

Characters (45)

Agent Temple

Agent of Her Majesty's Secret Service, mentioned in London 1969 and linked to the British Government Contact.

Albert Crisp

Main antagonist of the 1969 pack and twin brother of the silent Archie. Together the Crisp Twins sit at the top of London's underworld; he was voiced by the late John Berger.

Archie Crisp

Silent twin brother of Albert and a main antagonist of London 1969. The Crisp Twins run the city's underworld between them and once had Harold Cartwright in their circle.

Arthur

Minor character of London 1969 formerly in Jack Parkinson's circle, who warns the player that the law is on its way. He is deceased.

Beryl Cartwright

Camden Town resident who shares Harold's surname and appears as a minor character in London 1969, brushing off questions about him. She is deceased.

Bongo

Cartwright Gang member in London 1961 who points the player at two truck shipments of tapes that must be blown up.

British Government Contact

Unnamed handler who feeds orders to the player over the walkie-talkie on behalf of Her Majesty's Secret Service, including Endeavour Chambers, in both London packs.

Cartwright Gang Contact

Unnamed contact of Harold Cartwright who guides the player by phone and walkie-talkie in London 1961, starting with the phones in Southwest City.

Chalkie

Minor character of London 1969 tied to the Crisps and to Harold, accused of stealing Harold's stash of purple hearts and stashing it near Northwest Soho.

Charles Jones

Selectable protagonist in both London expansion packs. He shares his aliases and affiliations with the other playable characters, so the pick is purely personal.

Cyprus Phil

Minor character of London 1969 linked to Harold Cartwright, who says Harold went underground once Arch and Albert came after him. He is deceased.

Doctor Zel

Minor character of London 1969 tied to Albert Crisp and to a paintings job, who pays in pounds sterling. He is deceased.

Endeavour Chambers

Agent of Her Majesty's Secret Service, mentioned in both London packs; a government contact sends his orders over the walkie-talkie.

Fingers

Minor character of London 1969 in Jack Parkinson's circle, formerly connected to Terry Dorkins, Lenny Smith and Midnight.

Gary

Minor character of London 1969 in the Crisp Twins' crew, who goes missing in North Soho and has to be found hiding in a car.

Gene White

Deceased minor character of London 1961 who leads the Greasers street gang; Mandy is connected to him.

Gerald

Minor character of London 1969 nicknamed Big Gerald, a member of Lenny Smith's Gang who lives in Camberwell. He is deceased.

Grandpa

Minor character of London 1961 listed as a British Government contact, linked to the secret-service side of the story.

Hans Nemesis

Codename of an unnamed Austrian terrorist leader, the secondary antagonist of London 1969 and an unseen minor foe in 1961. He leads a cell that ends up wiped out.

Harold Cartwright

Crime boss nicknamed Mr. C who leads the Cartwright Gang and gives the first jobs in both London packs, until the firm eventually asks the player to remove him.

Jack Parkinson

Deuteragonist of the 1969 pack from Mile End and the firm's middleman, who steers the player toward the Crisp Twins and the biggest kingpins in London.

Johnny Hawthorn

One of the playable young hoodlums offered in London 1969 and 1961, all with the same affiliations; choosing him leaves the plot untouched.

Keith

Minor character of London 1969 linked to Pretty Charlie and Harold, tied to the job of recovering Harold's stolen purple hearts around Northwest Angel.

Lenny Smith

Minor character of London 1969 who leads his own street gang from Southwark. He once worked with the Crisp Twins and Jack Parkinson and is deceased.

Lord Lucan

Minor figure in London 1969, tied to the Crisp Twins, who asks for a lift to a plastic surgeon in Southeast Soho so that he can disappear.

Mandy

Minor character of London 1961 linked to Gene White; the player is told to find her and bring her back.

Maurice Caine

Selectable protagonist found in both London packs, London-based like the others and sharing their affiliations; picking him changes nothing in the plot.

Mick Casey

Player-selectable hoodlum in the London 1969 and 1961 packs who shares the group's aliases and affiliations; the choice is cosmetic.

Midnight

Minor character of London 1969 who insists he is a professional and refuses more work with amateurs. Formerly tied to Terry Dorkins and Lenny Smith; deceased.

Midnight's Associate

Unnamed accomplice of Midnight in London 1969, a minor character who begs the player to stop hitting him because he is anemic.

