



Ships at Ocean's Edge

A Fan-Made Savage Worlds™ Reference Sheet by Jordan Peacock
for use with Pirates of the Spanish Main™ RPG



There are a couple of unusual ship types introduced in the *Pirates at Ocean's Edge* expansion for the *Pirates of the Spanish Main PocketModel* Game. What follows is my attempt to provide rules for these ship types in the *Pirates* RPG.

New Ship Types

Catamaran



Derived from Polynesian canoe designs of the Pacific, these speedy craft began to enter the scene in the 1870s, to some controversy in yacht racing circles. A catamaran is distinctive in that it possesses an outrigger, or second hull, connected to the main body by struts, for greater stability.

Catamaran: These ships have +1 Wound, +1 Top Speed, and -2 Toughness. This extra Wound does not count when determining the maximum number of Edges this ship may have. Taking the Storm Worthy Edge does not count toward a catamaran's Edge limit. Catamarans may have one or two masts.

Windcatcher



This is an experimental American variant on the standard schooner design, so far existing only in prototype form. Its sails are designed for maximum ease of the crew to shift positions to aid in tacking and jibing.

Windcatcher: These ships have +2 Handling, at twice the Cost of a normal ship of this size (though none are actually available for sale). Presently, all windcatcher prototypes are three-masted ships.

Ship Edge Types

(Special thanks to "JackAce" on the Pinnacle Forums for this house rule.)

As an optional house rule, Ship Edges are divided into three types: Ship, Equipment, and Crew. The reason for this distinction is that while it works just fine for NPCs to throw "Disciplined Crew" and "Extra Cargo Space" into the same pile, this system falls apart as soon as the PCs get involved. They may capture a pirate ship, put the crew in irons, then decide to keep the ship for themselves. Or maybe their own ship gets stolen or sunk while they (and their entire crew) are off carousing. Which Edges do they keep? Which ones go away?

A bit of GM "hand-waving" can be done to rationalize just about anything (perhaps the crew is despondent about the loss of its ship and is therefore no longer Disciplined when the PCs get a new frigate), but at a certain point, it can get silly ... and, more importantly, frustrating to the players.

Ship Edges

The following Edges are considered Ship Edges: Extra Cargo Space, Helmsman's Dream, Fast, Passengers, Shallow Draft, Storm Worthy, Thick Hull, Unsinkable, and Well Built.

These Edges may only be acquired by a ship during its construction (by spending of Advances or offsetting with Hindrances), and they stay with the ship. They cannot be added later through Advances.

Crew Edges

The following Edges are considered Crew Edges: Artillery, Disciplined Crew, Hated Foe, and Rapid Fire. The only Crew Hindrance is Poor Crew (minor).

These Edges may only be attained by spending Advances, and are possessed by the Crew as a whole - not by individual characters, or by the ship. If the crew should move to a new ship, the Edge goes along with the crew. Crew Edges do not count toward the maximum number of Edges a ship can have - since these Edges don't belong to the ship anymore under this house rule.

If significant numbers of the crew should be lost, this Edge is temporarily lost as well. It takes approximately 1 week per 20% of the crew that has been replaced for the new hands to get up to speed.

Equipment Edges

The following Edges are considered Equipment Edges: Long Range Guns, Oars, Overgunned, Powerful Guns, Ram, Swift Topsails, and Windcatcher.

These Edges may be acquired by a ship at its construction, or added on later via Advances. At the GM's discretion, it may be possible to transfer these Edges to a new ship, so long as this doesn't put the new ship past its maximum number of Edges.

New Ship Edges

Hardy (Ship)

This ship is blessed, lucky ... or its builder just did a really good job at making it more durable than it appears. Somehow, emerges relatively unscathed from a number of scrapes. If the ship would otherwise be damaged, once per session the ship gets a Soak roll against the remaining damage, using the regular crew's Spirit (a group roll) instead of a Vigor roll.

Sample Ships

The Skipping Stone (Catamaran)

This pirate catamaran preys on British shipping in the vicinity of Fiji.

Acceleration: 2 **Toughness:** 12(2)
Top Speed: 6 **Wounds:** 3
Crew: 8 + 16 **Travel Speed:** 2
Cargo Space: 4 **Handling:** 0
Guns: 6
Notes: 2 Masts, Heavy Armor
Edges: Hardy, Storm Worthy, Swift Topsails

Mystic (Windcatcher)

No one knows how the captain got his hands on this ship - an experimental prototype, still under construction at the time it "disappeared" - but he's managed to use this to his advantage; his acts of piracy are blamed on the Americans.

Acceleration: 2 **Toughness:** 16(2)
Top Speed: 5 **Wounds:** 3
Crew: 15 + 30 **Travel Speed:** 3
Cargo Space: 8 **Handling:** +2
Guns: 12
Notes: 3 Masts, Heavy Armor
Edges: Helmsman's Dream, Swift Topsails