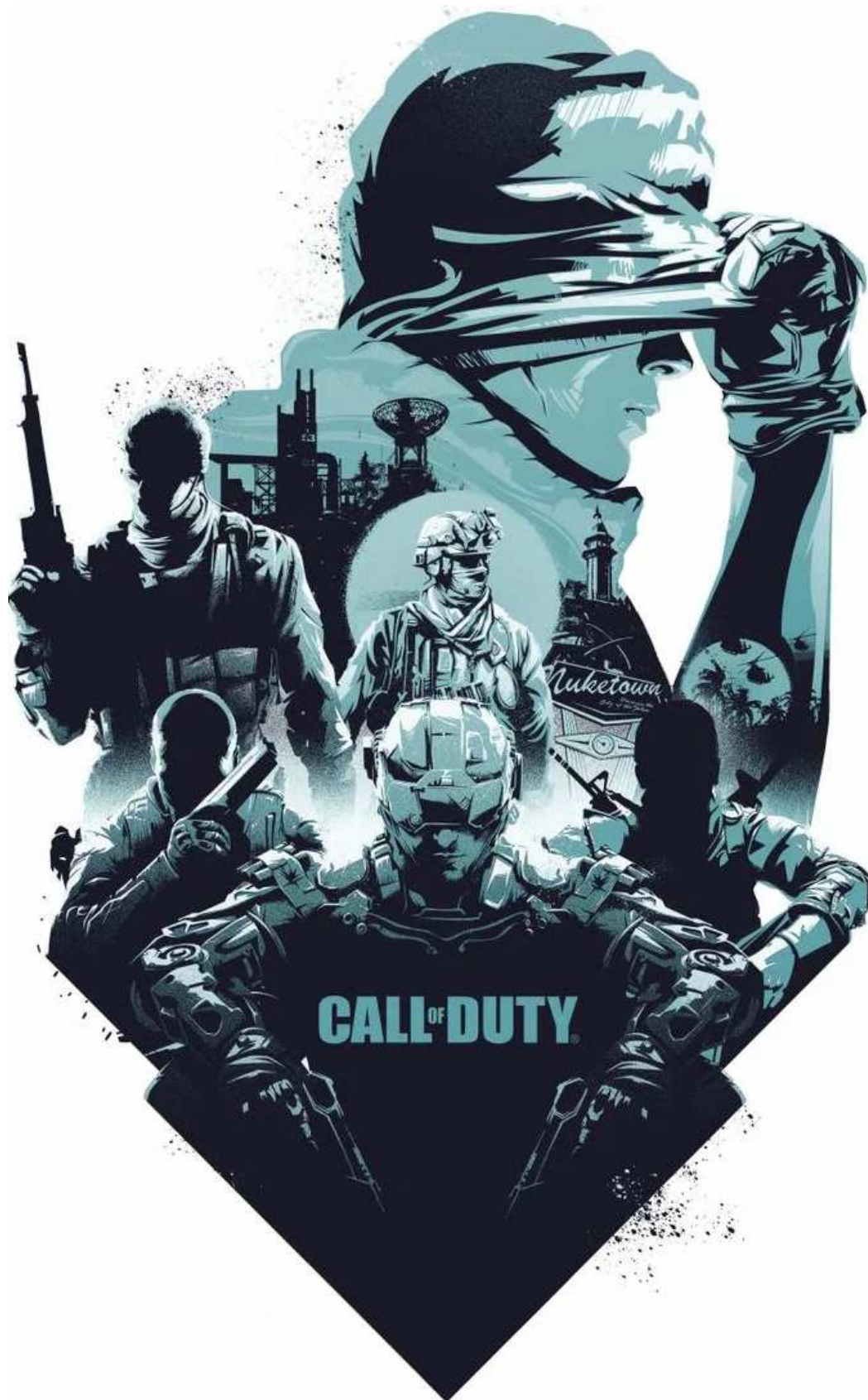


Call of Duty: Modern Ops



Welcome, jumper, to a world you may or may not be familiar with. One with many similarities to the one you hail from, but many differences as well. Of course, most of these differences take place beneath the surface, primarily in secret operations. During your stay, you'll find the US specifically tends to have the moral high ground, while their enemies tend to be lunatics and psychopaths. Armies certainly exist, as does most of the technology you're familiar with, but military technology is on the whole a bit more advanced than you might expect, and unlike your own world, small teams of elite operatives tend to have far greater impact on the course of war than armies.

You'll find yourself generally in the modern day, although some choices might see you in the near future after technology has progressed to an incredible extent. Either way, you'll be in the back stages of the world, where the course of the world is truly decided. Maybe you're one of the soldiers who fights for freedom, justice, and the American way of life, or maybe you're one of those almost cult leader types who seek to conquer or destroy the world for the sake of a higher cause, whether that be your own ideology, or Russia. It's the will of a handful of men that determines the future of this world, and you'll have plenty of opportunity to make your mark in history, although whether or not you'll be known by those after you is another matter.

And of course, your budget.

+1000cp

Duty calls, jumper. Will you answer?

Origins

Here you will choose your place in this world. Pick carefully, as the paths available to you will be determined by what you choose.

Rookie

The new guy. Your past is classified and redacted to such an extent nobody knows whether you had a past at all or if you just appeared fully formed and trained on the spot. From a certain perspective, that's even the case. This is the Drop-In origin. You have no real past or connections here, and are free to make your own. While you do start on the side of the "good guys" by default (which is basically always the US), maybe you'll defect to the other side when your superiors aren't looking? The enemies of the US are certainly always up for getting a new member.

Veteran

You've been at this shit for a long time. Or maybe just a few years. With how hectic things can get, the kind of things you get involved in is far more important than the mere amount of time you've been acting as an operative. Regardless, you're a known US agent, and valued as a skilled and reliable operative, already having plenty of missions under your belt to prove your worth. Don't get cocky, however; the enemy likely has someone just as skilled as you, and it's not unprecedented that you might have to hunt down a specific enemy for years. Those bastards can be very slippery when they want to be.

Mastermind

Forget about being an operative, a mere pawn. You're one of the great minds that drive the world, and you've gotten tired of the US essentially ruling the world, and are working to tear down the capitalists, either to install your new world order or simply to burn it all down to prove a point on how fragile capitalism really is. You may be a famous terrorist leader (with a very high chance of natively speaking Spanish for some reason), or hold a powerful position in the Russian military, but with some elbow grease and a lot of men under your command, you have a very real chance to take the world by storm. Just watch out for those damned agents of the US, they are very good at infiltrating enemy bases.

Duties

So you've chosen your role. Here you will choose which world you will enter. If a particular Duty has multiple games, you may choose which game to start in, which might change where you start on the timeline. Either way you'll find yourself as part of the main "plot" one way or another.

