



ROAD TO COMPLETION
CALL OF DUTY
MODERN WARFARE
2019



THANK YOU PATRONS

Your financial support is the only reason why I'm able to continue creating quality Road to Completion Guides
All of you are truly the best!

VAN FULL OF NINJAS

Alex
Buddhi
Dormouse03
Gaming Arcadia
Matrix
Vicki

MY CRAZY 881

Ben
Brennan
Jak307
KaisarXI
Levi
Peter
Ron
Tord



SEARCH

- Press CTRL + F to pull up the search function
 - Search Method 1 - Type the name of the item, collectible or trophy
 - Search Method 2 - Copy or type the letters (or) trophy icon followed by a space, then an “ * ” (Example - A *)
- Using the Search Function, press up or down to quickly find a specific item, collectible or trophy




Trophies (27)

DLC Trophies (1)



Status: Offline

 Go Online



CAMPAIGN

Start the single player Campaign.

LOCAL MULTIPLAYER

LOCAL CO-OP

SELECT DIFFICULTY

- Recruit
- Regular
- Hardened
- Veteran**
You will not survive.
- Realism

This game saves data automatically at certain points. Do not turn off the power when the 'Checkpoint reached.' message appears.



OPTIONS

L1

CONTROLLER

GENERAL

AUDIO

ACCOUNT

R1

Controls

Button Layout Preset	Default	▼
Stick Layout Preset	Default	▼
Invert Vertical Look	Disabled	< >
Horizontal Stick Sensitivity	2	<>
Vertical Stick Sensitivity	2	< >
ADS Sensitivity Multiplier (Low Zoom)	1.00	————— < >
ADS Sensitivity Multiplier (High Zoom)	1.00	————— < >
Aim Response Curve Type	Standard	▼
Controller Vibration	Enabled	< >
Weapons		
Aim Assist	Standard	▼

HORIZONTAL STICK SENSITIVITY

Defines how much stick movement affects [in-game](#) aim. This affects [horizontal](#) axis only.

Horizontal and Vertical Stick Sensitivity - 2
Aim Assist - Standard

OPTIONS

L1

CONTROLLER

GENERAL

AUDIO

ACCOUNT

R1

In-game Controller

Input Device



Controller

Keyboard & Mouse

Screen

Brightness



50.00



Safe Area



Film Grain

0.00



Tooltips

Enabled



Accessibility

Subtitles

Enabled



Language Selection

English



Colorblind Type

Disabled



Colorblind Target

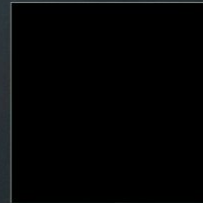


Interface



BRIGHTNESS

Adjust the **brightness** of your game.



Not Visible



Barely Visible



Easily Visible

Brightness - 50

Film Grain - 000

World and Weapon Motion Blur - Disabled

CAMPAIGN

L1

STORY

CINEMATICS

R1



Verdansk, Kastovia

FOG OF WAR

42,446, 44,193

STATISTICS

Highest Difficulty Achieved: **Veteran**

Collateral Damage Assessment: **Rank A**

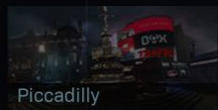
Claim rewards by completing mission while online.

New Game

Resume Game



Fog of War



Piccadilly



Embedded



Proxy War



Clean House



Hunting Party



The Embassy

Back

Options

Select



Kill enemies

Throw Grenade (R1)

 * NOTHING BUT NET - Neutralize the 'Fog of War' machine gun with a frag grenade (01/27)

CAMPAIGN

L1

STORY

CINEMATICS

R1

London, UK

PICCADILLY

51.5101, -0.1338

STATISTICS

Highest Difficulty Achieved: **Veteran**

Collateral Damage Assessment: **Rank A**

Claim rewards by completing mission while...



New Game



Resume Game



Fog of War

Piccadilly

Embedded

Proxy War

Clean House

Hunting Party

The Embassy



Back



Options



Select



GO

DONNA

Est.

BOY

THE BEST SHOW IN TOWN
BUY TICKETS FOR ALL SHOWS HERE



Enemy (01/04)



Kill enemies x2 (outside)

Kill enemy (inside - crouched behind plant)



Enemy (02/04)

Backtrack through subway tunnel



WEST END
Proximity

RILEY
CRAIG'S
BLADE

AvalChic
GO

Uzi

THE BEST SHOW IN TOWN



Checkpoint reached.



