



RAISE THE FLAGG

Campaign Manual



Spoilers Ahead! Open only after you have read the rulebook, completed basic setup, and are ready to play. This manual contains all the content you will need to play the full campaign.

Episode 1: PARTY CRASHERS

DUKE'S BRIEFING

G.I. Joe just got an upgrade. A thousand-foot upgrade made of one hundred thousand tons of American steel. And you're all about to get very familiar with her.

The U.S.S. Flagg, named after ex-Joe, General Lawrence J. Flagg – God rest his soul – and helmed by Admiral Keel-Haul. This state-of-the-art aircraft carrier is preparing for its maiden voyage. While the brass expects blue skies and clear sailing, I'm not so optimistic. Sure, we haven't heard a peep from Cobra in over a year, but something about that makes my gut feel even worse. I want everyone on their guard, we need to be ready for anything those vipers might throw our way.



SPECIAL SETUP

Open Envelope 1. Retrieve the 12 Story Mission cards only.

Story Mission Setup

The Story Mission deck is separated into three acts. Each act consists of 2 randomly drawn Story Missions and 1 Finale card (with a gold border). As in the core set, start by placing the 3 Finale cards (gold) face up and nearby. Then, shuffle the 3 Act I cards and randomly place 2 of them face down in a new stack to start the Story Mission stack. Take the Act I Finale and place it face down on TOP of those 2 cards. Repeat this process for all 3 Acts, then flip the entire stack face up.

In this way, you should have a Story Mission deck of 9 face-up cards with the first Act I Mission on top.

Clean Up

After every episode in the campaign, there will be a DEBRIEF where you will evaluate the success of your mission and write several notes in your Campaign Log. Do not put away any game materials until after Debriefing.

Catastrophic Failure

If you lose to Cobra before the end of Act II, check the next Catastrophic Failure box on your Campaign Log. You will need to play this episode again with the bonus given. Remember that a third Catastrophic Failure across the entire campaign means the campaign ends in a failure.



Do not read beyond this point until you have completed Episode 1.

DEBRIEF

Now we know just how far Cobra's technology has advanced in such a short time. A fleet of new vehicles, an expendable base of operations, and a rival carrier with the ability to fly; the whole thing makes my skin crawl. Cobra could attack anywhere at any time. And, worst of all, the snake has retreated back into the shadows once again. We've got no leads, just a few burning hunks of metal and plastic.

But first things first. If we're going to face off against Cobra again, we're going to need some upgrades. That heli-carrier made mincemeat out of the U.S.S. Flagg and it's pretty clear what we have is not enough.

We took our lumps, but now we have to fight back. We'll find them, and when we do, those reptiles won't know what hit them.

RESOLUTION

Make sure to fill out the information at the top of Episode 1 on your Campaign Log, checking the appropriate boxes (win/loss, ending Threat Meter level), and noting the number of Story Mission Successes and Failures in Episode 1.

Do you have a Cobra Transport in your Hangar or a player's discard pile?

- If yes, Log: "New Ride"



Do not read beyond this point until you are ready to begin Episode 2 .

Episode 2: A CROSSROADS AT SEA

DUKE'S BRIEFING

I'm not going to lie to you, things keep getting worse. After weeks of searching, we haven't heard a peep from Cobra. The trail is colder than a polar bear's toenail.

Good news is we have a brand-new deck elevator up and running on this ship. It's not much, but it should help give us an edge in the fight. Also, we have some special new recruits on board that should help keep our spirits up.

Bad news is I hear we have a typhoon heading in and we're smack dab in the middle of its path. Batten down the hatches, we're in for some rough seas ahead.



SPECIAL SETUP

Open Envelope 2. Retrieve Story Mission cards 1, 2, & 3 only. Then, read **10**

U.S.S. Flagg Upgrade

Retrieve the *U.S.S. Flagg* Deck Elevator tile. The Deck Elevator tile is double-sided. Choose one of the special and place that tile right side up into its slot on the *U.S.S. Flagg*. Upgrades to the *U.S.S. Flagg* are permanent and will remain in play for all remaining episodes.

Story Mission Setup

Place the 3 Story Mission cards in a stack in numerical order with 1 at the bottom, then flip the stack face up. Card 1 should be visible as the first Mission.

CAMPAIGN

If you WON Episode 1

Shuffle the core game Expert Mode cards and put 1 at random into play.

If you LOST Episode 1

Take a Promoted Leader that has not been chosen this game and place it face up as the first card in the line-up. (Fill the remainder of the line-up as normal.)

If you Logged "New Ride"

Draw a Cobra Transport and commandeer it (place it next to the *U.S.S. Flagg*).



Do not read beyond this point until you have completed Episode 2.

DEBRIEF

Well, that lead Storm Shadow offered really paid off. Sure, we've got a big fight ahead of us, but I'm happy to say we were able to retrieve an encrypted hard drive from their base before extraction.

It's gonna take some time for the eggheads like Mainframe to comb through the encrypted data from the mission, but we've secured a Cobra hard-drive with enough info to blow this whole thing wide open. In fact, we already received intel on two high-level Cobra targets operating right under our noses.

It's nice to know something is brewing behind the scenes at our friendly global terrorist organization. Without that tip-off, we'd still be lost at sea without a paddle. Now if we could just convince that Storm Shadow to join the good guy's side... Snake Eyes, you're a fellow ninja master. Why don't you try talking some sense into... hey, where'd he go?

RESOLUTION

Make sure to fill out the information at the top of Episode 2 on your Campaign Log, checking the appropriate boxes (win/loss, ending Threat Meter level), and noting the number of Story Mission Successes and Failures in Episode 2.



Do not read beyond this point until you are ready to begin Episode 3.

Episode 3: NO TIME TO LOSE

DUKE'S BRIEFING

Thanks to the tech team, we've decrypted Cobra's secret files and what we found is not good. They've got multiple operations across the globe, and even with the U.S.S. Flagg, we don't have the personnel or the time needed to stop it all.

We have a tough choice to make. Hit Cobra in the pocketbook or take away their guns.



Option One: Extensive Enterprises – a shell corporation that funds Cobra's activities – has offices across the world. With the new release of the Venom smartphone device, they are poised to give Cobra a financial and technological stranglehold on global communications.

Option Two: M.A.R.S. Industries' illegal manufacturing operation deep in the heart of Darklonia – an Eastern European country sheltered in the Transcarpathian mountains. They are building a prototype weapon with enough destructive power to hold the entire world at ransom.

SPECIAL SETUP

U.S.S. Flagg Upgrade

Retrieve the Weapons punchboard. The Weapons tile is double-sided. Choose one of the special abilities to be face up and place it in a slot on the *U.S.S. Flagg*. The other side will be turned face down and will not be used during the campaign. *U.S.S. Flagg* upgrades will remain in play for all remaining episodes.

If you WON Episode 2

Choose 2 Transports in the main deck and remove them from the campaign. Then, open Envelope 3, retrieve Expert Mode card 1 and put it into play.

If you LOST Episode 2

Read 

CHOOSE

The Joes can only tackle one of these fiendish plots of the enemy. Which will they choose?

