

Kres'tronova Fold Drive



OOC: While the concepts the Neshaten use may be different, these drives are functionally the same as far as the rules.

Known as the 'Jewel of Light', the Kres'tronova Fold Drive is the latest innovation to FTL based technology for the [Kingdom of Neshaten](#). It was designed to serve on almost any sized ship from medium sized fighters to the largest of capital ships.

The drives operate on the same universal principles as every other fold-drives that exist currently; however, the Neshaten have achieved this through a different process of exploiting their knowledge of gravitic science. This means that while their start up processes are different, the actual principles are the same.

How it works

Kres'tronova fold drives operate on the principle of carefully opening a hole in the hyperspace dimension by utilizing artificially generated gravitational etties; long thin strains of powerful gravitational force that emulate in part the properties of quantum singularities and wormholes in their ability to distort space-time and essentially 'fold' space.

As the gravity 'tendrils' speed up and gain increasing strength, light perceived through the tendrils becomes incredibly distorted and red-shifted. Long arcs of exotic energy particles are released from the drive-core; resembling bolts of electricity that bleed off the tendrils, permeating away of the ship, getting increasingly 'longer' the more time a ship spends charging its FTL drive.

Once the hyper-drive attains maximum charge, the ship will begin to blur out of existence and the gravity tendrils will start to coalesce toward the front and rear quarters of the ship. Guided by a sheath of gravitational force, the exotic energy particles completely envelope the vessel in a complicated matrix intended to preserve the ship during hyperspace travel and maintain the normal laws of physics within the confines of the matrix; essentially preventing the ship and its crew from being annihilated and reduced to the level of free-floating quantum strings by entering a reality where the normal spatial dimensions and the familiar rules of matter and energy no longer apply.

Upon exiting from hyperspace, the exotic matter matrix will collapse and the tendrils will slowly retract back into the ship. The arcs of exotic matter, while dangerous to other ships in proximity, can also serve another unique purpose; and that is to increase the speed and efficiency of ships initiating the hyperspace fold process at the same time. As ships in the area charge up their fold-drives, these arcs of energy will begin to interact and form a 'web' between intervening ships. This can speed up the charge time of the hyper-drives as ships share the work load, but it also means that in hyperspace the ships (or fleets of ships) share the same protection and travel as one entity due to the interconnected matrices.

Dangers

Like with all FTL based systems, there are always dangers. Neshaten faster than light travel relies heavily on the gravitational component in order to move through dimensional space, because of this, their ships can actually be forced off their designated course if a gravitational force stronger than the one they locked onto crosses their path. Safety systems are put into place to help alleviate this danger, and certain types of gravitational events such as black holes and super stars are accounted for.

The other issue is that if a ship suddenly losses power to its hyper drive it can and WILL be thrown out of dimensional space and re-emerge in regular space as a tumbling ship. External and internal damage is certain due to the stresses placed on a ship. The dangers of this happening are multiplied when multiple ships are hyper spacing together, because of the tendrils connections between each ship, if even one of them losses power it can have a cascading effect on the entire fleet. Exceptions to this are larger ships that utilize specialized fleet based hyperspace systems, which are more efficient.

Hyperspace Classes

The Kres'tronova is split into several different classes. These classes determine the actual speed of the drive in relation to the ship it is mounted on, the lower the number the faster than drive while the higher the number the slower the drive.

However, one thing that should be noted is that ships don't have a predetermined hyper drive classification although regulations do traditionally forbid certain hyper drive classes from being placed on certain ships. This is because crews can make modifications to the hyper drive to potentially make that drive faster than its stock specifications. An example being that a cruiser can potentially have a FTL speeds that puts it on par with that of a much smaller ship.

General Purpose Drive Cores

These particular drive cores are found mostly on civilian ships, although military ships may also possess them. They are considered to be the slowest of FTL drives.

Class 6

Class 6 hyper drives are drives traditionally found on civilian ships, they are the slowest hyper drives within the Kingdom but have the faster charge up time.

