

# theSpookEngine

MODERN COVERT OPERATIONS ROLEPLAY SYSTEM

VERSION 1.2



**SPYGLASS PRODUCTIONS**

# TheSpookEngine Character Sheets & Controller's Screen

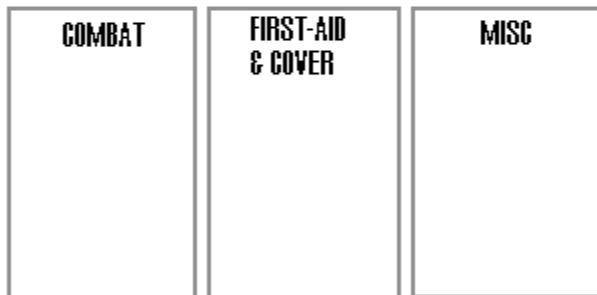
This bundle includes all of the additional material needed to run theSpookEngine.

You should find the various themed templates to play Special Operations, Spies, Bodyguards + Paramilitaries. There is also the second side of the character sheet. The two spaces for photos on the character sheets are for placing the logo of the chosen organization, and the other is for a character portrait. This is release 1.2 of the Character Sheet bundle (Oct 2005), further releases should add more logos and passport photos – if you want to be glorified, email me at [mak16@uow.edu.au](mailto:mak16@uow.edu.au) with a small passport photo.

There is also present the panels needed to create a Controller's Screen (GM Screen), print out the following sections and apply to a solid sheet of cardboard and fold into a gatefold arrangement. You might also like to apply plastic film.



*OUTSIDE*



*INSIDE*

**Good Gaming Matt.K\***

# COMBAT

Combat Rounds: Last approximately 2 seconds

Actions Possible: Use Weapon/Use Weapon + Move  
(½Athleticism in Meters)/Running (Athleticism in Meters\*)/  
Grapple/Dodge/Use Device/Tend Wounds  
\*Athleticism Roll result added to base + subject to weight

Who Goes First? Is the first to act, followed by each individual in Athleticism rankings (equal ranks acting at the same time) + looping around next round

Grappling: H2H roll to grapple, Athleticism or Martial Arts to evade – multiple individuals add their successes, repeat

Dodging: Individual rolls Athleticism versus the attacker's result (can only evade one H2H attack)

## HOW THE SYSTEM WORKS

Default Dice: Each individual gets 2x10d regardless of ranks

Rolling Skills: Each individual rolls their skill rank + 2x10d

Target Successes: Determined by Controller (*average 2 successes*)

Successes: Is determined by the following table

Dice Roll	Counts as x successes
1	-1
2-6	0
7-9	1
10	2

Example: Sutherland fires a SMG (weapons firearm) 5x10d result equals 2,7,9,1,4,10 = 0,1,1,-1,0,2 (3 successes, 1 more than needed). Damage 3 x 2 = 6 vitality loss + 2 critical wounds (per max multiplier). Soft cover roll performed as necessary for each bullet hitting target (multiplier denotes additional bullet hitting)

Blunt Weapons: Do the requisite amount of vitality damage

Piercing & Firearms Weapons: Vitality Damage + 1 Critical wound (per each bullet fired)

## MISCELLANEOUS MODIFIERS

### OPTIONAL RULES

Modifier	Successes +/-
Prone Individual	+2
0 to 10 meters with pistol	-1
Poor Light	+1
Near Darkness	+2
Point Blank	-2
Grappled Individual	-1
Intoxicated/Drugged	+1
Last 10 Vitality points	+1
Restricted Movement	+1

Note: All bonuses/minuses stack, minus rolled successes still indicating a botch

## BLUNT WEAPONS

Category	Example	Max Multiplier
No Weapon	Bare Fists, Kneecap, Forehead	x1
Light Weapon	Small Hammer, Knuckle-Dusters, Small Lump of Wood	x2
Medium Weapon	Length of Chain, Jemmy, 4x2, Baseball bat	x3
Heavy Weapon	Large Metal Bar, Concrete Slab, Large Crowbar	x4

## PIERCING WEAPONS

Category	Examples	Max Multipliers
Light Weapon	Knife, Flick Knife, Garrote*	
	Razor, Stick, Pool Cue, Shuriken	x2
Medium Weapons	Small Sword, Sai, Katana, Spear	x3
Heavy Weapons	Trident, Large Sword, Heavy Spear Sharp Large Metal Pole	x4

Note on Heavy Weapons: Such large weapons require a Strength skill rank of 3 or better to wield effectively (to do their additional level of damage).

