**Call of Duty: Mobile (CODM) Asset Information**

**Weapons**

CODM features a wide variety of weapons categorized into **Primary** and **Secondary** types.

* **Primary Weapons** – Includes **six** weapon classes:
  + **Assault Rifles** – 28 weapons
  + **Sniper Rifles** – 11 weapons
  + **Light Machine Guns (LMG)** – 9 weapons
  + **Submachine Guns (SMG)** – 22 weapons
  + **Shotguns** – 8 weapons
  + **Marksman Rifles** – 4 weapons
  + **Total Primary Weapons:** **82**
* **Secondary Weapons** – Includes **three** weapon classes:
  + **Pistols** – 7 weapons
  + **Melee Weapons** – 9 weapons
  + **Launchers** – 4 weapons
  + **Total Secondary Weapons:** **20**
* **Overall Weapon Count:** **102**

**Weapon Skins**

CODM offers **six** unique weapon skin classes, each with **ten** different camo options:

* **Sand**
* **Dragon**
* **Splinter**
* **Tiger**
* **Jungle**
* **Reptile**
* **Total Weapon Skins:** **60**

**Operator Skills**

Operator skills are **powerful, time-limited abilities** that players can use during matches. Examples include **War Machine** and **Purifier**.

* **Total Operator Skills:** **20**

**Scorestreaks**

Scorestreaks are **rewards earned for consecutive kills** without dying. These include tactical advantages such as **UAVs** and **Sentry Guns**.

* **Total Scorestreaks:** **20**

**Vehicles**

In the **Battle Royale** mode, players can utilize various vehicles for movement and combat.

* **Total Vehicles:** **13**
* Each vehicle has multiple skin options available.

**Battle Royale Items**

Battle Royale mode includes **nine** different in-game items, such as **Frag Grenades** and **Cluster Grenades**, with various skin options for customization.

* **Total Items:** **9**

**Perks**

There are a totalof **11** perks present in game.