**The Price of Freedom: Retaliation**

Weapons and Perks

**Assault Rifles:**

**CT** **Fusion** - SMG that can flip up to become an assault rifle

**Atlantean** - arc under gun for non-firing arm to wrap around, propels soldier forward

**Shotguns:**

**Breacher** - shoots 8 timed charges at target to breach a door or attack hostiles (2 seconds after contact)

**Pistols:**

**CT-22**- fires incendiaries

**Buckeye**- shotgun pistol

**Rail Gun Pistol**- same as rifle, but is lighter and does less damage

**Viper-45**- Revolver

**CACG** (Concussive Ammunition Coil Gun)- extremely high fire rate and mag size; low damage per round

**Launchers:**

**ABR (Armor Breaching Rocket) Launcher**- rocket grabs target and detonates after 3 seconds

**Revolving Grenade Launcher**

**Special:**

**Tactical Bow & Arrow**- explodes on impact

**Attachments:**

**Sights**:

**Reflex Sight**

**Holographic Sight**

**Variable Zoom Sight**

**Thermal Sight**

**Target Finder**- outlines most central enemy in view with certain proximity to player

**X-Ray Sight**

**Motion-Detecting Scope**- Four dots on outside of scope that blink when motion is detected outside view)

**Muzzles:**

**Silencer**

**Flash** **Suppressor**

**Spiral** **Finish**- increase accuracy

**Recoil** **Reducer**- vents near base of barrel

**Side** **Barrels:**

**Flashlight**- flash once black then on

**Laser**

**Heartbeat** **Sensor**

**Bayonet**

**BMC** **Launcher** (Ballistic Micro camera)- remote control camera that launches from attachment and sticks to surface)

**Under barrels:**

**Masterkey**

**Grenade Launcher**

**Flame** **launcher**- fires object that lights target on fire, sensitive incendiary

**Bipod**

**Fore** **Grip**

**Specials:**

**Extended** **Mag**

**Quick** **Mag**- reload faster

**Dual** **Wield**

**Accessories:**

**Lethals:**

**Frag Grenades**

**Semtex**

**CT** **Cluster** **Bomb**- grenade that sends out sticky explosive charges

**Throwing Knife**

**Tactical:**

**Smoke** **Grenade**

**Flashbang**

**Tear Gas**

**Equipment:**

**Mortar**

**Jammer**

**Stick** **Explosive**- to stick to door frames

**Rock** **mine**- mine disguised as a rock with motion sensors

**RCTC**- remote controlled tripod camera

**Drone-Fired Missile**

**Zip line Launcher**

**Tactical Advantages (TA)- Technology:**

**Apparition**- invisible to enemy special sights

**Cloak**- invisible to enemy radar

**QT**- invisible to enemy aircraft/drones

**Glitch**- able to sneak past enemy equipment

**Titan**- explosive tipped ammo

**Tracer**- every third round is a tracer

**Powder** **Monkey**- take double lethal or tactical

**Gunsmith**- allows perks on guns

**Booster- Physical:**

**Fitness**- move faster

**Endurance**- unlimited sprint

**Marksman**- steadier aim from hip and sights

**Ninja**- move silently

**Quick** **Hands**- faster reload, weapon transition, grenade prep

**Rapid** **Takedown**- faster hand-to-hand combat

**0** **Gravity** **or** **0** **G’s**- take less fall damage

**Hulk**- throw farther and be stronger