Enemy (03/04)



Enemy - Suicide Bomber (04/04)



* CIRCUS TOUR - Kill at least one enemy while inside The Reading Place, Aural Chic and both Subway undergrounds (02/27)



BOX
TANTO

spec
ELECTRONICS

GO



Investigate.

* TRIGGER DISCIPLINE - Do not injure any civilians in 'Piccadilly' (03/27)

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan



New Game

Resume Game

01

Fog of War

Piccadilly

Embedded

Proxy War

Clean House

Hunting Party

The Embassy

Back

Options

Select



Must take block to the end of the mission (may drop to kill enemies if needed)



GO

Barkov: These insurgents continue to launch senseless attacks in the name of so-called "freedom."






Kill all enemies
Grab Shotgun



Wait and kill enemies



 View objectives.



Drop block by door



Fire shotgun x1



Wait and kill enemies as they rush

 * PLAY DEAD - Kill all the enemies in the 'Embedded' field of dead bodies (04/27)



🏆 * COMPANION BLOCK - Only use one cinder block and bring it to the end of 'Embedded' (05/27)

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan

TERMINAL_A1

Al-Raab, Urzikstan

PROXY WAR

42.9684, 40.1577

STATISTICS

Highest Difficulty Achieved: **Veteran**

Collateral Damage Assessment: **Rank A**

Claim rewards by completing mission while online.



New Game



Resume Game



Fog of War

Piccadilly

Embedded

Proxy War

Clean House

Hunting Party

The Embassy



Back



Options



Select



Kar98K Sniper Rifle



Lay under truck



Hold [stick icon] Steady

 * LONG WAY DOWN - Crash a helicopter by shooting the pilot (06/27)



After pushing up to Red Building on the right, wait for reinforcements
🏆 * ASHES TO ASHES - Burn 4 enemies with a single molotov (07/27)

THERMAL

21 24 W 30 33 N



Zoom (L2)

Fire (R2)

Missiles (R1)

CAMPAIGN

L1

STORY

CINEMATICS

R1

Camden Town, UK

CLEAN HOUSE

51.5074, 0.1278

STATISTICS

Highest Difficulty Achieved: **Veteran**
Collateral Damage Assessment: **Rank A**
Claim rewards by completing mission while online.

New Game Resume Game

Fog of War

Piccadilly

Embedded

Proxy War

Clean House

Hunting Party

The Embassy

Back Options Select



Kill enemies x3 (Middle, Left, Right)



Kill enemies x3 in the following order - Guy Holding woman hostage, Fake Girl Hostage, Guy charging out of room



Shoot enemies x2 through door



Shoot back and kill enemy through closed door



On the way up to the third floor

🏆 * WALL HAX - Save Alpha 3-2 from being downed (08/27)

0.02522

100%

Kyle: Secure.
Price: Last floor. Take point, Sergeant.



28
345

2 2



0.03540

0.03540

100%



28
345



2



2



2

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan

TERMINAL_A1

Rammaza, Urzikstan

HUNTING PARTY

42.5935, 39.5645

STATISTICS

Highest Difficulty Achieved: **Veteran**
Collateral Damage Assessment: **Rank A**
Claim rewards by completing mission while online.

A.01 B.02 C.03 D.04 E.05 F.06 G.07 H.08 I.09 J.10 K.11 L.12 M.13 N.14 O.15 P.16 Q.17 R.18 S.19 T.20 U.21 V.22 W.23 X.24 Y.25 Z.26



New Game



Resume Game



Fog of War

Piccadilly

Embedded

Proxy War

Clean House

Hunting Party

The Embassy



Back



Options



Select




Tripwire (01/03) - D-Pad Left + R2



Tripwire (02/03) - D-Pad Left + R2



Enemy can be in random places (load checkpoint if needed)


 * GOOD EFFECT ON TARGET - Kill an enemy with a direct hit from a smoke grenade (09/27)




Tripwire (03/03) - D-Pad Left + R2


 * PRESS [BOOM] TO DEFUSE - Blow up 3 tripwires with explosives (10/27)

Open the door slowly to locate the tripwire defuse.

 Defuse

Wolf: Just as your missiles and bullets continue to strike our people, our knives will continue to slash your throats in retaliation!



 Capture the Wolf.

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan

TERMINAL_A1

Sakhra, Urzikstan

THE EMBASSY

42.3747, 39.4876

STATISTICS

Highest Difficulty Achieved: **Veteran**
Collateral Damage Assessment: **Rank A**
Claim rewards by completing mission while online.

