

FEBRUARY 2003 STATUS REPORT

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NOTE ON THE GUIDE

Vehicles, Items and Equipment from the Spycraft core book are not fully listed in this Guide. Only new options from other sourcebooks are covered to save space.

ABBREVIATIONS

SP	Spycraft Espionage Manual core book
SA	Shadowforce Archer worldbook
AEG	Official Alderac Website / Threat Centre
AF	The Archer Foundation chamberbook
PA	Pan-Asian Collective chamberbook
EC	<i>European Commonwealth chamberbook</i>
AA	<i>African Alliance chamberbook</i>
HG	The Hand of Glory threatbook
SH	<i>The Shop threatbook</i>
MA	<i>Modern Arms Guide sourcebook</i>
SW	Soldier / Wheelman classbook
FP	<i>Fixer / Pointman classbook</i>
FS	<i>Faceman / Snoop classbook</i>
GA	Gentleman's Agreement worldbook

THREATS

Artitects of the Fringe (Level 12)	AF 117
Club Demetrian (Level 6)	AF 121
Die Spinne (Level 6)	HG 85
Dr. Fu and the Lung Triad (Level 5)	SA 240
P.E.R.I.L. (Level 7)	SA 242
Shallow Graves (Levels 2 - 4)	AEG
Task Force Cheval Noir (Level 3)	PA 86
The Babel Conspiracy (Levels 1 -3)	AEG
The Board (Tiered Levels)	GA 75
The Circle of Hate (Level 4)	SA 238
The College of Theological Arch (Level 14)	HG 89
The Cult of the Ten Suns (Level 2)	AF 125
The Decievers (Level 6)	PA 83
The Hand of Glory (Level 16)	SA 246
The Shop (Level 12)	SA 244
The Shroud (Level 1)	AEG
Villain X (Level 9)	AF 128

BASIC CLASSES

Explorer	HG 41
Faceman	SC 22
Fixer	SC 24
Martial Artist	PA 32
Mentalist (<i>Psion</i>)	SA 179
Physical Adept (<i>Psion</i>)	SA 189
Pointman	SC 26
Snoop	SC 28
Sleuth	AF 47
Soldier	SC 31
Telepath (<i>Psion</i>)	SA 196
Wheelman	SC 32

PRESTIGE CLASSES

Ace	SW 6
Armorer	SW 7
Blank (<i>Psion</i>)	PA 35
Bodyguard	SW 9
Cat Burglar	SA 163
Channeler (<i>Hand</i>)	HG 43
Counter-Terrorist	SA 165

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Dai Lo (<i>Collective</i>)	PA 37
Field Analyst	AF 49
Fringewalker	AF 50
Grunt	SW 10
Hacker	SA 167
Hunter	SW 12
Hyper	AF 52
Lord (<i>Foundation</i>)	AF 54
Mariner	SW 13
Maxim (<i>Psion</i>)	AF 55
Medic	SW 15
Mole	PA 33
Raptor	PA 33
Sage (<i>Mystic</i>)	HG 46
Scanner (<i>Psion</i>)	AF 57
Shadespeaker (<i>Guardian</i>)	SA 216
Slammer	SW 17
Sniper	SA 170
Spiritualist (<i>Mystic</i>)	HG 47
Stingray	SW 18
Street Fighter	SW 20
Street Knight	SW 21
Tactician	SW 23
Valkyrie (<i>Hand</i>)	HG 49

DEPARTMENTS

Black Ops	SC 19
Computer Espionage	SC 18
Damage Control	AF 46
Disciples of Wong Fei-Hung (<i>Collective</i>)	PA 32
Infantry	SW 29
Military Academy Training	SW 31
Military Operations	SC 18
Officer Training	SW 30
Old Blood (<i>Hand</i>)	HG 41
Operation Body Double (<i>Collective</i>)	PA 32
Peace Officer	SW 29
Racer	SW 29
Special Forces	SW 29
Stick Jockey	SW 29
The Basement	SC 19
The Home Office	SC 17
The Indoctrinated (<i>Hand</i>)	HG 40
The Office of Psion Affairs	AF 46
The Power Brokerage	SC 18

