



Jumpdoc by Itmauve
v1.0

One day, we received the Signal, an alien transmission that described the technology that would take us to the stars. We created seed ships, that Folded space and took us across the galaxy.

But as humanity spread, we fractured. By the time we found the source of the Signal, humanity was split between the Colonial coalition, and the UNE around Earth. The dispute over the Signal's pod led to war between the two nations.

It is 2299, and the UNE is on the back foot, forced back by the onslaught of Colonial forces. With Earth itself under threat, it is now that the final weapon of this war will be revealed: The Strike Suit.

Take these **+1000 CP** to equip yourself for the oncoming storm.

Origin

Each party member will be a member of the UNE, a member of or associated with their military.

You may choose to be a drop-in, which will fabricate enough of a paper trail that you won't get flagged if you can act well enough, and a packet containing details about said paper trail so you can know that ahead of time.

Otherwise, you're a native, with a history in this world, and new memories of that history.

Each party member selects one:

Pilot

You're a hotshot fighter jock, aren't you? Your job is to fly something small, fast, and shielded, and make life very unpleasant for any Colonial you can get boresight on.

Officer

You're probably a captain, in charge of a ship and responsible for operational planning and tactical guidance.

Scientist

You're responsible for developing new technologies for the war effort. Or at least that's your job on paper.

Perks

Perks listed under an Origin are discounted to party members of that Origin. Discounts are 50%, except for 100 CP perks which discount to free.

Pilot



3-D Combat (100 CP)

Keeping track of your own position and bearing in 3-D space requires either aptitude or a lot of training. Fortunately you have the aptitude, and you've also gotten the full training, having graduated flight school with full honors with all that implies.

This includes having "the right stuff," like nerves of steel and good snap judgement, as well as the physical traits (good G-tolerance, eyesight, reflexes) that are needed for an ace pilot.

Timing (200 CP)

Knowing precisely when to EMP an incoming missile is important, and you're an expert on it. When about to use an ability like Afterburner EMP, you have a few free moments to consider when exactly you want to use it, and can then get the timing exactly right.

This also gives you a better internal sense of when your abilities are going to be ready, so you can be better integrating transitions between Pursuit and Strike mode as you maximize Flux gain and spending.

Weak Points (400 CP)

If you want to take out capital ships without expending massive amount of ordnance, then you're going to have to aim at the weak points. Fortunately, you have a very good sense of where the weak points in a person's, ship's, or other combat entity's defences are.

And to complement that, your aim is also very good, making hitting key weaknesses easy. Your aim is good enough that you could reliably headshot the pilots of interceptors while they're pulling crazy maneuvers.

This Isn't R-Type (400 CP)

Dodging hails of incoming fire and flying down tight tunnels requires a key awareness of your body or fighter. This, you have in spades, even from a cockpit. In addition, you also have

very good control over your movements (or any craft you're piloting), meaning avoiding walls (made from physical materials, shields, or incoming fire) is simply a matter of awareness.

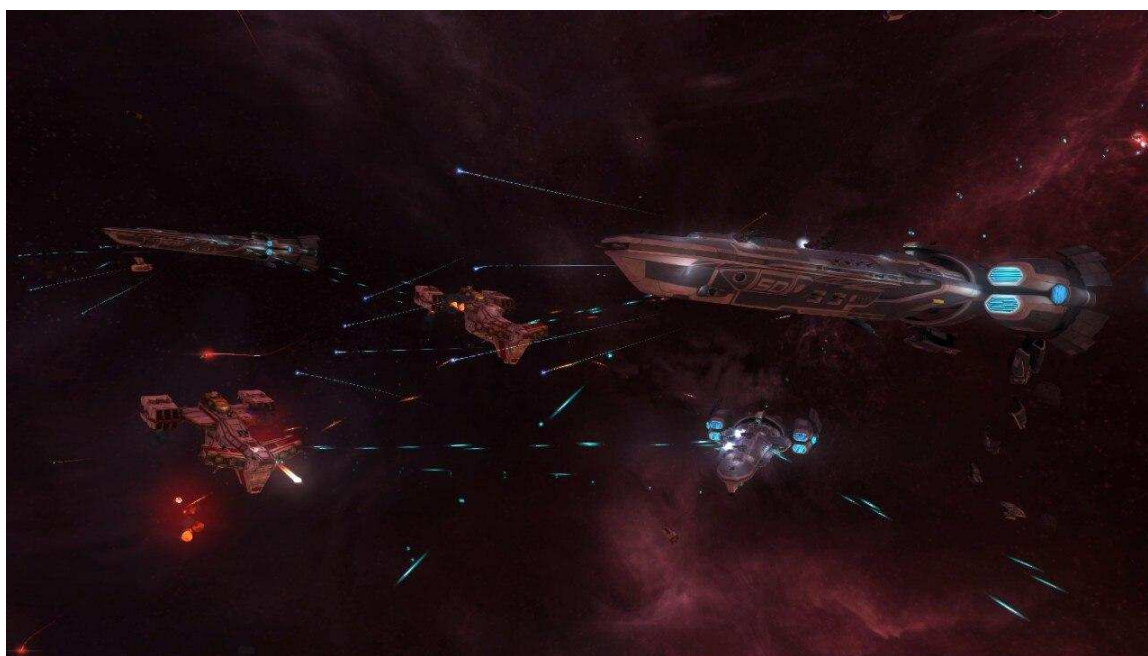
Anime FCS (600 CP)