A.01 B.02 C.03 D.04 E.05 F.06 G.07 H.08 I.09 J.10 K.11 L.12 M.13 N.14 O.15 P.16 Q.17 R.18 S.19 T.20 U.21 V.22 W.23 X.24 Y.25 Z.26

New Game Resume Game



Piccadilly



Embedded



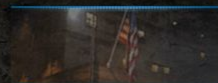
Proxy War



Clean House



Hunting Party



The Embassy



Highway of Death

Back Options Select

AMBASSADOR'S OFFICE

SEQ. 07.014

OCT-28-19

R2 Direct Stacy to safety

R2

CAMERA_01



OFFICES_02G

SEQ. 07.014

OCT-28-19

CAMERA_010

Price: Get back!
Stacy: Holy shit! Holy shit!



8

39



4



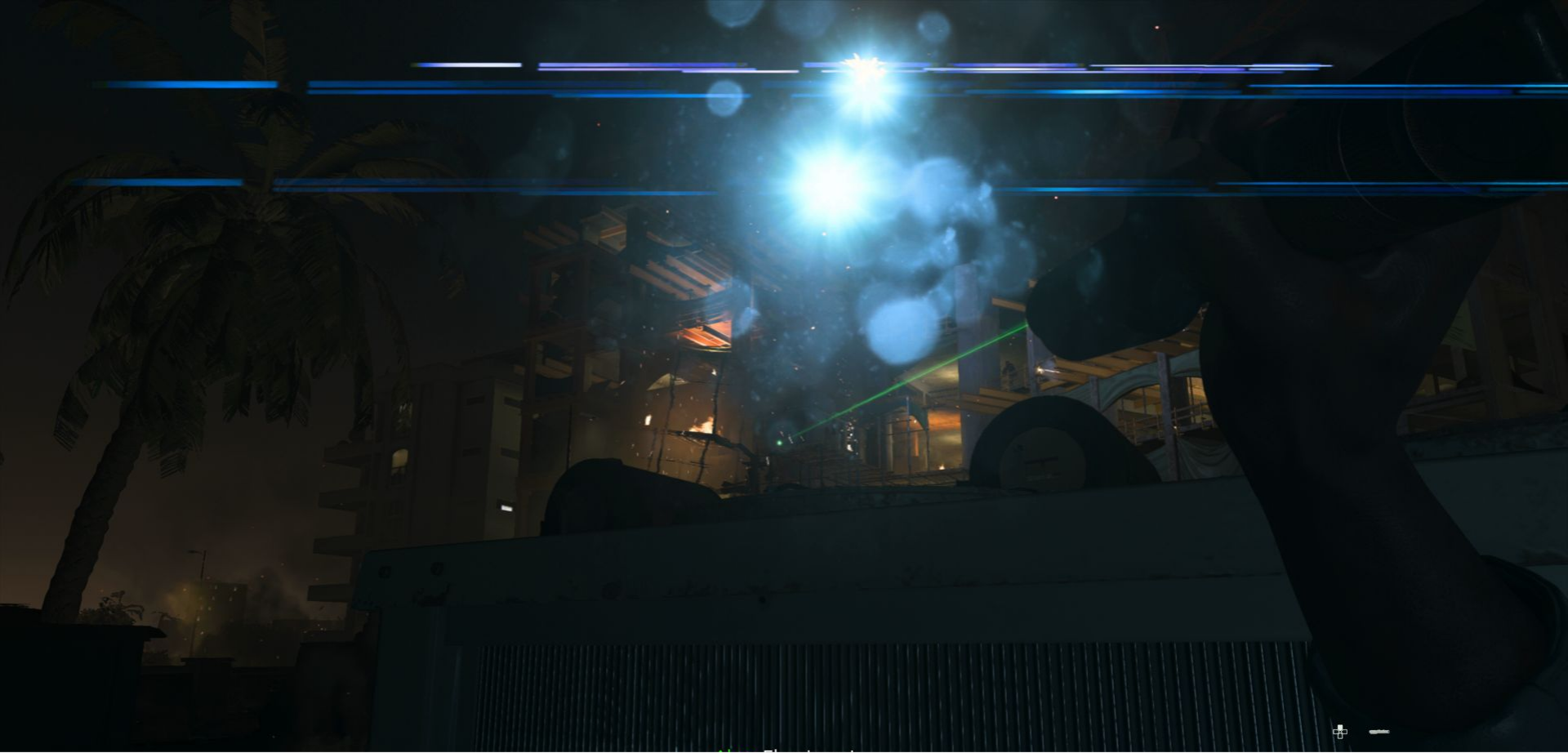
3

Launch Flare | 4





Alex: Roger, Actual.