## FIREARMS

Category	Examples	MaxMultiplier	Burst
Pistol	Automatic Pistols, Handguns	x2	
Rifle	Sniper Rifles*, Hunting Rifles	x2	
Shotgun	All Gauges	x3	5ft arc
Sub-Machine Guns	SMGs	x4	10ft arc
Machine Guns	Military Grade	x6	20ft arc

Note: SMGs + Machine Guns can fire individual bullets as well, at the normal Max Multiplier of x2. Each success over multiplier on sub-machine guns + machine guns represents an extra bullet

### OPTIONAL RULES

Garrotes & Sniper Rifles: After a successful grapple with a garrote, and opposed strength check is done, each additional success represents an additional critical wound. Each additional success on a sniper rifle represents an additional critical wound (*trained sniper only*)

Called Shots: Require the individual to achieve 4 successes over target numbers

Martial Arts: The following levels of success represent a decisive hit

5 to 6 successes – The victim is incapacitated for a short period of time (*d10 minutes*)  
7 or greater successes – The attacker has the choice to incapacitate or kill the opponent outright

Personal Protection: Kevlar vests absorb an attack exactly equal to the target number to hit

## FIRING AT DISTANCE

The following table represents the distance modifiers for rifles + machine guns (sub-machine guns and pistols maximum distance equals 50 meters)

Distance	Modifier
01 to 10 meters	-1 modifier
11 to 30 meters	no modifier
31 to 74 meters	+1 modifier
75 to 100 meters	+2 modifier
101+ to range	+3 modifier

# FIRST-AID & COVER

## VITALITY

Vitality represents an individual's ability to sustain damage, it is calculated by Constitution rank x 10 (plus an additional 10)

Critical Wounds is additional damage done by piercing weapons and firearms. An individual's Luck is calculated before each operation by the Controller, the result is kept secret. It is based upon Constitution (luck changes after hospital stay)

Rank	Number of Critical Wounds/Luck
0	Always 1
1-2	1-5=1 6-10=2
3-4	1-3=1 4-6=2 7-9=3 10=5
5-6	1-3=1 4-6=3 7-9=5 10=6
7-9	1-2=1 3-4=3 5-6=5 7-8=6 9-10=7

After sustaining this number, the next critical wound represents a potentially fatal wound, the following table shows time periods

Trauma Level	Time Remaining Before Death
Zero Luck	Constitution + d10 hours
Zero Vitality	Constitution + d10 hours
-1 or -2 Luck	Constitution + d10/2 hours
-3 or -4 Luck	Constitution + 2xd10 minutes
-5 Luck	Instant Death From Trauma

## FIRST AID

First Aid is calculated in the usual skill roll manner, the result represents the amount of healing sustained for that particular wound (vitality recovered up to the maximum sustained). If 5 successes are achieved any critical wound sustained is patched up (restoring luck). Each wound can only be tended once. It takes roughly 10 seconds to tend to a wound (5 combat rounds).

## VITAL POINTS

### HEAD

Point of Jaw, slightly to side – Unconsciousness  
 Fontanelle or Bregma (fracture the fuse points at top of head) – Unconsciousness  
 Eyes, eye orbits and cheekbones – Loss of Vision + Balance  
 Between Eyes – Death  
 Below Nose – Fracture + Loss of Consciousness  
 Mastoid Process (raised bone behind ears) – Death  
 Carotid Arteries (artery down neck) – Loss Of Consciousness  
 Larynx – Loss Of Consciousness  
 Seventh Cervical Vertebrae – Loss of Consciousness

