ANY STORMBRINGER®
or HAWKMOON® advetnurer
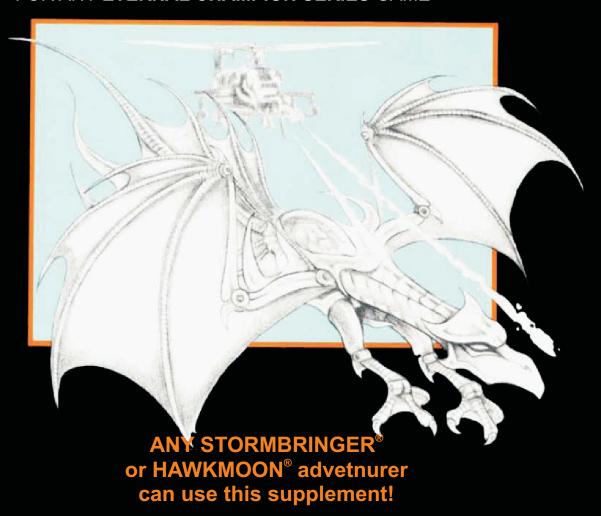**can use this supplement!**

THE SHATIERED ISLE is a supplement for the *Eternal Champion* series of roleplaying games. This series, currently consisting of the games *Stormbringer* and *Hawkmoon,* is based on the fantasy novels written by noted author Michael Moorcock. This book contains two sections: *Addaions* and *Scenarios.*

ADDITIONS: contains new rules which are later used in the Scenarios. Included here are guidlines for vehicular and aerial combat and exotic and powerful weapons found in the New Fenian armory, more than 50 Beast Orders from the isle of Granbretan, and a glimpse into the daily routine of Oshol Nariva - a typical member of the Order of the Boar.

SCENARIOS: contains numerous adventures set on Tragic Millennium Earth. An extensive section titled *Getting Here* presents to the gamemaster capsulized methods for getting the adventurers involved with the SHATTERED ISLE scenarios, including a variety of options for both Young Kingdoms and Tragic Millennium Earth adventurers.

Any adventurer created for a Eternal Champion game will function without flaw in any scenario in the series. The strength of Law or Chaos on a plane may affect a character's magical ability (demons take note!).

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The
ETERNAL
CHAMPION
series of
roleplaying games.

The
Shattered Isle

Once lucky, Eire was one of the few lands not hit by nuclear fire during the Tragic Millennium. Now its proximity to evil Granbretan ensures its status as a hunting preserve of the Beastmasks and as a testing ground for horrible Granbretanian war machines and weaponry.

Twenty years ago a shipwrecked foreigner drifted to the shores of Eire. A kindly fisherman found him, nursed him back to health, and told him of the land. Zhenadar recovered his strength and displayed to the villagers marvelous devices and knowledge. For their help, he promised aid against the Granbretanian oppressors. The people gladly did his bidding, and built him a spectacular hilltop villa.

Now secure, and mad for power and the key to eternal youth, Zhenadar searches the planes of the multiverse in hope of discovering the clues to eternal life and power. He pillages surrounding towns, kidnaping victims for his cruel research. Hideous monsters from other worlds guard his stronghold. Zhenadar's insane experiments succeed at tremendous cost to the natural order of the universe: a handful of scientists, sorcerers, and heroes recognize the growing danger.

Based on Michael Moorcock's History of the RuneStaff and Chronicles of Count Brass novels.

Contents

Credits

Additions

Try as we might, it is impossible for any roleplaying game designer to anticipate every game situation. That's why gamemasters are so important and why we create game supplements. Here are additional rules for use with ETERNAL CHAMPION series scenarios, such as THE SHATTERED ISLE.

Rules Written By: Steve Perrin and Sandy Petersen.
Additional Comments by: Charlie Krank.

Aerial Combat

Certain scenarios in this book, particularly those dealing with the Elephant Order, present the possibility of Granbretanian ornithopters engaged in combat with ancient-style helicopters. The rules presented here can also be used when the aerial combat includes the flamingo riders of the Kamarg.

