

NS Cliches: Rebooted

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Topic locked

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South Reinkalistan
Ambassador

Posts: 1785
Founded: Mar 12, 2019
Corrupt Dictatorship

by **South Reinkalistan** » Tue Mar 16, 2021 7:34 pm

Kiu Ghesik wrote:

FenexOrg wrote:

I don't really know about that, mini-community threads seem to be few and far between from what I have seen. But maybe that's just because I haven't really explored nationstates to its fullest as of yet.

To be fair, most of the people here who have formed a sort of "community" are already all acquainted with each other, and most of them are Effortposters™ anyways.

petition to reconstitute ns cliches thread as [community of f7 frens™b]

i mean let's face it this is just a glorified chat room as it stands

THE PEOPLE * ETERNAL

" We will not bow to your dictation. We are free. We bled to be free. Who are you to tell us what we may and may not do? **We stopped being your slaves an era ago.** "

South Reinkalistan is a massive, ecologically-diverse nation notable for its roving student militias and widespread hatred for the elderly. In the midst of a room-temperature cultural revolution that's lost its momentum, the Party carefully plans its next move. As the brittle bones of fragile empires begin to crack beneath their own weight, history's symphony reaches crescendo pitch. The future is all but certain.



First American Empire
Diplomat

Posts: 816
Founded: Mar 12, 2019
Ex-Nation

by **First American Empire** » Tue Mar 16, 2021 8:01 pm

Fahran wrote:

Here's a cliché. Dictatorships that do not have functioning political cliques, factions, and interest groups to manage and simply do whatever draconian nonsense they want without fear of the consequences. Every essential key to power is owned by a hyper-competent sycophant with no personal ambitions and no loyalties to anyone aside from the dictator. The populace doesn't even try to resist covertly. And realism dwells in a shallow grave.

I've been planning to write down the factions in my nation's government for some time, but they haven't really come up yet since I haven't really fleshed out this nation's internal politics yet. (And I'm also reworking my entire lore since it was half-finished and a total mess when I last left. 😊)

There's a lot of dissent going on behind the scenes, it's really complicated and still in the early stages of writing, but once it's finished I'm kicking off a full-blown succession crisis that pits all my political cliques against each other.

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The American Empire is a socially progressive absolute monarchy run by the heirs of Emperor Norton. It started off at MT but has rapidly advanced to PMT through interdimensional travel. All NSstats are used, except for tax rate and population. Factbooks are currently under reconstruction.



Fahran
Post Marshal

Posts: 17385
Founded: Nov 13, 2017
Inoffensive Centrist
Democracy

by **Fahran** » Tue Mar 16, 2021 8:02 pm

FenexOrg wrote:

I don't really know about that, mini-community threads seem to be few and far between from what I have seen. But maybe that's just because I haven't really explored nationstates to its fullest as of yet.

Mini-communities forming was such a serious problem that Moderation had to stamp out the RWDT, the LWDT, and multiple other NSG threads that became more about a loose clique of people than about a consistent and coherent topic. I do think we've managed to stay pretty on-topic here thus far though.

"They [progressives] were all corrupt." - [Kowani](#)

[Good Bye](#)



FenexOrg
Lobbyist

Posts: 22
Founded: Nov 28, 2020
Libertarian Police State

by **FenexOrg** » Tue Mar 16, 2021 8:07 pm

Alright, to prevent the forum polis from coming to NS Cliches, I'm going to propose a cliché.

Has the lack of logistics in Space Wars been addressed?

It is the year C.C. 4060 and a Storm is Brewing in the Afterlife

[Basically](#)

[Voice of the Soul](#)

We are currently having technical difficulties,



Miku the Based
Diplomat

Posts: 665
Founded: Dec 03, 2020
Ex-Nation

by **Miku the Based** » Tue Mar 16, 2021 8:12 pm

Vadterland wrote:

DO I DETECT SUCCIALIST ACTIVITY IN THIS THREAD

If using violence for violence sake. Using violence as a reason for violence. is a succialist activity then by that logic I am not a succialist. smashies are insufferable.

January 8th, 2021 - I vow not to respond to anyone OOC I'm 100% serious

Do not ask me my opinion of LGBT. the mods don't approve.

