Vladimir Makarov Feats Doc
By Darthren132



“This man Makarov is fighting his own war and he has no rules. No boundaries. He doesn't flinch at torture, human trafficking, or genocide. He's not loyal to a flag or country or any set of ideals. He trades blood for money.”

Vladimir Makarov serves as the main antagonist for the Call of Duty Modern Warfare original trilogy, and the Modern Warfare 3 reboot video games. He is known for causing one of the most infamous missions in gaming history. Makarov is a Russian ultranationalist terrorist that incites most of the events that take place during those games. This doc’s purpose is to introduce new characters into the scd community and might possibly be the first of a series of docs aiming to bring light to new or underrated characters to scd. Now this will be my first doc I have made so I apologize if things aren't explained well or for any inconsistencies.

Please use dark mode for easier reading

Covers:
Modern Warfare 2

Modern Warfare 3

Fsiq/Knowledge - Green
Thinking/Reasoning/Intelligence - Blue
EQ and SQ - Pink
Planning/Strategy/Tactics - Yellow
Manipulation and Deception - Red
Detective Skills (Perception, Observation, Cold Reading, Info Gathering - Light Blue
Miscellaneous - Purple
Categories - Orange
Everything Else - Black or White (if on dark mode)

Modern Warfare 2

During the briefing for the mission No Russian, General Shepards informs Private Allen that Makarov doesn't flinch at torture, human trafficking, or genocide. Now any normal person would not be able to handle any of the things Makarov has done like it was nothing.
[Emotional Management, Mental Fortitude, Stress Tolerance]

Also, during the briefing there are newspapers and lines of info about Makarovs crimes. These include, multiple bombings, assassinations, and the hijacking of a cruise ship. Though completely unexplained and off-screen it is logical to conclude that these would require extensive planning to pull off. Now, these crimes would yield a wave of terror across Europe and made Makarov one of the most feared terrorists to ever live.
[Planning, Info Gathering, Risk Calculation, Influence Building, Coercion, Psychological Warfare, Mass Manipulation]

Makarov has many underground connections throughout the world in places like, Russia, the Middle East, Brazil, and various countries in Africa
[Influence, Leadership, Social Integration, Influence Building]

Makarov holds and intense hatred for the west and has an extreme nationalist ideology that motivates him throughout both the original trilogy and the reboot
[Emotional Engagement and Motivation]

Knows how to speak Russian and English
[WMI, VCI, Knowledge]

Now onto one of the most infamous missions in gaming history and the best displays of Makarov's planning, No Russian. Now before the events of No Russian, Makarov was able to figure out that Allen was an American spy. It's not explained how but there are a couple of ways he could have. The first being he had

connections within the CIA that told him about Allen's insertion within his organization. Another way is the he was able to read Allen and deduced that he was a spy through observing his behavior, seeing inconsistencies within his background and in his actions possibly seeing any hesitation in any gruesome acts he was forced to do. You can decide which you would like to believe. Makarov realized that Allen was the perfect pawn to fully realize his ambitions. Makarov's plan was to use American made firearms and attack Zakhaev International Airport. In the mission, Makarov says "remember, no russian," this was to reinforce the fact they were supposed to talk in only english to help implicate that this was America's doing. He was able to perfectly anticipate the exact amount of time it would take for police to arrive. In the end of the mission, Makarov shoots Allen to leave behind proof that an American was involved in the massacre. This was towards the goal to frame America as responsible for the terrorist attack and Makarov knew that the attack would send Russia into an uproar and demand war forcing the government to comply. Thus within only an hour Makarov easily and successfully pushed Russia into a war with the west. Makarov also showed great mental fortitude when killing his fellow countrymen as well as showing how far he will go to achieve his goals.
[Emotional Engagement, Emotional Management, Emotional Perception, Self Regulation, Composure, Social Awareness, Social Intuition, Social Engineering, Methods, Resourcefulness, Cold Reading, Observation, Logical Reasoning, Cunning, Unpredictability, Seeing Through People, Anticipation, Prediction, Creativity, Connecting the Dots, Profiling, Willingness to Act, Short-Term Strategy, Concrete Strategy, Strategy Efficiency, Tactics, Strategy Foresight, Strategy Control, Short-Term Planning, Planning Aim, Planning Coverage, Risk Calculation, Formulation Speed, Preparation Process, Critical Thinking, Linear Thinking, Divergent Thinking, Reflective Thinking, Abstract Thinking, Strategic Thinking, Interpersonal Intelligence, Fluid Intelligence, Misdirection, Verbal Deception, Indirect Manipulation, Mass Manipulation, Emotional Manipulation, Fabrication, Concealment, Information Gathering, Information Control, Smearing, Abstract Control]

