

G.I. JOE

THE RPG

Iron Grenadiers



NEW TIER

Iron Grenadier

Prerequisites: Basic Terrorist, General Military Career, College: Business or Law.

Much like the COBRA tier, the Iron Grenadiers are familiar with several of the same skills. They are shrewd and know how to carry out terrorist activities better than COBRA.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Espionage SM 2
- Knowledge: Military Protocol SM 2
- Pilot <Pick one Aircraft> SM/HEC 2
- Drive <Pick one Ground Vehicle> SM/HEC 2
- Gunnery <Pick Two> HEC 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Survival SM 2
- Increase Membership +1

Darklon

Evader Driver



Darklon is a distant cousin of the Destro clan and the last of a long line of privateers, mercenaries, and investment bankers. From his cast-iron castle in the Alps, he dispatched his private armies to do battle for the highest bidder until Destro called upon him to lead legions in his bid to take over COBRA.

“Completely unhindered by ideology or ethics, Darklon is motivated purely by greed. His telephone solicitors have been known to drum up business for his mercenary army by offering ‘reasonable hourly rates’ and cash rebates!”

Characteristics

Smarts: 4
Willpower: 5
Presence: 6
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 3

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 4
Attack: 11
Evade: 11
Education: 10
Perception: 10
Tiers: Basic Civilian: 6, Basic Terrorist: 6, General Military
Career: 6, College <Business>: 6, Specialty <Accounting>: 6,
Specialty <Bargaining>: 6, Iron Grenadier: 6

Equipment

Armor:

Mask: 20 KD
Scale Armor: 12 KD

Weapons:

Combat Knife: 1d6+5 LETHAL Damage
Mini-Grenades (16): 1x10x5 LETHAL Damage
Heavy Gas Powered Shotgun: 10d6 LETHAL Damage, 10
Ammo

Vehicle:

Evader: SP 20/70 SDP, Speed: 150 mph, 9mm Removable
Machinegun (2): 6d6 LETHAL Damage (30 Ammo), Roof
Mounted ‘Seeker’ Stinger Missiles: 2d10x8 LETHAL Dam-
age

FERRET

Iron Grenadier D.E.M.O.N. Driver



Ferrets are the backbone of Destro's armored assault squadrons. Their battle vehicles, called DEMONs are expected to spearhead long range mechanized attacks to neutralize enemy strong points, as well as to capture and hold landing zones for airborne insertions. Since the design priorities for the DEMON key on speed, range and offensive firepower, much was sacrificed in the area of crew protection, comfort and safety.

"Ferrets are chosen and trained based on their doggedly positive attitude. This is a vital attribute for them. When a squadron of DEMONs attack in formation at full throttle, with all weapons systems firing, they are virtually unstoppable! Break-up the formation, slow the pace of the attacks or counterattack from behind, and infantrymen with hand-held rocket-launchers can turn the DEMONs into burning hulks! Their motto should be, "Don't look back!"

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 3

Derived

STUN: 50

HITS: 50

Initiative: 8

Actions: 4

Attack: 10

Evade: 10

Education: 8

Perception: 8

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military

Career: 5, Specialty <DEMON>: 5, Iron Grenadier: 5

Equipment

Gear: Air tank, Clip (Pistol)

Armor:

DEMON Helmet: 15 KD w/ Air Filter, Targeting Link to DEMON, Com-Link

DEMON Armor: 12 KD w/ Air Conditioning

Weapons:

Automatic Pistol: 3d6 LETHAL Damage

Vehicle:

DEMON: SP 20/ 120 SDP, Speed: 90 mph, Roof Laser:

20/40/30 Armor Piercing LETHAL Damage, Infinity III Laser:

30/50/40 Armor Piercing LETHAL Damage, Anti-Aircraft/

Personnel Missiles (6): 3d10x10 Armor Piercing LETHAL

Damage

GENERAL MAYHEM

Iron Grenadiers General



File Name: Mayhemovski, Vladimir P.

