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In a 2012 interview, Alavi said he had three goals while working on "No Russian": "Sell why Russia would attack the U.S., make the player have an emotional connection to the bad guy Makarov, and do that in a memorable and engaging way." Alavi drew inspiration from news articles and films, and did not interview victims ...

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span>No Russian - Wikipedia : wiki : No_Russian

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"No Russian" is the fourth campaign mission of Call of Duty: Modern Warfare 2. The mission sees the player take part in an airport massacre of hundreds of civilians, and made Call of Duty: Modern Warfare 2 one of the most controversial games to date.

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span>No Russian | Call of Duty Headquarters Wiki - Fandom : wiki : No_Russian

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