Mr. Caukenbolls

Main character of London 1961 aligned with Harold Cartwright and the Cartwright Gang.

Mrs. Crisp

Matriarch of the Crisp family, mentioned in London 1969; her sons tolerate others only as long as nobody upsets her.

Poundage Fern

Pill-pushing racing driver in London 1961 whom Harold orders the player to take out, along with the bodyguards protecting him. He is deceased.

Pretty Charlie

Main character of London 1969 who deals with the player through phone calls. He is Harold Cartwright's partner in profit and once worked for the Crisps.

Queen of England

Monarch who exists in the setting: alive in London 1969 and residing at Buckingham Palace in the 2D universe.

Reg Smith

Deceased minor character of London 1969 who tips the player off that Lenny is at his rooftop pad in Central Southwark.

Rodney Morash

Playable hoodlum you can pick at the start of London 1969 or 1961. The choice does not alter the story, and he shares aliases and affiliations with the other leads.

Romeo

Minor character of London 1969 affiliated with the Yeomen Warders of the Tower of London, who flatly refuses to help the player.

Rough Tony

Deceased minor character of London 1969 whose home is in Angel, London.

Sid Vacant

Choosable lead in both London expansion packs. Like the other playable hoodlums he is silent and has no effect on the story.

Sidney Moore

Friend of Jack Parkinson from Bow, mentioned in London 1969 as having a picnic to scope out a bank job.

Terry Dorkins

Minor character of London 1969 in Jack Parkinson's circle, linked with Fingers and the Crisp Twins and formerly tied to Lenny Smith and Midnight.

The Crisps' Contact

Unnamed handler who passes the Crisp Twins' jobs to the player by phone call and walkie-talkie in the 1969 pack, working alongside Pretty Charlie and Harold.

Winston Henry

Male protagonist option in both London mission packs. He has no voice and the same affiliations as the rest of the playable group, so the story is identical whoever you pick.

Wolfie Vilans

Playable character in both London packs, one of the stylish young hoodlums climbing the capital's underworld; the story does not change with your pick.

Vehicles (42)**Ambulance**

Medium rescue truck seating four that appears in both London packs and returns in almost every title of the series.

Beagle 3

Three-wheeled cargo van with two seats, found in both London packs; also called the Beagle.

Bentover

Full-size luxury saloon seating a driver and three passengers, featured in the London 1961 pack.

Big Bends

Two-door convertible sports car seating a driver and one passenger, from the London 1961 pack.

Bike

Single-rider street motorcycle that appears in both London packs and beyond.

Bug

Small two-seat compact car that shows up in nearly all GTA games, apart from one cut-content exception.

Camper

Recreational light-truck van seating four. It appears in London 1961 and carries on into the 3D and HD Universes.

Copper

Mid-size police car seating a driver and three passengers, used by the law in both London packs.

Crapi

Mid-size coupe seating a driver and one passenger, found only in the London 1969 pack.

Double Decker

Red double-decker bus that can be driven in both London 1969 and London 1961.

Fab

Luxury two-seat grand tourer seating a driver and one passenger, featured in the London 1961 pack.

Fat

Compact car seating a driver and one passenger, found in both the London 1969 and London 1961 packs.

Ferocious 250

Open-top sports car by Ferocious seating a driver and one passenger, featured in the London 1961 pack.

Ferocious 312

Open-wheel racing car with a single driver seat, appearing in the London 1961 pack.

Ferocious GTO

High-performance sports car seating a driver and one passenger, featured in the London 1969 pack.

Fire Truck

Fire-engine heavy truck seating two. It is the only vehicle in the whole series to appear in every GTA game.

ICBM

Heavy-truck mobile missile launcher seating two, found in London 1969.

Jug D Type

Single-seat race car with room only for the driver, found in the London 1961 pack.

Jug MkII

Mid-size saloon seating a driver and three passengers, a car exclusive to the London 1969 pack.

Jug Swinger

Two-seat sports car found in both London packs, also known as the Flashy Convertible.

Jugular E

Two-door coupe sports car seating a driver and one passenger, found in the London 1969 pack.

Lewd Lorry

Medium-sized lorry seating a driver and one passenger, found only in the London 1961 pack.

Locust

Two-seat, two-door sports car from London 1969 that keeps returning throughout the series, including the HD Universe.

London Cab

Full-size four-seat taxicab, available in both London 1969 and London 1961; the black Hackney carriage of the era.

