



Game Contents

Miniatures:

Duke
Snake Eyes
Scarlett
Roadblock
COBRA Commander
Storm Shadow
Destro
Doctor Mindbender

Contents:

• [2] 24-hex Asphalt Tiles • [5] 7-hex Concrete Tiles • [6] 3-hex Concrete Tiles • [6] 1-hex Toxic Land Tiles • [5] 1-hex Toxic Water Tiles • [5] 1-hex Shadow Tiles • 2 COBRA Fortifications • 4 Glyphs • 20 Wound Markers • 1 Round Marker • 8 Order Markers • 8 Combat Dice • 1 20-sided Die • 8 Army Cards • 3 Glyph Cards • 1 Heroscape G.I. JOE Rulebook

Scenario Credits:

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Scenario Play

In this book you will find 3 battlefield maps and 3 Scenarios. Together, a battlefield and a matching Scenario will create a unique gameplay experience that sets the stage for your epic battles. Each Scenario in this book has optional complexity levels, allowing you to play with either the Basic or the Master Game rules. Both sets of rules can be found in the *Heroscape G.I. JOE Rulebook*.

The world of Valhalla is vast. Once you've played the Scenarios in this book, you are encouraged to create your own! Build unique battlefields, scribe epic special rules, and share them with your friends as you charge forth into Valhalla!

But before charging into battle, a wise General would want to know both their allies... and their opposition. Spend a moment to learn about the fighters who have taken the field!

Warriors of Earth

The vast and time-torn world of Valhalla has called forth fighters from across space, time, and even different worlds. The combatants you see before you are exemplars of a world called "Earth". Know them well; they may fight under your command, or endeavor to crush your ambitions.

Duke – Duke is a lifelong military man. He joined the service out of high school already fluent in three languages, then picked up several more over the course of his training. A way with languages went hand-in-hand with a way with people, and Conrad "Duke" Hauser found a natural fit at the head of the G.I. JOE team.



Duke believes in leading from the front, inspiring by example, and never asking anyone under his command to do something he wouldn't do himself. He can be found wherever there's trouble, fighting side by side with his soldiers.

Snake Eyes – Silent. Invisible. Deadly. While little is known about the ninja commando known as Snake Eyes, his skill and lethal efficiency are without question. His identity and past are both highly classified, and few, if any, know the truth of his origins. Though mysterious to most, he makes up for it with skill and unquestioned loyalty to G.I. JOE.



There are whispers that Snake Eyes has some relationship to the COBRA ninja, Storm Shadow. Whether these rumors are true or not, he is one of the few capable of going toe-to-toe with the Arashikage master.

Scarlett – Shana M. O'Hara was a martial artist long before she had the codename Scarlett. She was a precocious child, and began training both physically and mentally at an early age. She earned a black belt at the age of 15 and has excelled at every academic institution she has attended.



While her specialty is intelligence and covert ops, Scarlett is also a dangerous opponent on the battlefield. She prefers her XK-1 Power Crossbow, but even in hand-to-hand combat, she is lethal to the bone.

Roadblock – A young Marvin F. Hinton caught the eye of an army recruiter while working as a bouncer to earn money for culinary school. After some heavy convincing, he accepted the recruiter's proposal to study the culinary arts from the barracks. While the military's menu left something to be desired, its training did not, and Marvin advanced through both his combat and culinary training with a speed that marked him as destined for something more than rank-and-file.



After transferring to G.I. JOE's covert ops as a heavy gunner, Marvin took on the name "Roadblock" and got right to business. But he never lost his love for food, and he has become an integral part of the team—whether he's dishing out warm meals or hot lead.

COBRA Commander – COBRA Commander, and thus the whole of the COBRA organization, has only one objective: to obtain total control of the world. Through intercontinental acts of terrorism, the COBRA Commander seeks to destabilize governments. After watching them collapse, he swoops in to conquer the ashes.



This goal remains immutable, even when the world at stake is no longer Earth.

