



## Rimsenal: Federation

*Once upon a time, located in the very core of the galaxy, there was a great and honorable interstellar empire, referred to as "The Federation." The Federation Peacekeeper Corps was the guardian of the people, and upholding justice was their modus operandi. However, during the long and grim Mechanoid war, things have changed. Freedom and fairness have been trampled in the name of security, and oppression and tyranny both were justified under the name of order.*

*And, as a result, the long war against The Federation began.*

*Unused to turmoil that came from within, rather than the outside, The Federation was swiftly torn apart, their armies destroyed, and its government overturned. In a broad sense, its massive empire and its tyrannical army is nothing but yet another historical footnote.*

*However, on the isolated rimworlds, where news of The Federation's dissolution has yet to arrive, that otherwise long-forgotten name, and its merciless hounds mean a totally different thing...*

# New Equipments



## Arms Dynamics

“Blazing swords”

Once the premier weapon manufacturer of The Federation, the Arms Dynamics still provides a variety of equipment to the cruel Federation Peacekeeper Corps. Their weapons adopt the unique “energy crucible” technology, converting matter to heat energy without significant energy loss.

**Pros:**

-Long burst

- Long range
- High accuracy

**Cons:**

- Long bursts makes you vulnerable for unexpected situation.
- Slow fire rate



**"Negotiator" Crucible pistol:** Arms Dynamics "Negotiator" is a pistol with an unconventional fire mechanism called the "energy crucible". The negotiator's vulnerable point is it's painfully slow rate of fire for a pistol. However, its fire power and high accuracy offset this flaw.



**"Pacificator" Crucible rifle:** The Arms Dynamics "Pacificator" crucible rifle, the standard issue rifle of the notorious Federation Peacekeepers. This rifle fires focused energy bolt that vaporise everything in their path. It has does however have a relatively slow fire late due to possible overheating.



**"Intercessor" Crucible precision rifle:** The favored weapon of the Federation Peacebringer assassin corps, Arms Dynamics "Intercessor" is a long range energy weapon. Although Intercessor's firepower is slightly lower than a conventional sniper rifle, it's high accuracy and longer range makes the Intercessor a most fearsome weapon.



**"Axiom" Plasma caster:** The last argument of the Federation, the "Axiom" is the most infamous weapon available to the corps. A plasma sphere from the Axiom is a very slow and easy to avoid projectile. However, just one shot from a Axiom can ruin an entire building.



**"Arbiter" Heat cannon:** The Arms Dynamics "Arbiter". In the Federation, use of the Arbiter was rigorously controlled; As such, This incendiary energy weapon is reserved for Federation Peacemongers, the most capable of the already able Peacekeepers of the Federation.



**"Tranquilizer" Crucible carbine:** Close quarter combat variation of the federation "Pacificator" crucible rifle, the "Tranquilizer" carbine is more common among unity guards.



**"Verdict" Concussion baton:** Standard issue close combat weapon of Federation Peacekeeper Corps, the "Verdict" is a simple non lethal weapon in show, but it's not.



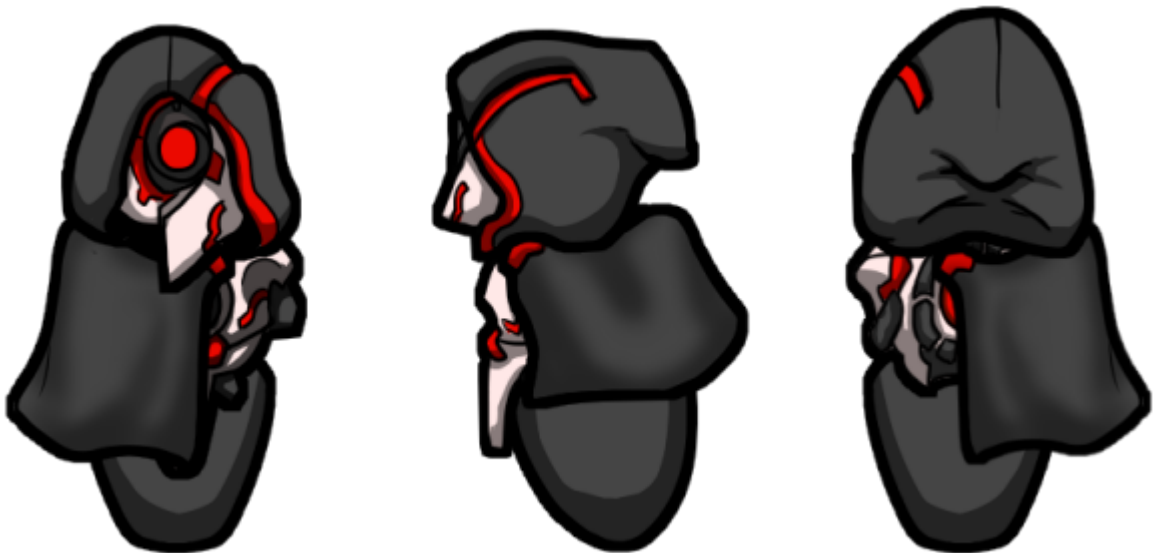
**"Repose" Plasma grenade:** "Repose" plasma grenades. Plasma grenade packs more punch than the standard frag grenade but It lacks of blast radius of conventional one.



