

Modern Warfare 4 Camo Challenges · All 33 Weapons

Multiplayer · Special camos (weapon level + challenge) → Gold → Platinum → Harmonic Break → Divergence · Pre-launch data, checked October 17, 2026

Weapon	Special Camo 1	Special Camo 2	Special Camo 3	Gold	Platinum	Harmonic Break
Assault Rifles	Gold: 15 kills in one match · Platinum: 50 headshot kills · Harmonic Break: 25 double kills					
M4	Lv 26 20 point-blank kills	Lv 51 20 kills while mounted	Lv 72 25 kills from behind	15 kills in one match	50 headshot kills	25 double kills
Han 86	Lv 25 20 kills while mounted	Lv 46 50 kills with a suppressor	Lv 72 3 kills without dying, 15 times	15 kills in one match	50 headshot kills	25 double kills
Hyeon Burst ‡	Lv 23 2 kills without reloading, 10 times	Lv 46 20 longshot kills	Lv 68 100 kills in full-auto mode †	15 kills in one match	50 headshot kills	25 double kills
Kastov 762	Lv 24 3 kills without dying, 10 times	Lv 48 20 longshot kills	Lv 71 30 hipfire kills	15 kills in one match	50 headshot kills	25 double kills
Patriot XMR	Lv 14 20 hipfire kills	Lv 49 50 kills with a suppressor	Lv 72 30 longshot kills	15 kills in one match	50 headshot kills	25 double kills
Oden	Lv 25 25 grenade launcher kills (exact requirement unverified) †	Lv 44 2 kills without reloading, 10 times	Lv 65 100 kills while aiming down sights	15 kills in one match	50 headshot kills	25 double kills
Axion	Lv 23 20 longshot kills	Lv 45 25 grenade launcher kills (exact requirement unverified) †	Lv 69 2 kills without reloading, 10 times	15 kills in one match	50 headshot kills	25 double kills
Cronen Squall	Lv 24 20 point-blank kills	Lv 45 20 kills while mounted	Lv 67 3 kills without dying, 15 times	15 kills in one match	50 headshot kills	25 double kills
Submachine Guns	Gold: 15 kills in one match · Platinum: 25 kills from behind · Harmonic Break: 50 hipfire kills					
ISO Nightshade	Lv 22 50 kills while aiming down sights	Lv 44 10 double kills	Lv 64 15 longshot kills	15 kills in one match	25 kills from behind	50 hipfire kills
VEL 46	Lv 20 20 kills while prone	Lv 40 20 kills while prone	Lv 60 20 headshot kills	15 kills in one match	25 kills from behind	50 hipfire kills
WZ.55 Striga	Lv 20 50 kills with a suppressor	Lv 41 20 kills while jumping	Lv 60 40 point-blank kills	15 kills in one match	25 kills from behind	50 hipfire kills
PPSh-41	Lv 20 10 double kills	Lv 41 20 longshot kills	Lv 82 100 kills while aiming down sights	15 kills in one match	25 kills from behind	50 hipfire kills
X-58 Nyx	Lv 17 20 kills while moving	Lv 35 20 longshot kills	Lv 53 40 headshot kills	15 kills in one match	25 kills from behind	50 hipfire kills
Shotguns	Gold: 15 kills in one match · Platinum: 125 hipfire kills · Harmonic Break: 2 kills without reloading, 25 times					
Rezi 12	Lv 22 20 point-blank kills	Lv 42 10 longshot kills	Lv 60 40 kills while jumping	15 kills in one match	125 hipfire kills	2 kills without reloading, 25 times
Warlord	Lv 21 20 kills while moving	Lv 41 10 double kills	Lv 60 50 kills while prone	15 kills in one match	50 hipfire kills*	2 kills without reloading, 25 times
Light Machine Guns	Gold: 15 kills in one match · Platinum: 3 kills without dying, 15 times · Harmonic Break: 2 kills without releasing the trigger, 25 times					
FINN	Lv 18 20 point-blank kills	Lv 39 2 kills without reloading, 10 times	Lv 60 30 longshot kills	15 kills in one match	3 kills without dying, 15 times	2 kills without releasing the trigger, 25 times
Type 73	Lv 23 20 kills while mounted	Lv 45 10 double kills	Lv 65 40 headshot kills	15 kills in one match	3 kills without dying, 15 times	2 kills without releasing the trigger, 25 times
