

## Chapter 1 : Rogue Warden: Champions System Review, Part 1

*Dr. McQuark is an inventor and technical genius with some attention issues. He serves as an excellent support option if you have characters needing to modify existing equipment, investigate found devices, or upgrade their technology.*

Dear Pundit, After all t Long Live GameHole Con! Looks like I made it into a picture ; Tonight is the photo dump post. I have three of the artists from Artists Row included. The First World War has been in the new The summary should be up tomorrow. Here are some highlights: They are a way to feed our souls. Event Zero - I have been given a copies of Adventurers! Event Zero, the Supers setting for Adventurers! I think this is a great game and setti A Century Ago - In Flanders fields the poppies blow Between the crosses, row on row, That mark our place; and in the sky The larks, still bravely singing, fly Sc Over the years many books that are filled with such tips come to resembl Each of the eighty bodies had a weapon, wore armor, shield and each one had a coffer under the Coming later this month! The Gary Con Page on Facebook just posted the following: Bad and his minions. My players had predictably wandered off course. Not having thoroughly prepared, I Last week was a lot of modules, this week has a lesser number but continues the positive, to my way of thinking trend. I am her co-host. I just started writing a new short story this week. It seems only yest Teresa Guido - Welcome back to another Featured Artist post.

Chapter 2 : Champions Universe | Setting | RPGGeek

*Dr. McQuark's Superhero Supply & Gymnasium, of course. The Doctor and his friendly, efficient staff have been serving the superhero community for nearly 10 years.*

Old Nerd Retrospect Presents: It was also the last time this blog was really productive, and also the last time I was really well and truly focused on the superhero genre for the long haul. Sometimes years went by without an issue. The cover is by Mark Williams. I actually played a demo of it at Origins in It was fun, but not something I was all that interested in. The ad touts the fact that each adventure includes game stats for both systems. The layout looks to be by hand or possibly very early computer-aided pasteup. Apart from the table of contents, page one lists the AC staff as follows: Between the Lines also written by Mr. This time around, they answer a pair of questions that came from conventions. This is possibly the first appearance in print of the notion of the Hero System as a toolkit. The second question was, in my opinion, of equal importance, namely this: Do you star on segment 1? What if a character is hit by a surprise attack? Believe it or not, this was an important rules clarification and it became standard practice in later editions of the game. Superhype, written by Ray Greer, is a promotional column devoted to new and upcoming products. This would ultimately be a couple of books: Crooks and Crusaders offers a new character. It makes him strong and has some armor, life support, and a decent blaster. The accompanying illustration by Mike Witherby is a nice departure from Mark Williams. Witherby has a bit of Kirby style and it suits the character. Granted, there are reasons to use Activation Rolls, in order to represent unreliable equipment, but suggesting it as a cost-cutting measure for NPCs is kind of ridiculous in retrospect. However, for this first column, the focus is on cops. The article gives two package deals Police Academy Training and Police Detective and the article suggests basing the game not on real police work, but TV cop shows, modeling the game after the way those shows are structured, along with a brief mention of tropes and the admonition to make sure your adventures include things for each character to do. Foxbat and Fandom is the letter column. In it, the villain Pulsar attempts to steal an uncompleted body belonging to the robotic conqueror Mechanon. And possibly a few other villains. This is a terrific little adventure. It does some nice world-building by establishing that Mechanon has robotic factories secreted around the land, where his consciousness can be transferred into a new body. Plus, it has a nice map of an airport and the robotic factory. The inside back cover is a Hero Games order form. The available products are: Champions The Island of Dr.

