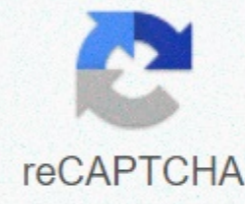




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bullet to get this. The most likely is that you will get it without trying! The Road Less TraveledCollect 22 enemy intelligence entries. Collecting 22 of these collectibles will be yours. Watch Leave No Stone Unturned for a video reference to Leave No Stone UnturnedCollect 45 enemy intelligence items. Collecting all 45 Intel collectibles will help you get this trophy. Fortunately, no Intel location has changed, so any old tutorials are still relevant today! Refer to the video below for one! Credit: PS4Trophies Drive ByKill 20 enemies in a row while driving. At the end of the Cliffhanger, you will be tasked with sleigh ride. You use as throttle and hold to shoot your gun. Simply kill everyone on a sleigh and this will pop in the chase scene. The Harder They FallKill 2 rappelling enemies in a row before they land on their feet. During whiskey hotel missions, you come across a room with a news equipment and a pulpit. There are doors leading to the outside. If you go out, you will see the side of the building in front of you there 3 3 Line. Three enemies come from there. You can shoot them or switch to your grenade launcher and hit them all at once. You can reload the checkpoint if you fail. DesperadoKill 5 enemies in a row use 5 different weapons or attachments. This is very simple to achieve in The Gulag mission. Finally, you hit an arsenal with a large ass category of guns. Take one, kill an enemy, grab a new gun, kill an enemy, and wash it and repeat until the trophy opens! Look at Ma Hai HandsKill 10 enemies in a row using akimbo weapons. Upload The Gulag on the easiest difficulty. Play through until you hit the arsenal room. There is a set of pistols here that you can akimbo. You can start shooting the enemies while you are waiting for the doors to open, but don't go crazy. There are not many bullets for them and once you start shooting like a crazy man, it goes fast. Without changing weapons, or using anything else, grenades, or melee, kill 10 enemies with akimbo pistols and the trophy is yours. Don't rest for WaryKnife an enemy without him ever knowing you've got. This can be obtained while going for Ghost, as long as you reload the checkpoint later. In cliffhanger, while in a blizzard, sneak up behind an enemy, which is very easy to do, and melee him, and the trophy should unlock! Three-someKill at least 3 enemies with a single shot from a grenade launcher. In Team Player, when you leave the school, and go down the alley, there will be a gate to your right, and about 6 enemies will rush out. Switch to your grenade launcher by pressing left on the d-pad and firing at them. If you kill three people, the trophy pops up. If not, restart the checkpoint and try again. Target the Honey Badger to kill 80 enemies in 'Exodus'. This trophy is not so difficult, as it is annoying. You definitely need to play on easily, and then upload Exodus. Then press right on the d-pad and aim at the enemy and press to guide Honey Badger to attack everything. Sometimes it will, sometimes it will not, and sometimes it will not hit the enemy at all. Just slowly move forward and try to get Honey Badger to kill everything. I got this just before I crossed the first bridge in the level. Angel SaviorDo not make your Predator Drone destroyed in 'Contingency'. In Contingency, after you do the sneaky part, you will be on a hill overlooking a broken village. Captain Price will tell you about the predator rocket you can use. DON'T USE IT! Instead, slide down the hill and start fighting the enemy, and this trophy will pop up. DO NOT press this button Ring the red bell in both rooms and survive the attack. This trophy is a little fun. Once you unlock the Museum, you must go into it and on beat it. There are 3 rooms. Two sides, and one in the middle. Where you start, we will call the room on the left, the room you hide is, in the back room, and the other room on the right. Starting, I grabbed the ACR and Barret 0.50 Cal from the case. Then I practiced each room. We'll start with the right. This one's got a vase in it. Not so bad with cal 0.50 though. Press the button, and drag the ass to the back room, go right and get up on the tank, between it and the wall. This is your safe haven. You can destroy enemies from here without receiving much damage and grenades will not affect you. Pick out the enemies with the snipers, and if the music is still going, carefully look around for more. Now for the room on the left. This starts with one and there are 2 enemy shield riots. Press the button, run to the hallway, and look behind you, kill, and get to the tank. I honestly find the room on the left more difficult. Now slowly choose to go into the enemies. When you see a riot shield, hit them with a flash grenade, then sniper. Use the same tactics as the last room, and you'll come out on top. You HAVE to clear both rooms in 1 life for this trophy. Refer to my video below on how I did it. Students pass masterbeat BX time in 'S.S.D.D.'