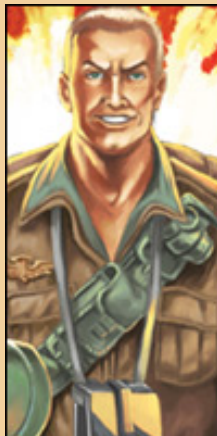


FIRST SERGEANT

Code Name: DUKE



File name: Hauser, Conrad S.

Primary Military Specialty: Airborne Infantryman

Second Specialty: Artillery, Small-arms, Intelligence

Birthplace: St. Louis, MO

Grade: E-8 (Master Sergeant)

DUKE was fluent in French, German, and English when he enlisted in 1967. Graduated top of his class at airborne school, Fort Benning. Opted for U.S. Army Special Language School. Specialized in Han Chinese and South East Asian dialects. Went Special Forces in 1969. Worked with tribesmen in the boonies of South Vietnam. Ran four different Special Forces schools. Turned down a commission in 1971. Commands by winning respect. Current assignment: Acting First Sergeant, G.I. Joe team.



Statement after declining commission: "They tell me that an officer's job is to impel others to take the risks – so that the officer survives to take the blame in the event of total catastrophe. With all due respect, sir, if that's what an officer does, I don't want any part of it."

Characteristics

Smarts: 6

Willpower: 6

Presence: 8

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 6

Body: 6

Constitution: 8

Movement: 6

Derived

STUN: 60

HITS: 60

Initiative: 12

Actions: 6

Attack: 14

Evade: 14

Education: 14

Perception: 14

Tiers: Basic Civilian: 4, Army Career: 8, Special Forces: 8, Linguistics <French/German/Han Chinese/South East Asian>: 6, Specialty <Artillery>: 8, Small Arms: 8, GI Joe: 8

EQUIPMENT

Armor: Kevlar Vest: 10 KD

Gear: 2 Spare Clips, Wrist Communicator, Binoculars

Weapons:

Grenade: 1d10x10 Lethal Damage

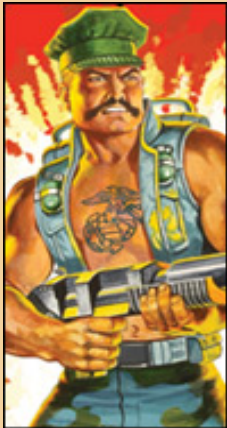
Combat Knife: 1d6+STR LETHAL Damage

Automatic Rifle: 6d6 LETHAL Damage, 30 Ammo

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

MARINE

Code Name: GUNG HO



File name: LaFitte, Etienne R.
Primary Military Specialty: Recondo
Second Specialty: Jungle Warfare
Birthplace: Fer-de-Lance, La.
Grade: E-7 (Sergeant)

Born into a large back-swamp Cajun clan, GUNG HO moved to New Orleans and won a reputation as a bare-knuckle brawler and knife-fighter to be reckoned with. Joined the Marines at 18 and graduated top of class from boot camp at Parris Island. Attended: Airborne School, Recondo School, and Marine Ordnance School. Qualified Expert: All NATO infantry small arms and most Warsaw Pact infantry weapons, XM-76 Grenade Launcher.



His team members say, "All Marines are crazy but GUNG HO is the hairiest, scariest, craziest jarhead that ever scratched, kicked, and bit his way out of that hole-in-the-swamp they call Parris Island!"

Characteristics

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

Derived

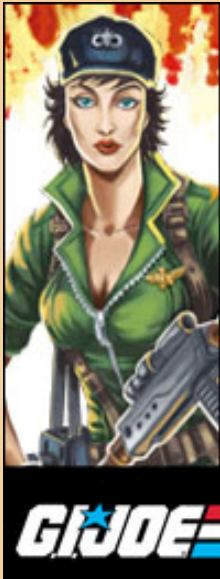
STUN: 60
HITS: 60
Initiative: 8
Actions: 5
Attack: 12
Evade: 12
Education: 10
Perception: 10
Tiers: Basic Civilian: 4, Marine Career Path: 7,
Special Forces: 7, Specialty <Jungle Warfare>: 7,
Specialty <Grenade Launcher>: 7, Specialty
<NATO Small Arms>: 7, GI Joe: 7

EQUIPMENT

Gear: 2 Clips, Wrist Communicator
Weapons:
Combat Knife: 1d6+STR LETHAL Damage
Grenade (2): 1d10x10 LETHAL Damage
Grenade Launcher: 1d10x10 Lethal Damage, Variable Grenades (Carries 4)
Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

