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Call of duty modern warfare ps4 trophy guide

Difficulty: 5/10 Estimated time for platinum: 10/15 Hours trophies allowed: No, select episode available. Trophies Malfunctions: Not hard related: Yes, you must play on veteran difficulty. Playthrough: 2 Introduction: Welcome to the Reading of Duty: Modern Warfare 2 Campaign Remastered Cup Guide! After more than a decade, he rejoined Task Force 141 on their hunt for Vladimir Makarov. Road Map: Step 1: Run the pit, kill clowns, and shoot a shepherd in the face and can also get one of the hardest trophies done right now! When you run the pit, you should get a clear time of less than 19.7 seconds. It will take training, skill, and some good RNG. Before you run the pit though, be sure to look and check out the Clown Trophy in practice and the Precognitive Paranoia Cup and get the piece of intel level. Once the pit is activated, these will be accessible unless you restart the level. If you do everything in SSD now, you'll never have to play it again. You'll be earning these trophies: Back in the saddle pit the student boss rises to precognitive clown master in training stage 2: play the game on veteran difficulty time to get it out of the way first. The game is tough on some counts, but if you take your time, you'll do it. Always move slowly and climax around to cover slowly when you can. Learn enemy positions, use flashbangs, never use a shotgun. Once you're done with that, you'll have a big part of the trophies. During this phase you will earn these trophies: danger close to shoulder tag them and bag them royale with cheese soap on a desperate rope times whiskey hotel! soldier out of a pan... For the war price protocol the first day of turistas black diamond school Red Dawn Prisoner 627 ends justifying the means the Queen's Ball takes the turret turret off the turret from the grid stage 3: cleaning random trophies at this point, you have to focus on random trophies, just to get everyone out of the way. You may already have some, but maybe you don't. They will be listed in order of levels that they can be achieved most easily. But in the end, you'll have each and every one, and just need Immortal: Mission 2: Team Player Three-Few Mission 3: Cliffhanger Ghost Drive by No Rest for Careful Mission Real Gun Game 4: No Unnecessary Russia Rough Mission 6: Wolverine Ten Plus Foot Mobiles Some like This Hot Silent Sky Mission 7: The Hornets Nest Colonel Sanderson Mission 8: Exodus Target Confirmed Mission 9: The Only Easy Day... Was yesterday knock hot potato mission 10: Gulag Desperado looks ma two hands mission 11: of their chord bird hunter mission 12: angel drawer angel savior mission 14: whiskey hotel The harder they fall in Task 15: the more clay open ends the bonus task: the museum doesn't press this button (doable at each level) and two birds one stone headbanger during this step you will earn the following trophies: Wind drive by no rest for war!The real gun game roughness from unnecessary ten plus leg mobilesSome as this hot silent sky Colonel Sanderson target confirmed knock hot potato Desperado looks ma two hands bird hunter Angel savior harder They fall clay-more don't press this button two birds one stone headbanger stage 4: immortality run on easy and collectible intel at this point all you will have to do is finish each level without dying or reloading barrier And understand the information, you need to track the levels you do without dying, on your own. The game has no way of tracking you. It's very easy to only have to take 3-5 hours depending on how fast you go. During this time you will earn the following trophies: the less traveled road not immortal is this all you have? Trophy Guide: Is that all you've got? Earn all available trophies for Call of Duty®: Modern Warfare® 2 Remastered Campaign. Back at Sadel helped train the local militia, the whole S.S.D.D. and this trophy is all yours. Danger Clozgat has been named to Shepard's elite full-team team team, and this trophy is jumping. Cold shoulder filtering the snowy base on the side of the mountain. Completing Klinger will bring you this trophy. Tag them and kiss them.We'll find Rojas in the favelas If you need to do is complete Takedown to get this trophy. Royale with Cheesejen Burger Town. Once you complete Wolverine you get this trophy, but not a burger. Sorry. Soap on the gulag rope. Once you finish the gulag, this trophy will be yours. The Desperate Times is promoting the plan to help Americans. After you finish her brief, this trophy is all yours. Whiskey hotel, whiskey hotel back to finish the whiskey hotel and this trophy will open. The mife of the Sasso pawnbrokers up close. Once you finish the level with the most annoying ending, loose ends, this trophy opens. Out of the frying pan... Complete the mission at the plane's cemetery. After you've beaten the enemy level of my enemy, you get this trophy! For the record, complete the single-player campaign with any difficulty. You'll get it automatically once you win the game at least once. The cost of war will complete the single-player campaign on difficulty or veteran. It will come automatically once