Storm Shadow – Storm Shadow can trace his ancestry back through centuries of ninja assassins. He is the last Grand Master of the Arashikage clan, and one of the most dangerous ninjas in the world. Originally known as Thomas Arashikage, he suffered a personal tragedy that led him to lend his lethal skills to COBRA, despite his personal sense of honor.



With Storm Shadow serving as COBRA Commander's bodyguard, few can touch the ruthless warlord. Any who try are quickly met by Storm Shadow's Screaming Whirlwind technique.

Destro – Born into wealth and power, James McCullen Destro XXIV is of Scottish nobility. Upon inheriting his family's wealth, he turned it into power in the form of a global weapons manufacturer, M.A.R.S. (Military Armaments Research Syndicate). Though he is ostensibly independent, he allies with COBRA out of convenience, providing them with his high-tech weaponry.



Destro rarely sees eye-to-eye with COBRA Commander, and is a much shrewder tactician. However, his nobility and code of honor hold him back from achieving the Commander's level of complete ruthlessness.

Doctor Mindbender – Many years ago, a caring orthodontist invented a fantastic device to relieve the dental pain of his patients. Tragically, he tested the device on himself, and as an unexpected consequence, permanently warped his own mind. That kindly orthodontist is long gone and forgotten; now there is only Doctor Mindbender!



This crazed scientist has devoted his time to perfecting brain-scrambling machines, among a slew of other deranged devices. These twisted inventions have found a home in COBRA's world-dominating schemes, one unhinged mind at a time.

Battlefield Key

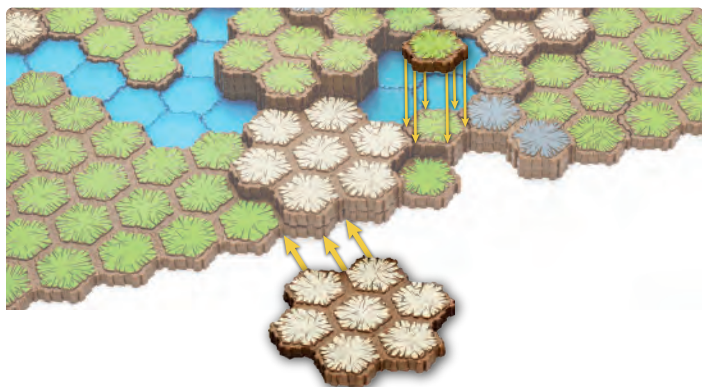
The graph below shows the type and color of each tile. As you build your battlefield, take note of the center and border colors, so you know which tile to use.

Notice centers and border colors	Asphalt black centers	Concrete light gray centers
24 space tan borders		
7 space purple borders		
3 space black borders		
Special Tiles		
	Toxic Land red borders, black centers, with hazard -1 defense 	Toxic Water blue borders, green centers, with hazard -2 defense, counts as water for relevant special powers
	COBRA Fortifications pink 	Shadow dark blue borders, black centers +1 defense for small, medium, & large

Scenario Book

The Tiles

The hex-shaped tiles come in various sizes and colors. You'll link them and stack them as shown on the following pages to build dramatic battlefields. The illustrations below show how to connect your tiles.



Some tiles have special rules that affect figures who move onto them. In this set, most tiles are simply ground to walk on. The following tiles have additional rules:

Toxic Land: A figure on a Toxic Land space subtracts 1 from its Defense Value.

Toxic Water: A figure on a Toxic Water space subtracts 2 from its Defense Value. A Toxic Water tile counts as a water tile, but figures do not have to stop their movement when they land on one.

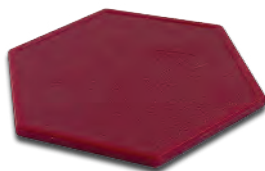
Shadow: A small, medium, or large figure on a Shadow tile adds 1 to its Defense Value.

The Glyphs

In the battlefield maps, Glyphs are represented by their key letters. When you build a battlefield that includes Glyphs, follow the Glyph Key below to see which ones to use.