COVERT OPERATIONS

Code Name: LADY JAYE



File name: Hart-Burnett, Alison R.
Primary Military Specialty: Intelligence
Second Specialty: Personnel clerk
Birthplace: Martha's Vineyard, Mass.
Grade: E-4

LADY JAYE graduated Bryn Mawr and did her graduate work at Trinity College in Dublin where she acquired the faint Gaelic lilt that adorns her speech. An accomplished actress and mime as well as a studied linguist, she can easily pass as a native in France, Italy, Poland, Russia, Germany, Afghanistan, Spain, and Portugal. Airborne and Ranger qualified, graduated intelligence school Fort Holabird. Qualified expert: M-16, M1911A1 and reflex crossbow.

"LADY JAYE doesn't go in for that phony wig and rubber mask brand of disguise like those jokers on Mission Impossible. She becomes the subject: body language, subtle gesture, correct shading of dialect - the right look in the eye. Cloaked and sandaled, she can squat down with a basket of oranges in any Middle Eastern marketplace and blend in perfectly."

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: 9
Evade: 9
Education: 9 <13 when using acting skills or language>
Perception: 9
Tiers: Basic Civilian: 4, College <Acting>: 8, Linguist
<French/Italian/Polish/Russian/German/Afghani/Spanish/Portuguese>: 8, Army Career: 4, Special Forces: 4,
Specialty <Military Intelligence>: 4, Specialty <Reflex Crossbow>: 4, GI Joe: 4

EQUIPMENT

Gear: Makeup Kit, Wrist Communicator

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Reflex Crossbow: Variable, Explosive Tip: 1d10x10 LETHAL Damage, Diamond Tip: 4d6 AP LETHAL Damage

WARRANT OFFICER

Code Name: FLINT



File name: Faireborn, Dashiell R.
Primary Military Specialty: Infantry
Second Specialty: Helicopter Pilot
Birthplace: Wichita, Kansas
Grade: E-6

FLINT was a Rhodes Scholar and earned his degree in English Lit. Bored by the Groves of Academe, he enlisted in the Army and applied the tenacity and concentration he had used so well scholastically to grind his way through Airborne School, Ranger School, Special Forces School and finally Flight Warrant Officers School, graduating each with top honors. A thorough tactical planner, FLINT drafted and personally led a half dozen rescue missions in hostile territories that for obvious reasons of security were never publicized let alone admitted to.

"We had thought COBRA had us in the stinking dungeon for good – so we didn't know what was going down when we heard that chopper comin' in and all the heavy hardware going off like the Fourth of July. Then somebody kicked down the door to our cell and when the smoke cleared, there was FLINT with that lop-sided grin sayin', 'C'mon boys, we're goin' home...'"

Characteristics

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

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 10
Perception: 10
Tiers: Basic Civilian: 4, College <English Lit. Bachelor's>: 4, Army Career Path: 6, Special Forces: 6, Pilot Path <Helicopter>: 6, GI Joe: 6

EQUIPMENT

Gear: Ammo Belt (50 Shotgun Shells), 1 Clip, Wrist Communicator

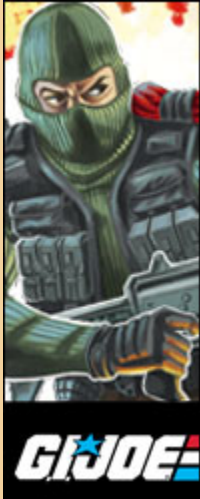
Weapons:

Auto-Shotgun: 8d6 LETHAL Damage, 10 Ammo

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

RANGER

Code Name: BEACHHEAD



File name: Sneed, Wayne R.
Primary Military Specialty: Infantry
Second Specialty: Small Arms Armorer
Birthplace: Auburn, Alabama
Grade: E-6

BEACHHEAD was a Lane instructor at the Ranger School in Fort Benning and an Observer/Advisor at the Covert Ops School in Central America. He's meticulous, patient, and strong-willed. He likes getting up at 0600 hours to take a ten-mile run and PT (physical training) session before breakfast. He enjoys squatting motionless beside a jungle trail for three days straight waiting to ambush bad guys who might never show up. What he hates are people who aren't interested in doing their best. Qualified expert: all NATO and Warsaw Pact small arms.