Modern Warfare

Games: CoD 4 Modern Warfare, Modern Warfare 2, Modern Warfare 3, and the reboot

We're in the modern day, and things, at least beneath the surface, are very different from your original world. With this Duty, you begin when President Al-Fulani is executed by Ultranational rebels, and the SAS and USMC cooperate to assassinate terrorists Al-Asad and Imran Zakhaev. Unfortunately, after accomplishing this after a short brush with the apocalypse thanks to some ICBMs, Makarov will start branding Imran Zakhaev as a martyr, and turn Russia against the US. Rookies and Veterans will be secret operatives, later reassigned into the army proper. Meanwhile, Masterminds will find themselves being leaders of terrorist organizations, or perhaps instead being high ranking generals in the Russian military. Front lines are history; war is fought everywhere by infiltrator agents. That is, of course, until WWII starts. Will you try to prevent the third World War?

Black Ops

Games: CoD Black Ops, Black Ops 2, Black Ops 3, Black Ops 4, and Black Ops Cold War

This particular Duty covers quite a large period of time. First there's the 1960s, where US forces will need to deal with a Russian man called Dragovich, and his plan to flood the US with a chemical weapon known as Nova 6. Then there's the 1980s. In the early 80s, the same group that dealt with Dragovich now deals with the scheme of a secret Russian organization known as Perseus, who will try to hijack a system of nukes hidden beneath every major European city, and blow them all up at once. In the late 80s, as the Cold War fades, and the same group starts fighting against the plans of a man called Menendez, although they fail and even lose some men. Later, in 2025, Menendez's plans finally start to bear fruit, and it is only after grueling effort that he is stopped. Menendez still caused a second Cold War, between the US and China.

Things don't stop there, however, as in 2065, an AI born from a secret CIA experiment in Singapore goes rogue and possesses various CIA operatives through their cybernetic brain implants while attempting to spread as far as possible, trying to find out why it was created. Turns out it was a thought supervision program that somehow gained sapience during experiments. It is only stopped from within by two men who stubbornly refused its control. And that's not to mention the third (that's right, third) Cold War going on between the Winslow Accords and the Common Defence Pact. Rookies and Veterans will be secret CIA agents, while Masterminds will either lead terrorist organizations or have a high rank in the Russian military. You can choose where you want to enter in this messed up timeline. Perhaps you'll kill Dragovich before he unearths Nova 6? Maybe you'll kill Menendez in the 1980s so he can't go on to cause massive deaths? Or maybe you'll do something about the AI beneath Singapore?

Ghosts

Game: Call Of Duty Ghosts

This isn't the Earth you are familiar with anymore. 10 years ago, the Middle East was completely destroyed, and the loss of such a massive source of oil was devastating on the superpowers of Earth. In their weakness, a new faction going by the Federation united all of South America and hijacked an orbital cannon, ODIN. After a section of the southwestern US was devastated by ODIN and subsequently labeled No Man's Land, the US builds a giant wall to protect from Federation attacks. The main offensive from the US is done by Ghosts, a team of elite operatives striking valuable targets deep behind enemy lines. Unfortunately, one of their own, Rorke, defected to the Federation, and began hunting them down. While this is happening, the Federation constructs more orbital KEM stations based on ODIN and manages to deploy them, causing the US to perform a desperate attack on both the command center on the ground and the orbital station above. This attack is successful, with the US taking control of the orbital stations. Rorke, however, survives the attack, and kidnaps one of the Ghosts, called Logan. Rookies and Veterans will be Ghosts, while Masterminds will be on the side of the Federation. Maybe you'd like to make sure Rorke actually dies, or maybe you'll side with the Federation and take down the US?

Perks

Perks under an origin are discounted half-off to that origin.

General Perks

FPS Game -0cp

This jump is based on a First Person Shooter franchise, and as such knowing how to handle a firearm is essential. So, for free, you'll be given a basic level of proficiency with every gun that appeared in the Call of Duty games covered in this jump. As a free bonus, you'll gain a similar level of skill with any other firearms you get your hands on. It might not be enough to pull off any crazy tricks, but you can be sure you won't accidentally shoot yourself in the foot or get taken off guard by the recoil of a gun you might've picked up from a fallen enemy. In particular, the various motions involved are so deeply ingrained in you that you can reliably reload with one hand one way or another. This also comes with an appropriate amount of military training. You may not have much experience, but at least you survived boot camp and passed the training with flying colors. All that's left is not getting yourself killed like an idiot in your first real battle.

Hop Into The Car -100cp

You'd be surprised how often random soldiers end up having to drive something. Cars, helicopters, maybe even VTOLs, there's quite the variety. Fortunately with this purchase you won't have to worry too much about it, as you've been trained in proper driving of basically any vehicle you can find in this world. It's not enough to pull off crazy stunts when at the wheel, but you won't crash and burn unless you want to, and you'll know your way around the controls of whatever vehicle you're shoved into and told to take somewhere. Just keep in mind vehicles aren't indestructible when you're getting shot at, and you should be fine.

Watch Your Ammo -100cp

Do you feel it? The urge to reload after every spent bullet, even if you have the rest of the goddamn magazine full? It can be tough to resist reloading even if you only shot once, but with this you won't need to think about it again. In short, any bullets you haven't actually shot will find themselves on your person in some way, perhaps in the form of a new magazine that might not have been there before. Unless you're intentionally throwing away mostly full magazines, no amount of pointless reloading (and absent-mindedly dropping the magazines) will be a loss of ammo. You can reload to your heart's content now, knowing you can't actually accidentally lose bullets because of it.

The Squeaker -100cp

Why yes, your enemies do need to know that you've fucked their mom, why do you ask? You have incredible lungs now, which can serve to hold your breath for a lot longer than normal, but are evidently better served for shouting, as you can hurl high pitched insults all across a battlefield, even over the noise of constant explosions and gunfire. You can be sure your enemies hear you insulting them unless they're on the other side of an entire city or in a bunker or something. You can shout for quite a while too, without losing volume. Maybe you'd like to blow out the eardrums of a prisoner as a form of torture?

Reliable Comms -100cp

Radio can be such a convenient form of communication, letting commanders talk to their troops from across the globe, and coordinate attacks over several different battlefields. Strangely, when you're involved, these comms are even more reliable than usual, nothing short of an intentional EMP blast cutting them off. Deep underground? Not a problem. Bottom of a river? You can hear the other side just fine. What could possibly cause this? Maybe the game devs just didn't think about it?

Sleight Of Hand -200cp

Woah there, you got some fast hands, don't you? Whatever kind of training you went through to achieve this, you're able to reload nearly any weapon in a fraction of a second, and even guns that take a while to reload like machine guns only take you half a second at most. You can also handle guns faster in general, holstering them or readying them noticeably faster than normal. Even big and bulky guns like rocket launchers pose no issue to you now. You don't even need to worry about fumbling.

