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## Cod advanced warfare trophy guide

25 Prevent the hiking tank from being destroyed by the Drone Swarm in Induction 10 25 Excellent score in the range of grenades in Atlas. 10 Excellent score on the shooting range in Atlas. 10 25 Kill the entire KVA in the traffic section without shooting a civilian in Traffic. 10 25 25 Finish the hoverbike sequence without hitting walls or obstacles or taking damage in Aftermath. 10 20 Kill 3 enemies with a sniper drone shot in Manhunt. 10 25 Paint 10 enemies with a single threat grenade. 15 Kill an enemy by throwing the door of a car at them. 10 Complete the campaign on any difficulty. 30 Spend your first exo upgrade point. 5 Play 30 minutes with each online lesson in Exo Survival. 10 Avoid 20 grenades dodging with your Exo. 20 10 Play 50 Exo Survival Matches. 10 30 Kill 10 enemies with The Tower's Mobile missiles in Fission. 10 30 Knock 25 Sky Drones with EMP Grenades. 15 Take down 10 enemies with machine guns in Accelerator. 10 Kill 4 enemies with a single smart grenade. 10 Complete the campaign on hardened difficulty. 50 Go through 20 gun bouts in one-arm combat in Captured. 10 Collect more than half of Intel. 15 Kill 10 enemies or drones while affected by a sonic explosion. 15 Melee an enemy then they fly out of the side of the ship in Armada. 10 Kill 50 enemies while using Overdrive. 20 Boost jump, dash forward, then the air steps on an enemy. 15 Kill 20 enemies with Grappling's Hook in Sentinel. 10 Fully upgrade your Exo. 50 EMP 10 enemy aircraft from the sky with the Hovertank in Bio Lab. 10 Kill 20 enemies while connected to the Mobile Cover Drone. 10 Spend 10 upgrade points exo. 10 Complete the campaign on veteran difficulty. 75 Win all trophies available for Call of Duty: Advanced Warfare. Spend 20 upgrade points exo. 25 Stop an AST with an EMP grenade. 10 30 30 30 30 30 Successfully Complete the Survival Bonus Wave exo. 10 Estimated trophy difficulty: 4/10 Approximate amount of time for platinum: 10-12 hours Offline Trophies: 28 (1, 5, 15, 7) Trophies Online: 0 Number of trophies lost: 0 Trophies with failures: 0 Difficulty affects trophies?: Yes, must win game on veteran difficulty for Trophy Out of Fire Minimum Playthroughs: 1 (but 2 recommended) Release date: October 25, 2019 Welcome to call of call of call of call of call of modern warfare call 4 (2019) Trophy Guide! This is by far the easiest and fastest call of duty platinum to date. There are no trophies online, no Zombie Mode, no Collectibles. Not even special operations are required for platinum. All trophies happen in history, which is very short as usual. Step 1: Recruit Playthrough Difficulty To facilitate the various trophies, it is recommended to make a playthrough at the least difficulty Recruit Work on all mission-specific trophies as you pass through the game. There are no collectible trophies. Collectibles. can also follow my COD: MW4 YouTube Playlist along the way that shows all the story trophies in chronological order. Below are all the trophies in order you can unlock them: Mission 1: Fog of War Mission 2: Piccadilly Trigger Discipline Circus Tour Mission 3: Embedded Companion Block Play Dead Mission 4: Proxy War Long Way Down Wild Fire Ashes to Ashes Mission 5: Clean House Mission 6: Hunting Party Press [BOOM] to Defuse Good Effect on Target Mission 7: The Embassy Mission 8: Highway of Death Mission 5 9: Mission 10: Wolf's Den Mission 11: Captive Got Something on Your Face Dodged a Bullet Mission 12: Old Comrades Mission 13: Going Dark Lights Out We Own the Night Mission 14: Into the Furnace Step 2: Mop Up Miscellaneous Trophies via Mission Select Get all rest miscellaneous / story-related trophies via mission select. The only thing you should have left after this stage is the trophy for winning the story about veteran difficulty. Step 3: Veteran Difficulty Playthrough Play the story about veteran's difficulty and platinum will be yours. There are no trophies online or collectibles. The good news is that the Veteran has a lot of checkpoints and if you played Call of Duty's earlier in Veteran you won't have any problems here. Just go slow and make good use of cover by taking out enemies one by one. Step 4: Special Operations Special Operations DLC mode (not required for Platinum) has a single trophy for beating all 4 Special Operations (Operation Headhunter, Operation Kuvalda, Operation Paladin, Operation Crosswind). It is a dlc list of its own and not mandatory for platinum. Just win each Special Operation once. This requires a team of 4 players. It's hard (but possible) with a random team. You