If you choose to take down Extensive Enterprises

Turn to page 7. Log: "Pursued Tomax & Xamot"

If you choose to head deep into Darklonia

Turn to page 8. Log: "Pursued Darklon"

Episode 3a: THE PYRAMID OF DARKNESS

DUKE'S BRIEFING

Extensive Enterprises is a multi-million dollar business venture headed by twin CEO's Tomax and Xamot Paoli. Outside of normal, ruthless corporate dealings, there's no obvious criminal activity. Which makes it all the more suspicious. We need to find evidence of their connection to Cobra... wait, is that gunfire? Get down!

I need a report! What's going on up on the top deck?

Tomax & Xamot Paoli

Leaders of the elite Crimson Guard and owners of Extensive Enterprises. Highly trained in espionage and corporate law, this fiendish duo are not only charismatic in their business dealings, but ruthless combatants. As twin brothers, they share a deep empathetic connection and frequently finish each other's sentences.

SPECIAL SETUP

Retrieve the Tomax & Xamot Complication card and shuffle it into the Act III Complication deck. Retrieve the Tomax & Xamot Cobra cards and add them to the Cobra Officer stack. Retrieve the Cobra Ferret and shuffle it into the Cobra Transport deck.

Tomax & Xamot, Cobra Ferret, and their Act III Complication card will be available for the remainder of the campaign. Make sure to include them during setup.

Story Mission Setup

Open Envelope 3. Retrieve the Story Mission cards 1 - 9 and create a face-down stack from 1 on the bottom to 9 on the top, then flip the stack face up.

If you Logged "Storm Shadow Humbled"

Open Envelope 3 and replace Story Mission 7 with Story Mission 7a.

If you Logged "Swamped" or "Bullet Ridden"

Place a  onto the *U.S.S. Flagg* to begin this Episode.

If Episode 2 ended in the Green or Yellow on the Threat Meter

Open Envelope 3 and replace Story Mission 1 with Story Mission 1a.



Do not read beyond this point until you have completed Episode 3. Then, turn to page 9 for your debrief.

Episode 3b: DARKLONIAN ARMS

DUKE'S BRIEFING

The war-torn country of Darklonia has seen better days, and with its totalitarian new ruler enforcing border restrictions, we're gonna need to go in silent on this one. That means a dark drop into a highly patrolled enemy territory.

Darklon is peddling some serious weaponry, and with Cobra's recent leap forward in tech, bring a wrench and be ready for anything.



Darklon

Brother of Destro and despotic leader of the Eastern European country, Darklonia. He carries on the legacy of his family by wearing an imposing metal mask and brokering illegal weapon supply deals to the highest bidder. He rules from the brittle cold of the Transcarpathian mountains in his cast-iron castle.

SPECIAL SETUP

Retrieve the Darklon Complication card and shuffle it into the Act III Complication deck. Retrieve the Darklon Cobra card and add it to the Cobra Officer stack. Retrieve Darklon's Evader and shuffle it into the Cobra Transport deck.

Darklon, Darklon's Evader, and his Act III Complication card will be available for the remainder of the campaign. Make sure to include them during setup.

Story Mission Setup

Retrieve the Story Mission cards 10 - 18 and create a face-up stack in ascending order with 10 on the top to 18 on the bottom.

If you Logged "Storm Shadow Humbled"

Open envelope 3 and replace Story Mission 14 with Story Mission 14a.

If you Logged "Swamped" or "Bullet Ridden"

Place a  onto the *U.S.S. Flagg* to begin this Episode.

If you had 3 or more Missions in your Failure pile during Episode 2

Each player may shuffle a Service Rifle into their starting deck.



Do not read beyond this point until you have completed Episode 3.

DEBRIEF

If you “Pursued Tomax & Xamot”

Read 

If you “Pursued Darklon”

Read 

RESOLUTION

Make sure to fill out the information at the top of Episode 3 on your Campaign Log, checking the appropriate boxes (win/loss, ending Threat Meter level), and noting the number of Story Mission Successes and Failures in Episode 3.

Did you play “Knowing is Half the Battle” during the final Mission?

- If yes, Log: “Half the Battle”

Catastrophic Failure

If you experience a Catastrophic Failure during this episode, be sure to return any Expert Mode, Joe, or Cobra cards gained during this episode to their respective envelopes before attempting this episode again.



Do not read beyond this point until you are ready to begin Episode 4.

Episode 4: TROUBLE IN PARADISE

DUKE'S BRIEFING

I don't like it. But, to be honest, it's not like we have much of a choice.

I never thought I'd see the day where we teamed up with the very enemy whose schemes we've spent years stamping out. But if we're going to save the world from disaster, we can't keep splitting our attention. I think, just maybe, we can use this little Cobra civil war to our advantage.

That's why today we have a very special guest in the briefing room. And they are going to provide us the information we need to put an end to this charade once and for all. Or else....



SPECIAL SETUP

U.S.S. Flagg Upgrade

Retrieve the Catapult punchboard. The Catapult tile is double-sided. Choose one of the special abilities to be face up and place it in a slot of the *U.S.S. Flagg*. The other side will be turned face down and will not be used during the campaign.

U.S.S. Flagg upgrades will remain in play for all remaining episodes.

If you WON Episode 3

Place a  onto the *U.S.S. Flagg* at the start of this episode.

If you LOST Episode 3

Take a Promoted Leader that has not been chosen this game and place it face up as the first card in the line-up. (Fill the remainder of the line-up as normal.)

If you Logged "Half the Battle"

Remove Knowing is Half the Battle and Tranquilizer Dart from the game. When you begin the next episode, these cards are returned to the main deck again as normal.

CHOOSE

Cobra is in the midst of a civil war and, reluctantly, the Joes have to pick a side. Which will they choose?

If you choose to aid Destro

Log: "Allied with Destro" and turn to page 11.

If you choose to aid Cobra Commander

Log: "Allied with Cobra Commander" and turn to page 12.

Episode 4a: A SERIES OF TUBES

DESTRO'S BRIEFING

You are wise to employ my assistance in this matter. My technical expertise is only matched by my razor-sharp intellectual prowess.

Cobra Commander has launched a complex satellite network to support the launch of their newest cellular smartphone device, the Venom smartphone. Using their technological advantage, they plan to control and orchestrate a global misinformation campaign by force if necessary. You will need to find and destroy this network all while currying the fickle public's favor. It is a task that will test your abilities to their limit.

In order to maximize the effectiveness of their propaganda campaign, Cobra will need to disrupt the world's server infrastructure. Eliminating major data centers will be one of their primary objectives. Be on the lookout for their attack. Perhaps you will be able to kill two birds with one stone, as they say; disrupt their plans on the ground, and discover the location of their secret satellite control facility from any you manage to take alive.



SPECIAL SETUP

Look underneath the tray of the expansion game box to find Envelope 7. Open envelope 7 and retrieve the Destro player card. Place Destro in the 1st available spot when creating the Recruit line during setup (fill the remainder of the line from the deck as normal). Return the Destro Cobra Officer card and Destro Appears Complication card to the game box; it will no longer be used during the campaign.

Story Mission Setup

Open Envelope 4. Retrieve the Story Mission cards 1 - 9 and create a face-down stack from 1 on the bottom to 9 on the top, then flip the stack face up.

Warning: Story Mission 1 is put into play at the start of the game.

If you Logged "Mindbender Bent"

Replace Story Mission 5 with Story Mission 5a.



Do not read beyond this point until you have completed Episode 4. Then, turn to page 13 for your debrief.

