

NOTES

Previous record sheet volumes grouped all unit types together and then organized per tonnage. However, this often ignored the organization of the corresponding Technical Readout, creating disconnect for players moving from a Technical Readout to a record sheet volume to find the unit they're looking for.

To better ease this transition, this record sheet volume is organized like its corresponding Technical Readout. Hyperlinks off of each unit name in the TOC will enable players to instantly move to a given section, or to the start of a given unit's record sheets.

BATTLE ARMOR

Kobold IIC
 Gray Death Strike
 Infiltrator
 Raiden II
 Phalanx-D
 Rogue Bear
 Sloth
 Thunderbird
 Grenadier
 Ironhold
 Kopis
 Ravager
 Warg

VEHICLES

Fox
 Balac
 Harasser
 MIT 24 MASH
 Demon
 VV1 Ranger
 Chalchihutotolin
 Condor
 Eldingar
 Maxim Mk II
 Vedette
 Prowler
 Bolla
 Bulldog
 Mortar Carrier
 Po II
 Kinnol
 Manteuffel
 Winston
 Fury
 Glory
 Heimdall
 JES II
 Marksman
 Zugvogel

BATTLEMECHS

Dasher
 Locust
 Wasp
 Commando
 Crimson Hawk
 Ebony
 Tarantula
 Hankyu
 Hellion
 Javelin
 Nyx
 Pack Hunter II
 Spider
 Uller
 Valkyrie
 Blade
 Cougar
 Morrigan
 Ocelot
 Owens
 Panther
 Cuirass
 Dasher II
 Raptor II
 Strider
 Targe
 Blackjack
 Shadow Cat
 Shadow Hawk IIC
 Black Hawk
 Blackjack (OmniMech)
 Ghost
 Legionnaire
 Nobori-nin
 Shockwave
 Trebuchet
 Fennec
 Griffin
 Mad Cat III

Marshal
 Men Shen
 Sun Cobra
 Thunder Fox
 Black Hawk-KU
 Grand Dragon
 Kuma
 Winddraw
 Shadow Cat II
 Ji Ts'ang
 Vulture
 Balius
 Karhu
 Koschei
 Linebacker
 Loki
 Shen Yi
 Thunderbolt
 Archer
 Avatar
 Flamberge
 Gallant
 Mangonel
 Nova Cat
 Thor
 Warhammer
 Maelstrom
 Marauder
 Prefect
 Sphinx
 Tundra Wolf
 Man O'War
 Salamander
 Warhammer IIC
 Deimos
 Longbow
 Omen
 Templar
 Emperor
 Mad Cat Mk II

Onager
 Sunder
 Banshee
 Cygnus
 Gladiator
 Hauptmann
 Peacekeeper
 Sagittaire
 Trebaruna
 Atlas
 Berserker
 Daishi
 Grand Titan
 Jupiter
 Marauder II
 Titan
 Xanthos
 Diomedea

AEROSPACE FIGHTERS

Sparrowhawk
 Sagittarii
 Sulla
 Wusun
 Stingray
 Troika
 Morgenstern
 Tatsu
 Ostrogoth
 Jengiz
 Scytha

DROPSHIPS

Dragau II
 Achilles
 Interdictor
 Tiamat II

RULES

New Tech, New Upgrades
 Technological
 Advancements: 3145
 New Design Quirks

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Sample file



NEW TECH, NEW UPGRADES



The evolution of new technologies, as ever, was not only expressed in the new machines presented in this volume. In addition to a host of new OmniMech configurations developed as new weapons and equipment became available, refit variants of older machines also hit the field in limited numbers. The following are the most prominent of these upgraded models seen across the Sphere.

BATTLE ARMOR

Kobold IIC: Virtually redundant next to the superior Elemental, the Kobold needed a new focus to remain viable in the Rasalhague Dominion, so it learned to fly. VTOL capability, improved stealth, and HarJel make this Kobold a formidable scout.

Gray Death Strike (HarJel): Originally a test bed for HarJel technology, the ability to retain full performance without a detachable missile system spurred full-scale production of this variant. The final model upgrades to advanced armor, freeing mass for additional improvements.

Infiltrator (Marine): Modified for space operations, the Infiltrator (Marine) features magnetic clamps and a cutting torch, and replaces its Magshot with a micro pulse laser better suited for boarding actions.

