

RIMPLAS GHOST GEAR

Ghost Gear (GG) has been provided as an expansion mod for **RimPlas** to make use of some of the more advanced materials provided (notably the use of Graphene for its “intelligent” properties). Thus, the tech is hidden behind an involved production chain and research as late game tech.

The tech provided has therefore been classified as Ultra tech and whilst comparable with Spacer tech with some of the stats it combines several integrated utility items and additional effects that provide more capability.

There are a few additional research projects in its own research tab.

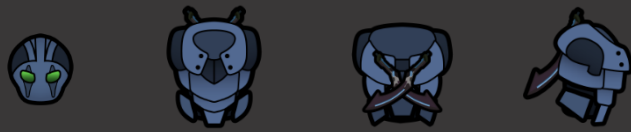
PERSONAL NOTES:

Hopefully it will not escape people when reviewing this document that this mod provides an interpretation of how to play as a futuristic Ninja in Rimworld. And even though I’m nearly 50 years old, I make no apologies for this.

CREDITS:

Oskar Potocki – Armour and Weapon graphics.

POWER ARMOUR:



The GG armour has stats that make it more mobile and tuned for melee, there are however a few notable integrated tools:

❖ SHIELD

The armour is a shielded version that allows fire from within it. And there are checks to ensure that only one shield item is being worn at any given time. The shield however provides a “**Ghosting**” effect which can be used to confuse aimed attackers at distance. This due to how the light is manipulated around the wearer. Ghosting will be covered in further detail below.

❖ GRAPPLING HOOK:



The grappling hook can be used by the wearer to traverse adjacent walls. This can only be done however if the landing spot is able to be stood on. The selection tool will only allow for valid options and there are additional mod options should you want the capability to punch through rooves (with a chance of injury) and also whether the pawn can traverse to a point that would be considered dangerous to the wearer. There is also an option to vary the time taken to traverse walls.

❖ REPULSE BURST:



There is an option for the wearer to transfer the shield energy into an emergency defensive pulse burst. This providing both an EMP and Stun burst localised around the wearer. It does however render the shield useless for a short while.

❖ CALTROPS:



When researched and manufactured, the suit can be used to deploy caltrops around the wearer. There is a slight delay (few seconds) before they become armed, though they will not fire when stepped on by someone who is wearing GG armour. Caltrops provide different effects based on what they detect as the walking object on it. If it is a mechanoid it will explode with an EMP burst, insectoid a fire explosion, but for anything else it will apply a stun (flashbang) effect. The Caltrops are manufactured into pods which can be readily fitted onto the armour. The mod provides options for the re-arming of these pods either manually or with a mod option to allow AI behaviour to do this. The Caltrop pods can also be weaponised into mortar shells and further used in IEDs.

WEAPONRY

GG weaponry is lightweight and intended to be fast acting to compliment the mobility and ghosting capabilities of the armour. And although lacking in the magnitude of firepower that heavier weaponry provides it provides the application of tactics more suited to hit and run tactics. In fact, notably from humanities history this could be stylised like how assassins used to operate in Japanese early history on Earth.

All the weaponry is equipped to provide ballistics or items that deliver Nerve Toxins to further hamper the enemy. (Nerve toxins will be covered below)



GUNS

The philosophy behind GG weaponry with guns is to accelerate Shuriken to a very high velocity and with the use of burst fire. A rifle is provided that has extended range due to how Graphene has been used to accelerate the shuriken. This is in principle a form of rail technology. And fires multiple burst with reasonable accuracy at all ranges. This is considered the work horse of ballistic weaponry with GG. The pistol is mostly a close quarters rapid firing shuriken pistol as a side arm.



MELEE

Using Graphene's monomolecular-fibre capabilities the cutting power of GG melee weapons is notably effective and has the propensity to cause cut related injuries that cause more pain and long-term injury. The Katana is considered the main weapon with a Kukri provided as an alternative. The speed of the Kukri effectively making it comparable with the Katana. The Kukri has been considered a traditional favourite amongst GG users however as it can more readily be added to a gear set as a secondary weapon.