**Chapter 3 : All Products from Hero Games - Noble Knight Games**

*Magic in the Shadows So, you think you know magic? Chummer, I can write a book on what you don't know. Can you design a spell or enchant a dagger? Can you invoke a great spirit or divine the future?*

The big news is that the Champions 3rd Edition boxed set is selling well and, notably, there is a comment that Steve presumably Petersen has promised to never change the rules again, so " It would be 5 more years before we went to 4th Edition, so they did pretty well in the not changing it again department. McQuark and the gadgets book. The letters are still a lot of in-character trash-talking between various super groups, the still-dead Foxbat, and his replacement Lenore. I particularly liked the one based on a Red Dawn style partial conquest of the U. The author does use a handy format for these kinds of things: He gives the name, a short history of how things went differently from ours, the present situation, endangered heroes star-spangled heroes are usually in this list , and help, such as an underground or rebel movement. When I hear that name, this is what I usually think of: Either way, his stats are: Mechanically I like him - to steal a football bit of wisdom Defense and Luck wins Championships. This guy has excellent, broad defenses, life support, luck, and flight. Plus he has enough offense to get by. This also makes for a pretty good test: Are you hero enough to work alongside Captain USA? Of course I suspect that post-Avengers any annoyingly monologging super, hero or villain, will get Hulk-punched right out of the scene, but hopefully that will die down in a year or so. There is also the errata for Champions III and there is quite a bit of it, including a complete replacement of the Variable Power Pool section. If someone was to go back and run an old school Champions game that included Champs III then this would be good information to have. The big adventure this month is "Grasp, Inc. Part two begins when a talking chimp knocks on their door, shares some information, and dies, which leads the team to a corporate base in Antarctica - I kid you not, and this is a comic-book game after all. I bet that heros is really scared now! Part 4 is a single big combat encounter against the leadership of Grasp itself which is somewhat anti-climactic - more of the mercs, two low-powered supers, and then a twist at the end that makes the heroes look bad. I would like the last fight of an arc to be memorable or notable in some way and this does not really do that. Considering the prominence of the frozen base I would write up some mutant animal supers and have them show up as the final opponents instead of the mercs. The adventure gives us one mutant tiger for this encounter but I think there should be more. Maybe cyber them up with some of those specialized anti-hero weapons from Part 3. I liked the rest of the adventure, this is the only part that I thought really called for "more". Covert Action is the espionage column and covers what the good guys can do when the justice system fails to deliver justice. There is also some discussion of psych limitations and the Unluck disad. One interesting thought on Unluck: The Empire Club is the new column for Justice Inc. Cardboard Heroes set 3 apparently had some printing problems and they liked Chill.

**Chapter 4 : Blood and Dr. McQuark, The - Hero & Champions 3rd Ed - Noble Knight Games**

*Buy Blood and Dr. McQuark, The - Hero & Champions 3rd Ed from Hero Games - part of our ' Role Playing Games collection.*

Professor Watkins in *The Invasion*. In *The Time Warrior*, a Sontaran kidnaps scientists from his future to make them repair his spaceship. Edit Villains and Vigilantes. Characters are only allowed to have a certain number of insightful ideas Invention Points. Champions supplement *The Blood and Dr.* The brilliant scientist Dr. He pretended to go along with them while hoping for rescue. McQuark was rescued by the superhero Radion. When Harold Wilkesom created a prototype of a weapon that could silently throw metal playing cards, he was kidnapped by the villain group TRADE and forced to continue his research on it. When he learned he would be killed when it was complete, he used the prototype to escape. Edit In *Fallout 2* Darion, the leader of a raider gang, had a vacationing medical doctor kidnapped in order to work on his heart condition. The man complies largely because this also allows him to provide assistance to the Vault 15 squatters. In *Evil Genius* the player can kidnap specialists including scientists and interrogate them to unlock new minion types. Happens all the time in *Metal Gear*, including but not limited to: Drago Petrovich Madnar in *Metal Gear*, original inventor of the eponymous battletank. Petrovich again in *Metal Gear 2 Solid Snake*. Otacon in *Metal Gear Solid*, whose plans for a defensive missile system were used to build a nuclear-equipped walking battletank. Used partially in *Mega Man 4*. While not the victim of the kidnapping himself, but rather, his daughter, Dr. Mikhail Cossack is blackmailed by Dr. Willy to build him an army of robots to defeat Mega Man and take over the world. Played straight in the next game with Dr. Yuuichiro Hikari kidnapped by the Nebula syndicate for the duration of the game. Happens within the first 20 minutes of *Pokemon XD*: Professor Krane is kidnapped by a couple of Cipher peons to forcibly help with their Shadow Pokemon research. In the *Twinbee* series, more often than not the plot is set in motion with Dr. The Trash-Men in *In Famous* kidnap engineers to help them interfere with the power supply and construct their giant tower of junk. In the sequel, *Dr Wolfe*, the inventor the the Ray Sphere is kidnapped and forced to work for Bertrand. Occurs semi-regularly in *Command and Conquer Tiberium* series, most notable examples being Dr. Ignatio Moebius and Dr. Thing is, Nod scientists are treated very well and have practically limitless resources, so it is not uncommon for kidnapped scientists to pull a Face Heel Turn, which is implied to have happened with Dr.