Training Corps	AF 46
Urban Assault	SC 18
Wetworks	SC 19

SKILLS

Appraise	SC 40
Balance	SC 41 / PA 42 / SW 33
Bluff	SC 41
Boating	SA 42
Body Sculpting (<i>Psion</i>)	SA 193
Bureacracy	SC 42
Catalyst (<i>Psion</i>)	SA 203
Clairsentience (<i>Psion</i>)	SA 200
Climb	SC 43 / PA 42
Combat Sense (<i>Psion</i>)	SA 195
Computers	SC 44 / PA 43
Concentration	SC 46 / PA 43
Control Metabolism (<i>Psion</i>)	SA 194
Control Pheromones (<i>Psion</i>)	SA 194
Craft	SC 47
Craft (Machining)	SW 34
Cryokinesis (<i>Psion</i>)	SA 185
Cryptography	SC 47
Cultures	SC 48
Deadly Hands (<i>Psion</i>)	PA 57
Demolitions	SC 48
Diplomacy	SC 49
Disguise	SC 50
Driver	SC 50
Dominion (<i>Psion</i>)	SA 202
Electronics	SC 51
Empathy (<i>Psion</i>)	SA 201
Energy Burst (<i>Psion</i>)	SA 193
Enhance Senses (<i>Psion</i>)	SA 196
Escape Artist	SC 52
Extended Visual Spectrum (<i>Psion</i>)	SA 196
First Aid	SC 52
Focus the Mind (<i>Psion</i>)	SA 184
Forgery	SC 53 / PA 43
Friction Control (<i>Psion</i>)	AF 61
Gadgeteer (<i>Psion</i>)	SA 184
Gather Information	SC 53
Handle Animal	SC 54
Hide	SC 55
Hobby	SC 55