Primary Military Specialty: Infantry Commander

Secondary Military Specialty: Counterintelligence

Birthplace: Kirovograd, Ukraine

General Mayhem is a former SPETSNAZ (Special Forces) commander for the Russian Army. For years, he carried out deep reconnaissance missions and blitzkrieg-style attacks with flawless efficiency for the motherland. Followed by a devoted cadre of soldiers and officers that shared his vision of ruthless conquest and utter destruction of the weak, his arrogance inevitably was his own downfall. After a particularly terrifying campaign of merciless interrogation and elimination of the alleged enemies of the state, he and his comrades were stripped of rank and incarcerated. Escaping before they could be tried, they fled to the criminal underground where they remain wanted for crimes against humanity, relentlessly pursued by the OKTOBER GUARD (A Russian counterpart to the GI JOE team).

Resurfacing several years later under the guise of General Mayhem, this effective but cruel leader found a welcome home with Destro's Iron Grenadier. His apparent viciousness is barely tempered by his sheer military brilliance, often formulating bewildering attack plans that appear totally chaotic and disorienting to his opponents, but ultimately come together in an indomitable orchestration of troops and artillery—truly the work of a mad genius. While their methods may be different, Destro appreciates a general who is not afraid to make unpopular decisions and take the blame—or take the credit as General Mayhem puts it!

"Friend, foe, or innocent bystander, anyone foolish enough to get in our way will be crushed beneath my boot heels!"

Characteristics

Smarts: 5

Willpower: 8

Presence: 7

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 6

Constitution: 6

Movement: 3

Derived

STUN: 60

HITS: 60

Initiative: 10

Actions: 4

Attack:

Evade:

Education:

Perception:

Tiers: Basic Civilian: 7, Basic Terrorist: 7, General Military

Career: 7, Special Forces: 7, Specialty <Tactics>: 7, Specialty

<Counterintelligence>: 7, Iron Grenadier: 7

Equipment

Gear: Clip (Pistol)

Armor:

Helmet: 15 KD w/ Spotlight, Com-Link

Kevlar Under-Armor: 10 KD

Weapons:

Heavy Automatic Pistol: 5d6 LETHAL Damage, 10 Ammo

RPG: 1d10x10 LETHAL Damage, 1 Ammo

IRON ANVIL

Iron Grenadiers Paratrooper



Primary Military Specialty: Commando

Secondary Military Specialty: Hand to Hand Combat

Iron Anvil paratroopers are Destro's elite airborne commandos. They are only used when brute force is necessary to complete a hostile take-over by the MARS (Military Armaments Research Systems) Corporation. These specialized assault troopers are sent in ahead of the ground forces to overwhelm enemy defenses. Their primary missions focus on the subversion of major economic and military installations by either destroying them or putting them out of action. Iron Anvil troops have a tactical advantage in that they can appear on the battlefield anywhere that aircraft can deploy them. However, they prefer to be dropped from low flying helicopters and like their namesake, make small impact craters wherever they land.

Each trooper wears a self-contained bio-suit that is protected by layers of composite and reactive armor which acts like a shock absorber for their earthbound landings. This tactic has both a psychological impact as well as a demoralizing affect on their adversaries. Once on the ground, Iron Anvil troopers engage in close quarters combat using their expert hand-to-hand fighting skills to apprehend prisoners for slave labor in one of Destro's new factories.

"Parachutes are for wimps—once the Iron Anvils drops—nothing can stop us!"

Characteristics

Smarts: 3

Willpower: 5

Presence: 6

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 6

Body: 7

Constitution: 7

Movement: 3

Derived

STUN: 70

HITS: 70

Initiative: 8

Actions: 4

Attack: 11

Evade: 11

Education: 9

Perception: 9

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

Career: 6, Martial Arts <Expert>: 6, Special Forces: 6, Spe-

cialty <Parachuting>: 6, College <Business>: 6, Iron Grena-

dier: 6

Equipment

Gear: Air Tank (1 Hour Supply), 4 Clips (SMG), Parachute Armor:

Iron Anvil Helmet: 20 KD w/ Air filter/supply, Night Vision, Altimeter, Com-Link

Iron Anvil Armor: 15 KD (30 KD vs. STUN Impact) w/ Air conditioning

Weapons:

Combat Knife: 1d6+6 LETHAL Damage

Sub Machinegun: 4d6 LETHAL Damage, 32 Ammo w/ Night Scope/Range Finder

Iron Grenadier

Destro's Elite Troopers



Specialties: Terrorism, sales, marketing, development

The Iron Grenadiers are handpicked from Destro's personal bodyguards. They are the spearhead of Destro's incursions into new territory. The Iron Grenadiers, acting as agents, provocateurs, saboteurs or outright terrorists, impel an unsuspecting country towards chaos and turmoil, thereby creating new markets for Destro's weapons where none existed before. Their pay is a percentage of gross sales.

