

NS Cliches: Rebooted

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Amenria
Senator

Posts: 4300
Founded: Jun 08, 2017
Democratic Socialists

by **Amenria** » Sat Sep 18, 2021 8:57 am

Kaliningrad Treaty Organization wrote:

Feyrissshire wrote:

I think I can say with confidence that I have yet to meet any MT realistic nation here whose military is objectively crap or underfunded.

If someone is going to play MT, everybody wants to be the high-tech capable NATO rich First-World superpower.

God, now I really want to make a nation that's just modern-day Egypt or just the Philippines, because from personal experience seeing the latter, it's honestly amazing how many armies I've seen have uber-orega NATO tanks yet I see very few nations that are like the AFP, with no MBTs, mostly relying on armored cars and such. I've actually grown to like it, albeit grudgingly because I'm still pissed that the Philippines doesn't have, like, T-72 tanks or even T-55s. Those come pretty cheap.

On that note, it's more interesting for me to see how a nation with Philippines-level budget and equipment for their army operates. For context, the AFP *still* uses M14 rifles, M1 Garands, and old M16 rifles even in 2021, compared to MT nations which have "uber modern tactical multirole weaponry" and such. They also still use M113s, which makes sense, but then they strap tank turrets from old British Scorpion tanks onto those M113s, creating a sorta-ersatz-Light Tank. Ingenuity and spare parts help in creating a creative third-world army, after all, it's odd to see, say, a 75mm cannon on a modern-day Humvee for most modern armies, but for third-worlders, it's plausible and more economical.

tl;dr I like third world armies because I lived with a country that resorted to strapping tank turrets on APCs just to have heavy armor, and because it genuinely has to struggle fighting against other nations above itself.

Though I do wish I could do this, but most of my nations have C&C gameplay logic or NATO-level military. But hey, once I get to have free time, I can conceptualize an underfunded Filipino-style third world army, because why the hell not.

I mean, C&C gameplay logic is the based way to go.

The Empire of Amenria (亚洲帝国)

Sinocentric Asian theocratic absolute monarchy. Set 28 years in the future. On-site factbooks are no longer canon.

[Nani!? A rules creepypasta set in R1!?](#)

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My views



Neo-Western East Korea
Spokesperson

Posts: 147
Founded: Jun 15, 2021
Iron Fist Consumerists

by **Neo-Western East Korea** » Sat Sep 18, 2021 8:59 am

when the command is conquered, I dunno I never built a tank larger than a city



Amenria
Senator

Posts: 4300
Founded: Jun 08, 2017
Democratic Socialists

by **Amenria** » Sat Sep 18, 2021 9:02 am

You can do it, I believe in you

The Empire of Amenria (亚洲帝国)

Sinocentric Asian theocratic absolute monarchy. Set 28 years in the future. On-site factbooks are no longer canon.

[Nani!? A rules creepypasta set in R1!?](#)

My views



Kaliningrad Treaty Organization
Political Columnist

Posts: 4
Founded: Apr 10, 2021
Democratic Socialists

by **Kaliningrad Treaty Organization** » Sat Sep 18, 2021 9:03 am

Neo-Western East Korea wrote:
when the command is conquered, I dunno I never built a tank larger than a city

Look, it's not about the big tanks. It's about the M1 Abrams swarms. It's ALWAYS about the M1 Abrams swarms. No Mammoths here.

Organización do Tratado de Kaliningrado | Калининградский Организация Договора |
Organisation du Traité de Kaliningrad

"Workers of the world, unite!"

