

NS Cliches: Rebooted

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Topic locked

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Dayganistan
Ambassador

Posts: 1453
Founded: May 02, 2016
Father Knows Best State

by **Dayganistan** » Sat Jun 12, 2021 1:08 pm

The Unified States of Freedonia wrote:

I'm not the only one who has seen certain nations be like, "Our nation won a lot of wars but we only lost very few battles" right?

I'm an alt history Afghanistan so I embrace this. Something something graveyard of empires.

Republic of Dayganistan

A secular, Tajik dominated state in Central Asia which has experienced 40 years of democratic backsliding. NS stats are NOT used.



The Black Remnant
Secretary

Posts: 27
Founded: Mar 26, 2021
Ex-Nation

by **The Black Remnant** » Sat Jun 12, 2021 1:28 pm

Zeloria wrote:

NS nations have two types of lore:

> little to no lore at all

> https://www.youtube.com/watch?v=aq2w_Zm2K3c

All my nations end up as the latter even if I don't initially intend it.

Black Remnant went from funni Hollow Knight fanfiction to lovecraftian horror

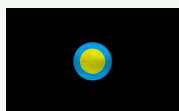
Arkeyanaverse went from Star Trek to...uh...*something*

The Arkiv went from chill nanobots to Great Old Ones

An AU of Hollow Knight where the Ancient Civilization never fell, spawning a lovecraftian horror story of escalating terror and madness as the dark secrets beneath Hallownest are slowly uncovered.

Current Date: 750 Post-Founding

[b][color=#2596be]THE CITY TABLET: NO NEWS TODAY



Stellar Colonies
Senator

Posts: 3708
Founded: Mar 27, 2017
New York Times
Democracy

by **Stellar Colonies** » Sat Jun 12, 2021 1:36 pm

Would a headcanon that is far more detailed and in-depth than a vague summary in factbooks be a cliché you have seen or perpetuated?

I myself am somewhat guilty of it.

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Last edited by [Stellar Colonies](#) on Sat Jun 12, 2021 1:36 pm, edited 1 time in total.

Native of [The East Pacific](#) and [Northern California](#)
[Opinions](#) and [Puppets](#)

[OOC Info](#) [IC Info](#)



Hatsunia
Ambassador

Posts: 1348
Founded: Apr 26, 2012
Civil Rights Lovefest

by [Hatsunia](#) » Sat Jun 12, 2021 1:43 pm

Zeloria wrote:

NS nations have two types of lore:

> little to no lore at all

> https://www.youtube.com/watch?v=aq2w_Zm2K3c

(the first time I saw this meme was for [Ace Combat](#), and I love how they mixed it with the epic Latin choir soundtrack)

Last edited by [Hatsunia](#) on Sat Jun 12, 2021 1:55 pm, edited 2 times in total.

Hatsunia | 初音国

[The first sound of the future, the society of the future](#)

MT/PMT ([Cyberprep](#)) | National Day: August 31 | Ignore NS stats/policies | More than an "anime meme nation" | Less waifu, more wi-fi

[Wiki \(complete\)](#) | [Space \(WIP\)](#) | [Map](#) | [Capital](#) | [MEACU](#) | [Micronesia](#) | [Tropes](#) | [Anthem ♪](#) | [Civ ♪](#) | [Futuristic playlist ♪](#) | [Why Japan needs upgrades](#)



The Black Remnant
Secretary

Posts: 27
Founded: Mar 26, 2021
Ex-Nation

by [The Black Remnant](#) » Sat Jun 12, 2021 1:46 pm

Stellar Colonies wrote:

Would a headcanon that is far more detailed and in-depth than a vague summary in factbooks be a cliché you have seen or perpetuated?

I myself am somewhat guilty of it.

Hmm, I'd say yes. I know plenty of people that carry their worldbuilding in their head but haven't had the time, patience, or ability to put it down in writing.

An AU of Hollow Knight where the Ancient Civilization never fell, spawning a lovecraftian horror story of escalating terror and madness as the dark secrets beneath Hallownest are slowly uncovered.

Current Date: 750 Post-Founding

[b][color=#2596be]THE CITY TABLET: NO NEWS TODAY



**The Archetypal Future
Tech Space Empire**
Political Columnist

Posts: 2
Founded: Jun 11, 2021
Capitalist Paradise

by [The Archetypal Future Tech Space Empire](#) » Sat Jun 12, 2021 4:20 pm

The Black Remnant wrote:

Stellar Colonies wrote:

Would a headcanon that is far more detailed and in-depth than a vague summary in factbooks be a cliché you have seen or perpetuated?

