

G.I. JOE
THE RPG

Jay Libby PRESENTS:

The VIPER PIT!



COBRA Viper

Infantry



COBRA Vipers are the backbone of the COBRA legions. They are highly motivated, superbly trained and formidably equipped. All COBRA Vipers are issued a combination assault rifle/grenade launcher, the rifle part of which can function as a short burst assault weapon, a sustained fire cover support weapon, or a long range marksman rifle with an advanced light-intensification night vision telescopic sight with a built-in range-finder. Multi-layer body armor and wraparound acrylic/composite helmets with built-in RTO (radio telecommunications) gear are standard issue.

"If you want to get anywhere in COBRA, you have to start out as a COBRA Viper. That's the bottom of the pyramid, and serving in the COBRA infantry is a small price to pay to gain access to the glittering prizes at the top. COBRA doesn't reward success with parades and medals. They offer the material wealth, power and an outfit for the terrible urges that drive the greedy, the envious and the cruel. If that doesn't make a COBRA Viper a dangerous opponent, nothing does!"

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: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

COBRA: 5

Gear: 2 Clips (Assault Rifle), Backpack w/ Survival Gear

Armor:

Viper Helmet: 15 KD w/ Built in Communication

Viper Armor: 15 KD

Weapons:

Grenade (4): 1d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

-w/ Grenade Launcher: 1d10x10 LETHAL Damage, 5 Ammo

Air-Viper

COBRA Air Force Trainee



Air-Viper members are pilots in training at the Air Force station on COBRA Island. Their ranks consist of various military and civilian flight school drop-outs. By joining COBRA, they have the opportunity to earn their "wings" and triple their salary at the same time. However, before they are allowed to fly COBRA aircraft, they must be put through a rigorous parachute training course from an AVAC (Air-Viper Advanced Class) jumpmaster. Each trainee is outfitted in a specially designed flight helmet which includes: built in oxygen mask, optical display screen and digital altimeter that alerts them exactly when to "pull the chute". Their training consists of parachute free falls and ejection seat launches over treacherous drop zones.

Qualified candidates must then log over 1500 hours of flight time and be familiar with a vast arsenal of aircraft that COBRA has to offer. This encompasses everything from one-man gliders, "Trouble Bubble" flight pods, fixed-wing, and multi-engine aircraft. Upon graduation, they are given an option to undergo a surgical procedure necessary to make them more resistant to hypoxia, hyperventilation, and other decompression sickness.

"Although these pilots are taught how to bail out of a burning craft, I'm only concerned that their helmets are returned in one piece!"

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA

Aircraft>: 5, COBRA: 5

Special: Resistance to Gs: +4 to all G-Force CON saves

Gear: 2 Clips (Pistol)

Armor:

Viper Helmet: 15 KD

-Heads-Up-Display: Environmental Gauges, Altimeter, Air Supply, Night Vision, Built in Communication

Pilot Armor: 12 KD

Weapons:

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Alley Viper

COBRA Urban Assault Trooper



The ALLEY Vipers are the COBRA equivalent of a police SWAT unit or British SAS (Special Air Services). They form the spearhead of COBRA's inner-city invasion forces. This elite contingent of marauders are true masters of brutality, possessing a style of ruthlessness not present in other COBRA soldiers! Recruited from COBRA's most diabolical combat divisions, Alley Vipers use various forms of treachery to achieve their objectives! In order to graduate from their training program, they are required to survive a full burst of machinegun fire across their frontal body armor, execute a thirty foot jump onto concrete with full combat load and run down a hundred meter gas-filled corridor without a gas mask!

"Alley Vipers are big and strong as well as ruthless! Their body armor alone weighs 50 pounds and they carry at least 30 pounds of weapons, ammo, grenades and climbing gear. You definitely don't want one of these gorillas running up and kicking your door down!"

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 6

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 8

Actions: 5

Attack: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <Urban Combat Tactics>: 5, COBRA: 5

Gear: 4 Clips (SMG), Backpack

Armor:

Alley Viper Helmet: 18 KD w/ Built in Communications

Alley Viper Armor: 18 KD

Alley Viper Combat Shield: 25 KD

Weapons:

Grenade (4): 1d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Heavy Submachine Gun: 5d6 LETHAL Damage, 30 Ammo
-w/ Night Scope

Grappler Rifle: 50 Foot Range, 200 lbs Weight Limit

Astro-Viper

Cobranaut



Satellite surveillance technology is absolutely vital to modern military intelligence. Intricate tracking satellites must be maintained and repaired on site as COBRA's network of "eyes-in-the-sky" grows older, more and more repairs are needed, necessitating more technicians capable of withstanding repeated high-G launchings and enduring long terms in orbit.

"Cobranauts are recruited from the ranks of the Strato-Vipers; those Night Raven pilots, who are naturally and artificially conditioned for high-altitude flying and high-G maneuvering. Cobranauts pilot the launch and recovery vehicles, man the orbital stations and do the satellite repair work. They like it up there, where it's cold and ark."

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA

Pilot>: 5, COBRA: 5

Special: Resistance to Gs: +4 to all CON saves involving G-Force

Gear: Power Pack/Life Support Unit

Armor:

Space Viper Armor: 20 KD vs. Energy/ 15 KD vs. Ballistic

-Onboard sensors and communication, Magnetic Boots, Life Support

Weapons:

High Powered Shoulder Lasers: 1d10x5 Armor Piercing LETHAL Damage, 40 Ammo

A.V.A.C.

COBRA Terror Drome Firebat Pilot



Piloting a Firebat is somewhat akin to strapping yourself onto a cannonball. The cockpit is cramped by any standard and utterly lacking in even the kindest amenities. No engine status display, no weather instruments, no navigation aids, and no ejection seat. Just the basic flight panel, throttle, pedals, and stick. But after the initial high-G's of vertical takeoff, the Firebat levels out to being the fastest, most responsive single-seat fighter in the COBRA arsenal.