Strike Suit Zero features such distinctive visuals, with color-coordination between the sides, bright motion trails from every engine, and obvious glowing attacks racing across space.

And now you can benefit from this even more. Aside from motion trails highlighting the motion of any of your opponents and their attacks, your vision color-codes people according to their allegiance, and you can customize the colors. Abilities and buffs appear as glowing effects and auras, traps and mines are highlighted well beyond activation distance, and so on.

Your vision is enhanced, with good acuity being a side benefit. The main benefit is that your eyes can no longer be overwhelmed by visual noise and can instead process and track an entire massive space battle. You can make an entire AWACS group feel overwhelmed and inadequate with what you can keep track of, not only positions and courses but also lines of fire and exposure of weak points.

Officer



OCS (100 CP)

You know how to command, and can keep your head in chaotic situation. You have training, some peacetime experience, and wartime experience, covering every scale of operational and tactical command. This ranges from arranging a fighter wing's formations to ongoing, large-scale, interstellar-scope resupply operations.

And you're good at it, able to handle wartime operations without a problem.

This also covers the more soft aspects of being an officer, like managing personnel and morale, and politicking with your peers and superiors.

Armed And Fully Operational (200 CP)

Getting a damaged ship up and running again is difficult. Fortunately you, and any crew under your command, have a massive bonus to repair speed, so you can go from crippled to fighting in minutes. Just get someone to cover for you for a moment.

It's Just Like Wrath Of Khan, Except That Spock Is Flying A Giant Mecha Suit (400 CP)

When on the back point, you need to find weak points. Fortunately, you're good and/or lucky at that, being able to find critical points to hit on the strategic and operational levels.

Ranging from anchorages to fuel depots and communications outposts, you can find many a target to hamper your enemy's operations.

Black Fleet (400 CP)

