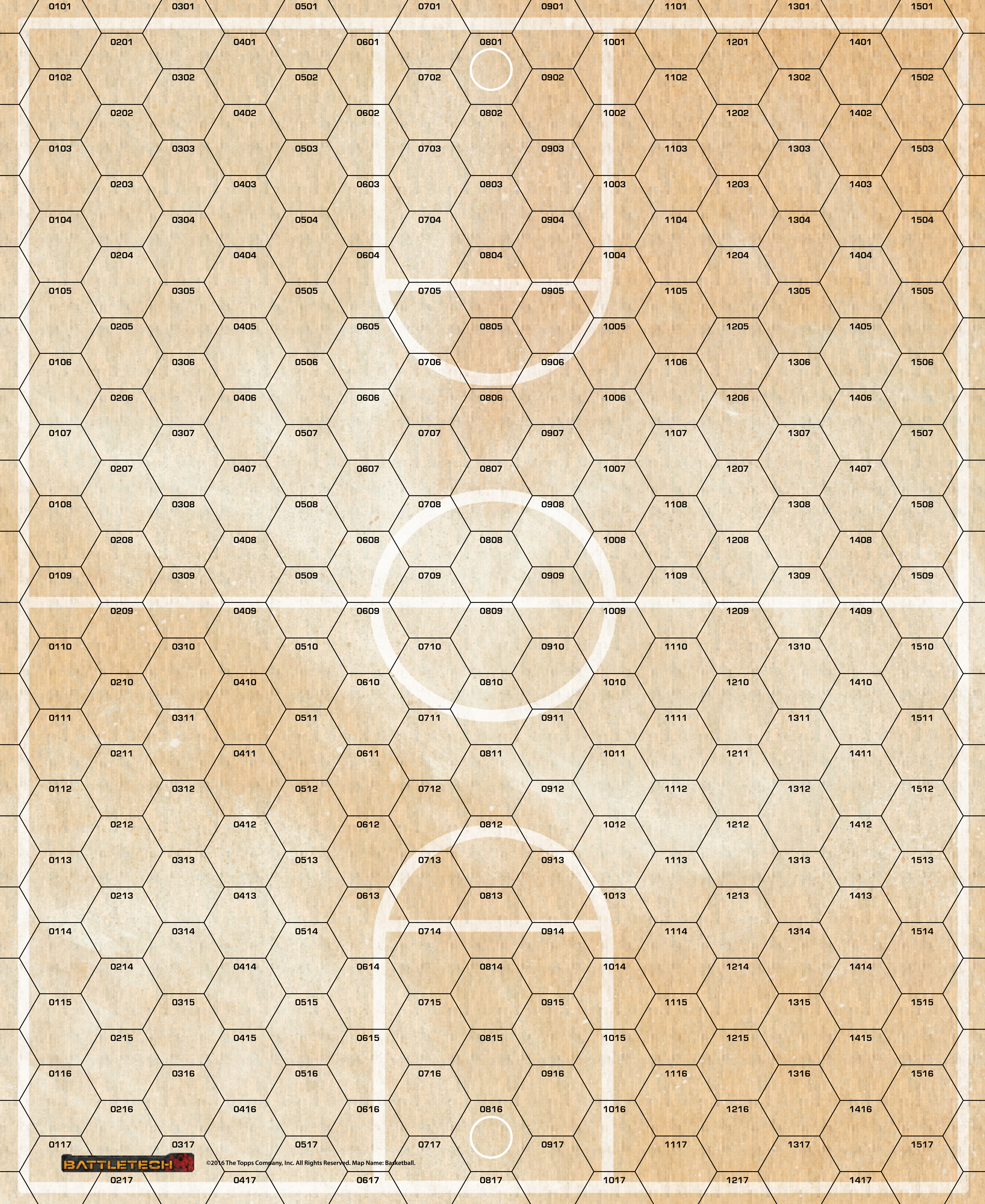
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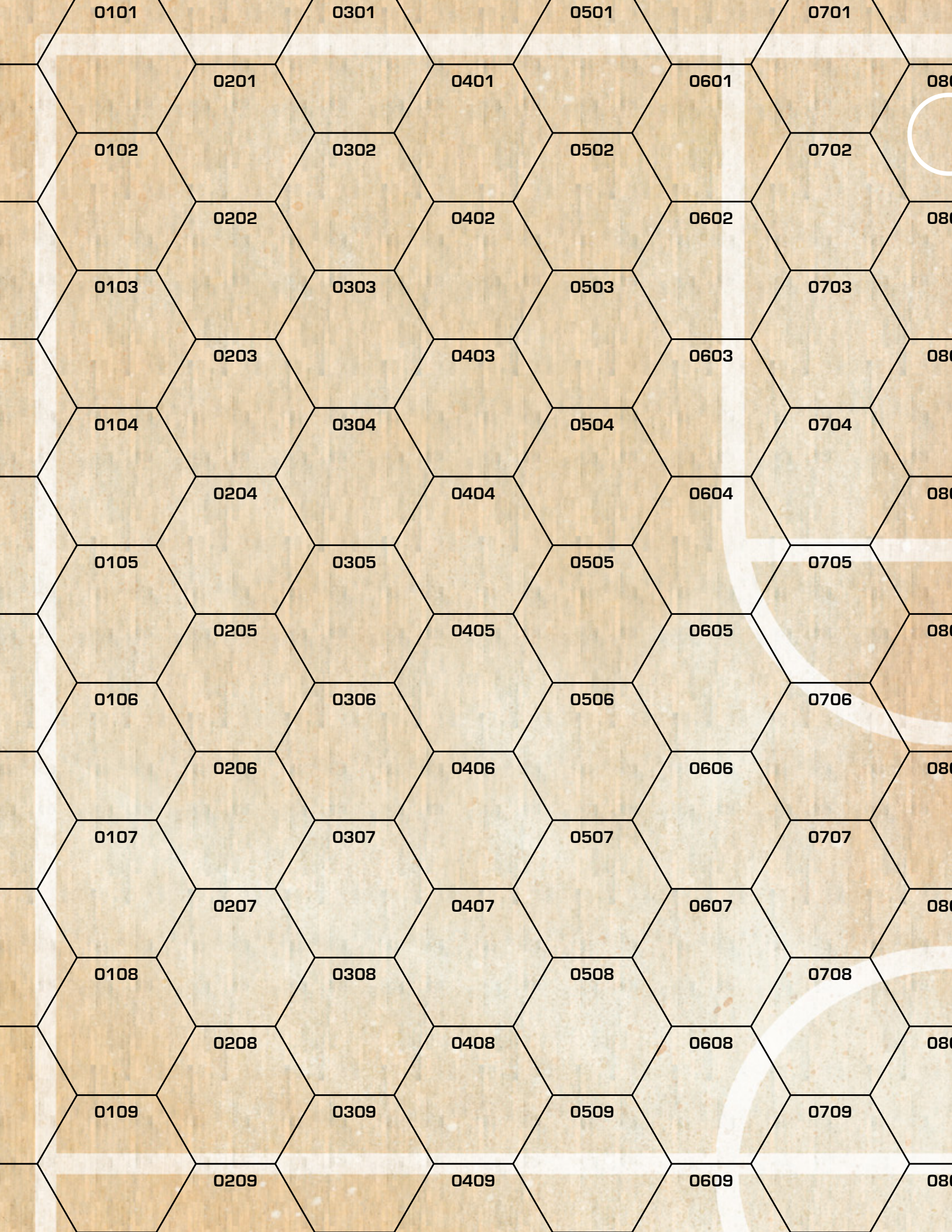