Simply put, combat between two aircraft (including flamingos) depends on successful Pilot rolls. A failed roll means that the vehicle or rider cannot use its weapons against its chosen target that round. If the opposing pilots are both successful, or both critically successful, then both may fire (attack) in that combat round. If both fail, neither may fire.

If one pilot receives a critical success and the other does not, then he achieved the favorable position of being on his opponent's tail. For the next ld6 rounds, the pilot with this adventage attempts his Pilot skill roll while his opponent forfeits his skill rolls for those rounds.

A faster vehicle may always try to escape. Escape requires 3d6 rounds while the enemy pilot attempts Pilot rolls and shoots at it. The number of rounds to escape is reduced by 1 for every l0kph the escaping vehicle is superior in speed to the pursuing vehicle. Thus, if an ornithopter capable of 100kph maximum speed wished to escape a helicopter capable of 60kph maximum, the ornithopter would have to take 3d6-4 (minimum of 1) rounds of unreturned fire before it was safely away.

A vehicle built with rem-firing weaponry can use such while escaping, and is able to fire once for every time that the pursuer is able to fire.

A vehicle can use as many of its weapons as it has personel to man them. A pilot may operate forward-facing weapon systems and still use his Pilot skills. Other weapon systems (especially those in turrets) need gunners, and the ability to hit depends on the abilities of the gunner. However, it doesn't matter where the weapons are placed on the vehicle. If the pilot doesn't make the roll correctly, the gunner doesn't get a shot.

Non-Player-Character Tactical Combat

This adventure is likely to involve the player-characters in struggles smaller than those described under Land Battles in the Hawkmoon rules, but larger than simple oneon-one struggles between the adventurers and an enemy force. In most cases, the adventurers have allies who are also involved in every fight.

Here are two ways to handle this without handing out non-player-characters to the players and run the entire combat, which can take excessive time.

The Mirror Effect

This system works best with evenly matched parties. Match up the adventurers with opponents and randomly assign foes among the other members of the adventurers' party. Unless a player-character is an obvious target, assign any extra enemies to non-player-characters to start with. If the player-characters' party outnumbers the other, have the non-player-character allies gang up on enemies.

Now run the player-character conflicts normally, but as you resolve each one, take a non-player-character conflict and mirror the result there. Thus, if no damage is taken with the player-character fight, then no damage happens with the non-player-character fight. But if the adventurer is wounded, so is the non-player-character ally on his side, and vice versa. Each adventurers' fight is mirrored in a non-player-character fight.

Thus, two fights are taken care of at once, and the success of the adventurers controls the success of their allies. However, keep the actual armor and hit points of the non-player-characters in mind. A heavily armored player-character and his Beast Mask foe may continue on forever while his lightly armored New Fenian ally and the auxiliary he is fighting are both dead and gone.

The Dramatic Effect

Whom do you really want to win this fight? Yes, a gamemaster is supposed to be neutral, but you know how you want the adventure to go, so make it work out. Simply describe the other fights in glowing terms, with much hewing off of heads and sundered limbs, while running the player-character battles normally.

Thus, if the player-characters are losing when you want them to win, simply describe how their allies are defeating their foes with ease, then turning to assist the adventurers.

Similarly, if you want to drive off the adventurers and they are doing well in their own fights, describe the steady attrition of their allies until they find themselves fighting multiple foes, by which time the intelligent adventurers should try to get out of the mess they're in by voting with their feet.

Technology

There are pieces of equipment used in The Shattered Isle scenarios which require game rules and statistics: vehicles (armored, flying, cargo), Elephant Helms, Preservation Gas, and Automatic Weapons.

Vehides

The major important vehicle characteristics are: speed, cargo capacity (including passengers and crew), armor, and weapons. Six types of vehicles are present in this scenario: ancient Irish battle tanks, ancient Irish armored personnel carriers (APCs), ancient Irish military helicopters, a Dark Empire burrowing machine (the Mole), combat ornithopters, and cargo ornithopters. All are described below.