can kind of cheat having a player with a hidden riot shield, so even if the other 3 die they can resurface. As long as one player remains alive (riot shield is indestructible) the other 3 can resurface. If you have friends and a headset to communicate with them is a little easier. Only the 4 operations listed in Special Operations are required (Survival, Classic Special Ops is not required). Helpful Tips, Tricks and Guides: Call of Duty Modern Warfare 4 (2019) Level 1 Trophy Guide Unlock all trophies Win all other trophies in Call of Duty Modern Warfare 4 (2019) to unlock Platinum! Special Operations DLC is not required for this. Press [BOOM] to Defuse Explode 3 wires with explosives. Mission 6: Hunting Group There are more than 3 tripwires placed throughout Mission 6. You must throw frag grenades at them to blow them up, or use the rocket launcher accessory of your primary weapon. On the way to the hospital you find two wires and inside the hospital there is much more. Ashes to Ashes Burn 4 enemies with single molotov. Mission 4: Proxy War - Objective: Secure Arsenal During the Great enemy encounter in this level, you can see a helicopter landing in the middle of the area, it will drop 4 enemies simultaneously. As soon as you see a helicopter in the air, be very quick and run straight for it. This is best done in Recruitment Difficulty (the easiest difficulty) so that enemies don't kill you on the way. If you are fast enough you will reach the helipad before the helicopter lands on it. Wait for the soldiers to touch the ground (don't throw molotov while in the air because it will blow up the helicopter and count as an explosion instead of a burn). When they land, throw a molotov to the ground between them. You have to time it right, you can't give them any time to get away. If you do this correctly all 4 will start burning simultaneously. They don't have to die because of it, the molotov fire just has to hurt them for the trophy to unlock. If it doesn't work, restart the checkpoint to try again (it may take a few tries to get the time perfectly, watch the video). Molotovs are your disposable standard on this mission. Note: You can also get Wild Fire here in the same place to shoot down a helicopter with a molotov. Hang Time Kill 3 Enemies while you are on a ladder. Mission 10: The Wolf Den — Objective: Find a way to the mineshaft Inside the mine tunnels when you must push the 2nd cart, pick up the 1911 pistol under the cart. Then go up the burning stairs and shoot the enemies while you're on the stairs. If something goes wrong, you can restart the checkpoint (deaths can also be done via checkpoint restart if you find it easier – kill 1 guy from the ladder, restart the checkpoint, repeat). Long Way Down Crash a helicopter shooting at the pilot. Mission 4: Proxy War — Objective: Safe Arsenal During the first major enemy encounter at this level, you'll see two helicopters flying around. You'd better get the Kar98K Sniper Rifle at the beginning of the level for this (in the first room next to the ladder). Aim the sniper rifle at the pilot – it will be outlined in red, so it's easy to see. Shoot the pilot to get the helicopter down. If the trophy does not burst, reload the checkpoint immediately. Wildfire shoot down a flying helicopter with a molotov. Mission 4: Proxy War — Objective: Safe Arsenal During the first major enemy encounter at this level, you can see a helicopter landing in the middle of the area. As soon as you see a helicopter in the air, be very quick and run straight for it. This is best done in Recruitment Difficulty (the easiest difficulty) so that enemies don't kill you on the way. If you are fast enough you will reach the helipad before the helicopter lands on it. So just throw molotovs at it. If you Reach the helicopter in time, restart the checkpoint (or mission) to try again. Molotovs are your disposable standard on this mission. Note: You can Make Ashes to Ashes here to burn 4 enemies with a single molotov. The helicopter will leave four soldiers in the helipad, after they have landed on the ground, throw a molotov on the ground between them. Good Effect on Target Kill an enemy with a direct hit from a smoke grenade. Mission 6: Hunting Group — Objective: Get to the Third Floor During the Hunting Group Mission you automatically start with smoke grenades. After entering the hospital, there is a bleeding enemy in a sick bed in the left room (to the left of the wire in the hallway). He's bleeding and in Last Stand. Run quickly at him and throw a smoke grenade at him for an instant kill. If it takes too long, he'll bleed or his teammates can kill