Destroy enemies in building with laser guided missiles



🏆 * LOVE FROM ABOVE - Destroy 4 trucks with 4 drone strikes before they reach the end of their path in 'The Embassy' (11/27)
Restart checkpoint immediately if target is missed



Shoot enemy in hallway
Grenade enemy in bathroom (left)
Shoot enemy on balcony (right)

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan

TERMINAL_A1

Darus, Urzikstan

HIGHWAY OF DEATH

42.5328, 40.2511

STATISTICS
Highest Difficulty Achieved: **Veteran**
Collateral Damage Assessment: **Rank A**
Claim rewards by completing mission while online.

New Game Resume Game



Embedded



Proxy War



Clean House



Hunting Party



The Embassy



Highway of Death



Hometown

Back Options Select



▣ Hadir's Sniper Rifle



 * DRIVER'S ED - Shoot the driver of the suicide truck (12/27)

Restart checkpoint immediately if truck gets to close



 * PIT STOP - Stop three APCs with Hadir's sniper rifle (13/27)

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan

TERMINAL_A1

Riyzabbi, Urzikstan

HOMETOWN

42.9202, 40.4873

Claim rewards by completing mission while online.


Deployment

A-01 B-02 C-03 D-04 E-05 F-06 G-07 H-08 I-09 J-10 K-11 L-12 M-13 N-14 O-15 P-16 Q-17 R-18 S-19 T-20 U-21 V-22 W-23 X-24 Y-25 Z-26

New Game Resume Game

- Embedded
- Proxy War
- Clean House
- Hunting Party
- The Embassy
- Highway of Death
- Hometown

Back Options Select

A character wearing a blue and white striped tank top, a tactical vest, and a cap is being held from behind by another person. The scene is set in a room with a bed, a doorway, and a framed picture on the wall. The lighting is dim and yellowish.

Hadir: Get off her!
Hadir: Stab him, Farah! Kill him!



Hadir

🏆 * TWO BIRDS - Kill both soldiers with one shot in 'Hometown' (14/27)

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan



Takkari, Urzikstan

THE WOLF'S DEN


42.9443, 40.9597

STATISTICS

Highest Difficulty Achieved: **Veteran**

Collateral Damage Assessment: **Rank A**

Claim rewards by completing mission while online.

 Deployment

 New Game  Resume Game



Clean House

Hunting Party




The Embassy

Highway of Death

Hometown

The Wolf's Den

Captive

 Back  Options  Select



Price: So we got ourselves a gopher...



 * HANG TIME - Kill 3 Enemies while you are on a ladder (15/27)



R to look for wires

00:18

Green, Yellow, Top Red

 * TUNNEL RAT - Complete 'The Wolf's Den' tunnels using only the 1911 (16/27)

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan

TERMINAL_A1

Tobrak, Urzikstan

CAPTIVE

42,8598,40,4818

STATISTICS
Highest Difficulty Achieved: **Veteran**
Collateral Damage Assessment: **Rank A**
Claim rewards by completing mission while online.

A,01 B,02 C,03 D,04 E,05 F,06 G,07 H,08 I,09 J,10 K,11 L,12 M,13 N,14 O,15 P,16 Q,17 R,18 S,19 T,20 U,21 V,22 W,23 X,24 Y,25 Z,26

New Game Resume Game



Hunting Party



The Embassy



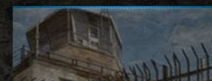
Highway of Death



Hometown



The Wolf's Den



Captive



Old Comrades

Back Options Select



...

Karim is dead



I am Karim

Go fuck yourself

(Press R3)

* GOT SOMETHING ON YOUR FACE - Spit on Barkov (17/27)



Wait for teammates to kill snipers

🏆 * DODGED A BULLET - Never get hit by the sniper while escaping captivity (18/27)

CAMPAIGN

L1

STORY

CINEMATICS

R1

St. Petersburg, Russia

OLD COMRADES

59.9343, 30.3351

Claim rewards by completing mission while online.

Deployment

New Game Resume Game



Hunting Party



The Embassy



Highway of Death



Hometown



The Wolf's Den



Captive



Old Comrades

Back Options Select



M19 Reflex Suppressed

M19 Reflex Suppressed



M19 Reflex Suppressed (01/08)
Switch for X16



X16 (02/08)

Switch for MP-7 (on table)



MP-7 (03/08)

Switch for Model 680 (right side of 1st pool table)



Model 680 (04/08)
Switch for P90 (dead body)



P90 (05/08)
Switch for G50 or FR 556



G50 or FR 556 (05/08)

Switch for AK-47



AK-47 (06/08)



M91 (07/08)

Rocket Launcher (08/08)

 * HOT SWAP - Get at least one kill with eight different weapons when completing 'Old Comrades' (19/27)



Captain Price
Bravo 0-6

I'm in.