I myself am somewhat guilty of it.

Hmm, I'd say yes. I know plenty of people that carry their worldbuilding in their head but haven't had the time, patience, or ability to put it down in writing.

I'm [Name of any of my puppets] and I stand with this message.

[Click here for IC Flag.](#) I II II I_.

A Tier ∞, Level ∞, Type ∞ omnipotent space empire that can dissolve other empires into goo just by looking at them. **[IT'S A SECRET]**. I, too, am the incarnation of everyone's power fantasies and I use spaceships with super-

duper-faster-than-light-quantum-travel, large armies of human and robot soldiers; I have cool planets and a leader who kicks so much butt and I use the SpaceBattles Faction Index as well. Also, don't use Tyranids and Space Marines, they totally ruin my immersion in How YN Soldiers feel about fighting the AN Soldiers even though I said they're the best. Yes, TAFSE exists to make fun of all FT nations like [this dog making fun of a corgi](#).



Toolmak Confederacy
Civilian

Posts: 0
Founded: Jun 06, 2021
Ex-Nation

by **Toolmak Confederacy** » Sat Jun 12, 2021 5:50 pm

The Black Remnant wrote:

Stellar Colonies wrote:

Would a headcanon that is far more detailed and in-depth than a vague summary in factbooks be a cliché you have seen or perpetuated?

I myself am somewhat guilty of it.

Hmm, I'd say yes. I know plenty of people that carry their worldbuilding in their head but haven't had the time, patience, or ability to put it down in writing.

Still trying to figure out which nation to put my miscellaneous leaders on

I'm **Savroyska** and **Trinadaed**. I founded this because I think my art could be put to use.

A Nation of People fittingly called "Toolmaks" but split into much different ethnics. I made this for an RP, hence the weird provincial names. Also a leader gallery.



Crysuko
Negotiator

Posts: 7142
Founded: Feb 26, 2013
Left-Leaning College State

by **Crysuko** » Sat Jun 12, 2021 5:59 pm

I don't write much lore because nobody pays much attention to my posts, and the lore always reads better in my head than it ever will written down. ideas are inexpressible.

Quotes:

[Show Spoiler](#)

Syndicalist, vehement anti-fascist.

I USE Qs INSTEAD OF Qs



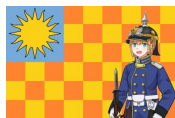
The Alkdorian Empire
Secretary

Posts: 31
Founded: Oct 02, 2020
Ex-Nation

by **The Alkdorian Empire** » Sat Jun 12, 2021 6:18 pm

Bring back old characters as a means to subvert the writer's bloc.

[Join the Forum 7 Discord Today!](#) If you desire to have a wacky experience. | "Understand this. You may think you're an absolute idiot. But remember, there are folks out there who are a LOT more idiotic than yourself." "The world is an angry place, getting madder and madder every waking moment of our pitiful existence. So let's all just put on our clown shoes and laugh at it." -Brap (me)



Aureumterra III
Diplomat

Posts: 778
Founded: Sep 21, 2020
Iron Fist Consumerists

by **Aureumterra III** » Sat Jun 12, 2021 6:37 pm

The Alkdorian Empire wrote:

Bring back old characters as a means to subvert the writer's bloc.

I'm actually writing a backstory post right now (for the thread in my sig), one problem I keep running into is transitions, which is why I often bring in unimportant or even one-off characters to make the flow smoother. I really don't like it though, I need to find a way to transition between settings better

👑 The Empire of Aureumterra 👑

[Lore Thread](#) - [Actual Flag](#)

[Overview \(WIP\)](#)



Gandoor
Powerbroker

Posts: 9909
Founded: Sep 23, 2008
Civil Rights Lovefest

by **Gandoor** » Sat Jun 12, 2021 6:50 pm

The virgin trying to make setting transitions flow smoothly vs the chad 'meanwhile' and 'later'

OOO - Call me Viola

[IC Flag](#) | [Gandoor Wiki](#) | [Q&A](#) | [National Currency Database](#)

Reminder that true left-wing politics are incompatible with imperialism, authoritarianism, totalitarianism, and dictatorship in all forms.

