

Figure parts and weapons only:

- 5 olive helmets (82 Short Fuze, Breaker, Flash, Grunt), green battle gear
- 82 waist
- 82 Grunt - left arm (broken finger), M16A1 assault rifle x2, 1 battle gear, backpack x 5, battle gear x2
- 82 Stalker- legs (loose at knees and rusted screws), broken crotch, M-32 Pulverizer submachine gun
- 82 Scarlett - crossbow
- 82 Short Fuze - backpack, battle gear x2, mortar x4, 1 mortar stand
- 82 Zap - backpack, battle gear x2
- 82 Snake Eyes - Ammo pack battle gear x2
- 82 Steeler - visor, battle gear x5
- 82 Cobra commander - laser gun
- 82 Flash - XMLR-1A laser rifle (cut cord), 2x battle gear, 1 battle gear cut cord, backpack x2, battle gear x2
- 82 Breaker legs (minor rust on screws, broken t-bar), headset x3, battle gear x5, backpack x2, battle gear 1
- 82 Rock 'n' Roll M60 machine gun (no base) 4x, 1 battle gear (gray no base)
- 83 Duke - Head, back, front (marker used to color some parts), left arm, right arm (crack at elbow and discoloration under elbow)
- 83 Airborne - CAR-15 Carbine
- 83 Torpedo - Backpack, legs, waist
- 84 Scrap Iron - missile x5
- 84 Thunder - legs, left arm, right arm, crotch, back torso
- 84 Zartan - broken crotch
- 85 Barbecue - backpack
- 85 Lamprey - torso back
- 87 Falcon - Crotch, legs (chips in boots)
- 87 Thrasher - Lacrosse stick
- 88 Iron Grenadier - crotch (broken front and sword holder on side)
- 88 Astro Viper - handlebar, or 2001 Shadow Viper
- 94 Effects - catapult
- 86 Dialtone - legs
- 86 Wetsuit- legs
- 83 Torpedo - legs, waist
- 85 Ripper - backpack
- 85 Eel - backpack top only x2
- 85 Quick Kick - backpack
- 86 Beachhead - Backpack
- 83 Tripwire - backpack (battle pack brown)
- 85 Tele-Viper - backpack
- 86 Hawk - backpack
- 86 Lifeline - backpack, gun

88 Flint (Tiger Force) - backpack
85 Crankcase - Helmet
89 Deep Six Rifle
89 Heat Viper bazooka hose
92 Incinerator - head, torso front (broken screw), waist, legs, front, left arm, right arm, torso back

Vehicle parts:

Trouble Bubble - missiles x5
Adder - Body, black missile base, red hydrolic
ASP - cannon end x2
Swamp Masher - exhaust, wheels x2
Crusader - (Avenger) Windshield
Mobile Command Center - missile
Battlefield Robot Radar Rat or Tri Blaster - missile
Despoiler - missile x3
Polar Bear - engine cover, missiles x3
82 RAM - saddle bags x2
Mortar Defense -, oil can, ammo box
Bomb Disposal - front piece
Battlefield Robot Devastator or Hovercraft - missile x2
Crossfire - missile
Fang - bomb, missile x26 (some missing stickers)
Demon - missile x7, 1 set of wheels
Mamba - large missile, medium missile x5, bombs x3, bomb lever, small missile x2
Fort America - large missile x3, small missile x3
Storm Hawk - missile x4
Locust (not General version) - bombs x2
Piranha - missile x2
Whirlwind - chair
Sky Hawk - missile x10
Artic Blast - cannon
Ice Snake - missile x2
Pogo - missile x3, gun
Sky Sweeper - missile x8
Devilfish - grey missile x5, orange missile x3
Buzz Boar - cannon, missile x2
Marauder - missile x3
Silver Mirage - windshield, missile x4, small missile x2
SLAM - missile x17
Bugg - large missile x2
Hydro Sled - missile x3, front x2
Rolling Thunder - large red missile, small yellow bomb missile x4, side cannon
Conquest - yellow missile, bomb

