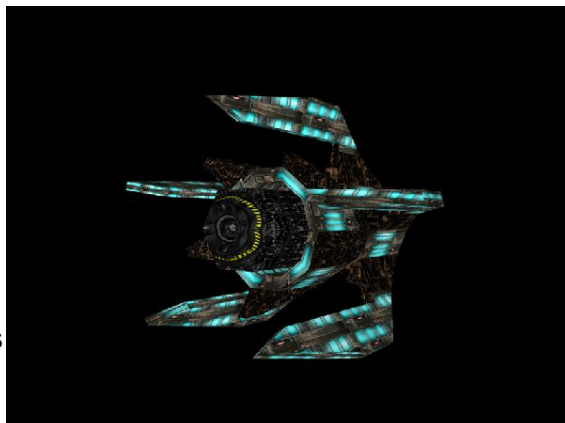


Name: GTSG Mjolnir
 Type: Galactic Terran Alliance Mjolnir Class Sentry Gun
 Scale: Capital
 Length: 108 Meters
 Crew: 50, skeleton 160/ +20
 Passengers/Troops: 180
 Crew Skill: Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
 Consumables: 1 Month
 Cargo Capacity: 50 Tons
 Hyperdrive Multiplier: NA
 Hyperdrive Backup: NA
 Nav Computer: NA
 Space: NA
 Maneuverability: 0D
 Hull: 4D
 Shields: 8D
 Sensors:
 Passive: 25/1D
 Scan: 50/3D
 Search: 100/4D
 Focus: 3/4D+2
 Fighters: 0
 Transports: 0



Weapons:
 5 Medium Laser Cannon Turrets
 Scale: StarFighter
 Fire Arc: Turret
 Fire Control: 3D
 Space: 1-5/15/30
 Atmosphere Range: 100-500/1.5/3km
 Damage: 5D
 1 TurboLaser Batteries
 Scale: Capital
 Fire Arc: Turret
 Fire Control: 4D
 Space: 3-15/36/75
 Atmosphere Range: 6-30/36/150km

Damage: 6D

Description: The GTSG Mjolnir is the most advanced sentry gun device known. Vastly tougher and deadlier than the earlier Watchdog, Cerberus, and Alastor models, the Mjolnir is a danger to any hostile fighter or bomber that comes within range. Its two beam weapons and three missile banks enable it to take on multiple enemies simultaneously. Mjolnirs are also referred to as RBCs (remote beam cannons). They are used to help protect the most vital front-line Alliance installations.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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