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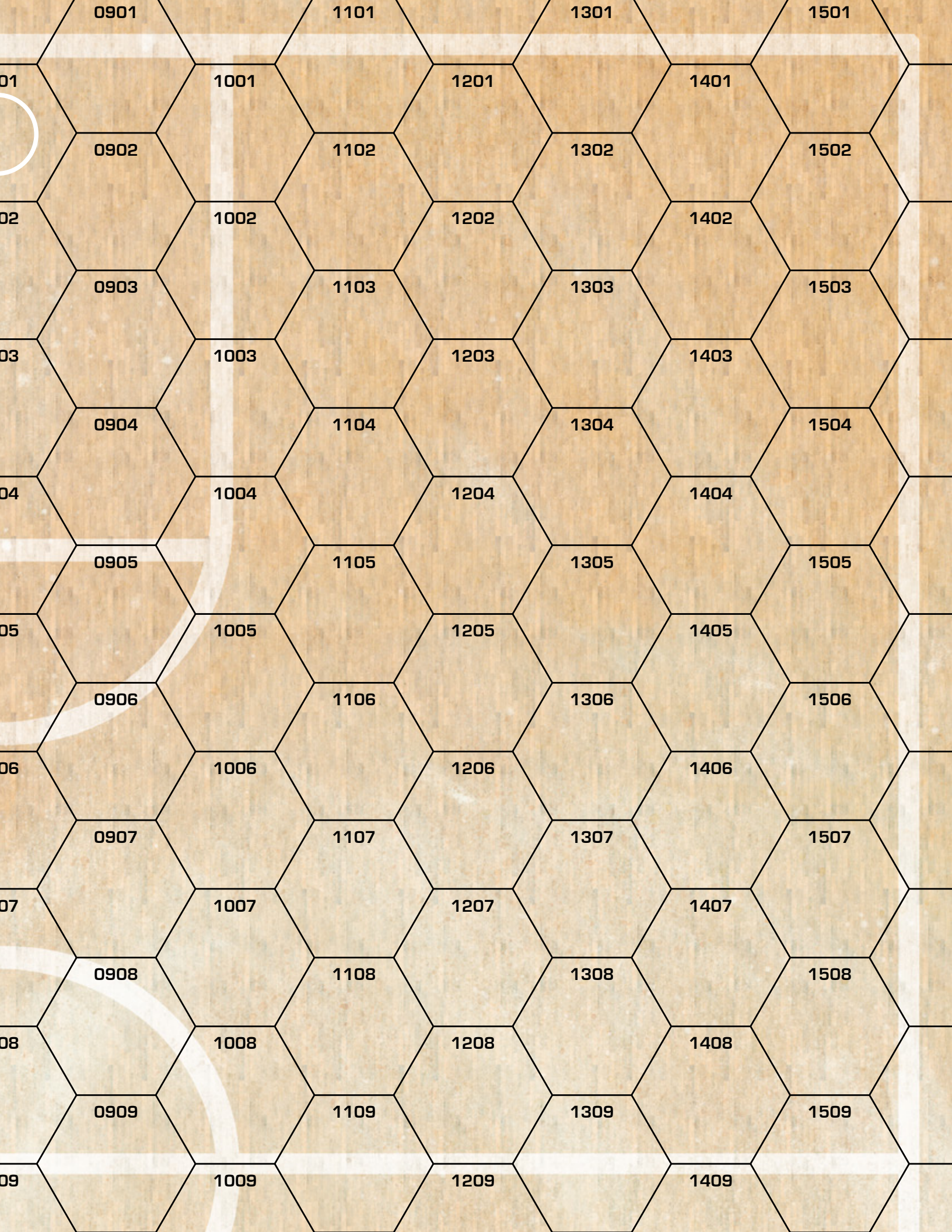