"A.V.A.C. pilots are drawn from the Air Viper pool. They must be capable of complex mental calculations to make up for the lack of on-board computers and absolutely fearless to cope with the Firebat's basic unforgiving nature. The aircraft is not what you would call user-friendly. Surprisingly, there is no lack of recruits for the program. All the best fighter-jocks want a ride on the 'Pocket Rocket'."



Characteristics

Smarts: 4

Willpower: 4

Presence: 4

Hand-Eye Coordination: 6

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 9

Actions: 5

Attack: 10 (11 when Piloting)

Evade: 10

Education: 9

Perception: 9

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA

Aircraft>: 5, Specialty <Pilot: Firebat>: 5, COBRA: 5

Special: Resistance to Gs: +4 to all G-Force CON saves

Gear: 2 Clips (Pistol)

Armor:

Air Viper Helmet: 15 KD

-Heads-Up-Display: Environmental Gauges, Altimeter, Air Supply, Night Vision, Built in Communication

Pilot Armor: 12 KD

Weapons:

Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Fast Blast Viper

Field Combat



Armed with specially designed battlefield weapons, Fast Blast Vipers are sent out to lead an attack with only one objective: stop GI Joe forces. Each one has learned to withstand tough battlefield conditions. They obey every order from Cobra Commander instantly and without question. To make them more formidable, Fast Blast Vipers have been trained to wipe out any fear or hesitation in attack situations – they show no emotion no matter what happens. They are mean and aggressive opponents with many combat skills and are tough enemies of the GI Joe team.

"We fight until we win"

Characteristics

Smarts: 3

Willpower: 6

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: 10

Evade: 10

Education: 8

Perception: 8

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <Recon>: 5, Specialty <Martial Arts>: 5, Specialty <Demolitions>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle), 2 Clips (Pistol), Backpack w/ Survival Gear

Armor:

Viper Armor: 15 KD

Weapons:

Grenade (4): 1d10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Mini-Gun Rifle: 8d6 LETHAL Damage, 60 Ammo

Hi-Tech Field Bazooka: 1d10x10 LETHAL Damage, 10 Ammo

Frag-Viper

Cobra Grenade Specialist



An integral part of the COBRA Viper fire-team, the Frag-Viper can toss high-explosive fragmentation grenades with all the range and accuracy of an M-79 or M-203 PRGL, but without the noise from the muzzle blast. The secret lies in the manual hurling basket, based on the cesta used in the Basque sport Jai Alai. The Frag-Viper cesta is equipped with automatic feed and variable time-fuser with a cable link to the helmet's automatic range-finer.

"A GI Joe armed with a M-203 400mm grenade launcher can manage a firing rate of five round-per-minute and as soon as he pops the first round, everybody and his uncle knows where he is. A Frag-Viper, with a fifty round magazine and automatic feeder, can deliver a fifteen rounds-per-minute and you'll never have any idea where they're coming from!"

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: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <Cesta>: 5, Specialty <Grenades>: 5, COBRA: 5

Gear: 2 Clips (SMG), 1 Clip (Pistol), Backpack (for grenade system)

Armor:

Frag-Viper Helmet: 15 KD w/ Built in Communication

Frag-Viper Armor: 15 KD (Concussion Resistant 20 KD)

Weapons:

Grenade Cesta: 1d10x10 LETHAL Damage, 20 Grenades

Medium Sub-Machinegun: 4d6 LETHAL Damage, 32 Ammo

Light Automatic Pistol: 3d6 LETHAL Damage, 8 Ammo

Combat Knife: 1d6+STR LETHAL Damage

Gyro-Viper

MAMBA Pilot



The coordination necessary to pilot a helicopter is akin to operating a yoyo with your left hand while spinning a pie plate on the tip of your right index finger while you're balancing full glasses of water on top of your feet. Piloting an attack helicopter in combat is like doing all of that while riding a twelve point buck through the woods in the middle of hunting season. MAMBA pilots have to be pretty nervy just to get through the training program.

"Attack helicopters comes in two varieties: Bigger, heavily armored slower ones, and smaller, faster ones with no armor at all. MAMBAs fall into the latter category. Gyro-vipers tend to be fast, decisive thinkers with a self-assured confidence in their flying skills. And they don't look back.

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 6

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 8

Actions: 5

Attack: 10 (Piloting 11)

Evade: 10 (Piloting 11)

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <COBRA MAMBA>: 5, COBRA: 5

Armor:

MAMBA Flight Helmet: 15 KD

-Heads-Up-Display: Environmental Gauges, Altimeter, Air Supply,
Night Vision, Built in Communication

MAMBA Flight Armor: 15 KD

HEAT Viper

High Explosive Anti-Tank Trooper



These COBRA anti-tank specialists are equipped with the latest in hyperkinetic, high-speed, wire-guided, armor-piercing technology. The harness-supported launch tube has active heat vents and an infrared suppressor to cut down detection hazards. The sighting system is fiber-optically linked to the operator's helmet, which contains range-finders, trajectory computers and image intensifiers. This allows the COBRA HEAT Viper troops to fire their weapons from behind cover under adverse visibility conditions. It takes a lot of nerve to squeeze off a hand-held rocket at a 60 ton GI Joe vehicle coming at you, because they know it that if they miss, any GI Joe worth his salt won't let them get a second try.

"We don't just fire at anything; we fire at everything!"

