

Characters (42)

Alonso

Random character also called Alonso de la Beechwood, who speaks in old-fashioned knightly phrasing while asking about the bus.

Auto Merchant

Unseen seller whom the player deals with for cars. Special bulletproof Infernus and Hellenbach variants were exclusive to certain retailers.

Chan Jaoming

Son and former underboss of Hsin Jaoming, living in an East Holland penthouse. He is the tertiary antagonist and a rival for the Triad throne.

Chung-Hee

Minor drug dealer from the Midtown Gangsters who buys from Huang. Listed as alive.

Cluck Norris

Cluckin' Bell figure who appears in GTA IV and is mentioned in San Andreas and Chinatown Wars. He is listed as alive.

Decjuan

Minor drug dealer in the Spanish Lords who counts Huang as a supplier. Listed as alive.

Drug Dealers

Street dealers across Liberty City who buy from Huang. Six drugs are traded: Acid, Coke, Downers, Ecstasy, Heroin and Weed.

El Burro

Minor drug dealer and Spanish Lords member in Liberty City who buys from Huang. Listed as alive.

Fu-Kang

Minor drug dealer tied to the Liberty City Triads who buys from Huang. Listed as alive.

Giorgio

Random character from Hove Beach, Broker, who sells hotdogs and jokes about his wife. His fate is marked as determinant.

Hsin Jaoming

Aging leader of the Liberty City Triads and head of the Jaoming Family, living in a Little Italy penthouse. He is the tritagonist of the story.

Huang Lee

Protagonist of the game: the spoiled son of a murdered Triad boss, living in Liberty City and tied to the Lee Family and the Liberty City Triads.

Irish Street Race Champion

Minor Irish American Killers member and street racer whose car is sabotaged by a rival. He is listed as deceased.

Jimmy Capra

Minor character linked to the Messina Crime Family. Rudy D'Avanzo presents him as a man of honor. Listed as alive.

Joe Lawton

President of the United States in the HD Universe, based in Washington, D.C. and linked to the Von Crastenburg Family.

Lester Arnold

Also known as Arnie Lester, he leads the Angels of Death and supplies Hsin Jaoming. He is only mentioned across the Liberty City games.

Lester Leroc

Private investigator who works for the Jaoming Family and Huang while posing as a biker among the Angels of Death. He is based in Beechwood City, Broker.

Liam

Minor Irish American Killers member who deals drugs and buys supplies from Huang and Wu Lee. Liam is listed as alive.

Ling Shan

Supporting character linked to the Lee Family and based in Liberty City. She is listed as deceased.

Long-Yang

Minor drug dealer tied to the Liberty City Triads who buys from Huang. Listed as alive.

Marcy

Random character living in the Governor Greg R. Smith Houses in Presidents City, Algonquin. She is listed as deceased.

Melanie Mallard

Channel 15 reporter, nicknamed Mel and allied with the Jaoming Family. She and her missions exist only in the PlayStation Portable version.

Melanie Mallard's Cameraman

Minor Channel 15 character who works with Melanie Mallard and Natalie Vanet. He appears only in the PlayStation Portable version.

Minigun Wonsu Assassin

Minor enemy tied to the Wonsu Nodong, the Midtown Gangsters and Wu Lee, based in Bohan. He appears in the story and is deceased.

Mr. Lee

Huang's late father from China, mentioned in the story but never seen. A bitter line describes him as a philandering, drug-addled murderer.

Mr. Wong

Minor character with Chinese-language name variants, available in the Rockstar Games Social Club content and listed as alive.

Noh

Minor character who meets Huang in the Stealing the Show mission. He is tied to Zhou Ming, the Ming Family and the Triads.

Paparazzi

Civilian characters (NPCs) that appear in various titles of the series.

Phyllis

Minor character from a townhouse on Iroquois Avenue in Hove Beach, Broker, whose line jokes about linguine. Her fate is marked as determinant.

Rudy D'Avanzo

Mafia-linked figure from Easton, Algonquin, ranked as the quaternary antagonist. A former associate of Huang, he is listed as deceased.

Sean

Minor drug dealer in Liberty City who counts Huang among his suppliers. Listed as alive.