Chapter 5 : The Blood and Dr. McQuark | RPG Item | RPGGeek

*The Blood and Dr. McQuark (Organization Book 3 for Champions) by Aaron Allston & Patrick E. Bradley. Hero Games. Very Good. HER Staple Bound. Glossy cover, little wear.*

Team Fortress 2 has them as the primary kill-earner of the Engineer. Parts of this trope are averted with the laser designator - it does burn ammo. In standard Team Fortress 2 logic, wrench it and your metal will rearm it. Starts out as a single gun. Upgrades to double chainguns and then a further upgrade gives it rockets. At first, only you enemies have them as "Shade" turrets. In Halo 2, there are human turrets as well as the Shade turrets, which are no longer floaty. Grunts also occasionally have these that they deploy. As of Halo 3, you can rip these off their mounts can carry them as weapons. Portal has cutsey ones that follow the iPod aesthetic and say adorable things as they ventilate the player. Half-Life 2 has the tripod guns that can be moved or knocked over with the Gravity Gun. Tribes 2 had players on defense farm them in massive numbers. System Shock and its sequel used them, and let the player subvert them to his side by hacking. Bioshock has them, too. Perfect Dark had it as the secondary function of the Laptop Gun. In Deus Ex , they can be hacked and turned against enemies. Serious Sam series having cannon turrets in 1, cannon rocket and plasma turrets in 2 and minigun turrets in 3. Quake 4 has the obligatory ceiling turrets, as well as air-dropped turrets and homing missile turrets outdoors. Rise of Legends has a turret drop ability for Carlini. Protoss turrets from Starcraft are robotic. Terran missile turrets are manned, according to the sequel at least. The automated floor and wall turrets are present in installation levels though. Zerg Sunken and Spore Colonies, being living entities , sort of qualify. In Starcraft II , the bunker can be upgraded to have a machine gun nest on top, with threat-recognition programming derived from Zerg instincts. There is also a pop-up flamethrower turret. Odd example from Beyond Good and Evil. She could sneak right by it unscathed otherwise. It basically made some sections "must-pass" stealth sequences. All Tower Defense games are built around this trope - you place multiple guns of different types down to prevent the enemies from reaching you. Bullet Bill Blasters from Super Mario series are rather well-known. Sentry Guns some of the more common enemies in the Contra series. Super Meat Boy has got rocket turrets and saw blade guns. Champions Online features a sentry gun power in the Inventor set. The quality of turrets gets upgraded as you progress through the game and unlock higher levels of technology. Fallout 3 has two types of sentry guns but they both have only three settings, 1 friendly to your enemies 2 hostile to everyone 3 off. The last one is often achieved with a shotgun, but most have an override computer near them. Mass Effect 3 has Combat Engineers, who can deploy turrets in the middle of battle. Said turrets are, per second of exposure, among the deadliest enemies in the game. Splinter Cell has these. Instead, each one has a control console near them. Tachyon the Fringe has space mines that are actually armed with lasers instead of powerful explosives. They go down from one shot, though.

