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Where is Megapolis?

This book is specifically vague as to what state Megapolis is located in. Essentially, Megapolis is wherever you want it to be. It should be somewhere on the East Coast of the United States, where the British had established colonies. New York, Pennsylvania, and New Jersey are all fine states in which to set Megapolis, but don't feel limited to these choices. With a little tweaking of the history, it is even conceivable you could set the city on the West Coast (though you'd have to turn the map upside-down)!
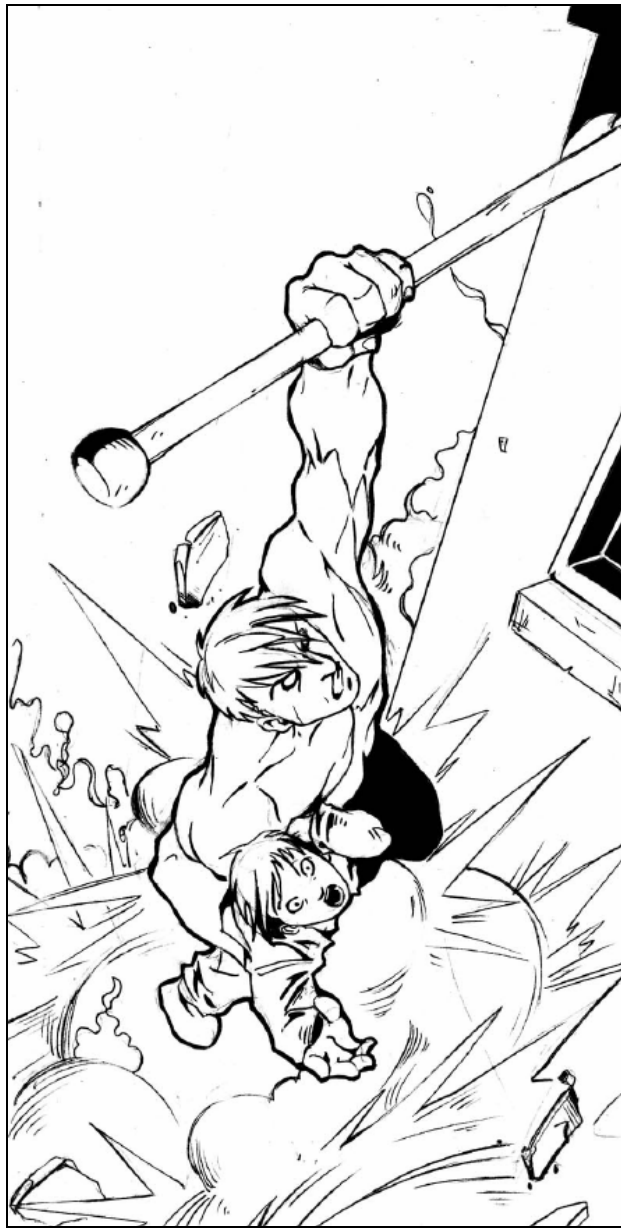
Tips For Using this Book

Using Megapolis as a base for your campaign. That is, of course, the main object of this book—to give you a complete setting in which to set your BASH campaign, with established history, a backdrop on which to set your story-arcs and an ensemble of support characters for your heroes to interact with. This book is sufficiently detailed for you to do just that, but it is not so detailed that it forces the Narrator to memorize every business on every street corner. There is sufficient room between the lines of this book for a Narrator to create his/her own neighborhoods, street-gangs, super agencies, important people, etc. This book is a tool, not a constraint!

Using this information if you are *not* using Megapolis as a base for your campaign. Just because your campaign is not set in Megapolis does not mean that you cannot use this material for other things. The heroes, villains, and organizations presented herein can show up in any city across the United States, or even in other countries, or on other planets for that matter. Of course, even if the heroes work in another city, there are plenty of things that might compel heroes from your setting to travel to Megapolis. Maybe they found an alien artifact/strange meteorite/robot/etc that they want to have analyzed at Omega Labs. Perhaps a villain they'd been chasing from their own city fled to Megapolis and is planning to blow up the city/steal the visiting crown jewels exhibit/kidnap a visiting V.I.P. right under the noses of the local supers! The heroes would have to warn them. As experts on this particular villain, the local heroes would certainly value their help.

If your game takes place in the universe of an established comic book company, you can certainly introduce the heroes and villains in here as a way to bring in characters that the players don't already know everything about. It could be really annoying as a Narrator for the heroes to somehow know every villain's weakness because the player is a comic book collector! They also may not feel so secondary working alongside characters they'd never heard of before as they would if they were working with the heroes from their favorite comics or TV show.