1965. The world's hell in a handbasket, and it only gets worse, with three powers locked in a war for supremacy.

[Leaders](#)
[Overviews](#)
[Apocalypse](#)

KON: Northwest Germany proposes law to change

Rest of the World
[Armed Forces Europe, 1965](#)

random stuff



Northern Ateria
Envoy

Posts: 261
Founded: May 29, 2016
Iron Fist Consumerists

by **Northern Ateria** » Sat Sep 18, 2021 9:04 am

Kaliningrad Treaty Organization wrote:

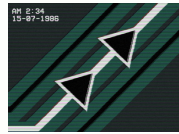
Neo-Western East Korea wrote:
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No Mammoths? 🙄

This is not funny and it is dark

General is this huge, uneducated, primitive shithole where everybody's an expert, and everybody has to share an opinion; and it's usually the result of people eating rotten alphabet soup, because people are just shitting out words that don't make sense. And don't get me started on Fo-



FoeHN Paramilitary Regions
Civil Servant

Posts: 9
Founded: Jun 01, 2021
Corporate Police State

by **FoeHN Paramilitary Regions** » Sat Sep 18, 2021 9:25 am

Northern Ateria wrote:

Kaliningrad Treaty Organization wrote:

Look, it's not about the big tanks. It's about the M1 Abrams swarms. It's ALWAYS about the M1 Abrams swarms. No Mammoths here.

No Mammoths? 😞

As much as I hate saying this as a Soviet main (in Red Alert 1, anyways)... Mammoths were already kind of outdated in general (even in-game), seeing as M1 Abrams platoons could already dunk on them, simply because, by the time you already got one of the big boys out into the lines, you'd probably be dealing with a few more Abrams that were moving in circles faster than your Mammoth's turret could turn (as kind of seen in [Scorched Earth's Allied Montage](#), except those are not Abrams, but rather, Light Tanks, whatever they actually are anyways), making your Mammoth Tank's guns not as effective as you'd like them to be.

THE FOEHN PARAMILITARY REGIONS

"The true enemy is still hiding in the shadows."

1986, Yuri's Epsilon Army is close to taking over the world, and a paramilitary organization tries to hold what's still free from his control.

[Info and shit](#)



Gonswanza
Ambassador

Posts: 1580
Founded: Aug 13, 2021
Inoffensive Centrist Democracy

by **Gonswanza** » Sat Sep 18, 2021 9:34 am

Paired to that, multi-gun turrets on tanks don't work... Unless they are small (5mm up to maybe 60mm, noting the ZSU-57-2), grouped up and meant for anti-aircraft or anti-infantry (or both)... Or as part of a C-RAM system.

Praise our glorious president Laura Ortiz! [Yea, I sell things. KTO Member! Amistad Declaration signatory! Down with slavery!](#)

[\[GNN\]](#) Check [\[hyperlink blocked\]](#) for further instructions or [\[frequ](#)



Andrenade
Bureaucrat

Posts: 56
Founded: Sep 21, 2020
Inoffensive Centrist Democracy

by **Andrenade** » Sat Sep 18, 2021 9:41 am

Kaliningrad Treaty Organization wrote:

Feyrisshire wrote:

I think I can say with confidence that I have yet to meet any MT realistic nation here whose military is objectively crap or underfunded.

If someone is going to play MT, everybody wants to be the high-tech capable NATO rich First-World superpower.

God, now I really want to make a nation that's just modern-day Egypt or just the Philippines, because from personal experience seeing the latter, it's honestly amazing how many armies I've seen have uber-orreaga NATO tanks yet I see very few nations that are like the AFP, with no MBTs, mostly relying on armored cars and such. I've actually grown to like it, albeit grudgingly because I'm still pissed that the Philippines doesn't have, like, T-72 tanks or even T-55s. Those come pretty cheap.

On that note, it's more interesting for me to see how a nation with Philippines-level budget and equipment for their army operates. For

context, the AFP *still* uses M14 rifles, M1 Garands, and old M16 rifles even in 2021, compared to MT nations which have "uber modern tactical multirole weaponry" and such. They also still use M113s, which makes sense, but then they strap tank turrets from old British Scorpion tanks onto those M113s, creating a sorta-ersatz-Light Tank. Ingenuity and spare parts help in creating a creative third-world army, after all, it's odd to see, say, a 75mm cannon on a modern-day Humvee for most modern armies, but for third-worlders, it's plausible and more economical.

tl;dr I like third world armies because I lived with a country that resorted to strapping tank turrets on APCs just to have heavy armor, and because it genuinely has to struggle fighting against other nations above itself.

Though I do wish I could do this, but most of my nations have C&C gameplay logic or NATO-level military. But hey, once I get to have free time, I can conceptualize an underfunded Filipino-style third world army, because why the hell not.