Episode 4b: MAKING WAVES

COBRA COMMANDER'S BRIEFING

Listen well, Joes! It is I, Cobra Commander, your brilliant tactician and future supreme ruler. I always felt I was the counterpart to G.I. Joe's General Flagg and now here I sermonize to you simpletons aboard this lachrymose floating memorial in his honor.

Your target is that dimwitted, ego-maniacal, clodhopping, nincompoop, Destro, and his worthless Sonic Emitter device! If that idiot is able to get it fully operational (however unlikely), it will create a wave of seismic activity in the Pacific, igniting the ring of fire, sending volcanic ash to blanket the atmosphere and tidal waves to wipe out half of humanity. An ingenious plot that should have been rightfully mine!

This mission is so simple even a G.I. Joe could complete it. Find chrome-dome's secret island base, get in, and destroy the device. What?!? You want ME to tell you WHERE it is? Am I expected to do EVERYTHING around here?

SPECIAL SETUP

Look underneath the tray of the expansion game box to find Envelope 7. Open Envelope 7 and retrieve the Cobra Commander player card. Place Cobra Commander in the 1st available spot when creating the Recruit line during setup (fill the remainder of the line from the deck as normal). Return the Cobra Commander Cobra Officer card to the game box; it will no longer be used during the campaign.

Story Mission Setup

Open Envelope 4. Retrieve the Story Mission cards 10 - 18 and create a face-up stack in ascending order with 10 on the top to 18 on the bottom.

Warning: Story Mission 10 is put into play at the start of the game.

If you Logged "HQ Located"

Each player draws the top card of the main deck. If it has a Recruit Cost of 5 or fewer, shuffle that card into your starting deck. If it is a Transport, gain it. Otherwise, shuffle a Service Rifle into your starting deck.



Do not read beyond this point until you have completed Episode 4.

DEBRIEF

If you “Allied with Destro”

Read 

If you “Allied with Cobra Commander”

Read 

RESOLUTION

Make sure to fill out the information at the top of Episode 4 on your Campaign Log, checking the appropriate boxes (win/loss, ending Threat Meter level), and noting the number of Story Mission Successes and Failures in Episode 4.

Catastrophic Failure

If you experience a Catastrophic Failure during this episode, be sure to return any Expert Mode, Joe, or Cobra cards gained during this episode to their respective envelopes before attempting this episode again.



Do not read beyond this point until you are ready to begin Episode 5.

Episode 5: THE FINAL BITE

DUKE'S BRIEFING

We've been duped. We've been split apart. We've been run ragged, dragged from one corner of the globe to the other. But this ends TODAY!

Cobra has rolled out the red carpet for us and we're heading straight into the viper's nest. Intel suggests that the whole gang is waiting. Which means we'll be up against a rogues' gallery of villains just itching for revenge.

Our mission: Dismantle the terrorist organization, Cobra. The stakes: The freedom and safety of everyone on Earth. This is the final push! Let's show Cobra exactly what we're made of.



SPECIAL SETUP

Story Mission Setup

Open Envelope 5. Retrieve the Mission cards, arrange from 1 - 9 and create a face-down stack from 1 on the bottom to 9 on the top. There will be gaps in the sequence, but these gaps will be filled by cards that relate to the decisions you've made throughout the campaign. Each combatant and scheme will be the opposite of the one you faced previously:

If you "Pursued Wild Weasel" Add Story Mission card 3a.	OR	If you "Pursued Crocmaster" Add Story Mission card 3b.
If you "Pursued Darklon" Add Story Mission 6a.	OR	If you "Pursued Tomax & Xamot" Add Story Mission 6b.
If you "Allied with Cobra Commander" Add Story Mission cards 4b and 9a.	OR	If you "Allied with Destro" Add Story Mission cards 4a and 9b.

Whether you are adding card 3a or 3b (for example), it goes in between cards 2 and 4. Once the new cards have been added to the stack, flip the stack face up.

U.S.S Flagg Upgrade

Retrieve the Control Tower punchboard. The Control Tower tile is double-sided. Choose one of the special abilities to be face up and place it in a slot of the *U.S.S. Flagg*.

If you WON Episode 4

Shuffle the core game Expert Mode cards and put 1 at random into play.

If you "Injured the Air Fortress"

Target player begins this episode with their Leader card already Promoted.

If you Logged "Bludd Spilled"

Replace Story Mission card 7 with Story Mission card 7a.



Do not read beyond this point until you have completed Episode 5.

DEBRIEF

You did well, recruits. I think the normal way to celebrate would be to pop open a bottle of champagne, hand out some promotions, and settle down into some cushy desk jobs. But, us Joes are anything but normal. So, the best I can do is issue a direct order from your commanding officer.

Take a vacation. That's not a suggestion, that's an order. I think we've all earned some extended leave. Cobra's not the only game in town, and there'll be plenty of work to do when you get back. Dismissed!

Now, if I hear correctly, Roadblock has the grill all fired up on the flight deck. Be sure to grab a hot dog or two on your way out.

Oh, and just one more thing....

YO JOE!



There is no more resolution after this point. The next pages are the TOP SECRET portion of this manual, only to be viewed when instructed. Thank you for playing!

'TOP SECRET'


Turn to the numbered passage. Do not read any other passages unless instructed.


FIRST BITE

In a devastating blow to the G.I. Joes, the enemy has also unveiled a terrible new weapon: The Cobra Trawler Heli-carrier. This massive, flying behemoth unleashes a hail of gunfire and missiles, which send the soldiers scrambling.

But just before all hope is lost, a deafening alarm sound is heard and the airship retreats once again into the clouds, along with the entire enemy battalion. Was this attack a warning or a test? If this was just a test, then what fiendish plot does Cobra have in store?

SETUP

Place a  token onto a section of the *U.S.S. Flag* and move the meter to the next space on the track.

When a  token is placed onto a section of the *U.S.S. Flag*, that section's special ability is ignored.

For more rules on damage, see pages 6-7 of the rulebook.

Then, the current active player Logs: "Determined" in their notes.

← *Return to the game.*

THE WHEELS OF EVIL

The enemy's technology has advanced more quickly than expected. With the discovery of a secret warehouse filled to the brim with state-of-the-art Cobra vehicles, even the lowliest Trooper becomes a formidable threat. If this is only one of many secret facilities, then it means that these machines are rolling out en masse.

While Cobra's hasty retreat has led the Joes right to their doorstep, the fight has just begun. Now that the wheels of evil are in motion, will the team have what it takes to stop these vipers in their tracks?

SETUP

Open Envelope 1 and retrieve the Cobra Transport deck. Shuffle this deck and place it face down nearby. Retrieve the Technological Superiority and Upgraded Battalion Complications and immediately shuffle them into the Complication deck.

If you Logged "Successful Heist"

Draw the top Cobra Transport and add it to the Hangar.

For rules on Cobra Transports, turn to page 8 of the rulebook.

Cobra Transports and the 2 Act I Complications will be available for the remainder of the campaign. Make sure to include them during setup.

← *Return to the game.*

A CROSSROADS

An honorable battle lost has left a former foe humbled and willing to form an alliance. Storm Shadow reveals a new pathway forward, offering the Joes information on two important secret Cobra operations.

Storm Shadow

Storm Shadow is an elite Cobra operative. A rival of Snake Eyes and member of the same Arashikage clan, he is a highly trained ninja assassin with his own set of morals. His work for Cobra, however, is contingent upon their mutual goals aligning, which makes him a volatile but crucial asset.