THROWING

GG throwing weapons can be used as melee weapons, but they are more designed as secondary utility weapons, with some notably capability of delivering a greater dose of nerve toxin. A knife, dart and shuriken are provided.



GHOSTING

Ghosting is an effect brought about how the power armour shield can be used to manipulate the light around the wearer. The effect is that at distance this can cause confusion or target selection for the attacker. This may cause them to pause or in more extreme cases flee temporarily from what they are seeing. (Mechanoids, Insectoids and turrets won't flee). This can also have a mild effect on the attacker's mood due to the uncertainty of what they are seeing in a combat situation.

This effect only happens at distance however (controllable with mod options), since once the attacker has reached a certain minimum range the distortion no longer has a significant enough effect on them.



NERVE TOXIN

Nerve toxin is a major component in all GG weaponry. And uses neurotoxins combined with irradiated Mechanites in its formulation.

An antitoxin drug is also provided as a counter to its effects which can also be used to aid in the relief of other forms of nanite related illnesses (Vanilla and Diseases Overhauled mod).



LEAD

Galena and lead have been provided so that lead can be used as a neurotoxin but can also be used as an alternative metal material. Galena is the mineral source that can be mined and then smelted into lead, so is best advised to start a new game to enable its use on the player map. However, alternative neurotoxins have been provided for use from the following mods where other means of deep mining (recipe patched with Industrialisation's deep miner) cannot provide a source:

Medical Supplements: Ethyl Mercury Utility Supplements: Mind Killer liquid.

Medical Supplements mod also provides an antidote to the neurotoxin in the form of "Antinites".



HEXANE

Hexane has been provided as an additional neurotoxin precursor. It is an alkane of six carbon atoms, with the chemical formula C_6H_{14} . A colourless liquid, odourless when pure, with boiling points between 50 and 70 °C (122 and 158 °F). Widely used as a cheap, largely unreactive, and easily evaporated non-polar solvents. Hexane can be refined at a biofuel refinery from Chemfuel.

HAYWIRE TECH



Haywire tech is the GG desired response for dealing with Mechanoids.

It uses a form of converted Mechanites that are used to attack the internal systems of mechanoids, which initially provides an effect like EMP on delivery. This will affect personal shields as a result.

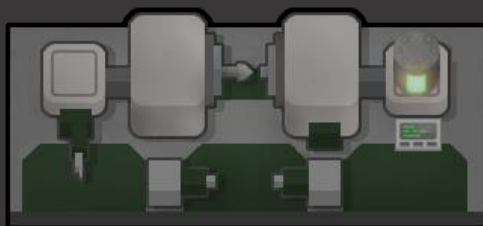
The Haywire effects are unpredictable and intermittent, and in addition to the EMP effect it can also then affect the working AI thoughts of the mechanoid for a period. This can cause the mechanoid to wander around whilst it is trying to recalibrate from the internal effects, it can cause breakdowns (damage to body parts) and explosions of a variable nature and also can affect the targeting systems of the mechanoid so that it can randomly attack both static and moving targets including other mechanoids.

The delivery mechanisms provided are grenades, mortar shells and IEDs.

(For the mod Tactical Charge Gear additional delivery mechanisms include a grenade launcher, Haywire EMP TPC cannon and Grenade Mortar shell units).

There are mod options to tailor some of the characteristics of haywire tech.

GHOST GEAR FABRICATION



GG Fabrication uses a dedicated fabrication bench that includes an irradiation chamber for treating Mechanites. This is done by attenuating the frequencies of bursts as way to programme or modify their behaviour and is normally combined with another material as a source type to further enhance these characteristics. Material production and sources of Mechanites is handled with the use of the dependency mod RimPlas and the advanced materials options provided.