### BODY

Front  
 Testicles – Loss Of Consciousness (+ Death)  
 Navel – Loss of Consciousness  
 Solar Plexus – Loss of Breathing Capacity  
 Base of Sternum – Cardiac Trauma  
 Between 4th & 5th (5th & 6th) Ribs – Loss of Breathing Capacity  
 Floating Ribs – Nervous System & Respiratory Paralysis  
 Back  
 Base of Shoulder Blades – Loss of Breathing Capacity  
 Between Shoulder Blades – Loss of Consciousness  
 Kidneys – Nervous Shock  
 Coccyx – Lesion of the spinal cord + Paralysis  
 Below the hip/thigh – Sciatic Nerve Damage

## HARD COVER

Hard cover is defined as any surface of sufficient hardness (*or flexibility; as in bullet-proof glass, or thick rubber matting*) to absorb the particular type of bullet fired.

Although the surface may wear out over time for game purposes it is seen as an impenetrable barrier (*things such as reinforced walls, metal shielding or thick concrete are unlikely to be penetrated by handgun fire*).

The following table shows the additional successes needed to hit someone behind it

Level	Surface Area Coverage	Additional Success Modifier
Level 1	01-30% coverage	1 success
Level 2	31-60% coverage	2 successes
Level 3	61-90% coverage	3 successes
Level 4	91-99% coverage	4 successes
Level 5	100% coverage	Cannot Be Hit

## SOFT COVER

In most cases, finding secure cover can be extremely difficult. Very few surfaces in reality can be said to truly provide the strength to stop bullets. The Controller will secretly assign a percentage barrier rating to any such surface (i.e leather chair, wooden cabana bar, plywood door).

Kevlar vests represent 40% soft cover protection

Gradually, the armor rating of objects will decrease as they are put under stress (it is generally on a pro rata basis of 1 point of damage absorbed for 1% reduction in soft cover rating, generally kept track of by the Games Master).

The maximum protection afforded an individual firing a gun is 85% - representing the level of danger of exposing oneself to return fire (protection rarely afforded head-shots)

After a successful shot the player rolls a percentage for each bullet fired

If the shot is absorbed it is apportioned between each protection source

## PROJECTILE HARD COVER TABLE

Each vehicle has a protection rating that represents the ability to absorb different firearms

	PROTECTION OFFERED	TYPES
Level 1	Absorb smoothbore sub-sonic gunfire (pistols and SMGs)	Basic Kevlar Vests
Level 2	Absorb other forms of smoothbore bullets (aka hollow-point, explosive, cookie-cutter)	Assault Suits + Basic Lightly Protected Vehicles
Level 3	Offers basic protection from normal rockets, rifles and grenades	Medium Armored Vehicles like ATVs and troop carriers
Level 4	Offers protection of explosive grenades and all types of small arms fire – usually a fully enclosed vehicle housing + basic protection against APFSDS missiles (1/2 damage)	Basic Tank Heavy Armor with reactive armor and Heavy Bunkers
Level 5	Offers basic protection from HEAT missiles (1/2 damage)	Chobman Armored Heavy Tanks

## VEHICLES STATISTICS

Each Vehicle has a hard-cover rating (the rating determines the type of firearms it can absorb automatically). Vehicles also have a Protection Armor Rating that designates the amount of damage it can sustain. This is also apportioned between (*F*) Front, (*B*) Back and (*S*) side sections - plus flying/diving vehicles have (*U*) Undercarriage and the (*T*) Top rating. Example being an Assault Terrain Vehicle *Hard Cover 2 Protection Armor Rating 60 (F40 B10 S10)*

# MISCELLANEOUS

## PROBABILITY TABLES

The following table gives the percentage chance of success for rolls in *theSpookEngine*. Numbers have been rounded and <1% represents less than one percent, whilst <<1% represents much, much less than one percent – a dash represent the result is impossible. Remember that the 2xd10 are the basic default dice.

