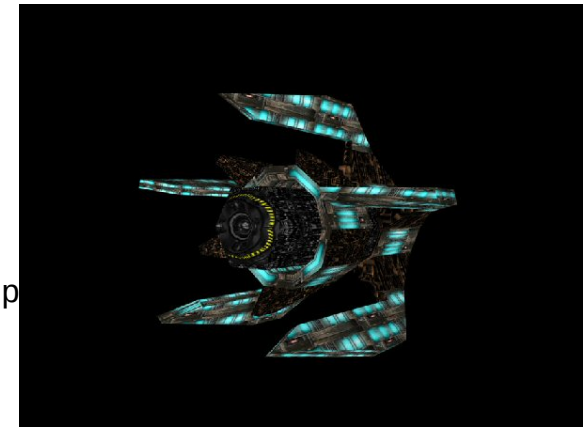
Starships D6 / Galactic Terran Alliance Mjolni



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.

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