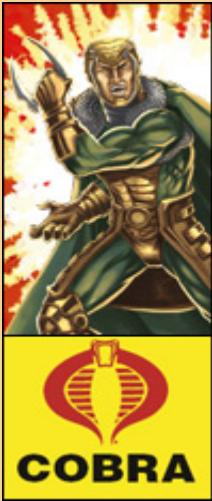


COBRA EMPEROR

Code Name: SERPENTOR



A secret cabal of COBRA scientists, under the direction of THE INTERROGATOR and DESTRO, combed the tombs, sarcophagi and relics of the great despots of history to find cells with DNA traces. From these long-dead genetic blueprints they produced a composite clone with the military genius of Napoleon, the ruthlessness of Julius Caesar, the daring of Hannibal, and the fiscal acumen of Attila the Hun... the ultimate COBRA Emperor! A master of political intrigue and a brilliant tactician, he is capable of wresting power from COBRA COMMANDER for the benefit of THE INTERROGATOR and DESTRO. Fortunately for the GI JOE team, the COBRA Emperor's own ambitions were not taken into consideration by his creators.

"His eyes have seen the legions of Rome trample the Gauls and Nervii into the dust. His hand lifted the horsehair baton that signaled the first charge of the Carthaginian armored elephant phalanx. His ears have heard the rattle of French cuirassiers on the streets of Moscow. But it is his mind we must fear the most. The thoughts of the COBRA Emperor have not drifted from global conquest since the reign of King Solomon."

Characteristics

Smarts: 4

Willpower: 10

Presence: 10

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 10

Body: 10

Constitution: 10

Movement: 6

Derived

STUN: 100

HITS: 100

Initiative: 10

Actions: 6

Attack: 14

Evade: 14

Education: 12

Perception: 12

Tiers: Basic Civilian: 8, Basic Terrorist: 8, General

Military Career: 8, Specialty <Military Tactics>: 8,

Military Officer: 8, COBRA: 8

EQUIPMENT

Armor: Ceramic Scale Armor w/ Kevlar Padding: 15 KD

Weapons:

Throwing Blade: 3d6+STR LETHAL Damage

Cobra Spear: 4d6+STR LETHAL Damage, Poison: CON save difficulty 15 or suffer 1 point of STUN of damage each turn afterwards.

COBRA LEADER

Code Name: COBRA COMMANDER



File name: (CLASSIFIED)

Primary Military Specialty: Intelligence

Second Specialty: Ordnance (Experimental Weaponry)

Birthplace: (CLASSIFIED)

Grade: Commander-in-Chief

Absolute power! Total control of the world... its people, wealth, and resources – that's the objective of COBRA COMMANDER. This fanatical leader rules with an iron fist. He demands total loyalty and allegiance. His main battle plan, for world control, relies on revolution and chaos. He personally led uprisings in the Middle East, Southeast Asia and other trouble spots. Responsible for kidnapping scientists, businessmen, and military leaders, then forcing them to reveal their top level secrets.

"COBRA COMMANDER is hatred and evil personified. Corrupt. A man without scruples. Probably the most dangerous man alive!"

Characteristics

Smarts: 8

Willpower: 6

Presence: 8

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 4

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 12

Actions: 4

Attack: 12

Evade: 12

Education: 16

Perception: 16

Tiers: Basic Civilian: 6, Basic Terrorist: 8, General

Military: 8, Specialty <Military Intelligence>: 8,

Specialty <Experimental Weapons>: 8, Military

Officer: 8, COBRA: 8

EQUIPMENT

Gear: Mask: 20 KD (Built in Communications, Explosive

Booby-Trap: 1d10x10 LETHAL Damage, Environmental Seal)

Armor: Kevlar Uniform: 10 KD

Weapons:

Energy Pistol: 4d6 STUN Damage <Ignores Armor, Stuns target CON save difficulty 15>, 10 Shots

COBRA LEADER

Code Name: **COBRA COMMANDER (Battle)**



File name: (CLASSIFIED)

Primary Military Specialty: Intelligence

Second Specialty: Ordnance (Experimental Weaponry)

Birthplace: (CLASSIFIED)

Grade: Commander-in-Chief

Absolute power! Total control of the world... its people, wealth, and resources – that's the objective of COBRA COMMANDER. This fanatical leader rules with an iron fist. He demands total loyalty and allegiance. His main battle plan, for world control, relies on revolution and chaos. He personally led uprisings in the Middle East, Southeast Asia and other trouble spots. Responsible for kidnapping scientists, businessmen, and military leaders, then forcing them to reveal their top level secrets.

