

BATTLETECH™

SPOTLIGHT ON:



NAKAYAMA'S BLOOD



NAKAYAMA'S BLOOD

INTRODUCTION

For every Kell Hounds or Wolf's Dragoons, there are a hundred similar outfits that are just as talented—and just as deadly—that you have never heard of. Or worse, you have not heard of *enough*. Sure, the glory hounds who make the evening tri-vid news are movers and shakers, and can change national borders whenever they want, but they're not the only ones. For every Eridani Light Horse, there is a house, mercenary or Clan crew with a storied battlefield history just as spectacular. These are the unit commands that have gone largely unnoticed in the long, bloody history of the Inner Sphere, their stories untold or nearly forgotten. Take a closer look at the battles and events that have shaped the human sphere, and you'll find even two-bit troops like Wilson's Hussars have made a difference.

—Professor Harry Alexander, *Spotlight On: The Almost Famous*, Free Republic Press

HOW TO USE THIS BOOK

Welcome to *Spotlight On*, a campaign supplement designed to offer players the opportunity to learn about the universe's unique and battle-tested forces from the Inner Sphere, Periphery, and beyond.

The background information contained in the *Unit History and Description* section gives players the unit's history, notable events, tactics, traditions, organization, unique goals, and traits to create an unlimited number of *BattleTech* games, while the *Personalities* section details some of the unit's more famous, interesting, or notorious members. Each character entry includes additional gameplay and scenario-building material, as well as special abilities that set these warriors apart from the rank and file. The *Personnel Roster* offers a complete vehicle listing for the outfit at particular points in *BattleTech* history. The *Personnel Roster* can be used to create stand-alone games, to weave into an existing game, or as part of a larger ongoing campaign.

The *Mission Tracks* section presents key battles that occurred in the unit's history, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in brackets. Each track contains gameplay information, such as terrain suggestions, weather, and special conditions rules. Each track also contains a list of optional features that can be used to enhance your game experience. For the best results, all players should agree whether to use these bonus features before play.

Rules may reference the following books: *Total Warfare* (TW), *Tactical Operations* (TO), *Alpha Strike Companion* (ASC), *Campaign Operations* (CO), and *A Time of War* (AToW).

Lastly, Special Command Abilities (p. 83, CO or p. 44, ASC) and Formation Abilities (p. 60, CO or p. 147, ASC) for the unit is listed, along with corresponding *Alpha Strike* cards and unique record sheets (if applicable). Special Command Abilities, Special Pilot Abilities, and Formations can be used both in *Total Warfare* and *Alpha Strike* play.

CREDITS

Development

Joshua C. Perian • Ray Arrastia

Writing

Geoff "Doc" Swift

Editing

Philip A. Lee

BattleTech Line Developer

Brent Evans

Assistant Line Developer, Graphic Design & Layout

Ray Arrastia

AS/SBF/ACS Data

Chris Marti

Factchecking/Playtesting

David Kerber, Joshua C. Perian,
Geoff Swift, Chris Wheeler,
Patrick Wynne.

Special Thanks

Thanks to Ray for creating this product concept. The classic unit sourcebooks were some of my favorite products from the early days of BT. I'm glad I had the opportunity to create a product of this type. Thanks also to Ben Rome, whose excellent JTP: Dieron provided so much of Nakayama's Blood's backstory.



STAR LEAGUE ERA



SUCCESSION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA

Under License From



©2019 The Topps Company Inc. All rights Reserved. Spotlight On: Nakayama's Blood, Classic BattleTech, BattleTech, BattleMech and 'Mech are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC.

E-CAT35SN105





UNIT HISTORY AND DESCRIPTION

Chu-sa Harold Nakayama was among the officers transferred to the newly founded Forty-sixth Dieron Regulars before the FedCom Civil War broke out. As commander of Second Battalion, he was also the new regiment's executive officer. Days were filled with constant drills to forge the talented individual MechWarriors into a cohesive whole.

When the forces of Duke James Sandoval's Draconis March invaded the Combine rather than fight their (former) fellows in the civil war, the Forty-sixth was among the regiments thrown in the path of the invaders. Insufficient time to form proper *esprit de corps* was irrelevant. The MechWarriors, fighter pilots, tankers, and troopers of the Dieron Regulars were ever ready to fight their ancient Davion rivals, especially those hailing from the Combine-hating Draconis March.

The Forty-sixth was deployed to Ashio along with other commands. There the regiment faced the First Robinson Rangers. The elite Rangers outmatched the Forty-sixth, so most of the weight of fighting the invaders fell to Nakayama's former regiment, the Forty-fifth Dieron Regulars. The Forty-sixth was relegated to a support position after most of Third Battalion was wiped out in a foolish attempt at a flanking maneuver against the Rangers' Second Battalion. The disgrace of Nakayama's comrades rattled him as much as the stain of the dishonor was painted broadly across the entire regiment.

When an opportunity arose to strike at the Rangers' rear area, Nakayama pounced. He led his command company into a destroyed residential quarter on the outskirts of Iscariot. From there it was another short overland journey to the Rangers' headquarters, DropShips, field hospital, supply depots, and repair sites. Second Battalion never made it that far. Nakayama's speedy Third Company led the way into the ruins to reconnoiter the path ahead. When their signals disappeared, it was clear the enemy was operating in the rubble. His slower command company trailed Second Company's advance. Sorties from enemy fighters stunned the Regulars, killing the company and lance commanders in a devastating bombing effort. The Rangers' fighters were heavily damaged during their attacks, but Second Company was routed. Half were lost, and the survivors were combat ineffective.

Nakayama should have employed proper tactical doctrine and saturated the area with artillery before attempting to advance, but his blood was up. Rashly, and perhaps foolishly, he led his company into the ruins, hoping to exact revenge against those lurking in the wreckage. Tension built as the advance continued unabated. MechWarrior Ritsuke Sentoki began launching Arrow IV missiles from his *O-Bakemono* while the rest of the company advanced slowly. Only one of the salvos bore fruit.

It was not an enemy BattleMech that the missile had struck. Instead, Clan Elementals, painted in a quartered pattern, boiled from the ruined buildings hiding them. The warriors mounted deadly, efficient attacks on MechWarrior Norio Odayakana's *Mauler*. Then enemy 'Mechs revealed themselves. All of the enemies had a

quartered pattern, with different colors for each lance. Nakayama recognized them as Holt's Hilltoppers, mercenaries supporting the Robinson Rangers. The Hilltoppers had leveled the buildings to root out a squad of DEST troopers.

Nakayama's 'Mechs were nearly surrounded, but the route back to friendly lines remained open. He considered ordering a retreat to regroup when an enemy *Axman* stepped from a ruined apartment complex and casually chopped into the cockpit of Jun'ichi Fumetsu's *Grand Dragon*. Hot fury overrode Nakayama's tactical training after seeing his friend and executive officer killed so contemptuously.

Nakayama charged into the enemy, with his comrades close behind. Weapons fire joined the crashing of melee combat as the two sides crashed together. 'Mechs were falling on both sides when an enemy *Nightstar*, in red and black, closed on Nakayama. A static-filled transmission delivered a challenge from the enemy commander. Nakayama immediately accepted, knowing that killing the commander might break the enemy and send them into a panicked retreat.