"I've grown tired of in-fighting. Cobra has become split into factions and the left hand doesn't know what the right hand is doing. Until there is a clear path forward for me, I will offer my assistance. But, you must choose quickly."

Before Storm Shadow returns to the shadows, he provides information on two Cobra operations: A weapon smuggling operation deep in the Florida Everglades protected by a noted ecoterrorist, Croc Master, and a no-fly zone in the Himalayan mountains headed by ace pilot, Wild Weasel.

There's no time to lose. The G.I. Joes have to make a choice:

To head to the Himalayas, read  4

To head to the Everglades, read  5

3 THE CHOICE HAS BEEN MADE

The master ninja Storm Shadow does not relish his victory. He looks out over a placid ocean and contemplates his next move.


Storm Shadow

Storm Shadow is an elite Cobra operative. A rival of Snake Eyes and member of the same Arashikage clan, he is a highly trained ninja assassin with his own set of morals. His work for Cobra, however, is contingent upon their mutual goals aligning, which makes him a volatile but crucial asset.

Unfortunately for America's elite heroes, Storm Shadow is unwilling to reveal further details. He cannot entrust information to those who cannot face a real challenge. And so, he will leave the decision to fate.

The Joes watch as he tosses a golden coin into the air and lets it land in the sand. He pauses for a brief moment, then hands over a single document before vanishing in a flash of smoke.

SETUP

Roll a single die: If the result shows at least 1 , read **4**
Otherwise, read **5**

4 WILD WEASEL

The Joes are going to have their work cut out for them. Cobra is enforcing a no-fly zone to protect a secret observatory base high in the Himalayan mountains. This satellite system holds the key to their next big scheme.

Wild Weasel

Wild Weasel is a distinguished war veteran and ace pilot with a score to settle. Equally respected and dangerous, this skilled dog-fighter is feared and revered by anyone who dons a flight-suit.

The goal may be simple: Take out the anti-aircraft guns, secure Cobra's plans, and prepare for extraction. But with that crack-shot Wild Weasel skimming everything that moves, air support can only get the team so far. The Joes are forced to drop into enemy territory with a cold, steep, and dangerous ice-climb ahead.

SETUP

Open Envelope 2. Retrieve the Story Mission cards for Act II and Act III numbered 10 - 15, and place them in a face-down stack with 10 on the bottom and 15 on top, then flip the stack over. If you Logged "Rattlers Repelled," read Story Mission 10 and then immediately place it in the SUCCESS pile without resolving the reward. Retrieve the "Wild Weasel Attacks!" Complication card and shuffle it into the Complication

deck. Retrieve the Wild Weasel Cobra Officer card and add it to the Cobra Officer stack. Log "Pursued Wild Weasel" in your Campaign Log.

Wild Weasel and his Act II Complication card will be available for the remainder of the campaign. Make sure to include them during setup.

← *Return to the game.*

5 CROC MASTER

The swamp is the perfect place for a reptilian agent of chaos to call his home. And there's not just catfish hiding in these muddy waters. Sometimes you barely see a pair of eyes above the surface before a set of jaws with a thousand pounds of force comes snapping down.

Croc Master

Croc Master is an unhinged ecoterrorist hired by Cobra to provide his own special brand of security detail. A survivalist specializing in guerilla tactics, he keeps a congregation of vicious trained gators nearby. His favorite, Fiona, is the most fearsome of all.

There's no way to send in a full team into the bayou, and with the U.S.S. Flagg under repair, well... the Joes will have to navigate this jungle on their own. Will the Joes be able to avoid the traps laid by Croc Master and scramble this illegal smuggling operation in the Florida Everglades? Or will they become gator chow?

SETUP

Open Envelope 3. Retrieve the Story Mission cards for Act II and Act III numbered 4 - 9 and place them in a face-down stack with 4 on the bottom and 9 on the top, then flip the stack over. If you Logged "Tracked Cobra," return Story Mission card 4 to the envelope.

Retrieve the "Croc Master Appears!" Complication card and shuffle it into the Complication deck. Retrieve the Croc Master and Fiona Cobra cards. Add Croc Master to the Cobra Officer stack and place Fiona nearby. Log "Pursued Croc Master" in the Campaign Log.

Croc Master (with Fiona) and his Act II Complication card will be available for the remainder of the campaign. Make sure to include them during setup.

← *Return to the game.*

6 CRIMSON GUARD

It's rare for Cobra to call in assistance from deep cover agents, but when the Joes are getting close to an important target, the stakes are much higher. The New York City skyline hides a sinister secret, and these new troopers in red infantry suits emblazoned with a silver Cobra logo are here to protect Cobra's corporate interests at any cost.

Crimson Guard

As ruthless, cold, and unfeeling as the corporations in which they work, these highly-trained elite agents of Cobra are called to action only when it really counts. Brainwashed into service and nameless, they will stop at nothing to serve their evil overlords.

Cobra has enlisted a brand-new elite team to take on the G.I. Joes. Now it's a high-rise, high-stakes, hostile takeover in the heights of Manhattan!

SETUP

Open Envelope 3. Retrieve the 8 Crimson Guard cards and place them in a stack near the play area. Retrieve the 2 Crimson Guard Complications and immediately shuffle them into the Complication deck.

Crimson Guard will be available for the remainder of the campaign. Make sure to include them during setup. Any time you are asked to put an **Elite** into play, draw the top Crimson Guard and put it into play instead. If Mission 2 is in your Failure pile, put 1 **Elite** into play immediately and Equip it with a Cobra Transport.

← *Return to the game.*

7 BATTLE ANDROID TROOPERS

As the Joes approach the Darklonian facility, they are greeted by a new squad of soldiers dressed in black and bearing the M.A.R.S. Industries logo. When the first warning shot pings off their metal armor along with a crackle of blue electricity, suddenly this fight just became a little more inhumane.

B.A.T.s

These hulking metal monstrosities pack a real punch. The artificial intelligence might need a little work, but who cares when their state-of-the-art targeting systems lock-on with laser precision. Point them in a direction and watch as everything in their way is laid to waste.

Battle Android Troopers emerge from the perimeter, guns blazing. These relentless and autonomous machines are programmed to kill without discretion. What could Cobra be hiding here that would be worth a multi-million-dollar security display?

SETUP

Retrieve the 8 B.A.T. cards and place them in a stack near the play area. Retrieve the 2 B.A.T. Complications and immediately shuffle them into the Complication deck.

B.A.T.s will be available for the remainder of the campaign. Make sure to include them during setup. Any time you are asked to put an **Elite** into play, put a B.A.T. into play instead.

← *Return to the game.*

8 COBRA COMMANDER ASKS FOR AID

Cobra? Hailing the Joes with a special message? The soldiers in the briefing room crowd around the display monitor as the signal crackles into view. There on the screen; the viper himself: Cobra Commander.

"I cannot believe the display of incompetence that would force me to collaborate with the G.I. Joes! Forced, out of necessity, to stoop to this new low. Yes. I am well aware that they can hear me."

"Hello, my dear friends and dearest enemies. I am Cobra Commander."

Cobra Commander

The supreme leader of the fanatical Cobra, a global terrorist organization. Ruthless, conniving, and driven by self-preservation, he aims to rule the world and enforce his own crooked authoritarianism by any means necessary.

"Your meddling - though trivial and of no consequence whatsoever - has forced me to turn my attention elsewhere just as that mutinous metalhead has incurred the wrath of all Cobra."