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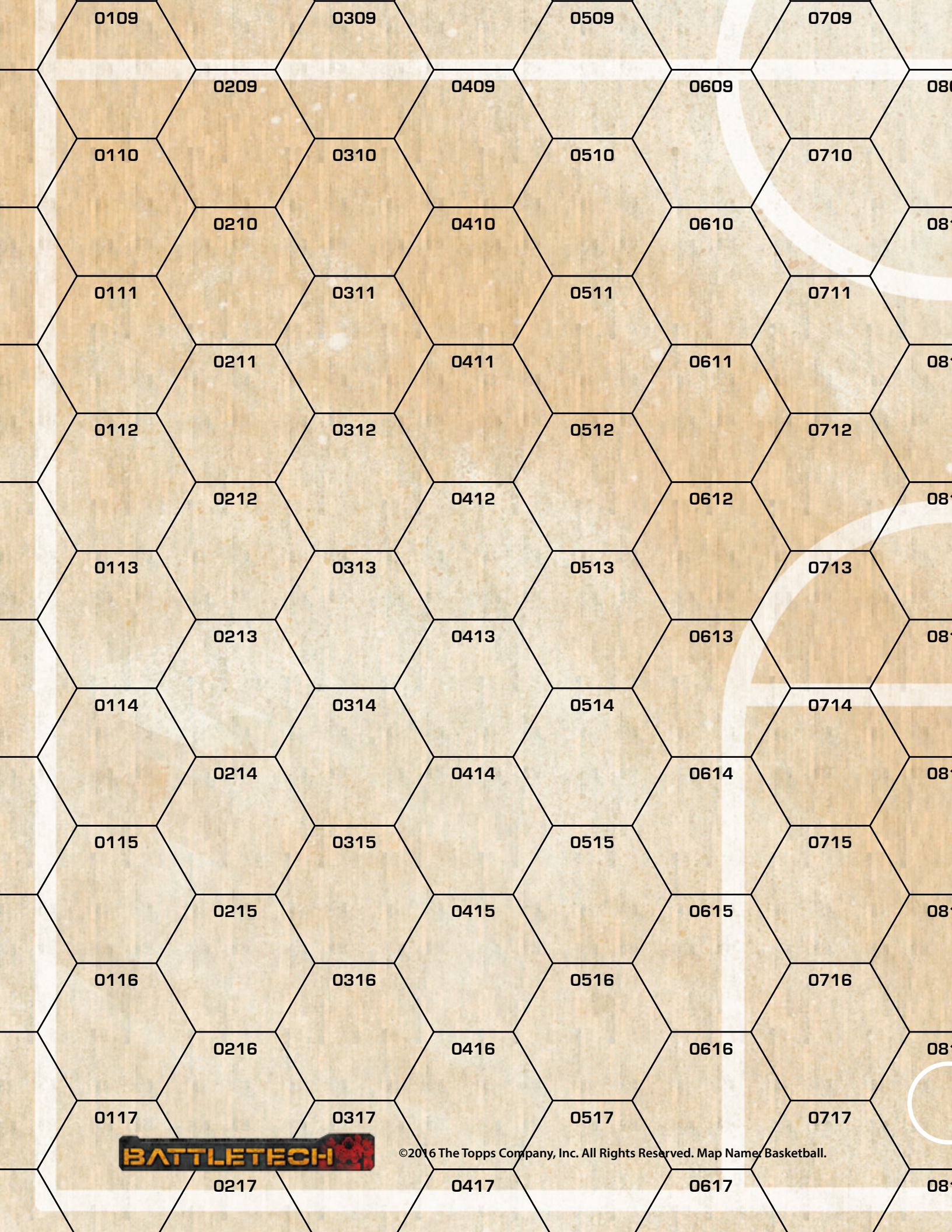
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