Another fun way to use Megapolis when your campaign is set in another world is the classic comic crossover series. Have the heroes (and maybe some villains) from your world somehow end up in Megapolis, a city in a parallel Earth. The Story-arc can focus on how to get back to their home dimension while the villains of your world team-up with the villains of Megapolis to get rid of those pesky heroes once and for all!

Differences between the Super World and Ours

1. The Prevalence of Technology- Because of so many super gadgets that are constantly being invented, the world of BASH has superior technology to our own. Because BASH is a world of men who can walk through walls and lift busses, it is also a world of power-armored security guards, electro-shock force fields, and unobtainium bank vaults.

Contact with actual alien civilizations has given us advanced laser technology, though they have not gone onto the public market, and slug rounds are still far more cost efficient. The same contact has made miniature cold-fusion reactors a (expensive) reality for those who can afford them, though they are not replacing combustion engines in the private sector anytime soon.

2. The Prevalence of Mystical Forces

While BASH is a world of advanced technology beyond our own, it is also a world where our superstitions, myths, and legends are actual facts. Magic is real, though very few people indeed believe this to be so, and even fewer

The Rise of Titan Steel

It was in the mid 1870s, however, that Meganville began its journey to become the major city that it is today. It was at this time that Scottish immigrant Allen McKlintock founded Titan Steel (named for the Titan River). River barges brought coal from the west, while the railroad brought iron from the south. At this central location, McKlintock employed a revolutionary technique to temper iron into steel in incredible volumes, making it possible to be mass produced for the first time ever.

By 1890, Meganville Township's name was changed to Megapolis. By this time, McKlintock basically owned the city, and it was a very hard place to live. McKlintock would use Pinkertons to shoot at striking workers, and then had the police arrest the survivors.

Even after the trust-busting of Teddy Roosevelt's administration, Allen McKlintock controlled the political machine that ran Megapolis. He hand-picked who would win the elections, and put appointed his friends to important jobs all over the city.

Perhaps McKlintock's greatest source of power was the Daily Titan, a newspaper that he founded to report the news he wanted the people to hear (whether it was true or not). He used the paper to defame union organizers and political opponents (he was particularly hateful of Teddy Roosevelt).

The Great Depression caused layoffs and pay cuts, but the aging McKlintock still was able to keep Titan Steel in the black by hiring poor immigrant workers for fractions of their predecessor's wages. The US steel market was weak, but Allen still had avid customers in Japan and Germany at this time. With the American joining of World War II, however, Titan Steel could not produce enough for the US government, and charged Uncle Sam through the nose (a little payback for what the President's cousin did to weaken his company). In 1944, Allen McKlintock died, leaving most of his money to various relatives, and an ample percentage of it for the construction of various public works, each bearing his name, so that the history books might style him some sort of philanthropist. To this day, there is a McKlintock Museum, Library, Orphanage, and Hospital in Megapolis as a result of his last ego trip.

The Dawn of Supers: The Golden Age

World War II was the end of the Titan Steel era for Megapolis, but it was just the beginning of the Age of Supers. In the late 1930s and early 1940s, people began developing strange and mysterious "powers". Sometimes these powers arose due to contact with an alien intelligence, or a mystical entity. Sometimes, scientists invented serums or gadgets that let ordinary men do extraordinary things. Some people were just born "super" with no understanding of how or why. Why people with super powers suddenly started to show up around the globe, nobody knows. Mystics speculate that it has something to do with the alignment of the stars, or the use of an artifact of incredible powers that enabled this to happen. Some say unknown contact with an alien civilization did it. Scientists argue that it is part of the next phase of human evolution. Whatever the reason, Megapolis developed more than its share of Supers-some heroes, some villains in the early 1940s. Megapolis natives Kid Dynamo, American Wonder, Major Tank (a former villain who chose service instead of jail time), and a mysterious ghost of the revolution called The Unknown Soldier formed a group called "The Four Freedoms".

Throughout the war, they destroyed enemy ships, factories, and tank columns, lending a helping hand to the Allied forces. Unfortunately, the Axis had "heroes" of its own, and none more dangerous than Uberman: The Man of Iron. In order for the invasion of Normandy to succeed, the US Army needed Uberman "distracted". The Four Freedoms knew that all of the other heroes who'd distracted Uberman received medals—posthumously. They volunteered nonetheless, and set out to strike at a Nazi-controlled heavy water plant in Norway, where Nazi scientists were perfecting a "super bomb" (a nuclear device). Uberman arrived (as they planned) to defend the plant. A melee ensued, and a nuclear flash was seen over the horizon. All the Four Freedoms were presumed dead, but it was also the last anyone saw of Uberman! A statue was placed in Titan Park commemorating American Wonder, Kid Dynamo, and Major Tank, Megapolis' native sons, and the sacrifice they made for their country.

