Starships D6 / MCPS Frigate

MCPS Frigate

Verdant Spaceworks actually bought Hape Nova Cruisers from the Hapes Consortium shortly before the Battle of Hoth. They spent a long time studying the crusiers and then made sure they could build their own. From there they took a system they had taken from the now bankrupt Cron Horizon Corporation. The Molecular Phase Shifter was very unreliable though, so they redesigned it a bit first. The result was the Metal-Crystal phase Shifter, something the Maw Installtion Scientist would also think up in several years.

The MCPS array was rather large and used special focusing lenses which were not cheap. They took the Nova Cruiser and removed it's fighter launch bays and all the service areas for the fighters and installed two MCPS arrays linked together. These arrays, when fired, would change the molecular structure of metals within starship hulls. Those onboard the affected starships would suddenly notice loss of hull integrity as hundreds, then thousands of small pinprick sized holes began to open all across their hull. Then there would be catastrophic loss of hull integrity and jsut before decomrpession overtakes the ship, the entire hull turns to dust.

Even the Empire's Super Star Destroyers cannot withstand the awesome power of this incredible weapon. The MCPS frigate carries all the original weapons of a Hapes Nova Crusier and slightly upgraded sublight and hyperdrive engine systems making it a swift and very deadly craft. Verdant Spaceworks was planning to present the ship to the Emperor to get a contract to build the ships exclusively for the Empire, and charging an exorbital price. However, by the time the first ship was finished the Emperor was dead and the New Republic was beginning it's campaign to push for Coruscant. They thought to try to sell the contract to the New Republic instead, but realized that since they were no longer a rag tag Rebel Allaince, they wouldn't be desperate enough to overlook possible moral objections for a tool capable of destroying the Empire's Navy. Besides which, the New Republic could barely afford one or two of the craft, much less a fleet of them. Verdant Spaceworks instead finished the other four they had started and hid the existance of the project. Verdant supossedly sold two of the craft off to unknown bidders, and the other three serves as part of Verdant's small security fleet.

Craft: Verdant Spaceworks MCPS Frigate
Type: Heavy Combat Frigate
Era: Endor +
Scale: Capital
Length: 400 meters
Skill: Capital ship piloting: Hapes Nova
Crew: 1,700, gunners: 90
Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting:

Hapes Nova: 6D, capial ship shields 6D+2, communications 5D+2, sensors 4D+2
Passengers: 600 (troops)
Cargo Capacity: 600 metric tons
Consumables: 1 month
Cost: 20 million credits (new)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Hull: 5D
Shields: 2D*
Backup Shields: 4D
Sensors:
Passive: 40/0D
Scan: 55/2D
Search: 80/2D+2
Focus: 5/3D

Weapons:
Dual MCPS Arrays (fire-linked)
Fire Arc: Forward
Crew: 12
Skill: Capitalship Gunnery
Fire Control: 2D
Fire Rate: 1/15 (fires for 5 roudns continuously, then takes 10 more to recharge)
Range: 1-10/25/50
Damage: Target's Hull code reduces by 2D each round
Game Notes: Every target within a 45 degree arc of the shooter's front is hit with a successful use. Targets within twenty-five units of the blast cannot attempt to dodge; tagets twenty-six to fifty units away may attempt to dodge, though all attempts are at a -1D penalty.
25 Hapan Turbolaser Batteries
Fire Arc: 5 front, 5 left, 5 right, 5 back, 5 turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D+2
Fire Rate: 1/3
Space Range: 3-15/35/75
Damage: 7D
10 Laser Cannons
Fire Arc: Front
Crew: 2
Scale: Starfighter
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Damage: 5D
10 Ion Cannons
Fire Arc: Front

Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Damage: 3D

Game Notes: Firing the MCPS Arrays causes a severe power strain on the weapons systems. While firing the Arrays, no other weapon may fire. Also, after firing the Arrays the ship may not fire any weapons for 4 rounds.

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