"COBRA COMMANDER is hatred and evil personified. Corrupt. A man without scruples. Probably the most dangerous man alive!"

Characteristics

Smarts: 8

Willpower: 6

Presence: 8

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 4

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 12

Actions: 4

Attack: 12

Evade: 12

Education: 16

Perception: 16

Tiers: Basic Civilian: 6, Basic Terrorist: 8, General

Military: 8, Specialty <Military Intelligence>: 8,

Specialty <Experimental Weapons>: 8, Military

Officer: 8, COBRA: 8

EQUIPMENT

Gear: Mask: 20 KD (Built in Communications, Explosive

Booby-Trap: 1d10x10 LETHAL Damage, Environmental Seal)

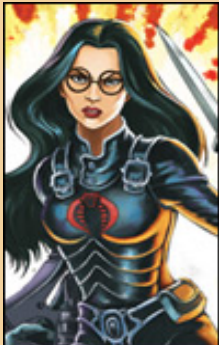
Armor: Kevlar Uniform: 10 KD

Weapons:

Energy Pistol: 4d6 STUN Damage <Ignores Armor, Stuns target CON save difficulty 15>, 10 Shots

COBRA INTELLIGENCE OFFICER

Code Name: BARONESS



Primary Military Specialty: Intelligence
Second Specialty: Fixed Wing Pilot
Birthplace: Classified



The spoiled offspring of wealthy European aristocrats, the BARONESS graduated from student radicalism into international terrorism and finally into the ranks of COBRA. She was severely burned during a COBRA night attack operation and has had extensive plastic surgery. Rumor has it that she is the only one who knows the true identity of DESTRO. Qualified expert: M-16; AK-47; RPG7; Uzi; H.I.S.S. tank operator.

"Her principal weakness is in the division of her loyalty between COBRA COMMANDER and DESTRO. Her chief strength would seem to lie in her ability to play them against each other."

Characteristics

Smarts: 5
Willpower: 5
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 4
Body: 4
Constitution: 5
Movement: 5

Derived

STUN: 40
HITS: 40
Initiative: 10
Actions: 5
Attack: 11
Evade: 11
Education: 11
Perception: 11
Tiers: Basic Civilian: 4, Basic Terrorist: 6, General Military Career: 6, Pilot <Jets>: 6, College <International Studies>: 6, Special Forces: 6, Combat Pilot: 6, Specialty <Espionage>: 6, Specialty <Military Intelligence>: 6, Military Officer: 6, COBRA: 6

EQUIPMENT

Armor: Ceramic Anti-Ballistic Plates: 20 KD
Weapons:
Combat Knife: 1d6+STR
Medium Automatic Rifle: 6d6 LETHAL Damage, 30 Ammo

THE ENEMY

Code Name: **COBRA OFFICER**



File name: (UNKNOWN)

Primary Military Specialty: Infantry

Second Specialty: Artillery, Intelligence

Birthplace: Various Countries

Grade: 04 (or equivalent)

COBRA officers are front-line fighters who lead COBRA attack units into battle. Many are also believed to be operating as spies at defense plants, nuclear power facilities, etc. All are martial arts experts and masters of disguise, deceit, and demolitions. Qualified Expert: AK-47 Assault Rifle; PM-63 Machine Pistol; M-16; Ingram M-11 Sub-machine gun.

"COBRA Officers are dedicated to destroying GI JOE and the American way of life. Beware... they are extremely dangerous enemies!"

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 8

Actions: 5

Attack: 9

Evade: 9

Education: 7

Perception: 7

Tiers: Basic Civilian: 4, Basic Terrorist: 4, General

Military Career: 4, Martial Arts Career: 4, Specialty

<Espionage>: 4, Military Officer: 4, COBRA: 4

EQUIPMENT

Gear: 2 Clips (Assault Rifle)

Armor:

Helmet: 10 KD

Concealed Lite Kevlar Vest: 10 KD

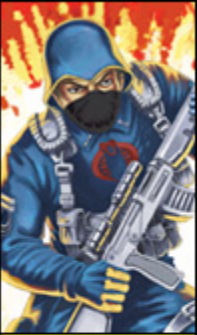
Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Heavy Assault Rifle: 7d6 LETHAL Damage, 30 Ammo

THE ENEMY

Code Name: COBRA TROOPER



File name: (UNKNOWN)

Primary Military Specialty: Infantry

Second Specialty: Sabotage

Birthplace: Various Countries

Grade: E-4 (or equivalent)

One of the nameless, faceless legions of COBRA Command. Each COBRA is highly skilled in the use of explosives, all NATO and Warsaw Pact small arms, sabotage, and the martial arts. Qualified expert: Skorpion (VZOR61); Machine Pistol; Dragunov (SVD) Sniper's Rifles, Uzi Submachine Gun; M-16.

