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THE FALL OF G.I. JOE



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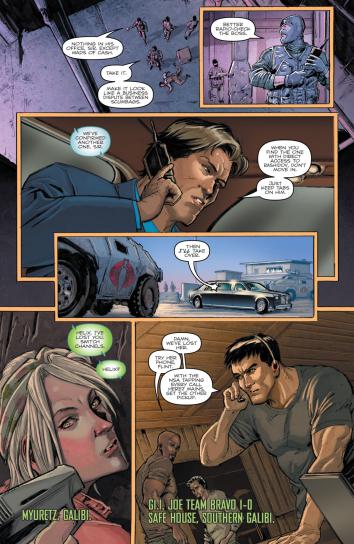
















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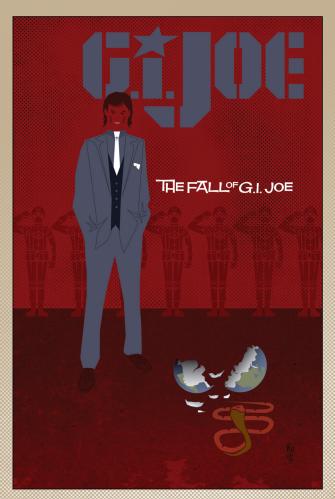
































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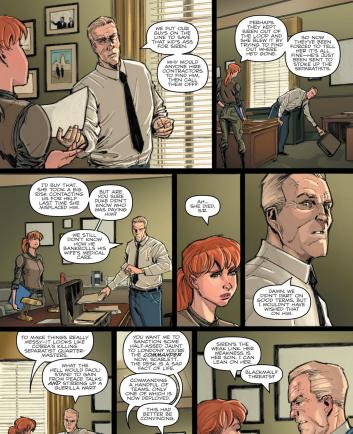




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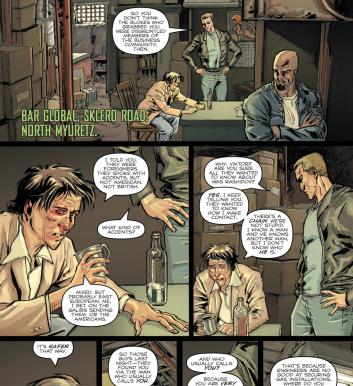






























































































