



Rimsenal

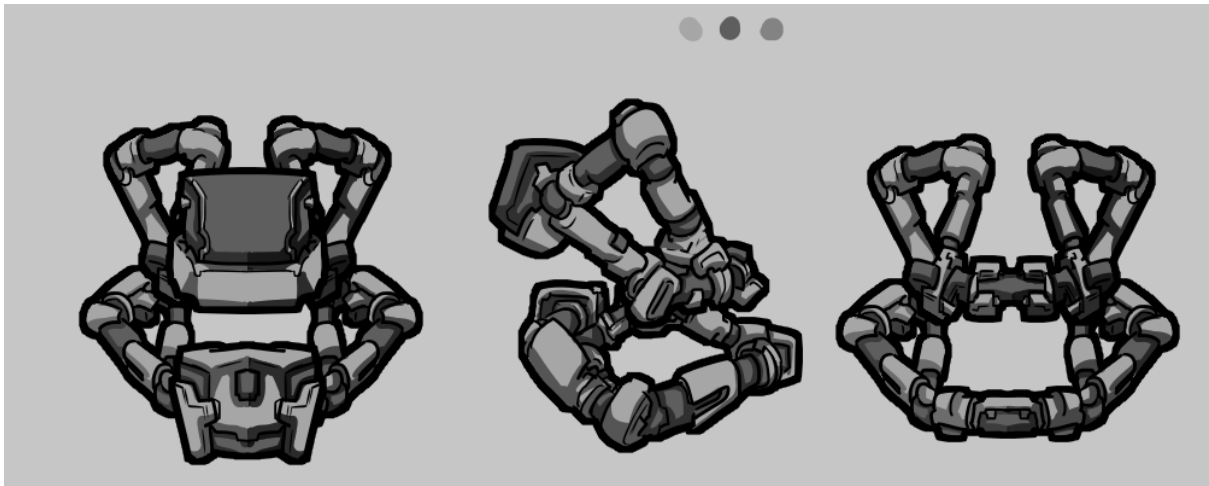
Enhanced Vanilla Pack

The Rimsenal - Enhanced Vanilla Pack is designed for reinforced vanilla rimworld gaming experience. This mod adds variety of gears, extension of existing items.

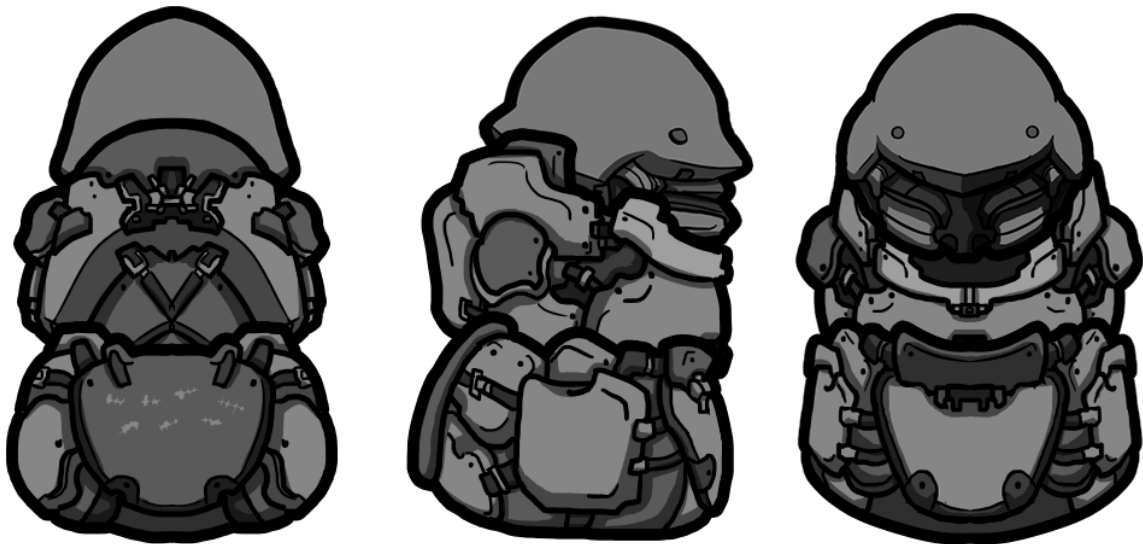
New Apparels



Tactical vest and helmet: An ergonomically designed body armor. This type of armor increase wearer's combat efficiency.



Exoframe: A exoframe is a mobile machine that is powered by a system of motors, pneumatics, levers or hydraulics that allow for limb movement and assists the wearer by boosting their strength and endurance.



Protective Gear: A heavy, non-power assisted protective gear. While it doesn't have defensive strength of power armor, this armor covers your whole body.

Conventional Weapons

These are simple. These are outdated. But that does not mean that they are not lethal.



Blowgun: A simple weapon consisting of a narrow, long tube for firing light projectiles or darts. While the dart itself is not so lethal, it has poison on the tip.