**Chapter 6 : Good, Bad and Really Stupid Player Stories Part I**

*The Blood are from "The Blood and Dr. McQuark" organization book 3, released in by Hero Games. The Blood section of the book was written by Aaron Allston and the Dr McQuark section by Patrick E. Bradley.*

It should be no surprise to longtime readers that this is one of my favorite and cherished RPG systems. Some other people you may have heard of include best-selling novelist Michael Stackpole, whose character "Revenant" was first created for Champions, and comic book artist and entrepreneur Ben Dunn, who not only illustrated some covers for Champions in 4th edition, but he also began his character "Tomorrow Man" from his Champions RPG experiences. Champions Overview Champions is another name for the Hero System, an RPG that is universal in that it can be used for nearly any genre. Champions started out in and has been through six editions up to the current date. In , Hero Games sharply reduced itself down to only a handful of staff. The Hero System at large is supported by irregular releases primarily funded through kickstarter, and, for all intents and purposes, essentially exists now only as a legacy property. Hero did not have a booth at Gen Con in or , further cementing the sad fact that the company and the game itself are mere shadows of what they once were. The First Three Editions The grand-daddy! The one and only. Any superhero RPG fan should own a copy. Danger International Justice Inc. McQuark There are two more special products for this edition of Champions that each deserve a note. The second is an adventure titled Wings of the Valkyrie. The premise of this adventure is that the heroes are being sent back in time in order to save Hitler from assassination during WWII. This adventure was so controversial that it was actually recalled by the publisher. Featured Creators For the first three editions, here are the people who I think were the most influential as creators. The Game Designers Obviously the designers of the game itself deserve recognition: For example, the Blood in The Blood and Dr. McQuirk are a fascinating group. Ninja Hero for 4th edition is a tour de force, and the 5th and 6th edition of the Champions genre books benefit greatly from his influence. Just take a look at his list of game credits! I hold it sacred amongst the many, many games that I own. Here are some reasons why I feel that way: The system for Champions offers incredible depth—it is a game where designing a character and how his abilities work is a mini-game all its own. You win that mini-game by accurately modeling a tricky power set or building a character in a new or original fashion. Champions is really where I feel I started my journey as a game designer, because the Hero System is set up to allow “nay, encourage” tinkering. The Hero System is very strong as a universal system in that you can use it for fantasy, espionage, sci-fi, and any flavor of superhero RPG action. Points Limits and Concept Compromises: The intent of the limit is to present different ways to play the game. For example, if you want to play a game where the characters are all street-level crimefighters, it makes sense that they would be built using fewer points than a Justice League-style group of interplanetary superheroes. However, in practice, there are some concepts that simply require more points to work than others. A companion issue to the concepts and point limits mentioned above is that some powers and abilities simply do not scale with varying levels of the game. The power of Mind Control, for example, is tied to a set number for achieving effects that simply require a certain number of points to even make possible. A notorious example is that of the X-men character Rogue. While her powers are simple to explain, attempting to define them in the Hero System means that either Rogue has a points limit vastly higher than everyone else in her own team or that she takes numerous discussions with the GM to even begin to approach her potential. Complex and Intimidating to New Players: It is a complex game that has a long and involved process for creating characters. The sheer size of the rulebook can be quite intimidating to new players, although in the first three editions, this was much less of an issue. There is also often a larger burden on the GM for the Hero System if he wants to build enemies, gear, or anything else not already covered in the book. Later editions of Champions did a good job of furnishing the GM with copious examples and resources to smooth this out, however.

*The Blood and Dr. McQuark is great because it introduces The Blood. An alien race hiding out here on Earth. Very well written info, and some interesting personalities.*

Dear Pundit, After all t Long Live GameHole Con! Looks like I made it into a picture ; Tonight is the photo dump post. I have three of the artists from Artists Row included. The First World War has been in the new The summary should be up tomorrow. Here are some highlights: They are a way to feed our souls. Event Zero - I have been given a copies of Adventurers! Event Zero, the Supers setting for Adventurers! I think this is a great game and setti A Century Ago - In Flanders fields the poppies blow Between the crosses, row on row, That mark our place; and in the sky The larks, still bravely singing, fly Sc Over the years many books that are filled with such tips come to resembl Each of the eighty bodies had a weapon, wore armor, shield and each one had a coffer under the Coming later this month! The Gary Con Page on Facebook just posted the following: Bad and his minions. My players had predictably wandered off course. Not having thoroughly prepared, I Last week was a lot of modules, this week has a lesser number but continues the positive, to my way of thinking trend. I am her co-host. I just started writing a new short story this week. It seems only yest

