

## **G.I. JOE NOTES**

- **Premise:** Based off the Marvel G.I. Joe comics “Operation: Lady Doomsday” by Larry Hama, Skybound’s Energon Universe comics, and the M.A.S.S. Device arc from *G.I. Joe: Real American Hero*. The premise that both the comic and film share is that the G.I. Joes must rescue nuclear physicist Dr. Adele Burkhart from Cobra as their first onscreen mission.
- **Operation: Lady Doomsday Plot Summary:** After committing a huge act of terrorism that has not been seen since 9/11, Cobra has made history as they struck down the Statue of Liberty (it eventually gets rebuilt) as both a warning and a declaration of conquest. Shaken and desperate, the United States military forms an anti-terrorist organization codenamed G.I. Joe. During a press conference, America’s top nuclear physicist, Dr. Burkhart, is denouncing the military for misleading her to working on a doomsday project. Cobra infiltrates the press conference, posing as reporters, and kidnap Dr. Burkhart. Despite her political stance, Burkhart must be rescued, or else America’s nuclear secrets will be pried by Cobra. General Hawk sends in the Joes to carry out the daring rescue mission. Cobra is currently operating in the second world country Borovia, a European island in the Atlantic Ocean. The Joes will mostly be split up into two teams; one led by Duke, and the other by Hawk. General Flagg will be killed at some point in Act 2 (probably the Midpoint), forcing Hawk to assume command of the Joes as their new general. Duke will have a Flat Character Arc, where he is already in possession of certain truths that the rest of his team need to learn. By the end of the film, a military funeral will be held for General Flagg (along with any other deceased Joes) and Duke will finally accept the promotion as their new colonel after some convincing from Hawk. After the events of the first film, Hawk and Duke will discuss the need for G.I. Joe to expand and begin recruiting more operatives. Duke will ask who Hawk has in mind and the general will respond by having Mainframe bring up a roster of OMPFs (Official Military Personnel Files) on the monitor. We briefly see names like “Dashiel R. Faireborn”, “Alison R. Hart-Burnett”, and “Charlie Iron-Knife”.
- **Writing Challenge/The Original 13:** One of the biggest challenges that comes with writing for any IP based on an expansive toy line, is juggling the overly large cast of characters that very quickly becomes cluttered. Larry Hama struggled with this while writing the G.I. Joe comics, *“I read it as an idea Hama had then toned back. In issue 32 Lady Jaye and Ripcord show up at the Pit and run into Grunt and Scarlett and announce themselves as their replacements. The next issue the original ‘82 Joe’s aren’t replaced per-se but all of them except Snake Eyes are promoted and given administrative duties for the team. Like 5 issues later Stalker is back in the field. When Springfield is invaded in issue #49 Hawk announces all Joe’s on desk duty are going along too, so it was still in effect. But after that Hama seems to play it loose, bringing back original Joe’s when he felt like it. Although it was hinted that Zap, Grand Slam and some others were assigned to train recruits or test new weapons for the team instead of being in the field.”*

*Addendum: I think Hama started to struggle with what to do with all these characters by 1985. The original Joe's were clearly being replaced as some had the same specialties. Hama sent memos to Hasbro proposing solutions, arguing that if kids bought multiple Luke Skywalker figures they could recycle characters. He even suggested that older characters could be re-trained, given a new MOS and code name but retain their file name. For example - say Grunt gets HALO training and his new code-name is Ripcord. But Hasbro wanted new characters apparently with each year (with some exceptions)."* So with this adaptation of G.I. Joe in the 80's CU, we run into the same problem. There are too many characters and many of the Joes start to become repetitive and share the same abilities as other characters. Like Hama, we can have the best of both worlds by including everyone in the Joes roster, but only allowing certain characters to actively carry out missions in the field while other Joes are assigned as support staff within the Pit. So then it begs the question, "which Joes deserve to be in the spotlight out on the field and which Joes will be reduced to support staff?". As a writer, the obvious answer would be the Joes who have the most compelling characterization, right? Those are the ones you want to have out in the field and serve as the main cast! So even though there is some respect for the past to be had in choosing the Original 13 as the main cast of Joes, it presents us with the problem of having too many characters that share the same abilities and/or roles on the team as more compelling or even more popular characters. So, I think a balance between the Joes featured in the cartoon and in the comics would be the sweet spot, combining the more traditional literary characters with the more popular and recognizable characters in the animated Sunbow show.