Power-Side Up



Symbol-Side Up

Glyphs Key

Placed Symbol-Side Up:

Placed Power-Side Up:

GLYPH OF BRANDAR:

Glyph Reference

The following Glyphs are featured in the Scenarios and figures from this Battle Box. Learn their abilities and use them to your advantage in battle!

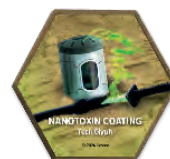
Brandar (Special)

The rules of this Glyph vary, depending on the Scenario. Read carefully to discover what it does.



Nanotoxin Coating (Tech)

After you inflict 1 or more wounds with a normal attack against an adjacent figure, you may flip this Glyph symbol-side up to add 1 additional wound.



At the end of the round, flip this Glyph power-side up.

When this Glyph is picked up, flip it symbol-side up.

Nanite Shielding (Tech)

Before rolling defense dice, you may flip this Glyph symbol-side up to add 1 automatic shield to your roll.



At the end of the round, flip this Glyph power-side up.

Only Small or Medium figures may use this ability.

When this Glyph is picked up, flip it symbol-side up.

Jump Pack (Tech)

Before you start to move, you may flip this Glyph symbol-side up to gain the Flying Special Power for the rest of this movement.



At the end of the round, flip this Glyph power-side up.

Only Small or Medium figures may use this ability.

When this Glyph is picked up, flip it symbol-side up.

NOTE: TECH GLYPHS

Tech Glyphs are a special type of Treasure Glyph. Generally, they do not start on the battlefield, but instead in the possession of a figure. See the *Herescape G.I. JOE Rulebook* for how to use Destro's Tech Glyphs.

Introduction

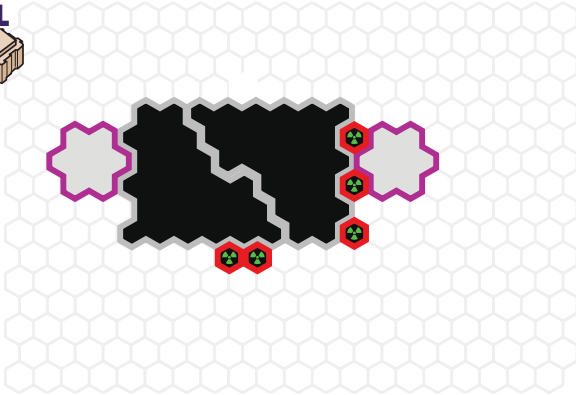
Before beginning one of these scenarios, you and your opponent need to agree on a complexity level: **Rookie**, **Seasoned**, or **Veteran**. These levels allow you to play the same scenario but with varying amounts of special rules to either streamline or add depth to the experience.

Rookie will always use Herescape's Basic Game Rules. **Seasoned** will always use the Master Game Rules, with fewer scenario-specific Special Rules to look out for. **Veteran** is the most complex experience, offering more in-depth Special Rules to make each battle feel truly unique. There's no wrong choice: play from **Rookie** through to **Veteran**, or jump right in at whatever level feels best!

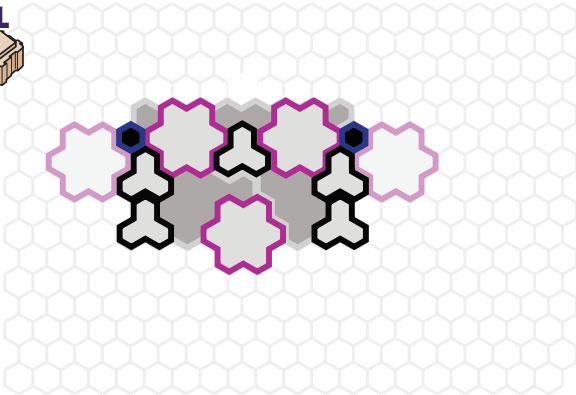
Map 1: COBRA Facility, Earth

On a world far from Valhalla, warring factions vie for dominance of a planet called "Earth." This planet's lands are strewn with concrete jungles and asphalt plains that mark its ceaseless turmoil. In one such cave of man-made stone lurks the final hideout of the sinister COBRA organization. Only meticulous surveillance could hope to pick out the entrance amidst the backdrop of unwelcoming cliffside; and once inside, a cold labyrinth of computers watches heartlessly over the crazed experiments that occur within.