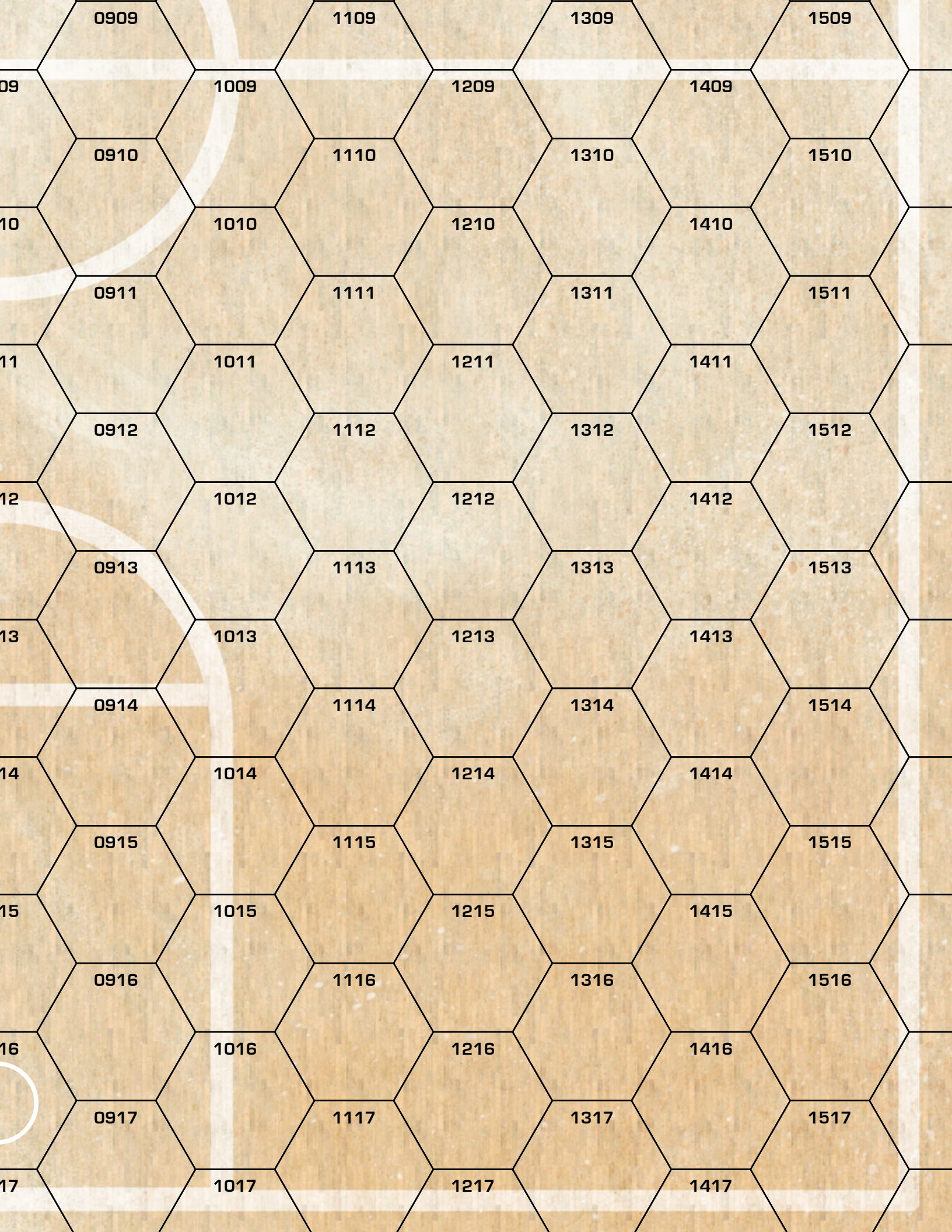
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