

Missile Fusion Engine

See [Abwehran Fusion Engine](#) for inner workings.

Developed in AF 260 ([YE 31](#)), a Missile Fusion Engine is the cheapest of its type, yet also the most powerful. Without any concern for anything but guidance equipment and payload, Missile Fusion Engines don't have to be limited in accelerations due to personnel. In fact, a drive for a missile is considered expendable, so it's made to burn fast and long until it shuts down.

Drive Variations

Accelerations are based on reaching Maximum Attainable Velocity in five minutes.

Ship Size	Maximum Attainable Velocity	Maximum Sustainable Acceleration
Micro Missiles (space)	0.35 c	35,665 G
Strike Craft Missiles (space)	0.4 c	40,760 G
Escort Missiles	0.4 c	40,760 G
Cruiser Missiles	0.39 c	39,741 G
Capital Ship Missiles	0.38 c	38,722 G
Station Missiles	0.37 c	37,703 G

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Last update: **2023/12/21 04:22**