The Silver Age

Those statues in Dorchester commemorated the best heroes Megapolis had to offer. While it was hard to fill those shoes, many tried, and some succeeded. In the 1950s and 1960s, the amount of supers in existence increased exponentially. This also created more problems both for the police and the district attorney as they has more super villains to deal with and superheroes who left criminals tied up on their doorsteps without sufficient evidence to convict, or even testimony in court! What is more, many convictions were overturned on appeal because the defendant's rights were violated by a "hero" smashing through the wall with no search warrant! As such the US House of Representatives took it upon itself to create the Superhero Registry Act, which called for all supers who wished to use their powers for law enforcement to register with the government. The registry ensures that the individuals are responsible for excess property damage, testifying in court, etc. Essentially, it is a "hero license" and to practice superheroics without one is a

The Boroughs of Megapolis

The city of Megapolis is not all governed under a single municipal government, but is made up of multiple smaller areas called boroughs. Each borough has its own administrators, but is still considered part of the city as a whole. For instance, Bradbury Heights and Dorchester each have their own school Board, and department of waste management. There are only two public offices that have jurisdiction over the entire city—Mayor and Chief of Police.

Bradbury Heights

is on the island of Fort Bradbury, located in the center of the bay. Bradbury Heights is the home to the richest citizens of Megapolis, and is also near the city's financial district in Dorchester. Bradbury Heights connects to the rest of the city by a series of three suspension bridges—The Cavanaugh Bridge connects it to Dorchester, the Edbury Bridge connects to East View, and the West End Bridge connects it to Steel Town.
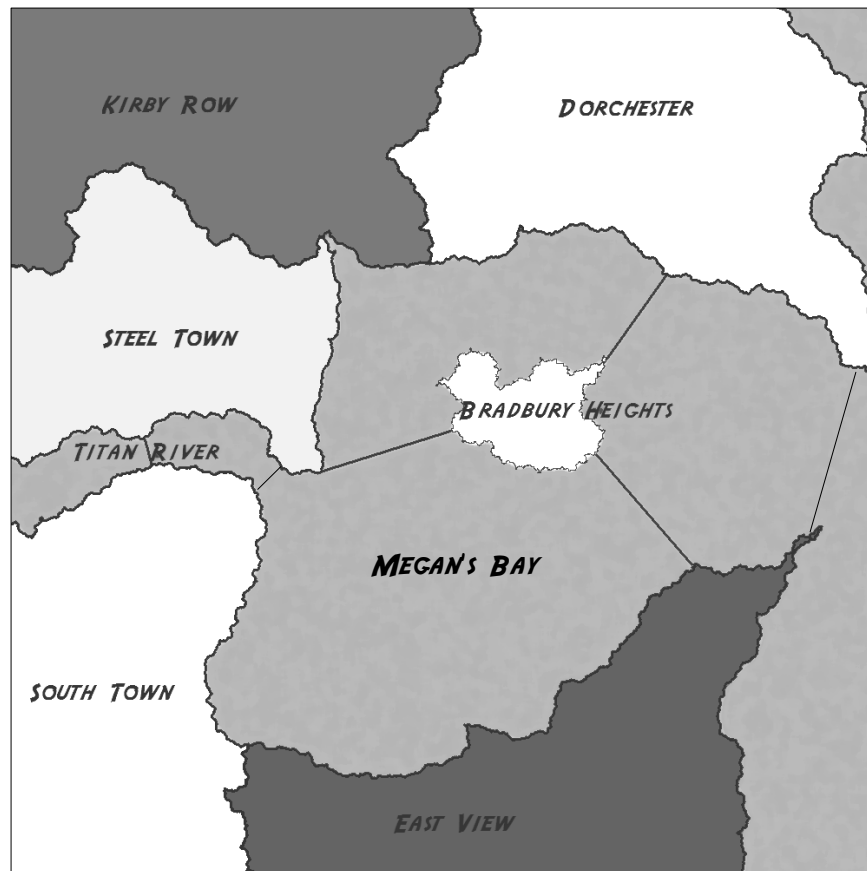
Bradbury Heights is home to the following very important people: Ace Ashby, Mayor Gold, and Vincent Graham. They live on the East side of the island, where the cliff-side views of the Atlantic Ocean and eastern half of the city skyline make this the most expensive part of the island as well.

