

Schedule of Challenge Points

	Marksman			Expert			@ Rank
	I	II	III	I	II	III	
Assault Rifle							
M16	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
Ak-47	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
G3	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	25
M4	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	10
M14	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	46
G36c	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	37
MP44	No challenge			100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	52
Sub Machine Gun							
MP5	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
Skorpion	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
Min Uzi	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	13
AK-74U	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	28
P90	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	40
Light Machine Gun							
M249	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
RPD	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
M60E4	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	19
Shotgun							
W1200	100 <input type="checkbox"/>	500 <input type="checkbox"/>		100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
M1014	100 <input type="checkbox"/>	500 <input type="checkbox"/>		100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	31
Sniper Rifle							
M40A3	500 <input type="checkbox"/>	n/a <input type="checkbox"/>	n/a <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	7
M21	500 <input type="checkbox"/>	n/a <input type="checkbox"/>	n/a <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
Dragunov	500 <input type="checkbox"/>	n/a <input type="checkbox"/>	n/a <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	
R700	500 <input type="checkbox"/>	n/a <input type="checkbox"/>	n/a <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	34
Barrett .50 cal	500 <input type="checkbox"/>	n/a <input type="checkbox"/>	n/a <input type="checkbox"/>	100 <input type="checkbox"/>	500 <input type="checkbox"/>	1,000 <input type="checkbox"/>	49
Pistols							
M9	No challenge			No challenge			
USP .45	No challenge			No challenge			
M1911 .45	No challenge			No challenge			16
Desert Eagle	No challenge			No challenge			43 Gold version unlocked by attaining level 55

Unlock

@ Rank Description

For marksman get 25, 75, 150 kills with each weapon. For Elite get 25, 75, 150 head shots with each weapon.

For marksman get 25 and 50 kills with each weapon. For Elite get 25, 50, 100 head shots with each weapon.

For marksman get 100 kills with each Sniper Rifle. For Elite get 25, 75, 150 head shots with each Sniper Rifle.

Marksman/Elite Totals

4,100	8,000	14,000	2,200	11,000	22,000
Grand Totals			61,300		

Use the " " to mark when challenge completed.

Items in yellow have "Golden Gun" versions after completing all challenges in a group.

Boot Camp - Unlock at 9

Level (where applicable)

	I	II	III	
Radar Inbound	50 <input type="checkbox"/>			9 Kill 3 enemies without dying and call in a UAV
Air strike Inbound	50 <input type="checkbox"/>			9 Kill 5 enemies without dying and call in a AirStrike
Chopper Inbound	50 <input type="checkbox"/>			9 Kill 7 enemies without dying and call in a Chopper
Fly Swatter	250 <input type="checkbox"/>			9 Shoot Down a Enemy Helicopter
Marathon	250 <input type="checkbox"/>			12 Sprint for 26 miles total
Goodbye	250 <input type="checkbox"/>			12 Fall 30 feet or more to your death
Base Jump	250 <input type="checkbox"/>			12 Fall 15 feet or more and survive
Crouch Shot	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	12 Kill 5, 15, 30 enemies while crouching
Prone Shot	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	15 Kill 5, 15, 30 enemies while you are prone
Grenade Kill	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	15 Kill 1, 5, 10 enemies with a grenade
Point Guard	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	15 Get 5, 15, 30 assists
X-ray Vision	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	15 Kill 1, 5, 15 enemies through a wall using Deep Impact
Vandallism	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	18 Blow up 1, 5, 15 cars
Exposed	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	18 Call in 1, 10, 20 UAV
Backdraft	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	18 Destroy 1, 5, 15 enemies explosion device
Knife Veteran	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	18 Kill 1, 5, 15 enemies with the knife melee attack
Boot Camp Totals	4,750			

Operations - Unlock at 21

Free For All	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	21 Place in the top 3 in 1, 5, 15 Free for All matches
Team Player	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	21 Win 5, 15, 30 Team DeathMatch matches
Search and Destroy	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	21 Win 5, 15, 30 Search and Destroy matches
MVP Team Deathmatch	250 <input type="checkbox"/>			21 Get the top score overall in a Team Deathmatch game
Hardcore Team Player	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	24 Win 1, 5, 15 Hardcore Team Deathmatch games
Sabotage Victor	50 <input type="checkbox"/>	100 <input type="checkbox"/>	250 <input type="checkbox"/>	24 Win 5, 20, 50 Sabotage games
MVP Team Hardcore	250 <input type="checkbox"/>			24 Get the top score overall in a Team Hardcore game
Bomb Down	250 <input type="checkbox"/>			27 Kill the bomb carrier in either Search and Destroy or Sabotage
Bomb Defender	250 <input type="checkbox"/>			27 Kill the Bomb defender in a Search and Destroy or Sabotage match

