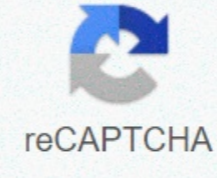




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## Advanced warfare ps4 trophy guide

Kill the enemy by throwing the car door at them. End the campaign with any difficulties. End the campaign on hardened difficulties. End the campaign on veteran difficulties. Pulse jump, dash forward and then air stomp on the enemy. Avoid 20 pomegranates by dodging your Exo. Kill 50 enemies while using Overdrive. Kill 4 enemies with one smart grenade. Paint 10 enemies with one grenade threat. Knock out of the sky 25 drones with EMP grenades. stop AST with EMP grenades. Collect more than half of Intel. Collect all Intel. Kill 20 enemies while linked to mobile drone cover. Spend your first Exo upgrade point. Spend 10 exo updates points. Spend 20 Exo updating points. Fully update Exo. Complete induction. Prevent the destruction of the walking tank by unmanned swarming in Induction. Score perfectly on the shooting range in Atlas. Score perfectly in the pomegranate range at Atlas. Full Atlas. Kill all quads in the traffic area without damaging a civilian vehicle in Traffic. Full Traffic. Kill 10 enemies with mobile rocket turrets in Fission. Full Fission. Full Consequences. Complete the hoverbik sequence without hitting any walls or obstacles or hurting in Aftermath. Kill 3 enemies with a single shot of a sniper drone in Manhunt. Full Manhunt. Complete Utopia. Kill 20 enemies with a grappling hook in sentinel. Full Sentinel. Full Crash. Complete Bio laboratory. The enemy's near battle to take off from aboard a ship in the Armada. Full Armada. Shoot down 10 enemies with machine guns in Throttle. Full Throttle. Go through 20 gun drops in one armed battle in Captured. Full Captured. 25 Prevent a walking tank from being destroyed by a swarming drone in induction 10 25 Score Excellent in a grenade launcher in Atlas. 10 Score Excellent at the shooting range in Atlas. 10 25 Kill all quads in a traffic area without shooting a civilian in Traffic. 10 25 25 Complete the hoverbik sequence without hitting any walls or obstacles or damaging aftermath. 10 20 Kill 3 enemies with a single shot of a sniper drone in Manhunt. 10 25 Paint 10 enemies with a single threat grenade. 15 Kill the enemy by throwing the car door at them. 10 End the campaign with any difficulties. 30. Spend your first exo upgrade point. 5. Play 30 minutes with each class online in Exo Survival. 10 Avoid 20 grenades by dodging your Exo. 20 10 to play 50 Exo Survival Matches. 10 30 Kill 10 enemies with mobile rocket turrets in Fission. 10 30 Knock 25 drones out of the sky with EMP grenades. 15 Shoot down 10 enemies with machine guns in Throttle. 10 Kill 4 enemies with one smart grenade. 10 End the campaign with hardened hardship. 50 Go through 20 gun drops in one armed battle in Captured. 10. Collect more than half of Intel. 15 Kill 10 or drones in a sound explosion. 15 The enemy's melee, that they should take off from aboard the ship in the Armada. 10 Kill 50 enemies while using Overdrive. 20 Boost jump, dash forward and then air stomp on the enemy. 15 Kill 20 enemies with a grappling hook in sentinel. 10. Completely update exo. 50 aircraft OF THE 10 enemy aircraft from the sky with Hovertank in Bio Lab. 10 Kill 20 enemies while connected to the mobile cover drone. 10 spend 10 exo upgrade points. 10 End the campaign on veteran complexity. 75 Earn all available trophies for Call of Duty: Advanced Warfare. Spend 20 exo points updates. 25 Stop the AST with emp pomegranate. 10 30 30 30 30 30 Successfully complete exo survival bonus waves. 10 1. Collectible 1.1. All Intel 2 locations. Related to History 2.1. Not on my watch (induction) 2.2. Dedei (Atlas) 2.3. Grenádieu (Atlas) 2.4. Look in both directions (traffic) 2.5. Fire and forget (fisía) 2.6. Wlerman (Consequences) 2.7. Sitting Ducks (Manhunt) 2.8. Party Crasher (Sentinel) 2.9. Limited Airspace (Bio Lab) 2.10. Man overboard! (Armada) 2.11. Flying ace (throttle) 2.12. Heavy arm (trapped) 3. Miscellaneous 3.1. Karma - Kill the enemy by throwing the car door at them. 3.2. Detected threat – Paint 10 enemies with a single threat of grenades. 3.3. Never seen it approach - Boost leap, dash forward and then air stomp on the enemy. 3.4. Riot Control - Kill 20 enemies associated with drone mobile coverage. 3.5. Genius – Kill 4 enemies with a single smart grenade. 3.6. Where are you going? – Stop the AST with emp pomegranate. 4. Exo Survival 4.1. Exo Survivor – Successfully complete exo survival bonus waves. Ferrum Absconsum Assemble all Intel. There are a total of 45 Intel locations in Call of Duty Advanced Warfare. Finding all these collectibles will earn you a Ferrum Absconsum trophy or achievement. In the selected mission, you can see how much you have found in each mission. Intel collectibles look like thin laptops with a blue display. None of them miss! You can search for missing items using the mission to choose at any time during the story or after beating the story. Once you pick up Intel it will be saved immediately and automatically. You don't need to get to the next checkpoint and you can go to the main menu right away. There are exactly 3 intel collectibles on the mission. Text descriptions of all Intel locations: Call of Duty Advanced Warfare Intel Locations Text Guide Not on my watch prevent the destruction of the walking tank by drone swarming in Induction. Mission 1: Induction At the beginning of this mission you will come outside with a high-tech tank on the left side. A large swarm of drone