

## 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 cruisers 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 Installation 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 its 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 just before decompression 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 Cruiser 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 exorbitant price. However, by the time the first ship was finished the Emperor was dead and the New Republic was beginning its 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 Alliance, 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 existence of the project. Verdant supposedly 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, capital 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 rounds 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; targets 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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