Sixth Sense -200cp

People generally have to keep their eyes open in a gunfight. One stray bullet, one enemy flanking you, and all it takes is a bit of misfortune to be dead. You, however, go a step further. You even have some sort of sixth sense, generally knowing where any enemies within 10 meters of you are, hearing their footsteps a lot louder than they really are, and even knowing what direction they are facing somehow. You can even see imprints of their footsteps which fade after a few seconds, letting you track them even if you can't see them directly. On top of that, you'll generally always have a sense for when an enemy sees you, as well as from which direction. It's almost impossible to sneak up on you thanks to this, but do make sure to actually pay attention. Knowing an enemy is there doesn't help if your head is up in the clouds, and it generally means bits of your brain will follow you up there in short order.

Juggernaut - 200cp

Maybe you were a part of some secret experiment to make supersoldiers or something, as with this purchase it certainly seems like you're just meant for violence. Not only do you take a full quarter less damage in general than you really should, you also deal a lot more damage too, almost half again as much with your guns and about a quarter extra with any explosives. You're also pretty tough in general, flinching far less when you get shot, even facetanking headshots with as much impunity as getting shot in the chest, and recover twice as quickly from getting stunned, making flash grenades and such less useful against you. You might not be a literal walking tank with just this, but if you get some heavy armor and a machine gun or rocket launcher you're definitely going to be a terrifying force in combat.

Killstreaks - 200cp

Perhaps you're not content with just bringing personal equipment to battle. In that case, here's a little bonus. Killstreaks, as implied by their name, are special equipment you can unlock by killing enough enemies, usually a few dozen. They range from automated turrets, to UAVs, to even bombing runs. You'll be able to choose 3 from a list before a battle, restricted to your current Duty while in this jump, and will generally have to stick to those 3 until a battle ends. Do keep in mind most killstreaks are deployed from the sky, so you'll generally want to be on open ground to use them effectively. Look at the Notes section for a list of what Killstreaks you have available from this perk.

Nova Numbers - 400cp

As important as elite agent teams are, their missions generally revolve around things you could call macguffins, stuff that could turn the tides of war. But maybe you don't want to stand around and wait for such things to be developed or discovered by your enemies? In such a case, this perk is for you. Choose some kind of scientific field, whether that be chemistry, engineering, computation, or whatever else. In your chosen field, you are a genius, able to make inventions that could revolutionize how war is fought with several years of work. For example, if you picked chemistry, you could make chemicals as deadly as Nova 6, which can kill with seconds of exposure to trace amounts of it, with perhaps half a dozen years of work, provided abundant funding (and no secret agents shooting you in the face while experimenting). Who knows what kind of things you could do with other things. Maybe you'd like to develop Celerium computing further than what was seen in Black Ops 2? Just keep in mind that while your name might end up in history books alongside the likes of Oppenheimer and Einstein (the ones who developed nukes), you might get killed for the things you create. But maybe you're fine with that?

Rookie Perks

Well Trained -100cp

In a life filled with fighting, pain is a common thing. Whether you get shot, or stabbed, or maybe just punched in the face, if you don't get used to pain you aren't going to last long. Thankfully, you are now very used to pain. In fact, it's to the point where pain doesn't even make you flinch if you don't let it. No amount of torture will give you pause, and while it might hurt a lot, you could even wade through a storm of enemy bullets to get to your target. Of course, this doesn't let you just ignore the damage, but you can't be made to pause through pain alone. Maybe you could use this as a form of intimidation? An opponent who doesn't care what you do to them can be very scary, after all.

Scavenger -100cp

When you're outnumbered by your enemies but are enough of a badass to hold on, running out of ammo can be a very real issue. Well, not anymore. For some inexplicable reason, you always find two or three magazines of whatever weapons you're currently using on the corpses of your enemies, in convenient enough places that it won't take you more than a second or two to loot the ammo from their corpses. Unfortunately this only works with mundane forms of ammunition, but that's unlikely to matter too much if you keep it in mind. Now, the best way to never run out of ammo is to keep shooting. Ironical, isn't it?

Unstoppable -200cp

You aren't a secret agent for long without the physical endurance to match. And evidently, you go above and beyond in terms of physical state. Whatever workout routine you might have used to get to this point, you're incredibly athletic and functionally have infinite stamina. You can sprint as long as you want provided you don't do so long enough to just fall asleep on the spot or something, and you won't feel sore even if you've been in a firefight for several hours. The stress of battle is no big deal, you can parkour constantly without needing to take a break, and you're basically an unstoppable killing machine in terms of sheer endurance. Honestly, at this point you can probably attrition your enemies to death, if you manage to prevent them from running the fuck away when everyone runs out of ammo and you start running around the battlefield stabbing people like a maniac.

HUD -200cp

Some of the most useful fancy toys developed as technology keeps advancing are things like sunglasses with integrated Heads Up Displays. You won't need any such gadgets, as you have such HUDs innately. The most important thing this grants is the minimap, which shows the general region around you in a rectangular window, generally with a 10 to 15 meter range. This minimap shows the location and orientation of any allies within range, although it won't show enemies if you don't deploy some additional scanning such as a UAV or have aerial support to spot any enemies in the battlefield. You'll also have some numbers at the corner of your vision that tell you how many bullets are left in the current magazine of your gun, as well as how many magazines and bullets overall you have immediate access to, which is almost always how much you have on your person. Another feature is one that points out the locations of nearby explosives like grenades, letting you spot them and run away before they explode. You'll only see such indicators when you are in range of such explosives, so it won't be hard to know when you're finally safe. Who knows how you have such things, maybe it's some cutting edge ocular cybernetics or something?

Lucky Break -400cp

Surviving battles is as much skill as it is luck, and anyone telling you otherwise is either wrong or lying to you. Thankfully, you have luck in spades. Whenever it comes to deadly situations, such as being inside a falling helicopter or plane, or being captured by enemies, or maybe just out of ammo in the middle of a firefight, you generally get lucky enough to push through such situations with some effort. Maybe you just happen to not die or get anything fall on you when you crash land, maybe your enemies put off actually interrogating you long enough for your allies to rescue you (should they be trying to rescue you at all), and perhaps one of your enemies just happens to drop their gun in your general direction when dying. Whatever the case, you just tend to be lucky in life or death situations. Don't forget that this is merely luck, of course, if you rely on it too much it might fail you. Or it might not. Just make sure you do your best to survive and you'll probably be fine at the end of the day.

Steadyhands McNevermoves -400cp

Hot damn, did you practice your marksmanship since the moment of your birth or something? Your aim is utterly impeccable, it's almost like you have ultra-precise cybernetic arms with how inhumanly steady your aim is. You might have some issues with moving targets and there's little you can do when the ground below you shakes, but as long as it comes down to pure aiming skills you're simply the best there is. Sights being unreliable if not calibrated properly is something that happens to other people, simple as. Recoil is also far less of a problem for you, being able to cope with it significantly better than you have any rights to. Feel free to show off.