attacks this tank. You have to enter the tower at the end of the road (marked as a target) and shoot down a swarm of drone with EMP towers. It will take about half a minute before EMP is ready. Score perfectly on the shooting range in Atlas. Mission 2: Atlas You must score 2,000 points in the dash to unlock this trophy or achievement. You have to hit as many red goals as possible while avoiding blue goals. Headshots give 100 points each! Choose fully automatic weapons that you are comfortable with and start from a place in the middle of the range (from here you can easily see all the targets). Only fire in small bursts to save ammunition and reload between rounds. There are 3 rounds and short breaks between them. Activate the overdrive capability when a voice in the background tells you that. You'll need to use Overdrive once a round to hit fast moving targets. You can keep repeating the tea row as often as you need. If you have too many problems with this on your first play-three, then upgrade Exo to increase accuracy + restart speed and come back later with a mission selection. Grenádieu Score perfectly in the grenade launcher in Atlas. Mission 2: Atlas After shooting you will come to the grenade launcher. You have to score 1600 points to unlock this trophy or achievement. A very simple way is to equipped the tactical grenade Threat and Smart with a deadly grenade. You occasionally throw a threat grenade to find hidden enemies and shoot them through walls. Throw smart grenades all the time to eliminate drones and moving targets. These grenades are automatically looking for their targets, so just throw them somewhere in the air. You can ignore other types of pomegranates. Just make sure you stand next to the grenade refill station to refresh your inventory. You can keep repeating the range of pomegranates as often as you want. See both ways to kill all qua in the traffic section without damaging the civilian vehicle in Traffic. Mission 3: Traffic after the yard where you flank the armored turrets you have to climb the wall. Now you've run into a road where vehicles drive at high speeds. You have to make it across this street without shooting or otherwise damaging any of the driving vehicles. There are some enemies on the other side of the road. Take them and interact with the fence (mission goal) for trophies/achievements to unlock. Don't shoot across the street because you can hit one of the driving vehicles. Instead, do it across the road first and then take out enemies from close range. Fire and forget to kill 10 enemies with mobile tower missiles in Fission. Mission 4: Fission At the beginning of this mission after leaving the helicopter there is a mobile tower on the left side of the road. It looks like a brown mini-tank with four legs. He stands at a hole in the wall where many enemies spawn. Enter the turret and brand enemies with missiles. Rockets automatically search for their targets and rain down from the sky. Kill 10 With these rockets and trophy / achievements will unlock. Wheelman Finish the Hoverbike Sequence without hitting walls or obstacles or taking damage in Aftermath Mission 5: Aftermath At the end of this mission you will jump on a hoverbike. You have to complete the driving sequence without any collisions at all and can't get the damage from enemy attacks. Along the way, there are many small obstacles, such as pylons (orange plastic cones to mark the street), road blocks, plastic signs inside the restaurant and cardboard boxes inside another building. If you only take one scratch, you should restart the checkpoint immediately! It will probably take a dozen attempts or so. You must back up your backup before trying to save your backup. So if you mess up you don't have to repeat the whole mission. Once the driving sequence starts, you pause the game, click Save & Exit, go to console settings and copy the storage game to the USB Stick (or download it to PS+Cloud if you're on PlayStation). In case something goes wrong, you can copy back your save game and restart the hoverbike part again. Sitting ducks kill 3 enemies with a single-shot sniper drone in Manhunt. Mission 6: Manhunt When you first take control of a stealth sniper drone you have to shoot the guy in front of the truck to make way for your mates. Now there are two guards at the front gate, and the other goes to meet them. When a walking guard is perfectly lined up with two other guards you need to take your shot. Restart the checkpoint if you miss it. Party Crasher kill 20 enemies with a grappling hook in sentinel. Mission 8: Sentinel during this mission you can stealthily kill enemies with your grappling hook by hiding in the bushes. These killings can only be made in a hidden section at the beginning of the mission. Sitting in the bush, you can click on → to attract enemies and capture them when they catch up close enough. Make sure no enemy or drone sees you kill someone. If you see, the mission will fail and you need to restart from the last checkpoint. There are over 20 enemies that you can kill using a hook, so it doesn't matter if you miss a couple of them. Limited EMP airspace to 10 enemy aircraft from the sky with hovertank in Bio Lab. Mission 10: Bio Lab At the end of this mission you will be driving a tank. When driving through the woods some helicopters will attack you along the way. You have to switch to EMP ammo and shoot them out of the sky. Small helicopters take one shot and a larger two shots. There are exactly 10 helicopters, so