The duel between his *Tai-Sho* and the *Nightstar* was fast and brutal. Nakayama tried to end the duel quickly, but his snap shot at the *Nightstar's* head barely missed. Nakayama was battered as the enemy commander dealt Gauss-rifle rounds and PPC bolts with abandon. Alarms were screaming in the cockpit before Nakayama heard his comrades calling over the comm. They were requesting permission to retreat after enemy aerospace fighters cut off the Forty-sixth's reinforcements. Nakayama did the unthinkable: he abandoned a duel. The dishonor would haunt him forever, but a momentary flash of command training overwhelmed his sense of honor. He ordered his command company's survivors to precede him back to their own headquarters area. He disengaged from the duel with a barrage that staggered the *Nightstar*, but he could not press his advantage and secure the retreat for his men at the same time.

Nakayama bore the burden of his dishonorable retreat all the long journey back to base. The enemy let Second Battalion go, even though they had the advantage. Nakayama later learned that the Hilltoppers were only on Ashio to protect the Rangers' noncombat elements. Nakayama's *Tai-Sho* barely made the return journey, and he returned to find himself in command of the ragged survivors of the Forty-sixth, barely a battalion by this time, after the regimental command staff was killed by Rabid Fox assassins. With so few left in fighting condition, the Forty-sixth was folded into the Forty-fifth. Nakayama now commanded Third Battalion, composed of what remained of the Forty-sixth. Nakayama assembled his entire battalion and publicly swore a blood oath to scour the mercenary taint from Ashio. He cemented this oath by drawing his katana and cutting his palm, then smearing his blood on his new *Akuma's* armor.

Nakayama's fellows from the Forty-sixth also suffered his loss of honor. Those from Second Battalion joined him in offering the same blood oath. They became known as Nakayama's Blood by the rest of the regiment. Their single-minded focus on Ashio resulted in the deaths of many enemy mercenaries. Nakayama's tactics devolved to savagery when facing mercenaries. He and his men targeted downed enemies, killing pilots, MechWarriors, and crewmen and denying salvage to the hired soldiers.



NAKAYAMA'S BLOOD

After Duke Sandoval's troops were put to flight from Ashio, Nakayama still hungered for mercenary blood. When the Forty-fifth was sent to Proserpina, Nakayama's Blood was unable to sate this hunger. Instead, they loosed their savagery on the Eighth Crucis Lancers. Nakayama himself fired the final shot within the city of Orleans, liberating it from the invaders after a daring combat drop onto the Eighth's positions. The Lancers fled the city and were soon surrounded by Combine forces. The Lancers pressed their forces into the Forty-fifth, time and again, finally breaking through the lines far from Nakayama's position. Nakayama led his troops alongside *Sho-sho* Shin Yodama's First Sword of Light to crush the attempted breakout before the Lancers could wheel and destroy the Forty-fifth.

The victory on Proserpina showed Nakayama's excellent battlefield acumen, but he refused to serve under those whom he regarded as inferior commanders, a fact illustrated by their failure to contain the Eighth Crucis Lancers. He gathered those who remained that had taken the blood oath, and formed them into an independent company dedicated to eradicating mercenaries wherever their presence infected the Combine. The Forty-fifth's commander approved this, mainly to rid himself of Nakayama's hostility. Instead of failing, though, Nakayama's Blood succeeded. Their mercilessness struck fear into the hearts of enemy mercenaries, whom the Blood hunted down along the border. Losses were always easily recouped from an eager pool of volunteers seeking combat experience.

The Word of Blake Jihad was a devastating time for the Combine but a period of good hunting for Nakayama's Blood. The Blakists' heavy reliance on mercenaries gave Nakayama's Blood their pick of targets throughout occupied territory. The most noteworthy engagement occurred against Hannibal's Hermits on Dieron in 3068, when Nakayama's Blood sought to join the battle for their district capital. Despite his unit being outnumbered, Nakayama launched tireless ambushes and even direct assaults against the Hermits. Nakayama's Blood was soon whittled to scraps and captured in their final battle with the mercenaries. Nakayama was severely wounded and captured before he could commit *seppuku*. The loss of his left leg did little to dim the fire of his hatred. He added the dishonor of his captivity in the Blakist gulag to the debt he owed all mercenaries.

When Dieron was finally liberated, Nakayama resumed command and quickly rebuilt Nakayama's Blood while acclimating himself to his new prosthetic leg. His first goal was to destroy those who had sullied Dieron with their presence, including Hannibal's Hermits. Nakayama's Blood spent lives and materiel tracking down the occupiers of their homeworld to the Periphery. The Hermits' final destruction came in the Mica Majority, fittingly enough in a former Combine prison colony.

Nakayama's steadfast hatred for mercenaries is a reminder of the Draconis Combine of old, a sentiment echoed by a great many after the Jihad. When the Dieron Regulars were transferred to the New Samarkand Military District upon Dieron being ceded to the Republic of the Sphere, Nakayama politely "refused," leaving Nakayama's Blood as the only active Dieron Regulars unit. When asked about this stance, Nakayama leveled a withering gaze at the questioner and said, "Dieron will return to the Combine. What means loyalty if we allow ours to be shifted so easily as a border? What welcome from our brothers and sisters might we expect that none held true? That all shrugged and turned away and forgot?" The post-Jihad distrust for mercenaries has greatly reduced their presence within the Combine. Anywhere

mercenaries pose a threat to the Combine, though, Nakayama's Blood will surely be found.

UNIT DESCRIPTION

Nakayama's Blood uses the Forty-fifth Dieron Regulars' standard uniforms and paint scheme. Unlike the rest of the Forty-fifth, Nakayama's Blood eschews camouflage and always uses parade colors, save with red trim replacing the gold. The Kurita crest and Dieron District insignia appear as per usual for the Forty-fifth, but a drop of blood replaces the Forty-fifth's housefly symbol. The blood oath is symbolized by a faux bloody handprint across the torso of all 'Mechs. MechWarriors paint red blood drops as kill markers on the arms of their 'Mechs. Kills of non-mercenaries are not recorded.

Members of Nakayama's Blood all swear a blood oath to exterminate any and all mercenaries encountered on the field of battle. The hatred for mercenaries is so intense that each Nakayama's Blood MechWarrior suffers a +1 Piloting Skill roll modifier when fighting mercenaries, but gains a -1 To-hit bonus for all melee attacks and short-range weapon attacks.

All Nakayama's Blood MechWarriors refuse any assistance from "lesser forces" in battle. This eliminates the possibility of combined-arms combat and greatly limits combat flexibility. This prohibition does not apply to aerospace fighters, who are tentatively regarded as peers to the command's MechWarriors. If vehicles or infantry are part of the starting force (including an escorted convoy of vehicles), apply a -4 Initiative modifier.