"Imagine the slickest used car salesman you've ever met. Now imagine that he's also the trickiest accountant in the world. Got that? Try to picture what he would be like if that same guy was also a highly trained commando with expertise in explosives, small arms and hand-to-hand combat. Top it off with the fact that no other mercenary group in the world wants them because of their history of turning on their superiors. That's what an Iron Grenadier is..."

Characteristics

Smarts: 3
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 3

Derived

STUN: 50
HITS: 50
Initiative: 8
Actions: 4
Attack: 10
Evade: 10
Education: 8
Perception: 8
Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military
Career: 5, College <Business/Law>: 5, Special Forces: 5, Iron
Grenadiers: 5

Equipment

Gear: Clip (Pistol), Clip (SMG)
Armor:
Iron Grenadier Helmet: 15 KD w/ Air Filter, Com-link, Night Vision, Anti-Glare Lense
Iron Grenadier Anti-Ballistic Armor: 15 KD
Weapons:
Sword: 4d6+5 LETHAL Damage
Laser Pistol: 10/15/12 Armor Piercing LETHAL Damage, 20 Ammo
Sub Machinegun: 4d6 Armor Piercing LETHAL Damage, 32 Ammo

METAL-Head

Iron Grenadiers Air Marshal



File Name: Finley, Stuart A

Primary Military Specialty: Aerial Vehicle Operator

Secondary Military Specialty: Anti-Tank Specialist

Birthplace: Annapolis, MD

Metal-Head is the leader of the Iron Grenadiers air assault squadron. He has allowed Destro's top scientists to surgically implant an electro-magnetic shunt directly into his brain. This mnemonic device allows him to connect into the MARS mainframe computer and download weapon and vehicle specifications directly into his memory. He simply plugs into the system and allows his bio-processors to acquire knowledge. Metal-Head also has an integrated targeting sight located in the optic nerve of his left eye. All he has to do is make visual contact with a target, calculate the range, then yell "bang" to utilize his voice-activated weapon systems. These upgrades have given Metal-Head faster reflexes, which makes him particularly adept with advanced technology aircraft—such as the Stealth AGP (Anti-Gravity Pod). He now has the ability to execute ultra fast maneuvers that would physically debilitate other pilots. The few seconds it takes for his opponent to compensate is all he needs to calculate their range and launch his missiles to blast them out of the sky.

"I've got my eye on you—a Bull's Eye that is!"

Characteristics

Smarts: 5

Willpower: 6

Presence: 5

Hand-Eye Coordination: 8

Reflexes: 7

Strength: 7

Body: 7

Constitution: 7

Movement: 4

Derived

STUN: 70

HITS: 70

Initiative: 12

Actions: 6

Attack: 14 (HEC), 13 (REF)

Evade: 13

Education: 11

Perception: 11

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

Career: 6, Special Forces: 6, Specialty <Aircraft>: 6, Specialty

<Engineering>: 6, Iron Grenadiers: 6

Equipment

Gear: Cybernetic Implant (Electro-Magnetic Shunt), Clip (Rifle), Clip (SMG)

Armor:

Head Piece: 20 KD

Body Armor: 15 KD

Weapons:

Combat Knife: 1d6+7 LETHAL Damage

Sub Machinegun: 3d6 LETHAL Damage, 20 Ammo

Assault Rifle: 6d6 LETHAL Damage, 40 Ammo

NULLIFIER

Iron Grenadier AGP Pilot



The only advantage of an Anti-Gravity-Pod, (considering its poor energy consumption to performance ratio) is its ability to turn sharply and to “stop on a dime.” Acute maneuvers of this sort can be physically debilitating to anybody but a Nullifier! These AGP pilots require a six hour weight workout every day simply to maintain their massive physique and high levels of endurance. Such training is necessary in order for them to command a vehicle that can reduce a normal man to a gelatinous pulp during the course of a simple turn.