[credit Khoronzon](#)

[My Opinion](#)

[Pro Anti](#)



Fahran
Post Marshal

Posts: 17385
Founded: Nov 13, 2017
Inoffensive Centrist
Democracy

by **Fahran** » Tue Mar 16, 2021 8:12 pm

FenexOrg wrote:

Has the lack of logistics in Space Wars been addressed?

I feel like suspension of disbelief is mandatory given that modern technology and logistics cannot adequately ensure supply for massive space fleets.

"They [progressives] were all corrupt." - [Kowani](#)

[Good Bye](#)



Kiu Ghesik
Powerbroker

Posts: 9373

by **Kiu Ghesik** » Tue Mar 16, 2021 8:16 pm

Fahran wrote:

FenexOrg wrote:

Has the lack of logistics in Space Wars been addressed?

Founded: Aug 25, 2020
Democratic Socialists

I feel like suspension of disbelief is mandatory given that modern technology and logistics cannot adequately ensure supply for massive space fleets.

I mean, Musk's (blegh) proposal for Starship is a pretty good example of what we can expect spacefaring logistics to look like, albeit in low orbit. It'll probably amount to spamming prepositioned fuel depots and tender ships everywhere.

Last edited by [Kiu Ghesik](#) on Tue Mar 16, 2021 8:16 pm, edited 1 time in total.

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☐ [Caller](#)
☐ [Clans](#)

* THE GREAT KIU - EJADRIR DEGHEU GIYEF

[KHUDEYVH.](#) *

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☐ [Words](#)
☐ [Faith](#)



Aureumterra III
Diplomat

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

by [Aureumterra III](#) » Tue Mar 16, 2021 8:38 pm

South Reinkalistan wrote:

Kiu Ghesik wrote:

To be fair, most of the people here who have formed a sort of "community" are already all acquainted with each other, and most of them are Effortposters™ anyways.

petition to reconstitute ns cliches thread as [community of f7 frens™]

i mean let's face it this is just a glorified chat room as it stands

More like a discord chat that leaked into the forums

:salute: :salute: :salute:



👑 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



Aureumterra III
Diplomat

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

by [Aureumterra III](#) » Tue Mar 16, 2021 8:39 pm

Fahran wrote:

FenexOrg wrote:

Has the lack of logistics in Space Wars been addressed?

I feel like suspension of disbelief is mandatory given that modern technology and logistics cannot adequately ensure supply for massive space fleets.

And that what people imagine as space war, whether it be star wars type dogfights or star trek type naval battles, is nowhere near what actual space combat would realistically be like

And it would be pretty boring, since most of the time you'd be calculating orbital velocity and enemy rendezvous points

👑 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



by [Miku the Based](#) » Tue Mar 16, 2021 8:55 pm

Aureumterra III wrote:

Miku the Based

Diplomat

Posts: 665

Founded: Dec 03, 2020
Ex-Nation

Fahrnan wrote:

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Some people enjoy vectors in math class.

~~January 8th, 2021 — I vow not to respond to anyone OOC I'm 100% serious~~

Do not ask me my opinion of LGBT. the mods don't approve.

[credit Khoronzon](#)

[My Opinion](#)

[Pro Anti](#)



FenexOrg

Lobbyist

Posts: 22

Founded: Nov 28, 2020
Libertarian Police State

by **FenexOrg** » Tue Mar 16, 2021 8:57 pm

Miku the Based wrote:

Aureumterra III wrote:

And that what people imagine as space war, whether it be star wars type dogfights or star trek type naval battles, is nowhere near what actual space combat would realistically be like

And it would be pretty boring, since most of the time you'd be calculating orbital velocity and enemy rendezvous points

Some people enjoy vectors in math class.

Key word: some

It is the year C.C. 4060 and a Storm is Brewing in the Afterlife

[Basically](#)

[Voice of the Soul](#)

We are currently having technical difficulties,



Zeloria

Envoy

Posts: 213

Founded: Apr 21, 2020
Left-wing Utopia

by **Zeloria** » Wed Mar 17, 2021 12:27 am

Aureumterra III wrote:

Fahrnan wrote:

I feel like suspension of disbelief is mandatory given that modern technology and logistics cannot adequately ensure supply for massive space fleets.