- **Borovia:** Borovia is a small European second-world country that came under Cobra's control when Cobra Commander incited a rebellion on the continent that led to a chaotic uprising. The dictator of Borovia thought he had created a utopia, but it was actually a brutal totalitarian regime, causing all of the Borovians to revolt. With the Borovian government overthrown, Cobra was able to easily establish their dominance over the leaderless country and convert it into their headquarters. A Borovian rebel leader is chosen to be Cobra's puppet as the new king of the country in order to maintain peace and civility during Cobra's occupation.
- **Sierra Gordo:** Sierra Gordo is essentially *G.I. Joe's* version of *the Suicide Squad's* fictional country of Corto Maltese in terms of its role and significance to the plot. Sierra Gordo is a Latin America country that is bordered with the Republic of Punta del Mucosa and Sierra Muerte. Most of the country is covered with rainforests but there are also mountainous areas. The country also has a large coastline and a complex system of rivers. Most of these rivers were used for transportation. With its capital city in Rio Lindo, Sierra Gordo is home to a tribal race of natives known as the Tucaros, whose primary language is Spanish. Sierra Gordo has its roots in ancient history, with many archaeological ruins being found on its soil, such as Pre-Columbian pyramid temples and giant stone heads that are scattered across the jungles. Agriculture is the main source of income. Timber and bananas are the primary exports, as well as tin found in the mines of the mountains. For generations, Sierra Gordo's natural resources were exploited by American monopolies and the US supported one right-wing dictatorship after another.

Before the infamous revolutions started in Sierra Gordo, millions of bananas were shipped through Rio Lindo. Unfortunately, the richly cultured country has been extremely corroded by a long series of revolutions, civil wars, and uprisings. Extreme ideologies, foreign influences and corrupt military juntas have shaped the political arena of Sierra Gordo for nearly 20 years. Before the formation of the G.I. Joes, an anti-American group of Tucaros calling themselves the Sierra Gordo Liberation Front (S.G.L.F.) started to operate in the jungles of Sierra Gordo. While S.G.L.F. death squads were killing civilian prisoners, the Sierra Gordo government showed no tangible reaction. Before its revelation to the public, Cobra Vipers were seen operating openly in the country, as well as the Baroness. After the S.G.L.F. usurped the government, Cobra backed up General Jesus Delacrus as a puppet military dictator. For at least 2 years, Cobra scientists stationed at a research station in the jungle worked on the development of a serum which could be used for the creation of a plague toxin. After Cobra withdrew from the country, the government collapsed, and a revolution started. Several extremist groups started to fight over control of the country.

- **Trans-Carpathia:** A stand-in for Transylvania and other Balkan regions. The mountains secretly house Cobra's HQ, the Silent Castle a.k.a Cobra Temple.
- **The Silent Castle:** Cobra installed the stronghold known as the Silent Castle within the vast caverns of the Trans-Carpathian mountains to create a major foothold in the Eastern European region.
- **U.S. President:** The President of the United States is David Horne, and his Vice President is Nathan Russell.
- **Duke's Archetypes:** Duke's dialogue will be inspired by the male Paragon version of Commander Shepard in *Mass Effect*. He is both inspirational and tough, just as likely to let out a string of curses to light a fire under a soldier's butt as he is to rally an entire platoon with a motivational and uplifting battle speech. Duke is genuine, down-to-earth, practical, loyal and bold. He fulfills the Paragon archetype, the Charismatic and Mastermind flavors (more so Charismatic) of the Leader archetype, the Ace,
- **Grunt as the Naïve Newcomer??:** One possible idea to help introduce the G.I. Joe organization and its large cast of characters to the audience is to provide them with a surrogate character in the form of a new G.I. Joe recruit. This new recruit can be a character who has been known to be considered the typical, standard G.I. Joe. One of the Original 13. Robert W. Graves aka Grunt. Now, Grunt doesn't necessarily have to be the main character of this film. But he can be the point-of-view character the audience follows during the Joe's introduction to the audience. Right after we see the G.I. Joe recruitment promo, we see transition over to Grunt as he is welcomed by Colonel Hawk, given a tour of the Pit, and introduced to the various Joes and their specialties (including Duke, whom Grunt idolizes) before being subjected to his initiation ceremony...Joe training under Leatherneck at their resident bootcamp, the Slaughterhouse.
- **G.I. Joe:** The G.I. Joes official name is "Special Counter – Terrorist Unit Delta". But it's casually referred to as G.I. Joe, in honor of Joseph Colton, a retired Special Ops veteran from the Afghanistan War who is a legend in the U.S. military and was once a close ally of Hawk's. Over time, the team officially adopted the moniker "G.I. Joe". Command of

