

## CLAW

**Type:** Aerial Combat Craft

**Designation:** Glider

**Weapons:** HE-8 Venom missiles, Flashfire bomb

The Covert Light Aerial Weapon (C.L.A.W.) vehicle can be operated by a single pilot or used as an unmanned drone. Turbojet engines give it speed and adjustable wing tips provide maneuverability; essentially, it's an amped-up glider with teeth and a willingness to bite. Armed with Venom missiles and a Flashfire bomb, it glides swiftly and sends a nasty message before moving aside to let the "big boys" deliver the main attack. The single pilot is completely unshielded from enemy fire; he pilots the craft with fingertip-reactive controls for superior maneuverability.

### CLAW (Covert Light Aerial Weapon)

**Name:** COBRA CLAW

**Hardware:** Repair Kit

**Maneuver:** -4 REF

**Crew:** 1

**Speed:** 40 MPH

**Range:** 4 Miles

**Hit Locations:**

-Wings: 25 SDP (10 KD Armor)

-Body: 30 SDP (10 KD Armor)

**Armaments:**

-7.6mm Machine Gun: 1d10x4 LETHAL Damage, 200m RNG, 3 FR, 100 Ammo

-10-LB HE-8 Venom Missiles (Unguided): 2d10x8 LETHAL Damage, 1000m RNG, 2 FR, 2 Missiles

-DES/28-B 750-LB Flashfire Bomb: 4d10x8 LETHAL Damage (10 LETHAL Fire Damage after impact until put out), As Far as it falls RNG, 1 Bomb

## Flight Pod

Designation: Air Vehicle

Weapons: Missiles, cannons, mines

COBRA Flight Pods are small, jet-propelled aircraft that can be flown by COBRA's pilots or operated as unmanned reconnaissance drones. Each COBRA Flight Pod has two laser-seeking anti-tank missiles and a mini-cannon for air-to-ground assault. Nicknamed "Trouble Bubbles" by the G.I. Joe team because of the clear dome canopy, COBRA Flight Pods were used by COBRA to attack the Oktober Guard and steal a new laser weapon. In battle, they buzz around like annoying hornets before blasting targets with their powerful "stingers."

### Flight Pod

**Name:** COBRA Flight Pod (aka: Trouble Bouble)

**Hardware:** Fire-Control, Targeting Sensor (+1 to hit), Radar, Radio Communications

**Maneuver:** -2 HEC

**Crew:** 1

**Speed:** 80 MPH

**Range:** 120 Miles

#### Hit Locations:

-Canopy: 10 SDP (5 KD Armor)

-Body: 45 SDP (20 KD Armor)

-Engine: 45 SDP (20 KD Armor)

#### Armaments:

-XM-97 Mini Cannon: 1d10x6 LETHAL Damage, Medium Range, 4 FR, 100 Ammo

-Warlock LR-3.8 Laser Seeking Anti-Tank Missiles: 2d10x10 LETHAL Damage, Medium Range, 2 FR, 2 Missiles

-SNK-7 Aerial Mine: 4d10x10 LETHAL Damage, 10 RNG, 1 Mine

## HISS Tank

Type: Armored Fighting Vehicle (AFV)

Designation: High Speed Sentry Tank

High Speed Sentry (H.I.S.S.) tanks are one of the COBRA organization's primary combat vehicles; these armored workhorses can move at a good assault speed and can blast the G.I. Joe team with turret-mounted cannons. COBRA H.I.S.S. commanders are specially trained to use sophisticated electronics to maximum advantage: infrared for nighttime attacks and radar pinpoint targeting accuracy. COBRA H.I.S.S. tanks have been at the front defending COBRA Island and in the Battle of Springfield, the town controlled by COBRA.

**Name:** COBRA HISS (High Speed Sentry)

**Hardware:** Low Level Light, Infra-Red Scanner, Micro-Resolution Radar, Tow Cable w/ Hook

**Maneuver:** -3 HEC

**Crew:** 1 Pilot, 1 Gunner

**Speed:** 75 MPH

**Range:** 275 Miles

**Hit Locations:**

-Cockpit: 30 SDP (20 KD Armor)

-Treads: 40 SDP

-Body: 100 SDP (40 Armor)

**Armaments:**

90mm Twin Cannons: 4d10x100, Medium Range, 2 FR, 40 Ammo

## RATTLER

Designation: Fighter  
Weapons: Missiles, Bombs

The COBRA Rattler fighter was designed to address the thread posed by the G.I. Joe team's Conquest X-30 aircraft. With technology bought or stolen from the most advanced aeronautics firms and military installations, COBRA engineers have constructed the COBRA Rattler with next-gen avionics and engineering to reach supersonic speeds while retaining maximum control. Only an expert pilot such as Wild Weasel is able to use its highly responsive maneuverability to its fullest capacity. Carrying heat-seeking missiles and cluster bombs, the COBRA Rattler can inflict devastating damage on its targets.