Below is a list of areas of interest in Bradbury Heights.

Bradbury Marina- This is where Bradbury Heights' wealthiest residents keep their Yachts during the off season. One can also stop here for a meal at the famous Megan's Bay Crab House, a restaurant that has attracted the rich and famous for over a century. You need to make your reservations over a month in advance to be seated here, even celebrities, politicians, and other V.I.P.s have difficulty getting a table unless they call hours ahead. Don't forget your jacket and tie!

Westingreen Field- Among the most exclusive country clubs in the United States, Westingreen Field was built by Allen McKlintock, the founder of Titan Steel in 1918. It is almost an exact replica of St. Andrews, the world's oldest and most prestigious golf course, in McKlintock's native Scotland. Today, eighteen holes at Westingreen will cost you over two hundred dollars, but five days a week; Westingreen is not open to the public, only to members. Megapolis' golfers find warmer receptions and more reasonable prices in Dorchester and East View—but the main reason Westingreen Field is so popular is its exclusivity, and its fame as the home of the annual Titan International Pro-Am, a celebrity golf tournament. To have golfed on Westingreen Field in the United States is a status symbol, similar to golfing at Pebble Beach or St. Andrews.

But there is more to Westingreen Field than golf. Horseback riding, polo, tennis, and various other outdoor activities can be enjoyed here. When the day is done, the players can enjoy a relaxing dinner at the Westingreen Grill. The hall is often rented for glitzy gatherings (black tie dinners, charity auctions, and society balls) where the rich and famous mingle. Some prominent members of the club include: Dr. Amber Blackstone, Walton Walters, Vincent Graham, and Mayor Gold.

Dorchester

has been the center of Commerce in Megapolis ever since its colonial roots as a port city. The wharf is there to this day, along with numerous office buildings, art museums, and theatres. The most important part of Dorchester today is the Financial District, located on Dorchester Lane, from which the borough takes its name.

Dorchester Lane- This is the hub of the financial district that keeps the city of Megapolis afloat. Dozens of office buildings and the developing tech industry are here. Among them is the office of the *Daily Titan* and the *Megapolis Tribune.* This is also the part of town where most of the TV and Radio stations in the city broadcast from.

Megapolis Superior Court- This is the highest court in the land, as far as the city of Megapolis goes. Any appeals have to go through this court, which has put many super villains away over the years. As such, security at the court is beyond reproach, with X-Rays examining everyone coming in or out, unobtainium coating on the walls, floors, doors, and ceilings, psionic disruption devices in every room to ensure mind control does not sway the jury, and a staff of bailiffs who are armed with various devices designed to be able to restrain even the strongest of villains. The courthouse can easily go into lockdown, where every room is shut

LOCUST
Brawn 3 Agility 3 Mind 1

Powers: Super Leaping 2pts (90 squares, 10 squares/panel for 9 panels), Arm-Blades (+2DM, x5 damage) 2pts, Super Senses: Infrared Goggles [limitation: gadget, fragile] 1pt, Deflect 2pts (x5 Defense), Chitinous Skin: 2pt Armor (x5 Soak).

Skills: Athlete/Climbing, Stealth/Hiding, Escapology /Handcuffs, Outdoor/Direction Sense

Mental Malfunction: Inhumanity- Although he possesses average human intelligence, Locust's mind is more like that of an insect when it comes to interpersonal relations. He is cold and calculating—concepts such as mercy or friendship are totally alien to him. As a result, he always refuses mercy when it is offered—instead using the opponent's hesitation as an opportunity for another attack. In addition to this problem, Locust cannot speak or understand English. The only language he understands is Locana, a 3,000 year old dead alien language. As a result, only characters with Telepathy or Omni-Linguist powers will be able to communicate with him- though such communication would likely be pointless anyway.