Bot Difficulty Regular -600cp

What are these people doing, just hiding behind cover and not shooting their enemies? Most people have to worry about actually being hit the moment they leave cover, but somehow you didn't get the memo, and surprisingly for good reason. When it comes to you, the aim of most of your enemies is always inexplicably just bad, missing most of their shots, on top of taking a full second after spotting you to start shooting at all. It would still be smart to not just stand still when shot at, and running head first behind enemy lines is still suicidal, but it's simply absurd how much you can get away with simply because your enemies keep missing their damn shots. That said, this just applies to the numerous normal soldiers you'll be fighting, not the commanders or big names you might be hunting down as part of an assassination mission. It's almost like the mooks on the other side of the conflict suddenly get dumbed down to the level of a bot when fighting you or something. Regardless of the cause of this, it definitely gives you a lot of leeway when heavily outnumbered.

Get Behind Cover -600cp

Getting wounded sucks. You have to disinfect the wound, stop any bleeding, and then wait months or possibly years to be combat capable again, if you ever recover at all. Guess what, mate, you can forget about all that. After you stop sustaining damage for about 2 or 3 seconds, you'll suddenly start regenerating, all of your wounds harmlessly healing over the course of at most several seconds. Just got half of your chest destroyed by a machine gun? No problem, just duck behind cover and you'll be ready to stand back up again and show them who's boss 10 seconds later. Got one of your arms blown off by a sniper? No you didn't, you're using that arm to shoot them in retaliation, obviously. Got your entire lower half obliterated by a well placed rocket? That bastard is gonna eat your bullets shortly after, and then you're gonna teabag them with your intact legs just to flex. Don't worry about losing weapons or clothing, such things are somehow magically back on your person fully intact when you finish regenerating. In short, if it doesn't kill you within a couple of seconds or sustain at least some amount of incoming damage for prolonged periods of time, it won't kill you at all. Hopefully you have a good excuse for this, maybe a top secret super soldier experiment or something?

Veteran Perks

Just Like Old Times -100cp

While you can gather a lot of experience at being an operative if you do it for long enough, age can also be an issue, dulling your senses and reflexes. Thankfully, you no longer need to worry about such a thing. Even if you're at the end of your life, you'll be just as spry and energetic as you were in your youth. In other words, the prime of your life never goes away. You could operate as an elite agent even as an elderly person, at no loss of effectiveness. That said, this doesn't prevent you from just dying from natural causes, so perhaps it'd be best to use your ability to train the next generation as well? There is another thing though; if you survive, it's extremely likely that your friends survive too. Even if you get separated, you could reunite with old squadmates decades later. It's not actually a guarantee, but you likely won't see more than maybe one or two of your friends die over the years, provided you survive too. Maybe you could arrange a barbeque to catch up after all those years.

No Russian -100cp

Living a life of violence and death can be very traumatic to some, especially when you're an undercover operative and have to do some horrible shit to keep your cover. Fortunately, you don't need to worry about it anymore. You somehow always avoid being traumatized no matter what happens, even if you're forced to massacre innocent civilians for the sake of maintaining a false identity for example. It might still feel terrible in the moment, but you'll have no trouble adjusting back to normal life after such events. You're also very hard to break as a consequence, but not immune to torture, so do try to avoid being captured.

Tactical Decisions -200cp

Having been at this business for a long time, you're quite experienced with the way the military operates. You're as familiar with tactics as with your own body, and have some passing knowledge of grand strategy. You might not be among the greats, but what you lack in pure theoretical knowledge, you make up for with simple experience and skill built up over decades of missions. Your experience, wisdom, knowledge, and intuition of military tactics means that your tactics (even those conceived on the fly when new info is revealed) will be as sound as if you'd calmly considered each option for several more minutes. If a mission goes south, it won't be because your tactics were flawed. Just keep in mind some things are just out of your control; even when making no mistakes, sometimes you can still fail.

Ghost - 200cp

You know what the most essential part of secret missions is? Stealth. As you can no doubt guess. And of course, as a greatly experienced operative, you are very good at stealth. You have decades of experience at basically all forms of stealth, whether hiding in the shadows or in plain sight, and also have a talent for learning new languages, which can facilitate foreign disguises. On top of this though, you're inexplicably invisible to any form of technological detection. UAVs, thermal optics, sonars, for some unknown reason none of those pick you up. Additionally, whenever you want to not make any noise, you are completely silent, as if you weren't present at all. Even walking through a crunchy floor or whatever wouldn't make even a smidgen of noise if you wanted to remain unheard. God knows how this happened.

Open The Red Door - 400cp

What happens when you capture an enemy but they're genuinely too stubborn to break with conventional torture? Well, you result in brainwashing, of course. You've been well educated in the art of completely breaking a person down and building them back up in the way you want, while still letting them retain important memories and information you might want to get out of them somehow. The most researched application of this is to replace a target's memories with fabricated ones, ideally some based on real memories, such as yours. This can let you build up a relationship of trust with the target, which should make it easy to extract information from them. Other applications are injecting some kind of information into the target, such as perhaps a method to decrypt a series of numbers, or maybe just making them believe they willingly defected to your side. Just hope that you have a good reason for doing this, like maybe stopping a guy from blowing up all of Europe, as very few people are going to be happy with you violating their very mind to such an extent.

Recurring Character - 400cp

Death isn't the only fate you can get in this world. You can get imprisoned in a high security cell, with the key thrown away. But it wouldn't do to get left behind, would it? With this purchase, you'll find yourself always getting free within a few years of getting captured one way or another, ready to get back into the 'plot' with little issues. Even if you're retired, you won't find much difficulty getting back into the fray should you want to get involved again. You're also a plot magnet in general, feeling drawn to important people and events, ensuring that whenever something that could destroy the world is being developed or discovered, you'll be able to stop it from being used, or at least kill the people responsible before things get too bad.

They Must Die -600cp

Once you set your eyes on a target, you will kill them no matter the cost. You're an absolutely nightmarish hunter, able to track your target, whoever they might be, all over the world. Even if they're very good at hiding their tracks, you'll generally come across hints and tips on where they might've gone, or at least where you can find a more solid lead on their location. It might take years, it might take decades if they're too good, but as long as you keep relentlessly pursuing them, sooner or later you will find your target in order to kill them once and for all. They might hide, they might run, but they won't be able to do so forever. On top of this, you are very resilient to brainwashing. You might get very fucked up with sufficient effort from your captors, but sooner or later you'll have quite a few opportunities to break the programming and return to being yourself. From then on, you can pretend to still be brainwashed to ambush the people who tried to control you, or perhaps you'll just flee at the earliest opportunity to rendezvous with your true allies.

Badass -600cp

When they ran out of bullets, they used their knives. When their blades grew dull, they used their hands. When they were finished, only one enemy survived, broken and traumatized, gibbering of an almost supernatural threat. But it's nothing supernatural, oh no, it's simply a terrifying level of skill, and the determination to bring down an army far greater than yourself, at all costs. Whether from training, luck, experience, or simple unyielding determination, or a mix of all of these, you can rightfully be called a one man army. You know how to wade through enemies like a killing machine, how to duck into stealth one moment only to ambush your confused enemies later, and you are so good at guerrilla warfare that nothing short of concentrated orbital bombardment, or an entire well trained and well equipped army determined to kill you specifically, would be enough to finally bring you down, and even then you might take most of your enemies down with you anyways. Perhaps you'll make a legend of yourself, in a time when combat brings no glory to normal men, and an age when honor only gets you killed.