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THE FALL PART SEVEN



























































THE FALL CONCLUSION

















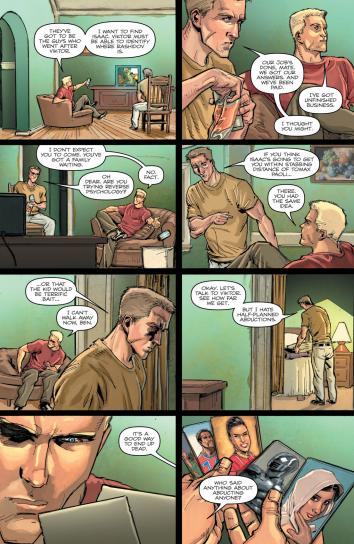


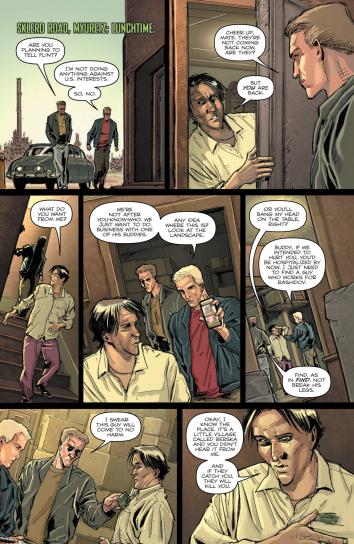




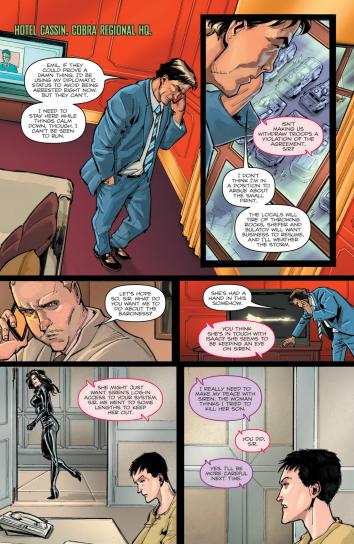






























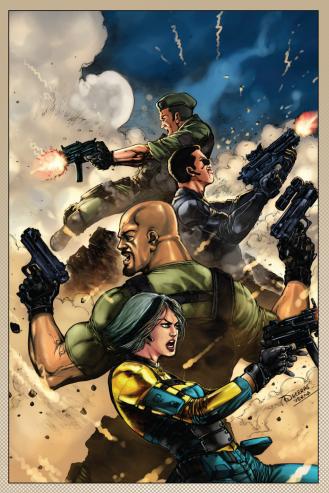




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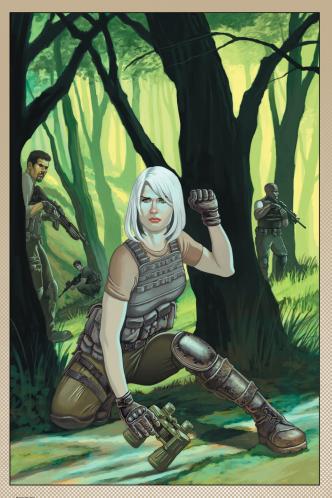
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THE COMIC SHOP NEWS INTERVIEW

CLIFF BIGGERS: Karen, you're a very versatile writer with some pretty impressive credentials—for readers who might not be familiar, can you tell us a little bit about your background as a writer?

KAREN TRAVISS: Okay, deep breath, and the entire career history of Karen Traviss in thirty seconds: advertising copywriter (very briefly), newspaper journalist, TV reporter and producer, newspapers again (defense correspondent), spin doctor, and now novelist and scriptwriter. I'm sorry about the spin doc bit, but I'm all better now, and it comes in very handy for fiction.

CB: What is it about military-focused fiction in particular that appeals to you as a writer?

KT: I come from a naval town, most of my family served at some time or worked in the defense industry, I was a defense correspondent, and I spent a short time in the reserves—doing a very safe, very minor job, I hasten to point out. (I/we never put myself in harm's way, unless you count Royal Navy meat pies.) So I'm steeped in the culture, and I sort of fell into it with my first novel, and it stuck.

Military readers said, "Wow, your military characters are real, that's what it's really like," and suddenly I had my mission in life: I could give a voice to the man and woman in uniform so that civilian audiences got an honest view of what it really meant to serve—not so much the hardware side, because that's pretty flexible when you write a lot of SF, but the personal side, like the comradeship, the frustrations, the satisfaction, the fears, and the politics.

CB: There was a time when military fiction seemed to be very supportive of the military; then much of the fiction took a naturalistic turn that downplayed any heroic aspects in favor of a harsh view of war and the military. How do you approach military fiction thematically, and what do you hope to accomplish with your work?

KT. Well, my fiction is always realistic, because I'm basically an old journo and I can't see the world any other way, but it's also supportive of the armed forces, not because I write propaganda but because I tell it like I is. If si vial to tell the truth in fiction. Trust an old spin dacfiction gets under peoples radar way better than fact, and where the civilian papulation is more. isolated from a shrinking military than ever, fiction ends up subconsciously shaping opinion instead.

And supporting our armed forces isn't related to supporting war as some sort of concept. It's about people, and they do the toughest job of all. Other people do dangerous work where death is a possible consequence, but no other job on earth requires you to sign up to the certainty that your job is to fundamentally to face people trying to kill you.

CB: G.f. Joe has walked the military fiction tightrope—while it focuses on soldiers, it has largely pit them against enemies who weren't a part of any real war.. sort of a military version of James Bond. The results have allowed G.I. Joe writers to avoid complex politics and focus on adventure and heroism. Is your take on G.I. Jee more real-world?

KT. Yes, I'm real-world. I don't see the divide there, though; the real world is heroism, and it's also politics. I know folks in uniform hate being called heroes, but I often look at the incredible things guys do, the enormous risks they take and the kind of missions they pull off, and I think: if you put that in a novel, exactly as it happened, an editor would throw it back as too far-fetched. It's been true in every war, from the WWII raid on St. Nazaire to Royal Marines in Afghanistan riding into a firefight on the outside of an Apache helicopter to rescue a comrade. I really couldn't make that stuff up.

And the politics, whether it's big P or small p you can't remove that. The armed forces go where sent, as we say in the UK, and it's the politicians we vote for who make the decisions, from budgets to getting involved in wars, for good or ill. That's where wars are really won and lost.

And in case people don't realize it, I'm English, so I approach things from another perspective. If you look at how British writers have handled American superhere comics, you'll notice it's through a different lens.