"That imbecile, Destro, has gone too far! He has devised a new super weapon right under my hood and plans to use it in a misguided attempt to overthrow the throne and command the power of Cobra! ...And also take over the world, I assume, which is very bad for you."

"And so, out of the deep well of kindness in my heart - though it pains me to do so - I would like to join you in your reckless crusade to stop this madman from succeeding. There is no need to thank me."

"The alliance I offer, however, is only TEMPORARY, I assure you. Mark my words, G.I. shmoes, the world needs order and I..."

The screen crackles and a metallic face appears to interrupt the transmission: Destro.

Destro

Owner of M.A.R.S. Industries — an advanced weapons manufacturer — and second in command of Cobra. Known by his signature metal mask which obfuscates his entire head, this opportunistic weapon's dealer is as cunning as he is imposing.

"You G.I. Joes would not be so foolish as to take this lispng snake at his word. I admit that I've been opportunistic in the past, but you have always had my respect. Come. It is only reasonable that you assist me instead in my efforts to eliminate this arrogant clod. Together we can rid the world of..."

Once again the screen returns to the hooded figure of Cobra Commander. "No! No! NO! You must help me stop Destro! If you do not, millions will die. Which is a considerably higher number of deaths than I would be responsible for... most likely."

"Think of the children, G.I. Joe! I humbly accept your swift decision in this matter."

It looks like the Joes have a decision to make. And their choice will determine the **fate of the entire world.**

← *Return to the game.*

9 DESTRO ASKS FOR AID

Cobra? Hailing the Joes with a special message? The soldiers in the briefing room crowd around the display monitor as the signal crackles into view. There on the screen; the metal man himself: Destro.

"For those that know me only by my intimidating moniker, my name is James McCullen Destro XXIV."

Destro

Owner of M.A.R.S. Industries—an advanced weapons manufacturer—and second in command of Cobra. Known by his signature metal mask which obfuscates his entire head, this opportunistic weapon dealer is as cunning as he is imposing.

"My family has been in the noble business of the arms trade for many generations. Our advanced weaponry has protected millions and ended countless conflicts. This is all I've ever wanted."

"I will no longer play second-fiddle to Cobra Commander's infantile schemes. Know this, Joes: I have always respected your ineffaceable tenacity despite our differences. And now that our interests align, it only stands to reason that we create an arrangement that is mutually beneficial."

"Allow me to join you and with the strength of our alliance, we will topple this false god once and for all! I await your decision."

The screen crackles and a hooded figure interrupts the transmission:
Cobra Commander.

Cobra Commander

The supreme leader of the fanatical Cobra, a global terrorist organization. Ruthless, conniving, and driven by self-preservation, he aims to rule the world and enforce his own crooked authoritarianism by any means necessary.

"You cannot be serious! You would consider siding with this bronze-faced buffoon? This is insanity! Why, if that absolute moron is successful, there may be no world left for ME to rule."

"Consider this my generous counter-offer! However, if you do not accept my offer... I will crush your bones into particulate matter and watch as you and your families beg for mercy."

"I shall be waiting to reward your genius, or to have you beheaded for terminal stupidity! The choice is yours."

It looks like the Joes have a decision to make. And their choice will determine the **fate of the entire world.**

← *Return to the game.*

IO P.E.T.S. (Primal Emergency Tactical Squad)

While there may be confusion as to the path forward, every Joe knows there's nothing like having a good friend you can count on along for the mission. Especially a friend whose bark is never bigger than his bite. The team welcomes this veteran force with open arms and plenty of treats.

P.E.T.S.

The lovingly crafted acronym for the G.I. Joes' coterie of animal companions. While the Primal Emergency Tactical Squad may sound cute, the war-decorated soldiers bearing this elite designation are anything but.

SETUP

Open Envelope 2 and retrieve the 6 P.E.T.S. cards. Each player takes 1 of their choice and adds it to their starting deck. The remaining P.E.T.S. are returned to the box. If you're playing as Shipwreck with Polly, you may choose to forgo the additional P.E.T.S. card at the start of the game.

P.E.T.S. will be available for the remainder of the campaign. At the start of each episode, each player will choose and add 1 to their starting deck. Make sure to include them during setup.

← *Return to the game.*

11 NEW RECRUITS

On an aircraft carrier as big as the U.S.S. Flagg, there's always room for more hands on deck. Especially when those hands belong to members of the U.S. Navy. With a sailor's hat and several tactical accessories, this blast from the past will hopefully lead the G.I. Joes safely into the future.

Action Sailors enter the battle!

SETUP

Open Envelope 6 and retrieve the 8 Action Sailor Starter cards. Each player takes 2 Action Sailors and adds them to their starting deck. They then remove 2 G.I. cards from their starting deck and return them to the box. Any remaining Action Sailor cards are returned to the box.

Each player will include 2 Action Sailor cards as described above in their starting deck for the remainder of the campaign. Make sure to include them during setup.

← *Return to the game.*

12 THE TRAP IS TRIGGERED

One misplaced footstep can spell disaster in Croc Master's quagmire of makeshift traps. A quick sound of wire being tripped and the Joes suddenly find themselves in the jaws of a surprise ambush!

SETUP

Roll 1 die: Depending on the result, resolve the following penalty:

☐: ▲ +1

☒: ▲ +1 ✨

☒: Put Croc Master into play.

Log: "Croc Alerted" if you haven't already.

← *Return to the game.*

13 A VICIOUS TRAP

As the Joes venture ever closer to their objective, the biggest traps are always planted nearest to the target. This is a good thing when you discover and avoid the trap. But, when the Joes make a single mistake, it becomes a nightmare. Now this mercenary has them in their sights.

SETUP

Put a random Cobra Officer into play and equip a Cobra Transport to it.

Log: "Swamped" if you haven't already.

← *Return to the game.*

16 MISINFORMATION CAMPAIGN



The switch has been flipped. The Cobra Venom phone is using its cellular monopoly to push its own agenda and destroy the competition. This time, the competition is G.I. Joe.

As expected, Cobra Commander is available to gloat over his latest scheme. His covered face fills the comms screen. "It was so obvious. There's no need to create a complicated mind-control device. When you control the flow of information, you control the will of the people. With the release of the Cobra Venom smartphone, the leader in comfort, style, and affordability is now the downfall of G.I. Joe."

"They say history is written by the victors. Well, not today! Witness in utter terror as every single one of your pathetic triumphs become war crimes in the eyes of the public!"

Suddenly, the ringing sounds of cellphone notifications echo throughout the city. Hundreds of doctored videos of Cobra propaganda flood the internet at once. Cobra Commander is using the Joe's victories against them!

SPECIAL SETUP

If you Logged a WIN on Episode 1, immediately put 1 **Elite** into play.

If you Logged a WIN on Episode 2, read **39**

If you Logged a WIN on Episode 3, read **40**

If you did not Log ANY of the above, remove all Complications from this Story Mission.

← *Return to the game.*

17 PREPARE FOR A FIGHT

When their back was against the wall, the Joes were forced to make a choice, and now that decision has come back to haunt them. By taking down the schemes of one villain, the Joes have left the door wide open for the other to continue honing their skills deep in the shadows. Cobra's mercenary forces have advanced their operations and are stronger than ever.

Time to bite the bullet.