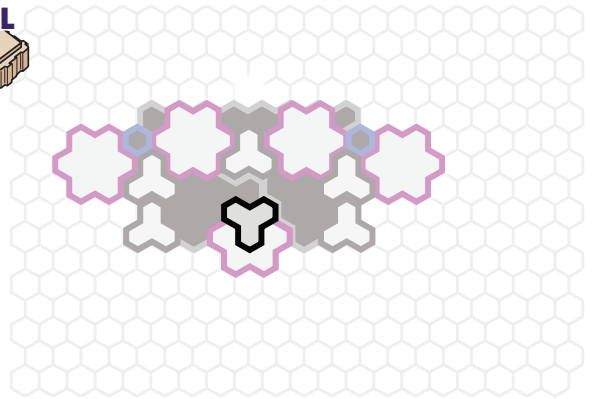
**LEVEL
01**



**LEVEL
02**



**LEVEL
03**



Scenario 1

Scenario 1: Rumble at the Rift

Steel rends and cables fly free as a squad of G.I. JOE operatives shreds its way into COBRA's hideout. They have arrived too late to stop Doctor Mindbender from activating a sinister device, and a misty portal has begun to open at the edge of the room. As G.I. JOE and COBRA alike begin to fall through the mysterious portal, those who remain break into a skirmish for control of Mindbender's device!

GOAL: Be the only player with figures remaining on the battlefield.

SETUP: Place all figures where shown on the map. If you are playing on **Veteran** difficulty, place the Glyph of Brandar where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win! Or, at the end of Round 5, the remaining COBRA forces escape and the COBRA player wins.

SPECIAL RULES: Rookie

Play this game using the BASIC ruleset. Turn all Army Cards to their Basic sides.

SPECIAL RULES: Seasoned

Play this game using the MASTER ruleset. No additional Special Rules.

SPECIAL RULES: Veteran

Crumbling Architecture: The Rift's crackling energy has weakened the walls. Each COBRA Fortification can be destroyed by attacking it. Treat these Fortifications as Destructible Objects with 3 Life and 3 Defense for this scenario.

The Rift: The Glyph of Brandar represents the nexus of the otherworldly portal. Over time, its pull grows stronger... After each player turn, the active player may choose 1 figure and move that figure directly toward the portal a number of spaces equal to the round number.

To move **toward** the portal, count the minimum number of spaces between the figure and the portal (ignoring obstacles and height). While moving, the figure cannot enter a space where the minimum number of spaces between it and the portal is increased. Count elevation normally during this movement.

If a figure moves onto the Glyph of Brandar, the figure is swept away to another world and removed from the battlefield.