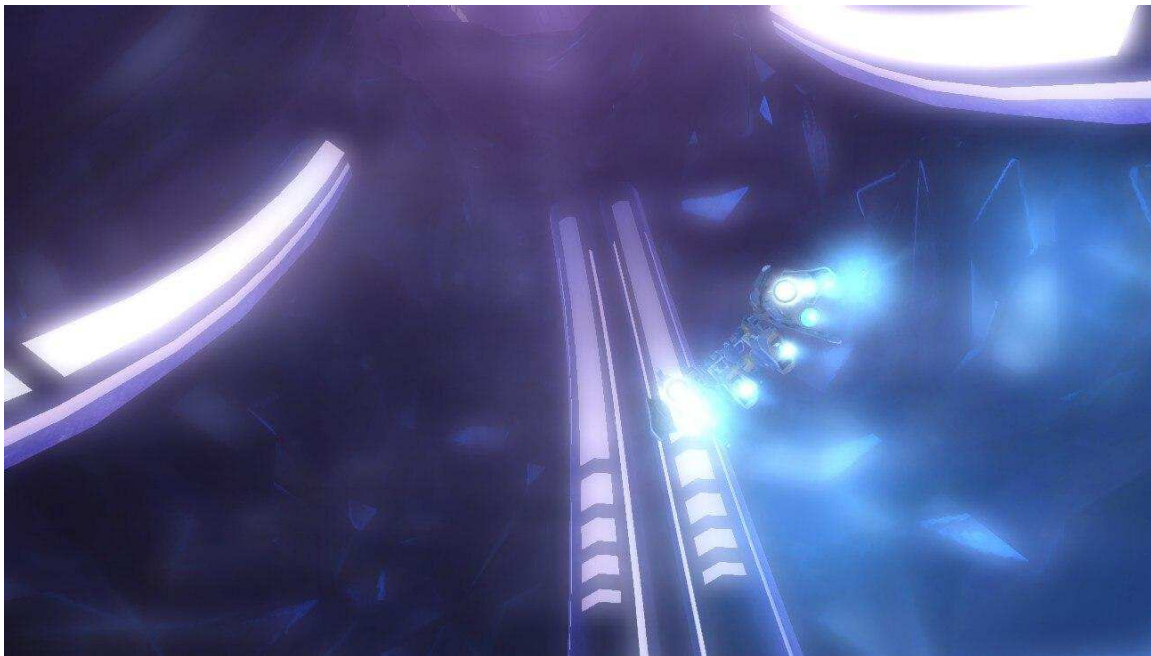
The Colonial Black Fleet is their premier task force, filled with the most skilled officers and sailors. Within your task force or fleet, everyone gets a buff to their skill based on your own skill. As a baseline, you have a level of skill at tactical command equal to that of the Black Fleet's own commanders.

Mission Scoring (600 CP)

When it comes to avoiding a moral compromise, pyrrhic victory, or winning battles but losing the war, have you considered winning harder at the tactical level?

By achieving more complete and thorough tactical victories, you ensure that you will not have to compromise your morals to achieve your goals (unless those goals are in fact against your morals.) You also ensure that you can win on the strategic layer, and that victory will not be pyrrhic. You won't blow up a massive ship only to realize you don't have the resources to stop the debris from devastating the world it was around.

Scientist



Fighters and Folds (100 CP)

Humanity based much of its esoteric technology on the Signal, ranging from the Fold drive, sensor and communication equipment, to even shields. You have memorized the contents of the Signal, meaning that you could have designed any of the technology that humanity built.

Aside from that, you also have knowledge of a lot of different specifics of what was already made - communications protocols, specifications for common or interchangeable parts and systems, industrial equipment, programming languages, all that kind of stuff. It's a solid techbase stored in your noggin, easily accessible for when you need the information. And you

have the official qualifications for all that information, given to you by one of Earth's best universities.

And as a side effect, you have an unlimited memory with perfect indexing and cross-referencing.

Combat Research (200 CP)

Knowledge is power, even in combat. For this, you are able to do so much more with EWAR systems available to your commands than they should be capable of, ranging from completely jamming communications to casually breaking encrypted communications in real time.

Compressed Fold Klein Core (400 CP)

If a sufficiently dense non-orientable Fold construct is improperly disassembled (by, say, plasma weaponry) it can create a temporal anomaly. In this case, your death will send the consciousnesses of yourself and fellow your party members, back in time up to a month. Each party member can drag one non-party member with them, if said non-member is close enough.

This can trigger an unlimited number of times, but a reversion can not send you back past a point where a reversion has already terminated. In other words, dying early on a later try will not send you back further. If desired, the core can be triggered manually for several moments of complete focus.

If owned by a Companion, if the Jumper dies the Jump will not fail until that one-month time limit expires.

Fold/Flux Systems (400 CP)

Rather than just an understand of Fold technology as explained in the Signal, this is full understanding of Fold physics. Every Fold phenomena is one that you can fully explain. This also includes some technical, component-level knowledge of Relic-style technology. You're capable of designing a Flux power system, or building a Fold storm generator.

Redundant Controls (400 CP)

Like Control herself, you are a master manipulator and tactician, capable of devising plans from small amounts of information - information you should not have.

You are capable of knowing facts about the operational and strategic actions of factions you should not have access to - such as Control, at Thule station, knowing things about the Colonial fleet composition even UNE brass didn't know.