the team falls to Brigadier General Lawrence J. Flagg, who would later be succeeded by Clayton Abernathy aka Hawk. He is an administrator who liaises with The Pentagon. Air Force Brigadier General Howe, Army General Franks, Admiral Ledger and Colonel Sharp also preside over the G.I. Joes as executives, advisors, and supporters. Sergeant Duke – who would later be promoted to colonel in the face of Hawk’s own promotion to general – is the senior non-commissioned officer and de facto second-in-command. He is the field commander of the Joes when out on missions. Flint, as warrant officer, acts as third-in-command of the initial G.I. Joe strike team, while Beach Head acts as fourth-in-command when he is brought onboard. General Hawk and Duke are responsible for recruiting many of the personnel within G.I. Joe when the branch is formed in response to Cobra’s terrorist attacks. While the team’s existence is known to the general public to help boost America’s morale, their missions remain classified. Similar to the Navy SEALs.

- **G.I. Joe Organization Roles:**

- General Hawk will be the Big Good and will serve as mission control from within The Pit after the death of General Flagg.
- Snake Eyes and Low-Light are commandos responsible for raids behind enemy lines. Low-Light was previously a Night Stalker before being recommended to the Joes.
- Scarlett pulls double-duty as a commando who performs raids behind enemy lines (often partnered up with Snake Eyes) and is also the Chief Counterintelligence Sergeant who provides said counterintelligence through her infiltration and espionage missions which sometimes double with her commando missions.
- Cover Girl, like Scarlett, pulls double-duty as both an intelligence and field agent. When out in the field, Cover Girl works as a J.A.B. operator/driver. As an undercover agent, she uses her background in acting, modeling and fashion to disguise herself and complete infiltration jobs as well as espionage missions.
  - Chuckles is an undercover agent who works with Cover Girl and reports to Scarlett.
- Doc is stationed at The Pit as the Joes’ medic, rarely going out onto the field unless directly commanded to by Hawk due to his pacifism.
  - Stretcher and Lifeline are other medics who serve as Doc’s support staff.
- Breaker is the Joe’s communications officer, but due to his energetic nature, he is unable to sit in front of a screen all day. Even if it is for his country. So, he is the only communications expert who will go out onto the field, forcing the rest of his support staff to send him updates while out on missions.
  - Mainframe, Airwave and Dial-Tone are the rest of the support staff for the communications department. They serve as mission control for the rest of the field agents, monitoring the comms and the progress of the operations from the Pit.
- Heavy Duty resides at The Pit as the team’s armorer and weapons specialist, working closely with Grunt.

