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Andy McNab , Peter Grimsdale

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Battlefield 3: The Russian Details

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From Reader Review Battlefield 3: The Russian for online ebook

Erin Pallott says

Something strange has happened... Me and my Grandad now have an author in common. I have long been aware of Andy McNab's work but I haven't been inspired to start reading any of his books... Until now of course.

I picked this up firstly because it's a novel based on a videogame that I enjoyed and secondly because I recognised the author. I haven't played the actual game in quite a few months, but after reading the book I can remember the story quite clearly.

The very first and most important point I wish to make is that I ENJOYED THE BOOK MORE THAN THE GAME! Andy McNab injected so much more emotion into the story than the game ever could (not that I'm dissing the game as I thought it was excellent). Through the book I was able to clearly understand the character's thoughts and feelings which is of course necessary for a reader to be hooked into a story and want to follow the character's emotions.

I really enjoyed reading about the two sides that are aiming for the same thing. In the game we focus more of Sergeant Blackburn's story but in the book we looked more at Dima Mayakovsky's side of things. My favourite thing is definately when their paths entwine.

This novel has so many qualities. It's gripping: I continued reading without any questions. It's emotional: I felt for the characters and at times I was touched.

This book could possibly be enjoyed by any fans of authors like Andy McNab and not just people who have played Battlefield 3. I might now consider raiding my grandfather's bookshelf because if this an advert for McNab's other books then I might just have to pick them up. It would be great to have a real conversational topic to share with my grandad.

S.B. Wright says

The Russian - Battlefield 3 is a book tie in with one of the hottest gaming properties on the market. As befits the kind of money thrown behind the multimedia & merchandising campaign that such a release requires, publishers Swordfish have gone with a high calibre author as the front runner on the book.

There are precious few authors that can bring the sort of credibility to military adventure stories that McNab does and he's backed up by Peter Grimdsdale an award winning television producer who's turned his hand to writing.

So how does this one fly?

I haven't played the game so its difficult to tell how restricted by the game narrative this story is. Even with

the gamer demographic aging, video game narratives are really only secondary to gameplay, something that aids immersion. From other reviews I have read, it appears to stick fairly close.

The Story

In some ways it's standard modern military adventure. The mission, though difficult seems pretty straightforward until SNAFU happens. The novel dances around real world conflicts – the majority of the action is set in Iran, but it's an Iran that is crumbling from within. The Russians are trying to recapture lost suitcase nukes from a defector who is willing to back Iranian extremists. The Americans perched on the border in Iraq roll in to stabilise the country after an earth quake and a sniff of a nuclear threat. The Russian hierarchy are portrayed as self serving, the American's as locked in post 9-11 thinking with obstructive and counter productive security.

There's some originality in the main character being a Russian and a good guy and the secondary character in Marine Sergeant Henry Blackburn being the thinking man's soldier and a true patriot.

The Verdict

Truthfully, it was entertaining, I found myself rushing to the end to find out what happens. Ultimately though I wanted to invest myself more in the characters and with it being a tie in to a game there was this thought at the edge of my consciousness that kept me from becoming too immersed. It was the knowledge that these characters which I had grown to like were going to be gone after this novel. That they were fluff or padding for the main show (being the game). Is this fair? I'm not sure.

I also felt that the ending was a bit clipped. Our protagonist saves the world but the antagonist gets his comeuppance off screen. I'd recommend it for military fiction lovers and those who don't want to get caught up in reading a series. The setting and action is plausible and realistic.

This book was provided to me by the publisher at no cost

Maristela Rezende says

This is a book for those who like espionage, war and lots of action. I read the book in a day and a half, because I love reading this kind of literature. I do not know the game, but should be very good, if we base the

book.

Dima is a Russian soldier who does not always work that may appear. Already a veteran and is always solving the issues, not the conventional side, but its way. Resolve to get away, but the bosses want to get rid of him and put him behind a negotiator for nuclear weapons. Actually, he did not want to die and get nothing when trying to complete the task.

Blackburn is a fusileiro American who is on assignment in Iran and that twist of fate faced with Mila and ends up saving the life of another and exchange information. Unfortunately, the superiors do not accept it and they both end up being hunted. Blackburn vai Mila is arrested and accused of terrorism. The rest, just reading to learn the outcome.