Every MechWarrior in the unit is under standing orders to accept one personal challenge for a duel per battle. They are also required to challenge any non-mercenary who kills a member of Nakayama's Blood. This must be offered by the nearest non-dueling Blood MechWarrior immediately after the death occurred. If two Nakayama's Blood MechWarriors are the same distance from the enemy, they must both offer the duel, with the enemy choosing which, if any, to accept. If an enemy refuses a duel (or that enemy is a mercenary), that enemy must then be targeted exclusively to any others by all members of Nakayama's Blood within range and LOS until it is destroyed. MechWarriors of Nakayama's Blood who fail to kill their enemy in such a duel often request *seppuku* rather than face demotion or humiliation. In practice, only those whose failure resulted from cowardice in the face of the enemy are punished, sometimes by expulsion from the command. Exceptions can be made, for instance, if the enemy's allies interfered and death was a certainty due to the treachery.

All these individual oaths make the command less of a unified force than a collection of individuals. Unlike the Clans, however, there is no prohibition against combining fire on an enemy, especially a mercenary, as long as that enemy is not engaging an ally in a duel. Even so, the command suffers a -1 Initiative modifier when more than three lances take part in the same battle.

When Nakayama's Blood is the Attacker against any mercenary force, the command gains a +2 Initiative modifier. When fighting mercenaries as either Attacker or Defender, Nakayama's Blood possesses the Brawlers special command ability (see p. 46, ASC). Each MechWarrior also possesses the Demoralizer special pilot ability (see p. 52, ASC), and the Blood Stalker special pilot ability (see p. 52, ASC) when fighting mercenaries. Nakayama's Blood never operates under Forced Withdrawal when fighting an enemy force that includes mercenaries.



NAKAYAMA'S BLOOD

PERSONALITIES

HAROLD "BLOOD OATH" NAKAYAMA

Title/Rank: *Tai-sa*, commander of Nakayama's Blood

Born: 3030

Harold Nakayama is a Dieron native. He graduated from the Dieron District Gymnasium in 3048 and was assigned to the Twenty-fourth Dieron Regulars. After the Clan invasion, Nakayama left the Twenty-fourth to form the Forty-fifth Dieron Regulars, and a few years later he left them to found the Forty-sixth. Nakayama feared he would spend his career founding new regiments. Then Duke James Sandoval invaded Ashio and Nakayama finally had worthy enemies to fight. The battle for Ashio changed Nakayama from a hard-charging MechWarrior into a savage killer after Holt's Hilltoppers humiliated him. After the shattered Forty-sixth was folded into the Forty-fifth, Nakayama carved his Third Battalion Command Company into an independent force dedicated to hunting down and killing mercenaries. The Jihad took a heavy toll, as he lost his left leg during the defense of Dieron. His skills and anti-mercenary fervor faded somewhat after years in a Blakist POW camp. However, he reformed Nakayama's Blood from the few survivors and resumed his sworn mission. The cession of Dieron to the Republic demoralized Nakayama, and only the chance to slay mercenaries arouses his former verve.

Special Abilities: *Tai-sa* Nakayama *must* use his Blood Stalker special pilot ability (see p. 52, ASC) against mercenary enemies if any are present, ignoring non-mercenary enemies. He also possesses the Iron Will special pilot ability (see p. 54, ASC) whenever the enemy force contains any mercenary elements.

ZARXON NAKAMURA

Title/Rank: *Tai-i*

Born: 3045

Zarxon Nakamura joined Nakayama's Blood before the Jihad. He piloted his father's *Catapult* with the extraordinary skill one would expect from a Kensai Kami graduate. His posting to the Forty-fifth Dieron Regulars was stormy at best as he clashed with his superior officers. When Nakayama offered the chance to join Nakayama's Blood, Nakamura accepted immediately. His hatred for mercenaries preceded his billet in the unit, as his grandfather was killed on Lyons by the Kell Hounds. He was one of few Nakayama's Blood MechWarriors to evade capture after the defeat by Hannibal's Hermits. He joined various guerrilla attacks against the occupying Blakists and fought to free his imprisoned comrades, losing his *Catapult* in the process. He pilots an antiquated Star League-era *Lancelot* that somehow survived the Jihad's early stages. As one of the longer-serving MechWarriors in Nakayama's Blood, he reached the rank of *tai-i* and is now *Tai-sa* Nakayama's adjutant.





NAKAYAMA'S BLOOD

ULRATH SVENSSEN

Title/Rank: *Sho-sa*

Born: 3028

A failed DEST candidate, Ulrath Svenssen is a founding member of Nakayama's Blood. He rose quickly to *chu-i* after the battle for Proserpina claimed most of the officers' lives. Blakists captured his *Hatamoto-Hi* on Dieron, though he evaded their clutches. They put his 'Mech into service, upgrading it with Blakist technology. Svenssen joined a resistance band and mounted guerrilla attacks against the occupation forces. When he spotted his 'Mech putting down a riot, Svenssen followed it back to its base. After night fell, he used his DEST training to infiltrate the base and confront the Blakist MechWarrior. Svenssen lost his right eye in the fight but left the base at the controls of his *Hatamoto-Hi*. After the liberation, Nakayama promoted Svenssen to *sho-sa* and executive officer of the unit. Svenssen's prosthetic eye serves as a constant reminder of his sacrifice for the Dragon.

Special Abilities: *Sho-sa* Svenssen has a prosthetic eye that provides enhanced visual capabilities. He ignores targeting modifiers when fighting at night, and reduces by 1 all penalties to targeting from smoke, rain, fog, and snow. The prosthetic also gives him the Eagle's Eyes and Sniper special pilot abilities (see pp. 52 and 56, ASC, respectively).