him. Out of Fire Complete each player in Difficulty quest of Veteran or Realism. Beat all 14 story missions about the Veteran's difficulty in doing so (no need to choose realistic difficulty). You take a lot more damage to the Veteran. Just go slow, make good use of cover, and eliminate enemies one by one. There are many checkpoints that help. Compared to previous call of duty this is one of the easiest to finish in Veteran. Tea Time Complete the single player campaign on any difficulty. Complete the story (14 missions) in any difficulty. The easiest difficulty of Recruiting also counts for this. Nothing but Net Neutralize the Mist of War machine gun with a frag grenade. Mission 1: Fog of War — Objective: Locate Barkov's gas After entering the enemy facility, two of his teammates will open a door. Behind that door is a train yard and a gunner shoots from where there is a blue spotlight. This is not a stationary machine gun, but a person carrying a machine gun and shooting at you. Clear the other enemies first. Then go up the stairs to the gunner's left. Approach him and throw a grenade, this will kill you instantly. Trigger discipline Don't hurt any civilians in Piccadilly. Mission 2: Piccadilly You must complete the entire mission without shooting any civilians. Fortunately, it's a very short mission. This is best done in Recruitment Difficulty. So enemies don't do you much damage and you can get too close to them. Stand in front of them and point to your feet, so the bullet can't keep flying or accidentally hit a civilian. At the end of the mission, the trophy will be unlocked (after sacrificing the hostage bomb vest to save the other hostages). Play Dead Kill all enemies in the 'Embedded' field of corpses. Mission 3: Embedded — Goal: Follow Farah After destroying the two helicopters with C4, you need to follow Farah. You will come to a kind of garden area with many bodies on the right side. Farah will lie down and tell you to do the same and stay or else the enemies will see you. But for this trophy, you must The opposite and face the enemies head-on and kill them all in this segment. Be sure to bring some good fully automatic weapons (switching between weapons when the magazine is empty is faster than reloading). Start shooting enemies as soon as the first one goes through the door on the other side – that's better than letting them all group together. Also make sure that you are playing in Recruit difficulty to reduce the damage you take from enemies. You can combine it with the Companion Block trophy that takes place on the same mission. Companion block Use only one block of cement and take it to the end of 'Embedded'. Mission 3: Embedded — Goal: Get to the building at the beginning of the mission, you'll get to a place where Farah (girl you're riding with) goes to the right side for some trucks and you should go left where the workers are and pick up a block of cement. This is a must-see part of the story, as you need to pick up the cement block to get past the guards (they will think you are one of the workers). Bring the same block of cement to the end of the mission! You can drop the block in all enemy sections. Feel free to shoot any enemy in your way. So before moving on to the next goal, remember to take your cement block with you. Also be sure not to confuse it with other cement blocks sitting on the floor. Better put it in memorable places where there are no other blocks. You can combine it with the Play Dead trophy that also happens on this mission. When you reach the end of the mission there will be a button warning on a ladder



that leads to a hole. Be sure to hold the block of cement in your hands before holding, but don't drop it into the hole (there are reports that if it falls into the hole you won't get the trophy). So step away a few steps and not over the hole. Wall Hax Save Alpha 3-2 from being knocked down. Mission 5: Clean House — Goal: Secure Second Floor Alpha 3-2 is codenamed one of his teammates named Sgt. Madden during Mission 5: Clean House. In this mission you pass through a dark house and must shoot all enemies hidden behind doors. When you go up the stairs to the 2nd floor, there will be a door on the right hand side. You must shoot through this door before your companions pass through it. This will expose the enemies behind the door. Kill all enemies in the room behind the door and pass through all the rooms. When you move to the third floor the trophy will unlock. Normally, if you didn't shoot through that door, the enemies would shoot her when Sergeant Madden (Alpha 3-2) walks behind her, so he'd be knocked down. It's