[Flag](#) [IC Links](#)

[Contact Info](#) [OOO Stuff](#)



Comerciante
Diplomat

Posts: 646
Founded: Dec 25, 2020
Ex-Nation

by **Comerciante** » Sat Jun 12, 2021 6:51 pm

All my lore exists specifically to justify my need to make bullets go fast. That's it. That's the basis of all lore written by moi and with this guiding principle, I have built a new and reborn republic that will be rebranded later on to a free and safe future under a non-disclosed empire.

"Rumors of CFC affiliates building superweapons in orbit over Earth is fake news. Watch groups have corroborated this even though it would be to quote the BoD "totally rad."

[Board of Directors](#)

[Warlord Era in a nutshell](#)



Menschlicher Sternenstaat
Spokesperson

Posts: 111
Founded: Apr 16, 2019
Ex-Nation

by **Menschlicher Sternenstaat** » Sat Jun 12, 2021 8:23 pm

Aureumterra III wrote:

The Alkdorian Empire wrote:

Bring back old characters as a means to subvert the writer's bloc.

I'm actually writing a backstory post right now (for the thread in my sig), one problem I keep running into is transitions, which is why I often bring in unimportant or even one-off characters to make the flow smoother. I really don't like it though, I need to find a way to transition between settings better

What I do when I write transitions between scenes depends on if the scene transition leads to a scene with the same characters or not. If it doesn't, then I easily just skip ahead to the next scene that is divorced from the previous without needing to worry.

If it does, then what I do is just skip ahead to what action needs to be taken next. If a character says that they are going to drive, the next scene will be written as them in the midst of or even finishing their drive to their endpoint — this is more circumstantial because writing people driving can be boring and people don't usually wish to read that for a long period of time. I'm sure I have other examples nested in my writings somewhere, but I can't currently remember

M E N S C H L I C H E R S T E R N E N S T A A T

[Lore Maintenance Thread](#) || [Roleplay Portfolio](#) || [Sternenstaat Wiki](#) || [News of Humanity](#) || [Interstellar Human Compact](#) || [The Anchorage Worldbuilding Discord](#)

by **The Fengtian Government** » Sun Jun 13, 2021 12:22 am



The Fengtian Government
Political Columnist

Posts: 4
Founded: Nov 11, 2020
Iron Fist Consumerists

It's super rare to see PMT nations participating in 'How Do YN's Soldiers Feel about Fighting the AN' since everybody there likes to be a super duper powerful empire with virtually no flaws and weaknesses. I don't understand when I do it with space marines armed with extremely powerful weaponry, extremely strong armour and extremely overpowered abilities and killer space bugs, they don't seem to like getting beat by either the Ultramarines; the Chaos Space Marines and their endless hordes of daemons, or getting consumed by the Tyranids and their empires defunct and their races extinct.

- 音乐**
- 卿雲歌
 - 五族共和歌
 - 绝对不会放弃你

中華民國奉天政府
五族共和

[Show Spoiler](#)

- 知識**
- 奉天
 - 張作霖
 - 軍隊

Note: I do not speak Mandarin; I don't understand it even. I don't understand 100% of what is written (in Traditional Chinese, not Simplified Chinese) in this sig. Appropriately classified as a MT1A/MT1B nation seen [here](#)



Austria-Bohemia-Hungary
Postmaster of the Fleet

Posts: 20539
Founded: Jun 28, 2011
Civil Rights Lovefest

by **Austria-Bohemia-Hungary** » Sun Jun 13, 2021 1:24 am

[Actual Confederate larpers who get pissed off when their favourite symbology is now deemed racist, they exist?](#)

The. Name. Is. Ostmark.

MT/MagicT

[The Armed Forces](#)|[Embassy Programme](#)|[The Imperial and National Anthem of the Holy Roman Empire](#)|[Characters](#)|[The Map](#)



Toolmak Confederacy
Civilian

Posts: 0
Founded: Jun 06, 2021
Ex-Nation

by **Toolmak Confederacy** » Sun Jun 13, 2021 7:18 am

The Fengtian Government wrote:

It's super rare to see PMT nations participating in 'How Do YN's Soldiers Feel about Fighting the AN' since everybody there likes to be a super duper powerful empire with virtually no flaws and weaknesses. I don't understand when I do it with space marines armed with extremely powerful weaponry, extremely strong armour and extremely overpowered abilities and killer space bugs, they don't seem to like getting beat by either the Ultramarines; the Chaos Space Marines and their endless hordes of daemons, or getting consumed by the Tyranids and their empires defunct and their races extinct.