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Cleave	SC 72	Enlightened (<i>Mystic</i>)	SA 220
Cleaving Charge	SC 73	Equilibrium Junction (<i>Psion</i>)	SA 191
Close Support	SW 40	ESP Basics / Mastery (<i>Psion</i>)	SA 199
Closed Stance (<i>Martial Arts</i>)	PA 51	ESP Supremacy (<i>Psion</i>)	AF 63
Club Basics / Mastery	PA 46	Expanded Horizons (<i>Psion</i>)	SA 199
Coil Basics / Mastery	PA 46	Expertise	SC 69
Coiled Stance (<i>Martial Arts</i>)	PA 51	Extra Budget	SC 86
Combat Instincts	SC 69	Extra Familiarity	SC 82
Combat Psion (<i>Psion</i>)	SA 178	Extra R&D Support	SC 86
Concealed Weapon	SW 41	Extreme Range	SC 75
Concentrate Energies (<i>Psion</i>)	AF 59	Extended Power (<i>Psion</i>)	SA 178
Confident Charge	SC 69	Evolved Mind (<i>Psion</i>)	SA 181
Connection Junction (<i>Psion</i>)	SA 198	Fade to Black (<i>Fringe</i>)	HG 50
Contempt	PA 44	Faith Healing (<i>Mystic</i>)	SA 220
Control Junction (<i>Psion</i>)	SA 181	False Start	SC 89
Controlled Burst	SC 75	Familiar Spirit (<i>Mystic</i>)	HG 51
Controlled Strafe	SC 75	Fan Service	PA 56
Coolness Under Fire	SW 38	Far Shot	SC 75
Coordinate Fire	SC 75	Feedback (<i>Psion</i>)	AF 59
Coordination Junction (<i>Psion</i>)	SA 191	Fencing Basics / Mastery	PA 47
Crane Stance (<i>Martial Arts</i>)	PA 52	Field Operative	SC 87
Curdle (<i>Fringe</i>)	AF 77	Filthy Rich	SC 91
Darting Weapon	SC 73	Firefighter Training	GA 88
Deadly Power (<i>Psion</i>)	SA 178	Firm Hand	SC 83
Decipher Fringescript (<i>Fringe</i>)	AF 77	Five Star Service	SC 91
Defensive Driving	SC 82	Five Style Adept	SC 79
Demolition Derby	SC 82	Flag Dance	PA 47
Description Theory (<i>Fringe</i>)	AF 77	Flamer Basics / Mastery	SW 38
Desert Training	SW 42	Flashing Weapon	SC 73
Disarming Twist	PA 46	Flawless Identity	SC 92
Discipline of the Body / Mind / Spirit (<i>Mys</i>)	SA 219	Flawless Training	PA 57
Diving Shot	SC 75	Fluid Arts (<i>Martial Arts</i>)	PA 52
Dodging Basics / Mastery	SC 79	Forest Training	SW 42
Dodging Supremacy	PA 52	Forgotten (<i>Fringe</i>)	HG 50
Double Blow	SC 73	Fortunate	SC 92
Double Tap	SW 38	Forward Stance (<i>Martial Arts</i>)	PA 52
Drag Down	PA 46	Fringe Fetch (<i>Fringe</i>)	AF 77
Drive By	SC 82	Fringe Scrounge (<i>Fringe</i>)	AF 77
Drunken Stance (<i>Martial Arts</i>)	PA 52	Fringe Stash (<i>Fringe</i>)	AF 77
Eagle Stance (<i>Martial Arts</i>)	PA 52	Garotte Basics / Mastery	PA 48
Efficient Power (<i>Psion</i>)	SA 178	Grenade Basics / Mastery	SW 38
Eight-Step Master (<i>Martial Arts</i>)	PA 52	Guard Stance (<i>Martial Arts</i>)	PA 52
Electrokinesis (<i>Room 39 Psion</i>)	SA 181	Glimpse (<i>Mystic</i>)	SA 220
Endurance	SC 69	Grand Skill Mastery	SC 90
Energy Junction (<i>Psion</i>)	SA 181	Grease Monkey	SC 88