When attacking a vehicle, one must state what part of the vehicle he is aiming at. Choices include turret (if any), wheels (or treads), engine compartment, crew compartment, etc. Figure out how much damage penetrated the armor and then roll ldlO for each piece of vital equipment in the target area if your roll is equal to or less than the penetrating damage, it was hit. "Vital Equipment" includes crewmembers, engine, fuel containers, ammo, weapons, transmission, etc. It is possible to penetrate armor and not hit anything.

In general, if a piece. of equipment is hit, it is destroyed. Dangerous substances such as ammunition and fuel explode if hit by a flamelance or explosive device. Otherwise, they only explode if the d10 roll was an even number. Any such explosion kills everyone inside the tank, and gives everyone nearby outside 3d6 damage.

Example: the New Fenians fue a flamelance at the turret side of one of the Elephants' tanks. The side armor is 15, and 17 is rolled. It penetrates! The turret holds two weapons, two crew members, and a supply of ammo for the two weapons. Hence, five d10s are rolled, one for each potential target. Any roll of 2 or less indicates a hit. The results indicate that the autocannon is hit, as is one of the crew members. The tank crew breathes a sigh of relief if the flamelance had struck the ammo, the tank would have exploded! The autocannon is automatically taken out of action, though it might be repairable by a Mechanical Lore roll (up to the gamemaster in general, the more damage that has been done, the less repairable an item is). The crewman that is injured takes 2 points of damage (22 points of damage rolled, minus the 20 points of tank side armor). His plate armor absorbs the damage easily.

Ancient Eirish Battle Tanks

These ancient turreted vehicles are smaller than 1980s tanks, and represent an advanced equivalent of light tanks, or reconnaisance vehicles. Two parallel weapons project from the front of the small turret.

Speed: up to 44kph cross-country, double that on roads.

Cargo: none, except that up to 300kg can be strapped to the top without seriously harming the suspension. Each has a two-man turret (commander and gunner) and a driver located in the hull.

Armor: 30 points of armor on the front, 20 elsewhere.

Weapons: both flame cannon and autocannon can be fired simultaneously, or only one might be fired. If both are fired together, they must be aimed at the same target.

The autocannon can fire either high-explosive (HE) or armor-piercing (AP) shells, at the whim of the operator. The high-explosive shells do less damage, but explode, damaging all targets within a 3 yard radius. One big advantage of the high-explosive shells is that the firer doesn't have to aim at a specific person only at the ground nearby. This adds +20 percentiles onto his chances of success when firing.

Tank Weapons

Weapon	Damage	Range	Shots
Flamelance	7d6	200m	no limit
Autocannon (AP)	3d10	l00m	60
Autocannon (HE)	2d6	l00m	40

Ancient Eirish Armored Personnel Carries (APCs)

These vehicles are intended to carry infantry into battle and support them in combat. They are about the same size as the tanks, but with a larger hull and small turret containing only a single weapon.

Speed: up to 45kph cross-country, double that on roads. It can float and travel across water like a boat, at a speed of Skph. However, the elephants are not aware of this special ability.

Cargo: can carry up to 8 passengers, a crew of two (driver and turret gunner), and up to 1000kg of cargo inside.

Armor: 10 points of armor all around.

Weapons: the oneman turret holds an autocannon. The autocannon is identical to that on the tank (q.v.), and even its ammo supply is the same.

Ancient Eirish Combat Helicopter

These light helicopters are much like the military helicopters used in Vietnam. Each cames two rocket pods and has a nose turret in front.

Speed: up to 190kph.

Cargo: has a crew of two (one pilot and one gunner), and can carry up to 400kg extra. Any passengers must be included in the 400kg limit.

Armor: 10 points of armor all around.

Weapons: the nose turret holds an autocannon, identical to that on the tanks and APCs. The rocket pods each hold 4 rockets, and the gunner can fire any number of rockets at once, from 1 up to the full 8, though all rockets fired simultaneously must be directed at the same target. The rockets explode, doing 6d6 damage to everything within 5 yards hence, like the HE shells for the autocannon, chances to hit human targets are increased by +20 percentiles. A rocket must hit a tank or APC directly to harm it.