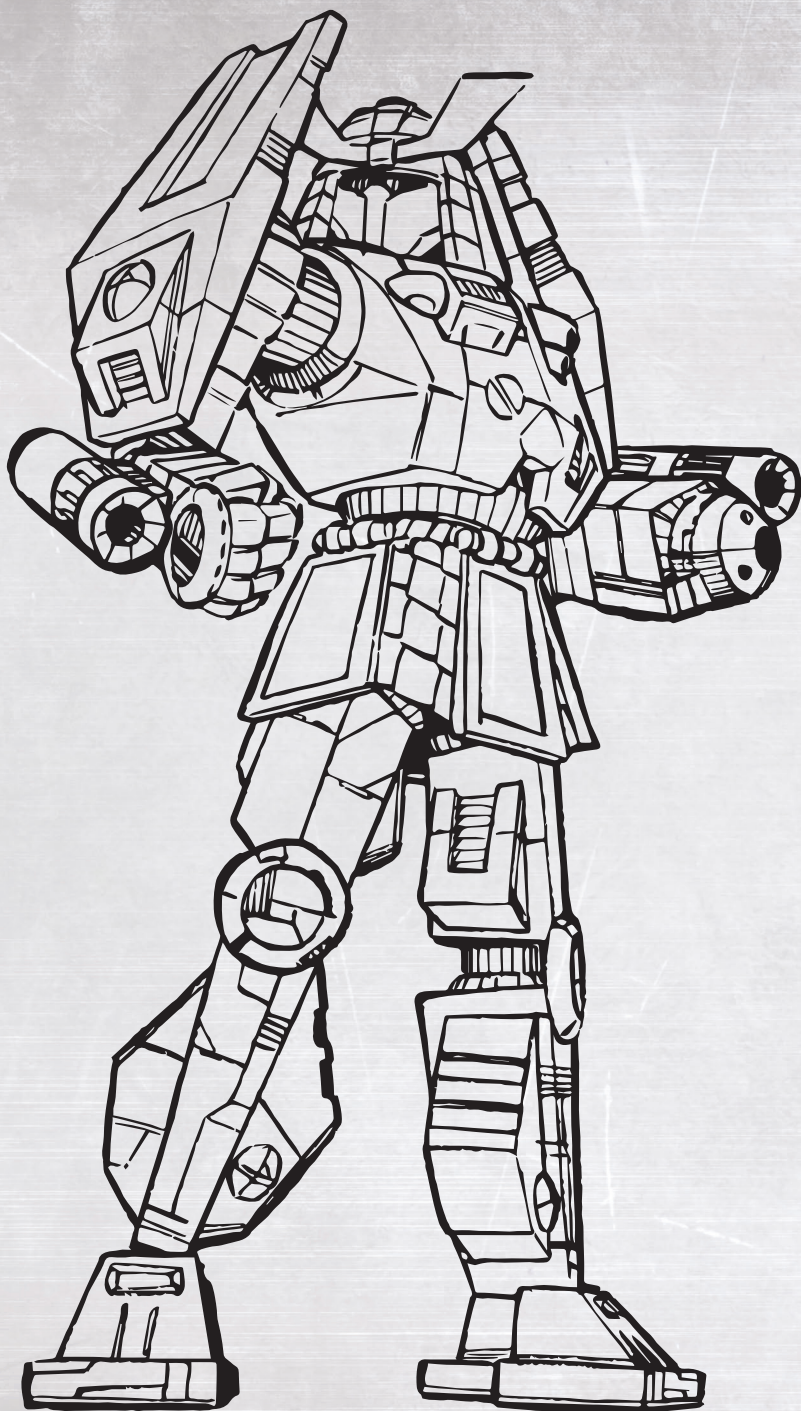
SHANE MICHAELS

Title/Rank: *Kashira*

Born: 3055

Shane Michaels joined Nakayama's Blood after the unit re-formed following the liberation of Dieron, in which he participated as a member of the Eighth Dieron Regulars. The Clan Ghost Bear Alpha Galaxy warriors were in awe of Michaels's remarkable skills. He was among the youngest in the Eighth, but none could match his abilities. His pinpoint accuracy in all conditions almost seemed to embarrass him for the attention it drew. Michaels requested permission to transfer to the rebuilding Nakayama's Blood. The commander of the Eighth was reluctant to lose such a warrior, but the look in Michaels's eyes made it clear he would not take no for an answer. Michaels is almost useless in training operations, as he eliminates his opponents before they do more than scratch his armor.

Special Abilities: MechWarrior Michaels possesses the Marksman, Range Master (Extreme), and Sniper special pilot abilities (see pp. 52, 55, and 56, ASC, respectively). He may also fire one PPC per turn before any movement takes place, taking heat as normal and inflicting damage immediately; that weapon may not fire again that turn.





NAKAYAMA'S BLOOD

DREB MUCHIKO

Title/Rank: *Tai-i*

Born: 3040

Dreb Muchiko graduated from the Sun Zhang MechWarrior Academy at age twenty, and was already more skilled than many of her new comrades in the Forty-sixth Dieron Regulars. She revered *Chu-sa* Nakayama despite the result of the duel on Ashio, and she was the first to join him in swearing the blood oath. She weathered imprisonment on Dieron with admirable stoicism. Years of combat have not adversely affected her. Muchiko remains fiercely dedicated to the blood oath, but she has become almost bored with combat. Simply to provide a challenge, she forces herself to use only her *No-Dachi's* sword in combat. Her extreme skill has drawn the attention of like-minded experts at BattleMech melee combat. Every 'Mech in her lance carries a melee weapon and maneuvers into physical combat as quickly as possible.

Special Abilities: *Tai-i* Muchiko is an elite MechWarrior. She possesses the Dodge, Melee Master, and Melee Specialist special pilot abilities (see pp. 52 and 55, ASC). In any turn where Muchiko begins adjacent to an enemy unit, she gains the Combat Intuition special pilot ability (see p. 52, ASC) regardless of whether her side won Initiative. If it will allow her to enter melee combat with a unit that has already moved that turn, she may run at double her Walking MP, generating 3 total heat points.

STEN LEWIS

Title/Rank: *Shujin*

Born: 3060

Sten Lewis is the youngest member of Nakayama's Blood. He came to be a MechWarrior not through the academy path but via the proving-ground system. He showed a preference for melee combat over ranged combat, mainly to overcome his targeting deficiencies. Thus he was assigned a salvaged Blakist *Black Knight* armed with a hatchet. His lack of experience might have relegated him to a garrison post, but *Tai-i* Muchiko wanted another melee specialist to fill out her lance. Lewis took the blood oath without really sharing the anti-mercenary sentiment of his comrades. He doesn't appreciate their special hatred for mercenaries, though the heavy mercenary presence among the Blakist forces ensures that he stays busy fighting. Like the rest of *Meiyo* Lance, he attempts to limit his weapons fire, instead preferring to close to point-blank range so that he can bring his melee weapon into play.

ISAK THRON

Title/Rank: *Chu-i*

Born: 3048

Isak Thron keeps a secret from his new comrades. He met Nakayama while they were interned by the Blakists. Everyone in the camp knew of Nakayama's hatred for mercenaries, so Thron concealed that he had been a member of the Twenty-first Striker Regiment who survived the Blakist attacks on Fort Winston. He was horribly scarred in the defense and assumed the identity of a Third Dieron Regular he had known before the attack. His scarring was extensive enough that no one questioned him. When their camp was liberated, Nakayama offered Thron a lance command since the Eighth had been taken off the rolls. Thron took the blood oath without hesitation, having come to hate mercenaries due to their part in aiding the Blakists. He lives in constant fear that the ISF will discover his secret, though the command's independent nature alleviates that fear somewhat. To avoid revealing his secret inadvertently, he does not indulge in any alcohol or drug use. Thron overcompensates for his deception by throwing himself recklessly against all enemies.

LARS EDQUIST

Title/Rank: *Shujin*

Born: 3044

Lars Edquist hails from Proserpina and was present when Nakayama's forces liberated his hometown of Orleans. Nakayama's Blood's presumed destruction devastated Edquist, and he fought listlessly throughout the Jihad. He had been serving in a militia unit when news of Dieron's liberation broke, along with the news that Nakayama, "the hero of Orleans," had survived the hell of a Blakist gulag. Edquist resigned his post and traveled to Dieron to offer his service to Nakayama in any way that would suffice. Nakayama welcomed the young MechWarrior and ensured he was assigned a *Perseus* salvaged from the heaps of Blakist materiel scattered across Dieron. Edquist is less skilled than many in Nakayama's Blood, but none of them match his enthusiasm at being a member of the command. Edquist trains to the point of exhaustion, seeking to gain recognition from Nakayama, whom he worships.