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>Class 6</i> |
| Regulated Usage |

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>General Usage by all</i> |
| Designer |
| <i>Re'isan Aerodynamics</i> |
| Manufacture |
| <i>Numerous civilian trade families</i> |
| Production Numbers |
| <i>Mass Produced</i> |
| Cost |
| <i>28,000 Rh</i> |
| INTRA-SYSTEM SPECS |
| Charge Time |
| <i>29 Seconds</i> |
| Cool down |
| <i>45 Seconds</i> |
| Maximum Range |
| <i>490 Astronomical Units</i> |
| Maximum Jump Duration |
| <i>10 Seconds</i> |
| INTER-SYSTEM SPECS |
| Charge Time |
| <i>34 Seconds (reduced by two seconds with more than two ships jumping together)</i> |
| Cool down |
| <i>8 Minutes</i> |
| Maximum Range |
| <i>15 Light Years</i> |
| Maximum Jump Duration |
| <i>2 Hours</i> |
| Maximum Speed |
| <i>0.16 ly/m</i> |

Class 5

Class 5 Hyper drives are a split between civilian and more commercial grade faster than light travel, they are slightly faster than Class 6's in terms of both speed and charge up time but are also more expensive.

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>Class 5</i> |
| Regulated Usage |
| <i>General Usage by all</i> |
| Designer |

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|---|
| GENERAL SPECIFICATIONS |
| Classification |
| <i>Re'isan Aerodynamics</i> |
| Manufacturer |
| <i>Numerous civilian trade families</i> |
| Production Numbers |
| <i>Mass Produced</i> |
| Cost |
| <i>57,000 Rh</i> |
| INTRA-SYSTEM SPECS |
| Charge Time |
| <i>14 Seconds</i> |
| Cool down |
| <i>60 Seconds</i> |
| Maximum Range |
| <i>490 Astronomical Units</i> |
| Maximum Jump Duration |
| <i>6 Seconds</i> |
| INTER-SYSTEM SPECS |
| Charge Time |
| <i>19 Seconds (reduced by four seconds with more than two ships jumping together)</i> |
| Cool down |
| <i>14 Minutes</i> |
| Maximum Range |
| <i>20 Light Years</i> |
| Maximum Jump Duration |
| <i>1.30 Hours</i> |
| Maximum Speed |
| <i>0.24 ly/m</i> |

Class 4

Class 4 Hyper drives are the faster civilian grade drive systems; they are faster and have a faster charge time. They also benefit more from the 'Tendril Phenomena'

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>Class 4</i> |
| Regulated Usage |
| <i>General Usage by all</i> |
| Designer |
| <i>Re'isan Aerodynamics</i> |
| Manufacturer |

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|---|--|
| GENERAL SPECIFICATIONS | |
| Classification | |
| <i>Numerous civilian trade families</i> | |
| Production Numbers | |
| <i>Mass Produced</i> | |
| Cost | |
| <i>89,000 Rh</i> | |
| INTRA-SYSTEM SPECS | |
| Charge Time | |
| <i>13 Seconds</i> | |
| Cool down | |
| <i>1.20 Minutes</i> | |
| Maximum Range | |
| <i>490 Astronomical Units</i> | |
| Maximum Jump Duration | |
| <i>4 Seconds</i> | |
| INTER-SYSTEM SPECS | |
| Charge Time | |
| <i>14 Seconds (reduced by four seconds with more than two ships jumping together)</i> | |
| Cool down | |
| <i>24 Minutes</i> | |
| Maximum Range | |
| <i>20 Light Years</i> | |
| Maximum Jump Duration | |
| <i>1 Hour</i> | |
| Maximum Speed | |
| <i>0.34 ly/m</i> | |

Singular Military Drive Cores

Military FTL Drive Cores are those found and used exclusively on military ships. When working in a fleet, military ships can only go as fast as its slowest FTL ship.

Class 3

Class 3 is the first military centric FTL Drive Core; it is the slowest of the military grade classes but still more powerful than civilian grade. Unlike Civilian drives which have different types of charge up times, military grade drives have a set charge time for Intra-system travel. The only difference is that the charge time is better augmented by the Tendril Phenomena.

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| GENERAL SPECIFICATIONS |
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| Classification |
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| <i>Class 3</i> |
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|------------------------|
| Regulated Usage |
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|--------------------------|
| <i>Military Use Only</i> |
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|-----------------|
| Designer |
|-----------------|

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|------------------------|
| S.A.M. |
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|---------------------|
| Manufacturer |
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|------------------------|
| S.A.M. |
|------------------------|

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|---------------------------|
| Production Numbers |
|---------------------------|

| |
|----------------------------------|
| <i>Produced only when needed</i> |
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| |
|-------------|
| Cost |
|-------------|

| |
|---------------------------------|
| <i>Unavailable to Civilians</i> |
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|---------------------------|
| INTRA-SYSTEM SPECS |
|---------------------------|

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|--------------------|
| Charge Time |
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|-------------------|
| <i>10 Seconds</i> |
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| Cool down |
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| <i>1.10 Minutes</i> |
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|----------------------|
| Maximum Range |
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|-------------------------------|
| <i>680 Astronomical Units</i> |
|-------------------------------|

