

# GI JOE

The cover art features a stylized illustration of GI Joe characters. In the foreground, Snake Eyes is depicted with a determined, shouting expression, wearing his signature black mask and tactical gear. Behind him, Duke is shown in a dynamic, forward-leaning pose, holding a glowing yellow sword. The background is a dark, atmospheric cityscape at night, with silhouettes of buildings and a faint glow of lights. The overall color palette is dominated by dark blues, blacks, and greys, with the yellow sword and the blue text providing high contrast.

DECK-BUILDING GAME

## COLDSNAP

EXPANSION

RULEBOOK

In this expansion you will find 2 new Story Missions, an entirely new Dreadnok threat to add to your games, Towable Assets to further outfit your team... and more!

## STORY PACKS



### Mission 5: Coldsnap

Cobra, with the help of Destro's Weather Dominator device, are set on changing the weather patterns around the Earth. Their goal is to usher in a second ice age if the leaders of the world do not submit to Cobra Commander's ultimate rule.

### Mission 6: Dreadnok Country

Zartan and his rogue team of misfits, the Dreadnoks, have taken control of the international terrorist organization, Cobra. Now, this mercenary biker gang has deployed their experimental new G.A.S. that sends its victims into violent and chaotic fits! For the Dreadnoks, a world of anarchy is exactly the type of world that they've always envisioned.

## CONTENTS



21 Main Deck  
Cards



1 Crystal Ball  
Card



10 Snow Serpent  
Cards



8 Complication  
Cards



12 Dreadnok  
Cards



4 Leader  
Cards



36 Mission Cards



8 Snowblind Cards



6 Towable Cards



2 Expert Mode Cards



1 Replacement Storm Shadow Card

## SETUP

- Make sure to include the new Cobra Officer **Crystal Ball** in your stack of Cobra Officers.
- Place the stack of new Snow Serpents face-up near the play area.
- Shuffle the Dreadnok cards and place them face down near the play area.
- Shuffle the Complications from this expansion into the matching Acts of the Complication deck. This will make Snow Serpent cards appear during Missions along with the Cobra Officers specific to this set.
  - *Optional - Remove 4 Act I, 2 Act II, and 2 Act III cards at random from the Complication deck before shuffling in the COLDSNAP Complication cards. This will maintain the flavor of the arctic Missions.*
- Shuffle the 21 new Coldsnap main deck cards into the main deck.
  - *Optional - Place EXPERT MODE Card 8 into play.*

### Towable Assets Setup

During setup, shuffle and place the Towable Assets card stack next to the Hangar. Then, draw and place 2 Towable Assets cards face-up nearby. These are the cards available to use as Towable Assets during Missions.



## Story Mission Setup

Choose a Story Mission and retrieve all Story Mission cards for that set. Then, follow the special setup instructions below for the Story Missions.

## Coldsnap

During Setup, shuffle the Snowblind Story Mission cards and place 1 in between each Story Mission in the Story Mission stack before flipping the Story Mission stack face-up. This should put 1 Snowblind face-up above each Story Mission (*with the exception of the 1st which should be fully visible*).



## Dreadnok Country

During setup, place the Dreadnok EXPERT MODE card into play. The Dreadnok-themed Story Mission requires you to play with the Dreadnok stack and Expert Mode card in play.

## NEW RULES IN COLDSNAP

### SNOW SERPENTS

Snow Serpents are a new Cobra card that is introduced into play by Story Missions and Complications. Snow Serpents count as Side Missions and are also attached to the Story Mission as a Complication. This means that a player may declare a Mission against a Snow Serpent without attempting the Story Mission. It also means that card effects that target Complications can be used against Snow Serpents.

Each Snow Serpent that is still in play when a Story Mission is attempted adds +2 to the total difficulty. The Snow Serpent is discarded when the Story Mission is completed (*it will remain in play as long as the Story Mission remains in play*). If the Story Mission fails without the Joes attempting a Mission against it, Snow Serpents will carry over and become attached to the next Story Mission along with any face-down Complications as normal.

## SNOWBLIND



During the Coldsnap Story Mission, Snowblind cards function as Group Missions that obscure the next Story Mission. Until a Snowblind is defeated, the next Story Mission in the stack cannot be viewed.