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: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <Hi-Tech Bazooka>: 5, COBRA: 5

Gear: 1 Clip (Pistol), Heat Viper Feeder Backpack

Armor:

Heat Viper Helmet: 15 KD w/ Built in Communication, +4 to shooting rolls, Range-Finder, Enhanced Optics

Heat Viper Armor: 15 KD

Weapons:

Hi-Tech Bazooka: 1d10x10 LETHAL Damage, 6 Ammo w/ Heat Suppressor

Automatic Pistol: 4d6 LETHAL Damage, 10 Ammo

Hydro-Viper

Cobra Underwater Elite Trooper



Hydro-Vipers are qualified EELS (COBRA Frogmen) who volunteer to be surgically altered to withstand nitrogen narcosis and other side effects of deep diving. Synthetic webs are implanted between their fingers and subcutaneous fat production is stimulated by chemical injections to provide natural insulation. The long term effects of these procedures is known to be psychologically destabilizing...

"I'm sorry, those guys just aren't human anymore. They have a handshake like a dead mackerel and they leave damp spots on all the furniture. I realize that they are virtually unbeatable in underwater combat, but so is a great white shark---and I'll bet the shark is friendlier!"

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 7

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 8

Actions: 6

Attack: 10 (13 Underwater)

Evade: 10 (13 Underwater)

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <SCUBA>: 5, COBRA: 5

Special:

Natural Armor: 10 KD vs. STUN Damage

Pressure Resistance: +6 to all High Pressure CON Saves

Gear: Air Tank, Diving Fins, 4 Harpoons

Armor:

Hydro Viper Diving Mask: 12 KD

Hydro Viper Diving Suit: 12 KD

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Harpoon Gun: 3d6 Armor Piercing LETHAL Damage, 1 Ammo

Pet: Black Manta-Ray: 20 HP/20 STUN, Tail Spine: 2d6+4 Armor Piercing LETHAL Damage

Ice-Viper

COBRA Artic Technician



Ice-Vipers are the mechanized branch of COBRA's polar assault troops, specially trained to operate, service and repair the fleet of various cold weather vehicles in hostile arctic environments. Because of the likelihood of mechanical weapons freezing, they are further trained in several Martial Arts as well as the use of exotic edged weaponry. Unfortunately the cold climate causes most of their tools and weapons to freeze in mid-use and otherwise become unusable. Thus, the Ice-Vipers often end up using their field-issue sais to scrape off the frozen parts of their vehicles, as well as, battle opposing forces.

"When it's 40 degrees below zero on the tundra and everybody is buttoned up tight in their shelter because an ice storm is blowing in from the north, that's when you have to worry about the Ice-Viper sneaking up on you. Out there in the big whiteness, there isn't any place to hide. Whoever bundles up first because he figures it's too cold to fight, loses!"

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA

Artic Vehicles>: 5, Specialty <Artic Survival>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle), Backpack w/ Survival Gear, Snow Shoes

Armor:

Artic Viper Helmet: 15 KD w/ Built in Communication (+20 vs. Cold)

Artic Viper Armor: 15 KD (+20 vs. Cold)

Weapons:

Sai (2): 1d6+STR LETHAL Damage

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

Jungle Viper

COBRA Jungle Assault Troopers



Jungle Vipers are tenacious and deadly in their domain. They are equipped to survive oppressive heat and humidity, but must forage for their own food and supplies. Trained in guerilla fighting techniques, they usually supplant any natural predators wherever they are posted. These troopers enjoy the thrill of the hunt and often climb into the trees—hiding for days until their prey wanders into one of their many snare traps.

“When your soldiers start mysteriously disappearing from your ranks assume we are present—and run!”

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <Jungle

Survival>: 5, Specialty <Jungle Warfare>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle), Grappling Hook w/ 50 Feet of Line

Armor:

Jungle Viper Helmet: 15 KD w/ Built in Communication

Jungle Viper Armor: 12 KD w/ Cooling System

Weapons:

Grenade (4): 1d10x10 LETHAL Damage

Machete: 2d6+STR LETHAL Damage

Bayonet: 1d6+STR LETHAL Damage

Assault Rifle: 6d6 LETHAL Damage, 50 Ammo

Laser-Viper

COBRA Laser Trooper



Laser weapons are only effective at relatively short ranges because of the amount of energy lost through atmospheric dissipation. Therefore, a Laser-Viper's primary function on the battlefield is "target illumination" for HEAT Vipers and AERO-Vipers. The Laser Viper places his beam on the target, then squeezes off a heat-seeking, anti-tank missile or guided bomb that "rides" the beam to destroy the target.

"Don't underestimate the Laser-Vipers. You might the impression that all they do is shine flashlights and spot targets, but that's not the case. These guys can sit well outside the range of your weapons and drop a world of hurt down on your head within seconds! If you're lucky enough to sneak in close to get a shot at them, you're also close enough for them to make it overly hot for you!"

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: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <Laser Technology>: 5, COBRA: 5

Gear: Backpack Power Pack

Armor:

Laser Viper Helmet: 15 KD w/ Built in Communication, Targeting (+4 to Hit), Range-Finder, Target Laser (To guide ranged attacks, offering a +4 to ranged attacks)

Laser Viper Armor: 15 KD w/ Heat Suppressing Materials (-4 to be spotted with heat sensors)

Weapons:

Shoulder Mounted Twin Lasers: 1d10x5 Armor Piercing LETHAL Damage, 50 Shots

MEDI-Viper

COBRA Medical Trooper



COBRA MEDI-Viper troopers are the battlefield medics for the COBRA infantry. They are recruited by head COBRA medic Scalpel from members of various COBRA Viper forces who have demonstrated an aptitude in the medical field. Their work is basically repair-and-recycle; in other words, tend to the wounded so that they can be returned to battle as quickly as possible. Despite their grunt-level status, they are skilled medics capable of effective triage and front line treatment. It is rumored that some MEDI-Viper troopers are secretly paid by Dr. Mindbender to send promising candidates to him for "treatment with experimental procedures." When needed, the MEDI-Viper troops are also required to join the main infantry forces to battle the enemy.

