

NS Cliches: Rebooted

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Topic locked

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L-453

Lobbyist

Posts: 15

Founded: Jan 21, 2021
Ex-Nation

by **L-453** » Thu Mar 04, 2021 1:12 pm

Zeloria wrote:

Kiu Ghesik wrote:

rocket equation + non-inertial ftl + large initial investment and static ftl
emplacements = interceptible rk/s = no rk/s, age of sail IN SPESS, and
lots of narrative potential
*also who uses planets
orbiting habitats all the way*

serious talk: I don't feel like the whole "in a gravity well that's too
large" argument works, because planets have piss-poor gravity wells all
things considered. additionally, that makes the distinction between
"little planet" and "very big rock" a bit too solid for me when I prefer to
think of it as a blurry thing. like... it's just so clearly a finagled rule
intended to handwave away unintended consequences and I find that
kind of cheesy.

So what would be a good justification for my sci-fi factions not using FTL
bombs? Or maybe I should use FTL bombs in my setting.

Maybe your FTL isn't actually making things go FTL but is actually wormholes
so you're still going at normal velocity but just that you can go between two
points in space-time.

Last edited by **L-453** on Thu Mar 04, 2021 1:12 pm, edited 1 time in total.

Republic of Lave - 3200 CE

A FFT state set in a version of the Elite universe with robust FTL and an ironic motto.

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Discarding former nations is my passion - graphic design is not.

[Puppets](#)



Nancivania

Minister

Posts: 2876

Founded: Jul 02, 2016
Inoffensive Centrist
Democracy

by **Nancivania** » Thu Mar 04, 2021 1:19 pm

I see the people of this fine thread are up to date on their Isaac Arthur

[National Information](#)

THE

[Roleplay Information](#)

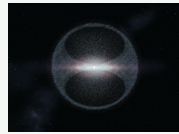
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Leader - King Marton II
Capital - Orka
Population - 35,351,804 est
Currency - Wakka

Beyond The Void (planned) - Escojian Empire
Persian Mortals (planned) - Gallic Kingdom
-
-

KINGDOM OF NANCIVANIA
COBALT NETWORK FOUNDING MEMBER
Est. 2024



Qhevak
Chargé d'Affaires

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

by **Qhevak** » Thu Mar 04, 2021 1:20 pm

Kiu Ghesik wrote:

my ability to launch relativistic kill vehicles that can't be intercepted rises linearly with the rate of nyoomthe ftl has destroying entire civilisations with school buses traveling at several hundred times the speed of light doesn't sound very utopian to me

My internal canon rationale for why that doesn't happen is that a) FTL sensors and interdiction are a thing (with interdiction radii of up to a few light seconds for ship mounted interdictors and light minutes for large stationary interdictors) and b) engaging a warp drive is only feasible at low relative realspace velocity to the rest of the galaxy due to the chronology protection conjecture, preventing warping right next to a planet while moving at ninety percent the speed of light.

Last edited by **Qhevak** on Thu Mar 04, 2021 1:23 pm, edited 2 times in total.

[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](#).

[OOC](#)

[N&I RP in a shellnut](#)



Zeloria
Envoy

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

by **Zeloria** » Thu Mar 04, 2021 1:24 pm

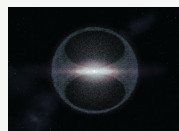
L-453 wrote:

Maybe your FTL isn't actually making things go FTL but is actually wormholes so you're still going at normal velocity but just that you can go between two points in space-time.

I've got another crazy idea to make this work. What if having an object go very fast, and then having the object go even faster because you activated the warp-drive doesn't actually increase the kinetic energy the object is about to deliver when it hits something, because the warp-drive isn't making the object physically faster, it just warps space, so that your destination is closer or something.

[EXPAND](#)

[EXPAND](#)



Qhevak
Chargé d'Affaires

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

by **Qhevak** » Thu Mar 04, 2021 1:26 pm

Zeloria wrote:

L-453 wrote:

Maybe your FTL isn't actually making things go FTL but is actually wormholes so you're still going at normal velocity but just that you can go between two points in space-time.

