

Faster Than Light (FTL)



WIP (SA): This page's contents are a work in progress by the [Site Admin](#) and cannot yet be used in the RP.

Purpose

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

Scale

Our setting is set in space, and as we all know space is really big. The main map is approximately 240 LY x 240 LY. That is an area over 1,410,870,129,899,618 miles across, or 1.410 Quintillion miles.

Obsolete Concepts

The following FTL concepts were part of the earlier roleplay but are no longer in use.

- [Starship Combat Guide](#) FTL Combat is no longer allowed by the site. All combat takes place at sub-light velocities.
- [Anti-FTL Field](#) interdiction was removed back on January 1st, 2011

FTL Technologies

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

Presently new forms of new FTL are not being accepted.

- [Continuum Distortion Drive](#)
- [Hyperspace Travel](#)
- [Wormholes](#)

Other References

- [starship_speed_standard](#)

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