"You would think that a battlefield medic would have some type of bedside manners. These guys will hand you a wooden peg-leg and call you fit for duty. Better to rejoin the battle than to have Cobra Commander find out!"

Characteristics

Smarts: 5

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 10

Actions: 5

Attack: 10

Evade: 10

Education: 10

Perception: 10

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <Medicine>: 5, Specialty <Trauma>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle), Surgical Kit, Head Com-Link

Armor:

Medi-Viper Armor: 12 KD

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

-w/ Grenade Launcher: 1d10x10 LETHAL Damage, 5 Ammo

Motor-Viper

COBRA STUN Pilot



The Motor-Viper Corps attracts the type of individual who, without the benefit of an education and ambition, might have joined the Dreadnoks. The COBRA Recon and Perimeter Defense Forces are disciplined, efficient, and highly motivated in the manner of all elite groups. This is fairly surprising, seeing that the Force seems to be comprised of the type that enjoys driving at high speeds and finds amusement in danger.

“As far as we can figure, the Motor-Vipers don’t get paid any better than the Ground-Vipers or Sea-Vipers, nor do they receive any special privileges or benefits. They have their own distinctive uniform but it’s no flashier than the rest. Why then, would a COBRA volunteer for such an obviously hazardous duty unless it was the danger itself that appealed to him?”

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: 10
Evade: 10
Education: 8
Perception: 8
Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA STUN>: 5, COBRA: 5

Gear: 2 Clips (Pistol)

Armor:

Motor Viper Helmet: 15 KD w/ Built in Communication

Motor Viper Armor: 12 KD w/ Internal Heating and Cooling System

Weapons:

Automatic Pistol (2): 3d6 LETHAL Damage, 10 Ammo

NEO-Viper

COBRA Infantry Officers



The NEO-Viper force is the next generation of COBRA infantry troops. These volunteers from another COBRA unit are specially equipped to withstand severe weather. COBRA gave them technologically advanced suits that regulate their body temperature, so that they are not bothered by extreme cold or heat. The suits also improve their reflexes to help them move at lightning speed in any weather condition. They are dropped into remote bases in the hot desert or the freezing artic. Their operations include sabotage missions and manufacturing weapons in secret factories. Because they can work anywhere, they are sent in as reliable troops to do basic-grunt duties.

"The GI Joe team is no match for the NEO-Viper forces!"

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 6

Body: 6

Constitution: 6

Movement: 6

Derived

STUN: 60

HITS: 60

Initiative: 9

Actions: 6

Attack: 12

Evade: 12

Education: 9

Perception: 9

Tiers: Basic Civilian: 5, Basic Terrorist: 6, General Military

Career: 6, Martial Arts Career: 6, Specialty <Espionage>: 6,

COBRA: 6

Gear: 2 Clips (Assault Rifle), 2 Clips (SMG), 1 Clip (Pistol)

Armor:

Neo-Viper Helmet: 15 KD w/ Built in Communication, Night Vision, Light Filter (vs. Flash Attacks)

Neo-Viper Armor: 15 KD w/ Heat/Cold Resistance (20 KD)

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 ELTHAL Damage, 10 Ammo

Sub-Machinegun: 4d6 LETHAL Damage, 32 Ammo

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

-w/ Grenade Launcher: 1d10x10 LETHAL Damage, 5 Ammo

Night-Viper

COBRA Night Fighter



A Night-Viper's helmet is a miracle of electronic-miniaturization. Aside from its wide-angle, third-generation, image-intensifier, directional sound amplifier and laser range-finder, the helmet boasts a passive infrared detector that can spot the body heat of a squirrel at 100 yards. The Night-Viper's helmet, combat suit and weapons are mostly made of synthetic composites that reduce the wearer's own infrared signature and defy most ground radars.

"Night-Vipers are always in training and never see daylight. They live in the windowless barracks with no interior lights. They spend most of their time trying to sneak up on each other. All you have to do to knock one out is to shine a flashlight in his face and burn out his sensors. The problem is, you have to find him first."



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: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <Night Warfare>: 5, COBRA: 5

Gear: 6 Clips (SMG), 10 Shotgun Solid Slug Shells

Armor:

Night-Viper Helmet: 15 KD w/ Built in Communication, Enhanced Sound Detection, Night Vision

Night-Viper Armor: 15 KD w/ Stealth Lining (-10 to be spotted by sensors)

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Light Sub-Machinegun (2): 3d6 LETHAL Damage, 20 Ammo

Medium Sub-Machinegun: 4d6 LETHAL Damage, 32 Ammo

Light Shotgun: 7d7 LETHAL Damage, 6 Ammo

Ninja Viper

COBRA Ninja Viper



Recruited from the highest ranks of the COBRA Viper corps, the COBRA Ninja Vipers are the most elite representation of ruthlessness in COBRA. Only the most sinister and cunning individuals are selected for duty as COBRA Ninja Vipers. They are no less than 10th level black belts in karate, jujitsu and kung fu. These villains are extremely obedient and always carry out their order to the letter. They function as covert subversions who can “persuade” anyone to do their bidding by entrapping the person in one of their patented martial arts maneuvers. If given the opportunity, COBRA Ninja Vipers could wreck enough havoc worldwide seriously damage the GI Joe team’s operations.

“He who masters the art of self-discipline can crush any adversary, even the GI Joe team.”