I've got another crazy idea to make this work. What if having an object go very fast, and then having the object go even faster because you activated the warp-drive doesn't actually increase the kinetic energy the object is about to deliver when it hits something, because the warp-drive isn't making the object physically faster, it just warps space, so that your destination is closer or something.

Most theoretical physics warp drive schemes work like this - they don't add

kinetic energy to the craft, though without a method of detection/interdiction they're still unstoppable strategic payload delivery systems.

[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](#).

[OOC](#)

[N&I RP in a shellnut](#)



Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

by **Kiu Ghesik** » Thu Mar 04, 2021 1:29 pm

Zeloria wrote:

So what would be a good justification for my sci-fi factions not using FTL bombs? Or maybe I should use FTL bombs in my setting.

the more violence the better

L-453 wrote:

Maybe your FTL isn't actually making things go FTL but is actually wormholes so you're still going at normal velocity but just that you can go between two points in space-time.

i prefer this method for a number of reasons, tbh.

Qhevak wrote:

My internal canon rationale for why that doesn't happen is that a) FTL sensors and interdiction are a thing (with interdiction radii of up to a few light seconds for ship mounted interdictors and light minutes for large stationary interdictors) and b) engaging a warp drive is only feasible at low relative realspace velocity to the rest of the galaxy due to the chronology protection conjecture, preventing warping right next to a planet while moving at ninety percent the speed of light.

it should still be theoretically possible in the absence of interdictors to *exit* FTL with a payload that's already been accelerated to near-C, right?

Zeloria wrote:

I've got another crazy idea to make this work. What if having an object go very fast, and then having the object go even faster because you activated the warp-drive doesn't actually increase the kinetic energy the object is about to deliver when it hits something, because the warp-drive isn't making the object physically faster, it just warps space, so that your destination is closer or something.

you could still have a very fast object that a combatant could wallclip through any sort of defense in the absence of interdiction and drop right next to a populated target at near-C though, you know?

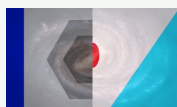
Last edited by **Kiu Ghesik** on Thu Mar 04, 2021 1:30 pm, edited 2 times in total.

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* THE GREAT KIU - EJADRIR DEGHEU GIYEF
KHUDEYVH. *

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Zeloria
Envoy

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

by **Zeloria** » Thu Mar 04, 2021 1:32 pm

Kiu Ghesik wrote:

you could still have a very fast object that a combatant could wallclip through any sort of defense in the absence of interdiction and drop right next to a populated target at near-C though, you know?

FTL interdiction it is. Thank you everyone for making my setting more interesting.

EXPAND



Comerciante
Diplomat

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

by **Comerciante** » Thu Mar 04, 2021 1:34 pm

On real talk everyone who praises the Giant Space Wyrms is capable of FTL, all they have to do is have a literal image of where they want to go and they can fold the space between them and the space they want to go just like that and boom, they are in an entirely different solar system.

"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."

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[Warlord Era in a nutshell](#)



L-453
Lobbyist

Posts: 15
Founded: Jan 21, 2021
Ex-Nation

by **L-453** » Thu Mar 04, 2021 1:36 pm

Kiu Ghesik wrote:

L-453 wrote:

Maybe your FTL isn't actually making things go FTL but is actually wormholes so you're still going at normal velocity but just that you can go between two points in space-time.

i prefer this method for a number of reasons, tbh.

I also must admit I like 40Ks warp since it is a unique idea that isn't really done by most sci-fi with the exception of Event Horizon (the film) and maybe a few others I'm unaware of. Though Games Workshop controls my soul so I can't say bad things about 40K or else they will hunt me down.

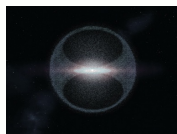
Republic of Lave - 3200 CE

A FFT state set in a version of the Elite universe with robust FTL and an ironic motto.

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Discarding former nations is my passion - graphic design is not.