NAKAYAMA'S BLOOD

PERSONNEL ROSTER

CIVIL WAR ERA

COMMAND COMPANY, SECOND BATTALION, FORTY-SIXTH DIERON REGULARS

Saisho Lance

Chu-sa Harold Nakayama, Elite, TSH-7S *Tai-Sho*
Sho-sa Jun'ichi Fumetsu, Veteran, DRG-5K *Grand Dragon*
Norio Odayakana, Veteran, MAL-2R *Mauler*
Croba Lee, Regular, ARC-5R *Archer*

Niji Lance

Chu-i Hideki Fukajima, Veteran, AS7-K *Atlas*
Lester Brown, Veteran, BLR-1G *BattleMaster*
Ulrath Svenssen, Veteran, HTM-CM *Hatamoto-Hi*
Ritsuke Sentoki, Regular, OBK-M10 *O-Bakemono*

Sanji Lance

Chu-i Dreb Muchiko, Veteran, NDA-2K *No-Dachi*
Adam Leonard, Regular, PXH-3K *Phoenix Hawk*
Silbard Murphy, Regular, PNT-10KA *Panther*
Dargon Kirai, Veteran, JR7-K *Jenner*

Spacecraft

Blood of Warriors, Regular, *Union*-class DropShip

JIHAD ERA [3068]

NAKAYAMA'S BLOOD, INDEPENDENT REINFORCED COMPANY, FORTY-FIFTH DIERON REGULARS

Saisho Lance

Tai-sa Harold Nakayama, Heroic, AKU-1XJ *Akuma*
Sho-sa Hideki Fukajima, Elite, AS7-K *Atlas*
Benfold Stephenson, Veteran, BNC-7S *Banshee*
Booney Kono, Veteran, CGR-3Kr *Charger*

Gisei Lance

Chu-i Ulrath Svenssen, Veteran, HTM-CM *Hatamoto-Hi*
Chek Park, Veteran, NJT-4 *Ninja-To*
Zarxon Nakamura, Regular, CPLT-K4 *Catapult*
Bel Fenton, Regular, PTR-6S *Penetrator*

Doryoku Lance

Chu-i Dreb Muchiko, Elite, NDA-2K *No-Dachi*
Morita Tanaka, Elite, JR7-K *Jenner*
Lev Brock, Regular, SDR-9KA *Venom*
Juan Silva, Veteran, SDR-7K *Spider*

Chikai Lance

Chu-i Carlos Itou, Veteran, NG-C3A *Naginata*
Svein Laaksonen, Veteran, DRG-7K *Grand Dragon*
Leesel Leander, Regular, MAL-3R *Mauler*
Sev Endo, Regular, MAD-5R *Marauder*

Spacecraft

Dieron's Blood, Regular, *Leopard*-class DropShip
Blood of Warriors, Regular, *Union*-class DropShip
Bloodstar, Regular, *Invader*-class JumpShip





NAKAYAMA'S BLOOD

JIHAD ERA [3079]

NAKAYAMA'S BLOOD, INDEPENDENT REINFORCED COMPANY,
FORTY-FIFTH DIERON REGULARS

Saisho Lance

Tai-sa Harold Nakayama, Elite, ARC-8M *Archer*
Tai-i Zarxon Nakamura, Veteran, LNC25-01 *Lancelot*
Van Rin, Regular, DAI-01 *Daikyu*
Chu Anderberg, Regular, LGB-12C *Longbow*

Sodai Lance

Sho-sa Ulrath Svenssen, Elite, HTM-CM *Hatamoto-Hi*
Ree Kishi, Veteran, WHM-8K *Warhammer*
Shane Michaels, Heroic, AWS-10KM *Awesome*
Owen Stewart, Veteran, MAD-5R *Marauder*

Meiyo Lance

Tai-i Dreb Muchiko, Elite, No-Dachi NDA-2K
Adrian Ono, Veteran, Axman AXM-3S
Metron Bikuta, Veteran, *Berserker* BRZ-A3
Sten Lewis, Regular, *Black Knight* BL-9-KNT

Gimu Lance

Chu-i Isak Thron, Veteran, NDA-2KO No-Dachi
Bern Kobayashi, Veteran, DRG-5K *Grand Dragon*
Lars Edquist, Regular, P1 *Perseus*
Edo Watanabe, Regular, CP-11-B *Cyclops*

Spacecraft

Eternal Blood, Regular, Union-class DropShip
Blakist Blood, Regular, Union-class DropShip
Bloodstar, Regular, *Invader*-class JumpShip



NAKAYAMA'S BLOOD

A BIT OF VENGEANCE

GAME SETUP

Recommended Terrain: Scattered Woods, Scattered Lakes

The Attacker places two maps as desired. A road must run from one map edge to the opposite map edge. The Attacker chooses one of these edges as their home edge. The opposite edge is the Defender's home edge. The Defender enters via their home edge on Turn 1. **Note:** Three simultaneous battles take place with different lances for the Attacker and Defender. Each may use different terrain and map arrangement, with objectives and setup otherwise constant. Players should determine in advance which lance will be used for which battle before revealing forces on Turn 1. Alternately, players may play a single large battle, using the total forces from the separate battles all at once (tripling the Warchest cost). In this case, players are advised to use a larger map.

Attacker

Recommended Forces: Nakayama's Blood

The Attacker consists of one Nakayama's Blood lance. The Attacker may choose to place some or all units on the map as *Hidden Units* (see p. 259, TW) before Turn 1. Those not placed as Hidden Units must enter via their home edge on Turn 1.

Defender

Recommended Forces: Holt's Hilltoppers

The Defender consists of one Holt's Hilltoppers lance (see *Spotlight On: Holt's Hilltoppers* for specifics of this mercenary command). (Note that one Hilltoppers lance has only three 'Mechs. If the Defender chooses this lance, then add two Points of Clan Elementals to account for the missing 'Mech.) The Defender also has four Flatbed Trucks (see p. 9, TRO 3060). These must be defended from the Attacker until they exit via the Attacker's home edge.

WARCHEST

Track Cost: 500

Optional Bonuses

+100 Heavy Rainfall. Heavy rain hits the area (see p. 59, TO).

+200 Storm. Heavy storms hit the area (see p. 61, TO).

OBJECTIVES

1. Destroy the Convoy (Attacker Only)! The Attacker must destroy the supply trucks. [50 per truck]

2. Escort Duty (Defender Only). Defender must exit supply trucks off the Attacker's home edge. [50 per truck]

3. Avenge Dishonor (Attacker Only). Destroy the Defender's units. [100 per destroyed 'Mech, 200 if MechWarrior/Trooper killed]

4. Fight, but Live (Defender Only). The Defender must destroy enemy 'Mechs but must also have units survive. [100 per enemy 'Mech destroyed, 200 per own unit that survives]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender is operating under *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

The ambushes succeeded. Less than half the supplies reached the Rangers, who were forced to retreat. Nakayama's Blood was less successful in killing the mercenaries. *Sanji* Lance was swatted aside by an assault lance, *Niji* Lance quickly destroyed the supplies as battle was joined, though the three mercenary 'Mechs escaped. The third battle was a savage exchange, as Nakayama's command lance killed the Hilltoppers lance commander and the supply trucks. However, their commander's death sent the mercenaries into a frenzy unlike anything Nakayama had ever seen. They threw themselves recklessly at the Nakayama. The mercenaries savaged his command lance. Nakayama hoped to take more of the mercenaries with him, but they maintained their focus and killed all three of his lancemates. Three-on-one odds should have doomed him, but the mercenaries were so badly damaged by then that neither side was sure of victory. Nakayama opened a channel and promised them death as he withdrew.