Raiden II: The Kishi's success heralded wide acceptance of reflective armor amongst the DCMS. An upgrade of the standard Raiden, which also added an AP weapon mount, was not long in the waiting.

Phalanx-D: The Phalanx-D drops its SRMs and Gauss rifle for a detachable medium VSP laser. This support variant is immensely popular in Republic forces, and is even surfacing in Oriente infantry formations.

Rogue Bear (Upgrade): To strengthen the defenses of the formidable Rogue Bear, the Rasalhague Dominion added reactive armor at the expense of a single missile tube and the use of standard heavy battle claws.

Sloth "Huntsman": Some remaining Sloths have been fitted with improved stealth armor, a mechanical jump booster, and two King David Gauss rifles, turning the spider-like suits into effective battle armor hunters.

Thunderbird (Upgrade): The Thunderbird was rushed into production without various in-development innovations. As early as 3089, an upgrade featuring reflective armor at the expense of the vibro claw was deployed with spectacular success, paving the way for that technology. Weapon load outs remained the same, but the AP Gauss rifle was generally replaced with a new LB-X AC.

Ironhold (Anti-Tank): After receiving the specs to battle armor LB-X autocannons, Falcon techs modified the Fire Ironhold. Two autocannons and a shoulder-mounted inferno SRM inspired by the Salamander make this Ironhold deadly to vehicles.

Kopis (AI Mk II)/(AI Mk IIr)/(Mortar): The Kopis has seen three new variants since its debut. The original Anti-Infantry model was

replaced by the AI Mk II in 3190. Responding to the Xiphos' successful use of reactive armor, StarCorps gave the AI Mk IIr the same treatment. Capitalizing on the armor's resilience against indirect fire, a model with heavy mortars was also introduced.

Ravager (LRM): Revamped with advanced armor and a smaller recoilless rifle, this Ravager replaces its rockets with an LRM 3 launcher and ample ammunition.

Warg (Reactive): When reactive armor became available to Clan Wolf, the Warg was upgraded with the material at the expense of the light machine gun. The missiles were replaced with smaller but more effective launchers.

VEHICLES

Fox (Interdictor): To make room for an ECM suite, the complex turret system was removed and the pulse lasers were replaced with long-exposed machine guns.

Balac (Hybrid): A hybrid Balac offers the low cost of the "budget" version coupled with the ATM weaponry of the main model. Due to the increased missile firepower, the laser was deemed redundant. In its place resides a heavy machine gun to combat infantry.

Harasser (MML)/(Thunderbolt): Harassers featuring fuel cell engines and ferro-fibrous armor have appeared in recent decades. Speed and protection are increased, while various missile launchers make them dangerous at all ranges.

MIT 24 MASH: A larger companion to the MIT 23, this MASH increases ground speed and houses more operating theaters. An added flamer seldom sees use, as crews are keen to maintain their non-combatant status.

Demon (Armor): In an attempt to create a flanking variant for use in open engagements, Brigadier replaced the pulse lasers with ER models and extra armor.

VV1 Ranger (Interdictor): This Interdictor model removes most of the MG variant's ammunition to add a Guardian ECM Suite and extra armor.

Chalchiuhtotolin (XL): The Chalchiuhtotolin was used as a proof-of-concept that led to the newer Gurzil. Using similar design elements, its XL engine enabled an upgrade to ferro-lamellor armor, with weaponry focused on pulse lasers and streak LRMs, albeit with limited ammunition.

Condor (Laser Upgrade): On Panpour, the traditional Condor is being upgraded with ferro-fibrous armor and a suite of re-engineered medium lasers.

Eldingar (HMMHV) "HumHov": After the Second Combine-Dominion War, the Eldingar was sold openly. Rebranded the "high mobility multi-purpose hover vehicle" for broader appeal, its missiles were replaced by a light flak cannon and pulse lasers hard-wired to a targeting computer.



NEW TECH, NEW UPGRADES

Maxim Mk II (ECM): A common variant of the Maxim Mk II downgrades the weaponry to a mere Streak SRM-2. A Guardian ECM suite takes up the freed mass.

Vedette V9: While swapping its bombast laser for a Gauss rifle increased range and effectiveness, the replacement of its heavy ferro-fibrous armor with reflective compounds proved to be a mistake in the face of increased artillery usage by Clan Hell's Horses.