If it helps, My nation didn't have tanks in the early 20th century and relied on just that, primitive armored technicals. Simply didn't have the means to produce something like the British Mark I nor the German A7V.

My MT military also utilizes battle/full-sized cartridge rifles, largely in part of but not solely due to the emptiness of the southern border.



Unified Communist Councils

Envoy

Posts: 251
Founded: Jul 22, 2021
Civil Rights Lovefest

by **Unified Communist Councils** » Sat Sep 18, 2021
1:40 pm

Andrenade wrote:

Unified Communist Councils wrote:

I definitely feel like it also has to do with complexity— or ignorance of such. For example, they think it's as easy to mass produce M1 Abrams tank because we're so technologically ahead of 1945 where 20 Pershing tanks were being made every single day. Forgetting the fact that the M1 Abrams complexity is down to its electronic suites which isn't so easily assembled and installed. Many modern tech nations fall into this pit.

For my case, the P.U.C.C.R is literally a world government. We have tens of thousands of tanks but they're all spread out throughout the entire globe. It's a completely different context to say a country the size of Hawaii owning 100,000 tanks.

Why so large?

Because as far as military statistics and GDP is concerned in NS, it's mostly always 95% of the time some random (Usually unreasonably large) figures someone's come up with in their head. For me, I worked out my global population by using the population of Europe and Eurasia (Erudia is about 2/3 the size of Earth) and went pre-nuclear war population - nuclear war death toll + stunted population recovery in the immediate post war years to simulate gradual rebuilding.

As for the military, people always seem to just come up with some random numbers as well. But it's actually super simple to come up with realistic estimates, just map the organizational composition of your army starting from the fire team level all the way to front/army group/army corps level and then let accounting skills number crunch everything.

Last edited by **Unified Communist Councils** on Sat Sep 18, 2021 1:44 pm, edited 4 times in total.

【E.A.U | 统一的人民公社】 All Proles, emancipated in harmony, in
Yan Sooyoung, the first year of the Yoosungian Calender, commemorates the year a
goddess rescued our dying world.



Hatsunia
Ambassador

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

by **Hatsunia** » Sat Sep 18, 2021 1:52 pm

Unified Communist Councils wrote:

Because as far as military statistics and GDP is concerned in NS, it's mostly always 95% of the time some random (Usually unreasonably large) figures someone's come up with in their head.

...

As for the military, people always seem to just come up with some random numbers as well.

Or maybe those "unreasonably large" figures are partly based on their NS stats?

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](#)



UACR
Civil Servant

Posts: 7
Founded: Sep 14, 2021
Ex-Nation

by **UACR** » Sat Sep 18, 2021 1:54 pm

I find the one percent rule quite useful for figuring out the size of a nation's military. Basically your military personnel should be around one percent of your population, and the military budget should be about one percent of your GDP, based on most real-world nations today. Obviously there's some leeway, with more militaristic nations pushing the gdp percentage up a few points and perhaps having 2% of their population in the military, but it really shouldn't be much more than that.

★☆☆ Union of American Cybernetic Republics ☆☆☆

América Libre!

Federation of Latin American nations under the banner of Cybernetic Socialism

[Why the UACR maintains a state apparatus](#)



Unified Communist Councils
Envoy

Posts: 251
Founded: Jul 22, 2021
Civil Rights Lovefest

by **Unified Communist Councils** » Sat Sep 18, 2021 2:54 pm

Hatsunia wrote:

Unified Communist Councils wrote:

Because as far as military statistics and GDP is concerned in NS, it's mostly always 95% of the time some random (Usually unreasonably large) figures someone's come up with in their head.

...

As for the military, people always seem to just come up with some random numbers as well.

Or maybe those "unreasonably large" figures are partly based on their NS stats?

Imagine nationstates stats being canon

OVERVIEW | MILITARY | PERSONS OF INTEREST | ANTHEM OF THE ALL-UNION

by **Aureumterra III** » Sat Sep 18, 2021 3:06 pm

Unified Communist Councils wrote:



Aureumterra III

Diplomat

Posts: 778

Founded: Sep 21, 2020
Iron Fist Consumerists

Hatsunia wrote:

Or maybe those "unreasonably large" figures are partly based on their NS stats?