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- Grunt is the Pit's resident mechanic who oversees the base's heavy vehicles and machinery, working alongside Heavy Duty.
- Clutch, Thunder, Steeler & Cross Country are all drivers for G.I. Joe's unique military vehicles. Clutch favors the V.A.M.P. jeeps, while Steeler and Thunder prefer to operate the M.O.B.A.T.s and other tanks. Cross Country usually sticks to the smaller and more maneuverable H.A.V.O.C.s
- Ripcord is a paratrooper.
- Torpedo, Wet Suit, Deep Six, and Shipwreck operate as the G.I. Joe's navy, performing all of the seabound missions through scuba-diving, driving submarines, etc. When travelling by air is not an option, the naval crew will be called upon to ferry the Joes across the waters to combat Cobra on whatever shores they are currently occupying.
- Ace, Airborne, Cutter, Wild Bill, Slip Stream, Ghost rider and Dogfight are the resident air commanders of the pilots for G.I. Joe, leading all of the airstrikes and aerial assaults. Not to mention transporting the various Joe teams across the globe to their destinations. The fighter pilots typically fly Skystrikers while the more supportive pilots like Wild Bill and Cutter will operate the Tomahawks.
- Flash and Sci-Fi operate as the branch's engineers, designing the J.U.M.P jet packs for the G.I. Joes as well as Energon-powered artillery for the Joes once they ally with the Autobots and start incorporating Cybertronian technology into their weaponry.
- Snow Job, Iceberg, Avalanche and Frostbite are the G.I. Joe's Arctic division, which is essentially their own version of the military's Alaskan Brigade.
- Dusty is the Joe's foremost desert trooper, leading the Desert Patrol Squad in some of the hottest and driest regions of the world.
- Recondo is the G.I. Joe's original jungle trooper, leading a handful of Tucaro militia men native to the tropical rainforests of Sierra Gordo.
- Shooter and Spirit are the resident snipers for G.I. Joe. Spirit was brought in to replace Shooter after being killed in action.
- Leatherneck trains every slate of Joes at their boot camp, known as the Slaughterhouse. Named after famous wrestler Sergeant Slaughter, the Slaughterhouse is where all G.I. Joes recruits, regardless of how much training or experience they possess, are trained upon induction into the special ops branch. This is why the new recruits are referred to as "Rawhides" by other already established Joes.
- **Catchphrases/Quotes:**
  - G.I. Joe = "Yo Joe!"
  - Stalker = "Ain't no lie, I love to fly!"
  - Snake Eyes = "Move with the wind, and you will never be heard."
  - Bazooka = "Duke, you want to go this way?" \*blows hole through the wall with rocket launcher\* "we go this way."

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- Cobra Commander = “I shall be waiting to reward your genius, or to have you beheaded for terminal stupidity. I have spoken.” “Morons! I have morons on my payroll!” “ “For Cobra, nothing is impossible.”
- Destro = “Premature panic is the sign of an immature mind.” “Beware, Lady Jaye. With so sharp a tongue you could cut your own throat”.
- Serpentor = “This I command.”
- **Accents:**
  - Scarlett = soft, local Georgian accent
  - Gung-Ho = Cajun accent
  - Roadblock = Mississippi accent
  - Dusty = Southern accent
  - Clutch = Southern accent (possibly Jersey accent instead??)
  - Steeler = Pittsburgh accent
  - Snow Job = Massachusetts accent
  - Barbecue = New England accent
  - Torpedo = Hawaiian accent
  - Zap = Puerto Rican-Bronx hybrid accent
  - Cross Country = Southern accent
  - Destro = deep African American voice with slight Scottish accent
  - Baroness = German or Slavic accent
  - Zartan = general Australian accent
  - Dreadnoks = broad Australian accents
  - Crimson Twins = British or Coriscan accents
  - Major Bludd = general or cultivated Australian accent
- **Operation Lady Doomsday “Alpha Team”:**
  - Scarlett
  - Snake Eyes
  - Stalker
  - Grunt
  - Short-Fuse
  - Breaker
  - Flash
- **Operation Lady Doomsday “Bravo Team”:**
  - Hawk
  - Rock ‘n Roll
  - Zap
  - Grand Slam
  - Steeler
  - Clutch
- **M.A.S.S. Device Roster:**

G.I. JOE	COBRA
General Flagg	Cobra Commander
Duke	Destro

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Scarlett	Baroness
Snake Eyes	Major Bludd
Stalker	Zartan
Gung-Ho	Storm Shadow
Breaker	
Flash	
Rock 'n Roll	
Torpedo	
Wild Bill	
Snow Job	
Cutter	
Grunt	
Cover Girl	
Tripwire	

- ***Revenge of Cobra Recruits:***

<b>G.I. JOE</b>	<b>COBRA</b>
Flint	Firefly
Lady Jaye	Scrap-Iron
Roadblock	Torch
Spirit	Ripper
Mutt & Junkyard	Cutter
Shipwreck	Crimson Guard
Doc	

- ***Pyramid of Darkness Recruits:***

<b>G.I. JOE</b>	<b>COBRA</b>
Quick Kick	Tomax & Xamot
Alpine	Colonel Slash
Bazooka	