easier to do it in the mission replay once you're familiar with the level layout. Complete 'Clean House' Golden Path Without Being Hit Using bullet by threat. Mission 5: Clean House You have to complete complete Mission while killing all killable enemies yourself using 1 bullet per enemy only. You can't take any harm. If you make a mistake, you can use restart checkpoint (no need to use mission restart). That's a little more complicated than the trophy description makes it sound like. If you shoot some people in the wrong order or too early or let your teammates kill them can void the trophy. Look at the video and replicate it EXACTLY walk by floor. This means killing all enemies in the exact order I did and letting them pick up their weapons first. Here's all Step by Step: Ground Floor Let your teammate tie the woman who enters the kitchen In the next room, shooting in the middle of the table. Let the woman take the gun, shoot her after she's taken the gun. Let the third guy at the end of the table grab his gun and shoot him. First floor Ignore the rooms on the left, your companions take care of them. Don't go in the door directly in front of the kidnapper. Instead, take the door to his right. Shoot the kidnapper in the head (important to kill him first and not the woman! Shooting the woman first canceled the trophy for me). Let the fake hostage take her gun, shoot her after she's taken the gun. Open the bathroom door. Stand near the right wall and shoot the guy who runs out of the bathroom (don't stand directly in front of the bathroom or he'll hit you) Second floor Don't shoot through the door! Let the enemies take down Alpha 3-2. Shoot the guy directly behind the door (aim through the hole in the door). Take a step into the room, a guy comes out of the left room. Shoot him. Throw a FLASHBANG on the right side of the room, enter and kill the enemy behind the sofa or corner (it's random behind which structure it hides). The flashbang is just to make it safer for you. Third Floor Get very close to the woman with the baby and you must automatically make a hand gesture for her to sit between the next room, squat and point under the bed. When the guy goes to bed, shoot him in the head. Fourth floor (final) When you enter the room DO NOT shoot the woman yet. You must shoot her at the very moment Price says drop it. You can also turn on subtitles to see this more easily. Don't leave price for the killshot as it voids the trophy! You have to be the one who does the shooting killing but only after she became hostile and Price said drop it. That's a big deal. The trouble points that can spoil the trophy are A) when you shoot the fake hostage before she pulls out a gun; and B) when you shoot the last woman too early or let Price kill her. Other things I did when I received the trophy: I used Checkpoint Restart (no need to restart the whole mission) I just used the standard rifle (not pistol) I played 1 flashbang, which does not void the trophy I did not throw any of frag I didn't knock any doors (just used to open doors Except for the Middle Guy in the first room, I always waited for enemies to pick up their weapons first (if you kill them while they're unarmed the game sometimes doesn't register them as targets for the trophy) Remember that it's good to use Checkpoint Restart if you make a mistake. Especially shooting the kidnapper in the head without being hit by it can take a few attempts. Tour of Circus Kill at least one enemy while inside The Reading Place, Aural Chic and both underground subways. Mission 2: Piccadilly — Objective: Neutralize terrorists This level is basically just a giant district of the city. While the story wants you to go to the reading site, the two underground sections and Aural Chic (clothing store) are optional and you have to go out of your way to insert them. Each location has at least one enemy, kill them there. Underground 1 – On the left side (two guys holding hostages downstairs, must go down the stairs and through the underground tunnel to see them) Aural Chic – Clothing store on the right, has large Neon Plates with the name Aural Chic written. A guy holding hostages there) Underground 2 – On the right side (no enemy inside, but a guy in a bomb vest will run down the stairs, kill him after he entered the basement, but not to kill himself shoot himself in the head and quickly run away before his vest explodes. There are also reports that shooting him in the vest does not give the trophy.) Reading Place – Large building in the upper left corner of the area, history wants you to go there. Multiple enemies here.) Love from Above Destroy 4 