I'm out.

...I'm out

CAMPAIGN

L1

STORY

CINEMATICS

R1

Baurci, Moldova

GOING DARK

46.0951, 28.6738

Claim rewards by completing mission while online.

Deployment

13

16:12/95+

01

New Game

Resume Game



The Embassy



Highway of Death



Hometown



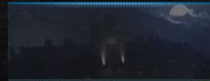
The Wolf's Den



Captive



Old Comrades



Going Dark



Back Options Select



0.02140

100%

Light (01/04)



Enemy (01/33)
Light (02/04)



Wait for enemy to step outside
Enemy (02/33)



Enemy (03/33)



0.02084

100%

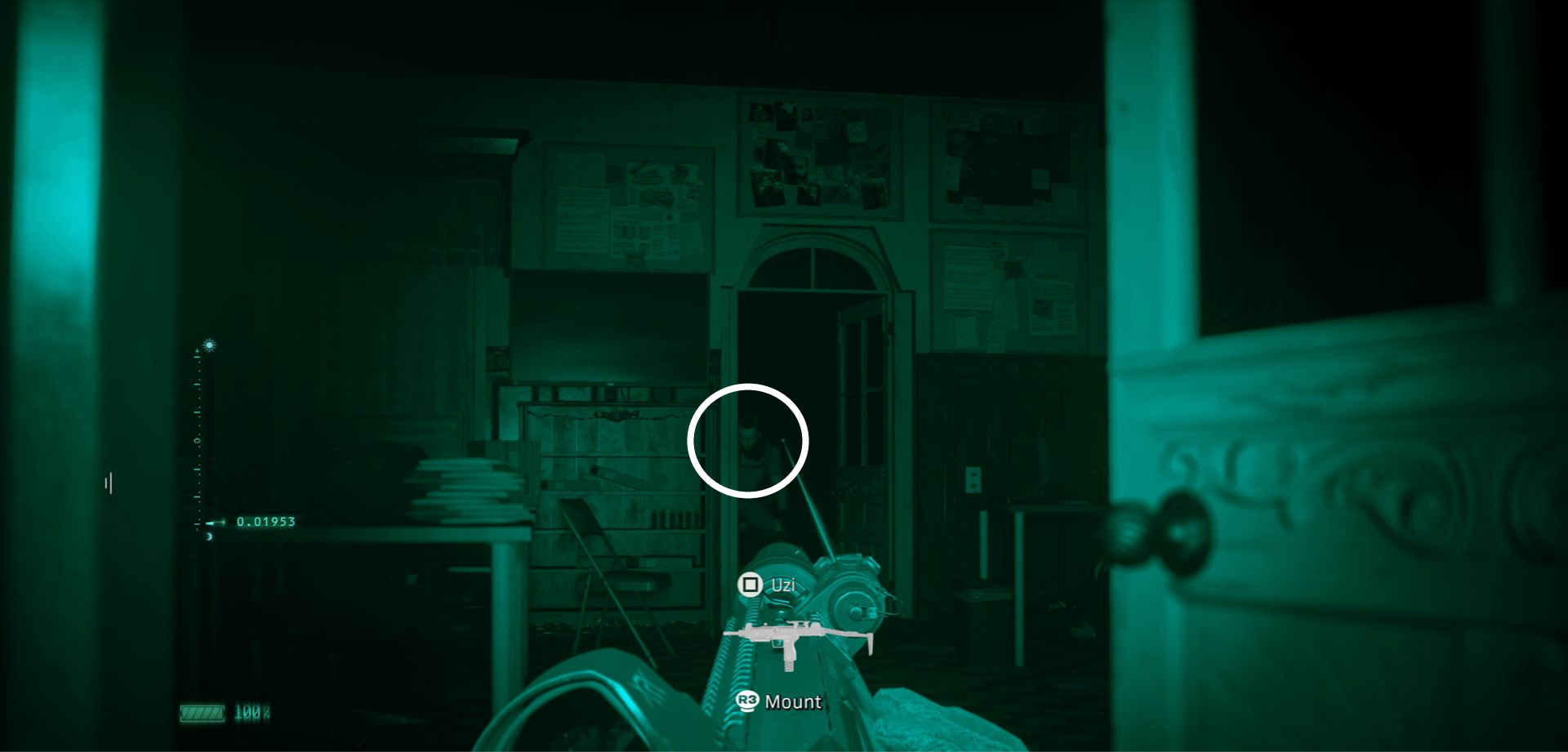
Mount

Enemy (04/33)



Enemy (05/33)

Enemy (06/33)



Enemy (07/33)



Upstairs
Enemy (08/33)

Checkpoint reached.