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Great Cleave	SC 73	Kicking Supremacy	PA 54
Great Fortitude	SC 69	Lane Dancer	SC 83
Greatsword Basics / Mastery	PA 48	Lay Down Fire	SC 76
Guard Weapon Basics / Mastery	PA 48	Lightning Draw	SC 76
Guardian Presence (<i>Mystic</i>)	SA 220	Lightning Reflexes	SC 69
Hail of Bullets	SC 75	Like to Like (<i>Fringe</i>)	AF 78
Handler	SC 92	Linear Arts	PA 54
Hard Core	SC 93	Lock it Down	SC 83
Hard Drinking	SW 43	Machine Gun Basics / Mastery	SW 39
Hard Master	PA 53	Magician	SC 87
Heightened Inner Strength (<i>Alliance Psion</i>)	SA 191	Magus (<i>Mystic</i>)	SA 221
Hidden Run	SC 85	Man & Machine	SW 40
Hold Together Baby	SC 83	Mantis Stance (<i>Martial Arts</i>)	PA 54
Holding Basics / Mastery	SC 79	Mark	SC 93
Holding Supremacy	PA 53	Marksman	SC 76
Imprint Basics / Mastery (<i>Psion</i>)	SA 199	Martial Arts	SC 80
Imprint Supremacy (<i>Psion</i>)	AF 63	Masked Energies (<i>Mystic</i>)	SA 221
Improved Disarm	SC 69	Master Assassin	SC 73
Improved Equilibrium	SC 85	Master Duelist	SC 73
Improved Initiative	SC 69	Master Fence	SC 88
Improved Two-Weapon Fighting	SC 69	Master of the Fifth Style	SC 80
Improved Weapon Focus	SC 73	Master of the Sixth Style	SC 80
Improvised Weapon	SC 73	Master Sniper	SC 76
In My Sights	SC 83	Mastered Power (<i>Psion</i>)	SA 178
Increased Precision	SC 76	Mathematical Genius	SC 88
Increased Speed	SC 69	Metabolic Basics / Mastery (<i>Psion</i>)	SA 191
Indirect Assault (<i>Psion</i>)	AF 59	Metabolic Supremacy (<i>Psion</i>)	AF 61
Initiate (<i>Mystic</i>)	SA 221	Mimic	SC 88
Insinuation Junction (<i>Psion</i>)	SA 199	Mine Basics / Mastery	SW 43
Instant Hotwire	SC 83	Mobility	SC 70
Instinct Junction (<i>Psion</i>)	SA 181	Monkey Stance (<i>Martial Arts</i>)	PA 54
Integral Theory (<i>Fringe</i>)	AF 77	Mortar Basics / Mastery	SW 39
Intense Psi-Training (<i>Foundation Psion</i>)	SA 182	Mountain Training	SW 42
Intuition Basics / Mastery (<i>Psion</i>)	SA 199	Moving Target	SC 85
Intuition Supremacy (<i>Psion</i>)	AF 63	Mystic (<i>Mystic</i>)	SA 221
Inverted Stance (<i>Martial Arts</i>)	PA 53	Mystic Fount (<i>Mystic</i>)	HG 52
Iron Fist	SC 79	Mystic Lens (<i>Mystic</i>)	HG 52
Iron Will	SC 69	Mystic Nexus (<i>Mystic</i>)	HG 52
It Only Hit the Door!	SW 40	Mystic Surge (<i>Mystic</i>)	SA 221
Jackrabbit Start	SC 83	Nimble Fingers	SC 85
Jinx (<i>Fringe</i>)	AF 78	Offensive Driving	SC 84
Jump Up	SC 85	Old Debts	SC 93
Jungle Training	SW 42	Old School	SW 43
Keep Your Head Down	SW 38	One Hand on the Wheel	SC 84
Kicking Basics / Mastery	SC 80	Open Stance (<i>Martial Arts</i>)	PA 54