Holt's Hilltoppers had to split their company to escort supplies to the beleaguered First Robinson Rangers. Nakayama sent his lances to ambush the convoys but mainly to repay the Hilltoppers for the battle in Iscariot in November 3063. One thing was certain: neither side would show the other mercy.

SITUATION

Heshial Cont

Rhodesia

Ashio, Draconis Combine

6 January 3064

Nakayama swore a blood oath to avenge his dishonor against Holt's Hilltoppers, anointing his 'Mech with his own blood to seal the vow. And so Nakayama's Blood was born. When terrible storms grounded aerospace fighters in the Heshial Cont, the Forty-sixth Dieron Regulars attacked the First Robinson Rangers, who called desperately for supplies. Spies pinpointed the routes the convoys would take, but no one knew how many Hilltoppers would accompany each convoy. Nakayama took a chance and split his lances to ambush and destroy the convoys piecemeal.



NAKAYAMA'S BLOOD

RETRIBUTION AT LAST

GAME SETUP

Recommended Terrain: Urban, Desert, Moonscape

A minimum of two mapsheets should be used for this battle. The Defender places maps as desired, including 3D6 level-3 Heavy buildings (CF 75) enclosed by a level-2 Hardened Wall (see pg. 116, *TO*), with at least one single-hex opening to allow 'Mechs to pass. The Defender chooses their home edge. The opposite edge is the Attacker's home edge.

Attacker

Recommended Forces: Nakayama's Blood

The Attacker consists of the entire reinforced company of Nakayama's Blood (see 3079 roster, pg. 8). The Attacker's units enter via their home edge on Turn 1. The Attacker must designate company and lance commanders before play begins.

Defender

Recommended Forces: Hannibal's Hermits

The Defender consists of four lances (two light/medium, one heavy, one assault) of 'Mechs and two lances of heavy and assault vehicles; the Hermits average Veteran skills. The Defender must designate company and lance commanders, including Colonel Hannibal Aufkophen (Elite, *Atlas*). Reduce every unit's armor by one-fourth (round down) in all locations (except the head) to reflect poor supply conditions. All units may begin the battle as *Hidden Units* (see p. 259, *TW*) if terrain allows. The Defender may withhold one lance of 'Mechs and one lance of vehicles from the deployed force. These units may move using Off-Map Movement (see p. 192, *TO*), beginning from just off the Defender's home edge. These may enter the map via either non-home edge. The Defender may also place 2D6 conventional minefields (see pp. 207–208, *TO*) prior to the start of play by recording the hexes where they are placed. Further, the Defender places 1D6+4 sinkholes (single hex, sublevel 4 depth) by recording the hex location prior to the beginning of battle. These holes are disguised by a CF 5 covering and collapse immediately when a unit enters the hex. A unit with an Active Probe that ends its Movement in a hex adjacent to a hole will detect it in the End Phase of that turn. Minefields may be placed in hexes with holes, affecting the unit immediately after a fall.

Hannibal's Hermits had much to answer for after Dieron. They escaped justice for several years by fleeing the Inner Sphere. Finally, though, Nakayama's Blood tracked down the war criminals. Fittingly enough, the Hermits' hideout was a former Draconis Combine prison camp, which the mercenaries had turned into a defensive redoubt.

SITUATION

Hannibal's Hermits Base
Dome DCP-2996-B-III
Mica VII, Mica Majority
22 March 3080

The dome was still intact, but the air circulators had not been maintained in decades. Nakayama's Blood abandoned stealth and announced their arrival over an open frequency. There was no response. Even at the hour of their death, the mercenary criminals were without honor. Nakayama's Blood advanced into the Hermits' base, destroying everything in their path.





NAKAYAMA'S BLOOD

WARCHEST

Track Cost: 1000

Optional Bonuses

+100 Death in the Dark. The outer surface of the dome is covered in dust, so the battle takes place in Pitch Black conditions (see p. 58, *TO*).

+200 Don't Hold Your Breath. The dome's air supply barely meets Trace Atmosphere levels (see p. 54, *TO*).

OBJECTIVES

1. Cut off the Head. Destroy enemy commander units. [100 per lance commander, 250 per company commander]

2. End This Vendetta, Finally. Destroy all of the enemy's units. [1200]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Neither side is operating under *Forced Withdrawal* rules (see p. 258, *TW*). There can be no retreat, since the battle takes place in a fortified prison dome.

AFTERMATH

Nakayama at last achieved a personal measure of vengeance for Dieron. He spotted Colonel Aufkophen's *Atlas* as battle began and ignored all other targets. He blasted away with his *Archer's* weapons against the vastly superior assault 'Mech. Only fortune's smile and the renegades' poor supply state allowed him to triumph. The *Atlas* suffered an engine breach and immolated the mercenary commander only moments before Nakayama's battered *Archer* collapsed with a destroyed gyro. Many of the mercenaries asphyxiated when their cockpits were breached, while the Hermits' tank crews found themselves crushed beneath BattleMech feet when their tanks were crippled. No heroic tales would be told about this bloody affair, Nakayama's Blood's final shots fired to avenge their homeworld. Only six 'Mechs walked away from the battle, but they did so proudly.





NAKAYAMA'S BLOOD

TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

Brawlers, Enemy Specialization (Mercenaries), Tactical Adjustments (Civil War Era)

STRATEGIC BATTLEFORCE FORMATION

STRATEGIC BATTLEFORCE FORMATION													
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Command Company, Second Battalion, Forty-Sixth Dieron Regulars (Civil War Era)	BM	3	5I	1	—	1	4	6	3	157	ARTAIS-2(1),MHQ4,TAG		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Saisho Lance	BM	4	4I	0	—	1	17	4	5	4	3	56	IF1,MHQ3,TAG
Niji Lance	BM	4	4I	0	—	1	19	4	4	3	3	61	ARTAIS-2(1),MHQ1,TAG
Sanji Lance	BM	2	6I	2	—	2	10	4	4	2	4	40	ECM
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars (3068)	BM	3	5I	1	—	2	4	6	3	219	ECM,MHQ2		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Saisho Lance	BM	4	4I	1	—	1	19	6	6	4	2	58	—
Gisei Lance	BM	3	4I	1	—	1	18	5	5	3	4	54	AC3,ECM,MHQ1,TAG
Doryoku Lance	BM	2	7I	3	—	3	9	4	4	1	3	42	ECM,RCN
Chikai Lance	BM	4	5I	0	—	2	16	5	6	4	4	65	AC3,ECM,IF2,MHQ1,TAG
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars (3079)	BM	3	5I	0	—	2	4	6	3	229	OMNI1		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Saisho Lance	BM	3	5I	0	—	2	15	5	6	5	3	56	IF3
Sodei Lance	BM	4	4I	0	—	1	19	5	5	4	2	59	ECM,MHQ1,TAG
Meiyo Lance	BM	3	5I	1	—	2	16	6	5	2	3	59	ECM
Gimu Lance	BM	3	5I	0	—	2	15	6	7	4	4	55	IF1,OMNI1