Imagine nationstates stats being canon

Many very old RPer (people who've been here since 2010 and such) still use them to base their NS off of, it seemed to have declined over the years and now they're a fringe minority

👑 The Empire of Aureumterra 👑

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

[Overview \(WIP\)](#)

I DO NOT USE NS STATS! - 2016 Gang [Emperor](#)

- Add 4 years to my nation

TL;DR Nordic Oppressive Absolute Empire

Current RP Canons: Bellverse - Kali Yuga



The Southern Union of Freedonia

Political Columnist

Posts: 5

Founded: Apr 15, 2021
Ex-Nation

by **The Southern Union of Freedonia** » Sat Sep 18, 2021 3:17 pm

Have we talked about a cliché regarding tanks that look too complicated to build in the hundreds of millions and got more than one tank gun and more than one turret?

The Direction This Puppet Will Be Heading Down

- AU/H Confederate States of America in the 1920s.
- Going to mention incidents of race violence and lynchings.
- I'm not so sure but if I can, I'm going to make SUF graphic.
- The Southern Union of Freedonia is like North Korea under Kim Il-Sung and [The Unified States of Freedonia](#) like South Korea under Syngman Rhee
- Unless you can stomach some the graphic content I will be adding, you can steer clear of this one.



Wejas

Lobbyist

Posts: 15

Founded: Sep 17, 2021
Iron Fist Consumerists

by **Wejas** » Sat Sep 18, 2021 3:50 pm

Hanoverian Great Britain wrote:

Tbh, in the people's opinion here, is a somewhat moderate, Western-thinking Arab nation a cliché, or rather the opposite, i.e the heavily conservative, warmongering Arab nation?

<https://www.youtube.com/watch?v=DSCGoefB07Q>

Somewhat-Snarky answer aside, I feel like it's both just because of how rare middle eastern nations are. Most of them are usually made from a limited perspective as well, mostly a mixture of 19th-Century Romanticism and 21st-Century Paranoia from 9/11. Which I feel is the reason why a lot of Middle Eastern-themed nations fit into the archetype of "haha, muzzies/sandpeople are funny/scary" or "The Middle East would be much better off it had a liberal western democracy."

Though, I guess if I had to pick one, it would be the one that isn't blatantly offensive. But I'd still love to see a ME-themed nation that scratches below the surface of "Islam and Harems" and discuss things like tribal politics, sects of Islam/non-Islamic religions and how they interact, etc.

★ Reino de Wejas ★

Schizotech Texan Kingdom loosely based in the lore of the CK2 mod 'After the End'

[Overview](#) | [Jerry II](#) | [Nawlines](#) | [Q&A Thread](#)

A parody and a homage to the gulf coast of Texas

This is Wexas' new account. I wanted to No NS stats used pls|IC Year: 2757 retcon. Old account will not CTE tho.

There was never a war against [Use this](#) until I complete retconning Wexas pls. the Comanche.

by **Dayganistan** » Sat Sep 18, 2021 6:38 pm



Dayganistan

Ambassador

Posts: 1453

Founded: May 02, 2016
Father Knows Best State

Wejas wrote:

<https://www.youtube.com/watch?v=DSCGoefB07Q>

Somewhat-Snarky answer aside, I feel like it's both just because of how rare middle eastern nations are. Most of them are usually made from a limited perspective as well, mostly a mixture of 19th-Century Romanticism and 21st-Century Paranoia from 9/11. Which I feel is the reason why a lot of Middle Eastern-themed nations fit into the archetype of "haha, muzzies/sandpeople are funny/scary" or "The Middle East would be much better off if it had a liberal western democracy."

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I've gone with neither approach with my Islamic/Middle Eastern nation. It's a nation that has an authoritarian, secular regime which is popular in the cities, yet the rural areas are full of Islamic conservatism. Western states in my canon conveniently ignore the authoritarianism because "look, the women wear short skirts it can't be that bad" like what people say now about Iran in the 70s. There's other fun stuff like oppressed ethnic groups, and non Islamic religious groups. I'm too lazy to actually do worldbuilding and don't RP much with my nation though.

