

# **Black Ops 6 Camo Challenges**

## **Military Camos**

### **Multiplayer**

Assault Rifles - 100 Headshots  
Smgs - 100 Headshots  
Shotguns - 100 Headshots  
Lmgs- 100 Headshots  
Marksman Rifles - 100 Headshots  
Sniper Rifles - 100 Headshots  
Pistols - 100 Headshots  
Launchers - 50 kills OR Scorestreak Destructions  
Melee - 100 kills

### **Zombies**

Assault Rifles - 2000 Headshots  
Smgs - 2000 Headshots  
Shotguns - 2000 Headshots  
Lmgs- 2000 Headshots  
Marksman Rifles - 2000 Headshots  
Sniper Rifles - 2000 Headshots  
Pistols - 2000 Headshots  
Launchers - 2000 kills  
Melee - 2000 kills

## **Special Camos**

## Assault rifles

Xm4

(Multiplayer)

30 kills shortly after sprinting  
30 kills without taking damage

(zombies)

300 kills with napalm burst  
30 vermin kills

Ak-74

(Multiplayer)

50 kills with the strategist combat specialty active  
20 kills with the underbarrel grenade launcher

(Zombies)

5 critical kills (Headshots) rapidly 15 times  
300 pack a punch kills

Ames 85

(Multiplayer)

30 kills without taking damage  
2 kills without reloading 10 times

(Zombies)

300 kills at rare or higher rarity  
300 kills with brain rot equipped

Gpr-91

(Multiplayer)

Ambush - 30 kills shortly after sprinting  
Cact cathode - 50 kills while moving

(Zombies)

300 kills with cryo-freeze  
kill 100 enemies affected by tactical equipment

Model L

(Multiplayer)

50 kills with the enforcer specialty equipped  
50 suppressed kills

(Zombies)

75 armored zombie kills  
5 critical kills (Headshots) rapidly 15 times

Goblin MK2

(Multiplayer)

30 kills without taking damage  
20 kills with underbarrel launcher

(Zombies)

10 mangler kills  
5 critical kills (Headshots) rapidly 15 times

As Val

(Multiplayer)

50 kills with the recon combat specialty  
30 hipfire kills

(Zombies)

30 parasite kills  
300 kills with dead wire equipped

## Smgs

C9

(Multiplayer)

30 kills shortly after sprinting  
50 suppressed kills

(Zombies)

30 parasite kills  
300 pack a punch kills

KSV

(Multiplayer)

2 kills without reloading 10 times  
50 kills while moving

(Zombies)

300 kills with dead wire equipped  
300 hipfire kills

Tanto .22

(Multiplayer)

50 kills while moving  
30 kills taking no damage  
(Zombies)  
5 headshots rapidly 15 times  
300 pack a punch kills  
PP-919  
(Multiplayer)  
30 hipfire kills  
50 kills with the strategist combat specialty equipped  
(Zombies)  
300 kills with cryofreeze  
10 kills without reloading 15 times  
Jackal PDW  
(Multiplayer)  
30 kills shortly after sprinting  
30 point blanks  
(Zombies)  
300 kills with napalm burst  
300 hipfire kills  
Kompakt 92  
(Multiplayer)  
30 hipfire kills  
30 kills shortly after sprinting  
(Zombies)  
300 kills at rare or higher rarity  
300 point blank kills

## Shotguns

Marine Sp  
(Multiplayer)  
30 hipfire kills  
30 kills shortly after sprinting  
(Zombies)  
300 kills at rare or higher rarity

300 hipfire kills

Asg-89

(Multiplayer)

30 point blanks

50 kills while moving

(Zombies)

100 kills affected by tactical

30 parasite kills

## Lmgs

Pu-21

(Multiplayer)

30 kills shortly after sprinting

2 kills without reloading 10 times

(Zombies)

10 mangler kills

300 hipfire kills

Xmg

(Multiplayer)

2 kills without releasing trigger 5 times

50 kills while moving

(Zombies)

10 kills without reloading 15 times

300 kills with brain rot

Gpmg-7

(Multiplayer)

50 kills with strategist combat specialty

30 point blanks

(Zombies)

300 point blanks

10 kills without reloading 15 times

## Marksman Rifles

Swat 5.56

(Multiplayer)

50 kills with 4.0x optic or higher

50 kills with enforcer combat specialty

(Zombies)

100 kills affected by tacticals

75 armored zombie kills

**Tsarkov 7.62**

(Multiplayer)

15 longshots

50 kills with strategist combat specialty

(Zombies)

100 kills affected by tacticals

300 kills with dead wire

**Aek-973**

(Multiplayer)

2 kills without reloading 10 times

50 kills with 4.0x optic or higher

(Zombies)

300 kills with cryofreeze

300 kills with napalm burst

**Dm-10**

(Multiplayer)

50 suppressed kills

15 longshots

(Zombies)

5 headshots rapidly 15 times

300 kills at rare or higher rarity

## Sniper Rifles

**Lw3a1 Frostline**

(Multiplayer)

50 kills with recon combat specialty

2 kills without reloading 10 times

(Zombies)

300 kills at rare or higher rarity

30 parasite kills

**SVD**

(Multiplayer)

50 kills with recon combat specialty

50 kills with 4.0x optic or higher

(Zombies)