ABSTRACT COMBAT SYSTEM COMBAT TEAMS

Combat Team	Type	Size	Move	TMM	T. Move	Arm	S	M	L	Skill	PV	Combat Team Specials
Command Company, Second Battalion, Forty-Sixth Dieron Regulars (Civil War Era)	BM	3	5	2	—	15	4	4	3	3	52	ARTAIS-1,MHQ4,TAG
Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars (3068)	BM	3	5	3	—	21	7	7	4	3	73	ECM,MHQ2
Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars (3079)	BM	3	5	2	—	22	7	8	5	3	76	OMNI1

NAKAYAMA'S BLOOD SAISHO LANCE JIHAD ERA (3068)

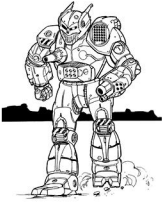
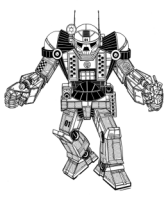

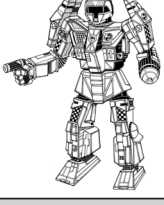
Special Command Abilities: Brawlers, Enemy Specialization (Mercenaries), Tactical Adjustments

Formation: *Command Lance* (p. 63, CO; p. 153, ASC)

Harold Nakayama (Akuma) Special Pilot Abilities: Blood Stalker (MUST be used against mercenary enemies), Iron Will (gained when mercenaries are among the enemy)

BV: 8,596 (Not adjusted for Skill Ratings)

PV: 236 (Adjusted for Skill Ratings)

<p>AKU-1XJ AKUMA</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6"j ROLE: Juggernaut SKILL: 1</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 1</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: FLK1/1/-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	<p>PV: 72</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>	<p>AS7-K ATLAS</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 2</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 3</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: AMS, CASE, IF1, OVL, REAR1/1/-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	<p>PV: 63</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>
<p>BATTLETECH</p>			
<p>BNC-7S BANSHEE</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 3</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: CASE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	<p>PV: 52</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>	<p>CGR-3Kr CHARGER</p> <p>TP: BM SZ: 4 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 1</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: ENE, MEL, TSM</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	<p>PV: 49</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>
<p>BATTLETECH</p>			

Special Command Abilities apply to entire Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars.
Formation Bonus Abilities apply to this lance only.

NAKAYAMA'S BLOOD

GISEI LANCE

JIHAD ERA (3068)


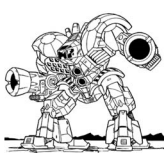


Special Command Abilities: Enemy Specialization (Mercenaries), Rapid Strike, Tactical Specialization (Attack)

Formation: Fire Lance (p. 66, CO; p. 153, ASC)

Ulrath Svennsen (Hatamoto-Hi) Special Pilot Abilities: Eagle's Eyes and Sniper special pilot abilities (see pp. 52 and 56, ASC, respectively). Ignores targeting modifiers at night, and reduces by 1 all targeting penalties related to smoke, rain, fog, and snow.

BV: 6,904 (Not adjusted for Skill Ratings)

PV: 178 (Adjusted for Skill Ratings)

<p>HTM-CM HATAMOTO-HI</p> <p>PV: 55</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 3 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: C3M, ENE, MHQ5, TAG</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	 <p>© 2018 The RPGs Company. All rights reserved.</p>	<p>NJT-4 NINJA-TO</p> <p>PV: 43</p> <p>TP: BM SZ: 3 TMM: 2 MV: 12" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 2 0</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: C3S, ENE, MHQ1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	 <p>© 2018 The RPGs Company. All rights reserved.</p>
<p>BATTLETECH</p>			
<p>CPLT-K4 CATAPULT</p> <p>PV: 41</p> <p>TP: BM SZ: 3 TMM: 1 MV: 6" ROLE: Sniper SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 4 3</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: C3S, ENE, MHQ1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	 <p>© 2018 The RPGs Company. All rights reserved.</p>	<p>PTR-6S PENETRATOR</p> <p>PV: 39</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Skirmisher SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 2</p> <p>OV: 3 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: AMS, ECM</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p>	 <p>© 2018 The RPGs Company. All rights reserved.</p>
<p>BATTLETECH</p>			

Special Command Abilities apply to entire Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars.
Formation Bonus Abilities apply to this lance only.

NAKAYAMA'S BLOOD DORYOKU LANCE JIHAD ERA (3068)

Special Command Abilities: Combat Drop Specialists, Enemy Specialization (Mercenaries), SPA Specialization (Speed Demon)

Formation: *Striker Lance* (p. 65, CO; p. 152, ASC)

Dreb Muchiko (No-Dachi) Special Pilot Abilities: Dodge, Melee Master, and Melee Specialist special pilot abilities (see pp. 52 and 55, ASC). If starts a turn adjacent to enemy, gains Combat Intuition special pilot ability. May run at double Walking MP but only to enter melee combat against a unit that has already moved (3 total heat).

BV: 4,225 (Not adjusted for Skill Ratings)

PV: 156 (Adjusted for Skill Ratings)

<p>NDA-2K NO-DACHI</p> <p>PV: 61</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Brawler SKILL: 2</p> <p>DAMAGE S (+0) 4 M (+2) 3 L (+4) 1</p> <p>OV: 3 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●</p> <p>SPECIAL: ECM, MEL, TSM</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>JR7-K JENNER</p> <p>PV: 36</p> <p>TP: BM SZ: 1 TMM: 3 MV: 14"/10" ROLE: Striker SKILL: 2</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●●</p> <p>SPECIAL: CASE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>SDR-9KA VENOM</p> <p>PV: 27</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16" ROLE: Striker SKILL: 4</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○ S: ●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>SDR-7K SPIDER</p> <p>PV: 32</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16" ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○ S: ●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

*Special Command Abilities apply to entire Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars.
Formation Bonus Abilities apply to this lance only.*

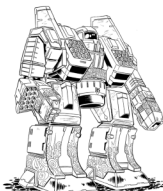

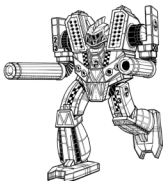
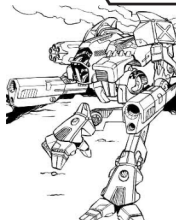
NAKAYAMA'S BLOOD CHIKAI LANCE JIHAD ERA (3068)

Special Command Abilities: Communications Disruption, Enemy Specialization (Mercenaries), Sharp Shooters

Formation: *Fire Lance* (p. 64, CO; p. 152, ASC)

BV: 7,410 (Not adjusted for Skill Ratings)

PV: 215 (Adjusted for Skill Ratings)

<p>NG-C3A NAGINATA</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Missile Boat SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 5 5</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: C3M, CASE, IF4, MHQ5, TAG</p>	<p>PV: 71</p>  <p>© 2018 The Topps Company. All rights reserved.</p>	<p>DRG-7K GRAND DRAGON</p> <p>TP: BM SZ: 3 TMM: 3 MV: 16" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 1</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: C3S, CASE, MHQ1</p>	<p>PV: 56</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>ALPHA STRIKE STATS BATTLETECH</p>		<p>ALPHA STRIKE STATS BATTLETECH</p>	
<p>MAL-3R MAULER</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 4 4</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: C3S, FLK1/1/1, IF2, LRM1/2/2, MHQ1</p>	<p>PV: 47</p>  <p>© 2018 The Topps Company. All rights reserved.</p>	<p>MAD-5R MARAUDER</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: C3S, CASE, ECM, MHQ1</p>	<p>PV: 41</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>ALPHA STRIKE STATS BATTLETECH</p>		<p>ALPHA STRIKE STATS BATTLETECH</p>	

Special Command Abilities apply to entire Nakayama's Blood, Independent Reinforced Company, Forty-fifth Dieron Regulars.
Formation Bonus Abilities apply to this lance only.