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: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Martial Arts Expert: 5, COBRA: 5

Gear: 2 Clips (SMG), Backpack w/ Survival Gear

Armor:

Kevlar Armor: 10 KD

Weapons:

Oriental Sword (2): 4d6+STR LETHAL Damage

Sickle (2): 3d6+STR LETHAL Damage

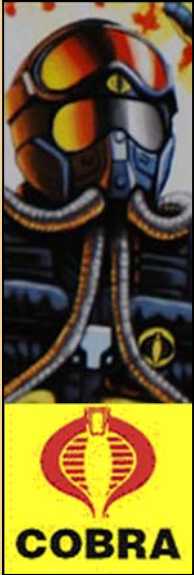
Claw: 2d6+STR LETHAL Damage, +3 to all climb rolls when using

Dagger: 1d6+STR LETHAL Damage

Light Sub-Machinegun: 3d6 LETHAL Damage, 20 Ammo

Para-Viper

COBRA Paratrooper



COBRA Para-Viper troopers are the deadliest, most highly trained commandos in the COBRA legions. They specialize in high-altitude, low-opening jumps to go behind enemy lines or infiltrate unsuspecting countries or targeted facilities to conquer, steal or cause generalized chaos. COBRA Para-Viper troopers are selected from the ranks of the COBRA Eel troopers and are chosen for their exceptional audacity, independent attitude and utter fearlessness. They are given a parachute, instructions and not much else; their purpose is to go in first and pave the way for the main assault force.

"Jumping out of a plane into cold, thin air, when everything is pretty much a speck below you, and there's nothing to keep you alive but some thing fabric, sounds like a completely insane thing to do. You're right; it is. That's why we do it."

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <Sky

Diving>: 5, Specialty <HALO Tactics>: 5, Specialty <SCUBA>: 5, CO-

BRA: 5

Gear: 4 Clips (SMG), 1 Clip (Machinegun), Backpack w/ Survival Gear, HALO Jump Gear (with oxygen supply), Flippers, Wrist Altimeter,

Armor:

Viper Helmet: 15 KD w/ Built in Communication

Viper Armor: 15 KD

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Sub-Machinegun: 4d6 LETHAL Damage, 32 Ammo

Light Machinegun: 6d6 LETHAL Damage, 30 Ammo

Pit Viper

COBRA Infiltration Trooper



Intensely trained under the most grueling conditions to be sneaky, ruthless and persistent, Pit Viper troops are the stealth, evasion and infiltration specialists of the COBRA ground forces. Their radar-resistant, magnetically shielded and padded uniforms allow them to move silently and undetected even through mine fields and can also defeat passive thermal detectors. Their helmets contain infrared sensors and fourth generation image intensifiers that provide clear night vision and warnings against trip beams. Their weapons are all suppressed and silenced, firing sub-sonic ammunition. Each weapon is made up mostly of non-metallic parts and is shielded against other means of detection. The Pit Viper trooper is conditioned to avoid contact for as long as possible to gain the deepest penetration into GI Joe defenses, but is capable of fierce and efficient response when fired upon.

"Did you ever stare into a dark field at night and imagine that things were moving out there? Well, we Pit Viper troopers are really out there, and we're moving towards you."

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: 10

Evade: 10

Education: 8

Perception: 8

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <Guerilla Warfare>: 5, Specialty <Stealth>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle)

Armor:

Pit Viper Helmet: 15 KD w/ Built in Communication, Enhanced Audio, Night Vision

Pit Viper Armor: 15 KD w/ Stealth Capabilities (-8 to be spotted by sensors, -2 to be spotted with normal eye)

Weapons:

Heavy Sub-Machinegun (2): 5d6 LETHAL Damage, 30 Ammo

-w/ Grenade Launcher: 1d10x10 LETHAL Damage, 5 Ammo

-w/ Flash Suppressor/Silencer

Range Viper

COBRA Wilderness Trooper



Range Viper troopers are usually committed to long-term operations deep within unfriendly territory, completely cut off from communications or supplies. They have an unusually high tolerance for discomfort and can survive on a diet of grubs, roots, berries, nuts and whatever they can catch. They are expected to build their shelters out of indigenous materials such as rocks and mud, and procure their own ammunition by the way of hit-and-run raids on enemy ammunition depots. They are favorites of COBRA Commander because they are so inexpensive to sustain. Once they're in the field, they don't cost a thing to feed, clothe or arm.

"We don't care who we shoot, as long as we get to shoot at someone or something. It's a real party when a GI Joe patrol comes by. Otherwise it becomes pretty boring."

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty

<Survival>: 5, Specialty <Guerilla Warfare>: 5, COBRA: 5

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

Armor:

Viper Helmet: 15 KD w/ Built in Communication, Skull Face (+2 to scare a target)

Viper Armor: 15 KD

Weapons:

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

Light Sub-Machinegun: 3d6 LETHAL Damage, 20 Ammo

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

-w/ Sniper Scope

Rock-Viper

COBRA Mountain Trooper



Encased in his non-slip, camo-traction suit and equipped with rocket-assisted, tungsten steel grapple hook and mega-tensile-strength repelling rope, the Rock-Viper can scale any obstacle to deliver an obliterating barrage of firepower from his missile pack and automatic grenade launcher!

"On the day of their graduation from the training program, candidate Rock-Vipers are dropped from helicopters onto the top of a 500 foot, sheer-sided mesa rock formation. They are outfitted with 250 feet of rope and informed that only 50% will graduate upon completion of this final test. It doesn't take long for them to figure out that the only way they will get down the mesa is to slide down the rope and pray they land in a soft pile of dirt at the bottom!"

