

Cobra G I Joe 2

Her name is Chameleon, and she is the Joe's newest recruit in COBRA II. Now we see the rest of her story-her recruitment, her first mission, and her mysterious connection to... well, you only THINK you know who we're talking about, as Mike Costa and Antonio Fuso attempt to outdo their previous, critically celebrated Special.

Details the origin stories of G.I. Joe and the organization known as COBRA.

General Hawk's new operative has found Chuckles... who's in no mood to be rescued. And considering how his last handler ended up, maybe she should take his advice and leave him alone. Meanwhile, delve deeper into Cobra's twisted inner circles as Tomax and Xamot are called before the high command.

G.I. JOE: The IDW Collection presents all of the G.I. JOE stories in recommended reading order. Includes Cobra Special #2, G.I. JOE: Origins #16-19, G.I. JOE #18-22, and Cobra II #5-9.

COBRA ON THE ATTACK! The new COBRA COMMANDER begins a global strategy to turn the super-secret cabal into a legitimate world power. But those plans are only known to the highest levels of COBRA, and the invasion of a sovereign Southeast Asian country continues. The Joes and UN Forces are outmaneuvered and outgunned in a war of total annihilation!

G.I. JOE UNDERGROUND! Armed with secret knowledge of Cobra's inner workings, a

rag-tag force of ex-villains and damaged heroes takes the fight to the darkest corners of the world, under the vigilant eye of Flint!

The second day of the tournament pitting Street Fighter vs. G.I. JOE begins! Destro and M. Bison team up to provide Cobra with the ultimate weapon— but Guile, Snake Eyes, Ryu and Storm Shadow have a plan of their own to stop the Shadaloo tyrant. The World Warrior tournament heats up for the Street Fighter team and G.I. JOE alike! SNAKES AND TIGERS! A break-in at a top-secret research base sends the covert G.I. JOE team into action, and CHAMELEON, eager to redeem herself, takes charge! But what she and FLINT uncover will lead the team straight into the jaws of an enemy unlike any other: a hidden force within COBRA and impossible to track— unless CHAMELEON risks everything to draw it out of the shadows.

COBRA COMMAND CONTINUES! As the new COBRA COMMANDER lashes out against an unprepared world, the rest of Cobra questions The Council's decision... with deadly results. Meanwhile, the Joes search for a pattern in Cobra's attacks, and a fan-favorite character returns—but will even that be enough to turn the tide of battle?

COBRA gains control of giant, transforming robots and uses them in their attacks. In response, the United States military forms an elite group of soldiers, G.I. JOE. COBRA COMMANDER, MEGATRON, HAWK, BUMBLEBEE,

OPTIMUS PRIME, and more do battle.

A team of JOES in Manila is hot on the trail of an international arms dealer, but find themselves opposed by... Snake Eyes? Back in The Pit, a new enemy reaches from across the world to strike at the home base of the JOES. This is their first encounter with Destro... and maybe their last.

As Clockspring becomes more dejected and bitter, Tomax continues to lead him down a dangerous path. Meanwhile, Flint is beginning to doubt his leadership abilities at a time when the Crimson Twin makes his move and the Cobra Files team is left trapped and cornered. Collects issues #5_9.

CRUSH DEPTH continues! Scarlett and her Special Missions team rush to the heart of a perfect storm to retrieve a prize of forty billion (with a B!) of COBRA funds lying in the ocean deep. The only trouble is that the Baroness is already on the scene with a cutthroat crew of her own to reclaim the booty for COBRA!

COBRA COMMAND AFTERMATH! It's a new day for the JOEs-as they crawl from the ruins of COBRA COMMAND, they find a new status quo... and a change in command! Who will lead the Joes into this new, deadlier, downsized future?

SCARLETT leads and op into one of the wildest wildernesses on the planet to uncover a COBRA facility that threatens the very balance of the universe as we enter... DEEP TERROR!

Part 2 of this series introduces us to G.I. JOE, a special team of the world's top operatives looking to keep us safe! With the package intact, Duke insists on joining the Joes in order to ensure its safe escort. But could it be that the ambush was a set-up? Find out in the second issue of the G.I. Joe Movie Adaptation! WHAT?! A GIANT COBRA EATING TOKYO?! And someone is RIDING it? It's up to G.I. JOE to stop it and take down the mysterious and evil organization known as COBRA and their new secret weapon: SERPENTOR! And they've only got 52 manga-filled pages to do it in!

The critically acclaimed COBRA series gets an oversized edition to tell the story that changed all of G.I. JOE and COBRA forever. His name is Chuckles. He is G.I. JOE's top undercover agent and he's just infiltrated a top secret, highly organized terrorist organization, but deep cover takes its toll. An action packed thriller from beginning to end this book contains the whole Chuckles saga. Originally published as G.I. JOE #0, G.I. JOE: COBRA Issues #1-4, G.I. JOE: COBRA SPECIAL #1-2, G.I. JOE: COBRA II Issues #1-4 and #10-13, and COBRA #12.

HOMEFRONT! The G.I. Joe team battles Cobra to the death on American soil! COVERL GIRL, DOC, and the newest member, HASHTAG (yes, HASHTAG) have been separated from the rest and have to fight their way through hundreds of kill-crazy COBRA sympathizers,,with a teammate's life hanging in the balance! Plus: The

BARONESS has DUKE in her clutches. So why isn't DESTRO happy about that? THE BOY MOST LIKELY TO, Part 2! After being captured by the enemy and seeing the team's mission fall apart, FLINT's faith in his leadership abilities has been shaken. Can FLINT keep things together and help the team get past their mistakes... or have the cracks begun to show?