**Makeshift crucible rifle:** An improvised crucible firearm, constructed by adapting broken federation weapon parts. While it sharing some features of real crucible weapons, its crude design limits its performance as a slow firing, low quality weapon.



**"Judicator" Riot gear:** A "Judicator" riot gear was produced by Arms Dynamics for Federation human commanders. This is a really great personal armor if you can withstand from scornful eyes of the people.



**"Condemner" Marksman gear:** Arms Dynamics "Condemner" Marksman gear. With joint stabilizer unit, this outfit assure steady aim. Standard issue gear of the Federation Peacebringer assassin corps. Integrated target spotter guarantees high accuracy and fast reaction.



**Unity guard gear:** Standard issue gear of the federation unity guard.

## New enemies



**FPC auxiliary:** Conscripts of the FPC, these 'auxiliaries' compensate for the numerical inferiority of peacekeepers.



**FPC suicide bomber:** They are armed with the suicide plasma bomb. That means if you don't deal with them quickly they can ruin your entire defensive line.



**FPC unity guard:** If an auxiliary conscript survived long enough to gain the federation's attention, he can join the ranks of the federation unity guard. Usually carry

out security duties, unity guard's superior equipment, better quality of life, and most of all, undeniably higher survival rates makes a good motivation for auxiliaries.



**FPC commander:** Armed with an experimental plasma rifle, they can be a formidable foe.



## Federation Bions

*The road to hell is paved with good intentions. If you want proof of this saying, look at the Bions of the Federation Peacekeeper Corps.*

*Can you believe that those ruthless abominations of flesh and metal were once regarded as the hope of the future and salvation? But it did. Originally, the Federation Peacekeeper Corps was a relatively small organization of human forces. The highly developed planets*

*of the federation have no need to maintain a large and powerful standing army, and the peacekeeper corps existed for the protection of civilians in case of emergency, not aggression and oppression.*

*But a planet-wide invasion of the giant mechanoid massacre fleet was not included in their emergency situation plans.*

*Serenity, a frontier planet of the federation, was invaded by a huge mechanoid fleet. After a long time, the video feed of the planetary invasion of the Serenity that other Federation planets received was simply a scene of hell. The few federation peacekeeper corps in the Serenity were swept away in an instant by the mechanoid army, which fell like a burning hailstorm on drop pods. The civilians of the Serenity were systematically hunted, slaughtered, and disposed of by the killing machines. These horrific scenes, broadcast throughout the federation space over the years, shook the federation from its roots.*

*The entire planets of the federation voted unanimously to build up its military capability for the response. But nothing ends with a vote alone. They lacked troops and time. By the time the news of the invasion had reached other planets due to the limit of the speed of light, the Serenity had long been under mechanoid domination. The mechanoids will be ready to invade other planets based on the Serenity's resources and facilities. What was given to the peacekeeper corps was the grim duty of finishing preparations to deter the invasion of mechanoids before it was too late, and defeating them from the Serenity to prevent further invasions.*

*The problem was how to achieve this goal. It was not possible to turn the federation citizens, who had seen wars only in historical data and holograph games, into fighters who would face the killing machines in time. Claim to creating a mechanoid army against mechanoids was simply ignored. What shocked the federation citizens more than anything else was the sight of security mechanoids of the Serenity turning guns on their owners shortly after the invaders' drop pods fell. Eliminating the backdoor of their mechanoids and reinforcing the security system can't guarantee that this will not happen again.*