trucks with 4 drone strikes before they reach the end of their way in 'The Embassy'. Mission 7: The Embassy — Objective: Mark targets from the roof After Captain Price gives you the laser pointer of the drone, you must climb the ladder to a roof. In the next section I shot all the enemies (I didn't use the drone here). After all enemies are eliminated, wait on the roof. A blue civilian vehicle will pass through the street on the left, ignore this one (do not shoot drones). After the blue civilian car passes, the 4 enemy trucks for this trophy will start spawning. They're trucks with a manned turret in the back and enemies inside. You can only use 1 drone attack per vehicle. If you make a mistake, restart the checkpoint immediately. The weather is important, you must aim about 5-10 meters in front of where the trucks are driving. It takes 1.5 seconds for the missile to hit the ground. Destroy all 4 trucks with one drone strike each. You can equip the laser pointer drone by pressing. Truck 1 – Drive through the middle area Truck 2 - Drive down the left street Truck 3 - Drive through the middle area Truck 4 - Drive through the middle area, sane 20 seconds after truck 3 Pit Stop Stop three APCs with Hadir's sniper rifle. 8: Road of Death — Goal: Stop the Russian Russian At the end of the mission, some white smoke will be thrown on the left side of the highway and 4 APCs (armored vehicles) will enter. Equip Hadir's Sniper Rifle (given to you at the beginning of the mission). The way you disable the APCs is by firing 3 tires (they have 6 tires in total). After firing three tires, the APC will stop. Take out three tires per APC. You only need to do this with 3 of the 4 APCs. Start shooting as soon as they appear at the left end of the screen and adjust your aim for bullet and wind fall. If you feel it's taking too long, restart the checkpoint immediately. Driver Ed Shoot the driver of the suicide truck. Mission 8: Highway of Death — Goal: Stop suicide truck About a third of the mission, you aim to stop a suicide truck. Do what the game wants you to do and shoot the driver. There are some wooden planks in front of the windshield that you need to shoot first. Hit those a few times. When the windshield is exposed, you can shoot the driver. It gets easier and easier the closer it gets to you. Use hadir's sniper rifle that you receive at the beginning of the mission. Two birds kill the two soldiers with one shot in Hometown. Mission 9: Hometown — Goal: Steal the Vehicle This trophy happens at the end of the mission, when you have to go through the poppies to steal a truck. There are two soldiers in this area. Stay lowered on the poppies and press after the prompt appears on the screen / when your brother reaches the end of the hill. This will call your brother's phone, which distracts enemies. They're going there. Walk behind them and get the revolver from the table in the middle of the area. Climb the table, line up the two enemies and shoot. Aiming at your torso or any part of the body will do, the bullet will blow through them easily. It doesn't have to be a gunshot wound to the head. The game also creates a checkpoint right after picking up the revolver so you can try again if you need to. Rat Tunnel Completes tunnels 'The Wolf's Den' using only the 1911. Mission 10: The Den of the Wolf - Objective. Go to the team room After entering the tea room and opening the hatch on the floor, there will be a cutscene scene in the middle of the mission. Then you will fall into a dark tunnel area. This is where the trophy begins (before the tunnels you can still use other weapons). After this point use only the pistol of 1911 and nothing else (nor use flashbangs / grenades). You will automatically hold it in your hands after the tunnel scene. You also get new ammo for it, in case you use your previous 1911 ammo. However, you still can't spray bullets unnecessarily as there isn't much super ammo. It is better to play in Recruit and make only photos. There are also drops of ammunition for the 1911 pistol in all tunnels. Just avoid running out of ammo and don't shoot. another weapon or grenade. After disarming the cables at the end of the mission, the trophy will be unlocked. He dodged a bullet never being hit by the shooter while fleeing captivity. Mission 11: Captive — Objective: Find out where Barkov took Hadir and the others After fighting for the first wave of enemies in this level, you'll reach an area with a Sniper. A red laser will show you where he's aiming. The overall strategy is to slide from cover to cover after hearing him fire a shot. At first, go across the street behind