APOC-338	Lv 15 20 hipfire kills	Lv 36 20 longshot kills	Lv 56 100 kills while prone	15 kills in one match	3 kills without dying, 15 times	2 kills without releasing the trigger, 25 times
Marksman Rifles	Gold: 15 kills in one match · Platinum: 75 kills while prone · Harmonic Break: 75 one-shot kills					
MAR-9	Lv 26 20 kills while mounted	Lv 49 25 kills while crouched	Lv 73 30 longshot kills	15 kills in one match	75 kills while prone	75 one-shot kills
Oris 8.6	Lv 27 10 quikscope kills	Lv 49 20 double kills	Lv 70 3 kills without dying, 15 times	15 kills in one match	75 kills while prone	75 one-shot kills
Mosin-Nagant	Lv 25 25 headshot kills	15 longshot kills	20 headshot kills	15 kills in one match	75 kills while prone	75 one-shot kills
Sniper Rifles	Gold: 15 kills in one match · Platinum: 75 kills while prone · Harmonic Break: 75 one-shot kills					
KG-7 Vulcan	Lv 22 10 hipfire kills	Lv 47 20 headshot kills	Lv 75 2 kills without taking damage, 20 times	15 kills in one match	75 kills while prone	75 one-shot kills
Astaroth .57	Lv 20 3 kills without dying, 10 times	Lv 37 20 kills while mounted	Lv 54 2 kills within 5 seconds, 20 times	15 kills in one match	75 kills while prone	75 one-shot kills
Signal .50	Lv 28 2 kills within 5 seconds, 10 times	Lv 52 20 quikscope kills	Lv 74 40 longshot kills	15 kills in one match	75 kills while prone	75 one-shot kills
Pistols	Gold: 15 kills in one match · Platinum: 20 kills from behind · Harmonic Break: 40 hipfire kills					
Sang 9mm	Lv 13 25 kills while aiming down sights	Lv 25 3 kills without dying, 5 times	Lv 38 50 akimbo kills	15 kills in one match	20 kills from behind	40 hipfire kills
Krait P68	Lv 13 15 kills while hanging †	Lv 25 15 point-blank kills	Lv 38 30 kills with a suppressor	15 kills in one match	20 kills from behind	40 hipfire kills
.50 GS	Lv 18 25 headshot kills	Lv 34 7 double kills	Lv 50 30 point-blank kills	15 kills in one match	20 kills from behind	40 hipfire kills
Mojave .357	Lv 16 15 one-shot kills	Lv 30 2 kills without reloading, 10 times	Lv 44 30 point-blank kills	15 kills in one match	20 kills from behind	40 hipfire kills
Launchers	Gold: 15 kills in one match · Platinum: 2 kills without taking damage, 15 times · Harmonic Break: 10 kills in a single match, 7 times					
PILA	Lv 16 10 direct-impact kills	Lv 31 5 double kills	Lv 46 Destroy 30 scorestreaks or vehicles	15 kills in one match	2 kills without taking damage, 15 times	10 kills in a single match, 7 times
RPG-8	Lv 16 10 direct-impact kills	Lv 31 10 longshot kills	Lv 46 Destroy 30 scorestreaks or vehicles	15 kills in one match	2 kills without taking damage, 15 times	10 kills in a single match, 7 times
JOKR	Lv 16 5 double kills	Lv 31 10 longshot kills	Lv 46 Destroy 30 scorestreaks or vehicles	15 kills in one match	2 kills without taking damage, 15 times	10 kills in a single match, 7 times
PM-40 Anvil	Lv 16 25 direct-impact kills	Lv 31 2 kills without reloading, 5 times	Lv 46 40 kills while moving	15 kills in one match	2 kills without taking damage, 15 times	10 kills in a single match, 7 times
Melee	Gold: 15 kills in one match · Platinum: 3 kills without dying, 15 times · Harmonic Break: 25 kills from behind					
Combat Knife	Lv 16 25 kills while jumping	Lv 31 25 heavy melee executions †	Lv 46 2 kills within 5 seconds, 25 times	15 kills in one match	3 kills without dying, 15 times	25 kills from behind

Divergence unlocks after Harmonic Break on enough weapons in the class. * Warlord Platinum: this sheet lists 50 hipfire kills; the shotgun class rule elsewhere is 125, unresolved. † Translated from a pre-launch sheet; exact in-game wording not yet checked (the grenade launcher entries could refer to a 40mm launcher or a 40-metre range. ‡ Weapon-name mapping unverified). Not published by Activision; verify in-game from October 23.