G.I. JOE OPERATION COBRA ERRATA & FAQ

G.I. Joe OPERATION COBRA FAQ (13/7/2026)

Q: The components list states there should be 17 Damage/ Heroic Effort (x3) tokens and 22 (x1) tokens, but my copy contains 13 (x3) tokens and 26 (x1) tokens. Is this correct?

A: Yes. This is an errata in the components list. The token quantities were adjusted during final production. The correct amounts are 13 tokens of (x3) and 26 tokens of (x1), instead of the 17 and 22 indicated in the rulebook.

Q: In Mission 5 of the Campaign Book, the setup requires 4 Danger tokens, and if playing with 4 Joes, all of them start Hidden. Since Hidden and Danger tokens share the same physical counters and there are only 6 included in the game, what should players do when they run out?

A: Yes, players should use proxy tokens. As noted on page 36 of the Core Rulebook, while the physical counters included in the box are limited, there is no mechanical limit to the number of counters you can use during the game. You can use other types of counters or markers as substitutes until enough of the original ones become available again.

Q: In Mission 6 of the Campaign Book (page 17), Firefly spawns, but he is not listed in the Preparation section and no gear loadout is provided for him. What equipment should he have?

A: This is an errata. Firefly should be listed in the Preparation section with the following loadout: Cobra Heavy Pistol and Electric Prod.

Q: How are companion tokens like Timber and Order treated regarding mission objectives, such as escaping the board through an exit point? Do they need to reach the exit individually?

A: Timber and Order are Token Characters, not standard Characters (like Snake Eyes or Law). Unless a mission objective or Special Rule explicitly states otherwise, only standard Characters are required to fulfill objectives. Timber and Order do not need to reach exit points individually.

Q: In Campaign Mission 4 (The Embassy), the Preparation section lists Zartan with a "Laser Pistol," but there is no Laser Pistol card included in the game. What weapon should he be equipped with?

A: This is an errata. The Laser Pistol was removed during final development because it was redundant. Zartan should be equipped with a Plasma Pistol instead.

G.I. Joe OPERATION COBRA FAQ (9/7/2026)

Q: In Mission 2 of the Core Campaign, there is an Impassable Terrain (dotted red section) on tile D04 with a Cobra Trooper behind it. If it is truly impassable, is he meant to just sit there and shoot at us when we get close without being able to move?

A: Yes, this is completely intentional. He is stationed there specifically to protect the Officer and the radio, taking advantage of a spot that provides him with the best possible cover.

Q: Flowing like water states: "This Round, whenever Quick Kick enters a square adjacent to an enemy, he may perform a Free Melee Attack against them. Then continue moving. He cannot attack the same enemy twice this Round."

He also has Nunchakus with an ability to spend stars to "Move 1." Can he use the movement generated by the Nunchakus (or being pushed by an enemy) to continuously trigger free attacks from Flowing like Water and chain them together?

A: No. With the current wording of Flowing like Water, it is not explicitly specified, but it should state that it triggers only "with a non-free Movement action". Movement actions provided by the Move X property or an external push do not trigger the Flowing like Water ability.

Q: On page 3 of the Campaign Guide, it says "all characters start the campaign at Rank 1." Is this a typo since the game states Rank 0 is their initial rank?

A: Yes, it is a typo. All characters start the campaign at Rank 0.

Q: Do Cobras behind unopened doors activate at all? They have no LOS to a Joe, so they have no reference point for most of the actions on their Cobra Activation Cards. Page 25 indicates that Cobras "usually do not perform [Interact actions] unless the mission specifies otherwise," which means they can't open doors. If they do activate, what exactly do they do?

A: No, they do not activate. According to the Setup rules, Cobra units are only deployed on the board when their corresponding areas are revealed, which typically happens when a Joe opens a door. Until the room is revealed, they are not placed on the map and do not take actions.