Mastermind Perks

They Thought They Could Deceive Us -100cp

When running a whole organization, sniffing out traitors is a very valuable skill. One that you have plenty of experience in. Whatever your methods, you can discover things like undercover agents within hours of interaction. From then on, what you do with them is up to you. You could execute them on the spot, of course, but where's the fun in that? You could force them to perform atrocities in your name, only to kill them afterwards so they don't have a chance to ambush you. Would that not prove the point that your enemies can't hide from you far better?

You And Your Army -100cp

You can't very well be a powerful man without connections in high places and a lot of men at your disposal. This doesn't quite help with the former, but very much does for the latter. In short, you're very lucky when hiring, always finding tons of goons and thugs to train into proper soldiers. Their loyalty is something that'll have to be trained into them, of course, but perhaps you can obtain experience at doing so over the years. Honestly this source of new soldiers somehow never seems to run out, as if there's an endless supply of men waiting to enter your command somehow.

Wild Goose Chase -200cp

While leading your own conspiracy is all well and good, you gotta hide traces of your actions or you'll just be tracked down and shot within the month. Not to worry though, as you're very well learned in the art of running the hell away. Of course it'll be far more difficult without a loyal organization to help you, but in general you know how to hide your tracks, plant red herrings, and how to move elsewhere while the people chasing you get misled by clues you intentionally placed to get them off your trail. If you stay on your toes and are careful about what you do, you could very well stay one step ahead of your enemies and lead them on to a global wild goose chase trying to track you down. Be wary of who you anger, however, or you might find some elite operative finally cornering you against all odds.

Obtaining The Truth -200cp

When you get your hands on important enemy troops, extracting information from them can be a very productive course of action, should you be able to do so at all. And don't you know? Everyone breaks. You are extremely well experienced in the art of torturing information out of a man. It might take some extreme measures, it might take a lot of emotional manipulation, but you are very good at finding out the cracks in someone's armor and finding ways to chip away at it until they start revealing what they know. Very few people would be able to resist for long under your 'care'. Of course, none of this is useful if you can't get your hands on enemy operatives to begin with. But you have ways of doing that, don't you?

New Age Illuminati -400cp

Sometimes you need to work covertly, from the shadows. After all, operating in a public manner is generally best left to actual nations. Thankfully, you are very good at hiding who you are and what you are doing. With some care and patience, you could slowly arrange a massive hidden conspiracy all over the world, expertly hiding your identity and knowing exactly when and what information has been discovered about you by your enemies. From there, you could simply give the order, and let your agents unleash chaos all over the world. You could also simply influence things from the shadows, guiding the course of history in just the direction you want, in case you want to cause World War 3 or something without directly being one of the parties involved. Just be careful when dealing with skilled operatives, those have an alarmingly successful track record when it comes to dealing with your kind.

Grubby Hands -400cp

You'd be surprised how many potentially world ending secret assets are buried around the world. Nova 6, an extremely deadly chemical, was just buried in a sunken ship in the frozen arctic. The rogue AI that was unleashed in the Black Ops timeline in 2065 was just chilling below Singapore before the team of operatives that stumbled into it gave it an opportunity to escape. Also in the Black Ops timeline, there is literally a system of nukes hidden beneath every important European city, a holdover from the Cold War in case Russia ever conquered Europe. Perhaps you'll find some other macguffin of your own, as now you'll find yourself being very lucky when it comes to learning about and actually getting your hands on such things. Not just hidden and forgotten assets, you are also pretty good at organizing missions to steal things like nukes from the US or something. Your enemies might want to take such things away from you, but at the very least they'll only have the opportunity to confiscate it once you've already obtained it. Perhaps you'll reverse engineer such things and have your scientists learn how to produce more of them?

Los Americanos No Conocen La Lealtad -600cp

Being the head of a terrorist organization is one thing. Turning a bunch of guerrilla warriors and random Vietnamese countrymen into a globally spanning cult rooted deep literally everywhere on Earth, ready and waiting for you to give the order to raise chaos all over civilization in order to tear it all down? That's another thing entirely. You certainly have the chops to be a widely recognized cult leader now, with the sheer skills at not only the general leadership of a large organization, but the charisma and emotional manipulation needed to get the masses to sign up on your batshit ideology even when all the war crimes you've committed are not only widely known but actively being smeared all over the media. Actually smart people might have the wits to realize you're a batshit insane lunatic trying to destroy civilization, but you'll still have a massive army at your beck and call with some years of work. If you were given several decades to act with impunity, you might reach the heights of one Raul Menendez in terms of sheer impact on the history of humanity. Cordis Die.

South America Went To War -600cp

Fuck logic, there's a world out there ready to be conquered, and you have no time to bother with such petty concerns as "logistical impossibilities" or "the region you conquered is literally unable to meet your demands". Whenever you lead an organization, or even a nation, you somehow find that logistical issues are far less severe than they have any right being. Conquer all of South America, and use all the (allegedly lacking) resources within to not only match the US but push it on the back foot for literal decades? Yeah sure, why not. Maybe half the world just became irrelevant because the Middle East got blown up, but somehow you'll find a way to make a powerful army out of what very much should be nothing and start fighting with the big boys on the global stage. Unfortunately this isn't quite as noticeable when, y'know, you don't actually have any logistical issues to begin with. Once you're a superpower of your own, you'll still have to deal with the same problems they do, but getting there at all won't be nearly as difficult for you as it would be for others. All that's left is actually conquering the world. Maybe you'll aim for the stars after that?

Items

You get one floating discount for each price tier.

General Items

Weaponry -100/200/600cp

It's called a First Person Shooter. It'd be weird if you didn't have a gun to shoot, wouldn't it? While you normally will just be given weapons as part of your missions, perhaps you want a loadout of your own design. With this purchase, you'll get the opportunity for that. At base, you get two guns. These will be restricted to what game you end up going to, unfortunately, but you can largely choose any weapon within said game. You can get an assault rifle and a shotgun, for example. For an additional 100cp, you can also choose a set of 3 attachments for both of your guns, again entirely customized to your preferences. You'll find these guns holstered somewhere in your person whenever a battle begins, even if you lost or broke them somehow, complete with plenty of ammunition (although the amount of ammo you start with will depend on the guns in question).