[Probably because the only thing that would happen is this, and they don't like to lose.](#)

I'm [Savroyska](#) and [Trinadaed](#). I founded this because I think my art could be put to use.

A Nation of People fittingly called "Toolmaks" but split into much different ethnics. I made this for an RP, hence the weird provincial names. Also a leader gallery.



Synne Industries
Envoy

Posts: 335
Founded: May 07, 2019
Anarchy

by **Synne Industries** » Sun Jun 13, 2021 9:27 am

The Fengtian Government wrote:

It's super rare to see PMT nations participating in 'How Do YN's Soldiers Feel about Fighting the AN' since everybody there likes to be a super duper powerful empire with virtually no flaws and weaknesses. I don't understand when I do it with space marines armed with extremely powerful weaponry, extremely strong armour and extremely overpowered abilities and killer space bugs, they don't seem to like getting beat by either the Ultramarines; the Chaos Space Marines and their endless hordes of daemons, or getting consumed by the Tyranids and their empires defunct and their races extinct.

It's genuinely impossible to find a good example of two PMT nations properly duking it out outside of *maybe* the rare non-oneliner II thread. It's a genuine shame too, because PMT is a tech bracket where more familiar warfighting knowledge can be blended with different interpretations of emergent technologies and it's these different interpretations which can make PMTvPMT

interactions just as if not more chaotic than FT wars. How will machine learning and AI be applied both tactically and strategically? Will stealth outpace sensor technology or will the opposite happen? Will infantry use combat exoskeletons or will ground forces be phased-out entirely in favor of long-range PGMs? This might just be personal bias here but I feel like PMT gives you 'a lot more to think about'. You've got more solid things to work off of and are better able to 'agree' with other RP participants or not in regards to how interactions will play out instead of just shoving everything to baseline energy "your shielding can take up to 5MT at a time, my space torpedo has a 20MT warhead, you instantly die" combat. A real shame how you never see honest PMT matchups on F7 anymore because of the whole wildcard nature and all. It's nine times out of ten going to be a curbstomp in either direction and the receiving side won't be able to do anything about it.

THE CORPORATE REPUBLIC OF SYNNE INDUSTRIES
"Oh now what have we gotten ourselves into now"

A Midatlantic pile of rocks carpeted in bright lights and concrete, filled with some not-so-honest individuals.

THE CORPORATE REPUBLIC OF SYNNE INDUSTRIES
"Oh now what have we gotten ourselves into now"

now with FanT



Gandoor
Powerbroker

Posts: 9909
Founded: Sep 23, 2008
Civil Rights Lovefest

by **Gandoor** » Sun Jun 13, 2021 12:33 pm

Austria-Bohemia-Hungary wrote:

Actual Confederate larp'ers who get pissed off when their favourite symbology is now deemed racist, they exist?

NOOOOOOOOOO IT'S JUST A SYMBOL OF STATES' RIGHTS*!!!!!! IT'S JUST HERITAGE!!!! NOT HATE!!!!

*states' rights to own slaves

OOC - Call me Viola

[IC Flag](#) | [Gandoor Wiki](#) | [Q&A](#) | [National Currency Database](#)

Reminder that true left-wing politics are incompatible with imperialism, authoritarianism, totalitarianism, and dictatorship in all forms.

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The Fengtian Government
Political Columnist

Posts: 4
Founded: Nov 11, 2020
Iron Fist Consumerists

by **The Fengtian Government** » Sun Jun 13, 2021 1:00 pm

Synne Industries wrote:

The Fengtian Government wrote:

It's super rare to see PMT nations participating in 'How Do YN's Soldiers Feel about Fighting the AN' since everybody there likes to be a super duper powerful empire with virtually no flaws and weaknesses. I don't understand when I do it with space marines armed with extremely powerful weaponry, extremely strong armour and extremely overpowered abilities and killer space bugs, they don't seem to like getting beat by either the Ultramarines; the Chaos Space Marines and their endless hordes of daemons, or getting consumed by the Tyranids and their empires defunct and their races extinct.