And that what people imagine as space war, whether it be star wars type dogfights or star trek type naval battles, is nowhere near what actual space combat would realistically be like

And it would be pretty boring, since most of the time you'd be calculating orbital velocity and enemy rendezvous points

Why not try to combine both. Have a star trek naval battle across the solar system, while calculating enemy rendezvous points.

[EXPAND](#)

by **Khoronzon** » Wed Mar 17, 2021 1:04 am



Khoronzon
Spokesperson

Posts: 186
Founded: Jul 31, 2019
Psychotic Dictatorship

I feel like there's already been plenty of discussion on how people adapt real-life countries as their nations (e.g. "America but [x ideology]", "Germany but it's totally not the Third Reich"), but something that's sort of related which I don't think really gets discussed as much is how real-life countries get adapted as auxiliary pieces in broader geopolitical settings. Russia, China, and North Korea as designated one-dimensional bad guys who never do anything right, with bonus points if the main nation has a news ticker which dedicates half its content to showing how bad they are; Africa still having significant areas under colonial rule, often by the protagonist nation and with *absolutely nothing sketchy going on guys I swear*, while the rest of the continent basically does nothing; America being allied with the protagonist nation with both of them having big shiny militaries and doing world police business; or being able to tell which countries the user likes and which ones they don't like by looking at which ones are bigger than IRL and which ones are either smaller or balkanised. There's probably some more that I missed, but as far as I've seen these are the main ones that people seem to really like doing for whatever reason.

▼ Leader ▼
◉ Figures ◉
◉ Culture ◉

VYEOZHVAZDHA XSHORU * **XSHORIAN THEARCHATE**

Regions
▼ Military ▼
World

The world is no longer as it once was, moulded beyond recognition by the hands of its coming masters. Humanity is faced with a simple choice: evolve, or die.

Stuff

中国共产党万岁



The Troas Sector
Bureauocrat

Posts: 59
Founded: Mar 08, 2021
Ex-Nation

by **The Troas Sector** » Wed Mar 17, 2021 1:48 am

FenexOrg wrote:
Alright, to prevent the forumpolis from coming to NS Cliches, I'm going to propose a cliché.

Has the lack of logistics in Space Wars been addressed?

Giant. Space. Freighters.

2 kilometres of pure cargo storage and minimal systems. After a battle, bring the supplies out and use them to repair and maintain the fleet. Also important would be giant fuel tankers carrying stocks of whatever preferred sci-fi fuel you want. Also depots would be good when on the defensive so you could always be close to a resupply even if your cargo/tanker ships are destroyed.

Oh right those cargo ships could also be giant drone carriers that deploy repair drones too, that could work well. Plus you should always have cargo storage on warships to store cargo such as basic supplies. As for supply lines themselves, usually building a shitton of logistics craft and slapping FTL onto them works well. Most of the time.

Last edited by **The Troas Sector** on Wed Mar 17, 2021 1:54 am, edited 1 time in total.

THE GREAT TERRAN UNION SURVIVES

Stuff



Surrealist Patagonia
Spokesperson

Posts: 109
Founded: Oct 07, 2019
Democratic Socialists

by **Surrealist Patagonia** » Wed Mar 17, 2021 2:00 am

Khoronzon wrote:
I feel like there's already been plenty of discussion on how people adapt real-life countries as their nations (e.g. "America but [x ideology]", "Germany but it's totally not the Third Reich"), but something that's sort of related which I don't think really gets discussed as much is how real-life countries get adapted as auxiliary pieces in broader geopolitical settings. Russia, China, and North Korea as designated one-dimensional bad guys who never do anything right, with bonus points if the main nation has a news ticker which dedicates half its content to showing how bad they are; Africa still having significant areas under colonial rule, often by the protagonist nation and with *absolutely nothing sketchy going on guys I swear*, while the rest of the continent basically does nothing; America being allied with the protagonist nation with both of them having big shiny militaries and doing

world police business; or being able to tell which countries the user likes and which ones they don't like by looking at which ones are bigger than IRL and which ones are either smaller or balkanised. There's probably some more that I missed, but as far as I've seen these are the main ones that people seem to really like doing for whatever reason.