Mod Scooter

Single-seat compact motorbike that the rider can use in both the London 1969 and London 1961 packs.

Myni

Compact car seating a driver and one passenger, available in both London 1969 and London 1961.

Porka 910

Single-seat race car with room only for the driver, featured in the London 1961 pack.

Potato Truck

Medium-sized lorry seating a driver and one passenger, found only in the London 1961 pack.

Ranger

Off-road light truck seating a driver and one passenger, a series regular that shows up in several games including the London packs.

Raver

Mid-size four-door sedan seating a driver and three passengers, featured in the London 1969 pack.

Raver 2000

Four-door saloon seating a driver and three passengers, featured in the London 1961 pack.

Reno 17TL

Sports car seating a driver and one passenger, a car featured in the London 1969 pack.

Royal Pain

Drivable armed tank in London 1969, the heaviest armored vehicle of the 1969 pack.

Royal Stretch

Four-seat limousine of London 1969, taking the place of the Limousine from the original Grand Theft Auto.

S-Cart

Two-door compact car seating a driver and one passenger, appearing in the London 1969 pack.

Safari

Full-size estate car seating a driver and three passengers, appearing in the London 1961 pack.

Tanker

Large tanker truck seating two. The official GTA website also calls it the Explosives Truck or Hi Explosive Truck, and it recurs across several games.

Tiger Tank

Drivable tracked tank with room for the driver only, making an appearance in the London 1961 pack.

Tramp TR3

Roadster seating a driver and one passenger, featured in the London 1961 pack.

Tramp TR4

Roadster seating a driver and one passenger, featured in the London 1961 pack.

TV Van

Television van seating two, a light truck that appears in various forms across several GTA games.

Voxel Concept

Futuristic prototype sports car seating a driver and one passenger, found in the London 1961 pack.

Gangs and factions (13)**Battersea Mods**

Street gang from Battersea that serves as the main group of antagonists during the Mods and Sods chapter of London 1969.

Camden Town Gang

Defunct street gang from Camden Town, listed among the street gangs that appear in London 1969.

Cartwright Gang

Gang led by crime lord Harold Cartwright: the main mission givers in 1961, then bosses turned antagonists in 1969 after the Crisp Twins suspect them of stealing drugs.

Football Hooligans

Street gang linked to Rover's Football Team, active around London; running over a group of them earns a bonus.

Greasers

Active street gang from Southwark led by Gene White, appearing in London 1961.

Hans Nemesis' Terrorist Cell

Austrian terrorist cell operating in London as the secondary antagonistic group of both packs; it ends up wiped out.

Lenny Smith's Gang

Defunct street gang from Southwark led by Lenny Smith, appearing in London 1969.

London Fire Brigade

London's fire service, which stands in for the generic fire department in the London packs.

London Mob

Unofficial name for the unnamed criminal organization run by the Crisp Twins in London, ranked as a mafia-type outfit.

Metropolitan Police Service

London's police force in both packs, nicknamed the Old Bill, Special Branch and the Boys in Blue by the characters; its remit also covers Manchester.

Noles Brothers

Defunct street gang from Bow, listed among the street gangs that appear in London 1969.

Rangers

Fictional British football team that appears early in the Mods and Sods chapter of London 1969.

Rockers

Minor street gang from Bermondsey whose affiliations are unknown; it is listed as active in London 1961.

Places (2)**London**

Capital of England and the United Kingdom and the setting of both packs, modeled on the real city and presented at the dawn of the 1970s.

Westminster

Neighborhood of London that appears in both London 1969 and London 1961.

Weapons (6)

Car Bomb

Vehicle-borne explosive first featured in the original Grand Theft Auto and present in most titles since, including both London packs.

Fist

Bare-handed attack available in every GTA game. In the London packs it cannot kill but immobilizes enemies for a few seconds.

Flamethrower

Rare weapon that easily blows up a car or sets people alight, most useful against groups. It has appeared in nearly every GTA game.

Machine Gun

Rapid-fire submachine gun found only in set places with little ammo, and used by police at wanted level four; GTA 2 names it the S-Uzi.

Pistol

Slow-firing handgun that kills with one shot. Ammo is plentiful near hospitals and police stations, and it is the standard weapon of cops and criminals.

Rocket Launcher

Rocket-propelled heavy weapon found only in rare places, used to destroy vehicles; buildings catch fire when hit.