Prowler (Security)/(3140 Upgrade): The impressive abilities of the TSEMP in defensive and pacification duties were quickly realized. For quick proliferation among the Triarii, the RAF requested a non-amphibious Prowler mounting the weapon at the expense of the medium pulse lasers. An upgrade with increased armor and MMLs debuted recently.

Bulldog Tank (Cell): Bulldog Enterprises developed an updated version of their signature vehicle to retain their contracts with the RAF. The switch to MMLs and a snub-nose PPC proved popular both with Republic forces and the export market.

Mortar Carrier: As 'Mech mortars increased in popularity as an alternative to long-range missiles, Quikscell Company rolled out a mortar-equipped configuration of their basic carrier, quickly copied by manufacturers throughout the Inner Sphere.

Po II (Gauss)/(Stealth): In order to fulfill the broader role of an MBT, newer Po IIs exchange their autocannon for a Gauss rifle, with short-range missiles now serving a purely defensive function. Deployed as a stop-gap before the Pixiu's introduction, another variant drops the Streaks for ECM and stealth armor.

Kinnol (RAC): Aldis Industries upgraded the Kinnol's Star/Slab1 ferro-fibrous to similar levels of reactive armor. The turret mounted armament is replaced by a rotary autocannon.

Winston (Support)/(XXL)/(TSEMP): The Winston was continually upgraded to increase its offensive capacity, first by utilizing Clan LRM's, then newer and heavier weapon systems as XXL engines became more widespread.

Fury (Fury III)/(Fury IIIIm): The use of an extra-light engine and heavy ferro-fibrous armor allowed JKAW to add a rotary autocannon, a medium laser, CASE and a Boosted C³ slave. A master version drops the second medium laser and some armor.

Glory (3090 Upgrade): The structural improvements made to the Arrow IV Glory in the 3080s were adapted to the standard model, creating a tougher vehicle.

JES II (Support): After the initial success of the Strategic Missile Carrier, JES was encouraged to revisit their original LRM carrier concept, significantly increasing the missile payload at the expense of all electronics and most armor.

M1J Marksman: Jake's Discount Equipment Warehouse is a successful independent wholesaler. JDEW's best known original "product" is a refit of the M1 Marksman that features an engine swap which allows the installation of larger MRM launchers.

BATTLEMECHS

Locust LCT-5M2/-5M3: After the Jihad, Corean modified the LCT-5M, forgoing the fragile XL gyro of the -6M. Both upgrades reduce the engine and increase the payload of their lasers.

Wasp WSP-3K/-3P: Lexatech Industries of Hun Ho started production of the WSP-3K in 3111, providing the DCMS with a new garrison 'Mech to deter light raiding. Instead of SRMs, it is equipped with a small MRM rack. A Periphery variant features WSP-3L weaponry and increased speed.

Commando COM-8S: In the early 32nd century, Boosted C³ technology proliferated to the Lyran Commonwealth. The COM-8S is based on various -7 models and features improved speed to function as a spotter.

Crimson Hawk 4: Clan Sea Fox's *Crimson Hawk 4* variant utilizes an endo steel chassis. A targeting computer is linked to one large and two medium ER lasers. A heavy flamer was installed to deal with infantry.

Ebony MEB-12/-13: An early, simple TSEMP refit was performed on the *Ebony*. More recently, *Ebonys* featuring a captured re-engineered large laser and heat-dissipating armor were deployed.

Tarantula ZPH-5A: The *Tarantula* ZPH-5A was based on the -4A, and simply replaces the ER PPC with an ER large laser and the conventional C³ slave with a boosted model.

Javelin JVN-11P: Filtvelt *Javelins* feature the ferro-fibrous armor of modern variants, but rely on quad Streak SRM-2s in order not to overtax the basic single heat sinks which are still the norm in the realm.

Nyx NX-100/-110: In order to bolster the *Nyx*'s long-range firepower at the turn of the century, the torso equipment was replaced with three small MML launchers on the NX-100. More recently, the *Nyx* was used as a test bed for ABA armor and captured medium re-engineered lasers.

Pack Hunter II 4: The replacement of lasers and B-pods with quad actuator enhancement systems makes this *Pack Hunter* one of the most agile 'Mechs ever. Wild reports have it performing veritable handstands in combat.