If you're not satisfied with this, you can instead spend 600cp on this purchase. This unlocks the entire arsenal, which while restricted to the Duty you're in during the jump, will cover the arsenal of all three available timelines after the jump ends. Instead of merely choosing now, while outside of combat you'll be able to mentally design up to ten 'classes', essentially combinations of two guns and their 3 attachments. When a battle begins, you can choose which class to use for that battle, working the same as the 100cp purchase above. Even during battle you can change 'classes', although this'll generally take about 5 seconds to do, so make sure you're behind cover when doing so. This, of course, grants you a significantly larger degree of flexibility, and lets you take your enemies off-guard with completely different loadouts, and prepare for a variety of situations. Please prepare a good alibi to tell your allies, this isn't exactly something most people can do.

Lethals and Tacticals -100/400cp

Grenades, flashbangs, C4, claymores, smoke grenades, so on and so forth. Lethals are generally those that are, you know, lethal, while Tacticals are those that don't deal lethal damage, and instead serve some utility, such as area denial or stunning enemies. With the base purchase you get a set of 4 Lethals and 4 Tacticals of your choice. If you use them up, you'll find they replenish when a battle begins. Still, try not to waste all of them at the start, they can be useful but only when used properly. Alternatively, you can instead spend 400cp in this purchase to gain the ability to choose which set of Lethals and Tacticals you want on the fly. This works the same as the 'classes' in the Weaponry purchase, and even integrates with those 'classes' if you also purchased the 600cp version of that item.

Night Vision Goggles -100cp

As a secret agent, you'll sometimes be expected to work at night-time. The cover of the night is the best veil for stealth missions, after all. You won't be left helpless in the dark in such missions. You'll be given night vision goggles, but perhaps you want to make sure you have some on hand at all times? If so, here's some NVGs, guaranteed to work in any dark environment, even in complete darkness, although obviously you'll see things in shades of green while these are on. Also, these night vision goggles seem to make lasers visible, letting you see where anyone with laser pointer attachments is aiming. You'd be surprised how common such attachments are honestly. Simply reach into your head whenever you need to use them, and you'll find your trusty NVGs right there. Don't worry about where they go or where they come from when not being used, just be assured it's all for your convenience.

Dressed To Kill -100cp

If you're going to get involved in big and important conflicts, it would behoove you to dress for the occasion. Thus, this item. You'll get a wardrobe with a bunch of different outfits, from sharp suits to tacticool military clothing. This clothing will generally keep itself clean and you'll get a new set if you somehow destroy the one you're wearing. You have practically every conceivable take on the concepts of formal western outfits and military clothing available to you here. Just make sure you at least dress in a manner reminiscent of the uniform you're supposed to be wearing. They're meant for easy recognition of allies, you know?

Good Dog -100cp

Man's best friend, even in the torn up warzone that the world can be. You have with you a trusty and well trained dog now, entirely capable of supporting you on missions, and even coming with its own kevlar vest. They are very sweet and affectionate with you, and extremely vicious towards you enemies, and quite smart, enough to distinguish between friend or foe in battle. It's well trained enough that you won't have any issues relaxing in a civilian neighborhood, the dog being quite calm and friendly until and unless you tell it to go bite someone's throat off. Which it can and will do if you order it. Treat it well, and it'll be quite the useful helper.

Ammo Supplies -200cp

Sometimes you just get caught by the enemy army and have to shoot your way to the extraction point. When it comes to that, running out of ammo might become a very real issue. You only have so many bullets, after all. This purchase mostly solves that issue. Whenever you're running low on ammo, you'll find a large meter tall crate in some convenient place out of the way. This crate will have endless amounts of whatever kind of ammunition the guns you have use, provided said ammunition is mundane. Ideally you can use this ammo crate whenever there's a lull in a battle in order to resupply. It'll also have grenades, particularly whichever types you are using for that particular battle. Just try not getting shot while grabbing some magazines.

HQ -200cp

Life isn't just missions and operations deep behind enemy lines, you know. You also need a place to hang out between missions and a safe place to sleep at. While you may have a home somewhere in the suburbs of the US or Russia or wherever, with this purchase you'll come to own a rather large base of operations. Maybe it's a bunker hidden somewhere, or a lab deep in the wilderness for secrecy, an oil platform somewhere in the ocean, or perhaps a military base, whatever the case it'll be incredibly large, able to house a few hundred people full time, and depending on your choice it may have additional facilities, such as specialized laboratories for some particular type of experiments, such as chemical weapons research. You can also have it be deep underground, even if it wouldn't normally be, in case you want the extra security or just want to plant it beneath a city somewhere for some reason. It does come with a small crew that maintains it and runs its facilities, but don't expect crack operatives or genius scientists or whatever, those you will have to hire yourself. You can also purchase more bases at 100cp each, for if you want a lab with a bunker beneath it, or just like the idea of owning multiple facilities across the world.

Tactical Mask -200cp

Having to deal with chemical weapons can be a pain in the ass, but sometimes all you really need is a gas mask to be fine. And this mask will certainly work wonders, as whatever technology went into its creation lets it filter out any form of toxic gas you might've otherwise breathed in. Wearing it also largely negates the effects of things like flashbangs or shock charges, essentially you will hardly be stunned when wearing this mask. How it accomplishes this who knows, but let's not look a gift horse in the mouth and all that. The mask can be pretty stylish too.

Trusty Allies -400cp

It can be hard to live in this world, not knowing exactly who you can trust. After all, you don't know who might be an enemy spy. Or maybe you do. Either way, it seems that you've gone out of your way to build up a list of contacts that you know for certain are loyal to you specifically. This information network will not only be able to provide you with info from plenty of places, as they're in important positions in quite a few powerful groups, but will also help you out covertly in case you need to do something that your superiors might not approve of. Even if you're globally a wanted man, you can still receive help from these contacts, although they might not be able to do much without revealing their connection to you and getting captured. Even when the world turns against you, you'll still have a few friends at your back.

Asset Greenlight -400cp

Nukes. One of the most pivotal weapons in human history, to the degree it caused the two most powerful nations at the time of their development to agree to tone down on the hostilities a bit to avoid mutual destruction. Unfortunately, as you likely already know, this doesn't stop some people from wanting to see the world burn. What you got here is a nuke, of course, about on the level of being able to level an entire city, roughly comparable to the two dropped on Japan. It'll come in a crate that's about a meter tall and wide, and twice that in length. Obviously you will have the code to make it explode, and it comes rigged with a mechanism letting you detonate it remotely. Perhaps you want to blow up a populated city with this? I mean, what else can you do with this? Reverse engineer it to make more? Perhaps you should keep the fact you possess this a secret.

Manufactured Chemical -400cp

Stupidly powerful explosives are all well and good, but sometimes you want a different kind of offensive. With this purchase you gain a bunch of Nova 6 gas, stored in a meter tall crate, enough to flood a city block with if you just unleash it. The chemical is strong enough that even trace amounts of it can kill with seconds of contact, causing those who breathe it to bleed from every pore in their body. The crate also comes with the formula to make more, in case you're feeling like committing war crimes aplenty. If people find out you have this, expect a lot of assassination attempts, and possibly even a few people trying to steal it for themselves.