If civil wars weren't an II cliché, I'd totally collapse my nation into civil war because it's a massive powder keg when I look at it objectively.

Last edited by Dayganistan on Sat Sep 18, 2021 6:40 pm, edited 2 times in total.

Republic of Dayganistan

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



Gonswanza

Ambassador

Posts: 1580

Founded: Aug 13, 2021
Inoffensive Centrist
Democracy

by Gonswanza » Sat Sep 18, 2021 7:30 pm

Amenria wrote:

I mean, C&C gameplay logic is the based way to go.

Indeed.

Who cares about true-to-life realism when you want to have fun?

Praise our glorious president Laura Ortiz! [Yea, I sell things. KTO Member! Amistad Declaration signatory! Down with slavery!](#)

[GNN] Check [hyperlink blocked] for further instructions or [frequ
◀ | ▶



Lemsrow

Attaché

Posts: 77

Founded: Jan 04, 2021
Democratic Socialists

by Lemsrow » Sat Sep 18, 2021 7:35 pm

Wow! The forum's a literal touche!

Lemsrownian News



Kiu Ghesik

Powerbroker

Posts: 9373

Founded: Aug 25, 2020
Democratic Socialists

by Kiu Ghesik » Sat Sep 18, 2021 7:47 pm

touche

☐ Brief ☐
☐ Caller ☐
☐ Clans ☐

* THE GREAT KIU - EJADRIR DEGHEU GIYEF

KHUDEYVH. *

Produce Content

☐ Strife ☐
☐ Words ☐
☐ Faith ☐



Kingdom of Wexas

Wejas

Lobbyist

Posts: 15

Founded: Sep 17, 2021
Iron Fist Consumerists

by **Wejas** » Sat Sep 18, 2021 8:58 pm

Dayganistan wrote:

Wejas wrote:

<https://www.youtube.com/watch?v=DSCGoefB07Q>

Somewhat-Snarky answer aside, I feel like it's both just because of how rare middle eastern nations are. Most of them are usually made from a limited perspective as well, mostly a mixture of 19th-Century Romanticism and 21st-Century Paranoia from 9/11. Which I feel is the reason why a lot of Middle Eastern-themed nations fit into the archetype of "haha, muzzies/sandpeople are funny/scary" or "The Middle East would be much better off if it had a liberal western democracy."

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If civil wars weren't an II cliché, I'd totally collapse my nation into civil war because it's a massive powder keg when I look at it objectively.

yeah, your nation is one of the MT MENA-themed nations that I can point to that's actually pretty good.

also, wym authoritarianism? women can wear short skirts and they have a women president! Aryana Zahir is a girlboss and cannot do anything wrong.

★ Reino de Wejas ★

Schizotech Texan Kingdom loosely based in the lore of the CK2 mod 'After the End'

[Overview](#) | [Jerry II](#) | [Nawlines](#) | [Q&A Thread](#)

A parody and a homage to the gulf coast of Texas

This is Wexas' new account. I wanted to No NS stats used pls|IC Year: 2757 retcon. Old account will not CTE tho.

There was never a war against [Use this](#) until I complete retconning Wexas pls. the Comanche.



Amenria

Senator

Posts: 4300

Founded: Jun 08, 2017
Democratic Socialists

by **Amenria** » Sat Sep 18, 2021 9:05 pm

Gonswanza wrote:

Amenria wrote:

I mean, C&C gameplay logic is the based way to go.

Indeed.

Who cares about true-to-life realism when you want to have fun?

This is top tier NS player thinking.

The Empire of Amenria (亚洲帝国)

Sinocentric Asian theocratic absolute monarchy. Set 28 years in the future. On-site factbooks are no longer canon.

[Nani!? A rules creepypasta set in R1!?](#)

My views



Feyrisshire
Envoy

Posts: 316
Founded: Nov 27, 2019
Democratic Socialists

by **Feyrisshire** » Sun Sep 19, 2021 9:26 am

Kaliningrad Treaty Organization wrote:

-snip-

This ^

Most NS MT players don't really know how objectively crap or underfunded Third World militaries can get (such as the Philippines) and everyone goes full-on NATO mode and assumes like it's the global normal lol.