[Puppets](#)



Qhevak
Chargé d'Affaires

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

by **Qhevak** » Thu Mar 04, 2021 1:37 pm

Kiu Ghesik wrote:

Qhevak wrote:

My internal canon rationale for why that doesn't happen is that a) FTL sensors and interdiction are a thing (with interdiction radii of up to a few light seconds for ship mounted interdictors and light minutes for large stationary interdictors) and b) engaging a warp drive is only feasible at low relative realspace velocity to the rest of the galaxy due to the chronology protection conjecture, preventing warping right next to a planet while moving at ninety percent the speed of light.

it should still be theoretically possible in the absence of interdictors to exit FTL with a payload that's already been accelerated to near-C, right?

Nah, maintaining FTL with a realspace payload velocity close to c is practically impossible throughout most of the galaxy for causality protection reasons. Performing FTL shifts with large realspace reference frame shifts in between can be used to create closed timelike curves - as the universe doesn't want that happening performing an FTL shift in a given reference frame "locks out" anyone nearby from going FTL at radically greater or lesser velocities.

Since most FTL jumps are done at relatively low realspace velocities for practical reasons FTL shifts at relativistic realspace speeds are impossible throughout most of the galaxy.

Last edited by [Qhevak](#) on Thu Mar 04, 2021 1:42 pm, edited 2 times in total.

[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](#).

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Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

by [Kiu Ghesik](#) » Thu Mar 04, 2021 1:41 pm

L-453 wrote:

I also must admit I like 40ks warp since it is a unique idea that isn't really done by most sci-fi with the exception of Event Horizon (the film) and maybe a few others I'm unaware of. Though Games Workshop controls my soul so I can't say bad things about 40K or else they will hunt me down.

i mean

quite a few 40k fans do nothing but bitch about 40k anyways, from what i've seen

so you should probably be fine

Qhevak wrote:

Nah, maintaining FTL with a realspace payload velocity close to c is practically impossible throughout most of the galaxy for causality protection reasons. Performing FTL shifts with large realspace reference frame shifts in between can be used to create closed timelike curves - as the universe doesn't want that happening performing an FTL shift in a given reference frame "locks out" anyone nearby from going FTL at radically greater or lesser velocities.

ah, i see. that does wrap things together rather nicely, i suppose.

Last edited by [Kiu Ghesik](#) on Thu Mar 04, 2021 1:42 pm, edited 1 time in total.

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KHUDEYVH. *

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L-453
Lobbyist

Posts: 15
Founded: Jan 21, 2021
Ex-Nation

by [L-453](#) » Thu Mar 04, 2021 1:43 pm

Kiu Ghesik wrote:

L-453 wrote:

I also must admit I like 40ks warp since it is a unique idea that isn't really done by most sci-fi with the exception of Event Horizon (the film) and maybe a few others I'm unaware of. Though Games Workshop controls my soul so I can't say bad things about 40K or else they will hunt me down.

i mean

quite a few 40k fans do nothing but bitch about 40k anyways, from what i've seen

so you should probably be fine

I don't think you understand the full extent of the problem. GW have my face on security camera footage and THEY will track down me to my house where I ordered the 40K minis.

help.

Republic of Lave - 3200 CE

A FFT state set in a version of the Elite universe with robust FTL and an ironic motto.

Discarding former nations is my passion - graphic design is not.

Puppets



Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

by **Kiu Ghesik** » Thu Mar 04, 2021 1:47 pm

L-453 wrote:

Kiu Ghesik wrote:

i mean
quite a few 40k fans do nothing but bitch about 40k anyways, from
what i've seen
so you should probably be fine

I don't think you understand the full extent of the problem GW have my
face on security camera footage and THEY will track down me to my house
where I ordered the 40K minis.

help.

oh. oh.

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☐ Caller ☐
☐ Clans ☐

* THE GREAT KIU - EJADRIR DEGHEU GIYEF
KHUDEYVH. *

☐ Strife ☐
☐ Words ☐
☐ Faith ☐

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Voxija
Ambassador

Posts: 1446
Founded: Jan 17, 2019
Civil Rights Lovefest

by **Voxija** » Thu Mar 04, 2021 2:02 pm

Zeloria wrote:

Speaking about alternate history. Something that is a cliché, but not
something that I would call a bad cliché. Nations that take place on a
landmass in the middle of either the Pacific or the Atlantic, and where
always there. Such a change in geography should have a pretty big effect
on world history, but it doesn't. It might get colonized by a foreign power,
but all of world history stays exactly the same as ours. I myself am a bit
guilty on this, as in the history of my nation, Antarctica became green and a
pretty large colony, but nearly everything else stayed the same.

