

GI JOE

Necromunda Hired Guns

Now you can hire the characters from the successful 80's cartoon series GI Joe : a Real American Hero.

There are restrictions for hired guns from different factions.

GI Joe can be allied with October Guard.

Cobra, MARS and Dreadnocks can be allied with eachother. No other allied combinations are allowed.

GI JOE

GI Joe Snake-Eyes

Ganger, Autopistol, Sword, Smoke Grenades, Blindsnake, WS +2, I +1, Infiltration, Combat Master, Evade, Catfall, Sneak Up, True Grit, Feint.
Hire fee = 100. Value = 500.

GI Joe Kamakura

Ganger, Bolt pistol, 2 Swords, Smoke Grenades, Concealed Blade, WS +1, I +1, Infiltration, Combat Master, Evade, Catfall, Sneak Up, Leap.
Hire fee = 80. Value = 400.

GI Joe Scarlet

Ganger, Sneak Up, Throwing Discus, Combat Master, Catfall, WS +1, Needle Pistol (Crossbow).
Hire fee = 51. Value = 251.

GI Joe Airtight

Ganger, Photo Visor, Respirator, Hallucinogen Gas Grenades, Scare Gas Grenades, Smoke Grenades, Needle Pistol.
Hire fee = 48. Value = 240.

GI Joe Muskrat *

Ganger, Grenade Launcher, Frag Grenades, Sword.
** Use only one version of Muskrat.*
Hire fee = 44. Value = 220.

GI Joe Hawk

Leader, Autogun, Frag Grenades, Ld +1, Iron Will.
Hire fee = 43. Value = 215.

GI Joe Spirit

Ganger, Photo-Contacts, Bio-Scanner (Freedom the Eagle), Lasgun, Sprint, Dive, Sneak Up.
Hire fee = 40. Value = 200.

GI Joe Duke

Leader, Autogun, Stub-gun, Ld +1, Iron Will.
Hire fee = 39. Value = 195.

GI Joe Lifeline

Ganger, Medikit, Step Aside, Disarm, Medic.
Hire fee = 38. Value = 190.

GI Joe Beachhead

Ganger, Ambush, Ld +1, I +1, One-in-a-million Stub Gun with Dum-dum Bullets, Weapon Reload.
Hire fee = 34. Value = 170.

GI Joe Snow Job

Ganger, True Grit, Leap, Autopistol, Melta Bomb, Frag Grenades.
Hire fee = 33. Value = 165.

GI Joe Torpedo

Ganger, Sneak Up, Disarm.
No movement penalties in water. May hide when in water. The water counts as interference to visibility. Detection rules based on Initiative remain.
Hire fee = 30. Value = 150.

GI Joe Super Trooper

Ganger, Flak Armour, Autogun, True Grit.
Suppressor Shield: Adds +1 to other Saves. Counts as Singlehanded Close Combat Weapon.
Hire fee = 27. Value = 135.

GI Joe Lightfoot

Ganger, Stummers, Melta Bomb, Stub Gun, Flak Armour, Photo Visor.
Hire fee = 26. Value = 130.

GI Joe Law

Ganger, Club, Flak Armour, Autogun.
Order follows the "Stay! There's a good boy." rules for dogs created by *Nick Jakos*.
Hire fee for both = 24. Value = 120.

GI Joe Budo

Ganger, WS +1, Sword, Combat Master, Counter Attack.
Hire fee = 23. Value = 115.

GI Joe Mayday

Ganger, BS +1, Autogun, Photo-Visor.
Hire fee = 23. Value = 115.

GI Joe Recondo

Ganger, Lasgun, Sneak Up.
Hire fee = 22. Value = 110.

GI Joe Dialtone

Ganger, Lasgun, I +1.
Hire fee = 22. Value = 110.

GI Joe Shockwave

Ganger, Flak, Shotgun, Man-Stopper Shells, Stubgun, Berserk Charge.
Hire fee = 21. Value = 105.

GI Joe Deep Six

Ganger, Autogun, Sneak Up..
No movement penalties in water.
Hire fee = 20. Value = 100.

GI Joe Outback

Ganger, Lasgun, Laspistol, True Grit.
Hire fee = 20. Value = 100.

GI Joe Jinx

Ganger, 2 Swords, Combat Master, Sneak Up.
Hire fee = 20. Value = 100.

GI Joe Tunnelrat

Ganger, Infiltration, Lasgun, Stub Gun.
Hire fee = 19. Value = 95.

GI Joe Quick-Kick

Ganger, Sword, Infiltration, Combat Master.
Hire fee = 18. Value = 90.

GI Joe Shipwreck

Ganger, Stubgun, Impetuous, Parry (Polly the Parrot).
Hire fee = 18. Value = 90.

GI Joe Lady Jaye

Ganger, Autogun, Sneak Up, Throwing Axe.
Hire fee = 18. Value = 86.

GI Joe Gung-Ho

Ganger, Lasgun, Body Slam.
Hire fee = 17. Value = 85.

GI Joe Covergirl

Juve, Sprint, Gunfighter, 2 Stub Guns.
Hire fee = 15. Value = 75.

GI Joe Crazylegs

Ganger, Autopistol, Infiltration = 75

GI Joe Muskrat *

Ganger, Shotgun, Hot-shot Shotgun Shells.
** Use only one version of Muskrat.*
Hire fee = 15. Value = 75.