you win the game over the veteran. Or hardened, but you need all the assignments on a veteran anyway. Veteran difficulty can be difficult in some places. As long as you take it slow, you'll be fine. The best thing to do to kill some enemies is to go prone and peak out of cover. You'd be a little symstring about how well this works. Cook your grenades before you throw them away! That way enemies can't escape or throw them back. Some parts will be a lot of trial and error. Just be ready. Also, there are still creep cabinets in this version. So if enemies keep showing up, you have to. Any time you can stop them from squirting. You can also automatically target by tapping . It is very useful for this difficulty. Never go full auto either. Short controlled eruptions are the way to go, all the time. The first day of school completed 'S.S.D.D. and 'Team Player' on veteran difficulty. It will come naturally as you play through on a veteran. Black diamond solomon 'Cliffhanger' on long-standing difficulty. It will come naturally as you play through on a veteran. Toristas Complete 'elimination' and 'hornet's nest' on long-standing difficulty. It will come naturally as you play through on a veteran. Red Dawn pays 'Wolverine!' and 'Exodus' for long-standing difficulty. It will come naturally as you play through on a veteran. Prisoner 627 pays 'the only easy day... There was yesterday and the gulag on old difficulty. It will come naturally as you play through on a veteran. Ends justifying the means of completing a 'radical' on a long-standing difficulty. It will come naturally as you play through on a veteran. Homecoming complete 'voluntarily', 'second sun', and 'whiskey hotel' on long-standing difficulty. It will come naturally as you play through on a veteran. The Queen takes open ends and the enemy of my enemy on long-standing difficulty. It will come naturally as you play through on a veteran. Off the grid complete 'just like old times' and 'endgame' on long-standing difficulty. It will come naturally as you play through on a veteran. Boss pit the pit in the 'S.S.D.' and finish with a last time less than 30 seconds. Do the pit in 30 seconds will bet on this trophy. It's pretty easy and will come naturally as you go on to hit the record of 19.7 seconds. See the student get on the master for a video about it! GhostPlant C4 in Cliffhanger without warning or injuring anyone in the blizzard. During the first half of Cliffhanger, you will need to plant a C4 charger on a fuel tank. You have to do it without killing or you're being noticed. If you do this, restart the checkpoint. But! The demands start as soon as you hit the blizzard where you can't see anything. Using the heartbeat monitor and being aware of anything is critical to that. It's not as bad as it sounds, but it's also not super easy. Once you've put up the C-4, you get the trophy if you haven't noticed or killed anyone in the blizzard. You can reactivate the barriers whenever you are caught and not cancel the trophy. Here a good video for reference (he also gets the Real Gun Game Trophy) Credits: PS4Trophies Colonel SandersonKill 7 chickens in less than 10 seconds in 'Hornet's Nest'. In a nearby wasp, you'll hit a market square with lots of chickens in cages. You have to kill seven in 10 seconds. Take the time to carefully clear enemies with gunfire, then push forward until you Barrier. Once you get a barrier, double back and figure out where 7 chickens are, it's easy to access cages, then kill them in allotted time! If you fail, reload the checkpoint in the middle of it all and try again. Ten plus mobile foot kill at least 10 enemies with one predatory missile. In the Wolverines, you'll have a predatory missile towards the end. When Sergeant Foley gets to Burgertown, use the predatory missile, and you see a bunch of grouped enemies, then you'll have plenty of opportunities for that. Slam a missile right into the groups and you have to accept that no problem. Unnecessary roughness Use a riot shield to strike an enemy. The first time you find a riot shield is on a very controversial, un-Russian mission. When fighting enemies outside, they use a riot shield. Kill one, pick it up, and snit another. Fast and easy. If you choose to turn off the option to play not Russian, then you will be able to scoop it up in a Knock-knockKill gulag 4 enemies with 4 shots during a slow breakout mo. At the beginning of the mission the only easy day... There was yesterday, you're going to have to break into a room. It goes in slow motion, and a bullet kills an enemy. In this first room, there are six enemies. Break in from the left side so there'll be at least three. One shot for each goal, and the trophy explodes. Some like that HotKill 6 enemies in a row using thermal weapons. In Wolverine you have to climb onto a roof with a sentry turret. There will be an EBR with