Your manipulations tend to serve multiple functions, and you have a knack for timing actions so they line up in the future. And while your plotting might be apparent to some, you're more than capable of getting people into a situation where they have no choice but to trust you.

On Thule Station, With A Box Of Scraps (600 CP)

You are a one-woman research and development team, capable of designing and building an advanced fighter by yourself, in a fraction of the time an entire corporation could do it. The fact that sleep is now truly optional for you helps a little bit.

As far as design work goes, you are 600,000 times as fast as you were before, as well as capable of fully simulating machines and systems in your mind without errors. The maximum complexity, sim speed, and fidelity of the simulation depends on your knowledge of the topics. With Fighters and Folds, you would be capable of simulating new designs using that techbase at 20x speed, down to the level of a circuit board in a fighter, accurate to less than one part in ten billion. This should be enough to let you develop an advanced fighter in a matter of months.

Your construction speed is also increased by a factor of 1,000. This should mean that you are capable of building a prototype cutting-edge fighter in a few days, before you've optimized your build process, from ingots and raw silicon.

Items

Items are discounted the same way as Perks. Each party member gets a 200 CP stipend to spend here, but 100 CP must be spent within your own perk tree. Items respawn as appropriate, with larger and more valuable Items taking longer to respawn. These items will also repair if damaged and then left alone for a proportional amount of time.

Each Item allows one previously-owned item to be imported and merged with the purchase.

Pilot



Simulator (Guaranteed 100% Control-Free) (100 CP)

This simulator system can hook into a ship or fighter for training purposes. It is a high-fidelity simulation, so it can accurately handle battle damage and weird edge cases of usage to give realistic results for whatever actions are taken by actors within the sim. It also can have AI-controlled actors switch between tactical trees depending on your actions, meaning your opponents will adapt to your own tactics.

There is also the matter that you cannot be killed via the simulation. An AI could have root access and attempt to kill you via some part of the connected hardware, and it would fail. Attempts to attack your own mind or brain through this will also fail.

Fighters (200 CP)

All UNE fighters are technically classified as ships. They have their own Fold drives and sufficient fuel and life support for multi-day missions. That said, they only have one crew, with an optional WSO, and the only accommodations are the seats.

That aside, all fighters have shields, guns, internal missile bays, and can use their afterburners to EMP incoming missiles.

Select one:

Apex Fighter

The Apex is the standard UNE fighter and acts as the baseline for maneuverability, durability, and firepower. It can fit two triples of standard gun systems, has three bays to fit various types of missiles and bombs, is over three times as survivable as the Colonial Scorpion, and matches it in speed and turn rate.

Scythe Interceptor

Swifter, nimbler, and lighter than the Apex, the Scythe has a lower missile capacity and is more fragile. But the speed and maneuverability allow it to take advantageous positions and get across battlefields faster.

Compared to the Colonial Wasp, it's much better armed with two double standard gun systems and two bays for ordnance (as the Wasp can either equip a gun or missiles on its hardpoints) and has a notable toughness advantage.

Blade Bomber

In the UNE line of battle, the Blade has replaced the Hercules corvette as the preferred anti-capital strike unit. It's smaller, requires less logistics, and can still launch ACS Vendetta torpedoes. It lacks turrets like the Hercules, and mounts only a single standard gun system. However, it can carry an impressive capacity of smaller missiles and rockets to complement the Vendettas, and it's more maneuverable than the Hercules.

As the Hercules did have a few edges over the Colonial Berserker, you should be able to tell how much better you're doing versus your counterparts.

Strike System Refit (200 CP)

Requires the purchase of a fighter. Enables the import of a mecha as well as a fighter into the fighter.

This upgrades your fighter into a Strike Suit. First, the primary goal of the Strike Suit was to protect Control when she traveled through the passages of the Relic. Being a kickass war machine was a secondary benefit that could have been sacrificed if she didn't have the resources. Therefore, your fighter is now capable of operating within extreme exotic environments, ranging from the intense Fold conditions within the Relic to other unusual spaces like hyperspaces, the Wyld, the Blind Eternities, and even untargeted reality-warping fields.