- ***G.I. Joe Resolute:***

<b>G.I. JOE</b>	<b>COBRA</b>
Duke	Cobra Commander
Scarlett	Destro
Snake Eyes	Baroness
Flint	Major Bludd (deceased)
Stalker	Zartan
Gung-Ho	Storm Shadow
Roadblock	
Tunnel Rat	
Dial-Tone	
Doc	

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Wild Bill	
Bazooka	
Cover Girl	
Rock 'N Roll (background)	
Beach Head (background)	
Spirit (background)	
Airborne (background)	

- **First Film**

<b>G.I. JOE COMICS</b>	<b>G.I. JOE FILM</b>
1. Colonel Hawk	1. Colonel Hawk
2. Scarlett	2. Duke
3. Snake Eyes	3. Snake Eyes
4. Stalker	4. Scarlett
5. Breaker	5. Stalker
6. Clutch	6. Clutch
7. Grunt	7. Alpine
8. Steeler	8. Breaker??
9. Grand Slam	9. Bazooka
10. Short-Fuze	10. Recondo??
11. Zap	11. Gung-Ho
12. Flash	12. Doc??
13. Rock 'N Roll	13. Rock 'N Roll
	14. Torpedo
	15. Wild Bill
	16. Cover Girl??
	17. Tripwire??
	18. Shooter

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- **First Film "Alpha Team":**
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- **First Film "Bravo Team":**
  -
- **Recruitment:** Have a montage where we hear an upbeat 80's song as we introduce all of the candidates for the G.I. Joe team, similar to the recruitment montage *in The Replacements*.
- **Grunt's Tour of the Pit:** Wild Bill and Cutter will drop Grunt off at a military base, where the cowboy will call out, "home sweet home" before tipping his hat to Grunt. The new recruit will nod to the pilot as he grabs his bag and meets Colonel Hawk, shaking his new commanding officer's hand vigorously. Hawk will then lead Grunt to a jeep where they drive out of the base and Hawk talks to Grunt about the basics of G.I. Joe, what their mission is, and how they do things. Hawk continues to drive, going deeper into the desert until he abruptly comes to a stop in the middle of nowhere. Hawk explains that



the base they just left is just a decoy. *This* is their true base. Grunt looks around and sees nothing but a barren and dry wasteland. Hawk approaches a hidden terminal, disguised inside a boulder, and a latch suddenly opens up in the ground, leading down a ramp. Hawk drives down the ramp and it closes up behind them, resuming its unassuming appearance as a part of the dry, desert landscape. As they drive down, Grunt realizes just how high-tech this extensive underground bunker is. Hawk introduces Grunt to their secret headquarters, the Pit.

- **Stalker's Role:** When Dr. Adele Burkhart was kidnapped by Cobra, Stalker was tasked with leading a spearhead unit into the island where the terrorists were holding her. After leveling the airfield, the Joes discovered what Cobra had done to the island's residents. Despite the severity of the atrocity, Stalker kept everyone in line to focus on the mission. Later on, he was with Hawk's group when Stalker found his resourcefulness to be tested by Major Bludd. While Stalker's trap worked, he didn't count on Bludd anticipating his move. Still, he earned Bludd's respect.
- **Stalker vs Major Bludd:**
- **Dogfight:** Have a scene where Wild Weasel and Ace get to respectively demonstrate their piloting skills (similar to the Dagger attack on *Top Gun: Maverick*). Have the Joes' Skystrikers pull off a complex aerial strike against the heavily defended Cobra base only to be followed up by a chaotic dogfight as Wild Weasel leads squadrons of Viper fighters out of hidden hangars within the Trans-Carpathian mountain range to engage the enemy. Wild Weasel will go on a kill streak similar to the one Poe Dameron pulls off in the skirmish above Maz's cantina on Takodana in *The Force Awakens*. After showing off how deadly of a pilot he is, Weasel will shoot down Wild Bill's aircraft. This forces Wild Bill and his co-pilot Cutter to abandon the chopper and make a run for it as they try to take cover from the airstrike, while at the same time trying to commandeer a Cobra jet. But they are intercepted by ground forces and forced to engage in an adrenaline-fueled melee. The Viper pilots circle back around, and Wild Weasel orders his men to fire down on the Joes. His pilots point out that they run the risk of friendly fire at this range but Weasel commands them to fire anyways. The pilots comply, blowing up some of their own jets and catching several of their brothers-in-arms in the crossfire. "Goddamn crazy sons of bitches!", Wild Bill will cry out in frustration as chaos and exploding jets erupt all around them. Wild Bill and Cutter are both injured by the explosions, with Cutter being incapacitated and severely hurt. Bill struggles to ferry his friend to cover, dragging him across the runaway and choking against the blinding smoke from the fires. Thankfully, the smoke clears as the Joes emerge out of the dark clouds, but they are left exposed like sitting ducks to the Vipers up above. Wild Weasel opens fire on them and is about to obliterate them. Wild Bill makes a hopeless yet courageous last stand as he releases Cutter, yells out a defiant war cry, and unloads his rifle's entire magazine on the incoming jet. Ready to face death with a challenge. Similar to the scene in *Saving Private Ryan* where Captain Miller is hopelessly firing his pistol on an incoming tank. Before he can pick off the brave pilot, Wild Weasel's shot is suddenly intercepted by Ace and his squadron, redirecting the Vipers' attention to the reinforcements. The two wing teams engage in a slippery dogfight where Ace and Weasel go neck-in-neck in trying to