NAKAYAMA'S BLOOD SPACECRAFT JIHAD ERA (3068)

DIERON'S BLOOD - LEOPARD 2537

PV: 53

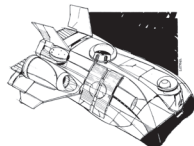
TP: DA SZ: 1 THR: 4A SKILL: 4

ARMOR DAMAGE 1 DAMAGE THRESHOLD

17

STRUCTURE DAMAGE

4



CRITICAL HITS
CREW ○ ○ (+2 Weapon To-Hit Each
ENGINE ○ ○ ○ (-25%/-50%/-100% THR
FIRE CONTROL ○ ○ ○ ○ (+2 To-Hit Each
KF BOOM ○ Cannot transport via JumpShip
DOCK COLLAR ○ DropShip only; cannot dock
THRUSTER ○ -1 Thrust (THR)
WEAPONS See Back

SPECIAL: AT2D2, CT34,
MT4D4, LG, SPC, VSTOL

ALPHA STRIKE STATS

BATTLETECH

DIERON'S BLOOD - LEOPARD 2537

	STD	SCAP	MSL
NOSE ARC DAMAGE			
S (+0)	3	—	—
M (+2)	4	—	—
L (+4)	3	—	—
E (+6)	—	—	—
SPE	—	—	—
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
LEFT WING DAMAGE			
S (+0)	3	—	—
M (+2)	3	—	—
L (+4)	1	—	—
E (+6)	—	—	—
SPE	—	—	—
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
AFT ARC DAMAGE			
S (+0)	2	—	—
M (+2)	2	—	—
L (+4)	—	—	—
E (+6)	—	—	—
SPE	ENE	—	—
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
RIGHT WING DAMAGE			
S (+0)	3	—	—
M (+2)	3	—	—
L (+4)	1	—	—
E (+6)	—	—	—
SPE	—	—	—
CRIT	○○○○	○○○○	○○○○

WEAPON CRITICALS Damage Value Reduced by 25% per hit. — Randomly determine an appropriate STD/SCAP/MSL column.

ALPHA STRIKE STATS

BLOOD OF WARRIORS - UNION 2708

PV: 45

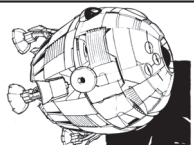
TP: DS SZ: 2 THR: 3P SKILL: 4

ARMOR DAMAGE 2 DAMAGE THRESHOLD

21

STRUCTURE DAMAGE

6



CRITICAL HITS
CREW ○ ○ (+2 Control Roll Each
ENGINE ○ ○ ○ (-25%/-50%/-100% THR
FIRE CONTROL ○ ○ ○ ○ (+2 To-Hit Each
KF BOOM ○ Cannot transport via JumpShip
DOCK COLLAR ○ DropShip only; cannot dock
THRUSTER ○ -1 Thrust (THR)
WEAPONS See Back

SPECIAL: AT2D2, CRW1,
CT74, MT12D4, LG, SPC

ALPHA STRIKE STATS

BATTLETECH

BLOOD OF WARRIORS - UNION 2708

	STD	SCAP	MSL
NOSE ARC DAMAGE			
S (+0)	6	—	—
M (+2)	8	—	—
L (+4)	6	—	—
E (+6)	—	—	—
SPE	—	—	—
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
LEFT SIDE DAMAGE			
S (+0)	2	—	—
M (+2)	3	—	—
L (+4)	2	—	—
E (+6)	—	—	—
SPE	—	—	—
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
AFT ARC DAMAGE			
S (+0)	3	—	—
M (+2)	3	—	—
L (+4)	—	—	—
E (+6)	—	—	—
SPE	ENE	—	—
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
RIGHT SIDE DAMAGE			
S (+0)	2	—	—
M (+2)	3	—	—
L (+4)	2	—	—
E (+6)	—	—	—
SPE	—	—	—
CRIT	○○○○	○○○○	○○○○

WEAPON CRITICALS Damage Value Reduced by 25% per hit. — Randomly determine an appropriate STD/SCAP/MSL column.

ALPHA STRIKE STATS

BLOODSTAR - INVADER (JUMPSHIP)

PV: 20

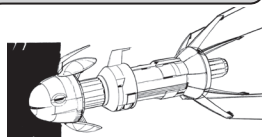
TP: JS SZ: 2 THR: 2 SKILL: 4

ARMOR DAMAGE 1 DAMAGE THRESHOLD

14

STRUCTURE DAMAGE

1



CRITICAL HITS
CREW ○ ○ ○ ○ (+2 Weapon To-Hit Each
ENGINE ○ ○ ○ (-25%/-50%/-100% Mv
FIRE CONTROL ○ ○ ○ ○ (+2 To-Hit Each
THRUSTER ○ -1 Thrust
WEAPONS See Back

SPECIAL: CT576, DT3, KF,
ST2D2

ALPHA STRIKE STATS

BATTLETECH

BLOODSTAR - INVADER (JUMPSHIP)

	STD	CAP	SCAP	MSL
FRONT ARC DAMAGE				
S (+0)	1	—	—	—
M (+2)	1	—	—	—
L (+4)	—	—	—	—
E (+6)	—	—	—	—
SPE	ENE	—	—	—
CRIT	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○

	STD	CAP	SCAP	MSL
LEFT ARC DAMAGE				
S (+0)	0*	—	—	—
M (+2)	0*	—	—	—
L (+4)	—	—	—	—
E (+6)	—	—	—	—
SPE	ENE	—	—	—
CRIT	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○

	STD	CAP	SCAP	MSL
REAR ARC DAMAGE				
S (+0)	—	—	—	—
M (+2)	—	—	—	—
L (+4)	—	—	—	—
E (+6)	—	—	—	—
SPE	ENE	—	—	—
CRIT	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○

	STD	CAP	SCAP	MSL
RIGHT ARC DAMAGE				
S (+0)	0*	—	—	—
M (+2)	0*	—	—	—
L (+4)	—	—	—	—
E (+6)	—	—	—	—
SPE	ENE	—	—	—
CRIT	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○	○○○○○○○○○○○○○○○○

WEAPON CRITICALS Damage Value Reduced by 25% per hit. — Randomly determine an appropriate STD/CAP/SCAP/MSL column.

ALPHA STRIKE STATS