In Pursuit Mode, your fighter mostly works like normal. The Flux power system charges up from nearby weapon impacts and power source explosions, as well as trickle-charging just from the collector circuits being connected.

In Strike Mode, the suit transforms, greatly reducing top speed but greatly increasing maneuverability and turning. Afterburner EMP is disabled, but you can now dodge missiles instead. Likewise, the Pursuit mode weapons are unavailable, but with the Flux capacitors now switched to discharging, you now have access to a [X]PE Flux cannon and MTAM Flux energy missiles. The cannon bolts as fast as machine guns and hit even harder, but can't run out of ammo like plasma weapons. The MTAMs are made from pure energy, effectively giving you sustained missile barrages.

Your strike suit will be dependent on the fighter you've bought, with different Strike Mode armaments, durability, and agility.

Combat Analysis Upgrades (200 CP)

Requires the purchase of a fighter.

As the Strike Suit was tested in combat, Control was able to provide refinements that improved performance and survivability. So let's just skip to the good part and have these improvements built in from the start to your fighter. Agility, Flux weaponry, and speed are about 20% better, while armor, capacitors (afterburners, weapons, and Flux,) missile payload, spare reactor output, and shields are doubled.

These quantitative boosts provide qualitative results, like the weapons capacitor upgrade meaning you have to stop firing to recharge less often, meaning you're less likely to "run dry" in the middle of burning through an enemy's shields.



Each party member can only purchase one ship.

Minefield (100 CP)

Both sides use anti-ship mines, essentially pre-deployed torpedoes bigger than bombers, that can charge at any large targets that can't answer the IFF questions fast enough.

This allows you to, once a day, deploy a minefield large enough to actually block off a region of space, on a tactical scale. This won't grant you more than one, though.

Silver Fleet Refit (200 CP)

Requires the purchase of a ship

The Black Fleet, the Colonials' most successful fleet, has a number of advantages over the standard Colonial line, having more power.

Your own ship has gotten its own equivalent refit. This gives it better armor able to handle double the punishment, stronger hardpoint shields, slightly better speed and maneuverability, and significantly increased turret tracking, making anti-fighter turrets something not even an ace can ignore, and lets you also use anti-ship beam mounts to swat fighters out of the sky.

Ship

All ships have come with a fold drive, artificial gravity and life support, sensor systems, crew quarters, an NPC crew of decent skill (unless you get Silver Fleet Refit) and

Mars-class Frigate (200 CP)

The Mars packs a punch with eight torpedo tubes, which can completely delete a Berserker in a single volley. A couple heavier beam cannons, as well as plasma, flak, and missile turrets provide a secondary arsenal.

Compared to the Colonial Cataphract, it is more maneuverable, has more armor and more internal compartmentalization, has more plasma turrets and deeper missile magazines, and shielded hardpoints to make it much harder to strip off weapons.

Tyr-class Cruiser (400 CP)

Making up the bulk of the fleet, the Tyr is a sturdy combatant. While it lacks torpedoes, it packs a painful seven beam cannons, along with a secondary battery of plasma, flak, and missile turrets.

Compared to the Colonial Onslaught, it is a bit less maneuverable, but has better and more armor, more internal compartmentalization, over twice the beams, more plasma and flak

turrets, deeper missile magazines, and shielded hardpoints to make it much harder to strip off weapons.

Avalon-class Carrier (400 CP)

Distinguished by its massive catamaran flight pods, the Avalon is designed to support a massive flight group. Carrying 80 fighters, it can ensure fighter dominance unless the Colonials decide to dedicate more carriers to the field. Despite its size, it carries less than half the armament of a Tyr on its hull.

Compared to the Colonial Overlord, it is outgunned and fragile. But it does carry equal fighters and is literally under half the mass. Plus, shielded hardpoints make it harder to neutralize without committing capital ships.

Scientist



Stealth Logistics (100 CP)

Somehow Control was able to build not only an advanced, functional fighter by herself, but a small fleet of drones.

She was also somehow able to do this despite being alone on Thule Station and without any outside funding. Thule Station was listed as being abandoned and the project was shut down, so how did she get the materials needed for everything?

We can presumably something like this, where you get weekly shipments of common manufacturing stock. The amount and items depends on how much you have in the production facility category, and the types of resources you feed into them normally.