Selma

Random character in Liberty City who explains why she avoided taking a cab. Her fate is marked as determinant.

Tommy

Random character from Bohan, Liberty City, known for a blunt line about his bed. His fate is marked as determinant.

Triad Rookie

Supporting character, a new Liberty City Triad member who believes joining the gang will end his troubles. Fate marked as determinant.

Uri

Minor character formerly connected to Zhou Ming. He is listed as deceased.

Wade Heston

Deuteragonist: a crooked undercover cop with apartments in North Holland and South Bohan. He works alongside Huang and the Heston Squad.

Wade Heston's Dealer

Minor character tied to the Angels of Death, Wade Heston and the Internal Affairs Division. He is listed as deceased and has no voice.

Wade Heston's FIB Contact

Minor FIB-linked character connected to Wade Heston, the Wonsu Nodong and Wu Lee. He is listed as deceased.

Wilhelm

Random character and real estate agent from Meadow Hills, Dukes, who dreams of buying the whole city. He is listed as deceased.

Wu Lee

Also called Kenny or Uncle Kenny, he heads the Lee Family from East Island City in Dukes and is the main antagonist of the game.

Xin Shan

Triad and Lee Family member from Cerveza Heights, Dukes. He is a supporting character and is listed as deceased.

Zhou Ming

Triad rival who leads the Ming Family from a hotel in Lower Easton. He is the secondary antagonist and competes to succeed the Triad leader.

Vehicles (44)**Admiral**

Dundreary four-door sedan with four seats, which also appears in the 3D era as a mid-size saloon.

Ambulance

Brute rescue vehicle for four, one of the few vehicles to show up in almost every series title.

Angel

Western Motorcycle Company street bike for a rider and passenger, seen in the 3D era too.

Baggage Handler

Small airport tug seating two, used for luggage and known simply as Baggage in San Andreas.

Banshee

Bravado two-door, two-seat sports car that appears across several games. The Auto Merchant sells it for \$800.

Blista Compact

Dinka three-door hatchback with a front-wheel drive V6, known simply as Blista in this game.

Bobcat

Vapid two-door pick-up truck seating two, appearing in two eras of the series.

Buccaneer

Albany two-door muscle car that seats two, long a favorite of thugs and organized crime.

Burrito

Declassé cargo van in its first-generation design, with room for a driver and three passengers.

Bus

Public transport vehicle built by Brute in GTA IV, where it seats a driver and three passengers.

Cabbie

Four-door taxicab that seats a driver and three passengers, found in both the 3D and HD eras.

Cavalcade

First-generation Albany four-door luxury full-size SUV that seats four.

Cavalcade FXT

Albany extended wheelbase four-door pick-up version of the Cavalcade SUV.

Chavos

Dinka four-door compact sedan that seats four, shared with GTA IV and this handheld game.

Cognoscenti

Enus four-door luxury sedan seating four. The Auto Merchant lists a Mob variant for \$600.

Comet

Pfister two-seat sports car that recurs in the series. The Auto Merchant sells it for \$900.

Dinghy

Nagasaki rigid inflatable boat that carries a pilot and three passengers, classed as a boat in GTA V.

Fire Truck

Heavy emergency truck with a water cannon and siren, seating two in this game.

Flatbed

Recurring MTL heavy truck with a two-person cab, found in many games since its first appearance.

Helitours Maverick

Higgins tour helicopter nicknamed Higmax here. It carries a pilot and three passengers.

Imponte Dukes

Imponte two-door muscle car with two seats, reminiscent of 1970s styling.

Infernus

Pegassi two-seat supercar and a long-standing series sports car. The Auto Merchant sells it for \$1,000.

Ingot

Vulcar station wagon reputed as one of the safest cars ever made, seating four.

Jetmax

Cigarette boat, formerly called the Cuban Jetmax, built by Grotti in GTA IV and sold as a showpiece for new money.

Manana

Albany car that carries four people, driver plus three passengers, in this game, unlike the two seats in its other appearances.

NRG 900

Shitzu sports bike for a rider and a passenger. The Auto Merchant sells it for \$600.

Patriot

Mammoth four-door full-size luxury SUV, once military-based. It seats four and sells for \$500 from the Auto Merchant.