**Chapter 8 : My Dice Are Older Than You: September**

*The Blood and Dr. McQuark. Several automatic weapon systems were used in Dr. McQuark's base. Several automatic weapon systems were used in Dr. McQuark's base. Car Wars.*

This got me to thinking, and I present the following, which may not be cool or awe-inspiring stories or events, but should get a few chuckles. The events are from a number of different games, not all of which I actually played in at the time. Worst intro of ALL time: The Art Museum is being robbed by a supervillainess named Crystal. This event is witnessed by Player A. He dashes into the restroom and changes into his Running out, he tells Crystal to stop. She turns and says "Who are you? This scene is witness by Player B. He trots his character over and decides to help save the day by activating his Instant Change and adopting his Heroic ID. Did I mention his name is "The Amoeba"? Two cops freak and open fire. He did have Regen BTW. Swinging across the street, the character lands on a car roof and spouts: GM rolls some dice Crystal is in there I have to get her out! Do you think a 12d6 gas tank explosion is going to slow her down? Oh, and by the way, Jackhammer? You know that mystery disad? I used the Blood from Blood and Dr. McQuark by Aaron Allston in my game. One Player uttered the following: In one game the PCs arrive to find that the villains have been tearing up the town literally. Spotting our heroes, he starts walking towards them, casually pushing the bus aside as he goes. PCs see this and the wheels start turning Fight sorta runs like this: Red Shift tries to Block. Block fails and WHAM! Red Shift gets tent-pegged into the street. Behemoth then picks up the remaining piece of pickup and smashes Sapphire with it. Behemoth ended up getting wiped out by Daystar, the 15 year old psychic, who had just shown up. Behemoth had a Vulnerability to mental powers This is one I did. The scene is the opening of a fight well, it was going to be a fight real soon between the Northern Lights, a Canadian super team, and members of the Tarot Conspiracy. I got a DEX of 30! Same character Koyotie different fight. Koyotie has 15 Body, 35 Stun and some activation Armor. We get into a fight with the Renegades, a nasty collection of villains. Koyotie starts out dueling with Slasher, so named for the long knife she carries. Slasher out, Koyotie down 5 Body from two hits. Koyotie then takes out the Rook, the Renegades brick. On top of that PCs are fighting a bunch of alien soldiers who have infiltrated the planet in order to eventually conquer it. Digital, team brick, Superleaps across the battlefield. Same fight as above. The aliens buried their starship in order to hide it. Access was by a small wooden building looking like a workshop over the main hatch. One of the players has his character, The Crimson Blade, run inside and hides in the roof supports, waiting for a couple of stormtroopers to open the hatch. Sure enough two troopers walk inside. Blade gets ready to jump them. At that moment another player hits the communicator switch. Blade, hiding in the roof hears the radio on his belt come to life. Blade, thinking quickly yells "Surprise! PCs have gotten inside the alien spaceship and are in a desperate firefight with the enemy, trying to free one of their number. One of the characters his name escapes me is a shamanistic type. I ask "What do you do? A Few Smooth Moves: Tossing the 8d6 Explosive fireball at a target 6 hexes away. Stealthing down the street and rolling a 17, tripping over a trash can and alerting everyone. Trying to go up the side of a building, rolling an 18 on your Climbing and having the the rusty fire escape peel off the wall and fall on you. The game is Sengoku, Japan in the Age of War Most of the characters are samurai and fights are nasty! Double for a head hit and Yabu the PC takes 8 Body to his face Jiro and Junzo two samurai PCs are fighting some bandits. Both get jumped by the bandit leader, who unleashes his Autofire attack at the duo. Junzo takes 12 Body and 60 Stun to his head! Get a Clue Dept: One of the players created a peasant. I have no clue. With all the possibilities available, why anyone would want to be at the bottom of the social order is beyond me Anyway, being a peasant the PC gets no armor, and no real weapons. He did design a point martial arts Anyway for a while, every fight went like this: PC jumps into battle, throws a Spinning Side Kick and then gets swatted in location 13 vitals. This happened in something like 4 fights. So, the PC gets promoted to ashigaru status and is given a spear and simple armor. He dumps the armor The Incredible Bulk yes, that was the name is surrounded by a bunch of Viper agents while standing in a pasture. When asked by the GM what he does, the Player responds: Did You Get the Number of that Truck? The PCs are stuck in a alternate future that uses a lot of anime influences. In