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty

<Climbing>: 5, Specialty <Mountaineering>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle), Backpack w/ Climbing Gear, Grapple Hook w/ 250 feet of line, 6 Grappling Rounds

Armor:

Rock Viper Helmet: 15 KD w/ Built in Communication

Rock Viper Armor: 15 KD

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Nail Gun: 4d6 Armor Piercing LETHAL Damage, 20 Ammo (Used for climbing)

Gas Rifle: 5d6 LETHAL Damage, 1 Ammo (Used for Grappling Hook)

Sand-Viper

COBRA Desert Infiltrators



Sand-Viper troops are trained and equipped to operate in deserts as hostile to human life as the Sahara and the Mojave, the ability to endure high temperatures, blistering sun and total lack of water is the prime requirement for a Sand-Viper candidate. In addition to total proficiency with the entire range of COBRA small arms, the Sand-Viper trooper is also expected to maintain and repair his weapons under conditions that are highly destructive to finely machined metal parts. His body armor can deflect shrapnel and most pistol bullets. The armor is actually the outer layer of a watertight suit that retains, purifies and recycles body moisture to keep them cool and hydrated. The suit allows Sand-Viper troops to function in extremely arid environments for extended periods without a re-supply of water.

"Stalk like a lion, sting like a scorpion, vanish like a mirage."

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: 10

Evade: 10

Education: 8

Perception: 8

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military Career: 5,
Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <Desert
Survival>: 5, Specialty <Desert Warfare>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle)

Armor:

Sand Viper Helmet: 15 KD w/ Built in Communication

Sand Viper Armor: 20 KD w/ Water Purification System, Cooling System

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

-w/ Grenade Launcher: 1d10x10 LETHAL Damage, 5 Ammo

S.A.W. Viper

Cobra Heavy Machine Gunner



The COBRA SAW Viper is equipped with a gyro-stabilized cryogenically cooled mini-chain gun, scoped with an infrared night-vision, auto-ranging optical sighting system. This means that he has a highly accurate, low-malfunction machine gun that doesn't burn out the barrel during intense rapid-fire bursts. It's nothing for him to zone-in on a flea nestled in heavy brush over 100 yards away in pitch darkness, and pick it off with one shot. You definitely don't want to get pinned down by a COBRA SAW Viper at night. His weapon has an integral sound suppressor, an effective flash inhibitor and a powerful image-intensifier: you won't hear or see him coming.

"Once you're in our line of sight, you can't escape. Accept the inevitable and surrender."

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 8

Body: 7

Constitution: 7

Movement: 5

Derived

STUN: 70

HITS: 70

Initiative: 8

Actions: 5

Attack: 10

Evade: 10

Education: 8

Perception: 8

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

Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5,

Specialty <Machineguns>: 5, COBRA: 5

Gear: 4 Box Clips (Heavy Machinegun), Backpack w/ Survival Gear

Armor:

Viper Helmet: 15 KD w/ Built in Communication, Enhanced Visuals, Night Vision

Viper Armor: 15 KD

Weapons:

Heavy Machinegun: 10d6 LETHAL Damage, 30 Ammo
-w/ Suppressors, Cooling System

Secto-Viper

COBRA BUGG Driver



Formed as a dedicated unit to patrol the shoreline of COBRA Island, Secto-Vipers are unique specialists in amphibious operations and marine surveillance. Every Secto-Viper is assigned a specific sector of shoreline and is required to know every square inch of it as well as the topology of the ocean floor that abuts it! They are thoroughly familiar with every amphibious landing craft currently in use by the armed forces of the world and can recite by rote their "soft" points and areas of vulnerability.

"Secto-Vipers are too conscientious. They're always speeding over dunes or creeping about under the surf. Off-duty COBRA personnel can't spread a towel on the beach to catch some rays without being reduced by an overzealous Secto-Viper looking to make brownie points with his superiors. Not the greatest thing in the world for morale!"



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: 10

Evade: 10

Education: 8

Perception: 8

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military Career: 5,
Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA
Submersibles>: 5, Specialty <SCUBA>: 5, COBRA: 5

Armor:

Secto-Viper Armor: 15 KD w/ Air Supply, Pressure Resistance (40 KD)

Weapons:

Laser Pistol: 3d6 Armor Piercing LETHAL Damage, 30 Ammo

Shock Viper

COBRA Fire Assault Trooper



Vipers are the guys on the bottom rung of the COBRA ladder, but that doesn't mean they don't know how to make you sweat. Especially the Shock Vipers, who love to play with fire and love to make things burn. They're the guys that want nothing more than a tank of gas and an open flame, preferably where they can aim the resulting fireball at the GI Joe team that's standing in the way of a good incineration. Even though they display pyromaniacal tendencies, they are highly trained in the art of combustion, explosion and ignition for many different environments and materials, making them fiery foes capable of small devastation and large infernos.

"I want to make GI Joe feel the heat right down to the marrow of his bones."

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty

<Pyrotechnics>: 5, Specialty <Flamethrowers>: 5, COBRA: 5

Gear: 2 Clips (SMG)

Armor:

Shock Viper Helmet: 15 KD w/ Built in Communication (Fire Resistant 20 KD)

Shock Viper Armor: 15 KD (Fire Resistant 20 KD)

Weapons:

Grenade (3): 1d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Medium Submachine Gun: 4d6 LETHAL Damage, 32 Ammo

Flame Thrower: 4d6 LETHAL Damage (initial), 2d6 LETHAL Burn Damage until put out, 25 Bursts

Sludge Viper

COBRA Hazardous Waste Viper



The Sludge Viper never runs out of ammo, since his sludge gun has a built-in decomposition accelerator which can create toxic sludge out of whatever is at hand, and propel it at lethal velocities with the noxious methane gases given off by the decomposition process. The sludge gun features a laser range finder, third generation image intensifier optics and a phased magnetic array, sludge guidance system.

“The last thing you want to get hit with is a full load of weapons-grade sludge traveling at high velocity. Even if you’re sporting an armored, solvent-resistant, hostile environment suit, this stuff will still knock you down and commence to dissolve you. Your only defense against the Sludge Viper is to try and hit his sludge gun, hopefully splattering him with his own sludge, because the stuff is just as dangerous to HIM as it is to US!”

