Magnetoplasma Variable Drive

With the expansion plans of the Weltraumflotte entering another phase in AF 260 (YE 31), researchers at Kaiserlich F&E have been hounded for space fighter designs. The main problem has been the Fusion Engines lack of variability. Fighters in general normally have afterburners to give them an extra kick in evasion, however the newest Fusion Engines have lost this ability. In response to this, Kaiserlich F&E have gone to a more ancient form of drive theory. Experimenting with the new materials brought in by CSEIA, the old Variable Impulse Rockets from the After Conflict Era have practically been reinvented.

Using Deuterium-Deuterium Fusion to produce plasma, the plasma is then directed out magnetic nozzles to produce thrust. This thrust can actually be controlled by the magnetic fields created by the design to give the engine an afterburn feature. Taking this one-step further, the engine design actually has multiple nozzles: two big nozzles front and back with four - six smaller nozzles along the x axis and y axis. This allows the plasma to be jetted to allow strafing movement.

Drive Variation

Considering this is only for space fighters, the drive variation is based upon the type of nozzle used and whether afterburn is used. Accelerations are also based on reaching maximum attainable velocity in a span of five minutes for afterburner and 30 minutes for Standard.

Nozzle Type	Nozzle Locations	Maximum Attainable Velocity	Standard Acceleration	Afterburn Acceleration
Main Nozzles	Front and Back	0.2 c	3,396 G	20,380 G
Maneuver Nozzles	X and Y Axis	0.1 c	1,698 G	N/A