

MAGNUS ROBOT FIGHTER

OVERVIEW

Russ Manning created many remarkable things. One of the greatest was *Magnus Robot Fighter*.

In this redevelopment of *MRF* the intention is to honor the source material as much as possible. The best way to honor it, I think, is to preserve the essence, the heart and soul of it, but develop it *inward* and *onward*. Advance the frontier. Fulfill its potential. Fulfill its destiny.

MRF doesn't need fixing or re-imagining. The goal is to honor the core concepts, to enrich, deepen and build upon them.

I intend to use all of Russ's brilliant conceits—*broadcast power*, *Central Rob*, *psychoprobes*, the *Goph Lands* and more. However, *MRF* was created some 47 years ago, so some adaptation and updating are required. Russ also left some significant gaps—for instance, why 1-A gave up being the Robot Fighter (see issue #18 of the original series) and trained a human child to be his replacement. Those gaps offer wonderful story opportunities.

FIRST STORY ARC: “The Tyranny of Timur” – Four issues.

SUMMARY: Organized crime is suddenly growing to epic proportions in North Am. Human mobsters using robot muscle are terrorizing the city. Magnus must work his way into the underworld—which reaches from the Goph Lands to the pinnacles of the corporate milespires—to find and destroy the criminal mastermind known as *Timur*.

Writer – Jim Shooter

Artist – Bill Reinhold

ISSUE #1 “Taken” (working title)

COVER DATE: ?

ANTAGONISTS: Timur and his subordinates, notably “Big Guns,” a half-robot, half-human, immensely strong killer.

SYNOPSIS: The story begins with a brazen kidnapping attempt, Magnus in spectacular combat against Thug-Robs designed to intimidate humans and overpower Pol-Robs and Riot-Robs. Magnus fights heroically against the Thug-Robs and wins, but their human leader and a hench-rob escape with their prize—the daughter of the CEO of Lovejoy Galacticorp...

...Leeja's childhood best friend, Cinnette.

Some kidnapping victims are held for ransom. Some are not, and who knows what happens to them. No ransom demand is made for Cinnette, a young woman of exceptional, exotic beauty.

North Am is abuzz with talk about the mysterious Robot Fighter who came from nowhere to put down a Robot Rebellion (issue #0), but no one knows anything about him. Only Leeja knows his name. She isn't telling...yet.

There will be a brief recap of Magnus's origin and the events preceding issue #1—a teaser that will make readers want to read those stories. All relevant characters will be introduced.

Magnus wages a one-man war against the Metal Mob. The deeper he digs, the more corruption he encounters: human trafficking, illegal psychoactive substances, violent and white collar crime. But he is unable to find the kidnap victims.

Though Leeja has mixed feelings about Magnus after what happened in #0 and the Free Comic Book Day special, #1/2, she realizes that he is the best hope to rescue her friend.

Leeja has an undetectable sub-ethereal locator chip implanted in her neck and sends Magnus the codes. Then, she engineers her own kidnapping! It isn't hard. She's a wealthy, young, beautiful, public figure—and she lets it be known, via the Gossip Feeds, that she has knowledge of Magnus! Magnus, who is quickly becoming the greatest enemy of the Metal Mob...

Leeja is seized.

Magnus is too late to prevent it. But he follows the locator signal and fights his way into the heart of the Mob's stronghold, ultimately coming face to face with Big Guns. Their epic battle begins. It looks bad for Magnus.

INTRODUCING: Cinnette, Timur (mysteriously), Big Guns—a half-human, half-robot powerhouse, and more.

ISSUE #2 “Deliverance” (working title)

COVER DATE: ?

ANTAGONISTS: Timur, Big Guns, Assassin-Robs, the Metal Mob

SYNOPSIS: Magnus heroically defeats Big Guns and fights his way to the “Pens,” where the kidnapped are kept. Some are ransomed, some are sold off-world, to beings on planets where exceptionally appealing Earthlings are a prized commodity. Those who are not ransomed and not saleable as chattel are sold by weight as a protein source to the Arcturians. Leeja and her friend, Cinnette, are prime material for the chattel trade.