This. It gets tiring when you see the 8917th news showcasing Chinese and Russia doing evil bad things constantly in someone's news sticker. But it's kind of understandable as they are far from being benevolent IRL but it would be nice to see a subversion of that trope. International politics is a morally gray thing and not enough of American wrongdoings are shown. Which is why I decided to subvert the trope a bit by turning America into a segregationist flawed democracy and the Soviet Union into a quasi-open communist country under Zhukov.

The Avant-Gardist State of Patagonia ~~~ *Gauchos and Mapuches, orgies and parties, avant-garde art, futurism, syndicalism, the New Man, general strikes, the glorification of violence, spiritual nationalism, esoteric occultism, CIA spooks, Spartanian homosexuality, public sodomy, and more*

Triomphe du Surréalisme (1968)

- There are many things said about Patagonia but few actually know what goes on behind the Andes mountains. Tales of human depravation and man's inner darkest self run wild. A place where avant-garde culture flourish and the artist don't fear the censor. Where all live bold and free under the gaze of the Patron. Yet all dreams will come to an end soon...
- Not expecting an essay. Just a couple of sentences that shows that you know my work well enough



Sengoku Americas
Envoy

Posts: 218
Founded: Feb 13, 2021
Ex-Nation

by **Sengoku Americas** » Wed Mar 17, 2021 8:05 am

Khoronzon wrote:

I feel like there's already been plenty of discussion on how people adapt real-life countries as their nations (e.g. "America but [x ideology]", "Germany but it's totally not the Third Reich"), but something that's sort of related which I don't think really gets discussed as much is how real-life countries get adapted as auxiliary pieces in broader geopolitical settings. Russia, China, and North Korea as designated one-dimensional bad guys who never do anything right, with bonus points if the main nation has a news ticker which dedicates half its content to showing how bad they are; Africa still having significant areas under colonial rule, often by the protagonist nation and with *absolutely nothing sketchy going on guys I swear*, while the rest of the continent basically does nothing; America being allied with the protagonist nation with both of them having big shiny militaries and doing world police business; or being able to tell which countries the user likes and which ones they don't like by looking at which ones are bigger than IRL and which ones are either smaller or balkanised. There's probably some more that I missed, but as far as I've seen these are the main ones that people seem to really like doing for whatever reason.

I feel like a few users in particular are responsible for this, but yes it's gotten rather boring and silly as a form of merely anti-Russian/Chinese/Iranian/East Europe or pro-Imperialist wish fulfillment. Even worse is when they somehow justify their own nation's imperialism (especially of South America and/or Africa) despite enforcing foreign rule on them.

Five nations, one continent.

"Let everyone put forth their full effort for the reconstruction of our wonderful garden!"

[Empress Park and Premier Kato's new collaboration album: *Journey of Melody*](#)
[Song in Praise of Feyrisshire Princess Reishi Yuri](#)

[Backstory](#)

[Song of the Princess Reishi Yuri](#)

[Disclaimer](#)



Sengoku Americas
Envoy

by **Sengoku Americas** » Wed Mar 17, 2021 8:06 am

Surrealist Patagonia wrote:

Khoronzon wrote:

Posts: 218
Founded: Feb 13, 2021
Ex-Nation

I feel like there's already been plenty of discussion on how people adapt real-life countries as their nations (e.g. "America but [x ideology]", "Germany but it's totally not the Third Reich"), but something that's sort of related which I don't think really gets discussed as much is how real-life countries get adapted as auxiliary pieces in broader geopolitical settings. Russia, China, and North Korea as designated one-dimensional bad guys who never do anything right, with bonus points if the main nation has a news ticker which dedicates half its content to showing how bad they are; Africa still having significant areas under colonial rule, often by the protagonist nation and with *absolutely nothing sketchy going on guys I swear*, while the rest of the continent basically does nothing; America being allied with the protagonist nation with both of them having big shiny militaries and doing world police business; or being able to tell which countries the user likes and which ones they don't like by looking at which ones are bigger than IRL and which ones are either smaller or balkanised. There's probably some more that I missed, but as far as I've seen these are the main ones that people seem to really like doing for whatever reason.

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To be fair, I feel it's somewhat expected given this site's users.

Five nations, one continent.
"Let everyone put forth their full effort for the reconstruction of our wonderful garden!"