Perennial

Dinka station wagon and minivan that seats four and appears in many series games, this one included.

Peyote

Vapid two-seat sports classic, offered in GTA Online through Benny's Original Motor Works for \$38,000.

Police Maverick

Police helicopter, nicknamed Polmav in this game. It seats a pilot plus three passengers and returns across the HD era.

Police Patrol

Declassé police car carrying four, labeled Police Cruiser in GTA IV badging.

Reefer

Recurring boat from the series, seating a driver and one passenger in this game.

Rhino

Military battle tank seating a driver and one passenger. One character calls it the N.O.O.S.E. tank, and police chatter calls it a tank.

Sabre GT

Declassé two-door muscle car, named Sabre GT in the game's UI. The Auto Merchant sells it for \$700.

Sanchez

Maibatsu dirtbike for a rider and one passenger, present in almost every game of the series.

Sparrow

Small utility helicopter with a pilot and co-pilot seat, sold in GTA Online for \$1,815,000.

Speeder

Pegassi speedboat styled like a classic Italian wooden boat. It carries a pilot and one passenger here.

Subway

Passenger train known as Subway Car or EL-Train, shared with GTA IV and not controllable here.

Sultan

Karin midsize car for four, classed as a sports car in GTA V and marketed with a rally-driver image.

Tanker

Large tanker truck seating two. Official site material also calls it the Explosives Truck.

Tropic

Motor yacht and speedboat built by Grotti in GTA IV, a cruiser with an elegant deck canopy.

Turismo

Grotti two-door two-seat sports car. The Auto Merchant sells it for \$700.

Voodoo

Declassé full-size muscle car with two seats, classed as muscle in GTA V and sold through Benny's for \$5,500.

Yankee

Vapid large commercial truck that seats two. It appears in both the 3D and HD eras.

Gangs and factions (18)**Angels of Death**

Outlaw motorcycle club and the main antagonistic gang here, tied to the Jaoming Family with turf in Broker.

Federal Investigation Bureau

Federal law enforcement agency, the FIB, which appears in every HD Universe game and keeps a building in Liberty City.

Hustlers

Loose group of African-American criminals and dealers, active in Firefly Projects, Broker, and North Holland, Algonquin.

Irish American Killers

Gang active around Steinway and East Island City in Dukes; its members include a street-race champion and a drug dealer.

Jaoming Family

One of three Triad families in Liberty City, based in Chinatown, Algonquin. Patriarch Hsin Jaoming runs the whole organization until 2009.

Lee Family

One of three Triad families in Liberty City, based in Cerveza Heights, Dukes, and also named the Lee Clan.

Liberty City Police Department

Police force of Liberty City, known as the LCPD, which also covers the State of Alderney in multiplayer.

Liberty City Triads

Chinese crime syndicate based in Chinatown, Cerveza Heights and East Island City. Its leadership succession drives the story.

Messina Crime Family

Third most powerful Mafia family in Liberty City, based in Little Italy, Algonquin, and tied to the Triads.

Midtown Gangsters

Korean criminal organization with turf in Little Bay, Industrial and Northern Gardens, Bohan.

Ming Family

Defunct Triad family led by Zhou Ming, with turf in East Island City, Dukes, plus a mission-only area in Fishmarket North.

National Office of Security Enforcement

Federal department known as NOOSE, with units and vehicles under that name across the HD era.

Petrovic Mafiya

Russian organized crime group, also called the Bratva, centered on Hove Beach, Broker, before moving into Alderney.

Spanish Lords

Puerto Rican gang with turf in South Bohan, Fortside and East Holland in this game.

The Lost MC

Outlaw motorcycle club based in Acter, Alderney, in 2008 that later spread nationally.

The Tongs

Ruling committees of the Chinese crime families, above the Jaoming, Lee and Ming families in Liberty City.

Wonsu Nodong

Secretive North Korean gang inside the Midtown Gangsters, serving as one of the main groups of antagonists.

Yardies

Jamaican posses working from Beechwood City and Schottler in Broker and Willis in Dukes.

Places (22)**Algonquin**

Central borough of Liberty City between two rivers, home to Little Italy, Chinatown and the Statue of Happiness view.

