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Vanu sovereignty op

The technology equates to the Might Visionaries technocratic faction, which believes that humanity can only evolve by reinventing and tapping into Vanu's lost technology. Vanu sovereignty is a transhumanist cult of academics, intellectuals and technology believers who believe that human destiny lies in the further development and use of extraterrestrial technologies. Colors purple and teal. Purple symbolizes faith; Teal symbolizes enlightenment. Description They were called Religious Matrix Jobs, Techno-Evangelists, Zealots and Post-Humanist Cult. Vanu sovereignty would find these concepts stupidly dismissive and born out of ignorance. They are what we would call true believers. Using vanu's mysterious technology, the group has invented exotic energy weapons and will improve the ability to modify and improve the human body. However, this change in the human species has provoked great suspicion and hatred on the part of the Republic of Teras and the New Conglomerate. The philosophy of Vanu sovereignty (VS) to take its name from the long past of alien races, artifacts that were discovered shortly after the first expeditionary forces of the Terran Republic came to Auraxis. Terran Republic scientists, who work in forced secrecy, collected and examined the artifacts extensively. From this research came the discovery of 'rebirth' and with it the offer of immortality. Disillusioned by the oppressive conditions placed on them by the Republic, and the inability to fully realize or share their discoveries with terran people, a group of terran scientists and military officials began secretly. As the group grew, the republic became wary of unrest and attempts to quell a perceived uprising resulted in a bloody battle. This chaos was caused by the wholesale separation of the so-called technolords from the Republic and their subsequent declaration of sovereignty of Vana. Soon Vanu's sovereignty leadership established the group's philosophy, and that people are still evolving, and that is desirable, and only that humanity transcend it's biological limitations through expansion with alien technology. This philosophy advocates the transition from man to an increased form of being, and therefore can be considered a transcendentalist. Due to their extreme philosophy, Vanu are perceived by many as zealots. Peace even in the heat of battle, and often considered by their enemies to be passionate, are indifferent to the chaos of war, viewing the need for evil to ensure the progress of mankind. Vanu adopted a condescending but strangely parental view of those who would actively oppose their cause, referring to them as their 'lost brothers and sisters.' The order will herald true freedom through enlightenment, Vanu will take all means necessary to freely develop its technology. They promise to destroy anyone who tries to get in their way. Vanu sovereignty has firmly against the Republic of Terran in retaliation for years of oppression suffered by the regime. They also responded similarly to the declaration of a new conglomerate of war, the classification is no different from terrans due to their common ideals of government and hostility to human modification. The destruction of both empires is held by Vana as the only way to save mankind. Finally (at least in a word), Vanu tries to share their 'blessings' of technology and knowledge with what they perceive as struggling humanity. A remarkable quote about terran republic we would welcome our lost brothers and sisters if only they listened to reason. TR has never been adept at listening. Now we must fulfill the fate of mankind here at Auraxis and bring this world back to the light of Vanu. Only then will non-believers understand their folly - and only then will we take another step towards our rise. Nothing will stand in the way of a remarkable quote about the new Conglomerate Freedom being their war cry, but they shackle up on irrelevant concepts like 'government' and 'business' that only serve to enslave them in the end. True freedom lies in understanding the affection of Van, for the shackle that burden humanity are only broken in enlightenment. We'll show them. Vanu's technology sovereignty took advantage of alien tech, embraced evolution and change and received an offer of knowledge and power from antiquity. VS weapons rely on a fast energizing splash of plasma-like ammunition that destroys the very bonding attributes of the elements that make up the armor and flesh of enemy combatants. Although it does not affect NC weapon systems, nor is it able to equal the rate of fire of TR weapons, it is incredibly deadly in the wider area due to energy viscosity. All VS weapons benefit from a lack of concussions. The disadvantage of this high accuracy is the degradation of potency at a distance. While conventional weapons have a bullet drop, VS guns suffer from reduced power over distance travelled (if the weapon is the first sniper) and other weapons can have the same power remotely and get a low amount of bullet drop. Two unique empire vehicles are used by Vanu Sovereignty, The Magrider Battle Tank, and the Scythe Fighter. The ancients' use has given them the ability to create some powerful weapons for use on the battlefield with their vehicles. The heavy rail beam and pulse particle accelerator are testament to the wonders of ancient technology. Scythe, Vanu sovereignty manned flight vehicle, rules the sky with maneuverability and agility. It uses the magnetic field of the planet Auraxis to move in ways other conventional aircraft cannot. Ancients' technology will be built against the inventions of man on the battlefield, and it is yet to see which side appears Magrider's medium battle tank perfectly demonstrates Vanu's sovereignty phrase Technology Equals Might. Magrider can levitate across all types of terrain with ease and be equipped with a wide range of powerful energy weapons. Even the basic Magrider weapon starts with pc supernova, which can concentrate a blast of clean energy that penetrates even the heaviest armor. Due to their ability to hover, they can ertwhile right and left, easily dodging rockets and the like at medium to long range while still keeping their target in their sights. Scythe Magrider New Conglomerate | Terran Republic Note: This is just to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Wow, you're a fucking asshole..... Have you even played this game at all, moar gemades, srsly? Why the fuck would you like to get rid of the haraser, it's a uniique vehicle that many terran players enjoy (vulcan is fun). Removing the haraser removes the only good vehicle TR has access to, the haraser volcano. Also, what the fuck are you on!!!! WHY WOULD ANYONE IN THEIR RIGHT MIND GIVE HEAVY ATTACKS TO MOAR ARMOR!!!!!! You also have to pay a minimum of about five (5) US dollars to unlock one weapon using station cash. If these weapons were'n better than the default, well soe will have to find another way to make money. Close your face hole, and stop crying, C4 is a fair and balanced means for highly skilled players with enough resources to destroy tactically significant goals. Finale, your stupidity. Giving infils another way to be kitschy, useless, and anoying bastards on battlefeild is something I would consider the last nail in the coffin for planetside. Now that this is done, I feel your ideas were well intentioned, and I respect your views (although I may not seem to have it, I genuinely :D). I feel like there are certain aspects of the game that need some major fixing. Your view that the plane crashed and completely became flying donates in warpgate was correct! This kind of corrosive stupidity of random, or in some cases organized platoons and clothes, can really ruin the game for people especially those like me who absolutly <3 aerial combat in the ESF. I feel that making the central sheild area of warpgate a slow fly zone, prohibiting afterburner essentials in warpgate, could alleviate this growing tumor into a slow recovery. I also believe that magrider might be a little mighty. I understand that yes, the VS really likes their spandexmobile, but trying to fight a good magrider driver (and his shooter) is almost impossible within reach, regardless of his own skills, as his tank is much more maneuverable, and his turret much more effective within reach than you. I would like to see a small drop in magrider's strafe acceleration, the time it takes for it to start moving and not the actual speed up to a level that requires great skill and expectation to trigger shots within reach, so These scary flying purple people eaters fairer experience for everyone involved. I would like to point out that unlike most Terrans, I believe that Seron is completely balanced and fair fit for the VS realm. Thankoo, thankoo, I would like to talk more with others about it, so I'll be looking at this thread in the next few days, so if you peeps want to discuss some planetside is more.... fine maters (cough cough, vanguard sheild and lack of a full car TR assault rifle on the 167 damage model). Keep in mind I don't post where I want, I post where I needed *puts the Batman mask on*, and I know that's where I needed it. Necessary.