[Empress Park and Premier Kato's new collaboration album: *Journey of Melody*](#)
[Song in Praise of Feyrisshire Princess Reishi Yuri](#)

[Backstory](#)

[Song of the Princess Reishi Yuri](#)

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The Troas Sector
Bureaucrat

Posts: 59
Founded: Mar 08, 2021
Ex-Nation

by **The Troas Sector** » Wed Mar 17, 2021 8:12 am

Sengoku Americas wrote:

I feel like a few users in particular are responsible for this, but yes it's gotten rather boring and silly as a form of merely anti-Russian/Chinese/Iranian/East Europe or pro-Imperialist wish fulfillment. Even worse is when they somehow justify their own nation's imperialism (especially of South America and/or Africa) despite enforcing foreign rule on them

It's a microcosm of NSG, given the number of people who despise China there I'm surprised there's not MORE people who are making anti-China wanks here. But there's another reason there's so many US wanks and that's because NS is mostly Americans as far as I remember anyway, and a lot of those Americans end up believing what their country's propaganda has told them so there's a rather notorious NS hatred of the current US rival, China.

THE GREAT TERRAN UNION SURVIVES

[Stuff](#)



Sengoku Americas
Envoy

Posts: 218
Founded: Feb 13, 2021
Ex-Nation

by **Sengoku Americas** » Wed Mar 17, 2021 8:27 am

Fahran wrote:

Here's a cliché. Dictatorships that do not have functioning political cliques, factions, and interest groups to manage and simply do whatever draconian nonsense they want without fear of the consequences. Every essential key to power is owned by a hyper-competent sycophant with no personal ambitions and no loyalties to anyone aside from the dictator. The populace

doesn't even try to resist covertly. And realism dwells in a shallow grave.

You made a really good point here. Even those authoritarian regimes which appear to be perfectly stable on the outside still have some degree of internal fighting.

Five nations, one continent.

"Let everyone put forth their full effort for the reconstruction of our wonderful garden!"

[Empress Park and Premier Kato's new collaboration album: *Journey of Melody Song in Praise of Feyrisshire Princess Reishi Yuri*](#)

[Backstory](#)

[Song of the Princess Reishi Yuri](#)

[Disclaimer](#)



Dayganistan
Ambassador

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

by **Dayganistan** » Wed Mar 17, 2021 8:39 am

Khoronzon wrote:

I feel like there's already been plenty of discussion on how people adapt real-life countries as their nations (e.g. "America but [x ideology]", "Germany but it's totally not the Third Reich"), but something that's sort of related which I don't think really gets discussed as much is how real-life countries get adapted as auxiliary pieces in broader geopolitical settings. Russia, China, and North Korea as designated one-dimensional bad guys who never do anything right, with bonus points if the main nation has a news ticker which dedicates half its content to showing how bad they are; Africa still having significant areas under colonial rule, often by the protagonist nation and with *absolutely nothing sketchy going on guys I swear*, while the rest of the continent basically does nothing; America being allied with the protagonist nation with both of them having big shiny militaries and doing world police business; or being able to tell which countries the user likes and which ones they don't like by looking at which ones are bigger than IRL and which ones are either smaller or balkanised. There's probably some more that I missed, but as far as I've seen these are the main ones that people seem to really like doing for whatever reason.

I've had trouble adapting real life nations to my setting just because I don't want to come across as playing favorites or RPing a hate fantasy. So I just have everything happen as it does in real life even though having the US invasion of Afghanistan be replaced with them invading a different country to go after Bin Laden, half of Pakistan belonging to my country, and a major conventional war between my nation and the Soviet Union in the 80s could probably change a lot.

I also was going to work an a Turkey based puppet which combined Turkey and Azerbaijan into one country (and Armenia was included as well, which is probably a mistake), but I feel that would get me accused of being a Turkish nationalist despite being a white Canadian atheist of Irish descent.

Last edited by **Dayganistan** on Wed Mar 17, 2021 8:46 am, 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.



Zeloria
Envoy

Posts: 213
Founded: Apr 21, 2020
Left-wing Utopia

by **Zeloria** » Wed Mar 17, 2021 8:46 am

Dayganistan wrote:

I've had trouble adapting real life nations to my setting just because I don't want to come across as playing favorites or RPing a hate fantasy. So I just have everything happen as it does in real life even though having the US invasion of Afghanistan be replaced with them invading a different country to go after Bin Laden, half of Pakistan belonging to my country, and a major conventional war between my nation and the Soviet Union in the 80s could probably change a lot.