Successes	0 Ranks (2 dice)	1 Rank (3 dice)	2 Ranks (4 dice)	3 Ranks (5 dice)	4 Ranks (6 dice)	5 Ranks (7 dice)	6 Ranks (8 dice)	7 Ranks (9 dice)	8 Ranks (10 dice)
botch	11%	10%	9%	7%	6%	5%	5%	4%	3%
0	31%	22%	16%	13%	10%	8%	7%	6%	5%
1+	58%	68%	75%	80%	83%	86%	89%	91%	92%
2+	26%	40%	51%	60%	67%	73%	77%	81%	84%
3+	7%	17%	28%	38%	47%	55%	61%	67%	72%
4+	1%	5%	12%	20%	28%	36%	44%	51%	57%
5+	-	1%	4%	8%	14%	21%	28%	35%	41%
6+	-	<1%	1%	3%	6%	10%	15%	21%	27%
7+	-	-	<1%	<1%	2%	4%	7%	11%	16%
8+	-	-	<1%	<1%	1%	2%	3%	5%	8%
9+	-	-	-	<1%	<1%	<1%	1%	2%	4%
10+	-	-	-	<<1%	<1%	<1%	<1%	1%	2%
11+	-	-	-	-	<<1%	<1%	<1%	<1%	1%
12+	-	-	-	-	<<1%	<<1%	<1%	<1%	<1%
13+	-	-	-	-	-	<<1%	<<1%	<1%	<1%
14+	-	-	-	-	-	<<1%	<<1%	<<1%	<1%
15+	-	-	-	-	-	-	<<1%	<<1%	<<1%
16+	-	-	-	-	-	-	<<1%	<<1%	<<1%
17+	-	-	-	-	-	-	-	<<1%	<<1%
18+	-	-	-	-	-	-	-	<<1%	<<1%
19+	-	-	-	-	-	-	-	-	<<1%
20+	-	-	-	-	-	-	-	-	<<1%

**Carry Weight:** Is determined by Strength x 10 (plus an additional 10 kilograms). Effects of increasing the carrying weight beyond weight limit include a ½ reduction in current Athleticism rating & loss of vitality every hour/per extra kilogram

**C.I Index:** All equipment carried has a Conceal Index rating; the total figure of carried items reduces the 2 successes needed for a *visual* inspection of an individual (Awareness roll). Physical searches only need 1 success. Smaller items (less than or equal to a 0.2 C.I rating could be overlooked (separate roll for each small item)

**Movement:** When walking in combat rounds an individual can move their Athleticism rate normally, ½ movement rate if they are attacking/operating device. Finally, they can attempt to run fast by rolling their Athleticism ranking, all successes add to movement - a botch means they fall over

**Charisma:** Is a rating of the individual's general sociability

**Opposing Skill Checks:** Numerous occasions occur where the actions of one individual affects another, these events are resolved by opposing checks like an individual encoding a radio transmission and someone attempting to decode it (cryptography vs cryptology rolls)

**Taking Your Time:** Some rolls are improved by taking one's time (determined by Controller); instantaneous events like combat, disarming timed-bombs or stanching blood cannot

## EXPLOSIVES

Calculating a standard explosive device of 5 kilos of dynamite, the Controller rolls on behalf of the bombmaker secretly (explosives roll), adds the explosives weight modifier and adds the standard damage multiplier of x10.

The result maybe modified per purity of explosive, botches fail to explode

Explosive	Multiplier	Primary Effect	Secondary Effect	Fragmentation
05 kilos	x1	05 meter	10 meters	50 meters
10 kilos	x2	10 meters	20 meters	75 meters
15 kilos	x3	20 meters	35 meters	100 meters
20 kilos	x4	30 meters	50 meters	125 meters
25 kilos	x5	40 meters	65 meter	150 meters
30 kilos	x6	50 meters	75 meters	175 meters

*Note: Secondary Effects @½ damage + Fragmentation @¼ damage*



8K84  
8K84U



8K84K  
UR-100K



UR-100K  
UR-100N  
UR-100NK



Delta Force

BREEZE  
Wet-squad

black-ops escort drill

plausible denial

contact drill

micro-dot

sit-ops

Close Target Recce

agent provocateur

green machine

close protection team

blowback

tail-end charlie

white meat

bodyguard commander

close-quarter-battle

RS-18/K  
CC-10

HALO

# theSpookEngine

MODERN COVERT OPERATIONS ROLEPLAY SYSTEM

## CONTROLLERS SCREEN

BK84K  
UR-100K



UR-100U  
SS-11  
RS-10  
SE 60



K



RS-18  
SS-19  
SL-49  
STILL



K

"BREEZE"  
"STAGE"