Station (200 CP)

This is a large ST-pattern station, constructed en mass during the prewar period. During the war, both sides used them as military bases.

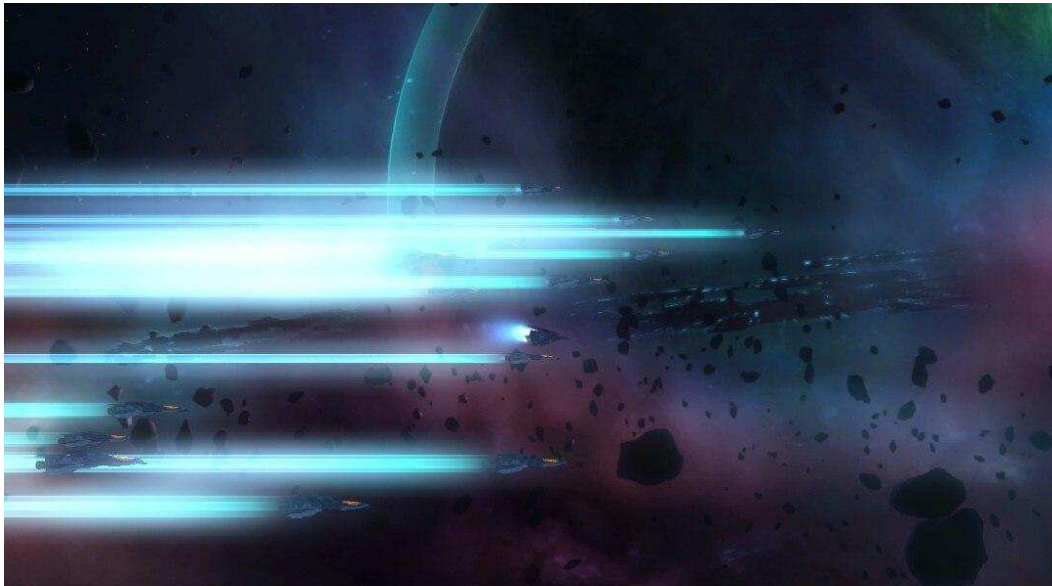
The flat hexagonal body is about two kilometers across, and the tower part sticking through it is about three kilometers from tip to tip. There are docking arms at each corner for capital ships, as well as small batteries of plasma and flak turrets.

As for what's inside, in this case the body is a flexible manufacturing setup, intended for prototyping and small production runs. There are also the docking bays, capable of handling even small freighters. And speaking of those, you have a few in-system haulers (no Fold drives, though, but 7,000 tons of material is 7,000 tons of material.)

In the lower body are the power systems, fuel storage, most of the crew quarters, hydroponic cells, and other systems. The upper tower contains the command facilities, sensor systems, and officers' quarters.

In addition, this station is ringed by a constellation of secondary facilities, from cargo platforms and anchorages for capital ships to Fold gates and even a couple of shipyards for building capital ships. There are also several weapons platforms, for defence purposes.

Companions



This section is Jumper only.

Wingmates (100 CP, first free)

Can be purchased multiple times.

Going into battle is always less risky with more guns on your side. This allows you to import or create Companions for this jump. They get the Pilot origin, 600 CP, and the Item stipend.

On the first time you purchase it, you only get four slots, which may be used to either import or create one Companion each. If you purchase it again, the number of slots doubles each time. However, you can only buy it again if all current slots are filled with imports.

Reasonable Authority Figures (100 CP, first free)

Can be purchased multiple times.

Having your bosses on your side is always helpful, but during war it can be a matter of life or death. This allows you to import or create Companions for this jump. They can choose between Officer and Scientist origin, 800 CP, and the Item stipend.

On the first time you purchase it, you only get two slots, which may be used to either import or create one Companion each. If you purchase it again, the number of new slots goes up by two each time. (So this follows a series of twice the triangular numbers.) However, you can only buy it again if all current slots are filled with imports.

Drawbacks



Drawbacks with an asterisk can be taken by an individual party member and only affect that party member. Drawbacks without are taken by the Jumper and affect the entire party.

Probationary (+400 CP)

Like Adams, you're under probation. Meaning that access to all your prior Perks and Items is suppressed for the duration of the Jump. It's like you don't never even had them.