COBRA Fortifications

8 Glyph of Brandar

1 Player 1
Snake Eyes

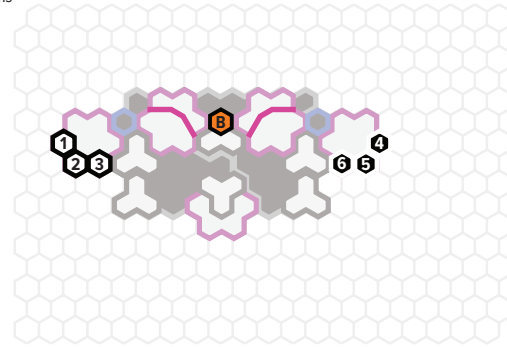
2 Scarlett

3 Roadblock

4 Player 2
Storm Shadow

5 Doctor
Mindbender

6 Cobra
Commander



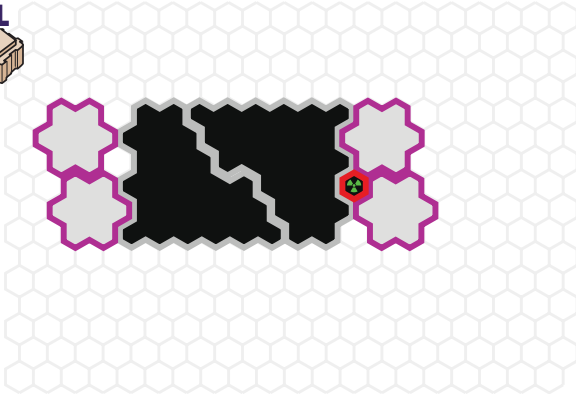
Round
Marker
Track



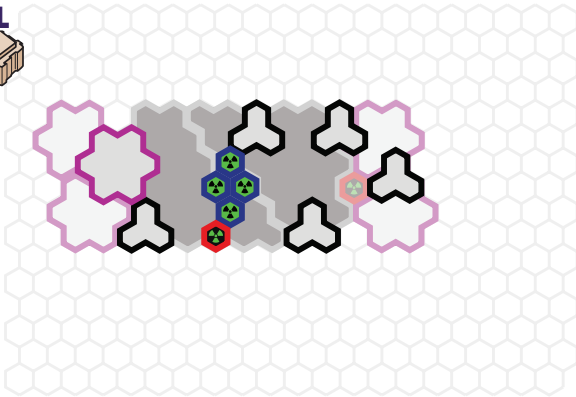
Map 2: Toxic Pool, Valhalla

Vile waste spills between stones and pools in the cracks of the artificial substances the Earth-born outworlders use to build. The soft green light emanating from these poisoned lands is almost beautiful, shining together with the stars of Valhalla's night sky. Unfortunate then that it is accompanied by the uncanny silence of a dead place; no insects hum amidst the foul ruin, nor do even footsteps mark the passing of combatants. Here there is only poison, and silence.

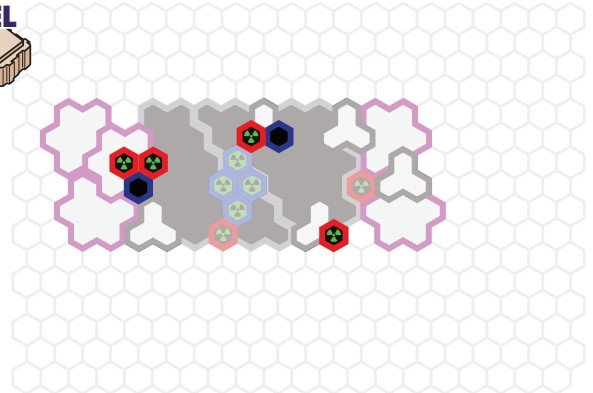
**LEVEL
01**



**LEVEL
02**



**LEVEL
03**



Scenario 2

Scenario 2: Mission Critical

Doctor Mindbender's portal has taken COBRA and G.I. JOE alike far from Earth, to a world between time known as "Valhalla". Strange creatures scuttle among impossible flora, and overhead winged warriors clash with what can only be a real, fire-breathing dragon.

The majesty and impossibility of such a place is wasted on the agents of COBRA. They have slithered off into the grass, plotting at once how to bring this world of magic to its knees. Mindbender and Destro have been hard at work infusing the power of the land's magical "Glyphs" into their nanites. Should this project be completed, there will be no way to stop it: Valhalla will be flooded with infinitely replicating, self-repairing, endlessly aggressive micro-machines, fully under COBRA control. As the toxic byproduct of these experiments spills from every lab COBRA creates, it is clear to all outside their evil organization that COBRA's vision must not come to pass. The time is now or never: end the progress before it is completed, or doom this world to the unyielding conquest of COBRA!

GOAL: The G.I. JOE player needs to destroy COBRA's nanite vial before it can be activated. The COBRA player must activate their nanomachines and begin their conquest of Valhalla!

SETUP: Place the Glyph of Brandar where shown on the map. The G.I. JOE player places their 4 figures in the blue starting zone; the COBRA player places their 4 figures in the red starting zone. Both players place a Wound Marker on the "zero" space of their respective tracks.