*The choice of the federation peacekeeper corps was a third way. An extreme measure to an extreme situation. If it were not for the massacre fleet around the corner, the federation government might have been overthrown just by announcing this measure.*

*The cards released by the federation peacekeeper corps to the public were the amalgam of state-of-the-art bioengineering and technological engineering. A living weapon combining high-density musculature, elastic alloy exoskeleton, and accelerated nervous system, enhanced from the genetic stage, all of them are operating with a built-in crucible power source. Like animals, the bion uses the central nervous system to control the body instead of operating through computational and thinking devices like ordinary mechanoids. Musculoskeletal, exoskeletal, and other systems, as well as muscle fiber and metabolic organs, are connected to the central nervous system and similar neural networks without electronic devices and are controlled smoothly without any error. They are living proof of the saying that animals are also sophisticated machines.*

*And what controls this combat body is the brain that has been rapidly cultivated and underwent intensive combat education, loyalty imprinting, and cerebral lobe processing procedures. Perhaps called brainwashing and lobotomy in a more peaceful time, these*



*procedures have produced intelligence that can understand complex modern strategies and tactics, while extremely loyal to the federation peacekeeper corps.*

*Bion farm-facilities were built simultaneously in every planet of the federation, and massive resources and manpower have been spent to operate these plants. And when the mechanoid fleet from the serenity marched into the federation space to their second stage of the invasion, what waited for them were cold, soulless abominations just like them.*

*The battle was terrible and merciless. But the mechanoids were not prepared for the situation of fighting against these new enemies, while bions were designed solely for this war. The drop operations of the mechanoids were blocked, and their fleet was captured by the peacekeepers after short but fierce boarding actions in orbit. And the federation peacekeepers immediately redirected the fleet to the Serenity in order not to give the mechanoids time to reorganize.*

*The decades-long war ended with the destruction of the last mechanoid facility in Serenity.*

*However, the federation was no longer the former itself. Under the immediate threat of mechanoids, the federation peacekeeper corps were entrusted with enormous authority, and now that the mechanoids were gone, there was nothing to stop the inhumane bion legions under its command.*

*And all the stories began.*



**Federation Peacekeeper:** Merciless Peacekeepers are the backbone of FPC. Equipped with fearsome "Pacificator " crucible rifles, these xenohuman soldiers never stop until they die.



**Federation Peacemaker:** The federation peacemaker is a close combat variant of the notorious peacekeeper. They will quickly break through your defense line and smash colonists. How lovely they are.



**Federation Peacebringer:** Assassins of the Federation, the peacebringer corps deploys stalker model bions to eliminate the enemy. The 'stalker' models are specially designed for infiltration and spying. Nimble and silent, they are not easy prey.



**Seeker:** Small, agile unarmed scout biodrone deployed by the Federation. It's bioreactor is unstable and explodes upon destruction.



**Federation Peacemonger:** If you think peacekeepers are the worst kind of xenohuman abuse, you are wrong. Terribly wrong. Specially designed by the Federation's best gene engineers, the "vindicator" model bions form the peacemonger corps, the elite detachment of the FPC. Armed with the best weapons that Arms Dynamics can offer, these brutes are walking disaster to the enemies of the Federation.



**"Federator" mechsuit:** The ultimate weapon of the Federation, this walking tank can demolish entire defensive lines. Plasma cannon, crucible burst gun, powerful exo-claw, all his cards are trumps. Concentrate most powerful weapons you've got before it's too late.

## New Buildings



**Energy Crucible:** A table with equipment for assembling the federation equipment.



**Harvester:** This type of burst laser emplacements are called "Harvesters". As can be inferred from it's name this heavy weapon turret can mow entire enemy groups down in no time.



**Plasma bombard:** Slow firing, destructive plasma artillery.

## New items



**Crucible core:** Converting heat energy in material form without serious energy loss, the energy crucible technology is the base of the federation weapons. To make the federation equipment, you need a proper number of crucible cores.



**Foerum:** Widely used in the federation, Foederatium(AKA 'Foerum') is a lightweight, super-strength composite material. Because foerum is more easy to manufacture than conventional plasteel, it is difficult to find places that do not use this material in the federation. Well, actually, this material's molecular structure is really vulnerable to blunt, focused physical impact. But, seriously, who would use such force as a weapon? A primitive caveman?