Dam you! Dam you! At least the island of Voxija in the middle of the Indian
Ocean has created some pretty interesting butterfly effects... there used to be
a Chinese colony in Africa.

The Republic of **Voxija** (pronounced: Voshiya)

my politics are confused and muddled

OOC

Most of my grammar errors are on purpose. Spelling errors,
tho...

IC

I'd rather be fishing. | Author of Issues 1324 and 1346.

Generic MT liberal democracy Meh. | I think that by now I've created more lore
for my nation than most real-world nations have.

Disclaimer: the views of my characters do not necessarily represent the views of the author.



**Western
Fardelshufflestein**
Senator

Posts: 4744
Founded: Apr 21, 2020
Civil Rights Lovefest

by **Western Fardelshufflestein** » Thu Mar 04, 2021
2:05 pm

Voxija wrote:

Zeloria wrote:

Speaking about alternate history. Something that is a cliché, but not
something that I would call a bad cliché. Nations that take place on a
landmass in the middle of either the Pacific or the Atlantic, and where
always there. Such a change in geography should have a pretty big
effect on world history, but it doesn't. It might get colonized by a
foreign power, but all of world history stays exactly the same as ours. I
myself am a bit guilty on this, as in the history of my nation, Antarctica
became green and a pretty large colony, but nearly everything else
stayed the same.

Dam you! Dam you! At least the island of Voxija in the middle of the Indian Ocean has created some pretty interesting butterfly effects... there used to be a Chinese colony in Africa.

Hello? I see myself in this picture and am alright with it.

The Constitutional Monarchy of Western Fardelshufflestein

[Always Has Been.](#) | [WF's User Be Like](#) | NSG is Budget Twitter | Yo, Kenneth Branagh won an Oscar

Tiny, Shakespeare-obsessed island nation northeast of NZ settled by HRE emigrants who thought they'd landed in the West Indies. F7 Stuff Somewhat Not Canon; RP is in real time; Ignore Stats; Still Not Kenneth Branagh.

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Miku the Based
Diplomat

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

by **Miku the Based** » Fri Mar 05, 2021 8:48 pm

Another cliché.

NE users making fixed numbers and types for the military without regard for current population, economic production and technological advancement. For example a lot of it based tech in a low IT nation.

January 8th, 2021 — I vow not to respond to anyone 000IC/OOC I'm 100% serious

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

[credit Khoronzon](#)

[My Opinion](#)

[Pro Anti](#)



Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

by **Kiu Ghesik** » Fri Mar 05, 2021 8:52 pm

Miku the Based wrote:

Another cliché.

NE users making fixed numbers and types for the military without regard for current population, economic production and technological advancement. For example a lot of it based tech in a low IT nation.

population isn't going to change at a fast enough rate for the writer to consider fluctuations in the actual numbers of the military, at least in a nation that doesn't use ns stats and opts for a more realistic approach instead. however, militaries that ignore force turnover, training, and factors influencing production are definitely far too common, though i do have to say that ignoring those first two is more poor military writing than anything and the last one is literally just too boring to write about in too much detail- from experience, slogging through supply is a pain.

this is *really* reaching for strays tbh. (also, IT? what?)

Last edited by **Kiu Ghesik** on Fri Mar 05, 2021 8:52 pm, edited 1 time in total.

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KHUDEYVH. *

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South Reinkalistan
Ambassador

Posts: 1785
Founded: Mar 12, 2019
Corrupt Dictatorship

by **South Reinkalistan** » Fri Mar 05, 2021 9:37 pm

nations dedicated to military/ like. they have nothing. but a military factbook. or factbooks that are a lot of but they don't have anything in them but military. like, there are a lot of factbooks but there isn't much in them unless the factbook is military.

it sucks.

Last edited by **South Reinkalistan** on Fri Mar 05, 2021 9:38 pm, edited 1 time in total.