G.I. JOE OPERATION COBRA ERRATA (6/7/2026)

Loadout Cards Errata (All Expansions)

There are some errata on the loadout cards across the base game and its expansions, mostly affecting the maximum value of symbols that the weapon can obtain from the dice pool. The following table summarizes the corrected values:

EXPA	CARD	HIT	STAR	OTHERS
		COBRA'S FINEST		
CF	PATRIOT RIFLE	6	4	
CF	MARINE CORPS LMG 7.62 MM	9	6	
CF	SEMPER FIDELIS			It must say +2 Heroic Effort
CF	DESTRO'S TECH VAULT			It must have Limited Ammo 3
CF	MICROBURST SMG MK-IV	5	8	
		COBRA'S REVENGE		
CR	AK-47	7	3	
CR	DRAGUNOV SNIPER RIFLE	6	7	
CR	PLASMA SCEPTER	6	4	
CR	COBRA PLASMA TORCH	5	3	
		CORE		
OC	COMPACT 9MM SMG	5	5	
OC	SILENT OPERATIONS PISTOL	6	7	
OC	SHOULDER FIRED MISSILE LAUNCHER	7	3	
OC	PULVERIZER SMG	7	3	
OC	DUAL-SHOT GRENADE LAUNCHER	6	4	
OC	TOWERING WILLPOWER			The second "by:" should be ignored.
OC	"MA DEUCE"	7	8	
OC	FLAME PROJECTOR	5	5	
OC	THERMAL VISION			The last word should be **"range"**, not **"ranged."**
OC	SONIC DISRUPTOR	4	6	
OC	SONIC-BLAST ASSAULT SHOTGUN	6	7	
		DEEP WATERS		
DW	M9 BAYONET	3	5	
DW	TWIN SWORDS	6	4	
		DREADNOCKS		
-	None			
		ENTER NINJAS		
EN	MIXED-STYLE SWORD	5	3	
	MILITARY TONFA	7	8	
	ESKRIMA STICKS	3	4	
	ARASHIKAGE STORM BOW	6	4	
		LEGIONS OF COBRA		
LoC	COXLAC ELIMINATOR	6	4	
	FROSTBITE CRYO-LAUNCHER	5	6	
		STRETCH GOALS		
SG	MC-10 SMG	4	6	
	40MM GRENADE LAUNCHER	5	5	
	HEAVY SMG	6	4	
	NATO PISTOL 9X19MM	4	4	
	MACE-SICKLE CHAIN WEAPON	6	7	

Core Rulebook Errata

Page 45 (Prone): The symbol indicating the ranged attack penalty against a prone target is incorrect. It should display a ✦ penalty instead.

Page 26 (Area Templates): The example of this section contained an error and has been updated to clarify the proper use of the template and single-target rules.

Instead of: "...For example, a RDT 7 Assault Rifle only affects target square if the Area property is activated"

It should read: "...For example, an RDT 7 Assault Rifle only uses the Area template if the Area property is activated; otherwise, it affects only the single target of the attack."

Page 21 (Round Sequence): The miniatures do not feature numbers on their bases as originally stated. This section has been corrected to align with the proper squad activation rules based on proximity, as detailed on page 28.

Instead of: "Each figure in a Squad activates in descending order, starting with the one with the highest number on its base." It should read: "For Squads, activate each figure in order of proximity to the Joe with the highest Aggro (closest first). If multiple Squad figures are equidistant, players choose which figure activates first."

Core Campaign Guide Errata

Page 4 (Equipment Limits): The example explaining equipment limits for Rank 2 characters contains incorrect card limits and Tier values.

Instead of: "For example, a Rank 2 character can equip up to 3 cards in any combination of Tiers that do not exceed a total Tier value of 4 (e.g., 2 Tier 1 cards and 1 Tier 2 card, or 2 Tier 2 cards, or 3 Tier 0 cards, etc.)."

It should read: "For example, a Rank 2 character can equip up to 3 cards in any combination of Tiers that do not exceed a total Tier value of 3."

G.I. Joe ENTER THE NINJAS ERRATA

Q: Is there a typo in the "There's Still More Coming" special rule in Mission 1?

A: Yes. The text should read: "For each number shown, deploy one Red Ninja at the corresponding reinforcement point," instead of "symbol."