COBRA**Cobra Stormshadow**

Ganger, Throwing Discus, Sword, Filter Plugs, Photon Flash Flare, One-in-a-million Bolt pistol (Bow), Ld -1, Evade, WS +2, I +1, Infiltration, Combat Master, Sprint, Killer Reputation, Counter Attack, Catfall.
Hire fee = 100. Value = 496.

Cobra Raptor

Ganger, Frag Grenades.
Fly up cost 2" per 1" up. Down costs ½" per 1". Must land at end of move.
Hire fee = 22. Value = 110.

Cobra Commander

Leader, Dodge, Escape Artist, W +1, Laspistol.
Hire fee = 40. Value = 200.

Cobra Tomax

Ganger, Clip Harness, Bio Booster, Laspistol, I +1, Dodge.
Hire fee = 34. Value = 170.

Cobra Xamot

Ganger, Clip Harness, Bio Booster, Laspistol, I +1, Dodge.
Hire fee = 34. Value = 170.

Cobra B.A.T.

Juve, Ini -1, Iron Will, Nerves of Steel, True Grit, Sword, Handflamer, Autopistol, W +1.
Hire fee = 30. Value = 150.

Cobra Dr. Mindbender

Wyrd, Minor Power: Fearful Aura, Primary Power: Terrify, Laspistol.
Hire fee = 25. Value = 125.

Cobra Toxo Viper

Ganger, Respirator, Stub Gun, Scare Gas Grenades, Tox Bomb, Photo Visor.
Hire fee = 24. Value = 120.

Cobra Big Boa

Ganger, Ld +1, Crushing Blow, Berserker Charge.
Hire fee = 23. Value = 115.

Cobra Crimson Guard

Ganger, Lasgun, Sword.
Hire fee = 17. Value = 85.

Cobra Soldier

Juve, Autogun.
Hire fee = 9. Value = 45.

DREADNOCKS**Dreadnock Zartan**

Leadr, Infiltration, Sneak Up, 2 Laspistols, Gunfighter, Ambush, Evade, Ld +1.
Hire fee = 67. Value = 335.

Dreadnock Darklon

Heavy, Heavy Stubber.
Hire fee = 36. Value = 180.

Dreadnock Buzzer

Ganger, Lasgun, Chainsword, Frag Grenades.
Hire fee = 26. Value = 130.

Dreadnock Road Pig

Ganger, S +1, Massive Club, Head Butt, Iron Jaw.
Hire fee = 26. Value = 130.

Dreadnock Zandar

Ganger, Sword, Dive, Berserk Charge, Sneak Up.
Hire fee = 24. Value = 120.

Dreadnock Zarana

Ganger, Autopistol, Infiltration.
Hire fee = 15. Value = 75.

Dreadnock Zanya

Juve, Two Knives.
Hire fee = 6. Value = 30.

MARS**MARS Wraith**

Ganger, Nano Suit (www.toco.be/homerules), Sword,
Stubgun, Choke Gas Grenades.
Hire fee = 96. Value = 480.

MARS Serpentor

Leader, Iron Will, T +1, Ld +1, I +1, Flail, Bio Booster,
Blindsnake Pouch, Flak Armour.
Hire fee = 69. Value = 345.

MARS Destro

Leader, Ld +1, I +1, Iron Jaw, Armourer, Berserk Charge,
One-in-a-Million Laspistol, Hotshot Pack.
Hire fee = 61. Value = 305.

MARS Firefly

Ganger, Infiltration, Ambush, Frag Grenades, Autopistol,
Stub Gun, Melta Bomb, 2 Swords, WS +1, Catfall, Sneak
Up, Hip Shooting.
Hire fee = 50. Value = 250.

MARS Nullifier

Ganger, 3 Stub Guns, Carapace Armour, T +1, Crushing
Blow.
Hire fee = 39. Value = 195.

MARS Baroness

Ganger, Stub Gun, Dum-dum Bullets, Autogun, Mesh
Armour, Dive, I +1.
Hire fee = 31. Value = 155.

MARS Iron Grenadier with Heavy Weapon

Ganger, Boltgun, Sword, Respirator.
Hire fee = 20. Value = 100.

MARS Mistress Armada

Ganger, Autogun, Sword, Photo Contacts.
Hire fee = 19. Value = 95.

MARS Iron Grenadier

Ganger, Autogun, Sword, Respirator.
Hire fee = 18. Value = 90.

RED SHADOWS**Red Shadows Skeleton**

Ganger, Lasgun, Sword, Iron Jaw, Nerves of Steel, True
Grit, Rapid Fire (Lasgun), Ld +2.
Hire fee = 53. Value = 265.

Red Shadow Arthur Kulik

Ganger, S +1, T +1, Crushing Blow, Iron Jaw.
Hire fee = 32. Value = 160.

Red Shadow Dela Eden

Ganger, Combat Master, Evade, Knife, Club, Stub-gun.
Hire fee = 20. Value = 100.

Red Shadow Red Laser

Ganger, Lasgun.
Hire fee = 15. Value = 75.

Red Shadow Red Shadow Trooper

Ganger, Laspistol.
Hire fee = 13. Value = 65.

(More homerules at www.toco.be/homerules)