Throwing clubs: One of the first ranged weapons used by early humans, throwing club can be used in both melee and ranged attack.



Throwing axes: Metal forged throwing axes. In the trained hands, these can be a devastating tool both in melee and ranged combat.



Compound bow: A modern compound bow. Fires a high-velocity arrow fast.

Conventional Firearms

Thanks to structural simplicity and convenient maintenance, good old' conventional firearms are still popular among rimworlds.



Heavy revolver: Ancient pattern repeating handgun. It's large-caliber ammunition guarantees a great deal of stopping power.



Militia rifle: A sturdy gas-operated automatic rifle designed to arm conscripts. It is cheaper and easier to produce than more sophisticated assault rifles. It has a shorter range and a slower fire rate but uses a larger caliber than a regular assault rifle. These, have spilled someone's blood over 3000 years, are the real weapons of mass destruction.



Carbine: Shortened versions of conventional assault rifles. The smaller size and lighter weight of carbines make them easier to handle, ideal for close quarter combat.



Battle rifle: Big cousin of assault rifles, the battle rifles higher-caliber rounds provide greater power and range, though they have greater weight and produce stronger recoil, making them less than ideal for fully automatic fire.



Anti-material rifle: Usually referred to as a "can opener" in the rimworlds, the anti-material rifle is a large-caliber, heavy sniper rifle designed for use against heavily armored target.



Repeating rifle: Archaic design even in the rimworld standard, the repeating rifle is popular among muffalo herders. Medium range, quick-firing weapon.



Automatic rifle: Heavy, automatic support weapon. While it has a slower fire rate than LMG, its large caliber bullet guarantees impressive firepower.



Frontier rifle: This semi-automatic rifle has been carefully designed to equip frontier inhabitants. The internal mechanism is so simple that it can be maintained sufficiently at the level of the frontier settlers. Large caliber rounds provide substantial stopping power. And as a last resort, you can thrust a shining bayonet into the stomach of the enemy.

Charged-shot Weapons

Charged shot weapons(aka Tokamak weapons) fire projectiles coated in a matrix of magnetically-contained charged particles. On impact, the energy in the particles is released in a very efficient explosion. Tokamak weapons lost the range and simplicity of conventional firearms, but in return, they got overwhelming firepower.



Charge sidearm: Can be held and fired with one hand, this small charged-shot weapon is the main sidearm of glitter worlds marine corps. This weapon has a short-range but has a high fire rate and impressive firepower.



Scatter charger: Designed for use in close range gunfight, this charged-shot technology-based weapon fires multiple high-energy bolts simultaneously. While this weapon is used primarily in space ship-to-ship boarding actions, it has proven that it is also very useful in urban warfare situations.



Charge driver: A charge weapon for long-range precision shooting, this weapon is primarily used to neutralize armored targets over long distances. The rifle's extended rail-driver barrel and ultra-high density hex-cells ensures high armor penetration capability and stopping power.



Burst charger: Usually referred to as "GEN 2 Charger" or "Charge battle rifle", the burst charger is a heavier variant of the standard charge rifle. It earned a lengthened range and higher punch in exchange for a slow fire rate and increased weight.



Assault Charger: One of the most powerful and heaviest of man-portable charge firearms, the assault charger saturates enemy position with a volley of high-energy bolts. For many reasons, including weight, scarcity, and overwhelming firepower, the assault charger is usually given to elite units exclusively.



EMP discharger: Directed electromagnetic pulse discharger, Usually used for neutralizing advanced electronics. In an advanced combat environment, a well-targeted EMP discharge can ruin the entire sophisticated combat plan completely.

Smart Weapons

Firearms with a highly sophisticated fire control system. Despite the firepower, not much different from other conventional firearms, the shooting interface is excellent enough to make the first gunner to the great marksman.



Smart rifle: The development of firearms is not made solely by firepower. Developments have been made in other areas, such as improved aiming optics, ergonomic and convenient design, and integrated fire control system. And this rifle performs exceptionally well in these "other areas".



Smart pistol: A smart system integrated pistol. The performance of the pistol itself is not much different from a conventional pistol, but the improved target acquisition system makes aiming much faster.



Smart SMG: A rapid firing anti-personnel firearm with an integrated smart system. It excels in close-quarter combat due to its compact size and high fire rate.



Smart machine gun: A man-portable machine gun with an automatic targeting system. This is the best tool when you need to sweep away acidic blooded creatures.



Smart sniper rifle: An advanced precision rifle. An integrated ballistic computer guarantees high accuracy at long-range.

Other Items



Vanilla Ice Cream: Delicious vanilla ice cream, packed in an insulated box. Unfortunately, there is no chocolate ice cream around here.



Smoke Grenades: A canister-type grenade used as a signaling device, target or landing zone marking device, or as a screening device for unit movements.