STRELA



15A15



RS-1  
SS-1  
SPANKEF

V.N. CHELOMEY, KB-52

M.K. YANGE



intercept

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satellite relay 124-5--2---3

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4440322  
ECHELON NSA RELAY

12000,993

trojan  
error code

8K84  
8K84U



UR-T00.UK  
R00  
G00  
SEC



UR-T00.UK  
R00  
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SEC



UR-T00.UK



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VITALITY: <input type="checkbox"/>		STATUS: <input type="checkbox"/>

SPECIAL OPS CHARACTER SHEET SIDE 1

<p><b>Basic Persona</b></p> <p><b>ATHLETICISM:</b> <input type="checkbox"/></p> <p><b>AWARENESS:</b> <input type="checkbox"/></p> <p><b>CONSTITUTION:</b> <input type="checkbox"/></p> <p><b>CONVERSATION:</b> <input type="checkbox"/></p> <p><b>DRIVING:</b> <input type="checkbox"/></p> <p><b>FAST-TALK:</b> <input type="checkbox"/></p> <p><b>HAND-2-HAND:</b> <input type="checkbox"/></p> <p><b>I.Q.:</b> <input type="checkbox"/></p> <p><b>SENSE MOTIVE:</b> <input type="checkbox"/></p> <p><b>STREETWISE:</b> <input type="checkbox"/></p> <p><b>STRENGTH:</b> <input type="checkbox"/></p> <p><b>WILLPOWER:</b> <input type="checkbox"/></p> <p><b>Knowledge Specialisations</b></p> <p>..... <input type="checkbox"/></p> <p>..... <input type="checkbox"/></p> <p>..... <input type="checkbox"/></p> <p>..... <input type="checkbox"/></p> <p>..... <input type="checkbox"/></p>	<p><b>Fieldcraft</b></p> <p><b>COMPUTER/I.T.:</b> <input type="checkbox"/></p> <p><b>CONTACTS:</b> <input type="checkbox"/></p> <p><b>DISGUISE/</b></p> <p><b>DECEPTION:</b> <input type="checkbox"/></p> <p><b>ELECTRONICS:</b> <input type="checkbox"/></p> <p><b>EXPLOSIVES:</b> <input type="checkbox"/></p> <p><b>FIRST AID:</b> <input type="checkbox"/></p> <p><b>INTERROGATION/</b></p> <p><b>INTIMIDATION:</b> <input type="checkbox"/></p> <p><b>MARTIAL ARTS:</b> <input type="checkbox"/></p> <p><b>MECHANICS:</b> <input type="checkbox"/></p> <p><b>PSYCHOLOGY:</b> <input type="checkbox"/></p> <p><b>STEALTH:</b> <input type="checkbox"/></p> <p><b>SIGINT:</b> <input type="checkbox"/></p> <p><b>SURVIVAL:</b> <input type="checkbox"/></p> <p><b>TRACKING/</b></p> <p><b>NAVIGATION:</b> <input type="checkbox"/></p> <p><b>WEAPONS FIREARMS:</b> <input type="checkbox"/></p> <p><b>WEAPONS MILITARY:</b> <input type="checkbox"/></p> <p>..... <input type="checkbox"/></p> <p>..... <input type="checkbox"/></p> <p>..... <input type="checkbox"/></p>
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AGENT NAME:  
POSITION HELD:  
CURRENT DIVISION:  
INCEPTION DATE:  
DATE OF BIRTH:  
CONTROLLER:

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VITALITY:

STATUS:

**Basic Persona**

- ATHLETICISM:
- AWARENESS:
- CONSTITUTION:
- CONVERSATION:
- DRIVING:
- FAST TALK:
- HAND-2-HAND:
- I.Q:
- SENSE MOTIVE:
- STREETWISE:
- STRENGTH:
- WILLPOWER:

**Basic Tradecraft**

- COMPUTER/I.T:
- CONTACTS:
- COUNTER-INTEL:
- ELECTRONICS:
- FIRST AID:
- INTERROGATION/INTIMIDATION:
- MECHANICS:
- PSYCHOLOGY:
- STEALTH:
- WEAPONS FIREARM:

**Specialist Tradecraft**

- CHEMISTRY:
- CRYPTOGRAPHY:
- DISGUISE/DECEPTION:
- EXPLOSIVES:
- FORENSICS:
- FORGERY:
- ILLEGAL ENTRY:
- MARTIAL ARTS:
- NAVIGATION/TRACKING:
- SIGINT:
- SURVEILLANCE:
- SURVIVAL:
- WEAPONS MILITARY:
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**Knowledge Specialisations**

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**Soldier Name:**  
**Date Of Birth:**  
**Organisation:**  
**Commander:**  
**Rank:**

INSERT PHOTO HERE

**Vitality:**

**Status:**

PARAMILITARY CHARACTER SHEET SIDE 1

**Basic Persona**

- ATHLETICISM:**
- AWARENESS:**
- CONSTITUTION:**
- CONVERSATION:**
- DRIVING:**
- FAST-TALK:**
- HAND-2-HAND:**
- IQ:**
- SENSE MOTIVE:**
- STREETWISE:**
- STRENGTH:**
- WILLPOWER:**

**Fieldcraft**

- COMPUTER/I.T.:**
- CONTACTS:**
- DISGUISE/**
- DECEPTION:**
- ELECTRONICS:**
- EXPLOSIVES:**
- FIRST AID:**
- INTERROGATION/**
- INTIMIDATION:**
- MARTIALS ARTS:**
- MECHANICS:**
- PSYCHOLOGY:**
- STEALTH:**
- SIGINT:**
- SURVIVAL:**
- TRACKING/**
- NAVIGATION:**
- WEAPONS FIREARMS:**
- WEAPONS MILITARY**

**Knowledge Specialisations**

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**NAME:**  
**DATE OF BIRTH:**  
**COMPANY:**  
**SUPERIOR:**

INSERT PHOTO HERE

**VITALITY:**

**STATUS:**

BODYGUARD CHARACTER SHEET SIDE 1

**Basic Persona**

- ATHLETICISM:
- AWARENESS:
- CONSTITUTION:
- CONVERSATION:
- DRIVING:
- FAST-TALK:
- HAND-2-HAND:
- IQ:
- SENSE MOTIVE:
- STREETWISE:
- STRENGTH:
- WILLPOWER:

**Knowledge Specialisations**

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**Professional Training**

- COMPUTER/LT:
- CONTACTS:
- DISGUISE/  
DECEPTION:
- ELECTRONICS:
- BOMB DISPOSAL:
- FIRST AID:
- INTIMIDATION:
- MARTIAL ARTS:
- MECHANICS:
- PSYCHOLOGY:
- STEALTH:
- SIGINT:
- TRACKING/  
NAVIGATION:
- WEAPONS FIREARMS:
- WEAPONS MILITARY:
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ARMENIAN NATIONAL SECURITY