"COBRA troopers swear absolute loyalty to their fanatical leader... COBRA COMMANDER. Their goal... to conquer the world for their own evil purposes."

Characteristics

Smarts: 2

Willpower: 3

Presence: 4

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 4

Body: 4

Constitution: 4

Movement: 4

Derived

STUN: 40

HITS: 40

Initiative: 6

Actions: 4

Attack: 8

Evade: 8

Education: 6

Perception: 6

Tiers: Basic Civilian: 4, Basic Terrorist: 4, General

Military Career: 4, Martial Arts Career: 4, Spe-

cialty <NATO Small Arms>: 4, Specialty <Warsaw

Pact Small Arms>: 4, COBRA: 4

EQUIPMENT

Gear: 2 Clips (Assault Rifle), 2 Clips (Pistol)

Armor:

Helmet: 10 KD

Concealed Lite Kevlar Vest: 10 KD

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Heavy Sub-Machinegun: 5d6 LETHAL Damage, 30 Ammo

THE ENEMY

Code Name: COBRA RED NINJA



File name: Identities Unknown

Primary Military Specialty: Vehicle Operations

Second Specialty: Ninja

RED NINJAS are ruthless mercenaries who work mainly for COBRA COMMANDER. They earn top dollar in battle because they are one of the most feared ninja warrior clans of all time. When RED NINJAS enter a fight, they're in it until the bitter end (or until they get paid more money to fight someone else). GI JOE is the only force that has ever defeated them, but they had to call upon every tactic and weapon in their arsenal before they were able to subdue them. RED NINJAS possess advanced ninjitsu skills that are hard to find, and they fight like razor-toothed sharks in a feeding frenzy.

"We spin and chop with sword and battle axe so quickly that you never see the blades coming."

Characteristics

Smarts: 5

Willpower: 8

Presence: 6

Hand-Eye Coordination: 7

Reflexes: 7

Strength: 5

Body: 7

Constitution: 7

Movement: 7

Derived

STUN: 70

HITS: 70

Initiative: 12

Actions: 7

Attack: 13

Evade: 13

Education: 11

Perception: 11

Tiers: Basic Civilian: 4, Basic Terrorist: 6, General

Military Career: 6, Martial Arts Career: 6, Martial

Arts Expert: 6, COBRA: 6

EQUIPMENT

Gear: Arrows (8)

Weapons:

Knife: 1d6+STR LETHAL Damage

Throwing Stars: 1d6 LETHAL Damage

Short Sword: 2d6+STR LETHAL Damage

Katana: 5d6+STR LETHAL Damage

Bow: 7d6 AP LETHAL Damage

COBRA SABOTEUR

Code Name: FIREFLY



File name: Unknown

Primary Military Specialty: Sabotage, Demolitions

Birthplace: Classified

No one knows what his real name is or what he looks like. FIREFLY is known by his work. Expert in all NATO and Warsaw Pact explosives and detonators. Always places his charges in the one place that affords maximum damage. There is no question about his infiltration skills since no one has ever reported seeing him enter or leave any target area.

"Even COBRA COMMANDER doesn't know much about FIREFLY. His fees are paid into a numbered Swiss bank account and are always payable in advance. He makes no guarantees and gives no refunds."

Characteristics

Smarts: 4

Willpower: 5

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 4

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 9

Actions: 5

Attack: 10

Evade: 10

Education: 9

Perception: 9

Tiers: Basic Civilian: 4, Basic Terrorist: 5, General Military Career: 5, Specialty <Demolitions>: 5, Specialty <Sabotage>: 5, Specialty <NATO Demolitions>: 5, Specialty <Warsaw Pact Demolitions>: 5, COBRA: 5

EQUIPMENT

Gear: Tool Kit, 2 Clips (SMG), 2 Clips (Pistol), Radio Detonator

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Grenades (3): 1d10x10 LETHAL Damage

High Explosives: 2d10x10 LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Sub-Machinegun: 4d6 LETHAL Damage, 32 Ammo

NINJA

Code Name: **STORM SHADOW**



Primary Military Specialty: Sabotage
Second Specialty: Intelligence
Birthplace: Classified



STORM SHADOW can trace his family history through thirty generations of ninjas. He can scale sheer walls with bare hands and feet, move with blinding speed, and endure unspeakable hardship and pain. Qualified expert: Long bow; Samurai sword; Throwing stars; Nunchaku sticks; 8th degree black belt in five martial arts.