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| Maximum Jump Duration |
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|------------------|
| <i>5 Seconds</i> |
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|---------------------------|
| INTER-SYSTEM SPECS |
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|--------------------|
| Charge Time |
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|--|
| <i>10 Seconds (reduced by six seconds with more than two ships jumping together)</i> |
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|------------------|
| Cool down |
|------------------|

| |
|-------------------|
| <i>30 Minutes</i> |
|-------------------|

| |
|----------------------|
| Maximum Range |
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| |
|-----------------------|
| <i>35 Light Years</i> |
|-----------------------|

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|------------------------------|
| Maximum Jump Duration |
|------------------------------|

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|---------------|
| <i>1 Hour</i> |
|---------------|

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|----------------------|
| Maximum Speed |
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| <i>0.3 ly/m</i> |
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Class 2

Class 2 Drive Cores are faster military grade drives in terms of both speed and even range. They are found mainly on smaller ships such as destroyers or corvettes but with some modifications can also function on larger vessels.

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| GENERAL SPECIFICATIONS |
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| Classification |
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| <i>Class 2</i> |
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| GENERAL SPECIFICATIONS |
| Classification |
| Regulated Usage |
| <i>Military Use Only</i> |
| Designer |
| S.A.M. |
| Manufacturer |
| S.A.M. |
| Production Numbers |
| <i>Produced only when needed</i> |
| Cost |
| <i>Unavailable to Civilians</i> |
| INTRA-SYSTEM SPECS |
| Charge Time |
| <i>10 Seconds</i> |
| Cool down |
| <i>1.30 Minutes</i> |
| Maximum Range |
| <i>734 Astronomical Units</i> |
| Maximum Jump Duration |
| <i>10 Seconds</i> |
| INTER-SYSTEM SPECS |
| Charge Time |
| <i>10 Seconds (reduced by six seconds with more than two ships jumping together)</i> |
| Cool down |
| <i>34 Minutes</i> |
| Maximum Range |
| <i>39 Light Years</i> |
| Maximum Jump Duration |
| <i>1 Hour</i> |
| Maximum Speed |
| <i>0.37 ly/m</i> |

Class 1

The Class 1 Drive Core is the fastest military grade drive and - like the class 2 - is only found on specific ships although can be placed on larger vessels with some modifications. It is mainly used on fighters, shuttles, and even some warships such as frigates and carrier interceptors.

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>Class 1</i> |
| Regulated Usage |

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>Military Use Only</i> |
| Designer |
| S.A.M. |
| Manufacturer |
| S.A.M. |
| Production Numbers |
| <i>Produced only when needed</i> |
| Cost |
| <i>Unavailable to Civilians</i> |
| INTRA-SYSTEM SPECS |
| Charge Time |
| <i>10 Seconds</i> |
| Cool down |
| <i>1.45 Minutes</i> |
| Maximum Range |
| <i>914 Astronomical Units</i> |
| Maximum Jump Duration |
| <i>15 Seconds</i> |
| INTER-SYSTEM SPECS |
| Charge Time |
| <i>10 Seconds (reduced by six seconds with more than two ships jumping together)</i> |
| Cool down |
| <i>39 Minutes</i> |
| Maximum Range |
| <i>51 Light Years</i> |
| Maximum Jump Duration |
| <i>40 Seconds</i> |
| Maximum Speed |
| <i>0.5 ly/m</i> |

Class 0

Arguably one of the fastest FTL drives found with the Kingdom, that is, fastest *legal* drive. This military grade drive core is very rare and found in use mainly by [Or'ion](#). Because this drive is modified for use by Or'ion forces, it is not only faster than any military drive core, but also has longer range, reduced jump duration and can also recharge much faster, at the cost of increased power drain and more risks of malfunctions.

