

Blue Rift Expanse

Very little is known about this beautiful and mysterious phenomenon. It is massive, spanning almost 20 lightyears across.

History

After [Freespacer Massacre and Related Battles](#) in [YE 30](#), those [Freespacers](#) who did not take refuge in the space of nearby nations instead fled here. The unstable space creates a natural defense that not only prevents FTL travel, but disrupts sensors, which makes it virtually impossible for outsiders to locate their ships.

In [YE 31](#), the [YSS Miharu](#) entered the expanse in search of Amaya's Gate, a space-time portal, and entered it, emerging in [YE 33](#) during the portal gate's destruction.

By [YE 38](#), there are many small fortified objects now imbedded within this space, including not only the rogue planet [Arsenal](#), but also many unstable and forgotten former-[Independent Worlds League](#) holdings.

Data

- Size: 19.773 LY in length, 0.3 LY in diameter
- First recorded: Unknown, 29th June, BY-40, (North West, 120 LY)
- Ownership: None (de facto [Astral Locksmiths](#) control)

Risks

- The exact cause and effect of the Blue Rift are not understood.
- The location and circumstance of the Blue Rift phenomenon makes visiting it a virtual impossibility (it is within an FTL deadzone). Freespacers, however, circumvent this restriction by using [Ley Lines](#) to safely move from one sheltered zone to another within this region.
- The energy levels recorded exceed safety limits, even at a distance of 6 LY from the phenomenon.

Places of the SARPiverse	
Place Categories	expanse, space phenomenon

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