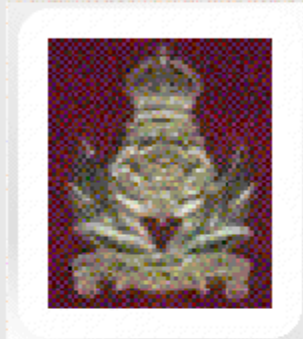
ARMENIAN SPETNAZ UNIT



ARMENIAN INTEL BUREAU



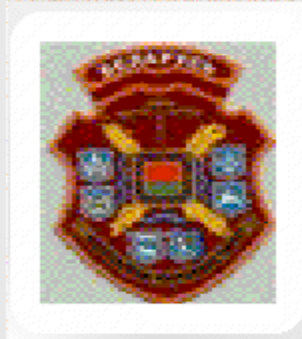
AUSTRALIA ASIO



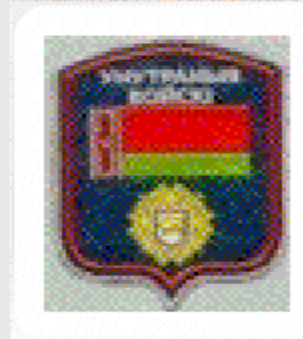
AUSTRALIA MILITARY INTEL CORP



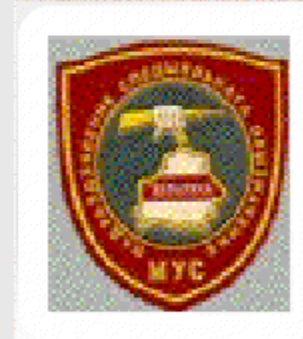
BRAZIL INTELLIGENCE



BELARUS MINISTRY  
EXTREME SITUATIONS



BELARUS MVD



BELARUS MVD SPETNAZ



BOSNIA MILITARY INTELLIGENCE



BOSNIA FEDERAL POLICE



BOSNIA MUSLIM-CROAT ARMY



BRITISH GOVERNMENT COMMUNICATIONS HEADQUARTERS



BRITISH MILITARY INTELLIGENCE



BRITISH SECURITY SERVICE MI5



BRITISH SECRET INTELLIGENCE SERVICE MI6



BRITISH SAS



CANADIAN JOINT TASK FORCE SPEC-OPS



CANADIAN POLICE



CANADIAN SIGNALS INTELLIGENCE SERVICE



CANADIAN ARMY INTELLIGENCE



CHECHNIAN MVD



CHECHNIAN PRESIDENTIAL GUARD



CUBAN SPECIAL SERVICES



CROAT ANTI-TERRORIST MP



CROAT POLICE



CROAT ANTI-TERRORIST UNIT



ESTONIAN NATIONAL POLICE



FRENCH DGSE



FRENCH GIGN



GEORGIAN MINISTRY  
OF STATE SECURITY



ISRAEL AMAN



ISRAEL MOSSAD



ITALIAN COMSUBIN  
(Navy Paracommandos)



ITALIAN LAGUNARI COMMANDOS



IRAN SAVAK



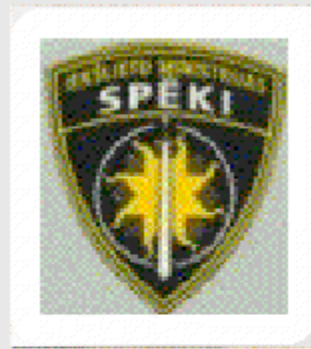
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KAZAKSTANI MINISTRY OF EXTREME SITUATIONS



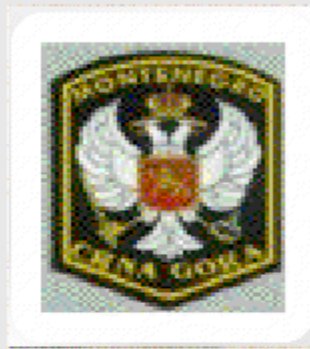
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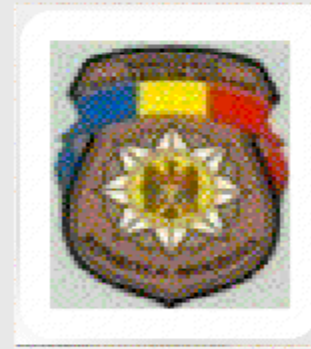
LATVIAN MINISTRY OF STATE SECURITY



