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# **Gate System**

YSE Proposal #74: Securing Interstellar Transport was submitted to the Senate of Yamatai in YE 29 by the representative for Nataria, Eyce Tee, which passed with a vote of 4 Yay / 1 Nay. The gates were deployed later in YE 29.

The NovaCorp gates stayed in use by the Yamatai Star Empire until YE 33 when the engineers of Star Army of Yamatai disassembled many of the gates due to them falling into the hands of the NMX during the Second Mishhuvurthyar War and fear that the gates would be exploited for invasion by other entities.

#### **Purpose**

- 1. To ensure the safety of Imperial citizens when traveling from one planet to another.
- 2. To increase trade between the planets of the Yamatai Star Empire.
- 3. To provide the Star Army with a considerable tactical advantage by way of easy distribution of resources.

#### **Establishment of the Gate System**

- 1. Nataria proposes that we allow NovaCorp to construct their "Gates" in each of the systems under Imperial control.
- 2. This shall allow for instantaneous and safe transportation between systems, and remove the risk from attack by hostile forces or raiders.
- 3. It shall also provide civilians without faster than light capacity travel in-between systems.
- 4. We propose that a Central Gate be constructed at Yamatai (Planet), and a Standard Gate at all other planets in the Yamatai Star Empire.
- 5. The distance the Gate shall lie from the planet may be decided on an individual basis.

## **Justification**

I have been approached by representatives of NovaCorp and after being introduced to the plans for their "Gates" and seeing their capacity, I believe it is essential we make best use of them. Included are the blueprints and statistics for the The Gates systems.

Additional Comments: That is most acceptable to NovaCorp, they will transmit the plans of the Gate to Ketsurui Fleet Yards immediately, but do ask that the design not be tampered with or modified upon if there is any possibility otherwise. Upon the success of this bill they shall send a fleet to construct a Gate in the Lor system.

Now my fellow Senators, I believe I have made my points clear but I shall try to re-express and reemphasize my points in the hope of convincing you that this is truly what is required.

Firstly then there is trade. Most of our planets trade with each other and this trade must, by necessity, be

carried by vessels equipped with very costly Faster Than Light engines, restricting inter-stellar trade to the wealthy elite. Furthermore it is still a risky business, we still have the constant threat of the Mishhuvurthyar which might attack our traffic at any time, not to mention the increase in pirate raids we have been having. It is not safe between the stars my friends.

If we implement the Gates inter-stellar transport and inter-stellar trade will be open to everyone, the entrepreneur will have a chance in today's market, not only those with access to Faster Than Light propulsion. This will massively increase our prosperity. In addition to this using a Gate will ensure the safety of our civilian transport, as well as our military in traveling between systems. Pirating will be effectively eliminated in one fell swoop.

Secondly there are the new colony worlds which we captured from the Mishhuvurthyar. If we implement a system of Gates which encompasses them we will breathe life blood in to them, colonists will be able to come easily to make out a new life and the entrepreneurs ready to make the best of these new worlds so full of opportunity. We wish to make these planets part of the empire in more than name and military presence and this is a way to that end.

Thirdly there is the military angle. The ability to transport our fleets instantaneously from one system to another may be something of a military advantage-perhaps it will even lead to a decrease in need to have the power we have in our Faster Than Light engines which draw power from weapons and defense. While I doubt it will ever be the case we can do this to all ships it is something to ponder. In addition despite our ships now being capable of crossing the entire empire within around five minutes, five minutes can still be a long time with the opponents we face.

Fourth is the concern that perhaps these Gates would present some form of risk to us. I do not think that this is the case, if nothing else you will be able to place several ships or emplacements around the Gate if you find it necessary, I know Nataria will, and this will help ensure that the enemy does not get any further than the Gate. As such it does not present much of a military threat. If they decide to use the Gate we will at least know where they are coming from and can factor that in to defensive planning, whereas normally they could attack from all 720 degrees of space without us having the slightest idea of where they are coming from. In short, it will not present any considerable risk as long as a few simple measures are taken.

My Fifth point concerns the Oharans, while you can not reap the benefits of the Gate in the immediate future you can look forward to a time when you can use it, and use it to access the interstellar market. With the Gate, your need to develop Faster the Light propulsion is reduced, with only the simplest of space propulsion you would be able to access any other planet in the empire.

Until that hoped for day, the presence of the Gate does not cost you anything, you do not pay for its construction and it does not impact on you in any way. It also does not present any risk. The time difference between an enemy fleet coming using a Hyperspace Fold Drive and a wormhole is negligible when concerning you, given that to get to you our most obvious threat, the Mishhuvurthyar, will have to cross the whole of the Yamatai Star Empire. There is no practical reason why you should not permit a Gate in your system it will certainly allow us to help you more efficiently if something does go wrong and you are attacked.

I hope my points make sense to you, my fellow senators.

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### **OOC Notes**

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