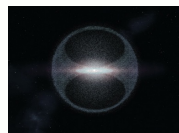
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shame how you never see honest PMT matchups on F7 anymore because of the whole wildcard nature and all. It's nine times out of ten going to be a curbstomp in either direction and the receiving side won't be able to do anything about it.

What a migraine it becomes when these nations and their all so technologically superior and flawless armies only target the PMT nations and their militaries because it's so easy for them to write "we beat them because their technology sucks and ours is better". Reading those posts are the worst.

- | | | |
|---|---|---|
| 音乐 | 中華民國奉天政府 | 知識 |
| <ul style="list-style-type: none">• 卿雲歌• 五族共和歌• 绝对不会放弃你 | 五族共和
Show Spoiler | <ul style="list-style-type: none">• 奉天• 張作霖• 軍隊 |

Note: I do not speak Mandarin; I don't understand it even. I don't understand 100% of what is written (in Traditional Chinese, not Simplified Chinese) in this sig. Appropriately classified as a MT1A/MT1B nation seen [here](#)



Qhevak
Chargé d'Affaires

Posts: 384
Founded: Jul 22, 2019
Left-Leaning College State

by **Qhevak** » Sun Jun 13, 2021 1:03 pm

Synne Industries wrote:

It's genuinely impossible to find a good example of two PMT nations properly duking it out outside of *maybe* the rare non-oneliner II thread. It's a genuine shame too, because PMT is a tech bracket where more familiar warfighting knowledge can be blended with different interpretations of emergent technologies and it's these different interpretations which can make PMT/PMT interactions just as if not more chaotic than FT wars. How will machine learning and AI be applied both tactically and strategically? Will stealth outpace sensor technology or will the opposite happen? Will infantry use combat exoskeletons or will ground forces be phased-out entirely in favor of long-range PGMs? This might just be personal bias here but I feel like PMT gives you 'a lot more to think about'. You've got more solid things to work off of and are better able to 'agree' with other RP participants or not in regards to how interactions will play out instead of just shoving everything to baseline energy "your shielding can take up to 5MT at a time, my space torpedo has a 20MT warhead, you instantly die" combat. A real shame how you never see honest PMT matchups on F7 anymore because of the whole wildcard nature and all. It's nine times out of ten going to be a curbstomp in either direction and the receiving side won't be able to do anything about it.

If you're a low effort poster, PMT is the worst possible bracket to play, since you have to actually make up new stuff for your nation without just copypasting modern equipment or going "I have giant robots with plasma cannons".

If you're a higher effort poster, you're probably more interested in creating a really unique nation that just extrapolating into the near future (not to say you can't do both, but FT/FanT gives you more leeway).

So you don't see much serious PMT in the first place, which in turn makes doing proper PMT RP harder, which means less people make serious PMT nations...

The Fengtian Government wrote:

It's super rare to see PMT nations participating in 'How Do YN's Soldiers Feel about Fighting the AN' since everybody there likes to be a super duper powerful empire with virtually no flaws and weaknesses. I don't understand when I do it with space marines armed with extremely powerful weaponry, extremely strong armour and extremely overpowered abilities and killer space bugs, they don't seem to like getting beat by either the Ultramarines; the Chaos Space Marines and their endless hordes of daemons, or getting consumed by the Tyranids and their empires defunct and their races extinct.

Yeah I feel like 40k inspired nations are the most likely ones to just go "we crushed them lol" with zero elaboration in that thread.

The Oortian Community of Qhevak

Distributed association of posthuman Oort cloud space habitats in deep Scutum Centaurus - basically [all of these ideologies living together](#). A Power 5 civilization according to [this index](#). Does not use NS stats. Wiki [here](#).



Dayganistan
Ambassador

Posts: 1453
Founded: May 02, 2016
Father Knows Best State

by **Dayganistan** » Sun Jun 13, 2021 1:11 pm

Qhevak wrote:

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PMT doesn't even have to be a bunchy of advanced tech. If you just fast forward to 2040 and make military equipment that's barely entering service or in prototype phases now more common place that's technically still PMT. And to make the advanced stuff coming into service you can always just follow the precedent that's been set of upgrading equipment to keep the same basic things viable for decades. So you end up with like, T-14M obr. 2037g. instead of having to make a whole new successor design to the T-14.