MACEDONIAN POLICE



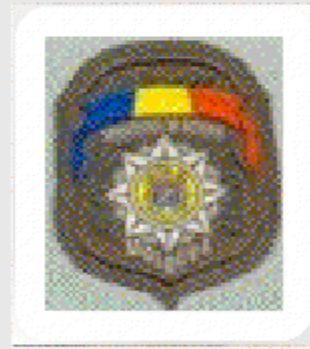
MONTENEGERIAN SPECIAL POLICE



MOLDOVIAN MINISTRY OF INTERIOR



MOLDOVIAN MINISTRY OF JUSTICE



MOLDOVIAN SPECIAL FORCES



SPANISH CESID



TURKMENISTANI MINISTRY OF INTERIOR



UZBEKISTANI MINISTRY OF EXTREME SITUATIONS



SOUTH VIETNAM STD



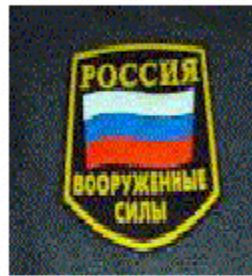
RUSSIAN FSB



RUSSIAN GRU



RUSSIAN SPETNAZ SPECIAL UNIT



RUSSIAN FSB SPECIAL FORCES



UNITED STATES AIR FORCE



UNITED STATES ARMY



UNITED STATES DIA



UNITED STATES FBI



UNITED STATES NAVY



UNITED STATES DSS



UNITED STATES ARMY INTELLIGENCE



UNITED STATES CIA



UNITED STATES  
DEPARTMENT OF ENERGY



UNITED STATES DEPARTMENT OF STATE



UNITED STATES  
DEPARTMENT OF TREASURY



UNITED STATES NIMA



UNITED STATES NRO



UNITED STATES NSA





HAMAS (PALESTINE)



ABU NIDAL ORGANIZATION  
(MIDDLE-EAST)



AUM SHINRIKYO (JAPAN)



ETA (SPAIN)



Partiya Karkeran Kurdistan PKK  
(IRAQ, IRAN & TURKEY)



TAMIL TIGERS (SRI-LANKA)



MUJAHEDIN-E KHALQ  
ORGANISATION (IRAN)



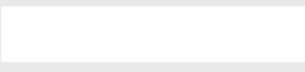
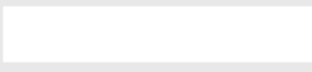
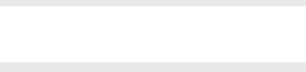
NATIONAL LIBERATION ARMY  
ELN (COLUMBIA)



FARC (COLUMBIA)



Revolutionary People's Liberation  
Party/Front or DEVSOL



HIZABALLAH (PALESTINE)



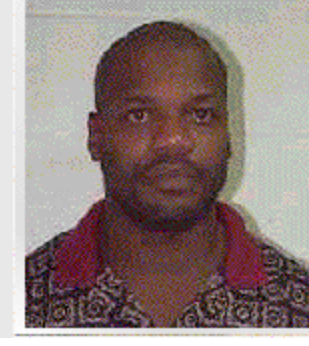
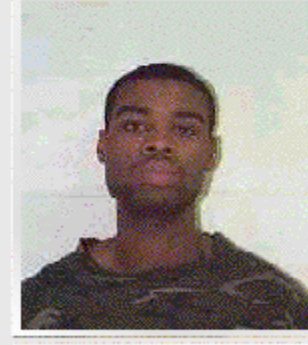
MPRI MERCENARIES

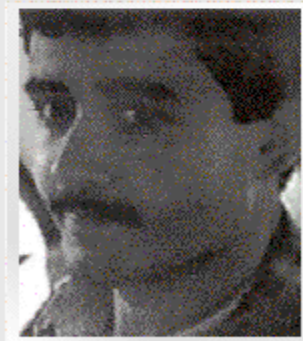
SANDLINE MERCENARIES

DYNCORP MERCENARIES

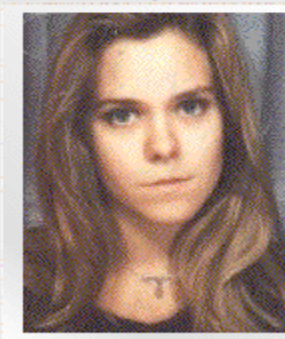


SPARTAN GROUP BODYGUARDS

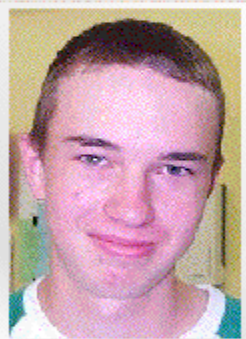
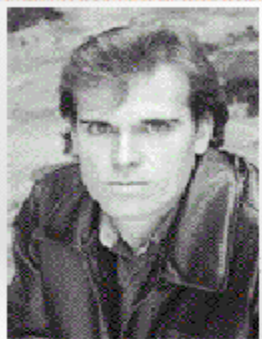




theSpookEngine



theSpookEngine



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