

# FTL Guide

This guide is intended to provide a detailed reference regarding the various faster-than-light (FTL) methods of getting around in the setting. It is the definitive reference for Faster-Than-Light or FTL travel. It explores each method, explains the mechanics of each form of FTL travel, and provides concepts for each method that can be utilized by [Game Masters](#) in their respective [plots](#).

*Note: FTL devices other than teleportation modules **cannot** be used inside a sun's [Hill Sphere](#).*

## Scale

Our setting is set in space, and as we all know space is really big. The main map is approximately 240 light-years by 240 light-years in size, which is an area over 1,410,870,129,899,618 miles across, or 1.410 *quintillion* miles.

## FTL Technologies

These are the currently approved forms of faster-than-light travel for use in the setting. Each form has its own benefits and limitations.

1. [Continuum Distortion Drive](#)
2. [Hyperspace Travel](#)
3. [Wormholes](#)

Star Army has more than enough FTL methods already so we are no longer accepting additional ones.

## Obsolete Concepts

The following FTL concepts were part of the earlier [canon](#) but are no longer in use.

1. FTL combat is no longer allowed. All combat takes place at sub-light velocities. See: [Starship Combat Guide](#)
2. [Interdiction](#) was removed on January 1st, [2011](#).

## Other References

- [Starship Speed Standard](#)

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