outmaneuver and shoot one another down. This eventually results in Ace shooting down Weasel's team before gunning down his rival's jet, prompting Weasel to eject and launch his parachute before his fighter crashes into the mountainside and implodes. Wild Bill, exhausted yet grateful, thanks Ace over the comm before he loads Cutter onto an aircraft. He'll quickly strap Cutter down and grasp his hand, encouraging him to hold on and keep fighting until they can get some help. Notifying his comrades that he is flying an enemy aircraft, Wild Bill joins the squadron's formation as they fly back to base.

- **Shooter's Death:** Shooter remained hidden dropping many Vipers who tried to kill Bravo Team. She then shot a prisoner Stalker was carrying to allow them to escape, since she knew that Stalker would never leave the prisoner behind. Shooter had to get rid of the Vipers who tried to shoot down Wild Bill's chopper, but she blew her cover when she saw Cobra was using civilians as ammo-bearers. Thanks to her, the ammo-bearers were able to escape, but at the cost of the Vipers gunning down Shooter.
- **Snake Eyes vs Cobra Commander:** As Cobra Commander attempts to take off, Snake Eyes will disable the jet with an RPG, causing the ship to skid across the hangar before hitting the wall and coming to a stop. Snake Eyes will draw his gun and cautiously approach the jet, but as he nears the cockpit, a smoke grenade suddenly goes off and Snake Eye's vision is clouded. He adjusts the settings of his visor, switching to thermal vision just as a body appears on his radar, rushing towards him, almost like a jump scare. They pop off a few close-quarter rounds from their pistols at each other, eventually resorting to their swords and hand-to-hand combat. Cobra Commanders' fighting style will be more like a fencing duelist while Snake Eyes utilizes a more Ninjitsu style of swordplay. Snake Eyes will have the advantage here as he quickly overcomes the Commander and disarms him. Snake Eyes is a far superior warrior, outclassing the Commander in every way, which forces the Commander to fight very dirty and very cheap as he tries to use every trick available to him in order to come out on top.
- **Duke vs Destro:**
- **Return to Base:** Everyone will return back to base. Wild Bill walks towards the other Joes with Cutter in his arms, shaking his head mournfully as the medics relieve Cutter from Bill's arms and Bill collapses from the blood loss of his injuries. Doc has Bill carefully lifted onto a gurney before being spirited away.
- **Resolution:** A veteran's funeral is held for both Shooter and General Flagg, with all of the Joes in attendance (A cover of *God Bless the USA* by the Texas Tenors will play throughout this sequence, possibly even playing all the way into the end credits). With the loss of General Flagg, the Joes decide to combine the promotion ceremony with the funerals. As soon as the fallen are honored, Generals Howe and Franks present Hawk with his new rank as Brigadier General, while Duke is promoted to Colonel. While sharing a toast to their fallen comrade, Duke, Hawk and Stalker discuss the Joe's next step, with Hawk prioritizing the recruitment of more qualified personnel. While pouring over dossiers of potential candidates, Stalker hands Duke a folder for someone he gives the highest recommendation for, saying he fought alongside him back in the day. The camera zooms in as the name on the folder reads "Charlie Iron-Knife". Cut to credits.