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.



Aikoland
Ambassador

Posts: 1885
Founded: Dec 22, 2011
Capitalist Paradise

by **Aikoland** » Fri Mar 05, 2021 9:59 pm

i've said it before and i'll say it again: i'm confident that the venn diagram overlap of 'ns users who's factbooks are literally nothing but military shit' and 'people who claim to like history but it's exclusively (european) military history' is gonna be a circle

Last edited by **Aikoland** on Fri Mar 05, 2021 10:00 pm, edited 1 time in total.

♥ L'Empire d'Aikoland ♥
Trois États, Une Impératrice
[Official Flag](#) [Factbook](#) [Q&A](#)

[RP Info](#)



Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

by **Kiu Ghesik** » Fri Mar 05, 2021 10:06 pm

Aikoland wrote:

i've said it before and i'll say it again: i'm confident that the venn diagram overlap of 'ns users who's factbooks are literally nothing but military shit' and 'people who claim to like history but it's exclusively (*european) military history' is gonna be a circle

*"""" northern european""""

**from a very specific time period involving the period between pickelhaubes and Hugo Boss uniforms

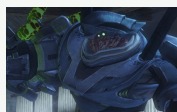
Last edited by **Kiu Ghesik** on Fri Mar 05, 2021 10:07 pm, edited 2 times in total.

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KHUDEYVH. *

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Valentine Z
Postmaster-General

Posts: 11602
Founded: Nov 08, 2015
Democratic Socialists

by **Valentine Z** » Fri Mar 05, 2021 10:11 pm

This site desperately needs a nation that is set just for fashion trends.

They are not dictatorial, they are not even that politically active. All they know is that they have the best suits and outfits this side of the F7 Universe.

No military, no political nonsense. Just fab.

[Val's Stuff](#) ≡ ^_^ ≡ [For You](#)

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Dayganistan
Ambassador

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

by **Dayganistan** » Fri Mar 05, 2021 10:15 pm

Aikoland wrote:

i've said it before and i'll say it again: i'm confident that the venn diagram overlap of 'ns users who's factbooks are literally nothing but military shit' and 'people who claim to like history but it's exclusively (european) military history' is gonna be a circle

Or it's the people who's favorite cool history fact is "DID YOU KNOW WHEN AMERICA USED SHOTGUNS IN WWI THE GERMANS SAID THEY WERE

INHUMANE?"

Republic of Dayganistan

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



Miku the Based
Diplomat

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

by **Miku the Based** » Fri Mar 05, 2021 10:17 pm

Filippo Tommaso Marinetti's défilé de mode. A super fascist futurist fashion show of a nation.

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

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

credit Khoronzon

My Opinion

Pro Anti



Comerciante
Diplomat

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

by **Comerciante** » Fri Mar 05, 2021 10:19 pm

South Reinkalistan wrote:

nations dedicated to military/ like. they have nothing. but a military factbook. or factbooks that are a lot of but they don't have anything in them but military. like, there are a lot of factbooks but there isn't much in them unless the factbook is military.

it sucks.

Why you gotta call me out loik that mate.

I just wanna make me bullets go really fast and stuff.

"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



Western Fardelshufflestein
Senator

Posts: 4744
Founded: Apr 21, 2020
Civil Rights Lovefest

by **Western Fardelshufflestein** » Fri Mar 05, 2021 11:05 pm

Aikoland wrote:

i've said it before and i'll say it again: i'm confident that the venn diagram overlap of 'ns users who's factbooks are literally nothing but military shit' and 'people who claim to like history but it's exclusively (european) military history' is gonna be a circle

I don't have interest in modern warfare, like, at all. Historical battles, however....

The Constitutional Monarchy of Western Fardelshufflestein

Always Has Been. | WF's User Be Like | NSG is Budget Twitter | Yo, Kenneth Branagh won an Oscar

Tiny, Shakespeare-obsessed island nation northeast of NZ settled by HRE emigrants who thought they'd landed in the West Indies. F7 Stuff Somewhat Not Canon; RP is in real time; Ignore Stats; Still Not Kenneth Branagh.

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