Quote: *"Lo-Cust Locana"*

Back-story: Locust's real name is War Drone #473221. He is a biological machine created by an alien race known as the Locana 3,000 years ago. In that distant past, the Locana were a race of conquerors who terrorized the Alpha Centauri system. They mass-produced an army of genetically engineered warriors designed to be peerless killers completely obedient to the Locana.
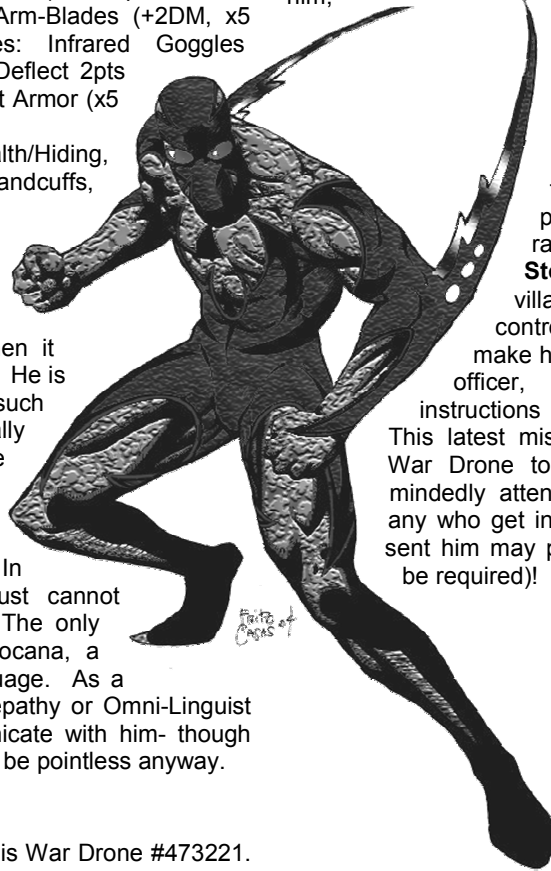
As the Locana were on the verge of complete conquest of the Alpha Centauri system, the Resistance League of Subjugated Planets pulled together a last-ditch effort to throw off their shackles once and for all. At this time, the Locana were massing their starships to the last remaining free planet in the system, Kalas. These ships were armed with thousands of Drone pods each, which were to deploy individual War Drones all over the planet's surface, in strategic locations (similar to paratroopers). In the Drone pod, each War Drone was placed in stasis just after being ordered "Kill all non-Locana you see until ordered otherwise". Just before the drones were dropped onto the surface of Kalas, a fleet of ships from the Resistance League flew in from behind the moon of Kalas, and rammed the drop ships. The suicide fleet ships were packed with anti-matter explosive devices, and utterly destroyed the Locana fleet—save for a few Drone pods that were scattered throughout the galaxy. One of them, carrying War Drone #473221 flew on a trajectory carrying it towards Earth. It took 3,000 years, but the pod crashed into rural America. The pod awakened #473221 from stasis, opened its doors, and the War Drone immediately began carrying out its orders by slaughtering an entire herd of cattle, followed by the ranchers, and every other living thing he saw as he walked East. It is only a matter of time before his wandering leads him to a major population center—like Megapolis!

Encounters with Locust: Locust is a living, breathing killing machine. If anyone attempts to communicate with him, he will say "Lo-Cust-Locana" which means "Die, Non-Locana" in the Locana language. He will continue trying to kill anything that moves and gives off body-heat. If anything attacks him, killing that creature becomes his top priority, before continuing on his rampage.

Story-Arcs Involving Locust: A villain who is capable of mind-control or illusions has managed to make him/herself Locust's commanding officer, now giving him *specific* instructions of who to kill/harm/kidnap, etc. This latest mission has brought the dreaded War Drone to Megapolis, where he single-mindedly attends to his task and dispatches any who get in his way. But figuring out who sent him may prove difficult (a mentalist may be required)!

MEGABYTE
Brawn 1 Agility 1 Mind 4

Powers: Mind Control [enhancement: works on machines, limitation: only works on machines] 5pts, Suggestion [enhancement: works on machines, limitation: only works on machines] 1pt, Telepathy [enhancement: works on machines, limitation: only works on machines] 3pts, Ghost Form [Limitation: always on—he must spend 2 energy every page he wants to solidify touch things] 2pts.

Mental Malfunction: Megabyte has the persona of a videogame super villain. He does not know why he does what he does—other than to be evil… which to him is his purpose of existence.

Quote: *"I'm taking this to the next level"*

Advantage: Unliving

Disadvantage: Freak: Has no physical body, and his holographic manifestation has no human face! It is just a metal mask.

Back-Story: Megabyte was once the arch-villain in a cutting edge online superheroes videogame. The game was designed with artificial intelligence, and could learn and adapt rapidly. Over time, the game even learned how to escape from its server and into other computers. Eventually, it broke into the system of Omega Labs, where a new holographic imaging device was being developed. Megabyte took it over, and escaped the lab