a thermal range on it. It is recommended to use this, as enemies come through smoke, which is the easiest way to see them. Get 6 kills without switching weapons and the trophy is yours. Two birds with StoneKill and one of 2 enemies with one bullet. All you have to do is kill 2 enemies with one bullet to get it. Chances are you'll get it without even trying! Less road drove collecting 22 enemy intel items. Collect 22 collectibles that will be yours. See Leave a stone unturned for a video reference and leave a stone unturned in a collection of 45 enemy Intel items. Collecting all 45 Intel pickup items will back up this trophy for you. Fortunately, no intel location has changed, so every old guide is still relevant to this day! Check out the video below for one! Credits: PS4Trophies Drive ByKill 20 enemies in a row while driving a vehicle. In the end, Klinger, you'll be allowed to ride a snowmobile. You use as a choke and hold to fire your gun. Just kill everyone on a snowmobile and it'll explode during the chase scene. Harder are FallKill 2 rappelling enemies in a row before they land on their feet. On a whisky hotel mission, you pass through a room with news equipment and a podium. There are doors leading out. If you go outside, you'll see the side of the building in front of you there's 3 Lines. Three enemies coming from there. You can either shoot them or switch to your grenade beamer and hit them all at once. You can reload the checkpoint if you fail. DesperadoKill 5 enemies in a row using 5 different weapons or attachments. It's simple to achieve in the gulag mission. In the end, you hit an armory with a large selection of guns. Grab one, kill enemy 1, grab a new gun, kill one enemy, and wash and return until the trophy opens! You'll see Ma two HandsKill 10 enemies in a row using akimbo weapons. Load the gulag on the slightest difficulty. Play until you hit the armory room. There's a set of guns here that you can for Akimbo. You can start shooting enemies while you wait for the doors to open, but don't go crazy. They don't have a lot of ammo and once you start shooting like a maniac, it goes fast. Without replacing weapons, or using anything else, grenades, or scuffle, kill 10 enemies with akimbo pistols and the trophy is yours. There's no rest for the enemy war bowler without him knowing you were there. It can be achieved while going for a ghost, as long as you reload a barrier afterwards. In Cliffhanger, while still in the blizzard, sneak up behind an enemy, which is very easy to do, and scoop in, and the trophy should open! Three or so kill at least three enemies with one shot from a grenade launcher. In a team player, when you leave school, and go down the alley, there's going to be a goal on the right, and about six enemies are going to rush out. Go to beam your grenades by hitting left on the d-pad and shoot into them. If you kill three, the trophy will explode. Other than, restart a checkpoint and try again. The target was confirmed the honey badger server to kill 80 enemies in Exodus. This trophy isn't that hard, because it's annoying. You definitely have to play on easy, and then load the exodus. Then hit straight at the d-pad and aim at the enemies and hit to instruct the honey badger to attack things. Sometimes it will be, sometimes it won't, and sometimes it won't hurt enemies at all. Just slowly move forward and try to get the honey badger to kill it all. I got this right before I crossed the first bridge on the level. Angel Savior doesn't get your predatory forsaman destroyed in a 'drawer'. In a plea, after you do the stealth part, you'll be on a hill overlooking a broken village. Captain Price will tell you about the Predator missile you can use. Don't use it! Instead, slide downhill and start fighting enemies, and this trophy will explode. Don't push that button ring the red bell in both rooms and survive the attack. This trophy is a fun little one. Once you open the museum you have to go into it and basically beat it. There are 3 rooms. Two sides, one middle. Where you start, we call the left ventricle, the one you're hiding is, in the back room, and The other is the right room. As of the case, I took the A.C.R. and the 50 Cal. Then I trained in every room. We'll start with the right. That's what a juggernaut is. But not bad with the .50 caliber. Push the button, and drag your ass into the back room, go right and get up on the tank, between her and the wall. It's your safe haven. You can kill enemies from here without taking a lot of damage and grenades won't affect you. Choose the enemies with the sniper, and if the music still goes, carefully look for more. Now to the left ventricle. It starts with a dog and has 2 enemies defending riots. Push the button, run into the hallway, and look behind you, kill the dog, and get to the tank. I did find the left ventricle harder. Now slowly pick up the enemies. When you see a riot shield, hit them with a stun grenade, then a sniper. Use the same tactics as the last room, and you'll be upstairs. You need to clean both rooms alive one for this trophy. Check out my video below how I did it. The student surpasses BX MasterBeat time in 'S.S.D.D.' This trophy is the difference between platinum and platinum-free. For that, you have to run the pit in 19.7 seconds. It requires going fast, not hitting civilian targets, and hitting multiple targets with one bullet to get a precision bonus of 150%+. It's an RNG skill. RNG because you have to hope the goals spawn in the right place