Sean M says

I've played plenty of Battlefield in my time certainly. I couldn't tell you how many hours I've spent playing Battlefield 2: Modern Combat on the PS2 (somewhere in the ballpark of 950+ hours! Seriously!) and I never once considered the idea of a books based on the games. I mean, the action plays out straightforward enough in the game, what need is there for a novelization of it, right? Let's find out in this review if that's still the case, or if this book does a great job standing on it's own merits instead.

The Russian was very fun to read first and foremost. I had a great time reading through most of the book. Most of the story unfolded very quickly and there was always some sort of page turning action going on at every turn that made you want to keep up with the breakneck pace the book sets at times. It was an entertaining ride for sure and I think for the most part it did a great job of providing fun for me.

The locations in the novel were pretty standard for this genre I believe. The Middle East was the main showcase for most of the book. I wasn't a huge fan of it to be honest, but I don't know how else the author could have made it pop, so I wouldn't say it's a huge detractor. Later on you get a change of scenery and travel to Paris and New York. More fairly standard settings that don't really stand on their own.

The action was great. Lots of beat downs, gun fights, and explosions kept the action dial turned up to the max throughout the book which I was very pleased with. There was always something happening during the book. One minute a character is assaulting an enemy compound, the next they are attacking a secret WWII bunker hidden in the side of the mountain. Very fun moments to be sure and I think they were all pretty cool. I never thought the set pieces were dull at any point and in fact I believe they were well done throughout the entire adventure.

My biggest problem with this book is that it's divided between 2 different perspectives. One, Sgt.Blackburn is the tale of an American soldier fighting to keep his unit and his sanity alive. During the beginning of the book I was never looking forward to his parts because they were so dryly written. Maybe it was the nature of his character, but, I never found myself engrossed in his world. During the back end of the story, Blackburn becomes a bit more interesting but I don't know that I ever truly cared about him. If you didn't include any of his story, the book would have been better.

The other character is Dima Mayakovsky. He is the star of this novel and boy does he take that role very seriously. An ex-Spetsnaz badass who doesn't take shit from anyone and is very serious in dishing out his brand of justice. I was so fascinated by Dima throughout the entire book because he was always evolving. Sure he was a hardass and sometimes very volatile, but he did it with a certain flair that made you appreciate his history as a Spetsnaz. He used his brawn and his brain to tackle the sometimes insurmountable (LIKE

STOPPING NUKES!) challenges thrown at him and I was glued to the pages. Every moment was either high-octane and energizing or cool and calculated but Dima always did it with a style I seriously appreciated. I'd love to see more of him as a future standalone character.

What this book did was give me a preview of what to expect when I get around to playing the game at some point in the near future because I still have some of the action sequences floating around in my head. I think if you're into action, or military style action movies this is definitely something you'd want to check out. If you're a fan of Battlefield 3, this will be a great complement to the game.

Cody says

Read the dead tree version (because it was cheaper than the e-book, what are you thinking, book publishers?). It wasn't bad. It follows the campaign of the game pretty closely, which I usually don't like but I didn't mind so much this time because I didn't play the campaign (after about an hour I realized I wasn't having fun and would rather be playing multiplayer). There was plenty of action, and I enjoyed the writing for the most part, but the ending seemed majorly rushed and there were several "wtf? really? come on!" moments throughout the book. The major showdown with the villian happens off screen! Still, it was entertaining and fast paced and had lots of guns and explosions. If you like cheesy video game novels (and I certainly do) then you'll probably enjoy this one.

Chris Harrison says

SPOILER ALERT IF READING

I have not played the game but I did recognise the cover as video game related. I thought this book was very good but ultimately let down at the end with what seemed like a rushed finale into the final 2 pages. I also felt there was too many characters which made it at times confusing, so much so that I didn't realise until flicking through the book after finishing it that Soloman was with Dima in the opening episode. Story was intersting and they built Soloman up to be a right bad ass who decapitated people, was smart and even when approached by Dima at the end had crushing strength yet the finale you get a few lines on how he was chased in the subway and eliminated. such an anti climax I thought to what had been a very enjoable read.