Upstairs
Enemy (09/33)

GO

0.02280

100%



Enemy (10/33)

GO

0.02280

100%



Enemy (11/33)



Enemy (12/33)

Enemy (13/33)

Light (03/04)



0.00988

100%

Enemy (14/33)



Enemy (15/33)

Wait for other enemy to inspect previous enemy

Enemy (16/33)



0.03201

100%

Enemy (17/33)



Enemy (18/33)



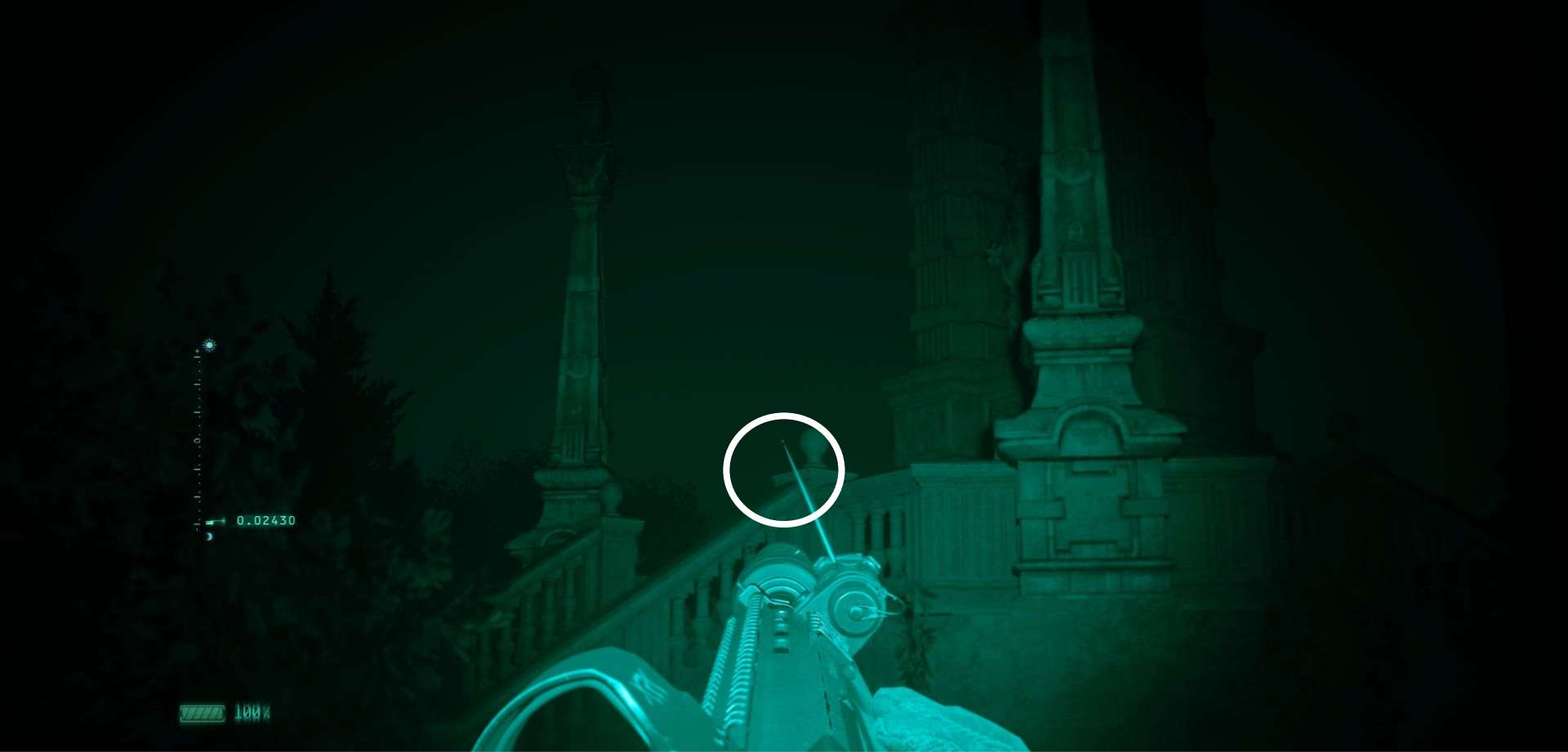
Enemy (19/33)