you may not miss any. If you allow a helicopter to escape you must restart the checkpoint. Man overboard! Near battle of the enemy to took off from the side of the ship in the Armada. Mission 12: Armada after dark room where you have to activate your night out for the first time you will come to the deck of the ship. There are several enemies standing near the edge and the helicopter will bring more reinforcements. One of the enemies uses zipline from a helicopter and lands on the edge of the ship, behind a container. Hit him to get him to take off from the side of the ship. If you miss this opportunity, then either restart the checkpoint or lure another enemy close to the edge. Flying ace shoot down 10 enemies with machine guns in Throttle. Mission 13: Throttle during this mission you will fly a fighter jet. You must destroy 10 enemy aircraft with a machine gun. Do not use missiles. Just hold down the machine gun button all the time and fly close to enemies. The machine gun automatically lyses the targets. Vehicles on the ground can be ignored as they don't count on this trophy/achievement. If you fail, you must restart the mission. Heavy hands pass through 20 gun drops in a one-man fight in Captured. Mission 14: Capture all you have to do is take 20 weapons away from dead enemies after your arm has been broken. There are just over 20 enemies in this mission. So be sure to look for every corpse and pick up everything you can find. Karma kill the enemy by throwing the car door at them. Mission 1: Induction into the street where you encounter a swarm of drones some vehicles with doors open. You can snatch these doors and use them as weapons. Take the car door before moving on to the next area. You will soon reach the building with enemies inside. Throw the car door at one of the enemies to earn this trophy/achievement. The threat detected paint 10 enemies with a single threat grenade. Mission 1: Induction after a swarm of drone you will enter the building with lots of enemies. You will see a tutorial button on the screen how to enlarge dodge. Take out the first 5 enemies at the entrance. Around the corner are 13 enemies on the balcony shooting at you. Throw your threat grenade near the balcony and it will be easy to mark 10+ enemies at once. Don't wait too long because your teammates will kill some enemies over time. Never seen him approach boost jump, dash forward and then air stomp on the enemy. Mission 4: Fission You can do this in any mission where you have a pulse jump equipped. For example, Mission 4 has a momentum jump (you can see your abilities at the beginning of each mission). Jump into the air twice, then press the sprint button and then the crouch button. On PlayStation: Press X twice, press left stick and push it forward, press O. On Xbox: press A twice, press left stick and move it forward, press B. You have to land very close to the enemy to kill it. Riot Control kill 20 enemies while linked to the mobile cover drone. Mission 4: Fission At the very beginning of this mission, after leaving the helicopter, will be Cover Drone Right Right Street. Many enemies spawn here on the road. Keep shooting them while using the drone until the trophy/achievement unlocks. You can also do this through a few game instructions. Genius kill 4 enemies with one smart grenade. Mission 4: Scatter after you destroy the big walking tank you will go into the building, have to slide down the elevator shaft and exit in the lab. Go through the lab. The place to kill the grenade is in the next area. Once you leave the lab, you have to sprint the dash to the left immediately! On a small platform spawning 5 soldiers. Position yourself on the stairs that lead to this platform and throw the threat of grenades into the air. Because this platform is so small, all enemies will stand by. And because you're standing on the stairs, it will stop enemies from descending the platform. A smart grenade will kill 4-5 enemies and it works every time. Just make sure you get on the stairs pretty quickly before one of the soldiers leave. Fortunately, there is also a checkpoint when you enter this area. So restart the checkpoint if you need to try again and you will restart in exactly the same place. Where are you going? Stop AST with EMP grenades. Mission 7: Utopia You will encounter the first AST during Mission 7. AST are heavily armored Atlas soldiers. They wear a massive suit and appear much taller than ordinary people. They can also take much more harm and fight more aggressively. All you have to do when confronting a friend is throw an EMP grenade. Your teammate will even tell you that EMP grenades their weakness when you meet the first in Mission 7. You just need to stun his EMP. you don't need to kill him for a trophy or achievement to unlock. Exo Survivor successfully complete exo survival bonus waves. A zombie bonus wave takes place on the Level 4 Riot card after beating round 10. To unlock this card, you have to survive 100 rounds on a tier 3 card (only 100 in total, not in one match). When the bonus wave begins, you will lose all your weapons and upgrades. There are some weapons on the ground that you need to pick up before the zombies arrive. Laser weapons near the Exo-Upgrade station are the best because it does not need to be restarted (as long as you do not allow it to overheat). Shotgun and MG are the worst because they take so long to reboot and zombies will kill you at the same time. Meanwhile.

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