If you Logged a LOSS on Episode 2, read **18**. ← *Return to the game.*

If you Logged a WIN on Episode 2. Roll a die:

If the die shows a blank, nothing happens. ← *Return to the game.*

If the die shows a  or more, read **18**

18 SWEET VENGEANCE

The hits keep coming for the Joes. For these devious Cobra henchmen, the pull of vengeance is too strong. With their crumbling empires given enough time to mend, Crocmaster and Wild Weasel have combined forces to take on America's elite. It's double trouble awaiting the Joes as they breach the Silent Castle.

SETUP

Replace the current Story Mission with Story Mission 3c.


← *Return to the game.*

19 THE BATTLE BEGINS

A global enterprise with sleeper agents set on funding Cobra's operations or a weapon smuggling operation able to manufacture advanced weaponry; attempting to take down one of these schemes wasn't a choice the Joes took lightly. But now, as they enter the depths of the Silent Castle, they'll need to suffer the consequences.

If you Logged a LOSS on Episode 3, read **20**. ← *Return to the game.*

If you Logged a WIN on Episode 3. Roll a die:

If the die shows a , read **20**. Otherwise, ← *Return to the game.*

20 BITTER REVENGE

With their operation hindered and their plans disrupted, the entrepreneurial thugs' only recourse is to use their combined assets and team up to take revenge against the G.I. Joes. For the world, this could mean the death of democracy and a dark future where Cobra reigns supreme. For these slimy reprobates, it's only business.

SETUP

Open Envelope 5. Replace the current Story Mission with Story Mission 6c.

← *Return to the game.*

21 THE FINAL SHOWDOWN

Whether it was a Cobra civil war or a well-orchestrated ruse, the Joes may never know. Cobra's plans are in shambles and their leader is desperate to make one final push.

If you Logged "Allied with Cobra Commander," read **33**

If you Logged "Allied with Destro," read **34**

22 RESOLUTION

When the finest member of America's finest is nervous, you know there's trouble. Duke paces at the front of the briefing room as he relays the sit-rep.

"We had him. I remember seeing that masked villain slumped over in defeat on his throne. It would've been really nice to finally have Cobra's number one off our backs for good. But something was wrong. The Commander didn't move a muscle as we got near. And when we had him in handcuffs, a burst of blue sparks came right out from under his cowl."

"That wasn't all. Our tracer fire had burned holes clear into the stone walls of the fortress. Stone doesn't just get red-hot and melt. It was like the whole place was put together like some plastic playset. A kid's plastic playset."

"And then, I heard the mechanical sound of laughter as Cobra Commander's head began to spin in its socket. I gave the order to fall back and we rushed out of that artificial castle in just the nick of time. An explosion rocked the entire valley, singeing the hair on the back of my neck."

"It was all a ruse! Cobra duped us again. But, why?"

← *Return to the game.*

23 TURNED AWAY

Even with the odds against them and Cobra's brilliant show of force looming in the skies above, America's fighting force never gives up. Several explosions rock the metal surface of the Cobra Trawler Heli-carrier to the sound of cheers from the deck of the Flagg. But those cheers quickly turn to silence as an electromagnetic shield quickly raises, deflecting any further damage.

The Cobra Trawler Heli-carrier responds by unleashing a volley of missiles that pummel the U.S.S. Flagg's main deck. But just as it seems like the Joes' new carrier is toast, a deafening alarm sound is heard and the airship retreats once again into the clouds, along with the entire battalion. Was this attack a warning or a test? If this was just a test, then what fiendish plot does Cobra have in store?

SETUP

Log: "Injured Air Fortress"

← *Return to the game.*

24 A STORMCLOUD ABOVE THE WATERFRONT

A dark cloud hovers above the ocean, quickly rolling in towards shore on a direct course with the U.S.S. Flagg and blotting out the sun. Suddenly, a metal monstrosity bursts from the clouds: The Cobra Trawler Heli-carrier, a flying aircraft carrier equipped with the most devastating arsenal of modern weaponry imaginable. With it, a squadron of Cobra fighters descends from the skies to take deadly aim. On the open ocean, the U.S.S. Flagg is a sitting duck!

SETUP

Open Envelope 6. Retrieve the "Defeat the Air Fortress" Story Mission. Replace "Hold Back Cobra" with "Defeat the Air Fortress".

← *Return to the game.*

27 THE INTERNET COLLAPSE

The information superhighway has connections under the ocean that span the length of the globe. If Cobra were able to succeed on all technological fronts, the Joes would be in for a serious intelligence blackout.

SETUP

Open Envelope 117.

If you Logged "Venomoid," retrieve The Fridge Joe card from the envelope and add it to the top of the main deck.

If you Logged "Networked," retrieve the Ice Cream Soldier Joe card from the envelope and add it to the top of the main deck.

← *Return to the game.*

28 DARKLON'S DEAL

As a regiment of B.A.T.s surround the Joes, suddenly their battle visors go dark and an eerie silence fills the facility. Darklon's metallic voice rings out over the facility's speaker system: "It is nothing personal, Joes. I have a contract with a client to fulfill, nothing more. I realize that I cannot stop your misguided crusade, but I can ask you to be sensible."

SETUP

Open Envelope 3 and retrieve Expert Mode card 2. The Joes have a choice to make:

Leave the facility operational

Put Expert Mode card 2 into play by the Yellow Threat Meter level. Place the current Story Mission in the SUCCESS pile and resolve its effects.

OR

Shut down this operation

Return Expert Mode card 2 to the envelope. Add 1 Complication to this Story Mission for each Failure Logged in Episode 2.

← *Return to the game.*

29 WE CAN'T DO IT ALL

With the Crimson Guard out of the way for the moment, the Joes search the Manhattan branch of Extensive Enterprises for incriminating evidence, only to find out the true meaning of Extensive. This building is only one of hundreds of corporations with Cobra executives on staff, and in an urban jungle like New York City, the trail will go cold long before they can search them all. Once again, Cobra is one step ahead and the Joes are under the gun.

But one bright spot remains: The twins, Tomax and Xamot, have divided Cobra's business interests between the two of them. If the Joes can take down one of their major operations, it might just make a dent in this dreadful business.

SETUP

Put Story Missions 4 and 5 into play at the start of the next turn. When either Story Mission 4 or 5 is completed, return the incomplete Mission to the envelope and discard any Complications attached to it.

Open Envelope 3 and show all players Expert Mode cards 2 and 5. Be careful, as one of these cards will be put into play depending on which Story Mission you complete. Return them to the envelope for now.

← *Return to the game.*

30 CHAOS AT THE DOOR

A weapon smuggler with everything to lose is a terrible enemy to make. To say this despot was prepared for the Joes is an understatement. Perched in the Carpathian mountains, his snow-covered, cast-iron fortress is armed to the gills and ready to throw everything he's got at the Joes.

If the good guys are going to win this day, they're going to have to pick up the pace. There's multiple objectives and no time to lose.

SETUP

Put Story Missions 7 & 8 into play at the start of the next turn. Do not put Story Mission 9 into play until BOTH Missions are completed.

← *Return to the game.*

31 TERROR IN THE SKIES

You knew Cobra wouldn't go down without a fight, but until it broke through the clouds you'd forgotten about the Cobra Trawler Heli-carrier. The radio crackles to life with the voice of your nefarious one-time ally: "You foolish Joes! Resistance is meaningless! Tremble before the might of Cobra's superiority!"