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Ordinary Past	SC 88	Rolling Basics / Mastery / Supremacy	PA 55
Outdoorsman	SC 89	Rough Rider	SW 41
Outmaneuver	SW 40	Rule of 5 (<i>Fringe</i>)	AF 78
Over Torque	SW 40	Run	SC 70
Overcharge Power (<i>Psion</i>)	SA 191	Safe House	SC 94
Oversteer	SC 84	Scholarly	SC 89
Paired Weapon Basics / Mastery	PA 48	Scribble (<i>Fringe</i>)	AF 78
Peculiar Dodge (<i>Fringe</i>)	AF 78	Script Seer (<i>Fringe</i>)	AF 78
Perfect Harmony (<i>Psion</i>)	SA 191	Second Sight (<i>Mystic</i>)	SA 221
Perfect Skill Mastery	SC 90	Sensory Basics / Mastery (<i>Psion</i>)	SA 192
Perfect Stance	SW 39	Sensory Supremacy (<i>Psion</i>)	AF 61
Personal Staff	SC 94	Sharp-Shooting	SC 77
Persuasive	SC 89	Shattering Blow	SC 81
Philosopher (<i>Mystic</i>)	SA 221	Shifting Stance (<i>Martial Arts</i>)	PA 55
Phoenix Stance (<i>Martial Arts</i>)	PA 54	Shot on the Run	SC 77
Play the Odds	SC 94	Sidestep	SC 70
Point Blank Shot	SC 76	Signature Gadget or Vehicle	SC 87
Polearm Basics / Mastery	PA 49	Signature Gear	SC 86
Police Training	SC 89	Silhouette (<i>Fringe</i>)	HG 50
Political Favors	SC 94	Silver Tongue	SC 94
Power Attack	SC 74	Sixth Sense (<i>Mystic</i>)	SA 221
Precise Shot	SC 76	Small Blade Basics / Mastery	PA 49
Premonition Junction (<i>Psion</i>)	SA 199	Snake Stance (<i>Martial Arts</i>)	PA 55
Private Identity	SC 94	Snake Strike	SC 74
Prone Stance (<i>Martial Arts</i>)	PA 54	Snap Shot	SC 77
Psion Prodigy (<i>Psion</i>)	SA 179	Sniper	SC 77
Psychoinventive Basics / Mastery (<i>Psion</i>)	SA 182	Soft Master	PA 56
Psychoinventive Supremacy (<i>Psion</i>)	AF 59	Spear Basics / Mastery	PA 49
Psychokinetic Basics / Mastery (<i>Psion</i>)	SA 182	Speed Racer	SW 41
Psychokinetic Supremacy (<i>Psion</i>)	AF 59	Speed Demon	SC 89
Punching Basics / Mastery	SC 80/1	Speed Trigger	SC 78
Punching Supremacy	PA 54	Spider Walk	SC 86
Quick Draw	SC 70	Spoil (<i>Fringe</i>)	AF 78
Quick Healer	SC 70	Staff Basics / Mastery	PA 49
Quick Reload	SC 76	Stamina Battery (<i>Psion</i>)	SA 192
Quick Use	SC 90	Strange Inscription (<i>Fringe</i>)	AF 78
Quicken Power (<i>Psion</i>)	SA 191	Strange Verse (<i>Fringe</i>)	AF 79
Rapid Shot	SC 77	Stealthy	SC 89
Ready Stance (<i>Martial Arts</i>)	PA 55	Surge of Speed	SC 71
Recuperation Junction (<i>Psion</i>)	SA 191	Sustained Link (<i>Psion</i>)	SA 199
Relentless Pursuit	SC 84	Swamp Training	SW 43
Reverse Stance (<i>Martial Arts</i>)	PA 55	Swift Strike	SC 74
Ride Shotgun	SC 84	Sympathetic Healer (<i>Collective Psion</i>)	SA 192
Rocket Basics / Mastery	SW 40	T-Bone	SW 41
Rooted Stance (<i>Martial Arts</i>)	PA 55	Talented	SC 90

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Team Driving	SW 41
Telekinetic Basics / Mastery (<i>Psion</i>)	SA 183
Telekinetic Supremacy (<i>Psion</i>)	AF 59
Test Lap	SC 84
The Look	SC 93
The Quickening (<i>Mystic</i>)	SA 221
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Throwing Supremacy	PA 56
Thrown Blade Basics / Mastery	PA 50
Thrown Weapon Basics / Mastery	PA 50
Tiger Stance (<i>Martial Arts</i>)	PA 56
Totem (<i>Mystic</i>)	HG 52
Tough Luck (<i>Fringe</i>)	AF 79
Toughness	SC 71
Traceless	SC 86
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Ultimate Telepath (<i>Psion</i>)	SA 200
Undermine	SC 94
Unlocked Potential	SC 91
Unshakeable (<i>Fringe</i>)	AF 79 / AEG
Untraceable Power (<i>Psion</i>)	SA 179
Vanish (<i>Fringe</i>)	HG 51
Vital Point Basics / Mastery / Supremacy	PA 56
Warrior's Grace	SC 81
Wave Runner	SC 84
Weapon Finesse	SC 74
Weapon Focus	SC 71
Weapon Group Proficiency	SC 71
Weapon Master	SC 74
Whirlwind Attack	SC 75
Will to Live (<i>Psion</i>)	SA 193
Wind Rider	SC 84
Wolf Pack Basics / Mastery / Supremacy	PA 45
World Traveller	SC 89
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Bolt	SA 222
Bond Follower	SA 222
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Control Animals	SA 224
Control Weather	SA 225
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Create Golem	HG 55
Curb Violence	SA 224
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Mjolnir	SA 234	Hawk-Amor	AF 130
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Seona's Knuckles	SA 235	IFF (<i>Friend and Foe</i>) System	HG 69
Syrinx	HG 63	'irif Rings	SA 210
The Feather of Ma'at	SA 232	Iron Warrior Power Armour	PA 58
The Gordian Knot	SA 232	Jumper Dome	HG 69
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The Nemean Mantle	HG 62	Lava Cannon	HG 69
The Rosetta Stone	SA 235	Magnetic Knuckles	AF 67
The Shroud of Turin	AEG	Memory Flesh	SA 211
The Spear of Destiny	HG 62	Neutron Grenade	HG 70
The Tears of Gethsemane	SA 236	OmnID Cards	SA 207
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Anti-Psi Safety Field	SA 204	Rocket Launcher Cast	AF 67
Anti-Psi Sapper	SA 204	Seeker Talisman	HG 70
A.S.P. Suit	AF 127	Shocktrooper Armor	HG 65
Ballistic Flesh	SA 211	Smart-Skin	SA 211
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Blueprint Recorder / Projector	HG 66	Terrorprints	HG 70
Cameleon Bodysuit	SA 205	The Theatre	AF 122
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Cell Phones	SA 204	Underwater Jet Shoes	AF 66
Diggers	HG 66	Underwater Lenses	AF 66
Digger-Tracers	HG 67	Underwater Weapon Conversion	AF 66
Directional Mine	AF 67	Virtual Interaction Hardware	AEG
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Personal Ordinance	SW 45	Hand of Glory Field Researchers	HG 90
Reflexive Joints	SW 48	Hand of Glory Death Squad	HG 88
Reinforced Joints	SW 49	Hand of Glory Retrieval Team	AEG
Seismometer	GA 86	Hand of Glory Submarine Crew	HG 87
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Sonic Grenade	SW 50	Knights Templar	AEG
Target Analysis Lenses	SW 48	Mansion Haunts	AF 119
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Investigative Operations	AF 47	Ravan’s Personal Thugs	PA 84
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CONSPIRACY CHARACTERS