Voice Acting (+0 CP)

Cannot be used with the scenario... mainly because the scenario boots canon so far out the airlock. Also, because someone is gonna try and do something they think is clever.

You can replace a canon character, but you must have the same origin, as well as the appropriate Perks and Items based on what they had in canon.

Credits Roll (+0 CP)

Cannot be taken with Strike Suit Infinity or the scenario

If the UNE wins, you can leave once the Relic is dealt with, instead of sticking around.

Nebula Jamming* (+200 CP)

Why would you do this? Why would you deny the glory that is a swarm of MTAM Itano or MTAM Circus missiles dancing about and destroying your enemies? For whatever reason, you are incapable of using missile guidance packages or any other guided attacks - even something like Seekers will fail to do more than fly in a straight line. Better pack Titans.

Explosion Flares* (+200 CP)

The fancy animesque explosions are fancy, but for you they're especially bad, as every explosion makes it impossible to see anything within a good distance of it. For fighters, it's not that big, but for ships it is way larger. You can't see anything within those explosions, and within those distances, you only see - and sense - pure white. If you're close enough, even if you don't take damage there will still be a couple seconds of flying blind, practically an eternity in a dogfight.

Strike Suit Infinity (+300 CP)

Cannot be taken with Credits Roll or the scenario.

It's like Battlestar Galactica, except in Soviet Strike Suit Infinity, Colonials hunt you. The UNE has fallen. The Colonials are hunting you down. There are no safe places, not for more than a matter of hours. You have to keep moving and fighting, again and again. There is no victory, only survival. Can you last ten years like this?

Scenario - Rage of the Sisters



Normally you would arrive near the end of the war. But in this timeline, I'm going to send you in earlier, when war is brewing. Here, Control wasn't the only one of her species to be ejected from her main body. And even worse, those bodies are gone. Now, stuck in bodies that are (relatively speaking) blind, deaf, and decaying, they've decided it's humanity's fault.

They've decided to tear humanity apart. With their big number-crunching abilities, alien technical knowledge, access to various parts of the military-industrial complex via the humans they're riding around in, and ability to treat things like encryption as a joke, they've already started the violence. "Piracy," bombings and terror attacks, political manipulation, the works. Oh, plus secret drone fleet buildups in various out-of-the-way systems.

With terror attacks ongoing you're going to have to defeat and neutralize all thirteen sisters in order to stop civil war from starting indefinitely. Fortunately they can't make infomorph versions of themselves or transfer bodies, at least. Each one has their own custom superfighter and their own "honor guard" of customized fighters and ships, which you will have to deal with using some sweet animesque space dogfighting.

But that isn't the end of your task. Next, you have to de-escalate the situation. Which will probably still involve some combat. And also politics and other less dramatic actions. Once the galaxy is stable, you're done.

Your reward:

Relic Ship (Item)

This alien ship is massive. Cruisers and carriers are kilometer-scale constructs and this can be used as a backdrop for it. It could be considered a moon if you don't know enough about astronomy. The UNE, which was building an orbital ring before war broke out and has a

functioning particle fountain elevator to the moon, barely knows enough about engineering and materials science to imagine how it doesn't collapse in on itself.

Aside from its bulk, the ship's main defense are the passive Fold fields that surround it. Even unpowered, physics around it behaves so differently that getting an attack to hit requires an absolute ton of brute force, or enough know-how to figure out how to survive the storm. When armed and fully operational, the storm around it can be extended light-minutes in every direction. The storm can be used to affect, positively or negatively, technology that interacts with alternate spaces (like generic hyperspace), manifolds (Fold tech, subspace), dimensions, worlds, or whatever the terminology is.

The ship also self-repairs and self-maintains, so it can't be worn down. It's not fast on a relative scale, but on an absolute scale it's pretty good.

When it comes to offense, aside from the storm itself, the Relic mainly uses plasma beams for anything "small." For larger targets, the front of the ship is a "Spiral Fold Lance" capable of cracking a planet into a collection of giant, molten rocks. It's a descendant of technology originally created by Control's people for mining purposes.