Bomb Planter	250	□		
Hero	250	□		
Last Man Standing	250	□		
Operations Totals	3,750			

- 27 Kill the Bomb planter in a Search and Destroy or Sabotage match
- 27 Defuse a bomb in Search and Destroy
- 27 Be the last man standing in Search and Destroy

Killer - Unlock at 30

Claymore Shot	250	□		
Assault Expert	50	□	100	□
SMG Expert	50	□	100	□
LMG Expert	50	□	100	□
Last Stand	50	□	100	□
Master Chef	50	□	100	□
Air Strike Veteran	50	□	100	□
Chopper Veteran	50	□	100	□
Stun Veteran	50	□	100	□
Multi RPG	250	□		
Clay More	250	□		
Martyrdom Veteran	50	□	100	□
Stealth	50	□	100	□
Invisible	50	□	100	□
Counter Claymore	50	□	100	□
Counter C4	50	□	100	□
Killer Totals	5,950			

- 30 Kill 5 enemies using Claymore's
- 30 Kill 5, 25, 50 enemies with a headshot using an Assault Rifle
- 30 Kill 5, 25, 50 enemies with a headshot using an SMG Rifle
- 30 Kill 5, 25 enemies with a headshot using an LMG Rifle
- 33 Kill 1, 5, 15 enemies using the last stand perk
- 33 Kill 5, 10, 20 enemies using a cooked grenade
- 33 Kill 5, 15, 30 enemies by calling in an airstrike
- 33 Kill 5, 15, 30 enemies by calling in a Chopper
- 36 Kill 5, 10, 25 enemies dazed by a stun grenade
- 36 Kill 2 or more enemies with a single RPG shot
- 36 Kill 2 enemies with a single claymore
- 36 Kill 1, 10, 25 enemies with a dropped grenade from the Martyrdom perk
- 39 Kill 10, 25, 50 enemies using a silenced weapon
- 39 Kill 5, 25, 50 enemies using a sniper rifle
- 39 Kill 1, 5, 10 enemies by shooting a claymore
- 39 Kill 1, 5, 10 enemies by shooting a C-4

Humiliation - Unlock at 42

Airborne	250	□		
Multi-frag	250	□		
Carpet Bomb	250	□		
MG Master	250	□		
Slasher	250	□		
Multi-C4	250	□		
Hot Potato	50	□	100	□
Car Bomb	250	□		
Backstabber	250	□		
Slow But Sure	250	□		
Flashbang Veteran	50	□	100	□

- 42 Get a 2 kill streak with bullets while midair
- 42 Kill 2 or more enemies with a single frag grenade
- 42 Kill 5 enemies with a single airstrike
- 42 Get a 5-kill streak while on a mounted machine gun
- 45 Get a 3-melee kill streak without dying
- 45 Kill 2 or more enemies with a single C4 pack
- 45 Kill 1, 5, 15 enemies with a thrown-back grenade
- 45 Kill 1 enemy by destroying a car
- 47 Stab an enemy in the back with your knife
- 47 Kill 1 enemy while being stunned by a stun grenade
- 47 Kill 5, 10, 25 enemies dazed by a flashbang

Misery Loves Company	50	100	250	47	Kill yourself and 1st, 2nd, 3rd enemy by cooking a grenade without throwing it
Ouch	50	100	250	48	Kill 1, 5, 15 enemies w/ a rifle-mounted grenade launcher w/o detonation (direct impact)
Rival	250			48	Kill the same enemy 5 times in a single match
Cruelty	250			48	Kill an enemy, pick up his weapon, and kill him again with his own weapon
Think Fast	250			48	Finish an enemy off by hitting him with a frag grenade (direct impact)
Think Fast Stun	250			50	Finish an enemy off by hitting him with a stun grenade (direct impact)
Think Fast Flash	250			50	Finish an enemy off by hitting him with a flash grenade (direct impact)
Return to Sender	250			50	Kill an enemy by shooting his C-4
Blindfire	250			50	Kill an enemy while you're still dazed by a flashbang
Humiliation Totals	5,600				









