

JAY LIBBY PRESENTS

G.I. JOE
THE RPG

**SGT. SLAUGHTER
AND THE
RENEGADES**

Code Name:

SGT. SLAUGHTER



File Name: Classified Top Secret SN: 817-76-981

Primary Military Specialty: Infantry/Drill Instructor

Secondary Military Specialty: Survival Trainer

Place of Birth: Parris Island, South Carolina

Grade: E-7

All the Joes are super-tough and they've been through the roughest, most grueling training to become the most skillful specialists in the world. It takes a master of drill-training to weld still-neck tenderfoot Americans into the most stout and honorable positions in the Mobile Strike Force. That master and heavy-duty headman is none other than Sgt. Slaughter—the extremest in rough and tumble fun.

"Sgt. Slaughter thinks it's his personal mission to kick the butt of every boot in Pendleton. This guy can drill his trainees into the ground for 72 hours straight before he breaks a sweat. His favorite pastime is marking over the boys' backs while they do finger pushups in the mud, and spewing out brutal verbalities. He has been known to ride his tank through enemy fortresses rather than blow them up just because it's more fun. They say he eats nails and spits out dum-dum bullets. They say he cleans his teeth with barbed wire, brushes his hair with a rat-tail file and shaves with a blowtorch. Everything and everywhere is a battle field to Sgt. Slaughter."

Characteristics

Smarts: 6

Willpower: 8

Presence: 8

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 10

Body: 10

Constitution: 10

Movement: 6

Derived

STUN: 100

HITS: 100

Initiative: 12

Actions: 8

Attack: 14

Evade: 14

Education: 14

Perception: 14

Tiers: Basic Civilian: 4, Marine Career: 8, GI Joe:

8, Specialty <Drill Instructor>: 8, Specialty

<Survival>: 8

EQUIPMENT

Whistle

Sun-Glasses

Weapons:

Automatic Rifle: 6d6 LETHAL Damage, 30 Ammo

Code Name:

MERCER

Renegade



File Name: Stratton, Felix P. SN: 933-41-5632
Primary Military Specialty: Small Arms Armorer
Birthplace: Spencer, West Virginia
Grade: E-5 (Equivalent)

The Renegades don't answer to anyone but themselves. They don't officially exist. They can function with very little restraint but if they are compromised, they're on their own.

Mercer was the only COBRA Viper that ever defected to the Joes and survived. He joined COBRA for the adventure and the promise of material gain but soon grew disaffected with the COBRA philosophy. He escaped COBRA Island by hot-wiring a hydrofoil and outrunning his pursuers across the Gulf of Mexico. Mercer is proficient with all COBRA small arms and explosive devices.

"Mercer found his true home with the Renegades. He gets three meals a day, a warm place to sleep and a chance to shoot COBRAs!"

Characteristics

Smarts: 4

Willpower: 4

Presence: 4

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 5

Body: 6

Constitution: 6

Movement: 5

Derived

STUN: 60

HITS: 60

Initiative: 10

Actions: 5

Attack: 11

Evade: 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 Small Arms>: 5, Specialty <Demolitions>: 5, COBRA: 5, GI Joe: 5

EQUIPMENT

Armor:

Viper Armor: 15 KD

Pistol Clips (2)

Rifle Clips (2)

Weapons:

Grenade (4): 1d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo

Code Name:

RED DOG

Renegade



File Name: Taputapu, David
Primary Military Specialty: Infantry
Birthplace: Pago Pago, Samoa
Grade: E-5 (Equivalent)

SN: 425-80-2173

The Renegades have no official status. Their movements and activities are virtually unrestricted. They don't get any credit when they succeed and everybody denies knowing anything about them when they fail.

Red Dog could have had a pro football career as a barefoot placekicker if a defensive lineman hadn't ground his cleats into the big Samoan's obtruding toe. The lineman ended up with a broken helmet and a concussion. Red Dog was suspended for excessive roughness. He later worked briefly as a stuntman in "B" movies until he was recruited by GI Joe Command.



"The other Renegades think that Red Dog is a handy gun to have along on missions. If they encounter an obstacle of any kind; barricade, tank-trap or phalanx of armed guards, they simply point Red Dog in the appropriate direction, let him go, and wait for the dust to settle."

Characteristics

Smarts: 2

Willpower: 6

Presence: 6

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 6

Body: 7

Constitution: 6

Movement: 6

Derived

STUN: 60

HITS: 60

Initiative: 8

Actions: 6

Attack: 11

Evade: 11

Education: 7

Perception: 7

Tiers: Basic Civilian: 5, General Military Career: 5, GI Joe: 5, Specialty <Football>: 5

EQUIPMENT

Gear:

Pistol Clips (2)

Weapons:

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Code Name:

TAURUS

Renegade



File Name: Ayvazyan, Varujan

SN: 401-19-8426

Primary Military Specialty: Demolitions

Birthplace: Istanbul

Grade: E-5 (Equivalent)

The Renegades aren't carried on the rosters of any existing military unit. There is no computer access to their dossiers and they are paid through a special fund earmarked for "Pentagon Pest Control". This gives the Renegades a freedom of operation that the Joes can't match. It also means that the government can deny everything if they're caught.

Taurus was a circus acrobat in Europe who did occasional undercover work for INTERPOL. His circus act involved breaking two-by-fours on his own face, a feat which so impressed the GI Joe top brass, he was recruited on the spot. Taurus has been cross-trained in explosives and mountaineering and is fluent in a dozen languages.

"He's an animal. He stops hockey-pucks with his forehead and opens bottles with his nostrils. Lucky for us, he does everything GI Joe HQ tells him!"

Characteristics

Smarts: 2

Willpower: 6

Presence: 5

Hand-Eye Coordination: 6

Reflexes: 6

Strength: 6

Body: 8

Constitution: 6

Movement: 5

Derived

STUN: 60

HITS: 60

Initiative: 8

Actions: 11

Attack:

Evade:

Education:

Perception:

Tiers: Basic Civilian: 4, General Military Career: 5, Specialty <Acrobatics>: 5, Specialty <Demolitions>: 5, Specialty <Espionage>: 5, Specialty <Mountaineering>: 5, Linguistics <Fluency 12+ languages>: 5, GI Joe: 5

EQUIPMENT

Gear:

Pistol Clips (2)

Rifle Clips (2)

Weapons:

Grenade (2): 1d10x10 LETHAL Damage

Combat Knife: 1d6+STR LETHAL Damage

Automatic Pistol: 3d6 LETHAL Damage, 10 Ammo

Assault Rifle: 6d6 LETHAL Damage, 30 Ammo