For mobility, it has about the same absolute maneuverability as the Mars... despite being thousands of times as long in any direction. Relatively speaking, it's not that mobile in realspace. It's large enough that it can Fold around 3,000,000 ly at once, if you're not a monkey banging on the drive housing to try and get it to move. (The Fold duration will be roughly a week at that range.) Now, it is large enough that you probably will have to make your own Fold points as you go in most situations, which takes a couple hours.

For controls, not only do you have a neural interface that lets you become the ship (nominally temporary) this one is a proper ship and has a bridge, with duty stations and consoles. It also has accommodations as expected as a ship or station, as well as docking bays, and all of that is shielded from the Fold storm.

Conclusion



Hey, thanks for playing. First, all Drawbacks fall off.

Next, you get a few gifts.

First is a copy of the game, including the DLC. It also can run the UNE's simulator files, and I've added a copy of most of the official and unofficial UNE training files. If you have the Simulator item, then a copy of the game's missions (sans DLC, which is already a UNE simulation) will be added as simulator files.

Second, I've added a docking bay attachment to your warehouse. It's accessible via a Fold point, but that Fold point is accessible as any arbitrary safe port. Basically if you're more than a single Fold from a friendly port, you're out of range to get to it. Only party members, and those authorized by you, can get to it. It has automated fueling, repair, and munitions handling systems, which can load you up with any of the UNE's various missiles or rockets. There's also a semi-automated system for swapping around the standard gun systems.

Now **Continue On**, **Go Home**, or **Stay Here**.

Notes



The numbers boost for On Thule Station... those were based on the F-35. Getting man-hours for R&D is hard, so I estimated using the total cost. Meanwhile, we know it takes 40-70,000 man-hours to build one.

The class names for everything except the UNE fighters were made up. The only names we get are those of the flyable fighters, in-game.

The thing about UNE ships having shielded hardpoints... it's not canon, but whenever you're protecting an allied ship there's no indication that they can lose their turrets. So that's my explanation.

Yes, upgrading the Scythe gives you the Raptor, and the same with the Blade and Marauder. Well, sorta, as the Marauder doesn't have that secondary missile capacity. But still, five MTAM Avengers and dual LPE 162mm Us.

How big are the ships? Well, no specific answers are given, so you get my answers. The fighters are about 15-30m in length, and the ships are 600m (Mars) 1km (Tyr) and 1.2km (Avalon.) Colonial ships are 300m (Berserker) 500m (Cataphract) 900m (Onslaught) and 1.4km (Overlord)

Fold and how it works

Humanity appears to have covered the entire galaxy and is one big civilization, not a fractured mess. I will assign the normal sustained rate of 5,000 ly/day to any ship 100 meters (or rather, at least 10,000 t in mass.) Under normal circumstances, call it two hours of cooldown/checking the drive and four hours in the Fold, when traveling 1,250 ly per Fold. (And that's standard rates for a civilian-grade freighter like the *Proteus* operating under normal conditions. The *Mercury* was probably doing three or four times that right before Distress Call.)

If Folding *right now* is more important than preserving the drive's lifespan, then you're talking a matter of seconds. (See Distress Call, where even after jumping with the drive minimally-reassembled (from what they thought was going to be a safe point to do actual maintenance) and most components damaged from overloading it dozens of times in a row, it only takes 150 seconds between Folds. And it's probably only that long because the engineering teams are pulling the drive out to replace slagged jury-rigged components for jury-jury-rigged components.)

Fold drives can only activate from certain points, called "Fold points." These are rather common. Fold points are not paired - if Fold points are connected together (such that you can only go from a point to some set of points within range) they are connected in large networks.)

Smaller ships have more flexibility in which points they use. (See Minefield, where you Fold around the battlefield between skirmishes, while your capital ships must slowboat in.) Larger ships can jump further. It's possible for a ship to "piggyback" on a larger ship or use a Fold Gate to travel further in a single Fold than its size would permit.

It is possible to trace an incoming Fold, but not an outgoing Fold. They can still be detected shortly before they happen on either end.

Fold tech can be used for FTL comms, but it's infrastructure-heavy and seemingly just short of frustrating enough to justify courier ships. High-bandwidth transmission doesn't seem to be possible from the equipment on ships, and the stuff that can is fiddly and requires time to work. It does seem to be instant, at least.