Snowblind cards can be attempted like any other Group Mission and offer a reward which is immediately gained if successful. A Failure against a Snowblind card results in the Snowblind card remaining in play. Once a Snowblind card is defeated, it is returned to the game box. It is not added to the SUCCESS or FAILURE pile. A Snowblind Mission does not count as a Story Mission.



### The Snowblind Icon

Not completing a Snowblind Mission before revealing the next Story Mission carries with it a risk. If at the start of a player's turn a new Story Mission needs to be placed but the Snowblind card is still in play, there may be a penalty. Simply discard the Snowblind card to the box, and place the next Story Mission into play. If there is a Snowblind Icon on the new Story Mission, you must resolve the penalty listed next to this icon. However, if you defeat the Snowblind card before the new Story Mission is revealed, you do NOT suffer this penalty.

## TOWABLE ASSETS

Towable Assets are heavy-duty equipment the Joes use when the fight against Cobra is especially dangerous. When you go on a Mission, you may bring up to **1 Towable Asset per Transport** on the Mission. You may choose either of the 2 face-up Towable Assets.

To bring a Towable Asset on a Mission you must discard a number of Joes from your hand equal to the cost (in blue)  in the upper left corner of the card. A Towable Asset must be chosen and added to the Mission before Complications are revealed (*unless an ability allows this*). If it is a Side Mission, only **you** may discard Joes as a cost. If it is a Group Mission, **any** player may discard Joes. The discarded Joes and the Towable Asset do **not** count against the Capacity of the Transport used for the Mission.

Once a Mission is over, the Towable Asset used is discarded next to the Towable Asset deck.

At the end of a player's turn, the available pool of 2 Towable Assets is then refilled by placing the top card of the deck face up in 1 of the 2 available spots. If you ever need to place a new card but the Towable Asset deck is empty, reshuffle the discard to form a new deck.

#### EXPANSION COMPATIBILITY

If you would like to include Towable Assets while taking on a Story Pack from the Core Set or any other expansion, you must add 1 additional random Expert Mode card to the game.

### DREADNOKS - Module and (EXPERT MODE card)



Keep the stack of Dreadnoks nearby as some of the new Complications will require you to draw them even if you do not have the **Dreadnok Expert Mode** card in play.

### Dreadnoks Rules

Dreadnok cards represent the chaos and over-the-top personalities of the Dreadnok squad. You will notice that Dreadnoks function like several other card types. Perform the instructions listed in the brown section of the card carefully as each Dreadnok is unique and creates its own unique bit of chaos.



Reward Upon Defeat

However, despite their higher difficulty, defeating a Dreadnok always offers a reward which is immediately gained upon a successful Mission. Similar to any other Cobra card, an unsuccessful Mission against a Dreadnok results in the Dreadnok remaining in play with no further penalty.

A Dreadnok card with Precision Strike listed as its card type is immediately assigned to an individual player as a Side Mission. A Dreadnok card that covers a card in the line-up contributes to the losing end-game condition of all cards in the line-up being covered by Battalions.

When a Dreadnok card is defeated, discard the card to form a discard pile near the Dreadnok deck. If you ever need to draw a new card but the Dreadnok deck is empty, reshuffle the discard to form a new deck.

**EXPANSION COMPATIBILITY** If you would like to take on Story Missions from the Core Set or any other expansions with Dreadnoks in play, simply place the new Dreadnoks EXPERT MODE card into play.

## NEW EXPERT MODE CARDS



**Expert Mode Card 8:** During Setup randomly return 21 cards from the main deck to the game box and then add the 21 new COLDSNAP cards to the deck.



**Expert Mode Card 9:** Each time a new Story Mission enters play, also draw 1 Dreadnok card and put it into play.

## FAQ & Card Clarifications:

**When a Story Mission enters play or you receive a reward/penalty for completing it, can you affect a die roll with card text abilities?** No.

This expansion set includes several Story Mission abilities that require rolling dice when entering or exiting play and these cannot be altered by card effects or abilities (*including Destro's negative effect*).

**When a Story Mission roll fails or succeeds, do any Complications remain in play?** No. Whether you succeed or fail, all of the Complications it had are discarded. However, if the Story Mission fails without the Joes attempting a Mission against it (by a Precision Strike), all Complications attached to the failed Mission are added to the next Story Mission.

**Storm Shadow:** The 1st printing of the Core Set included a misprint of Storm Shadow as a GROUP Mission. If your Core Set includes this card, replace it with this SIDE Mission version.

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