ASGARD Project -600cp

Nukes, chemical warfare, it's all fine and dandy, fancy ways to kill tons of people all at once. But what if that doesn't satisfy you? What if you want to strike anywhere in the world quickly? Well here you have something that can provide; an orbital space station, fairly high up but not quite in geosynchronous orbit, packed to the brim with heavy metallic rods with some rocketry attached to direct them. These aren't warheads or whatever, they're essentially Kinetic Energy Missiles, designed to kill and destroy through the force of their impact alone. It's basically like throwing asteroids wherever you point it at. Understandably, this provides a massive advantage in war, to the point it could easily be central to your plans. Just make sure to protect it from being shut down, you're not the only one with access to Earth's orbit, and it's highly unlikely that anyone will like you having direct command over something like this. Or perhaps you'll use it to ensure the superiority of whoever you side with. Maybe you'll even manufacture more of them? It wouldn't be hard to figure out how they're constructed given you already have an operational space station, after all.

Jumper Agency -600cp

Small elite squads may be able to turn the tides of war, but said tides of war only exist thanks to nations and their armies. If you want to be a big player, then you'll need a way to enforce your power, and here you are given such a method. You have a whole organization under your employ, loyal to you to a normal extent (don't expect them to die for you without some convincing), complete with a relatively strong militia and even an R&D department. It's fully sufficient and ready to follow your orders. It may be a paramilitary mercenary corporation, a hidden government agency you were promoted to the leadership of, or maybe something else like a vietnamese group, whatever the case you can use them to establish a foothold of your own and perhaps grow into a powerful actor on the world stage with some effort. Perhaps you'll even train your own elite operatives?

Companions

Multiplayer -100/200/400cp

Do you have friends you want to bring to the shootouts with? Maybe you want to have squadmates designed to your specifications? With this option you can do either, whether importing a Companion or creating one outright. Each Companion will have 800cp and can take drawbacks. For 100cp you can have up to 2, for 200cp you can have up to 4, and for 400cp you can have up to 8. A squad of 9 is already quite a respectable size, and if you watch each other's backs you may yet change the course of history by yourself.

Comrades -0cp

Or maybe someone who already exists here has caught your eye? God knows some of these people would love an opportunity to get away from such a life of war, although quite a few soldiers you may meet are likely too attached to their countries normally. You'll have to convince whoever you want to bring along, but you won't need to pay cp for them. Perhaps you'll take them to more peaceful jumps, or maybe you're recruiting them to use their talents elsewhere?

Drawbacks

There is no limit to how much cp you may gain through drawbacks, save maybe that there's only so many of them to take.

Duty Calls +0cp

Sure, you can choose where to be, but what if you want to experience all three timelines available to you? If you, with this toggle you may freely choose any amount of Duties available to you. You can also choose a different 'game' in case it matters, largely for the Black Ops timeline. You'll be able to experience all your choices as if they were each separate jumps; You'll live 10 years in one, then move on to the next one, likely with a different identity if it's too far in the future of the same timeline you were just in. You can also choose to simply extend your stay for some of them, such as living through the whole Modern Warfare timeline uninterrupted before moving on to the other Duties. The jump itself will only end once you're done living through all the Duties you've chosen. Maybe you might've gotten tired of it by then?

God's Busy +100cp

This is on you, my friend, no pressure. You'll frequently find yourself in situations where you're being invaded by your enemy while having to do something important, like extracting enemy data for the intel within. Even in normal missions it's almost as if your enemies are regularly clued off on where you are, as you won't be able to sneak around for very long without getting found out and having to shoot your way to your extraction point. Stealth is no longer a viable option for you, so maybe you should just resign yourself to being on the front lines.

What the Fuck Is Going On +100cp

The most important events in this world are generally secret missions. And as you can tell by the name, these missions are generally covered up and classified, making it difficult for a newcomer to figure out why they're even fighting to begin with. Fortunately, you likely know what's going on from having played the games yourself. Unfortunately, with this you no longer have that as a safety net. You've forgotten all about the 'plot' of the various Call of Duty games, and you'll only know as much as your background could logically know. This means no pulling valuable intel out of your ass, no knowing what's going to happen if you do a specific thing, and no more having a massive information advantage over your enemies. Better hope you have reliable allies, because now you won't know who will betray, and who won't.

THE NUMBERS, WHAT DO THEY MEAN +200cp

Oh no, it looks like someone has gotten their hands on you and fucked with your head. Whether it was a Russian gulag, or a CIA experimental program, you've been brainwashed and made to believe that those who would normally be your enemies are your allies. Perhaps you've been turned into a sleeper agent, or maybe a fake history was shoved into your mind to make you compliant and willing to give out top secret intel, whatever the case you won't be yourself for the most part. Thankfully you might have an opportunity to break your programming before the end of the jump, but not before you end up undermining at least one important aspect of the operations you originally wished to aid in. Thankfully this goes away when the jump ends even if you failed to break out of the brainwashing. Likely quite a shock too.

Shooting Through The Rabble +200cp

You know how your enemies will almost seem endless in this world? It's a shooter game, after all, you gotta have baddies to shoot. But maybe this is a step too far. At minimum, the number of enemy soldiers you'll have to deal with have doubled, with even small squads having a large numerical advantage over your side. Worse, they genuinely are endless, and if you go behind enemy lines you might even see them respawning right in front of your face just to whack you with the butt of their gun or stab you with their knives the next moment. Nobody else seems to think this is odd either. The only way to finally get rid of your enemies is to accomplish whatever mission objective you're trying to complete. And if your objective is to clear out an area, oh boy let's hope you have a lot of ammo. Thankfully the respawning seems to stop in such cases, but that's still a lot of enemy soldiers to kill. On the plus side, this does mean more experience in fighting overall, doesn't it? Just try to not die.

Jumper, Do It! +400cp

Call of Duty is quite the individualistic franchise, with singular soldiers having greater impacts on the course of wars than whole armies. And you're certainly going to feel this, as you'll have to rely only on yourself to do anything important now. Your allies will be basically useless in combat, not only pushing off important tasks to you but also barely contributing in firefights. It's almost like they get replaced with dumb AIs when a fight begins. They do have the wherewithal to let you do important shit, but it can get overwhelming when you basically fight whole enemy armies by yourself, with how little your squadmates are going to contribute. You might as well just deploy alone at this point.

Framed +400cp

What the hell did you do? One way or another, the whole world wants you dead. You're a wanted criminal worldwide, and whatever caused this horrible reputation of yours, the only real way of stopping it is to fake your death and stay hidden. Of course, being so sought after it'll be quite hard to fake your death convincingly, and unfortunately for you if you do so, you'll have the misfortune of still being hounded by a few madmen convinced you aren't really dead yet and hunting down every hint of your existence. Worse, such people will be just as skilled as the agents that would come after you if you hadn't pretended to be dead. You're hated to the point where there's no real way out of this, either, so you can forget about trying to come across as being a misunderstood innocent or whatever to get militaries off your ass. Or maybe a life on the run appeals to you for some reason?