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- **G.I. Joe second film team roster:** Scarlett and Snake Eyes are out on their own after faking their deaths to go on a solo mission. Lady Jaye and Mutt replace Scarlett and Snake Eyes' roles in the team respectively. Flint replaces Duke as the new second-in-command and field-commander of the Joes after Hawk and Duke are promoted.
- **The Rawhides:** The Rawhides are introduced into the second film as new recruits who are eager to join up due to the team's expansion. They consist of Falcon, Tunnel Rat, Big Lob and Jinx.
- **Cobra's Forces:** The soldiers and agents within Cobra are known as Vipers, and they serve as the Mooks. The Vipers are made up of extremists from fringe groups, zealous cultists, international criminals, and dishonorable discharges from the military who either share Cobra's radical beliefs on world order or have a personal vendetta against their home nations. While the B.A.T.s, who make an appearance in the sequel, act as the Elite Mooks. The B.A.T.s are androids created by Dr. Mindbender, who deploys them as an audition to gain entry into Cobra. Standing for Battle Android Troops, B.A.T.s are used for infiltration and espionage, rather than warfare. Three of them attempt to assassinate G.I. Joe high command, but ultimately fail as Generals Hawk and Hollingsworth survive.
- **Cobra's Funding:** Most of Cobra's financial holdings are managed by the co-directors of Extensive Enterprises, the brothers Tomax and Xamot. Who are known as the Crimson Twins within the criminal underworld due to their ownership of the private yet highly regarded army of mercenaries known as the Crimson Guard. Both Tomax and Xamot are widely suspected (but never convicted) financiers of international terrorism, who can tuck your dirty money away, launder it, invest it discreetly, you name it. And they're so good at it that they've never been caught. Now, onto revenue streams that have been confirmed in various continuities:
  - **Dues.** New members bring them money for the privilege of joining (or at least, something along that nature; it's implied CC's earliest recruits were talked into joining as part of a pyramid scheme)
  - **Arms Dealing.** Cobra thrives on starting border wars in less developed parts of the world and then supplying weapons to both sides.
  - **Diamond Mines.** At least one episode of the old show confirms they have diamond mines.
  - **Unethical Research.** The less scrupulous kinds of research institutes will turn to renting out Cobra facilities as a place to conduct research with absolutely zero legal restrictions. It just costs a few little fees.
  - **Hazardous Waste Management.** Little-known member Cesspool dumps toxic waste discreetly and cheaply. You can't imagine how lucrative this actually is; in our world, the Italian crime syndicate called the 'ndrangheta makes a pretty penny off this industry dumping waste off the coast of Somalia.
  - **Pirate Entertainment.** In the episode "Cobrathon," Cobra's inner circle holds a pirate broadcast telethon and accept donations. The reward for meeting their donation goal was seeing a hostage executed live.

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- **Training Facilities:** That same episode lets drop that they run a private academy to train people to become better criminals, so they also make money off of tuition. These tuitions are most likely the same dues that new recruits pay to enroll into the organization.
- **Religion.** In IDW comics, Serpentor was placed in charge of a cult called The Coil, where he would beguile various wealthy suckers into joining up and throwing money at him while he ranted about leading them to the paradise of Cobra-La and so on. It's still hinted that this is still just a tiny drop in the bucket for them.
- **Retail:** On top of that, several continuities suggest Cobra Commander was already fabulously wealthy before he became the world's greatest terrorist. Among other things, his family owned the S-Mart chain of mega retail stores (their version of Wal-Mart). Well, Triple-S-Mart, but I assume that's just like the Walmart Supercenter version of S-Mart.
- **Snake Eyes' Apprentices:** Kamakura, Tiger Claw, and Jinx.
- **Team-Ups:** Several G.I. Joes will have the opportunity to partner up with several different comrades throughout the various action scenes. Allowing us to demonstrate some fun or meaningful character moments throughout these fight scenes.
  - **Duke x Hawk**
  - **Duke x Scarlett**
  - **Duke x Snake Eyes**
  - **Duke x Stalker**
  - **Snake Eyes x Scarlett**
  - **Alpine x Bazooka**

-