NovaCorp Gateway

The *Gateway* is [NovaCorp](#)'s new replacement to the original [Wormhole](#) gate network, it became available in [YE 35](#).

About the Gateway

The Gateway is the foundation of the new gate network. It has the ability to expand to accommodate larger vessels. It also has an entire new command and control structure to prevent a repeat of the destruction of the network by the military. The Gateway requires a handshake between the departure and arrival points. The arrival point has the final approval. If the arrival point declines the connection. Then a wormhole is not created. It is not possible for a wormhole to be forced to connect. The Gateway also has added safety features one of which being redundancy of the generating modules.

The gateway is capable of making a wormhole with an opening of .1 to 1 kilometer wide. This allows the Gateway to accommodate a wide range of vessels. Opening a wormhole 1 km wide requires all twelve units to be operating.
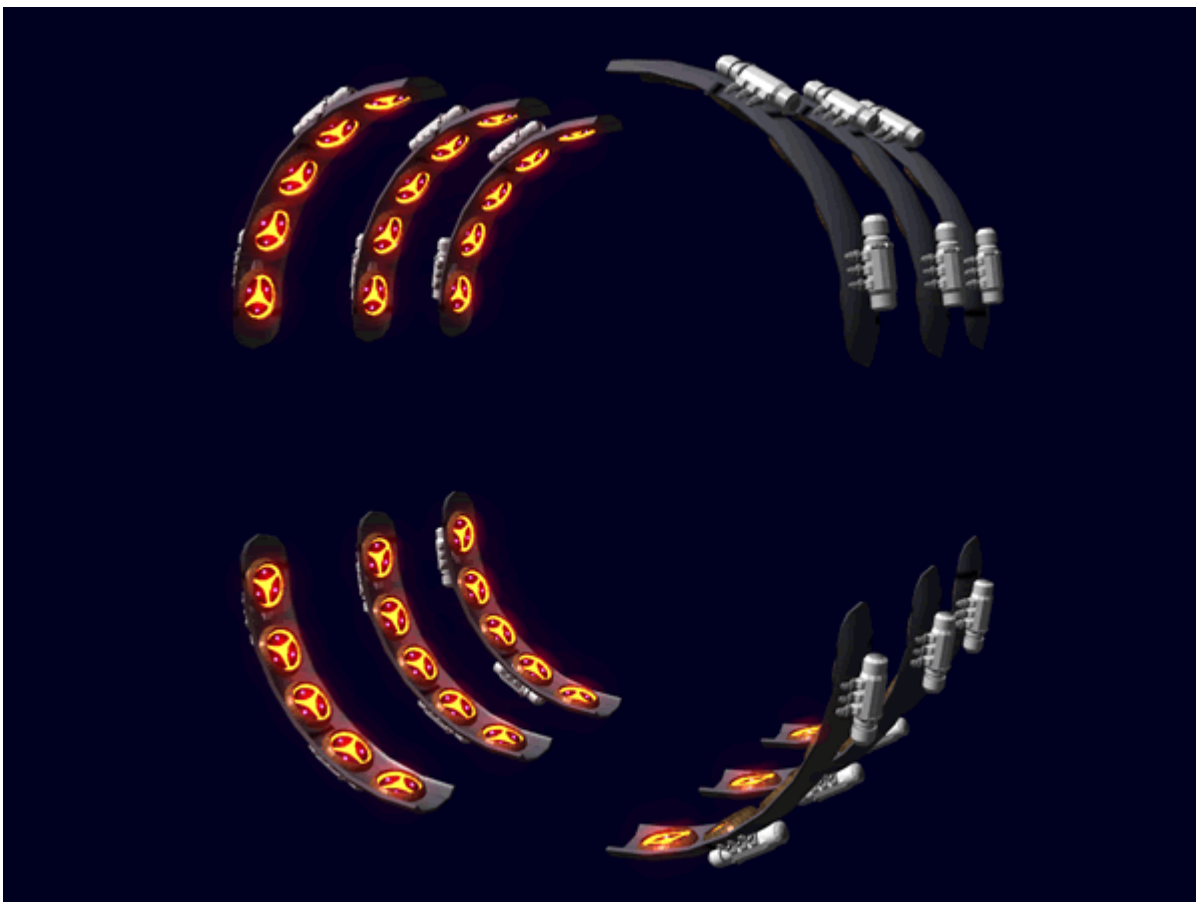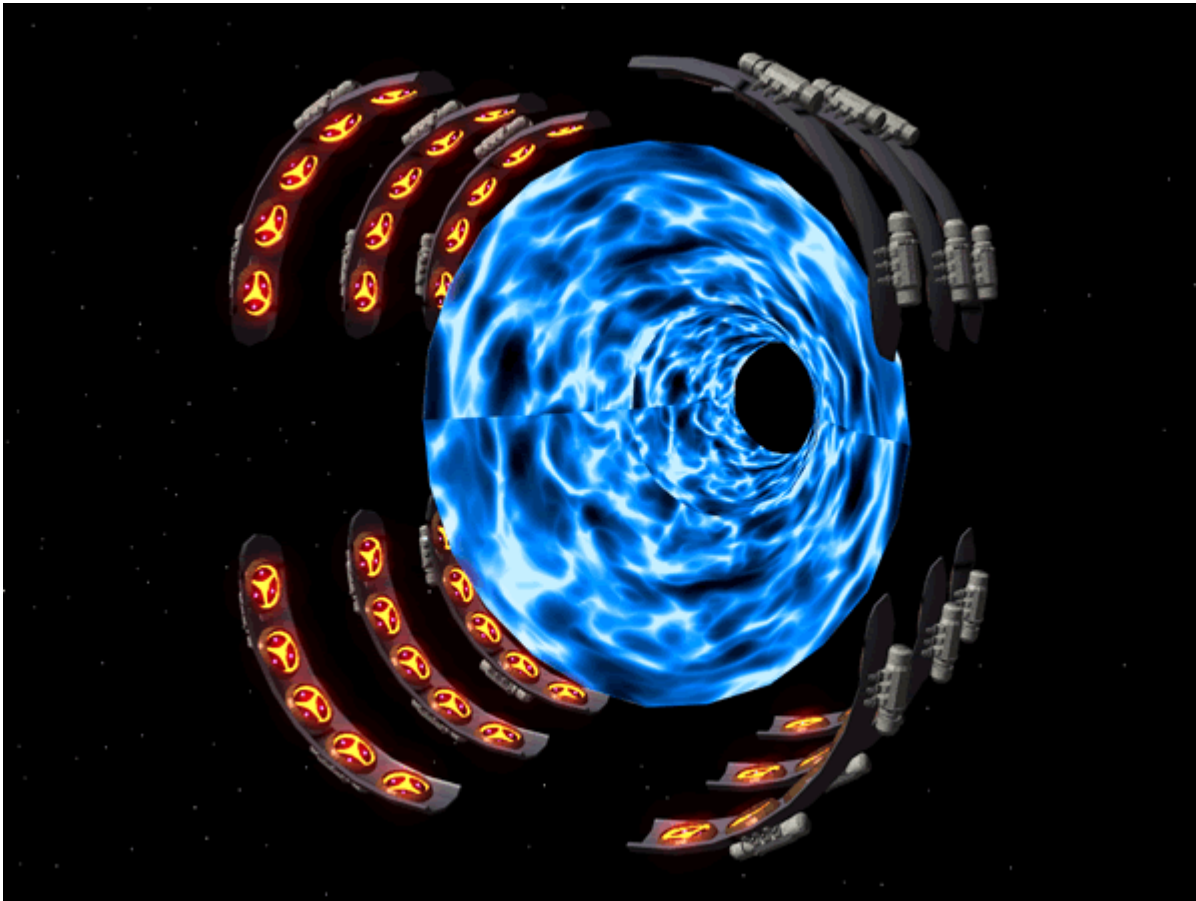
Transit time by Gateway is 10 LY/S.

History

The Gateway research began shortly after the company was purchased by [Tamahagane Corporation](#). The goal of the research was to update the surviving remnants of the original network, and rebuild the destroyed points and add additional ones. The designers decided that instead of having seven active gates at each location as with the [Original NovaCorp Gates](#) that they would have a single programmable gate.

Appearance

The Gateway consists of an array of twelve wormhole generation modules. Each one is a quarter arc with five projectors. On the exterior of each array two [NovaCorp Awa-Ryōshi Generator](#) are encased in protective modules. When the projectors are active they glow a reddish orange.

When engaged the wormhole forms between the second and third set of modules.

Fail safes

The Gateway has a number of safety features.

- Will shutdown if vessel approaching has a charged hyperspace drive.
- Will shutdown if vessel approaching has an active CDD
- Will shutdown if vessel approaching has charged weapon systems

Interdiction

The system to which a wormhole is to be established, controls accepting the gateway opening. This allows them to refuse access.

Features

Control

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=corp:novacorp:gateway

Last update: **2024/02/20 13:23**