Tbf Philippines is kinda a special case in SEA considering that it has a higher GDP and GDP per capita than other SEA countries (Vietnam for instance iirc), and its military is still woefully underequipped and crap compared to its counterparts. Tbf also Philippines' main threats are not other state actors but counter-insurgencies such as the CPP-NPA and MILF or other fellow Filipino politicians wanting to start a coup. In contrast other SEA nations that border potentially belligerent countries (such as Thailand and Vietnam vs. Myanmar). If your main enemy are just bunch of guys with guns, then all you need to do is just put in more guys with guns, even if you cannot literally win counter-insurgencies by just putting more guns.

Also not sure how MBTs would fare in the rugged and mountainous Philippine terrain, especially with the decrepit road infrastructure and archipelago so probably partly a reason why the AFP stuck to IFVs and makeshift light tanks (Scorpion turret on M113) for so long. And iirc, MILF (I really hate this acronym!) has developed crude anti-tank capabilities back during 2000s-2010s.

Philippines also just doesn't really have a foreign policy that stands up against other state actors, in contrast to other nations.

Tbf I also am kinda going down this route as well! A semi-peripheral and developing country military (second-world) that has issues with budget and technical capability and try to see how well it goes using asymmetric warfare style and simply just struggle to have cutting-edge weapons while maintaining an anti-state actor posture. I think it's more interesting and creative this way, but I don't think I'm not going to take inspiration from Philippines lol, but more from other states, such as Iran and North Korea's weird Mad Max navy, or emphasis on cyberwarfare as force multiplier.

♥♥♥ Catgirl Love and Catgirl Hent*! in Stalinist and Maoist Communism?

♥♥♥ Feyrisshire Communist Propaganda Song ♪

Froggy News | [Princess Reissechi Yuri bans Facebook, Twitter, Tiktok, Instagram](#)



Show Spoiler



Wormfodder Delivery
Chargé d'Affaires

Posts: 478
Founded: Feb 14, 2021
Compulsory Consumerist
State

by **Wormfodder Delivery** » Sun Sep 19, 2021 9:31 am

Gonswanza wrote:

Amenria wrote:

I mean, C&C gameplay logic is the based way to go.

Indeed.

Who cares about true-to-life realism when you want to have fun?

Indeed, lol

[The Wormfodder Delivery Service](#), bringing Wormfodder to you, wherever you

Info

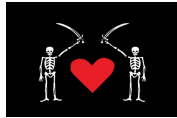
are.

Stuff

I also am currently making a [pocket guide on how to have a good time on FZ](#).

[Get the latest, hottest news at WDSNN, the best News source of the next dimension!](#)

It is now safe to keep playing.



New Dunmore
Political Columnist

Posts: 4
Founded: Apr 24, 2020
Capitalist Paradise

by **New Dunmore** » Sun Sep 19, 2021 9:42 am

Gonswanza wrote:

Amenria wrote:

I mean, C&C gameplay logic is the based way to go.

Indeed.

Who cares about true-to-life realism when you want to have fun?

You don't understand, I NEED to criticize the 13-year-old's nation he made just-for-fun for not describing the detailed logistics of his army that consists of 5 guys with sticks or going into deep research about how the personal events his character faced cause their psychology and worldview to change.

Last edited by **New Dunmore** on Sun Sep 19, 2021 9:42 am, edited 1 time in total.

New Dunmore

Where Freeman Stand

A Low-Fantasy PT Pirates Republic fighting FT aliens.

This is a puppet, guess who and you'll get free No, this isn't Robot Pirate Island rum.
YoHoHo and War Crimes, what more could a man ask for?



Neo-Western East Korea
Spokesperson

Posts: 147
Founded: Jun 15, 2021
Iron Fist Consumerists

by **Neo-Western East Korea** » Sun Sep 19, 2021 9:44 am

me omw to write the factbook about the fact checking bureau that I randomly have murder people for not being realistic enough

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