If you "Allied with Cobra Commander," put Cobra Commander into play and equip the Cobra Trawler Heli-carrier to him.

If you "Allied with Destro," put Destro into play and equip the Cobra Trawler Heli-carrier to him.

32 RING OF FIRE

Satellite imagery reveals the full breadth of Destro's insane scheme: Within seconds, volcanoes inactive for hundreds of years suddenly erupt in the Pacific, sending ash into the air and shockwaves deep under the ocean.

Destro's sinister face appears on the control room monitor.

"Experience just a taste of what my Sonic Wave Emitter Device is capable of. If the world does not bow to the leadership of Destro and Cobra, I will blanket the Earth in ash, rain down fire from the skies, and most pressingly, send devastating tidal waves to destroy all the major cities in the world."

"The ocean rages like a tempest even now. And since you are powerless to stop it, perhaps we will chat again when you are ready to negotiate your surrender."

The situation is out of control, and it's only getting worse. The only hope is that Cobra's operations haven't had time to rebuild.

SPECIAL SETUP

If you Logged a LOSS on Episode 1, immediately draw 1 Complication.

If you Logged a LOSS on Episode 2, immediately draw 1 Complication.

If you Logged a LOSS on Episode 3, immediately draw 1 Complication.

← *Return to the game.*

33 THE FINAL SHOWDOWN

Even as the Joes board the damaged Cobra Heli-carrier, Cobra Commander refuses to surrender. Surrounded by a hail of gunfire with the smoldering remains of the Silent Castle in the distance, his battle helmet and specialty armor glow with a fiery intensity.

"Fools! Your pitiful actions have only delayed the inevitable! I shall now show you the meaning of true power. Kneel before the might of COBRA!"

The fate of the world hangs in the balance. Will the Joes take down this evil viper? Or has the tyrannical reign of Cobra Commander just begun?

SETUP

Retrieve Promoted Cobra Commander from Envelope 6.

If you Logged a LOSS on Episode 4, open Envelope 5 and replace the current Story Mission with Story Mission 9c.

If Mission 8 is in the Failure pile, put the Cobra Trawler Heli-carrier into play at the start of Mission 9 and Equip it to Cobra Commander (even if it was commandeered).

← *Return to the game.*

34 THE FINAL SHOWDOWN

Even as the Joes board the damaged Cobra Heli-carrier, Destro refuses to surrender. Surrounded by a hail of gunfire with the smoldering remains of the Silent Castle in the distance, his chrome visage reflects the wild intensity of the flames around him.

"Impressive! It appears I have underestimated your abilities. While I anticipated your resistance, I did not foresee having to become personally involved."

"However, that did not stop me from crafting a contingency plan. Cobra's advances in technology may have made their forces stronger, but it has also made me more powerful than ever before. When this scuffle has ended, I will take extreme pleasure in wiping out all of G.I. Joe."

The fate of the world hangs in the balance. Will the Joes take down this madman? Or has the tyrannical reign of Destro just begun?

SETUP

Retrieve Promoted Destro from Envelope 6.

If you Logged a LOSS on Episode 4, open Envelope 5 and replace the current Story

Mission with Story Mission 9c. If Mission 8 is in the Failure pile, put the Cobra Trawler Heli-carrier into play at the start of Mission 9 and Equip it to Destro (even if it was commandeered).

← *Return to the game.*

35 COBRA COMMANDER'S INEVITABLE BETRAYAL

The briefing room's electronic display suddenly flickers to life as Cobra Commander's veiled face once again appears on the television screen.

"Well done, G.I. Joes. You've played right into our hands! While you were busy pursuing my steely subordinate, the construction of my new Silent Castle has been completed. With this stronghold in place, I will be unstoppable!"

"Come and witness the terrible might of Cobra, if you dare! The world shall tremble before ME, its rightful ruler! COOOBBBBBBRRRRRAAAAA!!!"

The vile snake's voice echoes through the briefing room before the signal fails. Cobra Commander wants the Joes to know exactly where he is, and he is leaving the door wide open.

SETUP

Return the Cobra Commander player card to Envelope 7.

← *Return to the game.*

36 COBRA UNDER DESTRO'S RULE

The briefing room's electronic display suddenly flickers to life as Destro's metallic face once again appears on the television screen.

"I apologize, my G.I. Joe compatriots. An opportunity has presented itself that I was unable to refuse. Unfortunately for you, your fruitless pursuit of 'justice' has allowed me time to reconstruct a new and immaculately crafted Silent Castle, to my own specifications."

"The wheels have already been set in motion. Rest assured, if you surrender to Cobra quickly, I will take this into consideration when issuing your sentencing."

Destro's voice echoes through the briefing room before the signal fails. It's clear he wants the Joes to know exactly where he is, and he is leaving the door wide open.

SETUP

Return the Destro player card to Envelope 7.

← *Return to the game.*

37 NAVAL CARBINE

Missions aboard the U.S.S. Flagg require a custom weapon that perfectly compliments the job. With a new shipment of Naval Carbines, the Joes have a steady, dependable companion for the roughest conditions and toughest assignments.

SETUP

Open Envelope 6 and retrieve the 6 Naval Carbine cards. Place them into a face-up stack near the Service Rifles. Naval Carbines can be Recruited for their cost during the Recruit Phase.

Naval Carbine cards will be used for the remainder of the campaign. Make sure to include them during setup.

Then, remove an Expert Mode card of your choice from play, if possible.

← *Return to the game.*

38 TERROR AT THE TERRORDROME

A new technological menace rears its ugly head: Cobra Terrordromes, prefabricated outposts with the capability to house entire Cobra Battalions, have begun to appear in strategic locations across the snowy landscape of Frusenland. The Joes will now have to face an ever-present threat in the Arctic tundra.

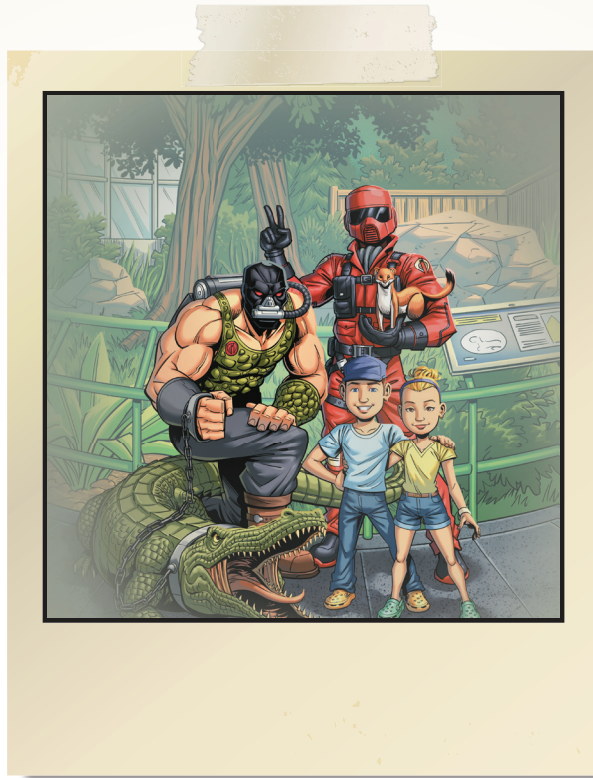
SETUP

Open Envelope 132 and retrieve the Terrordrome card and the 6 Cobra Claw Trooper cards. Place the Cobra Claw Troopers in a face-up stack in the slot on the Terrordrome.