"Most folks will get mad on occasion or at least get irritable - not BEACHHEAD. He thinks anger is a waste of time and energy. Rage clouds the vision and pollutes logic. Fury impairs judgment and makes you careless. The results of anger are totally unacceptable to BEACHHEAD. He doesn't get angry... he gets even."

Characteristics

Smarts: 4
Willpower: 6
Presence: 5
Hand-Eye Coordination: 6
Reflexes: 6
Strength: 5
Body: 6
Constitution: 8
Movement: 6

Derived

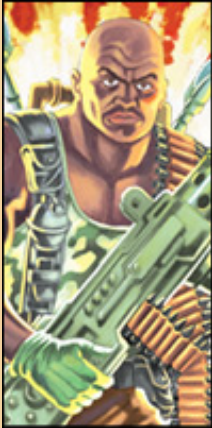
STUN: 60
HITS: 60
Initiative: 10
Actions: 6
Attack: 12
Evade: 12
Education: 10
Perception: 10
Tiers: Basic Civilian: 4, Army Career: 6, Special Forces: 6, Specialty <Covert Ops>: 6, Specialty <NATO Small Arms>: 6, Specialty <Warsaw Pact Small Arms>: 6, GI Joe: 6

EQUIPMENT

Armor: Kevlar Vest: 10 KD
Gear: 6 SMG Clips, 2 Pistol Clips, Wrist Communicator
Weapons:
Combat Knife: 1d6+STR LETHAL Damage
Medium SMG: 4d6 LETHAL Damage, 32 Ammo
Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

HEAVY MACHINE GUNNER

Code Name: ROADBLOCK



File name: Hinton, Marvin F.

Primary Military Specialty: Infantry Heavy Weapons

Second Specialty: Cook

Birthplace: Biloxi, Mississippi

Grade: E-4

ROADBLOCK wanted to be a gourmet chef. He was working as a bouncer to earn money to attend the Escoffier School in France when an army recruiter convinced him that the army could train him to be a chef. ROADBLOCK joined but found army menus and preparation techniques too appalling. Transferred to the infantry. Qualified expert: M-2 Browning /50 cal.; Heavy Machine Gun; all Warsaw Pact Heavy MGs; M-16; M-1911A1 Auto Pistol.



"A .50 cal. Browning weighs 84 pounds. Add fifty pounds for the ammo – that's about 134 pounds of steel generating 2930 f.p.s. in muzzle velocity at a cyclic rate of 550 r.p.m. Anybody who can handle that doesn't need a machine gun to keep me away!"

Characteristics

Smarts: 3

Willpower: 5

Presence: 5

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 9

Body: 9

Constitution: 9

Movement: 4

Derived

STUN: 90

HITS: 90

Initiative: 8

Actions: 5

Attack: 9

Evade: 9

Education: 7

Perception: 7

Tiers: Basic Civilian: 4, Army Career Path: 4, Specialty <Cook>: 4, Specialty <.50 Cal. Machine

Gun>: 4, Specialty <Warsaw Pact Heavy Machine

Guns>: 4, GI Joe: 4

EQUIPMENT

Gear: Ammo Belt (100 Rounds), Wrist Communicator

Weapons:

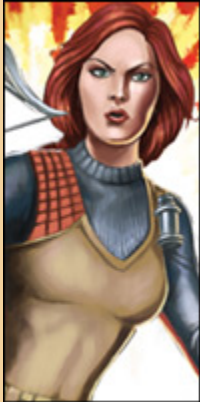
Combat Knife: 1d6+STR LETHAL Damage

.50 Cal. Machine Gun: 7d6 LETHAL Damage, 30 Ammo

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

COUNTER INTELLIGENCE

Code Name: SCARLETT



File name: O'Hara, Shana M.
Primary Military Specialty: Intelligence
Second Specialty: CLASSIFIED
Birthplace: Atlanta, Georgia
Grade: E-5

Her father and three brothers were all martial arts instructors. She began her training at age 9 and was awarded her first black belt at age 15. Graduated: Advanced Infantry Training and Ranger School. Special Ed.: Covert Ops School; Marine Sniper School; Special Air Service School; Marine Tae Kwan Do Symposium. Qualified Expert: M-14; M-16; M-1911A1; M-79; M-3A1; M-700 (Remington Sniper Rifle); Mac-10; XK-1 Power Crossbow; Throwing Stars; Garotte; Ka-Bar.



"SCARLETT is confident and resilient... it's remarkable that a person so deadly can still retain a sense of humor."