Randy says

As bullets whiz by, walls crumble, and explosions throw you to the ground, the battlefield feels more alive and interactive than ever before. In Battlefield 3, players step into the role of the elite U.S. Marines where they will experience heart-pounding missions across diverse locations including Paris, Tehran and New York ... Since 2002, EA's series of Battlefield games have set the standard for realism and ambition. And in Autumn 2011, with the global release of the hotly anticipated Battlefield 3, they're raising the bar even higher. Battlefield 3 will the most authentic, vivid, all-action first person shooter ever. To be published alongside the game, Battlefield 3: The Russian is also best in class - the first time that a games publisher has

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Steven says

I bought this book on a whim because I had enjoyed the videogame. This book was a pleasant surprise. The story was well paced and regarded the joint story between an American marine and an ex Soviet black ops agent. Both men find that they have a common enemy in a terrorist known as Solomon. Very interesting and kept me going all the way through to the end. Plenty of action, which is just the kind of story I enjoy. I don't know whether Peter Grimsdale or Andy McNabb wrote it 50:50 or not but the only other Andy McNabb book I've read was Bravo Two Zero and this was very different. It is more of a enjoyable quick read, sort of pulp fiction.

Michael Alexander Henke says

This novelization of the Battlefield 3 video game is enjoyable because it tells the other side of the story. The game tells its story from 2 perspectives. Sergeant Henry Blackburn of the U.S. Marine Corps, and Dmitri Mayakovsky, and ex-Spetsnaz Russian soldier. The game focuses primarily on Blackburn's story, with a few missions dedicated to Mayakovsky to change things up. This book focuses mainly on Mayakovsky's story, and it's cool to see all the stuff that was going on behind the scenes, and only hinted at in the game. As far as video game adaptations go, it's one of the better ones.

??? says

O livro conseguiu ser melhor que o jogo, porque o Dima é um protagonista melhor, mais carismático e fodão.

Nick says

Battlefield 3: The Russian is about a man named Dima Mayakovsky who teams up with U.S. Marine Sergeant Blackburn to stop and take out a highly ranked fugitive. The Kremlin wants Dima to bring this man in at all cost and they won't let him fail. As Blackburn and his men go into Iran they are going into extreme chaos!

Over all this book is great, If you play the video game Battlefield 3 you'll love this book. Its similar to the campaign but it has a twist. If you haven't played the game, but you're a thrill seeker and an action lover then this book is a great pick. This book does have its slow parts but it does pick up after a while. So if you're thinking about this book go ahead I highly recommend it.

Oscar says

Battlefield 3 :The Russian is based on the game Battlefield 3. The basic story line follows 2 different people. The first being the American Special Operations team. The second being the Russian "criminals" that hold the WEAPONS OF MASS DESTRUCTION.

I think this book is really good because its for a start written by Andy McNab who has a big military background so he knows what hes talking about for a start. The second reason is since he has this military backing he can describe what it feels like since he has been in that situation.

mookie kong says

The book is much more satisfying and entertaining than the story that is presented in the game. The book follows the same basic storyline, because as I understand, Andy McNab came up with the premise. But, the book has more character and charm than the game -- the characters can be related to and there is a slight sense of humor that runs throughout the book. I was sorely disappointed by the game's single-player story and was thinking the worse for the book. I am very pleasantly surprised by how much better the book is. The ending for the book is also different than the game and I like the book ending a lot more.

Jason Hoffmann says

Whether you are a history buff or a hard core gamer this book is the one for you! Battlefield 3 by Andy McNab is based off of the popular game battlefield 3. The story follows the campaign of the game so great it is like the book is just feeding you more background knowledge to the game. Whether or not you have played the game, you will find yourself in chapter one already in action! The real world events fit into this book so well you will feel like this is a true story. Although the book is only written in one perspective, whereas the game it is in two, you don't feel robbed of that second angle. Andy does a real great job tell the whole story through the eye of the ex-Spetsnaz soldier. This book can stand as a story of its own. The game is for the player's amusement. Without that pressure to make an action backed, heart pounding game, the book can really focus on the story itself. Some parts of the book do seem a little rushed and hazy. This is because it is hard to write a book when certain scenes give you very limited information. He has to build on it with as little information as possible. Because of this, it is really amazing to see how the book progresses. I really recommend playing the game and reading it. The book comes to life, and i believe that is what Andy McNab was trying to do. The story is great. With or without the game the book will take you on a great adventure!

Thomas says

Per motivi personali di scarsa concentrazione mi son perso varie volte il filo del discorso nella prima metà del libro. E dire che il videogioco lo reputo super e McNab è uno dei miei preferiti. Si nota il suo stile ironico, preciso, duro e crudo. Molta azione e trama scorrevole fino al gran finale