300 pack a punch kills

5 headshots rapidly 15 times

**Lr 7.62**

(Multiplayer)

30 one shot kills

15 longshots

(Zombies)

10 manglers kills

300 kills with brain rot

## Pistols

**9mm pm**

(Multiplayer)

15 kills shortly after switching weapons

50 suppressed kills

(Zombies)

300 kills with cryofreeze

300 kills with deadwire

**Grekhova**

(Multiplayer)

30 hipfire kills

50 kills with enforcer combat specialty

(Zombies)

10 mangler kills

5 headshots rapidly 15 times

**Gs45**

(Multiplayer)

30 point blanks  
15 kills shortly after switching weapons  
(Zombies)  
300 kills at rare or higher rarity  
300 hipfire kills  
Stryder .22  
(Multiplayer)  
50 kills while moving  
50 kills with recon combat specialty  
(Zombies)  
300 point blanks  
30 vermin kills

## Launchers

He-1  
(Multiplayer)  
10 direct impact kills  
Destroy 10 scorestreaks or equipment  
(Zombies)  
30 vermin kills  
300 kills at rare or higher rarity  
Cigma 28  
(Multiplayer)  
10 direct impact kills  
Destroy 15 aerial scorestreaks  
(Zombies)  
300 kills while pack a punched  
Kills 75 armored zombies

## Melee

Knife  
(Multiplayer)  
50 kills with enforcer combat specialty  
30 kills without taking damage



(Zombies)

300 kills with brain rot equipped

75 armored zombie kills

Baseball bat

(Multiplayer)

15 kills shortly after switching weapons

30 kills without taking damage

(Zombies)

300 kills at rare or higher rarity

30 vermin kills

## **Gold/Mystic Gold**

### **Multiplayer**

Assault Rifles - 10 double kills

Smgs - 10 double kills

Shotguns - 10 double kills

Lmgs - 10 double kills

Marksman Rifles - 10 double kills

Sniper Rifles - 10 double kills

Pistols - 10 double kills

Launchers - 3 destructions in a single match 3 times

Melee - 10 double kills

### **Zombies**

Assault Rifles - 10 kills rapidly 15 times

Smgs - 10 kills rapidly 15 times

Shotguns - 10 kills rapidly 15 times

Lmgs - 10 kills rapidly 15 times

Marksman Rifles - 10 kills rapidly 15 times

Snipers - 10 kills rapidly 15 times

Pistols - 10 kills rapidly 15 times

Launchers - 3 kills in a single shot 15 times

Melee - 10 kills rapidly 15 times

## **Diamond/Opal**

### **Multiplayer**

Assault Rifles - 3 kills without dying 10 times  
Smgs - 3 kills without dying 10 times  
Shotguns - 3 kills without dying 10 times  
Lmgs - 3 kills without dying 10 times  
Marksman Rifles - 3 kills without dying 10 times  
Snipers - 3 kills without dying 10 times  
Pistols - 3 kills without dying 10 times  
Launchers - 3 kills in a single match 10 times  
Melee - 3 kills without dying 10 times

### **Zombies**

Assault Rifles - 30 special zombies kills  
Smgs - 30 special zombies kills  
Shotguns - 30 special zombies kills  
Lmgs - 30 special zombies kills  
Marksman Rifles - 30 special zombies kills  
Snipers - 30 special zombies kills  
Pistols - 30 special zombies kills  
Launchers - 30 special zombies kills  
Melee - 30 special zombies kills

## **Dark Spine/Afterlife**

### **Multiplayer**

Assault Rifles - 3 triple kills or better  
Smgs - 3 triple kills or better  
Shotguns - 3 triple kills or better  
  
Lmgs - 3 triple kills or better

Marksman Rifles - 3 triple kills or better  
Snipers - 3 triple kills or better  
Pistols - 3 triple kills or better  
Launchers - 5 destructions in a single game 3 times  
Melee - 3 triple kills or better

## Zombies

Assault Rifles - 20 consecutive kills without being damaged 10 times  
Smgs - 20 consecutive kills without being damaged 10 times  
Shotguns - 20 consecutive without being damaged kills 10 times  
Lmgs - 20 consecutive kills without being damaged 10 times  
Marksman Rifles - 20 consecutive kills without being damaged 10 times  
Snipers - 20 consecutive kills without being damaged 10 times  
Pistols - 20 consecutive kills without being damaged 10 times  
Launchers - 20 consecutive kills without being damaged 10 times  
Melee - 20 consecutive kills without being damaged 10 times

## **Dark Matter/Nebula**

### Multiplayer

Assault Rifles - 3 bloodthirsties  
Smgs - 3 bloodthirsties  
Shotguns - 3 bloodthirsties  
Lmgs - 3 bloodthirsties  
Marksman Rifles - 3 bloodthirsties  
Snipers - 3 bloodthirsties  
Pistols - 3 bloodthirsties  
Launchers - 5 destructions (vehicle/scorestreak) in a single game 3 times  
Melee - 3 bloodthirsties

## Zombies

Assault Rifles - 10 elite kills

Smgs - 10 elite kills

Shotguns - 10 elite kills

Lmgs - 10 elite kills

Marksman Rifles - 10 elite kills

Snipers - 10 elite kills

Pistols - 10 elite kills

Launchers - 10 elite kills

Melee - 10 elite kills