true Bubblegum Crisis style the PCs have to stop a rampaging cyberdroid. The first PC to act has his character step out into the street, lower his assault cannon and rolls Same universe, new game, new players. Same situation The first PC to act has his character step out into the street, lower his assault cannon, fire a three round burst and roll The GM tells him to roll damage and location. One shoulder hit and two head hits. Something like 25 Body The cyberdroid collapses in a spray of metal fragments. Some time later, the DNPC returns with a woman in tow. The PC believes none of this and goes to the bar to get the woman a drink. The PC shouts "Blake! Unclear on the Concept: Titan, the STR brick, Haymakers some hapless agent One of the female PCs catches him at it and whacks him in the head with a stick. The end result something like 6 Body results in a concussion after hit location mods are figured in Taking it on the Chin: America, a true Super Hero! He hits and after PD is subtracted Mr.

**Chapter 9 : - The Blood and Dr McQuark by Aaron and Patrick E. Bradley Allston**

*Champions supplement The Blood and Dr. McQuark. The brilliant scientist Dr. McQuark was kidnapped by the villain group VIPER and forced to create new technology for them. The brilliant scientist Dr. McQuark was kidnapped by the villain group VIPER and forced to create new technology for them.*

An occupational hazard of having a specialized talent in demand is that sometimes "demand" can be taken literally – a professional such as a scientist or engineer is kidnapped and coerced into working for the bad guys, under threat to their life or the lives of their loved ones. Note that this is not the same as kidnapping someone for information, using them as a Living MacGuffin, or having someone Made a Slave for menial or sexual tasks – but having a professional work intimately with the most delicate aspects of a plan, requiring highly specialized skills. Also see The Worm Guy, a more benign usually version. More than once, she has attempted suicide over the guilt, but Kenshin convinced her to pick up her medical studies and focus on healing as many people as possible. Professor Calculus in Tintin has been kidnapped on two different occasions. In Athena Voltaire and the Immortal Power, Werner Lang is a German researcher, but would no longer be working with the Nazis if he had any say in the matter. However, the Nazis want his research, and Athena is sent to rescue him. Fan Works A Fandom-Specific Plot for Phineas and Ferb involves at least one of the titular duo being kidnapped and forced to use their talents for evil. This usually necessitates a rescue by Perry. The Movie, Jumba is kidnapped by his old partner Dr. Hamsterviel as ransom for his experiments. Tony Stark and Dr. Yinsen are abducted and told to build the Jericho missile by the Ten Rings or be executed. They Take a Third Option. The Avengers, Astrophysicist Dr. Erik Selvig was kidnapped and brainwashed by Loki to help build a portal device powered by the Tesseract Top Secret! The Pink Panther Strikes Again had the now-evil and insane Dreyfus capturing a scientist and his Beautiful Daughter to build a disintegration ray. The Secret of the Ooze has Shredder and the Foot Clan kidnapping a scientist that was involved in the development of the Ooze responsible for transforming the Turtles into their present state so he could force said scientist to create an army of mutants. The scientist reluctantly obliges, but uses infant animals and contaminates the ooze so that they retain a child-like intelligence resulting in Tokka and Rahzar. After being rescued by the Turtles, the scientist works with them to formulate an anti-mutagen based on the contamination so that the two mutants can be turned back to normal. The League of Extraordinary Gentlemen. The Fantom captured scientists and their families. The capture of Jorn in Robot Holocaust, which sets off the plot. He later forces the doctor to convert a prototype fusion reactor into a neutron bomb. Galen Erso is forcibly recruited by the Empire to design the Death Star. Initially, he refused to cooperate they killed his wife and attempted to kidnap his daughter to force his compliance but after realizing they would still eventually complete the project without him, he changed his mind. Pretending to be a broken man, he secretly used his position to sabotage the Death Star by sneaking in a critical flaw that could be exploited to destroy the station. On The Americans, the Soviets kidnap dissident and physicist Anton Baklanov so he can help create a stealth airplane for them. Professor Watkins in "The Invasion". In "The Time Warrior", a Sontaran kidnaps scientists from his future to make them repair his spaceship. The Doctor finds a message in an Abandoned Laboratory from the scientists who used to work there, who were kidnapped, and their families held hostage, and forced to build horrific weapons for their captors. Characters are only allowed to have a certain number of insightful ideas Invention Points. Champions supplement The Blood and Dr. The brilliant scientist Dr. He pretended to go along with them while hoping for rescue. McQuark was rescued by the superhero Radion. When Harold Wilkesom created a prototype of a weapon that could silently throw metal playing cards, he was kidnapped by the villain group TRADE and forced to continue his research on it. When he learned he would be killed when it was complete, he used the prototype to escape. Video Games In Fallout 2 Darion, the leader of a raider gang, had a vacationing medical doctor kidnapped in order to work on his heart condition. The man complies largely because this also allows him to provide assistance to the Vault 15 squatters. In Evil Genius the player can kidnap specialists including scientists and interrogate them to unlock new minion types. Happens all the time in Metal Gear, including but not limited to: Drago Pettrovich Madnar in Metal Gear, original inventor of

