



Modern warfare 2 remastered trophy guide

Difficulty: 5/10Cated time to platinum: 10/15 hoursMissable trophies: No, select chapters are available. Title malfunction: No difficulties. Playthrough: 2 Introduction: Welcome to Call of Duty: Modern Warfare 2 Campaign Remastered Trophy Guide! After more than a decade, re-joined TD 141 in the hunt for Vladimir Makarov. Route: Step 1: Run The Pit, Kill Clowns, and Shoot Shepherd In The Face can also get one of the hardest titles done right now! When you run the pit, you must get a clear time under 19.7 seconds. It will take practice, skill, and some good RNG. Before you run the pit though, be sure to look at the Clown In Training Trophy and Precognitive Paranoid Trophy and get the piece of intel in the level. After you run the pit, this will not be accessible unless you restart the level. If you do everything in S.S.D.D now, you'll never have to play it again. You will earn these titles: Back in Saddle Pit Boss Students pass Master Precognitive Paranoia Clown in Training Step 2: Play the game on tough veteran Time to get this out of the way first. The game is tough in some parts, but if you take your time, you will make it. Always move slowly and the surrounding tops cover slowly as you can. Find out the enemy's location, use flashbangs, never use a shotgun. Once you finish this, you will earn the titles: Danger Close Shoulder Tag 'em and Bag 'em Royale with Cheese Soap on a Rope Desperate Times Whiskey Hotel The Pawn Out of the Frying Pan... For The Price of War First Day of School Black Diamond Turistas Red Dawn Prisoner 627 Ends Justify the Means Homecoming Queen Takes Rook Off the Grid Step 3: Cleanup random trophies At this point, you should focus on the random trophies, just to get them all out of the way. You may have some already, but you can't. They will be listed in order of the levels they can reach in the end, you'll have every single one, and just Immortal: Mission 2: Team Player Three-Some Mission 3: Cliffhanger Ghost Drive By No Rest For the Wary The Real Gun Game Mission 4: No Russian Needy Roughness Mission 6: Wolverines Ten Plus Foot Mobiles Some Like It Hot Silent Skies Mission 7: The Hornets Nest Colonel Sanderson Mission 8: Exodus Target Confirmed Mission 9: The Only Easy Day Was yesterday knocked hot potato mission 10: The Gulag Desperado Look ma two hands mission 11: Of their own accord Bird Hunter Mission 12: Contingency Angel Savior Mission 15: Loose Ends clay-more bonus mission: The museum Do Push this Button Miscellaneous (doable in every level) Two Birds One Stone Headbanger During this step you'll earn the following trophies: The Museum Do NOT Push this Button Miscellaneous (doable in every level) Two Birds One Stone Headbanger During this step you'll earn the following trophies: The Museum Do NOT Push this Button Miscellaneous (doable in every level) Two Birds One Stone Headbanger During this step you'll earn the following Ghost Drive By No Rest For the WaryThe Real Gun Game Roughness Unnecessary Ten Plus Foot MobilesSome Like It Hot Silent Skies Colonel Sanderson Target Confirmed Knock Hot Potato Desperado Look Ma Two Hands Bird Hunter Angel Savior The Harder They Fall Clay-more Do NOT Push this Button Two Birds One Stone Headbanger Step 4: Immortal Run on Easy and Intel Collectibles At This Point, all you need to do is complete every level without dying or reloading a checkpoint and getting information. You have to monitor what level you do without dving yourself. The game has no way to keep track of you. This is very easy and should only take 3-5 hours depending on how guickly you go. In this step, will you earn the following titles: The Road Less Traveled No Stone Unturned Immortal Is That All You Got? Trophy Guide: That's all you have? Earn all the titles available for Call of Duty®: Modern Warfare® 2 Campaign Remastered. Return to SaddleHelp to train local militias. Complete the S.S.D.D. and this trophy is yours. Danger CloseGet hand picked for Shepherd's elite squad. Complete Team Player, and this trophy pops up. Cold VaiFiltrate the snowy mountainside base. Completing the Cliffhanger will help you get this trophy. Tag 'em and bag 'emFind Rojas in Favelas. You will have to do the complete takedown to get this trophy. Royale With CheeseDefend Burger Town. Once you finish the Wolverines you get this trophy, but no burger. Sorry. Soap on a Gulag RopeStorm. Once you complete The Gulag, this trophy will then be yours. Desperate TimesExecute plans to help Americans. After you complete the Backup, this trophy is yours. Whiskey HotelTake returns to Whiskey Hotel. Finish whiskey hotel and this trophy will unlock! PawnAssault Makarov's safe house. Once you complete the level with the most annoying finish, Loose Ends, this trophy unfolds. Get out of the frying pan... Complete the mission in the aircraft cemetery. After you defeat the enemy level of my enemy, you get this trophy! For Record Complete, the single-player campaign is on any difficulty. You will get this automatically once you beat the game at least once. The price of WarComplete single-player campaigns on Hardened or tough veterans. This will automatically come when you beat the game at least once. on veterans. Or hard, but you need all the missions on veterans anyway. Tough veterans can be rough at some enemies is to go prone and climax off the cover. You'll be surprised how well this works. Cook your grenades before you throw them! That way the enemy can't run away or