G.I. Joe Origins: Cover Girl "Beauty IS the Beast" Written by Jocelyn Potter

THE PURPOSE

Cover Girl has lived an unconventional, exceptional life. Her very uniqueness makes her life a struggle against the expectations of the world around her. Her ever-evolving efforts to define herself and find acceptance shape the heart of her origin story.

THE ADVENTURE

Courtney Kreiger is the only child of retired general Murray "Hardcase" Kreiger. Courtney came to Murray late in his life, given to him as an infant from the arms of her dying mother. Retired and with little else to do in the world, Murray devotes all of his time to homeschooling Courtney in perfect military discipline. Alone with her strict but loving father, Courtney grows up isolated but happy. She learns survival, combat, and firearms skills directly at the hands of her brilliant father. Her military skills become as natural to her as breathing.

When she reaches high school age, her yearnings to have friends her own age grow overpowering. She begs her father to allow her to attend public school. Reluctantly, he agrees. School, predictably, does not go well for Courtney. Mocked by boys and girls alike for her strict military bearing and tomboy haircuts, Courtney finds her peers universally unpleasant. Courtney realizes a harsh truth that will haunt her for years to come. She does not truly have a place in a world that does not easily accept differences in attitudes and behaviors.

At sixteen, graduating two years early, Courtney decides that it is time to try something new. Making her way into the glamorous world of modeling with her trademark military determination, Courtney decides to find her "feminine" self. She hopes to determine who she is as a woman as well as a warrior. At six feet tall, with a physique perfected by a lifetime's fitness regime, aided by a wicked smile that sets hearts racing, Courtney soon rises to international fame. To her surprise and happiness, Courtney finds her father enthusiastically in support of her modeling career. He accompanies her on her travels and enjoys the international limelight. Unfortunately, the limelight also exposes the ex-General to the attention of old enemies.

At a major shoot in Paris, France, COBRA strikes at their old enemy and takes Courtney's father hostage. Not even bothering to watch Courtney closely, the COBRA operatives soon learn to their dismay that the daughter is even more dangerous than her father! Even before the Joe's response team can arrive, Courtney quietly dispatches the entire COBRA strike team and rescues her father.

Deeply impressed by Courtney's abilities, the Joes quickly invite her to join their ranks. Excited by the opportunity to work with the best fighters in the world, Courtney immediately accepts. Possibly one of the most perfect candidates the Joes have ever had, perfect in military discipline and behavior, Courtney excels in every task presented to her. Unfortunately, she is not taken seriously. Stuck with the moniker "Cover Girl" early on,

Courtney finds herself being continually passed over. She is given only the most lightweight assignments in public and diplomatic relations. Wanting the challenges and respect given to fellow Joes like Scarlett and Lady Jaye, Cover Girl must continually struggle against low expectations based on her youth and beauty.

POSSIBLE ENDINGS

The issue (or arc) can end one of two ways. First, it ends with Courtney struggling over a decision to leave the Joes out of frustration. Secondly, it can end with Courtney finally earning the respect of senior Joes when one of her lightweight missions turns very serious.

G.I. Joe Cobra: Overkill "Heartless Steel" Written by Jocelyn Potter

THE PURPOSE

Is he a man or a machine? Overkill, in the past, has been nothing more than a highly intelligent robot. In our story, Overkill is David Myers, a man accidently melded into the shell of a Battle Android Trooper. The story is from David's POV as he awakens to the horror of finding his human body gone, replaced by the cold cybernetics of the android.

THE ADVENTURE

We open on David Myers as he executes a brilliant escape from a high-security COBRA cell block. In a series of intercut flashbacks, it is revealed that Myers was once a COBRA soldier himself, but had a change of heart. Battle Android Troopers are dispatched to apprehend him and eventually corner Myers in room housing the MASS Device. Aware of the transportation capabilities of the MASS Device, David hastily attempts to activate it. As he is grabbed by a BAT trooper, something strange triggers in the device...

...Myers awakens to the horror of finding his consciousness transferred into the BAT he sought to escape. The man who would leave COBRA at any cost...Now he is essentially immortal...And forever COBRA. His punishment is truly **overkill**.

Doctor Mindbender arrives and reactivates certain abilities in the BAT. Slowly, Mindbender begins a mental assault on Myer's persona, attempting to break him down and make him the ultimate BAT operative. For the remainder of the issue, the narration is from Myer's inner thoughts. His thoughts begin showing a hint of artificial intelligence at first, but the influence grows as he begins to question the very existence of his consciousness. After the sight of his own reflection causes David to break down, the machine begins to take over. Myer's thoughts shift from self-consciousness to self-organization. Though his final intentions will not be clear at the end of the issue, his testing will prove one thing for certain: Overkill will be a force to be reckoned with.

G.I. Joe Origins: Quick Kick "Tread Softly but Kick Swiftly"

Written by Jocelyn Potter

THE PURPOSE

Quick Kick has been little more than a stereotypical martial artist. In his new story, the origin of his fighting skills and his inner drives and motivations will be explored. His character will be darker, deeper, and more driven. In his pre-Joe days, he will be overly-confident, arrogant, and callous. After the tragedy that is his introduction to COBRA, he will mature into a stronger and more humble man. The story will focus on Quick Kick's early adult years and tie into the ending of G.I. Joe: Cobra # 4.

THE ADVENTURE

At 23, Brazilian Marcos Takeshi is already an established vale tudo (unarmed combat sport) fighter. Short in stature but long in attitude, the pugnacious Marcos quickly became a favorite among the vale tudo fans. His lightning-quick consecutive kicks earned him his "Quick Kick" nickname. Though adored and pursued by many, Marcos is close to only one person: his delicate younger sister Ayaka.

Reaching the undisputed top of the vale tudo ranks, Marcos begins to long for a new martial challenge. Approached by Tomax and Xamot, Marcos is invited to a brutal underground tournament of cage matches. To their delight, the arrogant young man accepts. The tournament is secretly run by COBRA with the intention of recruiting new members from the tournament's survivors.

Quickly finding himself out of his depth, Marcos is forced at gunpoint to continue with the tournament. Fighting, literally, for his life, Marcos draws on skills even he did not know he possessed. Victorious, but sickened by what he was forced to do, Marcos refuses his champion's reward and COBRA membership. He humiliates Tomax and Xamot before storming off, eager to return home. He does not notice their vows vengeance muttered at his retreating back.

Arriving home in a turmoil of new emotions, his situation grows infinitely darker as he finds his home destroyed and his sister violently murdered. Returning to the scene of the tournament in a killing rage, he is thwarted again as he finds the whole area empty except for one man, Chuckles. Assuming Chuckles is another COBRA operative, a vicious fight ensues. Finally Chuckles is able to determine what is going on and halts the fight.

POSSIBLE ENDINGS

- 1) Now changed from an arrogant youth to a man driven to defeat evil, Marcus eagerly accepts Chuckles' invitation to join the Joes and take the battle to the heart of his enemy.
- 2) [A tie into the ending of G.I. Joe: Cobra # 4] Sharing a mutual hatred for COBRA and seeking revenge against them, Quick Kick and Chuckles team up. Together, they vow to bring down COBRA at whatever cost.