0.01559

100%

GO



0.02430

0.02430

100%

Enemy (20/33)



GO

0.00918

100%

Enemy (21/33)

Wait for other enemy to check body

Enemy (22/33)



Enemy (23/33)



0.00920

100%

Enemy (24/33)



Enemy (25/33)

Lights (04/04)

🏆 * LIGHTS OUT - Shut off the power to 4 buildings in 'Going Dark' (20/27)



Enemy (26/33)

Wait for enemy to check body

Enemy (27/33)



Al-Qatala Fighter 3: All you have to do is tell me where Barkov is. I want the location! Give

Enemy (28/33)



Enemy (29/33)

0.01491

0.01491

100%

GO



Enemy (30/33)

Wait for enemy to check body

Enemy (31/33)



Enemy (32/33)

0.98255

100%

GO



15
79

4





Enemy (33/33)

 * WE OWN THE NIGHT - Kill all enemies at the Church, Clocktower, and Pool without anyone calling for backup (21/27)

285 300 NW 330 345 | N | 30 NE 60 75 E

OBJECTIVE
Find Hadir.



Interrogate Prisoners x3

Get to the 3rd floor of the mansion using the ladder





NW 330 345 N 1 | 30 | NE 60 75 E 105

OBJECTIVE

Escape through the north-side tunnel.

Escape



30m

Model 680



Kyle: Got a visual on the tunnel!

CAMPAIGN

L1

STORY

CINEMATICS

R1




Borjomi, Georgia

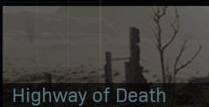
INTO THE FURNACE

41,8478, 43,405

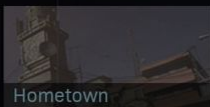
Claim rewards by completing mission while online.

 Deployment

 New Game  Resume Game



Highway of Death



Hometown



The Wolf's Den



Captive




Old Comrades






Going Dark



Into the Furnace 



 Back  Options  Select



Do not shoot gun

Press (D-Pad Up) to activate laser and use it to reach the top of the hill



🏆 * WARHEADS ON FOREHEADS - Reach Barkov's lab entrance using only drone strikes (22/27)



Dragon Thermal



Barkov: I don't care what time it is, I want Moscow on the line now, you hear me?! Tell

(R3)

(Square)

(R3) Spam to kill



You're a terrorist...

This is for my family...

Shut your mouth...

... I am Karim

Barkov: I told you, Farah, a long time ago, your country breeds terrorists...that's why you're

...Shut your mouth



Laswell: Russia disowned Barkov.



* TEA TIME - Complete the single player Campaign on any difficulty (23/27)



* OUT OF THE FIRE - Complete every single player mission on Veteran or Realism difficulty (24/27)

Animation

Aaron Williams
Amanda Newman
Anet Hambarsumian
Antony Scuria
Byeong Park
Chris Gonzo Gonzalez
Dustin Kimmich
Hanjin Song
Jeff Swenty
Jordan Jones
Jun Chang
Kristina Adelmeyer
Lindsey Troiano
Mark Grigsby
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Pete Day
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Seth Leviste
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Angel Pena
Avi Yeyni
Cassandra Dart
Conner Burke
Freddy Burgos
Jason Greenberg
Jonathan Kwok
Julian Krotser
Khoa Le
Liam Reynolds
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Puneet Neelapu
Ranon Saroni
Steven McClellan
Vincent Loisel

Art

Aaron Beck
Ali Jalal

Aaron Skillman
Alican Afsar

Alberto Herrera
Andrei Indrikson

CAMPAIGN

L1

STORY

CINEMATICS

R1

Urzikstan

TERMINAL_A1

Al-Raab, Urzikstan

PROXY WAR

42.9684, 40.1577

STATISTICS

Highest Difficulty Achieved: **Veteran**

Collateral Damage Assessment: **Rank A**

Claim rewards by completing mission while online.

A.01 E.02 C.03 G.04 E.05 F.06 G.07 H.08 I.09 L.10 K.11 L.12 M.13 N.14 O.15 P.16 Q.17 R.18 S.19 T.20 U.21 V.22 W.23 X.24 Y.25 Z.26

New Game

Chapter Select - Proxy War
Overwrite Current Mission - Yes
Recruit Difficulty



🏆 * WILD FIRE - Take down a flying Helicopter with a molotov (25/27)

PAUSED

Resume Game

Options

Change Difficulty

Last Checkpoint

Restart Mission

Quit to Campaign Menu


Mission:

PROXY WAR

Difficulty:

RECRUIT

Objectives:

 Secure Armory.