88 Tiger Rat - both damaged panels
Desert Apache - missile x2
Triple T - missile x10
Hydrofoil - windshield, cannon, dept charge box
LCV - windshield
Equalizer - missile x2, cover
MANTA - missile
Imp - top missile x2, bottom missile x3, yellow ring, body (broken missile lever pegs), yellow lever
Havoc - orange missile x2, end piece for guns x2
Badger - missile x5
Stinger - missile x2, missile rack, left door
Sea Ray - back piece, missile x2
Swamp Fire - right engine cover, gun
Sky Storm - large missile x2, medium missile x9
Snow Cat - large missile x2
CLAW - engine cover, missile x6, wing, wing flap, bomb x2
Vector - missile x10
PAC RAT Missile Launcher - missiles x 15 (some missing stickers), back missile part x2, chassis
PAC RAT Machine Gun - Turret (include dome), outer guns, chassis, barrel
PAC RAT Flamethrower - Hose, antenna, rear
Vindicator - missile x5
Desert Fox -missile x2
Fang 2 - missile x3
Ferret - missile x2
General - tire, large missile x2, small missile x1
Persuader - missile x3
Retaliator - missile x2, bomb x4
SHARC - cover, bomb x10, 1 black bomb
Sky SHARC - body, cannon, cannon cover
Thunder Machine - front bumper, right back wheel cover x2, left door x2, right door
Razorback - bumper
Hammer - gun x 2, missile x10
Vehicle Pack #1 - small gray missile x8, medium gray missile x34, large gray missile x14, green missile x13, large green missile x12, 4 gray skis
Wolverine - bumper, missile x37
Mudfighter - bomb
Wolf - ski torpedos x2, missile x5, front skis, missile rack, rear treads x2, engine panel
Whale - dashboard x2, side window, liner, shroud x2, link bar, horizontal vane, cannon, missile box x2, machine gun for turret, turret x2, sled + shroud, recon cycle - steering wheel & front wheel only, missile x 7, regular gear for gear box x3, larger gear for gear box, gear box white button

Dragonfly - left engine cover, right engine cover, front turret, side gun x2, side gun hose, small missile x 10, large missile x21 *see also Tiger Fly*
Tiger Fly - small missile, side gun, side gun hose, right wing
Mocassin - windshield
Stiletto - long gray missile x5, short gray missile x5, tail fin x2
Rattler - canopy (cockpit) front, canopy back, engine intake, left fuselage panel x2, left damaged fuselage panel, right fuselage panel x2, bomb x7, outboard missile x8, renegade missile x4, ion missile complete x2, ion missile nose cone x2, bomb rack x6, turret canopy *see also Tiger Rat*
Tiger Rat - bomb x7, ion missile complete x2, renegade missile x2
Skystriker - right landing gear cover, rear landing gear
MMS - patriot missile x2
Mauler - battery cover
Biovac - rocket launcher
Checkpoint - leg post x3
Chameleon - front skis + lower faring, lower faring
Ammo Dump - large green missile, medium missile
Missile Defense - missile
Battle Barge - pivot stand
Cobra Jet Pack - missile x2
Dreadnok cycle - cowling, axil
APC - steering wheel
Forward Observer Unit - radio only, radio only

Figures:

Blowtorch 84 - airmask and backpack, C8
Storm Shadow 84 - broken right thumb, rusty screws, minor paint loss wrists, figure only. C7
Cutter 84 - C9
Tomax 85 - minor paint loss (some on back of scalp), Cobra logo 50% visible, no accessories C7.
Tomax 85 - Broken O-ring, minor paint loss, figure only. C7.
Xamot 85 - minor paint loss, Cobra logo 50% visible, no accessories C8.5.
Shipwreck 85 - C9
Shipwreck 85 - Paint rub (mostly to beard and back of head) hip peg intact. C6.6.
Roadblock 86 - minor discoloring, figure only + base to machine gun. C8
Dr. Mindbender 86 - Minor paint rub, loose sticker on cape. C7.5
Dial-Tone 86 - figure only + backpack. C9.5
Dial-Tone 86 - some dirt, figure only. C9
Zandar 86 - hair rub top, figure, gun, backpack = complete. - C8.5
Buzzer 87 with chainsaw - C9
Cobra Commander 87 - backpack, gun, no mouthpiece, top section minor paint loss (nose) C9, bottom section color fade and paint loss, missing both leg screws C6, overall C6.5.
Lightfoot 88 - minor paint loss (hair and eyebrows, minor yellowing (by elbows and shoulders), minor crack left elbow C7.

Wetsuit 86 - broken crotch C6, figure only