Elite - Unlock at 51

The Brink	250			51	Get a kill streak of 3 or more while near death (screen flashing red)
Collateral Damage	250			51	Kill 2 or more enemies with a single sniper rifle bullet
The Edge	50	100	250	51	Get the last kill in a match 1x, 5x, 10x
Flawless	250			51	Play an entire full-length match without dying
Tango Down	250			53	Kill every member of the enemy team (4-enemy minimum)
Hard Landing	250			53	Kill an enemy that is currently in midair
Extreme Cruelty	250			53	Kill every member of the enemy team (at least 4 enemies) without dying
Fast Swap	250			53	Hurt an enemy with a primary weapon, and then finish him off with a pistol
Star Player	250			53	Play an entire match of any game type with a 5:1 kill/death ratio
How The?	250			53	Kill an enemy by using bullet penetration to shoot an explosive device through a wall
Dominos	250			53	Kill an enemy by setting off a chain reaction of explosives
No Secrets	250			54	Call in a UAV 3 times in a single match
Afterburner	250			54	Call in an airstrike twice in a single match
Air Superiority	250			54	Call in a helicopter twice in a single match
Fearless	250			54	Kill 10 enemies in a single match without dying
Counter-MVP	250			54	Kill the #1 player on the enemy team 10 times in a single match
Invincible	250			54	Get 5 health regenerations from enemy damage in a row, without dying
Survivalist	250			54	Survive for 5 consecutive minutes
Elite Totals	4,650				


Special Thanks to Payle Ryder, DCIII, Braincake, Commando92, Wilvoeka, Gold007eye and others for help!







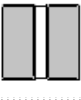










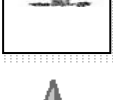













Marksman/Elite Grand Totals	61,300
Boot Camp Totals	4,750
Operations	3,750
Killer Totals	5,950
Humiliation	5,600
Elite	4,650
Sub-total all Challenges	86,000

Points	
XP	XP
Required	Increase

Rank#	Insignia	Rank Title	Required	Increase
1 <input type="checkbox"/>		Private First Class	0	
2 <input type="checkbox"/>		Private First Class I	30	+30
3 <input type="checkbox"/>		Private First Class II	120	+90
4 <input type="checkbox"/>		Lance Corporal	270	+150
5 <input type="checkbox"/>		Lance Corporal I	480	+210
6 <input type="checkbox"/>		Lance Corporal II	750	+270
7 <input type="checkbox"/>		Corporal	1,080	+330
8 <input type="checkbox"/>		Corporal I	1,470	+390
9 <input type="checkbox"/>		Corporal II	1,920	+450
10 <input type="checkbox"/>		Sergeant	2,430	+510
11 <input type="checkbox"/>		Sergeant I	3,000	+570
12 <input type="checkbox"/>		Sergeant II	3,650	+650
13 <input type="checkbox"/>		Staff Sergeant	4,380	+730
14 <input type="checkbox"/>		Staff Sergeant I	5,190	+810
15 <input type="checkbox"/>		Staff Sergeant II	6,080	+890
16 <input type="checkbox"/>		Gunnery Sergeant	7,050	+970
17 <input type="checkbox"/>		Gunnery Sergeant I	8,100	+1,050
18 <input type="checkbox"/>		Gunnery Sergeant II	9,230	+1,130
19 <input type="checkbox"/>		Master Sergeant	10,440	+1,210
20 <input type="checkbox"/>		Master Sergeant I	11,730	+1,290
21 <input type="checkbox"/>		Master Sergeant II	13,100	+1,370
22 <input type="checkbox"/>		Master Gunnery Sergeant	14,550	+1,450
23 <input type="checkbox"/>		Master Gunnery Sergeant I	16,080	+1,530
24 <input type="checkbox"/>		Master Gunnery Sergeant II	17,690	+1,610

Prestige Ranks

	Prestige - level 1	<input type="checkbox"/>
	Prestige - Level 2	<input type="checkbox"/>
	Prestige - Level 3	<input type="checkbox"/>
	Prestige - Level 4	<input type="checkbox"/>
	Prestige - Level 5	<input type="checkbox"/>
	Prestige - Level 6	<input type="checkbox"/>
	Prestige - Level 7	<input type="checkbox"/>
	Prestige - Level 8	<input type="checkbox"/>
	Prestige - Level 9	<input type="checkbox"/>
	PRESTIGE - LEVEL 10! <i>xCommando92</i>	<input type="checkbox"/>