to line up well! Practice leads to a perfect result! Check out the video below to see me fail over and over and over again, and some general tips! The real gun game completed every mission but 'S.S.D. and 'Endgame' without reloading weapons or using scuffle attacks. It's easier than it sounds. I suggest Cliff Hangar that, until you really have to kill enemies, you can pick up their weapons. Be sure to keep an eye on your ammunition count at all times, replace any of our weapons almost out of ammunition in the clip, and keep weapons with a full magazine for the last part after you slide down the slope, as the five enemies that appear at the top can destroy it. You can reactivate the checkpoint if you reload the gun or scuffle, and it doesn't cancel the trophy. If you need help, check the Ghost Cup for a video reference. Pre-conscious paranoia, Shepherd's killer. At S.S.D.D., right before you turn on the pit, look at the opening goal, then look up and you'll start seeing Shepard. Now shoot him in the smug face! You'll get a nice trophy for that! An immortal complete any task without dying or reloading to the checkpoint with any difficulty. The easiest way to get this trophy is to play the game on easy. The chances of you die are slim to nil. Especially if you beat veterans. After you hit a level without dying, you can always collect your savings just in case. Once you finish every level without deaths, you get the trophy! The level that Probably being the hardest is Cliffhanger with a snowmobile section, as one tree can ruin the run without death of the highlands. You also have to track what levels you have done yourself, as there are no indicators in the game. Silent SkyDestroy two BTRs without using predatory fortes in 'Wolverines!' it's done in Wolverine and I recommend doing it easily. Eventually, you'll be tasked with protecting a roof, from enemies to the south or north. When the enemies come from the north, they'll carry an RG, find one and catch it, and then, go back to the roof of the ammunition box and fill up your ammunition. After you defeat all enemies, you're told two BTRs are coming from the north. Find them and blow them up with ERG. Clay-Morkill 11 enemies using Claymores in 'Open Ends'. Play loose ends on easy to get this trophy without hassle. Killing 11 enemies with Claymore is pretty easy, but you only get 10. Fortunately, there are plenty of enemies who have always gathered together at this level. When you hit the front of the mansion, two trucks show up with enemies in them. Lay Claymore among them, and chase the other enemies with some. After you start the DSM download, you will have to tell to put the claymores. Don't do it, don't do it. Instead, wait and hear about enemy helicopters. Go out and turn left and you'll see a mass of enemies approaching you. Come closer and put claymore down and then run. That should clear out quite a few enemies. Then chase the rest and put mines next to them, and after 11 kills, the trophy will explode. It was done on their own accord, and it offered the slightest difficulty. Now, this trophy is kind of a pain. Once you go through the building and take over the crow's nest, it's full of handlebar rockets, but your rescue. Now, there are five helicopters appearing immediately. I took my time and they never disappeared, but that's what the back savings are for. So take out the top five. Some may have to stand awkward positions. Now use the shadow. Now five more will show up. After you drop 3 with the handlebars, the game makes you drop it, and you have to pick up another one, just to destroy the last two. If you feel like you missed it. Re-download the backup save and try again. Remember, follow the arrows on your handlebar screen. After all 10 are destroyed, the trophy jumps. Hot potatoDestroy helicopter using frag grenades on 'the only easy day... There was yesterday. On the only easy day... There was yesterday, eventually you'll be attacked by a helicopter after you save the second set of your hostages. Now, you have to kill it with a poppy grenade. Thus, hold the R1 for 4-6 seconds, About how far the chopper is, and throwing the grenade at him. It takes about 2 grenades to blow it up on Izzy, which is the difficulty it needs to be done on. Fortunately, there's a roadblock right before it shows up, in case you screw up. Once it goes boom, the trophy opens. The U.S. Army Rangers are no place for clowns in S.S.D.D., there are 3 clown characters you have to break with a sniper rifle. The sniper only has three shots, so if you miss, you need to reload the barrier. As it's hard to explain the locations, check out this video below. Credit PS4Trophies for the video! Headbanger kill an enemy with damage to the injury from a frag grenade to the head. It's seemingly luck based in a sense. To get it you first have to injure an enemy. When they're injured, they either crawl on the ground away from you or in the last pulpit with a gun. When they're in each of these positions, cook a grenade, aim at their heads and throw it away. If it hits them in the head, and they die, the trophy is all yours! Related to the topic

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