Tactical Recon Agents: Omninauts

THE LIGHT PLAYER CLASS CAN REGEN Armor

Multiplayer:

Suit Classes:

Light

Fast running, armor does not take a lot of damage. Allows you to cloak for longer times than other armor types. Extra power (for shields) does not boast power as much as other armor types. Battery is the best. Worst Shield Power. Fasted Armor Regen. Makes no noise in small areas.

Normal:

Best Balance of running and damage. Allows the cloak and extra power to run for medium times. Normal Battery. Normal Shield Power. Normal Armor Regen. Makes some noise in small areas.

Heavy: Slowest at running, but can deal the most damage. The cloak does not last as long as other armor types, but the power up lasts the longest. Worst Battery. Highest Shield Power. Slowest Armor Regen, Armor Strength Boost when being shot. Makes More Noise is Small Areas.

Captain Suit:

Fast Running, Normal Clock, Normal Power. Normal Armor Regen. Highest Battery. Health Boost. Small Armor Strength when being shot. Noise is dependent on speed in small areas.

Story Blurb- The battery is supposed to be to back up shields so the light has the best.

Equipment:

Binoculars

Glider

Assisted targeting (high level of zoom, and accuracy)

Radar Boost

Radar Jam

Radar Decoy/Hologram

Adraline Sayrerenge

Health Pack

Guana (boost running speeds; reload speeds, extra boost at health cost)

Turrets

Power Drain (disables shields, weapons and everything for a short time)

Trip Mines (deploys a small field of trip mines)

Grenades

Vehicle

Weapons:

Pistol

Battle Rifle

Sniper Rifle

Shotgun

Knife

RPG

Gametypes:

CTF 4v4 and 6v6

Tag (players freeze, can unfreeze for ever) 4v4

Attrition (1 life, killing tactical) 4v4 and 6v6

Transportation:

Monorail (small stations that boost you from place to place)

Elevator (allows you to transcend stairs, vertical)

Base Layout:

Pistol

Grenades

X + Y amount of money

Binoculars

Team Captain Layout:

Battle Rifle

Pistol

Binoculars

Tactical Map

Order System

X amount of money

Matchmaking, Vote for Captain, based on Stats and Leadership Skill

Moral- More Money, Health Boost, and Players can pick themselves up from the dead ONCE. Bodies cannot be damaged beyond repair. Kicks in when losing by 4 rounds.

Death Shot: Players Randomly Can Get a Shot off after they are dead

CANT KILL ME: Players Randomly, get a health boost.

Action Hero: When Players, don’t miss 3 consecutive shots their next one is a HIT as long as the reticule is red.

Last Man: The Last Man Will Receive Captain Benefits and can return to the spawn for an extra weapon and piece of equipment.

Map Point of Interest:

Radar Tower, gives the team a 30 second update of where enemies are.

Weapon Locker- The point at spawn where all weapon and equipment is purchased.

CAN be purchased Late in a Round.

Computer Bank: Setups Automatic Defenses at spawn, If 2 megawatts of power is given. 30 seconds hold required. Lasts until counter hacked. Gives the Captain access to motion sensors from his tactical map.