Bohan

Liberty City borough known for street corners and neighborhoods such as Chase Point, with Korean gangs on its turf.

Broker

Liberty City borough east of the Humboldt River, with brownstones, tree-lined streets and a calmer pace than Algonquin.

Cerveza Heights

Central Dukes neighborhood, home turf of the Lee Family and shared with GTA IV.

Chinatown

Algonquin neighborhood between Lower Easton and The Exchange, home to the Triads in the story.

Dukes

Liberty City borough where Francis International Airport sits on the eastern tip, seen as a first stop for visitors by air.

Francis International Airport

International airport, called FIA, in the east end of Dukes, Liberty City, and the site of the gun club.

Funland

Amusement park and landmark on Firefly Island, Broker, with an old wooden rollercoaster.

Happiness Island

Small island off Algonquin, Liberty City, that holds the Statue of Happiness.

Hove Beach

Southern Broker neighborhood nicknamed Little Sodom, closely tied to the local Eastern European community.

Liberty City

Fictional metropolis at the heart of the HD Universe, split into boroughs and shown on screen here as a 2009 setting.

Liberty City Gun Club

Shooting range at Francis International Airport in Dukes, advertised in GTA IV and used as a mission setting here.

Meadows Park

Dukes park that hosted the 1960s Liberty City World Fair, with the Monoglobe and the Liberty State Pavilion Tower.

Middle Park

Large park in Algonquin that serves as the green lung of Liberty City, with a lake and walking areas.

North Holland

Eight-block neighborhood in the Holland area of Algonquin, with an apartment of Wade Heston.

Northwood

Northern Algonquin neighborhood, also nicknamed The Heights, that is shared with GTA IV.

Purgatory

Six-block neighborhood on the western waterfront of Algonquin, Liberty City.

Split Sides

Comedy club in Star Junction, Algonquin, that also showcases celebrity guests.

Star Junction

Eight-block neighborhood in the heart of Algonquin, famous for its 24-hour advertising lights.

State of Liberty

State in the United States that contains Liberty City, also called Liberty State or simply Liberty.

Statue of Happiness

Iconic Liberty City landmark on Happiness Island off Algonquin, clearly modeled on the Statue of Liberty.

Steinway

Neighborhood in northwestern Dukes, Liberty City, where the Irish American Killers operate.

Weapons (18)**Baseball Bat**

Aluminum melee weapon with a leather grip, present in the series since GTA III.

Car Bomb

Vehicle-borne explosive that first appeared in the original GTA and returned in most later titles.

Carbine Rifle

Assault rifle with a 50-round magazine in this game, evolved from the M16 pattern.

Chainsaw

Melee weapon that appears in several games of the series, including this one.

Double Barreled Shotgun

Shotgun introduced in this game that favors one powerful shot over fire rate. It costs \$1,000 here.

Fist

Bare-hands attack that works in every game of the series when no weapon is equipped.

Flamethrower

Burning projectile weapon known as the Flame Thrower here. It costs \$6,000 in this game.

Grenades

Standard fragmentation grenades, thrown weapons that appear in every game of the series.

Micro SMG

Compact submachine gun with a high rate of fire, about 700 to 900 rounds per minute. It costs \$350 here.

Minigun

Six-barrel rotary machine gun with a very high rate of fire. It costs \$10,000 in this game.

Nightstick

Side-handled polycarbonate baton, a melee weapon found across the HD era.

Pistol

Standard .45 caliber handgun, with a 17-round magazine capacity in this game and in GTA IV.

Proximity Mines

Motion-sensor landmines with a short arming delay. They cost \$500 here.

RPG

Shoulder-launched anti-tank rocket launcher, effective against vehicles and groups. It costs \$8,000 here.

SMG

Lightweight all-round submachine gun with a 30-round magazine. It costs \$1,500 in this game.

Sniper Rifle

Long-range rifle built for accuracy, with slow reload and a low rate of fire, called Sniper Rifle in this game.

Stubby Shotgun

Short twin-barrel shotgun with wide spread and strong stopping power. It costs \$800 in this game.

Stun Gun

Weapon known as the Teaser here, firing a projectile that briefly stuns a target. It costs \$300.