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: 10

Evade: 10

Education: 8

Perception: 8

Tiers: Basic Civilian: 5, Basic Terrorist: 5, General Military Career: 5, Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <Waste Disposal>: 5, Specialty <Chemistry>: 5, COBRA: 5

Gear: 2 Clips (Pistol), Sludge Tank Backpack

Armor:

Sludge Viper Helmet: 15 KD w/ Built in Communication, Air Filters, Internal Oxygen Supply (1 Hour)

Sludge Viper Armor: 15 KD w/ Environmental Seals (Resistant to water and toxic mess)

Weapons:

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Sludge Gun: 5d6 STUN Damage (CON save difficulty 12 or be overcome by toxic fumes)

-Targeting System: +4 to hit target

-Toxicity Gauge

-Imaging System (Night Vision, Heat Vision)

Star-Viper

COBRA Stellar Stiletto Pilot



A Star-Viper is a qualified COBRA Strato-Viper with an electro-magnetic shunt surgically implanted in the right side of his brain. During high-speed, upper-atmospheric dog-fights, electronic impulses are introduced through the shunt, stimulating the reflexes while heightening awareness for split-second decisions.

“Star-Vipers are exceedingly dangerous in action! They routinely execute fast maneuvers with insect-like efficiency. However, they are referred to as ‘Jolt Heads’ by their fellow COBRAs and are known to be distracted and generally disoriented between missions.”

Characteristics

Smarts: 4

Willpower: 4

Presence: 4

Hand-Eye Coordination: 6

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 9

Actions: 5

Attack: 10 (11 when involving Piloting)

Evade: 10

Education: 9

Perception: 9

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA

Aircraft>: 5, Specialty <Pilot: Stiletto>: 5, Specialty <Aerospace

Engineering>: 5, COBRA: 5

Special: Electromagnetic Shunt: +8 to all G-Force CON Saves

Gear: 1 Clip (Laser Pistol)

Armor:

Star Viper Helmet: 15 KD

-Heads-Up-Display: Environmental Gauges, Altimeter, Air Supply, Night Vision, Built in Communication

Star Viper Pilot Armor: 12 KD w/ Full Environmental Seal, Oxygen Supply (10 Hours)

Weapons:

Knife: 1d6+STR LETHAL Damage

Laser Pistol: 3d6 LETHAL Armor Piercing Damage, 20 Shots

Strato-Viper

COBRA Night Raven Pilot



The best agents in the world work for private corporations as industrial spies simply because "big business" pays better than any government. COBRA can attract some of the best pilots from around the globe to join the air wing of the COBRA legions, known as Air-Vipers, by doubling and tripling their salaries. Air-Vipers are formidable opponents, but the Strato-Vipers are the "crème de la crème."

"To qualify as a Strato-Viper, a candidate must first be an Air-Viper with 1500 hours logged in flight time. He must have a fixed-wing rating up to four engines, combat experience, an impeccable security clearance, and be willing to undergo the surgical procedure necessary to make him more resistant to hypoxia, hyperventilation and other decompression sicknesses that can affect a pilot above Armstrong's Line (63,000 feet)."



Characteristics

Smarts: 4

Willpower: 4

Presence: 4

Hand-Eye Coordination: 6

Reflexes: 5

Strength: 5

Body: 5

Constitution: 5

Movement: 5

Derived

STUN: 50

HITS: 50

Initiative: 9

Actions: 5

Attack: 10 (11 when involving Piloting)

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <COBRA

Aircraft>: 5, Specialty <Pilot: Night Raven>: 5, COBRA: 5

Special: Resistance to Gs: +4 to all G-Force CON saves

Gear: 2 Clips (Pistol)

Armor:

Viper Helmet: 15 KD

-Heads-Up-Display: Environmental Gauges, Altimeter, Air Supply, Night Vision, Built in Communication

Pilot Armor: 12 KD

Weapons:

Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Swamp-Viper

Amphibious Assault Troopers



Swamp-Viper members are the primary coastal defenders of COBRA Island. While guarding the fetid marshes used to be a punishment, numerous invasions on COBRA Commander's home soil have created a need for an elite class of trooper specifically trained for this duty. They know its maze-like system of shallow canals and swamp land better than the native snakes, crocodiles and Komodo dragons. Although these interconnecting waterways are abundantly stocked with ravenous hungry reptiles, the Swamp-Viper feels right at home in these hostile conditions. They wear fully protective uniforms with oxygen re-breather units built into their bulbous helmets, allowing them to hunt silently, half submerged until their pretty wanders within striking distance. They live for the thrill of tracking and capturing anyone or anything that invades their territory.

"I will not take any chances; I've personally selected a detachment of the most ruthless Swamp-Viper members to accompany me during my meeting with the Black Dragon on Anaconda Beach."

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: 5, Basic Terrorist: 5, General Military Career: 5,

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty

<SCUBA>: 5, Specialty <Guerilla Warfare>: 5, Specialty <Knowledge:

Swamps>: 5, COBRA: 5

Gear: 2 Clips (Assault Rifle), 2 Clips (SMG), Backpack w/ Survival Gear

Armor:

Swamp Viper Helmet: 15 KD w/ Built in Communication, Oxygen Supply (5 Hours), Air Filters, Night Vision

Swamp Viper Armor: 15 KD w/ Water Resistant, Internal Air Conditioning

Weapons:

Grenade (4): 1d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Medium Submachine Gun: 4d6 LETHAL Damage, 32 Ammo

Spear Rifle: 3d6 LETHAL Damage, 10 Ammo

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

-w/ Grenade Launcher: 1d10x10 LETHAL Damage, 5 Ammo

Techno-Viper

COBRA Battlefield Technician



Modern battles involve expensive, complicated machines and it is inevitable that these machines sustain enemy inflicted damage, succumb to driver-error or simply break down of their own accord. It is the mission of the Techno-Vipers to provide field maintenance support and combat-engineer capability to the frontline COBRA troops. Techno-Vipers can repair HISS tanks, build bridges and retrieve large heavy machines from seemingly inaccessible places.