the brick house. Take out all enemies that arrive in cars on the right side. Then stand on the right side, sliding from one small lid to the next. As you approach the Sniper there is a bridge on the right side. Be sure to slide quickly into the wall under the bridge. Hold the wall, the Shooter can't hit you there. Stay down as you climb up and lastwait for him to miss a shot, then slide into the building the Sniper is in. When you enter, aim up to kill the shooter. The trophy will be unlocked as soon as you kill the Shooter. If you are hit by the Shooter, you can restart the checkpoint. There's something on your face spitting on Barkov. Mission 11: Captive — Objective: Survive the interrogation At the beginning of the level, Barkov will escort him from his prison cell to an interrogation chair. When you see 4 dialogue choices press (Right Stick) to spit in your face. Don't choose any of the dialogues. Hot Swap Get at least one kill with eight different weapons when completing 'Old Comrades'. Mission 12: Old Comrades That's pretty simple. Grab all the different weapons played by enemies and kill with each. There are a lot more than 8 weapons at this level. From the first weapon box you can choose from 3 weapons – choose the M19 (it is the rarest fall by enemies in this level). At the end of the mission you get into a Van where you find the M91 Machine Gun & RPG-7 Rocket Launcher. There are 3 weapons given to you automatically that you don't need to worry about, so you really only need to find 5 enemies, which is not a problem. Lights out Turn off the power to 4 buildings in 'Going Dark'. Mission 13: Getting dark during this mission you can use some power switches on the walls of buildings to turn off the lights. Objective: Find a way to Barkov's Property – after passing through the first group of enemies, Captain Price will point a box of circuit breakers at you automatically (outside the first building you enter) Goal: Find Hadir – Behind the Pool House (Main Objective) Goal: Find Hadir – Left Front of the Clock Tower (Main Objective) Objective: Find Hadir – Right Front of the Church (Main Objective) We Possess the Night Kill enemies in the Church, Clocktower and Pool with no one asking for reinforcements. Mission 13: Going Dark - Goal: Hadir When you have to use a rope to reperl up to a large open area of the city, there will be 3 main objectives marked (press Touchpad to see them). They're the Church, Clocktower, Pool. You must kill all enemies in these 3 locations without them starting to shoot you. Just kill everyone you see, carefully pass through the entire building. Also turn up the volume of your game so you can hear enemies talking or making other noises (using headphones helps you hear where the sounds are coming from). As enemies are wandering around and don't always stay in fixed places, it will vary slightly where they are. The trophy will be unlocked as soon as you eliminate all enemies in these 3 locations. You don't have to finish the mission for him to unlock. The large building in the middle where they hold Hadir can be ignored. If you are seen, you can restart the checkpoints. Enemies can find corpses, they just can't start shooting at you. Tips: A checkpoint restart is allowed, use as many times as you need whenever you are seen. When two enemies are close to each other and one notes the other dying is all right, just kill them both fast enough before they start shooting or alarming the others. Enemies can find bodies of their companions, this does not void the trophy. As long as they don't call for backup or throw at you, that's fine. Do not play Flashbangs or Grenades, attract enemies and they will know something is happening. The large building in the middle where they hold Hadir can be ignored, no need to kill enemies there. Use the power boxes outside each of the 3 buildings, to turn off the power so that enemies can't see it. Beware – turning off the power causes them to roam the site and look for intruders, but as it's dark, they have trouble seeing it. You don't need to kill people in the driving patrol vehicle (the one with the tower). Ignore this, stay out of sight when it comes and do not kill people directly in front of him, as it will alarm people in the vehicle. Take it slow. If the trophy does not unlock, recheck all the seats for the remaining enemies. You can shoot some windows to attract the last remaining enemy, if there is one left over it will usually come to check the noise. Recommended order: Clocktower – Church – Pool (for some reason when I went to the Pool first, Price always said They know something is wrong when I got