"The great Ninja clans disappeared a hundred years ago. If they were wiped out, nobody took the credit for it and if they're still around – *who are they working for?*"

Characteristics

Smarts: 5
Willpower: 8
Presence: 8
Hand-Eye Coordination: 7
Reflexes: 7
Strength: 6
Body: 8
Constitution: 8
Movement: 8

Derived

STUN: 80
HITS: 80
Initiative: 12
Actions: 7
Attack: 14
Evade: 14
Education: 12
Perception: 12
Tiers: Basic Civilian: 4, Basic Terrorist: 7, Martial Arts Career: 7, Martial Arts Expert: 7, Martial Arts Master: 7, General Military Career: 7, COBRA: 7

EQUIPMENT

Gear: Rope, Grappler Hook, Flash Bombs (2), Smoke Bombs (2), Arrows (10)
Weapons:
Throwing Stars (4): 1d6 LETHAL Damage
Knife: 1d6+STR LETHAL Damage
Swords (2): 4d6+STR LETHAL Damage
Bow: 7d6 AP LETHAL Damage

NINJA

Code Name: STORM SHADOW (Dragon)



File name: Classified

Primary Military Specialty: Covert Operations

STORM SHADOW served with SNAKE EYES in Southeast Asia and both of them later studied the secret art of Ninjitsu with the family of STORM SHADOW, a ninja clan that could trace its history back through thirty generations of ninjas. Unhinged by the murder of his uncle and mentor, he infiltrated COBRA seeking revenge, but found vengeance to be a poor substitute for life. Now, in semi-retirement at a remote mountain hideaway, he occasionally takes on a special mission or two – if SNAKE EYES asks him nicely.

"A ninja is a silent wraith with a razor-edged blade in one hand and a scaling-grapple in the other. Ninjas can penetrate the most sophisticated defense and leave without a trace. They are mystic swordsmen, spies, acrobats, quick-change artists and conjurors. Most people will tell you that ninjas don't exist. That's exactly what the ninjas want you to believe."

Characteristics

Smarts: 5

Willpower: 8

Presence: 8

Hand-Eye Coordination: 7

Reflexes: 7

Strength: 6

Body: 8

Constitution: 8

Movement: 8

Derived

STUN: 80

HITS: 80

Initiative: 12

Actions: 7

Attack: 14

Evade: 14

Education: 12

Perception: 12

Tiers: Basic Civilian: 4, Basic Terrorist: 7, Martial

Arts Career: 7, Martial Arts Expert: 7, Martial Arts

Master: 7, General Military Career: 7, COBRA: 7,

GI JOE: 7

EQUIPMENT

Gear: Rope, Grappler Hook, Flash Bombs (2), Smoke Bombs (2), Arrows (10)

Weapons:

Throwing Stars (4): 1d6 LETHAL Damage

Knife: 1d6+STR LETHAL Damage

Ninja Claws: 2d6+STR LETHAL Damage

Swords (2): 4d6+STR LETHAL Damage

Bow: 7d6 AP LETHAL Damage

ENEMY WEAPONS SUPPLIER

Code Name: DESTRO



File name: Unknown

Primary Military Specialty: Weapons Manufacturer

Second Specialty: Thief

Birthplace: Unknown

DESTRO is the faceless power behind Military Armaments Research System, the largest manufacturer of state-of-the-art weaponry. To DESTRO, war is man's most natural state: the fittest survive and the greatest technological advances are made. He maintains a luxurious lifestyle around the world. DESTRO provides high-tech arms to any side able to meet his price and will incite war where it does not exist. He dons his silver battle mask (a family tradition) and enters battle himself, either with COBRA Command (DESTRO is their major weapons supplier) or against them if it's better for business.

DESTRO respects the G.I. JOE team for their combat skills and expertise, but abhors them for wasting such skills to maintain peace. He's totally dedicated to seeing them undermined, subverted, or destroyed!