Magnus leads the prisoners out and to the beam lifts that will take them to higher levels and safety.

Cinnette, instantly enamored of Magnus, clings to him, doesn’t want to leave him. Leeja fumes. Magnus is clearly attracted to Cinnette....

Leeja is crushed.

Timur sends his best, his Assassin-Robs, to kill Magnus and recapture the kidnapped. Huge fight. Magnus wins and leads the kidnapped to safety.

Magnus vows to find and deal with Mob-Boss Timur. Timur vows to kill Magnus.

INTRODUCING: Assassin-Robs, Arcturians, Chattel-traders

ISSUE #3 “Prizefighter” (working title)

COVER DATE: ?

ANTAGONISTS: Hippolyta, Steelhammer, the Metal Mob

SYNOPSIS: In disguise, Magnus ventures into the Goph Lands searching for clues that will lead him to Timur. He discovers one of the Metal Mobs low-level enterprises, an illegal fighting circuit, pandering to the Goph market. The champion is a robot called Steelhammer. Undefeated Steelhammer has destroyed or killed every opponent he has faced, robotic or organic.

A human woman, Hippolyta, who has been genetically engineered and bionically enhanced, wins a preliminary bout and the right to face Steelhammer. Magnus learns that Hippolyta's lover, a fighter, was killed by Steelhammer, and that she seeks revenge—but he realizes that she cannot win.

Magnus visits Cinnette. He has decided that he must take down this “Steelhammer.” He asks if she will help him, come with him to the Goph Lands and be in his corner.

Leave the pleasures of the Cloud-Levs and do something dangerous? No way.

Magnus goes it alone. Back to the Goph Lands, to the arena.

Magnus invokes the right of challenge and fights Hippolyta. He wins, subduing her as gently as possible.

Magnus fights Steelhammer—Robot Fighter against robot *fighter*—in an epic duel.

Leeja is there! Seems the locator chip she had implanted works both ways, once the connection was established. She helps Magnus, is in his corner.

Magnus wins, and spares Steelhammer, who he recognizes as a disguised Q-Rob.

Hippolyta is furious—she wants this killer robot dead. But Steelhammer begs forgiveness and offers information about the Mob Kingpin, Timur, who commanded him to kill all human opponents.

Magnus releases Steelhammer, who escapes into the night. Hippolyta, likewise vanishes. She's not content, by any means, but, for now....

Magnus and Leeja return to the Cloud-Levs. *Ah*, romance....

Meanwhile, Timur receives the report of the fight outcome. He is not happy. It was obviously Magnus. They will set a trap for him....

INTRODUCING: The Goph Lands, Hippolyta, Steelhammer

ISSUE #4 “Most Dangerous Game” (working title)

COVER DATE: ?

ANTAGONISTS: Timur, Andronicus,

SYNOPSIS: Based on information given him by Steelhammer, Magnus discovers another Mob activity—Most Dangerous Game Hunting. Mobsters sell “safaris” to corrupt, rich Cloud-Lev people. Q-Robs in hiding on the Goph-Levs are flushed out and the “hunters” gun them down.

Magnus intervenes, but cannot prevent the death of Steelhammer.

It’s all a trap, of course, and Magnus finds himself the prey of “hunting parties” of Mobsters.

With Leeja’s help, Magnus escapes.

Ultimately, Magnus follows clues left by Steelhammer and finds the Mob Kingpin—Timur. “Timur” means *iron* and he is, in fact, a Q-Rob. That he would treat his own kind so savagely is unbelievable to Magnus, but Timur has no regard for anyone other than himself. He has made himself near invincible and deadly—but after a tremendous battle, Magnus destroys him.

INTRODUCING: Cloud-Lev hunters, Timur’s bodyguards