

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

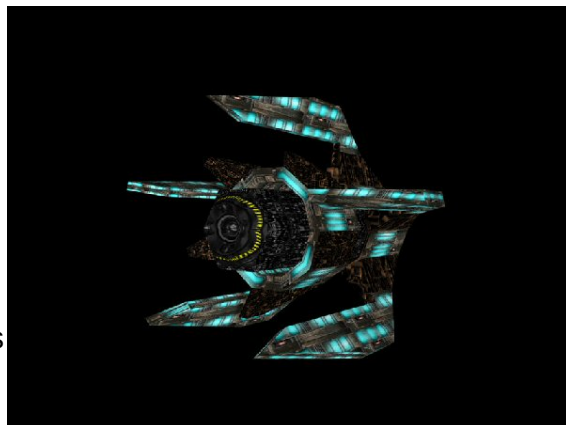
Scale: Capital

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

All text from Freespace 2, HTML and logos done by FreddyB

Images stolen from Freespace 2, copyright Volition.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).