G.I. Joe COBRA'S FINEST ERRATA

Destro's Tech Vault (CFI-09): This card is missing the Limited Ammo 3 icon. It should start the game with 3 Ammo tokens.

G.I. JOE OPERATION COBRA FAQ (6/7/2026)

Q: If I generate multiple ✦ during an attack, can I trigger the same weapon property several times?

A: Yes. As stated on page 37, G.I. Joe weapon properties can be activated in any order and as many times as you like, as long as the attack hits and you have enough ✦ to pay the cost.

Please note that Cobra weapons also allow multiple activations, but they must strictly be paid for and activated in order from top to bottom on the card. If you reach the bottom and still have unused ✦, you must restart the cycle from the top until no ✦ or valid properties remain.

Q: Can GI Joe heroes be swapped out across the core game and expansions? Can you swap out the stretch goal GI Joe heroes with the core game and expansions heroes?

A: Yes. All heroes from the expansions and stretch goals are fully interchangeable across the core game and all expansions.

The only exception is in Cobra's Revenge, where the playable Cobra protagonists are not intended to be used in the core campaign or other expansions (as they would end up facing themselves). Otherwise, all other heroes can be freely swapped.

Q: If a scenario starts with Cobra troops in a closed room, do they draw activation cards before the door is opened? Additionally, if the Joes close a door and are completely out of sight and reach of active Cobra troops, do those troops still draw activation cards?

A: Cobra units that have already been revealed and

are in play must always draw activation cards, even if they have no line of sight or path to the Joes. While orders requiring a valid Joe target will not execute, they will still resolve orders that target themselves or other Cobra units, such as healing or gaining Inspiration. Troops behind closed doors that have not yet been revealed do not draw activation cards.

Q: Some Cobra characters, like the Cobra Officer or Firefly, have icons on their Character Sheet that aren't explained in the rulebook or Quick Start Guide. What do they mean?

A: These icons represent actions that trigger when they appear on a CAC (Cobra Action Card). They are resolved just like any standard order (Move, Attack, etc.), but they activate the special ability listed on that Character Sheet.

Q: When a Cobra Squad with multiple members activates, do you draw a single CAC for the entire squad or one CAC for each individual miniature?

A: The game is designed so that you draw a single CAC for the entire squad, and every member executes those same orders.

However, by popular request, we have tested drawing one CAC per individual member. This does not affect game balance or difficulty, so you may choose either approach:

Default Method (One CAC per squad): Best for streamlined turns and less administrative time.

Alternate Method (One CAC per miniature): Adds variety and unpredictability to Cobra turns, at the cost of slightly increased complexity and game length.

Both methods are completely valid.

Q: On the weapon there is a max damage and stars on it. Is that the max of the weapon or can it be extended with extra dice or abilities?

A: Those numbers represent the maximum number of ◉ or ✦ you can get strictly from the dice roll. It is not a hard cap, but rather a quick reference to see the highest possible result for each category individually. There is no limit to the amount of damage or symbols you can add through other abilities or effects. Additionally, you cannot roll the maximum for both simultaneously (faces with more ◉ show fewer ✦), so it is strictly a reference point, not a limit.

Q: If melee weapons have a Range of 0 and target adjacent spaces, does a Range 1 weapon target spaces that are 2 spaces away?

A: No. A weapon's Range indicates the maximum number of spaces away a target can be. Melee weapons have a Range of 0, which restricts them to targeting adjacent spaces (unless the weapon has the Reach keyword). A weapon with Range 1 targets spaces up to 1 space away (adjacent), Range 2 targets up to 2 spaces away, and so on.

Q: The rules for Prone and Trip seem to contradict each other. Prone states that a figure must expend 2 MP to get up during a movement action, implying it can use any remaining MP to continue moving. However, Trip states that when a figure performs a movement action, you stand it back up "without moving it from its space." Which rule is correct?

A: Both rules are correct and work together; there is no contradiction. The phrasing in Trip is simply a clarification of how the 2 MP cost is resolved. Expending the 2 MP only stands the figure up in its current space—it does not advance the figure to an adjacent space. If the character has additional Movement Points (MP) remaining from their movement action after paying the 2 MP cost to stand up, they can freely spend those remaining points to move to other spaces normally.