VICTORY: Either player may win by advancing their Activation (COBRA) or Deactivation (G.I. JOE) tracker to its fourth and final space. Either player may also win by destroying all of their opponent's figures.

If the game reaches the end of Round 6 without either player claiming victory, COBRA reinforcements arrive, preventing the G.I. JOE operation and winning the game for COBRA!

SPECIAL RULES: Rookie
Play this game using the BASIC ruleset.

We Have It!: When a figure ends its movement on the Nanite Vial (Glyph of Brandar), that figure picks it up. Place it on that figure's Army Card.



Download or Delete: When a figure ends its turn holding the Glyph of Brandar, that player advances their tracker 1 space.

SPECIAL RULES: Seasoned
Play this game using the MASTER ruleset.

We Have It!: When a figure ends its movement on the Nanite Vial (Glyph of Brandar), that figure picks it up. Place it on that figure's Army Card.

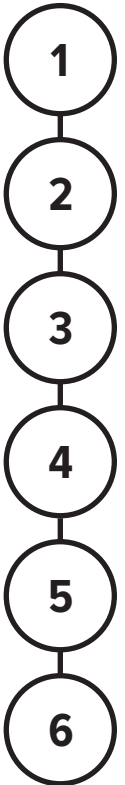
Download or Delete: Before revealing an Order Marker on a figure that is holding the Nanite Vial, the player revealing that Order Marker advances their tracker 1 space.

Oops!: When a figure that is holding the Nanite Vial takes 1 or more wounds, the opposing player places the Nanite Vial on an empty space within 1 space of that figure.

 COBRA Fortifications
 Glyph of Brandar



Round
Marker
Track



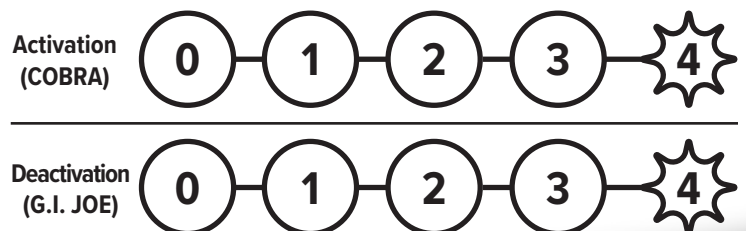
SPECIAL RULES: Veteran
Play this game using the MASTER ruleset.

We Have It!: When a figure ends its movement on the Nanite Vial (Glyph of Brandar), that figure picks it up. Place it on that figure's Army Card.

Download or Delete: Before revealing an Order Marker on a figure that is holding the Nanite Vial, the player revealing that Order Marker advances their tracker 1 space.

Oops!: When a figure that is holding the Nanite Vial takes 1 or more wounds, its controlling player must roll the 20-sided die. Subtract 5 from the result for each wound the figure has, to a maximum of minus 20. If the result is 5 or less, or if the figure holding the vial is destroyed, the figure drops the Nanite Vial!

If the Nanite Vial is dropped, the opposing player places it on a space within 1 space of the figure who dropped it. If the Nanite Vial is placed on a space occupied by another figure, that figure immediately picks it up.