to the Clock Tower). Enemy Groups: Clocktower = 10 Enemies (also kill the 2 up there and the 1 at the back exit barricaded behind the building. The other 7 are in or wandering in the backyard or street). Church = 13 Enemies (4 Left Side, 3 Right Side, 4 Inside, 2 are roaming the general area, often around the left side of the church, they may take a while to appear. In some playthroughs they were there when I got to church, other times I saw them after I had killed the other 11 enemies). Pool = 12 Enemies (2 in the fuse box behind the building, 3 inside the pool where you are hostage, 1 in the garden behind/below the pool house, 6 outside / on the roof / wandering around the area). Because of how enemies roam around once you cut off the energy and order in which you kill them, enemy locations may vary slightly. If the trophy doesn't unlock and you're sure it hasn't been seen, then check all the locations again. You can also shoot at a window to attract the last surviving enemy. Warheads on the forehead hit the entrance to Barkov's lab using only air strikes. Mission 14: Inside the Oven — Objective: Get to the Lab From the beginning of the mission you can only use (=shot) the laser pointer until you reach the top of the hill. The trophy will burst upon reaching the lab entrance door (just before entering the building). You can't shoot any of your weapons and can't throw enemy grenades either. Press to equip the laser pointer to request drone attacks. Your drone has unlimited ammo, but it takes a while to reload. This is best done in recruitment difficulties. Call of Duty Modern Warfare 4 (2019) - Special Operations DLC Release Completes all Special Operations missions. Special Operations mode has a single trophy for beating all 4 Special Operations: Operation Headhunter Operation Kuvold Operation Paladin Operation Crosswind It is a list of own DLC and not mandatory for platinum. Just win each Special Operation once. This requires a team of 4 players (there is matchmaking that automatically connects you to random online players). It's hard (but possible) with a random team. If you have friends and a headset to communicate with them it is easier to do this. Only the 4 operations listed in Special Operations are required. You DO NOT need Survival / Classic Special Ops. You can kind of cheat him by having a player with a riot shield hide away from enemies, so even if the other three die they can resurface. As long as one player remains alive (riot shield is indestructible) the other 3 can resurface. Your multiplayer level (and unlocked equipment) is shared in Co-op mode. So if you level up online, you get cooperative rankings as well. The recommended load for all 4 players is Heavy Support. You can select this at the start of the match (once the match has been loaded, your level doesn't matter – it can be selected even if you've already unlocked custom uploads). Comes with a Shock Shield and M91 Machine Gun. The Shock Shield is a great help as it blocks bullets from behind while loading the MG, or if you are in a tricky situation you can Completely damage the front and enemies melee with it. The mutiny shield is indestructible. All 4 people should play as a doctor, it allows you to relive teammates faster and has a reload capability that that that instantly revive all 3 other players wherever they are on the map. A problem could be running out of ammo. Fortunately, the MG deals a lot of damage and has a lot of ammo, but bring 3 ammo packs (selected under killstreaks) and get your friends to bring some as well. Then you can reset ammo when you need it. If you play with random, you can stay behind and let them do all the work for you while you just hide with a riot shield – as long as you're alive others can revive (but keep moving or else you're kicked into inactivity). NOTE: This trophy is only obtained since patch 1.07 (November 7, 2019). It was bugged before that. However, if you did the 4 operations before the patch, you only need to redo Operation #1: Headhunter and the trophy will appear (no need to repeat all operations in this case – but be sure to repeat the first mission and not the others). Special Thanks / Massive Credits thanks to the following people for sending tips: RamiAIJ = First platinum winner, provided a first estimate of time for plat and difficulty, as well as hint for Golden Path Infamous\_\_Dan = Plat's time/difficulty estimation and hint for Good Effect on Walker Target4 = Some of the tips for We Own the Night and Liberation Aesura = Additional Tips for Circus Tour & Block Block Companion

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