“Nullifiers are fed solely on a diet of high protein gruel that looks like grey mush and tastes like wet cardboard. Their muscles are always sore and their nerves are constantly on the edge from the stress. Consequently, a Nullifier usually has the temperament of a rabid pit-bull, and is more likely to bite!”

Characteristics

Smarts: 3

Willpower: 3

Presence: 3

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 8

Body: 8

Constitution: 8

Movement: 4

Derived

STUN: 80

HITS: 80

Initiative: 9

Actions: 5

Attack:

Evade:

Education:

Perception:

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military

Career: 5, Specialty <AGP Pilot>: 5, Iron Grenadier: 5

Equipment

Gear: Clip (SMG)

Armor:

AGP Helmet: 20 KD w/ Air supply (1 hour), Com-link, Targeting Display

Flight Suit: 15 KD (25 vs. Impact STUN Damage)

Weapons:

Combat Knife: 1d6+8 LETHAL Damage

Sub Machinegun: 3d6 LETHAL Damage, 32 Ammo

Vehicle:

Anti-Gravity Pod: SP 20/ 80 SDP, Speed 300 mph, ‘Big Hit’

106mm Cannons: 1d10x7 LETHAL Damage, Missiles (6): 2K LETHAL Damage

TARGAT

Trans Atmospheric Rapid Global Assault Trooper



Always in the forefront of technology, Destro's technicians have developed a method for inserting troops into totally inaccessible locations. Trans Atmospheric Rapid Global Assault Troopers are deployed into orbit from a shuttle, wearing armored self-contained, bio-system suits and ceramic composite heat shields that double as hang gliders and weapons platforms. Their re-entry over their target could easily be mistaken for a meteor shower—until they start shooting!

"TARGATs are quite formidable as assault troopers, but their psychological impact on defending troops is even greater! Who wants to have to fight a person who's crazy enough to turn himself into a human meteor?"

Characteristics

Smarts: 4

Willpower: 6

Presence: 6

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 6

Body: 8

Constitution: 8

Movement: 4

Derived

STUN: 80

HITS: 80

Initiative: 10

Actions: 5

Attack: 12

Evade: 12

Education: 10

Perception: 10

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

Career: 6, Specialty <TARGAT Flight Gear>: 6, Specialty

<Aerospace>: 6, Iron Grenadier: 6

Equipment

Gear: Jet Pack: 50 KD (100 vs. Heat), Speed: 80 mph

Armor:

TARGAT Helmet: 30 KD w/ Air supply, Environmental Read-out, Com-Link, Enhanced Optics

TARGAT Suit: 30 KD (35 vs. Impact STUN Damage), Air Conditioning

Weapons:

Grenades (5): 1d10x10 LETHAL Damage

Combat Knife: 1d6+6 LETHAL Damage

Laser Pistol: 8/14/12 Armor Piercing LETHAL Damage, 10 Ammo

High Powered Laser Pistol (attached to jetpack): 14/18/14 Armor Piercing LETHAL Damage, 20 Ammo

VOLTAR

Destro's General



Voltar was an extremely successful mercenary commander. In fact, he was too successful for his continued presence in to be tolerated by provisional governments, revolutionary councils and military dictatorships that employed him. He could pluck victory from seemingly imminent defeat in complete defiance of the odds, always just one step ahead of disaster, never looking back. Winners never look back.

"He has that quality I admire most in a general. You know that Napoleonic anecdote? The Marshalls of France were extolling the tactical prowess of a certain young commander. The Little Corporal cut them off tersely, "All very well and good, but tell me one thing; is he LUCKY?"--Destro

Characteristics

Smarts: 5

Willpower: 6

Presence: 6

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 10

Actions: 5

Attack: 11

Evade: 11

Education: 11 (15 regarding Tactics)

Perception:

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

Career: 6, Special Forces: 6, Specialty <Tactics>: 10, Iron

Grenadiers: 6

Equipment

Gear: 4 Clips (Pistol), Backpack (w/ Radio, Computer)

Armor:

Helmet: 20 KD w/ Enhanced Optics

Body Armor: 15 KD

Weapons:

Automatic Pistols (3): 3d6 LETHAL Damage, 8 Ammo

Assault Rifle: 6d6 LETHAL Damage

Pet:

Condor: 20 HITS/20 STUN, Peck: 1d6+2 STUN Damage,

Claws: 1d6+6 LETHAL Damage