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>Class 0</i> |

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| GENERAL SPECIFICATIONS |
| Classification |
| Regulated Usage |
| <i>Military Use Only</i> |
| Designer |
| S.A.M. |
| Manufacturer |
| S.A.M. |
| Production Numbers |
| <i>Produced only when needed</i> |
| Cost |
| <i>Unavailable to Civilians</i> |
| INTRA-SYSTEM SPECS |
| Charge Time |
| <i>5 Seconds</i> |
| Cool down |
| <i>1.10 Minutes</i> |
| Maximum Range |
| <i>914 Astronomical Units</i> |
| Maximum Jump Duration |
| <i>10 Seconds</i> |
| INTER-SYSTEM SPECS |
| Charge Time |
| <i>6 Seconds (reduced by six seconds with more than two ships jumping together)</i> |
| Cool down |
| <i>22 Minutes</i> |
| Maximum Range |
| <i>80 Light Years</i> |
| Maximum Jump Duration |
| <i>25 Seconds</i> |
| Maximum Speed |
| <i>0.65 ly/m</i> |

Military Fleet Drive Cores

The Fleet drive core is a fleet centric drive found only on capital ships. It is designed to augment and coordinate a fleets hyper drive capabilities by making the fleet travel as fast as its fastest ship (as opposed to its slowest ship when working 'without' a MFDC specified drive)

These particular drives harness the Tendril Phenomena that occurs during the charging up of FTL drives shortly before entering the hyperspace dimension; this harnessing makes the ships faster but also helps eliminate the potential for a ship to be 'thrown' out of hyperspace if they lose power. Of course, these drive cores can only be found on the largest warship. They are currently only compatible with the [Kith'sobashen Class](#) starship.

Class 1.6

This is currently the only fleet based FTL Drive Core.

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| GENERAL SPECIFICATIONS |
| Classification |
| <i>Class 1.6</i> |
| Regulated Usage |
| <i>Military Use Only</i> |
| Designer |
| S.A.M. |
| Manufacturer |
| S.A.M. |
| Production Numbers |
| <i>Produced only when needed</i> |
| Cost |
| <i>Unavailable to Civilians</i> |
| INTRA-SYSTEM SPECS |
| Charge Time |
| <i>15 Seconds</i> |
| Cool down |
| <i>1.10 Minutes</i> |
| Maximum Range |
| <i>914 Astronomical Units</i> |
| Maximum Jump Duration |
| <i>(Determined by fastest ship in fleet)</i> |
| INTER-SYSTEM SPECS |
| Charge Time |
| <i>6 Seconds (reduced by six seconds with more than two ships jumping together)</i> |
| Cool down |
| <i>22 Minutes</i> |
| Maximum Range |
| <i>80 Light Years</i> |
| Maximum Jump Duration |
| <i>(Determined by fastest ship in fleet)</i> |
| Maximum Speed |
| <i>(Determined by fastest ship in fleet)</i> |

Illegal Drive Cores



GMs and ship builders please note, these are setting restricted. Meaning you must talk to the



Faction Manager before you can put these on your ships. RP is also needed to justify it.

Illegal Drive Cores are either civilian or military jump drives that have been illegally modified. These drives are typically faster than any current drives due to said modifications; they are also quite rare since such drives can result in the impounding of the ship and the arrest of its crew.

Class 0.7

The Class 0.7 is an illegally modified Class 2 military drive that improves upon its speed and range. It's prized by smugglers and pirate groups because of these modifications.

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| GENERAL SPECIFICATIONS | |
| Classification | |
| <i>Class 0.7</i> | |
| Regulated Usage | |
| <i>Regulations do not apply</i> | |
| Original Designer | |
| <i>S.A.M., modified by pirates</i> | |
| Manufacturer | |
| <i>Pirate Groups</i> | |
| Production Numbers | |
| <i>Unknown</i> | |
| Cost | |
| <i>748,000 Rh (Available only on the Black Market)</i> | |
| INTRA-SYSTEM SPECS | |
| Charge Time | |
| <i>5 Seconds</i> | |
| Cool down | |
| <i>1.10 Minutes</i> | |
| Maximum Range | |
| <i>900 Astronomical Units</i> | |
| Maximum Jump Duration | |
| <i>10 Seconds</i> | |
| INTER-SYSTEM SPECS | |
| Charge Time | |
| <i>10 Seconds (reduced by four seconds with more than two ships jumping together)</i> | |
| Cool down | |
| <i>29 Minutes</i> | |
| Maximum Range | |
| <i>100 Light Years</i> | |
| Maximum Jump Duration | |
| <i>35 Seconds</i> | |

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|---------------------------|
| INTER-SYSTEM SPECS |
| Charge Time |
| Maximum Speed |
| <i>0.75 ly/m</i> |

Modifications

Modifying existing hyper drive cores is a very risky and dangerous business; this is because each drive is fine-tuned to operate within certain safety levels. Modifying the drive core also involves modifying those safety levels, removing them and then creating NEW levels. Practically anything on a hyper drive core can be modified, including speed, range, power consumption, charge up time, etc...

However, modifying hyper drives and changing them from their stock specifications can have undesired consequences, it is impossible to list 'what' might happen.

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