. This trophy is the difference between platinum, and no platinum. For this, you must run the pit in 19.7 seconds. That requires going fast, not hitting any civilian targets and hitting multiple targets with one bullet to get a 150% accuracy bonus. This is skill and RNG. RNG because you have to hope the targets appear in the right place to queue well! There's iron grinding on the needle! Refer to the video below to see if I fail over and over and over, and some general advice! Real Gun GameComplete any mission other than 'S.S.D.D.' and 'Endgame' without reloading weapons or using melee attacks. This is easier than it sounds. I suggest cliffhanger because, at the time you really have to kill enemies, you can pick up their weapons. Make sure you keep an eye on your bullet quantity all the time, convert any of our weapons almost out of ammo in a clip, and hold a weapon with a full magazine for the final part after you slide downhill, as the five enemies that appear at the top can damage it. You can restart the checkpoint if you reload the gun or melee, and it will not disable the trophy. If you need help, check out Ghost trophy to watch the reference video. Precognitive ParanoiaKill Shepherd. In S.S.D.D., just before you run The Pit, look at the starting gate, then look up and you can see Shepherd. Now shoot him in the face! You will get a nice trophy to do so! ImmortalComplete each mission without dying or reloading to a checkpoint at any difficulty. The easiest way to get this trophy is to play the game easily. Your odds of dying thin to none. Especially if you've beaten veterans. After you beat a level without dying, you can always back up your savings just in case. Once you complete every level without death, you get the trophy! Level of Probably the hardest is the Cliffhanger with the ski section, as a tree can ruin no run of death level. You also have to keep track of the levels you've taken yourself, as there are no indicators in the game. Silent SkiesDestroy both BTRs without using Predator Drones in 'Wolverines!' This is done in the Wolverines and I recommend doing it easily. Finally, you will be tasked with protecting a roof, from enemies from the south or north. When enemies come from the north, they will bring NGO. Then go back to the rooftop to the ammunition tank and reload your ammunition. After you defeat all the enemies, you will be informed that two BTRs are coming from the north. Find them and blow them up with rpg. This trophy will be yours after that. Clay-moreKill 11 enemies using Claymores in 'Loose Ends'. Play Loose Ends on Easy to get this trophy without hassle. Killing 11 enemies with claymores is pretty easy, but you only get 10. There is luck that a ton of enemies always lump together on this level. When you hit the front of the villa, 2 trucks appear with enemies in it. Put a Claymore between them, and chase other enemies with some. After you start downloading DSM, you will get told to put down claymores. Don't do this. Instead, wait and you'll hear about enemy helicopters. Go out and turn left and you will see a mass of enemies coming towards you. Come close and put a Claymore down then run. It will clear out quite a few enemies. Then chase the rest down and put the claymores down near them, and after killing 11, the trophy will pop. Bird HunterDestroy 10 choppers use The Javelin Launcher in 'Of Their Own Accord'. This is admitted to Their Own Accord, and it shows the easiest difficulties. Now, this trophy is a pain. Once you get through the buildings and take over the Crows nest, it's filled with Javelin rockets, but up your savings. Now, five helicopters show up right away. I spent my time and they never disappeared, but that's what backup saves are for. So give the first 5. Some of you may have to stand in awkward positions for. There should only be three ground vehicles left. Now use snipers. Now five more show up. After you shoot down 3 with plunge, the game makes you drop it, and you have to pick up a different one, just to destroy the last two. If you feel you missed it. Download your backup again and try again. Remember, follow the arrows on your Javelin screen. After all 10 were destroyed, the trophy turned up. Hot potatoDestroy helicopter using frag grenades in 'The Only Easy Day... It was yesterday.' In The Only Easy Day... Is yesterday, you will finally be attacked by a plane Promoted after you rescue your second set of hostages. Now, you HAVE to kill this with a frag grenade. To do this, hold R1 for 4-6 seconds, seconds, on how far the helicopter is, and throw grenades at it. It takes about 2 grenades to blow it up on Easy, which is the difficulty this should be done on. Fortunately, there is a checkpoint just before it appears, in case you mess up. Once it goes booming, the trophy opens. Clowns in trainingThe U.S. Army Rangers are not a place for clowns. In S.S.D.D., there are 3 clown numbers you have to break with a sniper rifle. The sniper has only 3 shots as well, so if you miss, you have to reload the checkpoint. As the locations are difficult to explain, refer to this video below. Credit to PS4Trophies for the video! Headbanger Kills an enemy with impact damage from a frag grenade to the head. This seems to be luck based on a meaning. To get this, you must first hurt the enemy. When they are injured, they are crawling on the ground away from you or in the last stand with a pistol. When they are in either position, cook a grenade, aim at their head, and throw it. If it hits their heads, and they die, the trophy is yours! Related

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