



Figure not included.



COBRA's C.L.A.W. swoops in for attack.

6084



Figure not included.

Missile Launcher

Machine Gun

Flame Thrower

6086



6084 COBRA C.L.A.W. and Battle Armor S.N.A.K.E. Assortment

NEW C.L.A.W.—Covert Light Aerial Weapon: COBRA's battle wing includes machine gun, "Flashfire" bomb and two Venom rockets. Bomb can be replaced with a figure. S.N.A.K.E.—This enemy suit fortifies COBRA and brainwashes G.I. Joe. Snaps over figures, has movable arms and legs. Includes four weapons. Assortment includes 24 C.L.A.W. and 12 S.N.A.K.E.

6 x 2 x 8³/₄" PACK: 36
WT.: 13 lbs. CU. FT.: 1.8

TV

6086 PAC/RATS

G.I. Joe uses "remote" control to send PAC/RATS (Programmed Assault Computer/Rapid All Terrain) into inaccessible terrain for battle against COBRA forces.

Missile Launcher—Removable two stage missiles elevate and swivel; free-rolling wheels. **Flame Thrower**—Nozzle elevates and swivels; antenna, shields, and guns move; legs pose, wheels roll.

Machine Gun—Guns elevate and swivel; antenna moves; large ATV wheels roll.

6 x 2 x 7¹/₄"
WT.: 10.8 lbs.

PACK: 36
CU. FT.: 1.3

6090 Battle Gear Accessory Pack Assortment

This year a second battle gear accessory pack adds to the excitement of the G.I. Joe collection. Battle Gear Pack 1 and 2 each contain different helmets, specialized backpacks, and weapons in all new colors, and two battle stands. The helmets and backpacks snap-on and stay-on. All parts are interchangeable with action figures. Assortment includes 16 of Pack 1 and 32 of Pack 2.

6 x 9 x 7¹/₈"
WT.: 4 lbs.

PACK: 48
CU. FT.: .7