Last saved:
11/25/2019 12:30am

CAMPAIGN

L1

STORY

CINEMATICS

R1

Camden Town, UK

CLEAN HOUSE

51.5074, 0.1278

STATISTICS

Highest Difficulty Achieved: **Veteran**
Collateral Damage Assessment: **Rank A**
Claim rewards by completing mission while online.

New Game

Resume Game

Chapter Select - Clean House
Overwrite Current Mission - Yes
Recruit Difficulty



Kill enemies x3 (1 bullet each)



Kill enemies x3 (1 bullet each)



Kill enemies x3 (1 bullet each)



GO

0.01968

100%

Kill enemy x1 (1 bullet) under bed




Kill enemy x1 (1 bullet) wait for Price to say Drop Her

🏆 * GOLDEN PATH - Complete 'Clean House' without being hit using one bullet per threat (26/27)

🏆 * TIER 1 - Unlock all Trophies (27/27)

Status: Offline

 Go Online

CAMPAIGN

LOCAL MULTIPLAYER

LOCAL CO-OP

Various local cooperative modes and missions
await.



 Take It Online

Download

Modern Warfare® - Special Ops Pack

Overview

15.2GB | 10.24.2019 | Activision



ESRB Mature
Use of Drugs
Strong Language
Blood and Gore
Intense Violence
Suggestive Themes

In-Game Purchases
Users Interact

This pack contains Modern Warfare Special Ops content.

Network Players 2-20 - Full game requires PlayStation®Plus membership to access online multiplayer
DUALSHOCK®4
Online Play (Required)

PLAY WITH AN ACTIVISION ACCOUNT

To play Call of Duty®: Modern Warfare® you will need to login with an Activision account or sign up for a new one. Linking an Activision account enables crossplay and grants exclusive rewards.

Sign Up

Login



X Select O Cancel

SOGRTC1#3982820

1 / 20

0

0

Social

Add Controller For Split Screen

MULTIPLAYER

CAMPAIGN

CO-OP

Various cooperative modes and missions await.

Back Options Select

8.8.7269230 [8017.847+1]

L1

PLAY

WEAPONS

OPERATORS

BARRACKS

R1

1 / 4

0

0

Social

SPECIAL OPERATIONS

Choose your role, perfect your loadout, and deploy with 3 other Operators to complete epic story-based operations.

SURVIVAL

CLASSIC SPECIAL OPS

INTEL

CINEMATICS

PRIVATE MATCH



2d 22h 26m



2d 22h 26m

Back

Options

Select

OPERATION HEADHUNTER

OPERATION KUVALDA

OPERATION PALADIN

OPERATION CROSSWIND


OPERATION HARBINGER

OPERATION BRIMSTONE



OPERATION HEADHUNTER

Infiltrate, expose, and eliminate the terrorist network of Almalik- AQ's slumlord-in-chief.

 **Players**
4 - 4

 **Party Size**
1 - 4



OPERATION
HEADHUNTER
MISSION
OPERATIONS





OPERATION KVALDA

MISSION
OPERATIONS





OPERATION
PALADIN
MISSION
OPERATIONS





ACCOMMODATION SHEETS

NO.	NAME	NO.	NAME	NO.	NAME



WVD-2 Nuclear Warhead
CLASSIFICATION: UNCLASSIFIED

0-400 pounds (1-100 kg) 1.0 million tons of TNT (EO P-10)

ZARKHAEV ARMS

ZARKHAEV ARMS IAS MOSCOW TYPE

Ship Date: 02MAR93
 Serial No: 9315
 Account #: 12345678901
 CLASS: G

035-0-315 TYPEB
 03-315 TYPEB

73360



OPERATION
CROSSWIND
 MISSION
 OPERATIONS

An aerial view of a town with various buildings and a church tower. A semi-transparent blue banner is overlaid across the middle of the image. The banner contains the text 'MISSION ACCOMPLISHED' in large, bold, light blue letters, and 'EVERYONE SURVIVED' in smaller, white letters below it. There are white corner brackets in the top left and top right, and white crosshair-like symbols on the left and right sides of the banner.

MISSION ACCOMPLISHED

EVERYONE SURVIVED

🏆🏆 * LIBERATION - ?? (01/01)