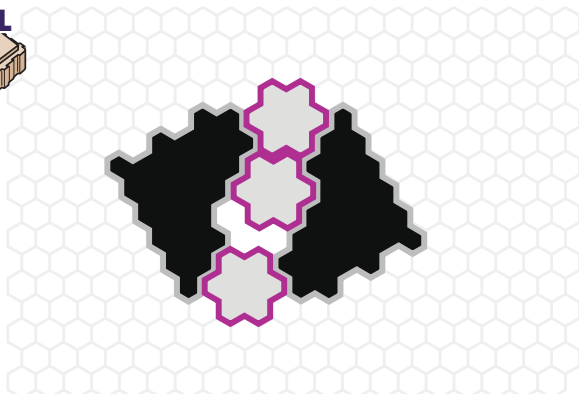


Map 3: Waypoint Waylay, Valhalla

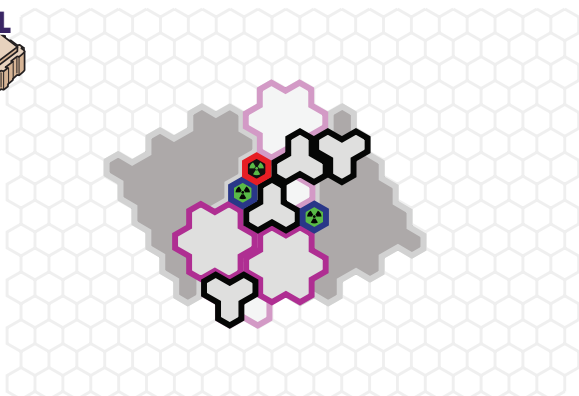
A well-traveled footpath winds between crags and over cliffs, until it comes to an uncomfortable pinch point between two rises. Once guarded jealously by this area's winged people, the Kyrrie, enough blood has been spilled over the decades that none are foolish enough to enter the now-obvious trap. And so the waypoint appears abandoned.

But clever snakes find useful homes in any site with such a propensity for violence. The tattered banners of another people's conflict are discarded in favor of the shocking crimson snakeheads of COBRA.

LEVEL 01



LEVEL 02



LEVEL 03



LEVEL 04



Scenario 3

Scenario 3: Wherever There's Trouble

G.I. JOE fights for freedom wherever there's trouble—and the war torn land of Valhalla is a hotbed for trouble. Doctor Mindbender has used the magic of this world to amplify his devices, bringing both Duke and Snake Eyes fully under COBRA control! Disgusted by these dishonorable tactics, Destro and Storm Shadow have defected to G.I. JOE, hoping that once the heroes triumph, they will have a real chance to return home.

GOAL: G.I. JOE wants to rescue their mind-controlled comrades; COBRA wants to convince their renegades to return.

SETUP: Place the Glyph of Brandar power-side up where shown on the map. Player 1 places their 4 figures (Scarlett, Roadblock, Destro, and Storm Shadow) in the blue starting zone; Player 2 places their 4 figures (COBRA Commander, Doctor Mindbender, Duke, and Snake Eyes) in the red starting zone.

VICTORY: When the other player has no figures left on the battlefield, you win!

Or, if the game reaches the end of Round 6 without either player claiming victory, the mind-controlled G.I. JOEs snap out of it and Player 1 claims victory!

SPECIAL RULES: Rookie

Play this game using the BASIC ruleset.

Snap Out Of It! When a figure standing on the Device (Glyph of Brandar) would destroy an enemy figure with an attack, the player controlling the attacking figure gains control of the figure that would be destroyed instead.

SPECIAL RULES: Seasoned

Play this game using the MASTER ruleset.

Snap Out Of It! At the end of any round, if a player controls a figure standing on the Device (Glyph of Brandar), it deactivates. Remove the Glyph from the battlefield. Deactivating the Device causes the loyalties of various characters to shift: Player 1 takes control of Duke and Snake Eyes; Player 2 takes control of Destro and Storm Shadow. Then, each player removes any Order Markers from the Army Cards of their affected figures and gives those Army Cards to their opponent.

SPECIAL RULES: Veteran

Play this game using the MASTER ruleset.

Snap Out Of It! At the end of each round, if a player controls a figure standing on the Device (Glyph of Brandar), they may choose to toggle it by flipping the Glyph to its other side. Toggling the Device causes the loyalties of various characters to shift. Remove any Order Markers from the Army Cards of any affected figures and give those Army Cards to your opponent.

- **Power-Side Up:** Player 1 takes control of Destro and Storm Shadow; Player 2 takes control of Duke and Snake Eyes.
- **Symbol-Side Up:** Player 1 takes control of Duke and Snake Eyes; Player 2 Takes control of Destro and Storm Shadow.