Spider SDR-8Xr/-10K: A popular refit of the -8X that has been adopted for factory production, the SDR-8Xr swaps its medium pulse lasers for five small ER lasers and a sword. The SDR-10K is an elaborate variant deploying a large re-engineered laser and ballistic-reinforced armor.

Valkyrie VLK-QD8: Corean modified the -QD2 chassis to mount Extended LRMs and a light PPC. The resulting 'Mech is fragile, but excels at extreme-range combat.

Blade BLD-7R: The Blade's popularity rapidly outgrew New Hessen's output. Graham-Davis Enterprises of Tamarind licensed the design, but budget-saving measures cut the advanced gyro and CASE, marring the 'Mech's reputation.



NEW TECH, NEW UPGRADES



Cougar X-series: Though the successful *Cougar-XR* influenced the Falcon's totem 'Mechs, the expensive failure of the X-series, which explored composite structure and improved jump jets, resulted in production of the original OmniMech being reinstated.

Morrigan 4/5: *Morrigans* were refitted with TSEMP weaponry as soon as it became available. With standardized laser banks, the 4 is still considered one of the most effective TSEMP carriers of all time. The *Morrigan 5* is geared towards long-distance engagements.

Ocelot 4: A minor variant deployed just before the Second Combine-Dominion War features all-pulse weaponry.

Panther PNT-12KC: A dedicated raider, this Panther drops its MRM-10 and one heat sink for Boosted C³ and a lone medium laser, and is wrapped in the Combine's new ballistic-reinforced armor.

Cuirass CDR-2X/-2BC3: To counter both Kurita's ballistic-reinforced and glazed armor designs, a new model of the *Cuirass* was developed, equipped with double heat sinks, a heavy PPC and a small re-engineered laser. A further spotter variant mounts a boosted C³ slave and cluster of Magshots. Both feature vibroblades.

Dasher II 3/4: Following the commercial success of the *Jade Hawk*, Clan Sea Fox produced flashier versions of their *Dasher II* for mercenary and Solaris markets. One adds an ER PPC and crab-like claws; the other uses hardened armor, improved jump jets and a chain whip to spectacular effect.

Target TRG-3M: Nearly three decades after first designing the *Target*, Corsara redesigned the 'Mech around an XL engine. With simple but effective weaponry and cleaned up internals, the *Target* is finally a reasonable fast support unit.

Raptor II RPT-2X2: Since the turn of the century, some modified -2X *Raptor IIs* have been used to deploy TSEMP.

Blackjack BJ-2r: Upon the introduction of the Re-engineered Laser many old *Blackjacks* were refit, resulting in a surprisingly competitive defensive weapons platform.

Shadow Hawk IIC 9: Popular among Spirit Cat warriors, this refit of the older configuration 4 replaces the medium pulse lasers with a single ER model, freeing weight to mount an ER large laser in the left arm.

Ghost GST-50/-90: When Earthwerks investigated up-gunning the *Ghost* in the mid-3080s, the whole 'Mech was rebuilt with cheaper components. A popular variant after Gray Monday added a chainsaw when it was discovered that its sensor signature mimicked that of a *Crosscut* LoggerMech.

Legionnaire LGN-2K: In 3128, Prefect Tormark ordered this ammo-independent raider configuration from Achernar BattleMechs of Cahokia. Replacing the rotary autocannon with an ER PPC allowed for upgrades to mobility, armor and targeting equipment.

Shockwave SKW-6H/-8X: At the turn of the century, the *Shockwave* received a new configuration sporting a heavy ultra autocannon and CASE, made possible via an XL gyro. The experimental -8X model appeared in the mid-3130s, mounting a Thumper cannon but lacking integral CASE.

Trebuchet TBT-9R: Tvastar Enterprises has been producing the Regulan's beloved *Trebuchet* since the late-Jihad, originally producing the TBT-3C and more recently this latest version. Sport-

ing a more powerful XXL engine and boosted with a supercharger, the TBT-3R carries a mixture of three LRM launchers and two x-pulse lasers.

Fennec FEC-5CM: Sparing no expense, Corean used a Clan-grade 275 XXL engine to free mass on the *Fennec*, allowing for an upgrade of the PPC to large re-engineered lasers. The C³ master is now a boosted system.

Griffin GRF-6S2: Replacing its LRMs with Clan-grade equivalents allow this *Griffin* to retain performance while mounting a Boosted C³ slave.