In the mission Loose Ends, Task Force 141 tracks down Makarov and determines he may be in one of two bases, one on the Georgia-Russia border and the other in an airplane graveyard in Afghanistan. Ghost and Roach were sent to the Caucuses and Price and Soap went to Afghanistan. Makarov anticipated the arrival of TF141 to attack his safe house and possibly ordered the ambush to be prepared. He also had two cars put in place to leave knowing that TF141 would think that it was possible that he was in one of those cars and thus attack them and presume he was dead.
[Anticipation, Deception, Misdirection, Fabrication, Convergent Thinking, Strategic Thinking]

Modern Warfare 3

During the mission 'Turbulence', the Russian president is on a plane en route to Hamburg to negotiate peace talks with the west. Makarov and his men hijack the plane and cause it to crash. Makarov then coups the Russian president and imprisons him, allowing Makarov to completely take control over Russia. This was to deliberately prolong the war as well as help in his preparations for a full scale invasion into Europe. Makarov knew that the Russian people would not accept peace as well as the fact that many high ranking officials siding with Makarov that allowed him to coup the government without much resistance.
[Social Awareness, Social Engineering, Planning, Unpredictability, Risk Calculation, Influence Building, Charisma, Leadership, Divergent Thinking, Lateral Thinking, All Strategy, Short Term Planning, Planning Aim, Preparation Process, Risk Calculation]

Before Makarov invades Europe he makes a plan to decimate European militaries and morale. To do this he buys shipments of nerve gas from Waraabe, a Somalian warlord. Makarov used an arms dealer named Volk to supply the gas into major cities throughout Europe. Volk created a company named Fregata Industries as a front to distribute the gas. No one in the CIA, MI6, or any other intelligence agencies were even aware of this until Price tipped off MI6 however it was too late as throughout Europe multiple trucks full of gas were blown up killing thousands.
[All Strategy, All Planning, Strategic Deception, Misdirection, Divergent Thinking, Lateral Thinking, Resource Management, ]

In the mission 'Blood Brothers', Price and gang are in Czechia where Makarov is holding a meeting with top officials. Price and gang plan to assassinate Makarov, in order to do so Yuri and Soap plant themselves on a nearby tower while Price infiltrates the hotel to create chaos to drive Makarov out. However this plan fails as not only did Makarov capture Kamarov who was supposed to be their eyes and ears within the hotel but also deduced the exact tower that Soap and Yuri would be in. So Makarov placed bombs in the tower and blew it up once Price discovered Kamarov. This resulted in both Komarov's and Soap's deaths. Now, I believe that Makarov planned this whole thing from the beginning because as mentioned within the game it's suspicious that Makarov would be holding a meeting in a hot zone and in a place where he could easily be assassinated so a logical explanation for this is that he set the whole thing up anticipating that Price would take the opportunity to kill him due to his hatred towards him.
[Deduction, Trap Setting, Risk Calculation, Preparation Process, All Planning, All Strategy, Emotional Understanding]

Makarov threatened the Russian president that if he didn't give him the nuclear launch codes, he would hurt his daughter as he understood that the president loved his daughter so much that he would have given Makarov the codes. The president would have given in if it wasn't for Price and gang rescuing them.
[Direct Manipulation, Threats, Individuals Manipulation, Emotional Manipulation, Guilt Tripping, Emotional Understanding]

This was pretty much his last feat in intelligence as after this mission we don't see much of him until the last where he dies.

Overall Scaling:
In my opinion Makarov doesn't scale that high. There are very few feats and I had a hard time figuring out how much Makarov was involved in some missions.

Makarov > Aqua Hoshino (No diff)
Makarov > Kuze Masachika (No diff)
Makarov > Oreki Houtarou (No diff)
Makarov > Heinrich Lunge (High diff)
Makarov > Walter White (High diff)
Makarov > Murphy Lawden (Very high diff
Makarov < Raul Menendez (Low diff)
Makarov < Mello (No diff)
Makarov < Ryuen Kakeru (No diff)