Characteristics

Smarts: 7

Willpower: 7

Presence: 8

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 8

Body: 8

Constitution: 8

Movement: 5

Derived

STUN: 80

HITS: 80

Initiative: 12

Actions: 5

Attack: 12

Evade: 12

Education: 14

Perception: 14

Tiers: Basic Civilian: 6, Basic Terrorist: 7, College

Career <Engineering>: 7, General Military Career:

7, Specialty <Weapon Development>: 7, Specialty

<Combat Engineering>: 7, COBRA: 7

EQUIPMENT

Gear: 1 Clip (Pistol), 1 Clip (SMG), Weapon Add-On Briefcase

Armor: Battle Mask: 30 KD (Micro-Communications, Sealed Environmental Filter, Heads Up Display>

Kevlar Outfit: 10 KD

Weapons:

Wrist Rockets: 1d10x10 AP LETHAL Damage, 2 Rockets

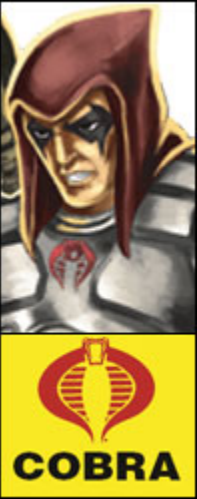
High Explosive Micro-Grenades (2): 2d10x10 LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Light Sub-Machinegun: 2d6 LETHAL Damage, 20 Ammo

MASTER OF DISGUISE

Code Name: ZARTAN



File name: Unknown

Aliases: Too numerous to list

Birthplace: Unknown

ZARTAN can alter his skin color at will to blend in with his environment. He is also a master of make-up and disguise, a ventriloquist, a linguist (over 20 languages and dialects), an acrobatic-contortionist and a practitioner of several mystic martial arts. Very little is known of his background and origins, but most security agencies agree that he must have had European military academy training (probably St. Cyr).

"I can be anyone, anywhere. You will never know that you are talking to me, unless I wish it."

Characteristics

Smarts: 5

Willpower: 6

Presence: 6

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 6

Constitution: 6

Movement: 5

Derived

STUN: 60

HITS: 60

Initiative: 10

Actions: 5

Attack: 11

Evade: 11

Education: 11

Perception: 11

Tiers: Basic Civilian: 5, Basic Terrorist: 6, General Military Career: 6, Martial Arts Career: 6, Special Forces: 6,

Specialty <Espionage>: 6, Specialty <Military Intelligence>: 6, Specialty <Disguise>: 6, Linguist <Speaks 20

Languages>: 6, COBRA: 6

EQUIPMENT

Special Ability: Chameleon Skin <+10 to Hide>

Armor: Anti-Ballistic Chest Plate: 15 KD

Gear: Make-Up Kit, Backpack w/ Disguises

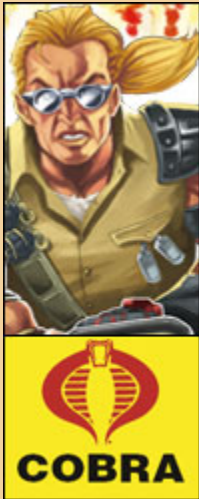
Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

DREADNOK

Code Name: BUZZER



File name: Dick Blinken (Richard Blinken-Smythe)

Primary Military Specialty: Intelligence

Second Specialty: Fixed Wing Pilot

Birthplace: Classified

BUZZER was an extreme left-wing Cambridge sociology don who went to Australia to research the biker gang phenomenon only to be changed into the very object of his research. Years of intellectual displeasure and extreme indignation at society's two-faced morality manifested into the intense desire to chainsaw apart the expensive geegaws of technological society.

Specialty and M.O.*: A scavenger of the swamps, BUZZER can cut through steel, wrought iron and any metal (except armor plate) with his diamond-toothed chain saw.

* Modus Operandi

Characteristics

Smarts: 3

Willpower: 3

Presence: 3

Hand-Eye Coordination: 4

Reflexes: 4

Strength: 5

Body: 5

Constitution: 5

Movement: 4

Derived

STUN: 50

HITS: 50

Initiative: 7

Actions: 4

Attack: 8

Evade: 8

Education: 7

Perception: 7

Tiers: Basic Civilian: 4, Basic Terrorist: 4, College

Career <Sociology>: 4, Driver Path

<Motorcycles>: 4, Specialty <Chainsaws>: 4, CO-

BRA: 4

EQUIPMENT

Gear: Gas Can Backpack

Weapons:

Grenades (4): 1d10x10 LETHAL Damage

Diamond Bit Chainsaw: 5d6+10+STR AP LETHAL Damage