The Terrordrome card and Cobra Claw Troopers will remain in play for the remainder of the campaign. Make sure to include them during setup.

← *Return to the game.*

39 COBRA CARES – A VISIT TO THE ZOO



Cobra Cares is a non-profit charitable organization that believes everyone deserves a chance to succeed. Through our mentorship outreach program, we work to create a diverse environment where people from all walks of life can get the financial aid and life skills they need to thrive. Our well-trained community ambassadors chaperone underprivileged youths to baseball games, local art festivals, and even a trip to the zoo. That's the strength of Cobra.

Cobra Cares: When we work together, we can achieve anything.

SETUP

Open Envelope 4 and retrieve Expert Mode card 3 and put it into play next to the Red section of the Threat Meter.

If you Logged a WIN in Episode 3, read **40**

Otherwise,

← *Return to the game.*

40 COBRA CARES – CHILDREN ARE THE FUTURE



At Cobra Cares, we believe that children are the future. And for us, a good education is paramount to a child's success. That's why we're willing to go the extra mile to ensure that our learning centers feature internationally renowned instructors with decades of experience. We work directly with inner-city school districts to provide hands-on training to promote creative and academic growth. What some might call indoctrination, we call an investment.

Cobra Cares: Family is worldwide.

SETUP

Open Envelope 4 and retrieve Expert Mode card 3 and put it into play next to the Red section of the Threat Meter. If you have already done this, nothing happens.

← *Return to the game.*

41 THE THREAT INCREASES

With the Cobra satellite network still functional, the evil machinations of Cobra continue behind the scenes. Unbeknownst to the Joes, the fiendish Cobra Commander has used this time to increase his own staggering power. Will they be prepared when this criminal mastermind reveals himself once again?

SETUP

Remove Cobra Commander for the rest of the campaign. Open Envelope 6 and retrieve Promoted Cobra Commander and add him to the Cobra Officers stack (not into play).

Promoted Cobra Commander will be used for the remainder of the campaign. Make sure to include it during setup.

← *Return to the game.*

42 THE THREAT INCREASES

With Destro able to ward off the Joes, the evil machinations of Cobra continue behind the scenes. Unbeknownst to the Joes, the fiendish Destro has used this time to increase his own staggering power. Will they be prepared when this criminal mastermind reveals himself once again?

SETUP

Remove Destro for the rest of the campaign. Open Envelope 6 and retrieve Promoted Destro and add him to the Cobra Officers stack (not into play).

Promoted Destro will be used for the remainder of the campaign. Make sure to include it during setup.

← *Return to the game.*

43 ASSISTANCE FROM AN OLD, COLD FRIEND

A familiar face is always welcome on the battlefield, and even though these Siberian Bears are a little overdressed for the tropics, the Oktober Guard are as formidable as ever. Despite their differences, this is an alliance born from respect and a true, shared enemy on the battlefield.

Oktober Guard

A select group of premier soldiers from the former Soviet Republic known for their valor in combat and stealth operations. This Russian team has fought beside the Joes to take on Cobra and other terrorist organizations despite their differences. Poke this bear and you'll pull back a stub.

The Oktober Guard have been tracking down the illicit sales of old Russian nuclear weapons, and they've discovered a very interested, generous, and highly motivated buyer. It appears that Destro has begun planting a series of nuclear warheads along the ocean floor in hopes of inducing a chain reaction of seismic activity. Once again, the Joes and the Oktober Guard are aligned in their mutual interest to decommission these dangerous weapons.

As a token of good faith, one of their team volunteers to guide the Joes to the locations they've confirmed. There's no doubt that with his assistance, there will surely be enough covering fire.

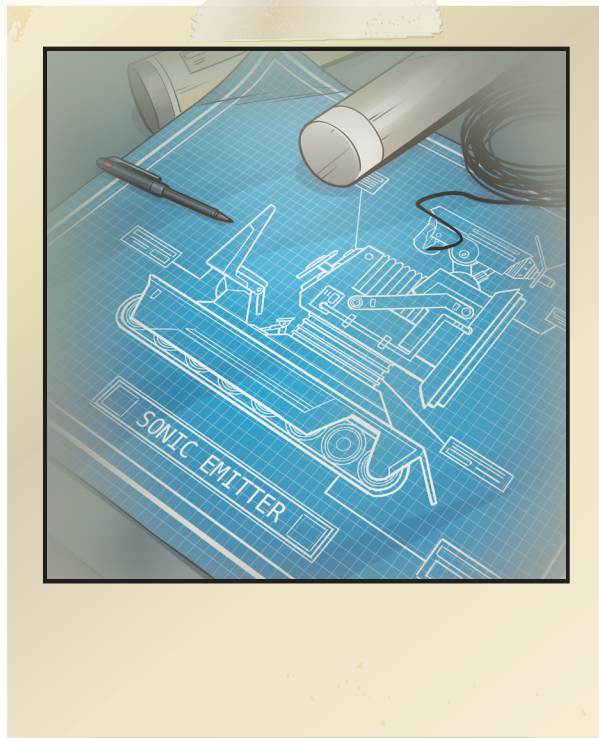
SETUP

Open Envelope 4 and retrieve the Horror Show Joe card. Choose 1 player to immediately gain Horror Show at no cost.

← *Return to the game.*

Horror Show will be included in the main deck for the remainder of the campaign. Make sure to include it during setup.

44 A TASTE OF THE SONIC EMITTER




The search for Destro's base of operations has reached a dire turning point. The U.S.S. Flagg's sonar system goes blank for several seconds as the deck rumbles under the crew's feet. All across the Pacific, volcanoes inactive for hundreds of years suddenly erupt, sending shockwaves deep under the ocean.

Destro's sinister face appears on the control room monitor. "This initial pulse is only a fraction of the power that I now wield. If the world does not bow to the leadership of Destro, I will blanket the Earth in ash, rain down fire from the skies, and most pressingly, send devastating tidal waves to destroy all the major cities in the world."

"Since you are powerless to stop it, perhaps we will chat again when you are ready to negotiate your surrender. I await your inevitable deference to the unyielding strength of my Sonic Wave Emitter Device." The video feed goes dark. The Joes need to find this dangerous villain and put a stop to his scheme before the world as we know it is destroyed forever.

SPECIAL SETUP


Open Envelope 4 and retrieve Expert Mode card 4. Put it into play next to the *U.S.S. Flagg*.


Then, the *U.S.S. Flagg* gains 1 .


← *Return to the game.*


CAMPAIGN LOG:

Player Name	Player Name	Player Name	Player Name
Leader	Leader	Leader	Leader
Notes	Notes	Notes	Notes

EPISODE 1	Win	Loss	Success	Fail	Threat 
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Story Notes					


EPISODE 2	Win	Loss	Success	Fail	Threat 
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Story Notes					

EPISODE 3	Win	Loss	Success	Fail	Threat 
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Story Notes					

EPISODE 4	Win	Loss	Success	Fail	Threat 
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Story Notes					

EPISODE 5	Win
	<input type="checkbox"/>
Story Notes	

CATASTROPHIC FAILURE | Check these top to bottom

- Read 
- Remove an Expert Mode card of your choice from play, if possible. 1 player of your choice begins this game with their Promoted Leader in their starting deck. Return the basic leader card to the game box.
- You lose.