Characteristics

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

Derived

STUN: 50
HITS: 50
Initiative: 8
Actions: 6
Attack: 11
Evade: 11
Education: 8
Perception: 8
Tiers: Basic Civilian: 4, Martial Arts Career: 5,
Army Career: 5, Special Forces: 5, Specialty
<Sniper>: 5, Specialty <Crossbow>: 5, Specialty
<Military Intelligence>: 5, GI Joe: 5

EQUIPMENT

Gear: 2 Clips, 6 Arrows, Wrist Communicator
Weapons:
Combat Knife: 1d6+STR LETHAL Damage
Throwing Stars (4): 1d6 LETHAL Damage
Garotte: 1d6+STR Damage
Power Crossbow: Variable, Explosive Arrow: 1d10x10 LETHAL
Damage, Standard Arrow: 3d6 AP LETHAL Damage

RANGER

Code Name: SGT. STALKER



File name: Wilkinson, Lonzo R.
Primary Military Specialty: Infantry
Second Specialty: Medic, Interpreter
Birthplace: Detroit, Michigan
Grade: E-5

SGT. STALKER is one of the original members of the GI JOE team. Prior to enlistment, he was warlord of a large urban street gang. Fluent in Spanish, Arabic, French and Swahili. Graduated top of class - Basic Combat Training. Advanced Infantry Training (Top of Class). Special Training: U.S. Army Language School; Intelligence School. Qualified Expert: M-14; M-16; M-1911A1 (Auto-Pistol); M-3A1 Grease Gun; M-32 "Pulverizer" Sub-Machine Gun.

"Functions well under high stress situations. Intelligent. Perceptive. Moves like some sort of jungle cat - silent - fast... strong."

Characteristics

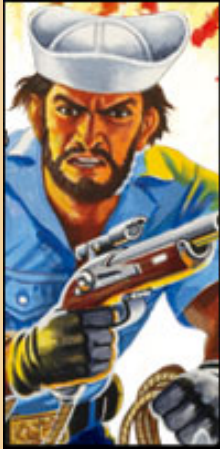
Smarts: 5
Willpower: 5
Presence: 5
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 6
Movement: 6

Derived

STUN: 50
HITS: 50
Initiative: 10
Actions: 6
Attack: 10
Evade: 10
Education: 10
Perception: 10
Tiers: Basic Civilian: 4, Army Career: 5, Special Forces: 5, Linguistics <Arabic/Spanish/French/Swahili>: 5, College <Paramedic>: 5, Specialty <Military Intelligence>: 5, GI Joe: 5

EQUIPMENT

Gear: 2 Clips (Pistol), 2 Clips (SMG), Wrist Communicator
Weapons:
Combat Knife: 1d6+STR LETHAL Damage
Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo
Medium Submachine-Gun: 4d6 LETHAL Damage, 32 Ammo

Code Name: SHIPWRECK

File name: Delgado, Hector X.
Primary Military Specialty: Gunners Mate
Second Specialty: Machinist
Birthplace: Chula Vista, CA
Grade: CPO

SHIPWRECK grew up in the shadow of the Navy, specifically the shadow of the sprawling San Diego Navy Yards. He enlisted at the youngest possible age with his parents' permission and proceeded to serve with distinction in the Mekong Delta where hand-to-hand fighting with river pirates, smugglers and insurgents was the order of the day. Put in time at several naval bases and was on hand at certain carrier-initiated operations in the Middle East. Graduated Naval Gunnery School Great Lakes. Qualified expert: M-16, M-14, Browning .50 cal., 20mm Oerliken AA gun, M1911A1.

"SHIPWRECK is your quintessential sailor. He can splice a line, fry powdered eggs in the tooth of a gale and eat them, tell taller tales than a Senate Appropriations committee and take a three day liberty in Thule, Greenland and come back smiling."

Characteristics

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

Derived

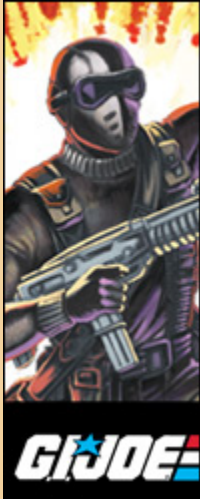
STUN: 50
HITS: 50
Initiative: 8
Actions: 5
Attack: 12
Evade: 12
Education: 10
Perception: 10
Tiers: Basic Civilian: 4, Navy Career: 7, Specialty
<Navy Gunnery>: 7, Specialist <Navy Mechanics>:
7, GI Joe: 7