Mad Cat III 3/4/5: Clan Sea Fox's *Mad Cat III* proved a great seller after its troubled start. Numerous variants over the decades stayed true to the 'Mech's classic layout, with energy weapons housed in arms and chin, and missile launchers riding on the shoulders.

Marshal MHL-3MC: With an MML-9 and TSEMP instead of the -2's MML-15 and large laser, the Marshal MHL-3MC is befitting of a Colonial Marshal of the thirty-second century.

Sun Cobra 2: Clan Sea Fox significantly modified the *Sun Cobra* with a larger engine and PPC weaponry. The biggest customer of the design is House Davion.

Thunder Fox TFT-F11: This Lyran *Thunder Fox* mounts a Clan ER PPC in a head turret. A stunning amount of hardened armor makes the TFT-F11 a tougher target than many assault 'Mechs.

Grand Dragon DRG-10K: A derivative of the DRG-7K, the -10K debuted with ABA armor, allowing the signature 'Mech to remain competitive in the thirty-second century.

Kuma 4: This new *Kuma* mounts its ER large and two ER medium lasers in head and legs. This enables it to effectively use some leftover *Kuma 3* weapon pods. HarJel II purchased from the Sea Foxes and spread over torsos and arms ensure the 'Mech's resilience.

Quickdraw QKD-9M: This factory-built derivative of the QKD-5Mr mounts heavier lasers, TAG and a larger LRM rack with deep ammunition bins.

Shadow Cat II 3/4: The lack of concentrated punch on early *Shadow Cats* led to numerous variants. One attempt focused on streak missiles, but the gold standard model simply swapped the HAG with a conventional Gauss rifle, dropping the laser.

Ti Ts'ang TSG-10L: When rumors of Capellan heat-dissipating armor began filtering through intelligence circles, analysts anticipated its application in a new *Ti Ts'ang*. Removal of the jump jets to compensate for such significantly heavier armor is somewhat offset by a supercharger and chaff pod.

Koschei KSC-6L: The Tikonov Guards take pride in the staying power of their *Koscheis*. Originally imported from Dunianshire, *Koscheis* armed with Sniper cannons and batteries of medium lasers are now marching out of Earthwerks' line on Tikonov.

Shen Yi SHY-5B: Testing in the 3090s proved the *Shen Yi* even better at fire support than ambushing. Trading MRMs and pulse lasers for LRMs, the -5B has since become the new standard model.

Thunderbolt TDR-10S: Developed by Lyran technicians from captured Blakist TDR-9Ms, the -10S replaces the Light Gauss Rifle with the bulbous muzzle of an ER large laser and an ER PPC.



NEW TECH, NEW UPGRADES

Archer ARC-9KC: A simple swapping out of the C³ slave for a boosted model helps this *Archer* resist enemy ECM. Its centerline light PPC is downgraded to an ER medium laser.

Gallant GLT-10-0: An evolutionary development, the -10-0 is built around a resilient light engine. More focused than its progenitor despite devoting less mass to weaponry, it utilizes large re-engineered lasers, an enhanced MML launcher and remote sensors for urban combat.

Warhammer WHM-8D2: This variant throws boosted C³ back in Kurita's face. A Thunderbolt-5 replaces the Streak SRMs.

Mangonel MNL-4S: Challenged to improve the MNL-3L while remaining cheaper than the MNL-3W, Arc-Royal MechWorks built the -4S with heavier armor and Clan weapons, including a HAG/40.

Maelstrom MTR-7K: When Telfar BattleMechs developed a new endo steel variant of the *Maelstrom*, the DCMS supplied Clantech ER PPCs and heavy lasers. Boosted C³ replaces the TAG, and a supercharger provides bursts of speed at critical moments.

Marauder MAD-9D: GM's restored Kathil plant builds few BattleMechs, but such was the demand for their iconic *Marauder* that the factory once again produces it in significant numbers. The latest version makes use of various advanced lasers tied to a radical heat sink system.

Prefect PRF-3R: The immense success of the *Lament* inspired a very recent overhaul of the *Prefect*, replacing the light engine with an equivalent XL reactor to add another snub-nose PPC, TSEMP and a radical heat sink system.

Sphinx 3/4: In the 3090s, the streamlined *Sphinx 3* combined the strengths of prior models, resulting in the incredibly powerful machine becoming standard heavy 'Mech of Clan Nova Cat. Garrison Clusters were issued a different model with pulse and heavy lasers. Clan Sea Fox still sells both.

