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Modern Warfare 2

Behind Enemy Lines

Entry Location:

Online Multiplayer

To get the behind enemy lines title, all you have to do is get a 10 killstreak with no killstreaks equipped. By the way, the emblem is Captain Price.

Weapon Attachments

Grenade Launcher (Assault Rifles only)

Grip (Increases accuracy - Light Machine Guns and Shotguns only)

Rapid Fire (SMG only)

Red Dot Sight

Silencer (Shots do not show up on enemy minimap)

ACOG Scope

FMJ (Increases damage)

Shotgun

Akimbo (Hold two weapons simultaneously - SMG and Machine Pistols only)

Holographic Sight

Heartbeat Sensor

Thermal (A scope which highlights enemies in white)

Tactical Knife (Pistols only)

Extended Mags

Equipment

Frag – Cookable fragmentation grenades.

Semtex – Timed sticky explosives.

Throwing Knife (lvl. 7) – Throw it and pick it back up.

Tactical Insertion (lvl. 11) – Choose where to respawn.

Blast Shield (lvl. 19) – Increased explosive resistance.

Claymore (lvl. 31) – Anti-personnel mines.

C4 (lvl. 43) – Remote-detonating explosives.

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Perks

Perk 1

Marathon – Infinite sprint. (Pro: Mantle faster.)

Sleight of Hand – Faster reloading. (Pro: Faster aiming.)

Scavanger (lvl 13) – Resupply from dead bodies. (Pro: Extra mags.)

Bling (lvl 21) – Two primary weapon attachments. (Pro: Two secondary attachments.)

One Man Army (lvl 45) – Swap classes while alive. (Pro: Swap classes faster.)

Perk 2

Stopping Power – Increased bullet damage. (Pro: Extra damage vs. enemy vehicles.)

Lightweight – Move faster. (Pro: Faster knife speed.)

Hardline (lvl. 9) – Perks require one less kill. (Pro: Deathstreaks require one less death.)

Cold-Blooded (lvl. 25) – Undetectable by UAV, air support, sentries, and thermal. (Pro: No red name or crosshair when targeted.)

Danger Close (lvl. 33) - Increases explosive weapons damage. (Pro: Extra air support damage.)

Perk 3

Commando – Increased melee distance. (Pro: No falling damage.)

Steady Aim – Increased hip fire accuracy. (Pro: Hold your breath longer.)

Scrambler (lvl. 17) – Jam enemy radar near you. (Pro: Delays the explosion of enemy claymores.)

Ninja (lvl. 29) – Invisible to heartbeat sensors. (Pro: Move Silently.)

SitRep (lvl. 37) - Detects enemy explosives and tactical insertions. (Pro: Makes enemy footsteps louder.)

Last Stand (lvl. 41) – We haven't actually unlocked this yet, but we assume it is similar to the Last Stand from CoD 4, which allows a player, upon his death, to take a few shots with his secondary weapon.