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Callan, Jack (<i>Foundation</i>)	AF 110
Chase, Erika (<i>Company</i>)	AEG
Combes, Alistair (<i>Room 39</i>)	SA 134
Cruz, Delicia (<i>Foundation</i>)	AF 114
Dareka (<i>Collective</i>)	SA 121
Deitrich, Colonel Alan (<i>Company</i>)	SA 85
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Ming-Tak, Sun (<i>Collective</i>)	PA 81
Petrovich, Nikolai (<i>Confederacy</i>)	SA 145
Savage, Emily (<i>Room 39</i>)	SA 132
Seaborne, Patricia (<i>Foundation</i>)	AF 27
Singleton, Sarah (<i>Room 39</i>)	SA 135
Stazlaus, Uri (<i>Confederacy</i>)	SA 146
Steele, Madeline (<i>Foundation</i>)	AF 26
Sterling, Leigh (<i>Foundation</i>)	AF 33
Sunstrom, Ngare (<i>Alliance</i>)	AEG
Tsong, Tien-Kai (<i>Collective</i>)	SA 123
“Two” (<i>Foundation</i>)	SA 60
Whitaker, Silas (<i>Foundation</i>)	AF 25
Wilde, Katherine “Katt” (<i>Commonwealth</i>)	SA 94
Valentine, Ace (<i>Foundation</i>)	AF 115
Yun-Hee, Park (<i>Collective</i>)	PA 80

SPECIAL CHARACTERS

Bhullar, Rujul Singh (<i>Foil</i>)	PA 85
Cassandra (<i>Foil</i>)	SA 239
Chambers, Jonathan (<i>Information Source</i>)	AEG
Gould, Dylan (<i>Foil</i>)	PA 91
Hapstein, Janice (<i>Foil</i>)	AF 124
Marnier, Jean (<i>Templar</i>)	AEG
Njuhi, Mandisa (<i>Femme Fatale</i>)	AEG
Schlafzimmer, Silke (<i>Foil</i>)	GA 80
Skorzeny, Otto (<i>Foil</i>)	HG 88
Styles, Andrea (<i>Foil</i>)	SA 243
Yoshioka, Gendo (<i>Foil</i>)	AF 127