the eponymous battletank. Petrovich again in Metal Gear 2: Otacon in Metal Gear Solid , whose plans for a defensive missile system were used to build a nuclear-equipped walking battletank. Nikolai Sokolov in Metal Gear Solid 3: Snake Eater , a Soviet scientist who defected, but was rekidnapped by Colonel Volgin so that he could finish the Shagohod. Naomi Hunter in Metal Gear Solid 4: Used partially in Mega Man 4. While not the victim of the kidnapping himself, but rather, his daughter , Dr. Mikhail Cossack is blackmailed by Dr. Wily to build him an army of robots to defeat Mega Man and take over the world. Played straight in the next game with Dr. Yuuichiro Hikari kidnapped by the Nebula syndicate for the duration of the game. In the Twinbee series, more often than not the plot is set in motion with Dr. Tiberian Series , most notable examples being Dr. Ignatio Moebius and Dr. Webcomics Charles in Antihero for Hire. Your power suits keep them alive and give them the edge. Back them up with bipedal weapons platforms and actually expendable robot troops. What do you think? Sorry for any confusion " In the crossover comic between Flare and Spying with Lana , the two heroines work together to rescue a Belorussian scientist from the Corrupt Corporate Executive J. Western Animation All the time in Inspector Gadget. It seemed like half of M. Subverted in Invader Zim where there is an entire race of kidnapped scientists Elisa calls him out on it and in the end Xanatos rescues Sevarius anyway. Ironic in that Nimmul was already evil, but he still hated not being given credit for the crime spree. Algernon from Exo Squad was captured by the Neosapiens early in the war and constructed a number of fantastic weapons for them most notably, the GRAF Shield until his recapture by the Exofleet. Being somewhat of a Mad Scientist , however, he is rather indifferent towards his employees and cares more about Flab equipment than about who uses his inventions and to what ends. Serling Roquette from Young Justice was kidnapped in order to produce a nano-robotic "fog" capable of stealing information and destroying the computers that held it. Killigan kidnaps a scientist who had developed a top-secret missile-defense system Real Life Los Zetas, a major Mexican crime syndicate, has been known to kidnap telecoms engineers to build and maintain their communications network. Unlike their usual kidnapping victims, ransoms are not offered and the victims are believed to be killed when they have outlived their usefulness.