Q: How does the movement ability on Roadblock's Large Machete Loadout Card (RB-01) work?

A: A character equipped with the Large Machete ignores the movement penalties imposed by Light Obstacles (indicated by yellow lines on the board). Normally, crossing a yellow line into a space costs 2 MP instead of the standard 1 MP. With the Large Machete, this penalty is ignored, allowing the character to move through those spaces at the normal cost of 1 MP.

Q: In Mission 2 (Cliffside Showdown), do we remove Smoke Tokens if only some of them are adjacent to a Fire Token?

A: No. Connected Smoke Tokens are treated as a single, contiguous cloud. As long as at least one token in the cluster is adjacent to a Fire Token, the entire cloud is considered adjacent to the fire, and no tokens are removed (see imagen_4.jpg).

G.I. Joe Cobra's Revenge Expansion FAQ

Q: Does the expansion include a total of 5 missions where we play as Cobra against G.I. Joe?

A: Yes. The expansion features a five-mission campaign of increasing difficulty where players take control of the Cobra villains.

Q: Are only the 4 Joes from the Core Box usable in these missions, along with the Joe troopers?

A: Correct. The automated adversaries players will face are Duke, Scarlett, Roadblock, and Snake Eyes, supported by G.I. Joe Operatives and G.I. Joe Enforcers. This design ensures that the entire villain campaign is fully playable out of the box, without requiring players to purchase additional expansions.

Q: Can all Cobra bosses from the Core Box and other expansions be used in these 5 missions?

A: Yes. You can play using any villain from the Core Box, as well as Serpentor and Tomax & Xamot. From the other expansions, Destro, Baroness, and Storm Shadow are also fully compatible as playable villains in these scenarios.

Q: Can Serpentor and the Twins (Tomax and Xamot) be used in any scenario where Cobra is controlled by the AI deck, or only in the scenarios included in this expansion?

A: Tomax & Xamot are player-controlled characters only—utilizing two miniatures to represent a single unit—and do not have an AI/Automa profile. Serpentor, however, does feature an automated version and serves as the primary adversary in two specific missions included in this expansion.

G.I. Joe ENTER THE NINJAS FAQ

Q: How do we use the table for the "There's Still More Coming" special rule in Mission 1?

A: To determine how many ninjas spawn each round (starting at Round 3), find the current round in the first column, titled ROUNDS, and add the values from two categories together (treating dashes "–" as 0):

Number of Joes: The value under the column matching the total number of Joes currently in play (2, 3, or 4 Joes).

Highest Joe Rank: The value under the column matching the Rank of your most experienced Joe in play (Rank 2, 3, or 4).

The scaling is straightforward: the more Joes in play and the higher their Rank, the more ninjas will spawn.

Example: In Round 5, if you have 3 Joes in play and your most experienced Joe is Rank 4, the table yields 1 ninja from the "3 Joes" column and 1 ninja from the "Rank 4" column, resulting in a total of 2 ninjas spawning.

G.I. Joe Cobra's Finest FAQ

Q: In Mission 1 (Double-Cross), can Destro open the door blocking his target space?

A: Yes. As a scenario exception, Destro automatically opens the door at no cost when reaching it, and it remains open. Additionally, Destro is immune to the "Covered Withdrawal" trap; it only affects Joes and other Cobra units.

Q: The text on Destro's Tech Vault (CFI-09) requires removing Ammo tokens, but no starting amount is printed on the card. How many Ammo tokens does it start with?

A: This is an errata. The card should include the Limited Ammo 3 icon, meaning it starts the game with 3 Ammo tokens.

G.I. Joe Deep Waters FAQ

Q: Do the underwater weapon penalties apply to melee weapons?

A: Yes. The "Weapons Underwater" rules apply to any attack made from or against a Submerged target, including both ranged and melee weapons. Unless a character has the "Amphibious Arsenal" skill, all red and green dice in the attack pool must be replaced with blue dice.