EQUIPMENT

Pet: Polly <Shipwreck's Parrot>
Gear: 1 Clip (Pistol), 1 Clip (SMG), Wrist Communicator
Weapons:
Combat Knife: 1d6+STR
Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo
Sawed-Off Shotgun: 7d6 LETHAL Damage, 6 Ammo
Submachine-Gun: 3d6 LETHAL Damage, 20 Ammo

COMMANDO

Code Name: SNAKE EYES



File name: (CLASSIFIED)

Primary Military Specialty: Infantry

Second Specialty: Hand-to-Hand Combat Instructor

Birthplace: (CLASSIFIED)

Grade: E-5

SNAKE EYES is proficient in 12 different unarmed fighting systems (Karate, Kung-Fu, Jujitsu) and is highly skilled in the use of edged weapons. Has received extensive training in mountaineering, underwater demolitions, jungle, desert and arctic survival, and some form of holistic medicine. Qualified Expert: All NATO and Warsaw Pact small arms.

"The man is a total mystery, but he's real good at his job, heck, he's the best."

Characteristics

Smarts: 4

Willpower: 8

Presence: 4

Hand-Eye Coordination: 7

Reflexes: 7

Strength: 5

Body: 7

Constitution: 7

Movement: 7

Derived

STUN: 70

HITS: 70

Initiative: 11

Actions: 7

Attack: 12

Evade: 12

Education: 9

Perception: 9

Tiers: Basic Civilian: 4, Army Career: 5, Martial Arts

Career: 5, Martial Arts Expert: 5, Special Forces: 5,

Specialty <NATO Small Arms>: 5, Specialty <Warsaw

Pact Small Arms>: 5, College <Holistic Medicine>: 5, GI

Joe: 5

EQUIPMENT

Gear: Wrist Communicator, 2 Clips (SMG) 1 Clip (Pistol)

Weapons:

Grenade (1): 1d10x10 LETHAL Damage

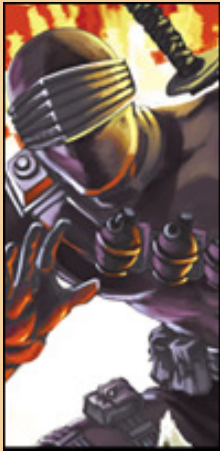
High Explosives: (1 Pack) 4d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Submachine-Gun: 4d6 LETHAL Damage, 32 Ammo

COMMANDO

Code Name: SNAKE EYES (w/ TIMBER)



File name: CLASSIFIED

Primary Military Specialty: Infantry

Second Specialty: Hand-to-Hand Combat Instructor

Birthplace: CLASSIFIED

Grade: E-5

Subject served in Long Range Recon Patrols in Southeast Asia. Left the service to study mystic martial arts with the same Ninja family that produced STORM SHADOW. SNAKE EYES was living an ascetic existence alone in the High Sierras with a pet wolf named Timber when he was recruited for the GI JOE team. Qualified Expert: All NATO and Warsaw Pact small arms, black belt in 12 different fighting systems and highly skilled in the use of edged weapons.

"SNAKE EYES was tempered on the anvil of life until he was as dangerous as a razor-edged sword, flailing in the dark. The GI JOE team sheathed that sword and harnessed its deadly energy but even they are wont to forget that even within the safety of its scabbard, the blade retains its cutting edge."

Characteristics

Smarts: 4

Willpower: 8

Presence: 4

Hand-Eye Coordination: 7

Reflexes: 7

Strength: 5

Body: 7

Constitution: 7

Movement: 7

Derived

STUN: 70

HITS: 70

Initiative: 11

Actions: 7

Attack: 12

Evade: 12

Education: 9

Perception: 9

Tiers: Basic Civilian: 4, Army Career: 5, Martial Arts

Career: 5, Martial Arts Expert: 5, Martial Arts: Master:

5, Special Forces: 5, Specialty <NATO Small Arms>: 5,

Specialty <Warsaw Pact Small Arms>: 5, College

<Holistic Medicine>: 5, GI Joe: 5

EQUIPMENT

Pet: Timber (Wolf): Bite: 1d6+4, Claws: 1d6+2, HITS: 30, STUN: 30

Gear: Wrist Communicator, 2 Clips (SMG)

Weapons:

Grenade (3): 1d10x10 LETHAL Damage

Combat Knife (2): 1d6+STR LETHAL Damage

Oriental Sword: 5d6+STR Armor Piercing LETHAL Damage

Submachine-Gun: 4d6 LETHAL Damage, 32 Ammo