

JAY LIBBY PRESENTS:

GI JOE

THE RISE OF COBRA



**GI JOE THE ROLE-PLAYING GAME
PLUG-IN**

GI JOE

THE RISE OF COBRA

WELCOME

Welcome to the GI Joe: The Rise of Cobra Movie Plug-In for the FREE GI Joe the RPG! If you have not seen the movie, be ready for spoilers.

So how did this Summer blockbuster change the history of GI Joe? If playing in the RoC setting: GI Joe is a highly trained, classified special operations unit composed of men and women from around the globe. These warriors don't even exist. Few know the truth – that GI Joe fights a secret war, as the first and last line of defense against forces that seek to plunge our world into chaos. Wherever there's trouble, GI Joe is there. Now you know, and knowing is half the battle!

GI Joe

The Joe's base of operation, The Pit, is located in Egypt buried deep underground. The base is secretly guarded from world leaders. There are several levels including a sea, desert and jungle proving ground. Their communication and data network is the best that money can buy. When heading out on missions, the Joes are transported on jet-powered VTOL aircraft which can get them to the scene in record time. The Pit also has a massive collection of state-of-the-art military vehicles to help carry out operations. On the sea, the Joes maintain an aircraft carrier that contains their worst prisoners, too dangerous to be on the mainland. Cobra Commander, Destro and the Baroness are current inmates. When creating Joes, follow the same process as you would for the RPG, but add Delta 6 Accelerator Suit to the skill list in the Joe Tier.

MARS (Military Armaments Research Syndicate)

Before COBRA came to power, James McCullen ran MARS, a powerful weapons manufacturer which had a reputation for double dealing. All of COBRA's tech is of MARS design along with half of the world's top military applications. They funded the nanomite research and the special bunkers that helped Zartan carry out his 'special' mission. When creating a MARS character, use the Iron Grenadier Tier.

COBRA

Doctor Rex Lewis had been playing his cards since the accident that took away his normal life. He manipulated Destro into funding all his experiments with Dr. Mindbender. He built a super army of Neo-Vipers and took mental control of MARS operatives. When the time was right, Dr. Lewis transformed himself into Cobra Commander. This organization is in deeper than anyone realized. So many people are under the thumb of the Commander, that it's hard to tell who to trust. When the time is right, COBRA will strike again. With the leadership locked up and Zartan in the White House, it is clear that COBRA is far from dead. The only known COBRA facility was a MARS base in the North Pole, located under the ice. While GI Joe destroyed it, there are more out there. All of COBRA's operatives were mercenaries. When creating a COBRA character, use the COBRA Tier.

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New Weapons and Gear

Nanomites

The invention of Doctor Mindbender and MARS, these microscopic machines help accelerate the human body. When injected with the nanomites, a human becomes immune to poisons and toxins. They also heal ten times faster than a normal human. The downside is the nanomites can be programmed to take control of anyone they occupy. The Baroness, Destro and the Neo-Vipers met this fate. Zartan was injected with nanomites that allowed him to change his appearance. Cobra Commander is alive today because of these same nanomites, compliments of Dr. Mindbender. But not everything they do is organic. NATO ordered these same nanomites from MARS as a weapon that could eat whole cities and be shut down with a kill switch. Paris found out how devastating the nanomites could be. The 'kill switch' is a hand-held terminal that is tuned in to specific nanomites. Deactivate the terminal and you deactivate the nanomites.

As a weapon: Nanomites can eat through metal in seconds. It can consume at a rate of one foot per second.

As a human augmentation: Rapid Healing: 5 points per turn, Rapid Recovery: Can recover from poisons and toxins in seconds, Ignores Pain: There are no penalties for massive traumatic injuries. It also can kill a human injected with them using the 'kill switch', turning them into a puddle of flesh.

Memory Scanner

This device plugs directly into the brain and scans brainwaves which turn into readable images. In the living, the person being read needs to be hooked up to the machine. On a corpse, probes are driven right into the brain. Breaker used this device to read the memory of a dead Neo-Viper.

Stealth Suit

Using reflective/photo-memory technology, this suit offers almost complete invisibility. It is made of microfibers that blend in with its surroundings. Anyone trying to attack or spot someone with this suit suffers a -10 to spot or hit. The suit can be spotted by soiling it, as the Baroness did in order to fight Scarlet.

Delta 6 Accelerator Suit

This state of the art armor is the newest weapon added to the Joe's armory. It enhances human reaction through mental connection to the user. If they think it, the suit will do it's best to do it. In the case of Duke, it was able to leap over a speeding train. With Ripcord, he went through the same train. Both are acts that are beyond normal human ability. There are not many suits yet, but that is sure to change after the field demonstration in Paris.

Onboard Computer: Reacts to users thoughts. Provides targeting (+5 to hit), Analysis, and communications.

+4 STR

DEX is equal to SMARTS

Leap: 30 Feet

Run: 40 mph

Armor: 40 KD (50 vs Energy Based Attacks)

Weapons:

Micro-Missiles (6): 1d10x10

Mini-Gatling Gun: 7d6+20 LETHAL Damage



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For GI Joe the RPG

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Reactive Impact Armor

This is the new standard combat armor for all Joes in the field. It can soak a good amount of blunt physical damage, allowing someone to survive an explosion much better than previous armors. It can also reflect small arms damage and some more powerful ammunition.

Armor: 20 KD vs. Ballistics/25 KD vs. Blunt Physical



15P Laser-Guided Solid Alloy Compound Cross-bow with Scope: 1d10x10 Armor Piercing LETHAL Damage, 50 RNG, 10 Ammo

-Smart Guidance System: Snaps a picture of the target and arrows track target until it hits. Also records combat.



MARS D57-B Extreme Environment Electromagnetic Rifle: 2d10x10 STUN Damage (Energy Based), 200 RNG, 30 Shots

-This is a standard rifle for the Neo-Viper troopers. It's too expensive to arm all MARS troops with it.



MARS Extreme Environment Electromagnetic Pistol:

1d10x10 STUN Damage (Energy Based), 100 RNG, 20 Shots

-The Baroness carries two of these small compact pistols on her as a gift from James McCullen.