throw them back. Some parts will be a lot experience and errors. Get ready. In addition, there are still wardrobes that lay eggs in this version. So if the enemy continues to appear, you must whenever you are able to prevent them from reproduction. You can also automatically target by tapping. This is extremely useful for this difficulty. Never go full auto either. Short control bursts are the way to go, all the time. First day of SchoolComplete 'SS D.D.' and 'Team Player' on veterans' difficulties. This will come naturally when you play through Veterans Day. Black DiamondComplete 'Cliffhanger' on Tough Veterans. This will come naturally when you play through Veterans Day. TuristasComplete 'Takedown' and 'The Hornet's Nest' on tough veterans. This will come naturally when you play through Veterans Day. Red DawnComplete 'Wolverines!' and 'Exodus' on tough veterans. This will come naturally when you play through Veterans Day... Was Yesterday' and 'The Gulag' about veterans' difficulties. This will come naturally when you play through Veterans Day... Was Yesterday' and 'The Gulag' about veterans' difficulties. 'Contingency' on Tough Veterans. This will come naturally when you play through Veterans Day. HomecomingComplete 'Of Their Own Accord', 'Second Sun', and 'Whiskey Hotel' on tough veterans. This will come naturally when you play through Veterans Day. Queen Takes RookComplete 'Loose Ends' and 'The Enemy of My Enemy' on tough veterans. This will come naturally when you play through Veterans Day. Off the GridComplete 'Just Like Old Times' and 'Endgame' on hard veterans. This will come naturally when you play through Veterans Day. Pit BossRun The Pit in 'S.S.D.D.' and ends with a final time of less than 30 seconds. Making The Pit in 30 seconds will bet you this trophy. This is pretty easy and will come naturally when you go to beat the record of 19.7 seconds. Watch The Student Surpasses The Master for a video about that! GhostPlant C4 in 'Cliffhanger' without warning or injuring or injuring. anyone during a blizzard. In the first half of the Cliffhanger, you will need to plant a C4 charge on a fuel tank. You must do this WITHOUT KILLING OR BEING NOTICED. If you do either, restart the checkpoint. But! The request starts once you hit the blizzard where you can't see anything. Using the heart rate monitor and being aware of everything is very important for this. It is not as bad as it sounds, but it is also not super easy. Once you plant C4, you get the trophy if you don't notice or kill anyone during the blizzard. You can restart the checkpoint anytime you are caught and do not disable the trophy. Here is a good video to refer to (he also get The Real Gun Game trophy) Credit: PS4Trophies Colonel SandersonKill 7 chickens in less than 10 seconds in 'The Hornet's Near, vou will go to a market square with a lot of chickens in the cage. You have to kill 7 in 10 seconds, Take the time to carefully clear the enemy with gunfire, then push forward until you you A checkpoint. Once you get a checkpoint, double back and figure out where 7 chickens, in easy access cages, then kill them in the all-time specified time! If you fail, reload the checkpoint that you have in the middle of it all, and try again. Ten plus foot-mobileKill at least 10 enemies with a Predator rocket. In the Wolverines, you'll have a predatory rocket near the end. When Sgt. Folly arrives in Burgertown, use predator rockets, and you'll see a host of cymed enemies, so you'll have plenty of opportunities for this. Slam a rocket right into the group and you'll get this no problem. RoughnessUse a Riot shield to defeat the enemy. The first time you find an anti-riot shield is in the very controversial mission No Russia. When fighting external enemies, they use a riot shield. Kill one person, pick it up, and melee with others. Quick and easy. If you choose to turn off the option to play No Russia, then you will be able to scoop this up in The Gulag Knock-knockKill 4 enemies with 4 shots in a slow-mo offense. At the start of The Only Easy Day mission... As yesterday, you will need to break into a room. This goes in slow motion, and a bullet kills an enemy. In this first room, there are 6 enemies. Break in from the left side so you are in the face of at least 3. One for each goal, and the trophy pops up. Some like it's HotKill 6 enemies in a row using a thermal weapon. In the Wolverines, you have to climb onto a roof with a turret games. There will be an EBR with a heat range on it. It is recommended that you use this, as enemies go through smoke, and that is the easiest way to see them. Get 6 kills without switching weapons and the trophy is yours. Two birds with a StoneKill 2 enemy with a single bullet. All you have to do is kill 2 enemies with 1

bullet to get this. The most likely is that you will get it without trying! The Road Less TraveledCollect 22 enemy intelligence entries. 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 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 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 '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 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 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 south or north. When enemies come from the south or north. When enemies from the south or north. 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'. 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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