"Realistic" Hardened Veterans +600cp

You buffoon, what makes you think you can survive this? Forget about wading through enemy soldiers like some kind of terminator, as everyone you fight has been given quite a few upgrades with this drawback. You'll fight elite operatives, crack shot snipers, vicious shotgunners, sadistic grenadiers, sneaky RPG shooters, every single one of your enemies is going to be both incredibly skilled in combat as well as utterly relentless in their singular objective of killing you as hard as physically possible. It might not be quite as far as every individual enemy soldier and operative being a one man army, but oh boy will it certainly feel that way sometimes, with how well your opponents will use teamwork and tactics against you. Even as a one man army with decades or centuries of experience under your belt, being careless can and will get you killed faster than you can say "whoops". Are you ready to have your skills tested with brutal levels of punishment for failure? Trick question, your enemies don't care.

Notes

This jump does not cover Call of Duty 1, 2, 3, World at War, WWII, Vanguard, Advanced Warfare, or Infinite Warfare, in case that wasn't clear from the Duty list.

Killstreak List

UAV

This requires just 3 kills, and calls down a UAV to scan the battle and reveal the locations of your enemies for about a minute. The UAV can be shot down, so keep that in mind.

Bomb Drone

Requires 3 kills, and deploys a flying drone with an attached C4 charge. You can remotely control it and detonate it when you want. Can also be a ground drone if you want.

Care Package

This requires 4 kills, and gives you a red smoke grenade to call down a care package that gives you a random killstreak. Try to avoid getting crushed by it when it lands. This can be obtained by enemies if they get their hands on it, so watch out for that.

Airdrop Trap

Requires 4 kills, and is superficially identical to Care Package with the main difference being that this is actually a disguised bomb, for baiting your enemies into blowing up.

Counter UAV

Requires 4 kills, and is essentially just to counter any enemy UAVs and scramble enemy communications. Can be shot down.

Ballistic Vests

Requires 4 kills, and calls down a bunch of ballistic vests for extra protection against damage for your squad.

SAM Turret

Requires 4 kills, and deploys a Surface to Air Missile turret. It targets any enemy aircraft and lasts for about a minute.

Sentry Gun

This requires 5 kills, and lets you place down a sentry gun that lasts for about 90 seconds.

Predator Missile

Requiring 5 kills, this gives you control over an air-to-ground missile, letting you direct it to land in a specific part of the battlefield.

IMS

Requires 5 kills, and lets you deploy an Intelligence Munitions System. It's basically a mine that can explode 4 times, although obviously fancy and technological and stuff.

Precision Airstrike

This requires 6 kills, and allows you to designate 3 positions in the battlefield to be hit with a cluster of airstrikes.

Harrier Strike

Requires 7 kills, and deploys a Harrier plane over a designated position, which lightly bombs the area and lingers to shoot at any enemy soldiers or aircraft in range, although of course it can be destroyed.

Attack Helicopter

This requires 7 kills, and calls down an attack helicopter to assist you in battle, basically shooting any enemies it sees with its machine gun. It can be shot down though, so watch out for that.

Infantry Assault Vehicle

Requires 7 kills, and deploys what is essentially a small two-man tank. It has a .50 cal machine gun, a smaller autocannon, and two rockets. It comes with enough fuel to last a minute.

Wheelson

Requires 7 kills and is basically the smaller cousin on the Infantry Assault Vehicle. Fits in smaller spaces obviously and comes with a fully automatic grenade launcher. You can control this car-looking drone remotely. Lasts about a minute.

Guardian

Requires 7 kills, and deploys a dish that emits some kind of radio waves or something which stuns enemy soldiers in range. Lasts for about a minute.

Emergency Airdrop

This requires 8 kills. You know the Care Package killstreak above? This one drops 4 of them. Please make sure enemy soldiers don't get their hands on them.

Strafe Run

Requires 8 kills, and lets you designate a designated area of the battlefield to be swept by 5 attack helicopters twice.

AGR

Requires 8 kills, and deploys an autonomous ground robot, which you can optionally control. Comes with a machine gun and rocket launchers. Lasts about a minute if not destroyed.

Pave Low

Requires 9 kills, and is essentially a better version of the Attack Helicopter, with 2 miniguns instead of just one. Also has a single flare to deflect enemy launchers that lock onto targets once.

Stealth Bomber

Requires 9 kills. Deploys a stealth bomber to airstrike an entire strip of the battlefield, designated by you. Try not to get caught up in it.

Recon Drone

Requires 9 kills, and basically acts as both a UAV and radio jammer at once, lasting for about a minute in the battlefield.

Reaper

Requires 9 kills, and lets you control a Reaper UAV that can shoot up to 14 missiles down into the battlefield, which you can guide while they're in flight. Lasts 45 seconds max, and comes with a set of flares to defend against hostile guided missiles once.

Assault Drone

Requires 9 kills, and deploys a ground drone you can control with a machine gun and a grenade launcher, as well as plenty of ammunition. Lasts for about a minute.

White Phosphorus

Requires 10 kills, and deploys the incendiary smoke called white phosphorus on a designated area. Guaranteed to go against the Geneva Convention.

Attack Dogs

Requires 11 kills, and calls in a pack of dogs to hunt down your enemies in the battlefield, and even replaces any dog killed within a few seconds. Unfortunately they will run out of the battle after about a minute if they aren't killed before that.

Chopper Gunner

Requires 11 kills, and deploys an Apache Helicopter with a 25mm cannon, and can also control it remotely.

AC-130/Loki

Requires 11 kills, and deploys a Lockheed AC-130 gunship you can control. It comes with a 25mm gatling gun, a 40mm cannon, and a 105mm howitzer. It comes with plenty of ammo but needs to deal with reloading. Alternatively it gives you control of a Loki satellite, which uses big and small KEM rods for similar effect to the Lockheed. Either version lets you drop a few Care Packages down for allies to grab. Make sure you don't accidentally give a Care Package on a silver platter to your enemies.

EMP

Requires 15 kills and deploys an EMP blast over the battlefield. Amazing against enemies with lots of things that would be affected, but of questionable utility otherwise. Remember you get hit by it too.

Juggernaut

Requires 18 kills, and deploys a heavy armor suit with heavy weapons included. The armor also comes with some detection systems attached, letting you tag nearby enemies for your squadmates to shoot down. Remember that the heavy armor is probably going to slow you down.

Escort Airdrop

Requires 18 kills. You know Care Package and Emergency Airdrop? This one drops 5. It also calls down an Osprey Aircraft to shoot enemies that might try to steal the care packages.

Tactical Nuke

For 25 kills you get to call it wherever you designate on the battlefield. Try not to get caught up in the blast, it's pretty big despite the 'tactical' in the name. Can alternatively be a KEM impact, which is similarly destructive but with lingering EMP effects (somehow) instead of radiation.