My "alternate" history involves a green Antarctica with an alien space ship being colonized in the 1800's, and the only big change that happened to the timeline are Mars-bases in the 1980's.

FenexOrg wrote:

Has the lack of logistics in Space Wars been addressed?

Hahaha, I solved some of the logistics issue, by just inventing a new [dumb piece of technology](#).

Last edited by Zeloria on Wed Mar 17, 2021 8:52 am, edited 1 time in total.



Caribbean Confederation
Spokesperson

Posts: 155
Founded: Feb 09, 2021
Ex-Nation

by **Caribbean Confederation** » Wed Mar 17, 2021 9:00 am

The Troas Sector wrote:

Giant. Space. Freighters.

2 kilometres of pure cargo storage and minimal systems. After a battle, bring the supplies out and use them to repair and maintain the fleet. Also important would be giant fuel tankers carrying stocks of whatever preferred sci-fi fuel you want. Also depots would be good when on the defensive so you could always be close to a resupply even if your cargo/tanker ships are destroyed.

Oh right those cargo ships could also be giant drone carriers that deploy repair drones too, that could work well. Plus you should always have cargo storage on warships to store cargo such as basic supplies. As for supply lines themselves, usually building a shitton of logistics craft and slapping FTL onto them works well. Most of the time.

"Construction Ships" of different size and formation necessarily have to exist in large numbers in any space BGB to be honest. With that in mind, (given how most space battles are fought) you need freighters do that same thing (refueling, repairing, resupplying armaments, et al) in lines of battle during the fighting, especially in the farther lines.

Confederate States of the Caribbean

[The World](#) | [Political Parties](#) | [Overview](#) | [Military](#) | [President](#)

The Havana Post: PATO lifts No-Fly Zone on 'those parts of Venezuela'



The Troas Sector
Bureaucrat

Posts: 59
Founded: Mar 08, 2021
Ex-Nation

by **The Troas Sector** » Wed Mar 17, 2021 9:22 am

Caribbean Confederation wrote:

The Troas Sector wrote:

Giant. Space. Freighters.

2 kilometres of pure cargo storage and minimal systems. After a battle, bring the supplies out and use them to repair and maintain the fleet. Also important would be giant fuel tankers carrying stocks of whatever preferred sci-fi fuel you want. Also depots would be good when on the defensive so you could always be close to a resupply even if your cargo/tanker ships are destroyed.

Oh right those cargo ships could also be giant drone carriers that deploy repair drones too, that could work well. Plus you should always have cargo storage on warships to store cargo such as basic supplies. As for supply lines themselves, usually building a shitton of logistics craft and slapping FTL onto them works well. Most of the time.

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Honestly I think a modular drone ship design could work well. Have a larger mothership than can delegate tasks to smaller repair ships (which then act as a support for a group of ships in a fleet) that can then launch even smaller drones to repair individual ships on the battlefield.

Either that or poor Bob is going to have to put the suit on again and go plasma-cutting again.

Last edited by [The Troas Sector](#) on Wed Mar 17, 2021 9:22 am, edited 1 time in total.

THE GREAT TERRAN UNION SURVIVES

Stuff



Comerciante
Diplomat

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

by [Comerciante](#) » Wed Mar 17, 2021 9:25 am

Imagine having humans still piloting your warships.

Abandon Humanity. Embrace AI.

With less humans in your ships you can just shove more room for munitions inside them!

"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



Caribbean Confederation
Spokesperson

Posts: 155
Founded: Feb 09, 2021
Ex-Nation

by [Caribbean Confederation](#) » Wed Mar 17, 2021 9:27 am

Comerciante wrote:

Imagine having humans still piloting your warships.

Abandon Humanity. Embrace AI.

With less humans in your ships you can just shove more room for munitions inside them!

This is a paradigm I'm dealing with right now because logically if you have AI capable of running ships, having human personnel is basically irresponsible. But on the other hand naval tradition. I have temporarily slapped a band aid on this problem with "they're scared of an AI uprising"... though ship and fleet AI still exist.

Confederate States of the Caribbean

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The Havana Post: PATO lifts No-Fly Zone on 'those parts of Venezuela'

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