THREAT CHARACTERS

Abbot, Samantha (<i>Shop</i>) MM	SA 244
al-Mahdi, Badr MM	AEG
Amatee, Romeo (<i>Shop</i>) MM	AF 122
Andersen, Francis “Dozer” (<i>Hand</i>)	HG 83

GUIDE TO THE CONSPIRACY

A.S.P. H	AF 127	Qui-Lau, Tian (<i>Ten Suns</i>) MM	AF 125
Backtrack (<i>Shop</i>) H	AF 129	Quicksilver H	SA 242
Bakari, Uchenna "Myrmidon" (<i>Hand</i>)	HG 82	Radecki, Linus	AEG
Bane, Bryanna (<i>Architects</i>) H	AF 135	Radecki, May Bell	AEG
Bereaux, Frantz (<i>Cheval Noir</i>) H	PA 90	Radecki, Ted	AEG
Chung, Liu (<i>Ten Suns</i>) H	AF 126	Rao, Umesh H	PA 85
Crassus, Pluto (<i>Board</i>) H	GA 79	Ravan MM	PA 84
Creed, Professor Dalia H	SA 243	Richter, Errol (<i>Board</i>) H	GA 80
Dartmoor, Arthur (<i>Shop</i>) H	AF 131	Savage, Lord Reginald (<i>Argus</i>) MM	SA 153
de Castries, Chrystal (<i>Cheval Noir</i>) H	PA 88	Schrader, Wilhelm (<i>Architects</i>) MM	AF 118
Dr. Fu MM	SA 240	Sinclair, Socrates (<i>Hand</i>) MM	HG 90
Fae H	SA 239	Stone, Reiner (<i>Hand</i>) H	HG 90
Flashfire (<i>Hand</i>) H	SA 247	Strik-9 (<i>Shop</i>) H	SA 245
Gauntlet (<i>Hand</i>) H	AEG	Swertzeger, Rudolf (<i>Hand</i>) H	HG 87
Gemini MM	SA 238	The Figure H	AEG
Giles, Daniel (<i>Shop</i>) H	AF 131	Valkenburg, Ilse (<i>Hand</i>) H	HG 91
Gray, Dennis (<i>Shop</i>) MM	SA 160	Vallentin, Sybille (<i>Hand</i>) MM	SA 246
Gold, Heather (<i>Shop</i>) H	AF 123	van der Keller, Hans H	AEG
Gupta, Mohit H	PA 84	Villain X (<i>Shop</i>) MM	AF 129
Ironsfell, Hans H	SA 238	Zigong, Chih (<i>Ten Suns</i>) H	AF 126
Isatu H	AEG		
Jackboot (<i>Hand</i>) H	SA 247		
Jorgamund, Jens (<i>Hand</i>) H	AEG		
Keino, Mandisa H	AEG		
King Ngai H	SA 241		
Kingsley, Nero (<i>Board</i>) MM	GA 76		
Knowles, Richard (<i>Cheval Noir</i>) MM	PA 87		
Kosto, Petrov Mikailovitch (<i>Architect</i>) H	AEG		
Kraus, Eva (<i>Hand</i>) MM	SA 157 / HG 64		
Krieger, Hans (<i>Hand</i>) MM	HG 86		
Kryptos H	SA 245		
Lawrence, Samuel (<i>Shop</i>) H	AEG		
Lohengren, Eric (<i>Hand</i>) H	HG 87		
Loki (<i>Hand</i>)	HG 33		
Lung, Tommy H	SA 241		
Madox (<i>PERIL</i>) MM	SA 242		
Malone, Robert H	AF 123		
McInnes, Dr Colin (<i>Hand</i>)	HG 31		
Mordent, Thomas H	AF 120		
Nash, Gregor (<i>Hand</i>)	HG 93		
Oleksandre, Davros (<i>PERIL</i>) MM	SA 148		
Omen, Alexander (<i>Architects</i>) H	AF 120		

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