25		2nd Lieutenant	19,380	+1,690
26		2nd Lieutenant I	21,150	+1,770
27		2nd Lieutenant II	23,000	+1,850
28		1st Lieutenant	24,930	+1,930
29		1st Lieutenant I	26,940	+2,010
30		1st Lieutenant II	29,030	+2,090
31		Captain	31,240	+2,210
32		Captain I	33,570	+2,330
33		Captain II	36,020	+2,450
34		Major	38,590	+2,570
35		Major I	41,280	+2,690
36		Major II	44,090	+2,810
37		Lt. Colonel	47,020	+2,930
38		Lt. Colonel I	50,070	+3,050
39		Lt. Colonel II	53,240	+3,170
40		Colonel	56,530	+3,290
41		Colonel I	59,940	+3,410
42		Colonel II	63,470	+3,530
43		Brigadier General	67,120	+3,650
44		Brigadier General I	70,890	+3,770
45		Brigadier General II	74,780	+3,890
46		Major General	78,790	+4,010
47		Major General I	82,920	+4,130
48		Major General II	87,170	+4,250
49		Lieutenant General	91,540	+4,370
50		Lieutenant General I	96,030	+4,490
51		Lieutenant General II	100,640	+4,610
52		General	105,370	+4,730
53		General I	110,220	+4,850
54		General II	115,190	+4,970
55		Commander	120,280	+5,090

Prestige levels do not open any new perks, equipment, or weapons....that includes achieving level 10.

Link to rank insignia

<http://usmilitary.about.com/od/theseervices/a/rankchart.htm>

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Perks

Select one from each category when making custom class

Rank

Required Perk	Description	Level
C4 x2	Bring 2 packs of C4	Perk Class 1
RPG-7 x2		Perk Class 1
Special Greandes x3		Perk Class 1
14 Bomb Squad	Allows you to see claymores and C4 placed by enemy.	Perk Class 1
23 Claymore	Equip 2x claymore	Perk Class 1
32 Bandolier	Start with extra ammo	Perk Class 1
41 Frag Grenades x3	Bring 3 more frag grenades	Perk Class 1
Juggernaut	Increased health	Perk Class 2
Sonic Boom	Extra explosive damage	Perk Class 2
Stopping Power	Extra stopping power for rounds	Perk Class 2
11 UAV Jammer	You won't show on map when other team has UAV deployed	Perk Class 2
20 Sleight of Hand	Reload Faster	Perk Class 2
29 Double Tap	Faster fire rate	Perk Class 2
38 Overkill	Carry 2 primary weapons, no pistol.	Perk Class 2
Deep Impact	Rounds penetrate material with more power	Perk Class 3
Extreme Conditioning	Sprint for longer distance	Perk Class 3
Steady Aim	Better rifle control for hip fire of weapons	Perk Class 3
8 Last Stand	When hit you enter pistol only mode. Spin in place and fire pistol untill you expire	Perk Class 3
17 Martyrdom	When killed you drop a live grenade with short fuse	Perk Class 3
26 Iron Lungs	Longer breath for steadier sniper shots	Perk Class 3
35 Eavesdrop	Listen to comms of nearby enemies	Perk Class 3
44 Dead Silence	Your soldier makes no sounds.	Perk Class 3

Challenges

Rank

Required Item	Description
5 Opens Gun Challenges	
9 Boot Camp Challenges 1	
15 Boot Camp Challenges 2	
18 Boot Camp Challenges 3	

- 21 Operations Challenges
- 24 Operations Challenges 2
- 27 Operations Challenges 3
- 30 Killer Challenges
- 33 Killer Challenges 2
- 36 Killer Challenges 3
- 39 Killer Challenges 4
- 42 Humiliation Challenges
- 45 Humiliation Challenges 2
- 47 Humiliation Challenges 3
- 48 Humiliation Challenges 4
- 50 Humiliation Challenges 5
- 51 Elite Challenges
- 53 Elite Challenges 2
- 54 Elite Challenges 3

Other items "earned"

Rank	Item	Description
2	Use Demolitions Class	
4	Ability to Create a Class	Allows the player to create custom classes.
6	Opens New playlists	Opens more host options.
12	Clan Tag	Allows you to customize 4 letters in front of your name
55	Prestige Mode	Re-set all statistics and earned items for player to "re-earn".