Unspeakable madness seeps out of the portal Cobra has opened, and it threatens to take over the entire Cobra base... and then spread across the globe! The only hope for survival lies in an unusual alliance between Snake Eyes and master-of-the-occult Crystal Ball. And who knows what role Storm Shadow will play! Pulse pounding horror excitement awaits!

The G.I. Joe have a plan for regrouping and emerging from hiding to defeat the Cobra who have selected a new commander following the end of their civil war.

Former Cobra agent Chameleon joins the G.I. Joe team, but when her loyalty is questioned, Flint stands by her and risks everyone's life to prove she has what it takes. COBRA CIVIL WAR comes to a close as a new COBRA COMMANDER will take over and bring COBRA out of the shadows! G.I. Joe goes underground-literally! They've been on the defensive for the last four months, and now they've got a plan to get out of the line of fire, regroup, and start painting Cobra with red, white, and blue butt-kicking! At the start of the twenty-first century challenges to the global hegemony of U.S. culture are more apparent than ever. Two of the contenders vying for the hearts, minds,

bandwidths, and pocketbooks of the world's consumers of culture (principally, popular culture) are India and South Korea. "Bollywood" and "Hallyu" are increasingly competing with "Hollywood"—either replacing it or filling a void in places where it never held sway. This critical multidisciplinary anthology places the mediascapes of India (the site of Bollywood), South Korea (fountainhead of Hallyu, aka the Korean Wave), and the United States (the site of Hollywood) in comparative dialogue to explore the transnational flows of technology, capital, and labor. It asks what sorts of political and economic shifts have occurred to make India and South Korea important alternative nodes of techno-cultural production, consumption, and contestation. By adopting comparative perspectives and mobile methodologies and linking popular culture to the industries that produce it as well as the industries it supports, *Pop Empires* connects films, music, television serials, stardom, and fandom to nation-building, diasporic identity formation, and transnational capital and labor. Additionally, via the juxtaposition of Bollywood and Hallyu, as not only synecdoches of national affiliation but also discursive case studies, the contributors examine how popular culture intersects with race, gender, and empire in relation to the global movement of peoples, goods, and ideas.

It's the most dangerous event of the year, and the action continues right here! COBRA's surprise attack has brought the G.I. JOE team to its knees. But when Lady Jaye learns that Flint has gone missing behind enemy lines, she joins forces with the Danger Girls on a covert

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mission that aims to rescue her man and get the Joes back on their feet!

G.I. Joe: The Cobra Files, Vol. 2 IDW Publishing

COBRA CIVIL WAR infects the world! The Joes are struck by a pandemic released by Cobra madman Rodrigo Vargas and it gets personal as Duke is one of the infected. Snake Eyes' only hope is to find Vargas, but as Duke slowly worsens, can Snake Eyes help save his fellow Joe in time?

Originally ending at issue #155, long-time G.I. JOE scribe Larry Hama and artists Agustin Padilla and S L Gallant pick up the original Marvel series where it left off. With G.I. JOE disbanded, Cobra Commander begins unfolding his sinister plan, activating sleeper agents all over Washington, D.C. Collects issues #155 1/2 #165."

Snake Eyes and Mainframe try to prove to G.I. Joe of the existence of COBRA and a new team member named Cover Girl is introduced.

When a deadly pandemic strikes the JOEs, Snake Eyes must track down the Cobra agent who released it in order to find an antidote and save his friend Duke's life.

JOE's Cover Girl and Cobra's Mad Monk each have their reasons for finding a woman whose name was mentioned by Duke while he was under interrogation.

What can the G.I. JOE team do to combat a COBRA the world views as heroes? Political intrigue collides head-on with military action as the darkest chapter in G.I. JOE history unfolds! Collects issues #5_8.

The original Marvel Comics adventures of America's elite special-missions force continue with the recruitment of Roadblock and Duke; the emergence of the enigmatic ninja known as Storm Shadow; and the debut of the duplicitous Zartan, master of

disguise! This action-packed volume collects classic Marvel Comics G.I. Joe #11 to 20. Snake Eyes and Helix battle against all odds when they invade the Himalayan fortress filled with Cobra vipers. Vikrim Khallikhan is in the running to be the next Cobra Commander and figures that killing the most dangerous Joe of them all gives him a lock on the title. The Cobra Civil War is just heating up!

"Cobra Command," Part One! The Cobra Civil War is over but there's no risk of a peace outbreak. A nine-issue epic starts right here! The new Cobra Commander kicks off his reign with total war as he invades a sovereign nation with all the military might under his power. The world is outraged but uncertain of how to retaliate. So the Joes take to the field to battle a new, more dangerous version of their oldest foe.

The G.I. Joes are hunting a Cobra sleeper agent so Firewall brings Chameleon into the investigation as Chameleon's first G.I. Joe mission.

"Cobra Command," Part Three! As the takeover of a foreign nation by the new Cobra Commander continues, we follow other members of Cobra High Command! Chuckles has successfully infiltrated Cobra... but that was the easy part. As he's drawn deeper and deeper into the horror and darkness of their world, both his life and his sanity teeter on the brink... and he's about to meet a woman who could send him plunging over the edge.

When a COBRA satellite drops into the Australian outback the Special Missions team race to retrieve it before a motorcycle gang led by Zartan beats them to it.

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