Republic of Dayganistan

A secular, Tajik dominated state in Central Asia which has experienced 40 years of democratic backsliding. NS stats are NOT used.



Savroyska
Lobbyist

Posts: 21
Founded: Jun 14, 2020
Ex-Nation

by **Savroyska** » Sun Jun 13, 2021 1:17 pm

Qhevak wrote:

Synne Industries wrote:

It's genuinely impossible to find a good example of two PMT nations properly duking it out outside of *maybe* the rare non-oneliner II thread. It's a genuine shame too, because PMT is a tech bracket where more familiar warfighting knowledge can be blended with different interpretations of emergent technologies and it's these different interpretations which can make PMT vs PMT interactions just as if not more chaotic than FT wars. How will machine learning and AI be applied both tactically and strategically? Will stealth outpace sensor technology or will the opposite happen? Will infantry use combat exoskeletons or will ground forces be phased-out entirely in favor of long-range PGVs? This might just be personal bias here but I feel like PMT gives you 'a lot more to think about'. You've got more solid things to work off of and are better able to 'agree' with other RP participants or not in regards to how interactions will play out instead of just shoving everything to baseline energy "your shielding can take up to 5MT at a time, my space torpedo has a 20MT warhead, you instantly die" combat. A real shame how you never see honest PMT matchups on F7 anymore because of the whole wildcard nature and all. It's nine times out of ten going to be a curbstomp in either direction and the receiving side won't be able to do anything about it.

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Yeah I feel like 40k inspired nations are the most likely ones to just go "we crushed themlol" with zero elaboration in that thread.

Right now our nation modern tech entering Post Modern Tech and I'm too lazy to do custom weapons because I actually have ideas for a massive array of them but I don't have the time or patience to write them all

Also 40K inspired nations are just *annoying*. We need more Starcraft inspired nations (no, not Zerg, more like Protoss or Terran-based). The 900000th Imperium of Man ripoff really isn't funny anymore

Last edited by Savroyska on Sun Jun 13, 2021 1:18 pm, edited 3 times in total.

Welcome to Flumpty Bumpy's it's your time | To beat the egg and leave this place behind | Your brain is feeling scrambled the end is out of sight | But if you hold on longer you might survive the night
[instrumental]

It's Flumpty Bumpy, it's Flumpty Bumpy, ooooooooooooooooooooooooooooo~ 2x

[Latest Art](#)



The Fengtian Government
Political Columnist

Posts: 4
Founded: Nov 11, 2020
Iron Fist Consumerists

by **The Fengtian Government** » Sun Jun 13, 2021 1:22 pm

Savroyska wrote:

Qhevak wrote:

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40K inspired nations are annoying, yes, and I'll enjoy making them a lot.

音乐

- 卿雲歌
- 五族共和歌
- 绝对不会放弃你

中華民國奉天政府

五族共和

Show Spoiler

知識

- 奉天
- 張作霖
- 軍隊

Note: I do not speak Mandarin; I don't understand it even. I don't understand 100% of what is written (in Traditional Chinese, not Simplified Chinese) in this sig. Appropriately classified as a MT1A/MT1B nation seen [here](#)



Hathian Prime
Spokesperson

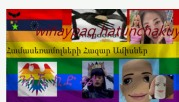
Posts: 107
Founded: Nov 26, 2017
Psychotic Dictatorship

by **Hathian Prime** » Sun Jun 13, 2021 1:53 pm

I know it's really niche, but there's barely any PT nation RPs available, and when there are PT RPs, they're almost always region-locked so only a select few can get in. I feel if there were more open PT RPs, the PT community of nationstates would be much larger.

PT is also, in my opinion as someone who likes PMT a lot, just as interesting as PMT for near the same reasons. PT is about how fast technology is advancing, and how you have to change strategies and/or adapt with the times before you're left behind.

Hathian Prime does not use NS Stats.
HP and all other nations take place in an AU. HP is not Germany.



The Hazar Amisnery
Chargé d'Affaires

Posts: 395
Founded: Oct 26, 2020
Iron Fist Consumerists

by **The Hazar Amisnery** » Sun Jun 13, 2021 10:36 pm

Hathian Prime wrote:

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What's PT/PMT?

**WA delegate of The European Commonwealth of Nations
committed a crime in Europe, sorry Yahlia
pls join my region we are dying
"Beware the barrenness of a busy life"**

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