CB: What is the premise of your G.I. Joe series relaunch?

KT. It's five or six years from the end of the last series, and the world's changed a bit. COBRA looks like it's given up armed conflict, so the politicians decide the G.I. Joe team has done its job and they can now spend the budget on other threats. But as we know, it's not a threat's intent that matters—it's the capability. And not only is there a threat inside the tent, it might not even think it's a threat—as Scarlett discovers.

CB: COBRA is an international peacekeeping force now? How'd that happen?

KT: Tomax Paoli is a clever lad. COBRA's thrown much; why not try a diplomatic tack? Lots of organizations stop fighting and start talking in the real world, and Tomax can see that it's easier to win if he gets the rest of the world to gang up. The best way to do that is to exploit their worries and also look like the good guys doing good things. And he means it. The Baroness, of course, doesn't. Neither does Isaac, Siren's increasingly dangerous COBRA-indoctrinated son. Let mayhem commence!

CB: You're moving Scarlett into the lead position in the new series; how does this change the dynamic of the book?

KT. I honestly don't recall whose idea that was, but I don't think it was mine. It made perfect sense, though, because she's a smart strategic thinker, and that ought to mean she can sail through the inevitable politics at that level of responsibility. She's gone the officer route and become a captain by now, so she's actually not that senior on paper in the real-world scheme of politics, but this is G.I. Joe, and the team punches well above its weight and rank. But however capable Scarlett is, she's a frontline type at heart, and that's going to really test her when she sees a need to be hands-on.

CB: Will all the G.I. Joe teams be a part of your series? Are there particular characters you'll be focusing on?

KT. There are a lot of G.I. Joe teams, and I had to pick carefully. The way I write is so tightly focused on the characters and how their actions impact the others that I have to keep the cast tight. That doesn't mean there won't be any cameos of favorites and unexpected names along the way, but there's a main cast we'll follow in detail, not only COBRA and the G.I. Joe team, but also characters who we left the armed forces to become private contractors. There's also a brand-new character because despite the huge toollow of existing characters, I didn't have a speak, so I built one. I can't write international intrigue without an intel chap or two.

The thing to keep in mind is that every character has their own logical reasons for doing what they do, and they all see themselves as patriots, so readers may well argue about who's right and wrong. I have no answer. Make up your own minds!

CB: How do real-world politics influence the direction of the series?

KT: Apart from the general flavor of a world where there are no more tidy power blocs and communication is a weapon. Tomax's trump card in his hearts-and-minds offensive to get the rest of the world to resist the U.S./NATO is a real piece of research. Last year, I saw an American academic talking about the huge numbers of U.S. overseas bases and U.S. personnel based permanently in other countries, and the resentment of their local populations. Then I saw another piece of research that said the Senate (or maybe it was Congress) couldn't get hold of a definitive number for U.S. personnel based overseas or even the actual number of bases. That struck me as fascinating. So when I was trying to think like COBRA and Tomax in particular-that's how I write characters-it seemed obvious that playing on the anxieties of those countries and getting them to protest would unite a lot more nations who wouldn't necessarily sign up with COBRA and roll out their tanks.

CB: You have a busy career as a novelist, a games writer, and more-how long have you committed to the G.I. Joe run? And what sold you on the project to begin with?

KT: We'll see how it goes and if readers like my stuff. I'm planning ahead for a year at the moment. Comics are going to be a much bigger part of my working life from now on-I've stopped writing franchise novels because I've got to save my energy for my new military technothriller series, Going Grey, and my other creator-owned novels, but I still need my fix of great IPs and the team approach that goes with it. So what better way to indulge that than comics? When I was asked to do G.I. Joe, I couldn't say no. It's a cultural icon-even for the UK, where it's better known as Action Man-and it means a lot to many people in the military. I've been struck by how many friends have mailed me to say that they loved G.I. Joe as kids and still have a soft spot for the franchise.

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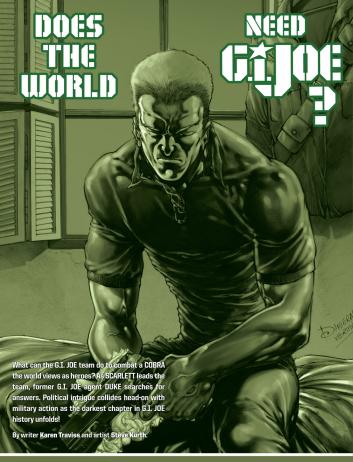


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