"Just because the Techno-Vipers carry wrenches and jacks, don't underestimate them! They work their way up from the ranks of Vipers and each one is a qualified COBRA infantryman. They also function as sappers and are always called on as the first wave in assaulting a heavily fortified position!"

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: 10

Evade: 10

Education: 9

Perception: 9

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty

<Engineering>: 5, Specialty <Combat Engineering>: 5, COBRA: 5

Gear: 2 Clips (Pistol), Tech-Backpack (w/ tools, Hydraulic Pump and power pack)

Armor:

Techno-Viper Helmet: 15 KD w/ Built in Communication

Techno-Viper Armor: 10 KD

Weapons:

Hammer: 5d6+STR STUN Damage

Repair Claw: 5d6+STR STUN Damage (+10 to rip into metal)

Repair Wrench: 1500 lbs Pressure

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Laser Rifle: 2d6-6d6 LETHAL Armor Piercing Damage, 50 Shots
(Used for welding, cutting or battle)

Tele-Viper

COBRA Communications



Tele-Viper troopers are communications specialists. Their helmets and web gear have built-in micro-miniaturized equipment that includes a high-speed microwave transceiver, VHF and laser signal units, a random series digital encryption module, third-generation passive jamming devices, a GPC receiver, voice synthesizer, and FM receiver with automatic frequency control. Each Tele-Viper trooper also carries a grenade launcher and submachine gun, so that while he's calling down an air strike, he can also be laying down his own cover fire. Communication is especially tricky in arctic regions because of severe weather and ionospheric disturbances, making the job of a Tele-Viper all the more challenging.

"Half our job is to provide clear communications up and down the COBRA chain of command. The other half of our job is to degrade or completely jam all GI Joe communications!"



Characteristics

Smarts: 5

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: 10

Evade: 10

Education: 10

Perception: 10

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty

<Communications>: 5, Specialty <Computers>: 5, Specialty

<Electronic Warfare>: 5, COBRA: 5

Gear: 2 Clips (SMG), Communications Pack (Satellite) w/Jammer (+5 to stop enemy communications)

Armor:

Viper Helmet: 15 KD w/ Built in Communication

Viper Armor: 15 KD

Weapons:

Grenade (4): 1d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Medium Submachine Gun: 4d6 LETHAL Damage, 32 Ammo

Toxo-Viper

COBRA Hostile Environment Trooper



COBRA Toxo-Vipers are thrust into battle situations mainly to create a foul and unsuitable environment, thus giving the upper hand to COBRA. Their battle suit is moderately air-tight and resistant to most solvents. If the suit was made completely impervious to atmospheric dangers, it would be awkward, slow-moving and most importantly, expensive. COBRA leaders feel that Toxo-Vipers should be encouraged to get their jobs done as quickly as possible, unburdened by heavy and expensive equipment.

“Needless to say, being a Toxo-Viper is not something a COBRA trooper aspires to be. In fact, the assignment is meted out as punishment for major offenses. The mere threat of being transferred to the ‘leaky suit brigade’ is enough to keep even the most obstreperous troops in line.”

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: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty

<Chemistry>: 5, Specialty <Chemical Warfare>: 5, COBRA: 5

Gear: Toxic Storage Backpack

Armor:

Viper Chemical Warfare Helmet: 15 KD w/ Built in Communication, Oxygen Supply (2 Hours), Air Filter

Viper Chemical Warfare Armor: 15 KD w/ Chemical Resistance (20 KD against toxic chemicals)

Weapons:

Toxic Spray Gun: 3d6 STUN Damage, 1d6 LETHAL Damage until cleaned off, 20 Burts

Track Viper

HISS II Driver



The HISS II is the modernized version of COBRA's main battle tank. It features an enhanced troop carrying capability and a laser range-finder integrated with a computerized fire-control system. Protected by layers of composite and reactive armor, the Track Viper can single-handedly, drive the vehicle, lock onto targets, and operate the weapons system all within a climate controlled cockpit that affords excellent 360 degree visibility through a bullet-proof acrylic windshield.

"Members of the Viper corps and other COBRA troopers like to joke that the Track Vipers are recruited from COBRA personnel who are too clumsy or too slow to survive in the infantry. Although they tend to be large and muscular, Track Vipers are the perfect size for driving the HISS II! They have to be that big, 'cause no one else is going to retread the track after it has been hit by a mortar round!"

Characteristics

Smarts: 3

Willpower: 4

Presence: 4

Hand-Eye Coordination: 5

Reflexes: 5

Strength: 7

Body: 7

Constitution: 7

Movement: 5

Derived

STUN: 70

HITS: 70

Initiative: 8

Actions: 5

Attack: 10

Evade: 10

Education: 8

Perception: 8

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

Martial Arts Career: 5, Specialty <Espionage>: 5, Specialty <Drive

COBRA Vehicles>: 5, Specialty <HISS Tanks>: 5, COBRA: 5

Gear: 1 Clip (Pistol)

Armor:

Viper Helmet: 15 KD w/ Built in Communication

Viper Armor: 15 KD

Weapons:

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

I hope you guys enjoyed the Viper Pit. This is a FREE PDF for use with The FREE GI Joe RPG on YoJoe.com.

You can also soon find these FREE PDFs on RPGbomb, a great online community for gamers!

So what's next?

It's probably time to do a Joe PDF after dropping all these enemies on the small handful of Joes provided in the core PDF. At the same time I need to do a Game Master PDF to explain a few rules just in case they might not have made sense.

This Summer I will be running GI Joe at OGC in New Hampshire.

If you have any questions or requests hit me up!
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(Make sure you include GI JOE RPG in the Subject)