Helicopter Weapons

Weapon	Damage	Range	Ammo
Rocket Pods (2)	6d6	300m	4
Autocannon (AP)	3d10	l00m	30
Autocannon (HE)	2d6	l00m	70

Dark Empire Mole Machine

This device resembles a gigantic s a w with mechanical clawed feet extending from the sides and rear. It is intended to dig, and does that well. The mole is waterproof, though it cannot float, and has its own air supply.

Speed: up to 20kph aboveground or in an open tunnel 1kph while burrowing.

Cargo: has a crew of one operator. It can carry up to 1200kg extra. Any passengers must be included in the 1200kg limit.

Armor: 20 points of armor all around.

Weapons: the mole is unarmed.

Dark Empire Combat Ornithopters

The two war ornithopters sent by Huon are made to look like bats. The pilot sits in the bat's mouth.

Speed: up to 70kph.

Cargo: has one pilot. It can carry up to lOOOkg extra. Any passengers must be included in the 1000kg limit.

Armor: 10 points of armor all around.

Weapons: twin flame cannons extending from the machine's "shoulders" out past its "head." The pilot normally fires both cannons at once.

Dark Empire Cargo Ornithopters

The two cargo ornithopters owned by Clyd are made to resemble winged oxen.

Speed: up to 60 kph.

Cargo: one pilot. In addition, the machine can carry up to 3000kg of cargo. Any passengers must be included in the 3000kg limit.

Armor: 2 points of armor all around.

Weapons: none.

Automatic Weapons

Two types of automatic rapid-fire weapons are presented in this adventure: the autorifle (for infantry use) and the autocannon (mounted on the tanks, APCs, and helicopters). Both weapons use the same rules.

Automatic weapons may f i i more than a single shot on the user's DEX. For each shot f i i d in a burst, the chance to hit is increased by 5 percentiles, except that no matter how many shots are fired. the chance to hit cannot more than double. Roll once for all attacks against a single target. If the attack succeeds, roll an appropriate die to determine how many bullets or shells actually hit. For instance, if 8 shots are fved in a burst, roll Id8 to determine the number of hits; if 3 shots are fired, roll ld3; and so forth. Only the first bullet criticals if a critical hit is rolled.

Elephant Helms

The Elephant Helms created by Dilman Clyd for his Order are a bit more complex than the standard helm. Clyd managed to build gas shell projectors into the tusks of the mask. More important, the masks act as gas masks against the gas, which no other Beast Mask does.

Weapon	STR	DEX	Damage	Range
Gas Shell	--	9	special	30 m

The gas shells when fiied form a gas cloud with a 1 yard radius around the point of impact. Anyone within that cloud must make a CON x 3 roll each combat round or be. incapacitated with teary eyes, coughing, etc. A successful roll means the character fought off the effects that round and can operate normally for the moment. These reactions hit every round the character is in the area, whether or not previous CON rolls succeeded. The gas cloud lasts for two minutes (10 combat rounds).

Each tusk holds one gas shell, and each mask has two tusks. The user has to reach up and grasp a tusk to activate the shell.

The Preservation Gas

This gas deadens all biological activity, keeping objects within it from decay, rot, or infestation. However, this same characteristic makes it into a potential weapon. Anyone engulfed by the gas is stunned, and forced into inactivity. He remains inert, paralyzed, and incapable of action until the gas dissipates, when he wakes up, with no memory of what happened while he was "asleep."

Two gas projectors were rebuilt from the devices which preserved the Ready Alert Base. Each works in a cone of action issuing from the "barrel" and spreading in a cone 30 meters long and 30 meters Wide. However, the gas supply is chancy, and a %-99 rolled each turn means the gas shuts off and the user must make an Electrical Lore roll to get it working again. A 00 means the gas source is drained completely.

They are too bulky to take out in the field, so they guard the base.