Tundra Wolf 5: Clan Wolf produced a "pocket assault" variant of the *Tundra Wolf* when *Tomahawk* reintroduction stalled after the Jihad. Slowed to barely acceptable levels, it mounts heavy ballistic weapons, and laser clusters on each arm. The later production model carries Gauss rifles.

Salamander PPR-7T: Geared to provide Lyran Boosted C³ networks with fire support, the PPR-7T sports a total of 40 ELRM tubes. It is always deployed with a dedicated bodyguard, as it is defenseless at ranges under 300 meters.

Warhammer IIC 10/11/12: The *Warhammer IIC* remains one of the most popular 'Mechs produced by Clan Sea Fox. The 10 was inspired by an ancient Smoke Jaguar variant and features quad ER large lasers. The 11 is a "budget" hybrid model of traditional best sellers 4 and 8. The 12 is an offshoot of the 9, using traditional weaponry protected by heat-dissipating armor.

Longbow LGB-14C3: Boosted C³ replaces the head-mounted laser. Pilots have complained about the new cramped cockpit, but not the machine's increased accuracy.

Omen 2: This upgrade of the *Omen* lacks the torso lasers and uses a reduced ATM launcher to add HarJel III to the body. The arm weaponry remains unchanged.

Emperor EMP-8L: A recent upgrade of the -7L makes use of captured re-engineered laser technology. Production continued uninterrupted despite replacing the ER laser with a plasma cannon, because all fittings were reused and no structural changes were required.

Mad Cat Mk II 4/5/6: Development of the *Mad Cat Mk II* did not stop at the *-Enhanced* model. One popular variant was billed as a "Super Mad Cat", another dropped the missiles to add improved jump jets. At first proprietary like the *Tiburon*, these new 'Mechs were soon sold on the open market. The *Mad Cat Mk II 6* exclusive to Sea Fox officers has universal HarJel III protection.

Onager 2: Three decades ago, the *Shrike* superseded the *Onager* as Clan Jade Falcon's premier ultra-mobile assault 'Mech. Most surviving *Onagers* were refitted by drastically cutting back their jump capacity for bigger pulse lasers and HarJel II acquired from the Foxes.

Banshee BNC-9S2: The Banshee BNC-9S received a sub-variant that carries a Boosted C³ slave at the expense of SRMs and lasers. A second light PPC bolsters its effectiveness at range.

Cygnus 4: Appearing not long after the Jihad, this simplified *Cygnus* drops its targeting computer for improved autocannon and laser weaponry, and maximized armor protection.

Peacekeeper PKP-2K: This *Peacekeeper* replaces the large laser with a medium x-pulse weapon and sports ABA armor. Its C³ Emergency Master would have become the new standard had the DCMS not started slowly moving away from conventional C³ in favor of boosted systems.

Sagittaire SGT-14D: Based off the SGT-10X, the -14D uses endo-composite structure and downgrades the jump jets to mount large re-engineered lasers, a Boosted C³ slave and a radical heat sink system.

Trebaruna TR-XH: More than twenty-five tons of hardened armor encases the TB-XH, enabling it to shrug off withering volumes of enemy fire. The weaponry consists of an improved heavy Gauss rifle and a turret-mounted ER PPC, but comes at the cost of fragile internal components.

Atlas AS7-K4: A fearsome close-range fighter, this variant pairs ER PPCs with a rotary autocannon. In the battle of Hesperus II, its above-average speed and thick armor often allowed it to close with and overwhelm Clan foes.

Berserker BRZ-D4: Defiance successfully included various innovations in their newest *Berserker*. It is sheathed in impact-resistant armor for close-combat engagements. The bombast laser can be used to adjust the heat levels to the triple-strength myomers' ideal operating temperature. Jump jets further increase mobility.

Grand Titan T-IT-N13M: Originally a field refit for Major Al Hawad of Stone's Coalition, its heavily armored systems proved their worth in the fight for Terra. A popular commander's upgrade, it is seen today in Republic, League and mercenary forces.

Jupiter 4: Experimentation with captured *Scyllas* impressed Jade Falcon techs so much that they sought to increase the speed of the *Jupiter*, which entailed exchanging the autocannons for small Streak launchers.