COBRA Fortifications

8 Glyph of Brandar

Player 1

1 Scarlett

2 Roadblock

3 Destro

4 Storm Shadow

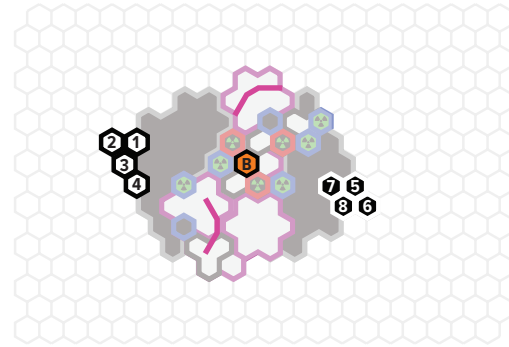
Player 2

5 Cobra Commander

6 Doctor Mindbender

7 Duke

8 Snake Eyes



Round
Marker
Track

1

2

3

4

5

6

Visions of JOE



The shackles of Doctor Mindbender's magically-enhanced mind control crumble. Duke and Snake Eyes come to their senses. Without missing a beat, Duke leads the charge against the retreating forces of COBRA. As the "Yo, JOE!" battle cry echoes around the battlefield, the COBRA agents slink off into the innumerable crags and ravines of the area, their ambush thwarted.

"They'll be back." Scarlett holsters her crossbow and scans the horizon appraisingly. No sooner has she spoken than the sound of approaching footsteps clatters off the walls of the ravine. Out of the entrance to the next crevasse walks... another JOE? But no, while he looks like a G.I. JOE at first glance, there is something strange about the man. His military attire is archaic, almost as if he was pulled straight from World War II. On back he carries a sheathed katana, not unlike Snake Eyes's.

But even the man's unusual appearance could not prepare heroes of Earth for his companion. Behind him strides a woman clad in shining armor, blonde hair flowing from her fearsome blue, horned helmet. Most striking of all are the brilliant red-feathered wings extending from her back, moving gracefully with her every step. "I'm sorry if we've startled you," the man says. "We witnessed the end of your battle from afar, and thought maybe we could lend you a hand. I'm not sure who 'Joe' is, but I still recognize the flag of my home when I see it. I am Sgt. Drake Alexander. My companion is Raelin. I'm sure you've never seen a Kyrie before."

Never one to be caught off-guard for long, Duke shakes Drake's hand. "When you're with G.I. JOE, you're used to dealing with the unexpected. This is Roadblock, Scarlett, Jinx, Kamakura, Lady Jaye, and Snake Eyes," introducing each in turn. "Honestly, we don't know where we are or what has happened."

"We can help you with that," the Kyrie Raelin replies, her voice regal. The JOEs find they can understand her clearly despite the gulf of worlds between them. "Come, friends of Drake. There is much to discuss."

Visions of COBRA



“You doltssss! We had them where we wanted them. Your incompetently designed invention was faulty, Doctor!” COBRA Commander continues to harangue his subordinates as they retreat further into the rocky labyrinth, lobbing grenades of insults at anyone who crosses his sight.

“Or perhaps, *leadership* is at the heart of this matter.” An icy voice echoes down the slopes as Serpentor emerges from the rubble. “It seems your ego-driven stupidity can convert any victory into catastrophe. If you had the brains of Destro or the cunning of Storm Shadow... but no matter. Tomax and Xamot have found us new allies.”

Something enormous crunches out of the treeline. COBRA Troopers scramble for cover as COBRA Commander himself takes two quick steps back to crane his neck upward and gaze upon the creature now before him. Even on a strange new world, COBRA Commander can recognize a weapon of war when he sees one.

Metal squeals and strange tanks burble as the thing, which looks to be some sort of flesh-and-steel amalgam on stilts, leans its narrow torso down to grin wickedly at the assembly. “I am known as Viscerot.” The wretched burbling sounds in Viscerot’s throat barely resemble speech. “New recruits? Fresh, are we, to Valhalla?” He laughs, and even Destro feels a knot form in his stomach at the sound. “WELL then. How lovely.” He turns his neck at a sickening angle to study the much smaller humans, and more strange creatures begin to emerge from the foliage. “Welcome. Lady Revna sends her *warmest* regards.”

