

Abwehran Hyperspace Fold

Hyperspace Fold Drives are a recent addition to Abwehr thanks to [CSEIA](#). Revolving around the principle of folding space-time to shorten the distance between two points, the Abwehran Fold Drives are weaker than their more modern counterparts. Limited in range depending upon the size of each craft, the Abwehran Fold Drive requires all reactors, including secondaries, to be running when initially jumping.

In AF 260 ([YE 31](#)), [Kaiserlich F&E](#) improved upon the prototypes from the previous year and began to provide variation between different ship types. Civilian models would have lower power requirements and high durability, but would cost the system in both relative velocity, charge time, and range.

Scout warships would have a fast recharge time and relative velocity with minimal power requirements. Unfortunately, the power requirements are almost double that of civilian models and are quite fragile when it comes to alignment, which requires more maintenance over all. A Scout's Fold range is fairly average compared to most warships.

Escorts are designed to be close to the Capital Ships they are supposed to defend at all times. Because of this, their recharge times and relative velocities have been sacrificed to give them them high durability and range needed to stay with Capital Ships. In essence, Capital Ship Fold Drives are similar, but have the ability to form bubbles to encompass their escorts and transport them as well. This is mostly used for emergencies such as an escort losing their Fold Drive, but it can also be used for when precise fleet maneuvering is necessary.

Cruiser Fold Drives are a different design compared to the others. Instead of sacrificing one factor to make another better, it is designed to be average over all. Balancing Velocity, Range, and Recharge Time, the Cruiser Fold Drive is normally rated in between Escorts/Capital Ships and Scouts in all accounts. The only difference is that the system is the most durable of all models. This is because Cruisers are normally forced to operate alone and outside normal logistic routes. Cruisers also have bubble capability in order to rescue civilian vessels with fold issues.

Drive Variations

Ship Type	Charge Time	Relative Velocity	Bubble Capability	Bubble Volume	Maximum Travel Distance
Civilian	30 minutes	0.2 ly/m	No	N/A	10 Light Years
Scout	5 minutes	0.6 ly/m	No	N/A	20 Light Years
Escort	30 minutes	0.2 ly/m	No	N/A	30 Light Years
Cruiser	15 minutes	0.4 ly/m	Yes	200 cubic kilometers	20 Light Years
Capital Ship	30 minutes	0.2 ly/m	Yes	1000 cubic kilometers	30 Light Years

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