**Name:** COBRA Rattler

**Hardware:** DEQ-5 Infrared Air Defense Jamming System (-8 to detect with Radar), Satellite Communications, Targeting System (+2 to hit), Diagnostic Computer

**Maneuver:** -1

**Crew:** 1 Pilot, 1 Gunner

**Speed:** 450 MPH

**Range:** 300 Miles

**Hit Locations:**

- Cockpit: 50 SDP (30 KD Armor)
- Wings: 150 SDP (40 KD Armor)
- Engines: 250 SDP (50 KD Armor)
- Body: 450 SDP (50 KD Armor)

**Armaments:**

- Twin 40mm Multi-Fire Cannons: 1d10x6 LETHAL Damage, Medium Range, Constant FR, 30 Bursts
- LORADS Constant-Scan Ion-Seeking Missile: 8K LETHAL Damage, Long Range, 2 FR, 2 Missiles
- EO-118 Electro-Optical Renegade Missile: 9K LETHAL Damage, Long Range, 2 FR, 2 Missiles
- PL-MK 48 Wave-Sensor Cluster Bombs: 10K LETHAL Damage, 6 FR, 6 Bombs
- AEA-56 Quick Thrust Short Range Missiles: 4K LETHAL Damage, Long Range, 4 FR, 4 Missiles
- Kerry CDV-9B "Jawbreaker" Nose Cannon: 1d10x10 LETHAL Damage, Short Range, Constant FR, 30 Bursts

## SHARC Tooth (aka SHARC)

Designation: Flying Submarine

Weapons: Cannons, Torpedoes

The SHARC Tooth vehicle does a double duty as an aircraft and submarine. It's built for speed; the aero/hydrodynamic frame cuts smoothly through water and slices swiftly through air. Twin 30mm cannons are concealed in the wings for aerial assaults, and torpedoes are mounted on the craft's belly for underwater bombardment. These multi-environment crafts allow the GI Joe team to strike COBRA with greater efficiency: no mater where COBRA forces run, they can't escape vehicles that can hunt them down underwater or in the air.

### S.H.A.R.C.

**Name:** SHARC (Submersible High-Speed Attack and Reconnaissance Craft)

**Hardware:** Sonar, Radar, Satellite Communication, Targeting (+1)

**Maneuver:** -1 (in water), -3 (in Air)

**Crew:** 1

**Speed:** 22 Knots (Water), 850 MPH (Air)

**Range:** 210 Nautical Miles (Water), 350 Nautical Miles (Air)

#### Hit Locations:

-Cockpit: 30 SDP (15 KD Armor)

-Wings: 40 SDP (20 KD Armor)

-Body: 70 SPD (25 KD Armor)

#### Armaments:

-.30 Caliber Machine Gun (Two Twin Wing Mounted): 1d10x6 LETHAL Damage, Armor Piercing, Medium Range, 10 FR, 700 Rounds

-Honeywell Mk 46 Mod 1 Acoustic-Homing Torpedo: 5K LETHAL Damage, Medium Range, 1 FR, 1 Torpedo



## Ghost HAWK (was SKYHAWK)

Type: Tilt Engine Aircraft

Designation: V/STOL (Vertical/Short Take-Off and Landing)

**Weapons:** Air-to-surface rockets, 20mm Thunderclap cannons, Vulcan 20mm cannons

The GHOST H.A.W.K. aircraft neutralizes the need for a conventional airfield. With simple rotation of its twin turbofan engines, this V/STOL can take-off or land vertically from a short runway. Once the vehicle is airborne, the engines are rotated into a horizontal position for flight mode. The aircraft's lean profile has caused COBRA air troopers to underestimate its threat: the GHOST H.A.W.K. carries air-to-surface missiles for ground assault and two sets of cannons to blast enemy planes. With the GHOST H.A.W.K., the GI Joe team can set up a small base of operations anywhere and maintain critical air support for their mission.

**Name:** Ghost HAWK Vertical Take-Off and Landing Assault Craft

**Hardware:** Radio Communications, Radar, Targeting (+1 to Hit)

**Maneuver:** -3 HEC

**Crew:** 1

**Speed:** 0-510 MPH

**Range:** 275 Miles

**Hit Locations:**

-Cockpit: 20 SDP (10 KD Armor)

-Fins: 40 SDP (20 KD Armor)

-Body: 60 SPD (25 KD Armor)

**Armaments:**

-Twin 20mm "Thunderclap" Cannons: 1d10x4 LETHAL Damage, Medium Range, 2 FR, 1,200 Ammo

-Fuselage Mounted Vulcan 20mm Cannons: 1d10x6 LETHAL Damage, Medium Range, 20 FR, 15 Bursts

-Signal-Processing Air-to-Surface Rockets (SPATS): 2K LETHAL Damage, Medium Range, 2 FR, 2 Missiles

## SKYSTRIKER MKII

Designation: Fixed with Aircraft

The GI Joe Skystriker is state of the art, even after 25 years of service. In its day it was the primary aircraft for GI Joe, until the Conquest came along. But the Skystriker has recently made a comeback, with new electronics and cheaper production costs, it has become the ideal fighter-craft for the age of budget cuts and video games. The flight controls are as smooth as a video game controller, making the Skystriker MKII ideal for all Joes.

**Name:** XP-14F Combat Jet

**Hardware:** AN/AWG-9 Fire Control Radar, AN/5400-B Weapon Control Computer (+2 to Hit), AM/ALR-45 Radar Warning System, AN/ALQ-100 Deception Electronic Counter Measure System (-4 hit with missiles)

**Maneuver:**

**Crew:** 2

**Speed:** 1,544 MPH (60,000 feet), 910 (at Sea Level)

**Range:** 2,200 Miles

**Hit Locations:**

- Cockpit: 50 SDP (30 KD Armor)
- Wings: 200 SDP (40 KD Armor)
- Engines: 300 SDP (50 KD Armor)
- Body: 500 SDP (50 KD Armor)

**Armaments:**

- M61A1 Vulcan 20mm Cannon: 1d10x6 LETHAL Damage, Medium Range, 50 FR, 15 Bursts
- AIM-54A Phoenix Long-Range Missiles: 8K LETHAL Damage, Medium Range, 2 FR, 2 Missiles
- AIM-7 Sparrow Medium-Range Missiles: 6K LETHAL Damage, Medium Range, 2 FR, 2 Missiles
- AIM-9 Sidewinder Missiles: 4K LETHAL Damage, Medium Range, 2 FR, 2 Missiles