



Ships of the Spanish Main

Savage Worlds™ House Rules by Jordan Peacock
for use with Pirates of the Spanish Main™ RPG



Even More Ships

The Pirates RPG covers most of the basic ship types found in the Pirates universe. However, various expansions to the *Pirates of the Spanish Main* (or *Pirates of the Cursed Seas*) PocketModel game introduce even more ship types than are covered in Savage Worlds rules.

Until official rules should appear for such ships, here are some fan-made additional ship types, plus assorted ship-related house rules I use in my campaign. (Special thanks to *Jack Ace* from the Pinnacle forums for inspiration for the Ship Edges house rules.)

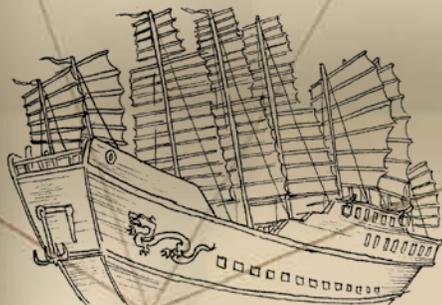
Larger Ships

Certain ships - so far, only junks - may have more than the normal limit of 5 masts. These are suggested statistics for such craft. (Note that these are theoretical "standard" 6-Mast and 10-Mast ships, before the "Junk" type is applied.)



6-Mast Ship

Acceleration: 2 **Toughness:** 24(4)
Top Speed: 5 **Wounds:** 6
Crew: 26 + 52 **Travel Speed:** 3
Cargo Space: 12 **Handling:** -4
Guns: 24 **Cost:** \$150,000
Notes: Heavy Armor, Solid



10-Mast Ship

Acceleration: 2 **Toughness:** 28(8)
Top Speed: 5 **Wounds:** 10
Crew: 30 + 80 **Travel Speed:** 3
Cargo Space: 16 **Handling:** -6
Guns: 40 **Cost:** \$400,000
Notes: Heavy Armor, Solid

New Ship Types

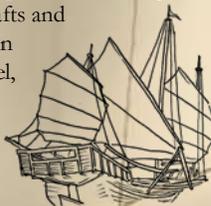
In these descriptions, "Masts" is used as a measure of ship size. For instance, a Viking Longship is listed as "1 Mast," so this ship type can only be applied to the basic "1-Masted Ship" template (p. 116, Pirates RPG). This is used as a measure rather than "Wounds," since some ships have additional Wounds.

Galley, Barbary: These lateen-rigged ships use banks of oars when the waters of the Mediterranean are becalmed, making them ideal for Barbary Coast corsairs raiding merchant ships.



Up to 4 Masts. 1/2 Crew when under oar power. -1 Cargo Space and +10 Passengers per Mast. 10 oarsmen per Mast are required in order to man the oars; Top Speed 4, Travel Speed 2, Acceleration 2 when under oars. Taking the Ram Edge does not count toward a barbary galley's Edge limit.

Junk: These well-designed oriental ships are designed with shallow drafts and adjustable rudders that can be dropped to act as a keel, allowing them to be equally at home on rivers or on the high seas. Some have reached immense size, such as the 10-masted Chinese treasure ship, the Baochuan.



Up to 10 Masts. +2 Handling, -2 Armor, -1 Acceleration (minimum 1). The Shallow Draft and Storm Worthy Edges do not count toward this ship's limit.

Longship: In the Frozen North, Scandinavian pirates sail ships designed to hearken back to the days of their Viking ancestors. Unlike their Viking ancestors, however, they use cannons.



Up to 3 Masts. 1/2 Crew (round down) when under oar power. -1 Cargo Space and +10 Passengers per Mast. 10 oarsmen per Mast are required to man the oars. Top Speed 4, Travel Speed 2, Acceleration 2, and +2 to Handling when moving under oar.

Longship, Viking: In addition to tales of ersatz Vikings, there are wild rumors of ancient longships that appear on moonless nights, crewed by drunken warriors on leave from Valhalla ... or escaped from Hel's domain.



1 Mast. Has statistics as the Longship, but with 0 Guns, +1 Cargo Space, and Cost of \$9,000. The Shallow Draft Edge does not count against this ship's limit.

Schooner (1700s, house rule version): From the 18th century onward, this ship design sees much use, as its sails are designed to be repositioned to make best use of the wind, even when sailing close into it.



Up to 4 Masts. +2 Handling, -2 Toughness, 1/2 Guns. The Shallow Draft Edge does not count toward this ship's limit.

Turtle Ship: Also known as "kobuk-son," these rare Korean ships protect the crew with a shell of overlapping metal shields on a sturdy wooden frame.



1 or 2 Masts. 1/2 Crew when under oar power. -1 Cargo Space and +10 Passengers per Mast. 10 oarsmen per Mast required to man oars. Top Speed 4, Travel Speed 2, Acceleration 2 when under oars. +2 Wounds (due to armor), double Cost. These extra Wounds do not increase the number of Edges this ship may have.

Until these extra Wounds are lost, the ship's crew and passengers are immune to crew hits via grape ammunition, and any enemy boarding attempts are at -2 (to the group Throwing roll) per Wound of shielding remaining.

New Ship House Rules

Maximum Ship Edges

Ships with more than 6 Wounds are nonetheless limited to a maximum of 6 Edges.

Edges gained as offsets to Hindrances do not count toward this total, nor do Edges listed as not counting toward the ship's limit.

Solid

Solid ships benefit and suffer from inertia. That is, it's hard to steer them quickly, but it's also very hard to knock them off course.

If a ship with the Solid characteristic is hit by damage that equals or exceeds its Toughness, and the captain is forced to make a Boating roll to avoid going out of control, he gains a bonus to Handling equal to the maximum number of Wounds the ship has.

For example, if an enemy ship hits the Grand Path (a 6-Masted Junk) with an 8-pdr cannon shot that deals 20 points of damage (AP 4), the captain gains a +6 bonus to the Handling of his ship (normally -2 for a 6-mast junk), for a total of +4 to his roll.

Passenger/Gun/Cargo Conversion

Space for Passengers, Guns and Cargo may be converted from one to the other, at a rate of 1 Cargo Space = 2 Guns = 10 Passengers. Thus, 1 Cargo Space could be converted into room for 10 more Passengers, 2 Guns could be converted into 1 more Cargo Space, etc.

Lightening the Load

Light pirate sloops with empty holds should be able to overtake Spanish galleons laden with gold and riding low in the water, even if a sloop's normal Top Speed is less than that of a 5-masted galleon.

Depending on the amount of the ship's Cargo Spaces that are full, its Top Speed, Travel Speed, and its Handling may be affected.

Use the ship's base Cargo Space before conversions to other uses; if Cargo Spaces have been converted to Guns, or are filled with Passengers, those count as filled Cargo Spaces

Lightening the Load

% Cargo Filled	Effect on Ship
Empty	+2 Top Speed, +1 Travel Speed, +2 Handling*
Up to 25%	+1 Top Speed, +1 Handling*
Up to 75%	No effect.
Over 75%	-1 Top Speed, -1 Handling*
100% Full	-2 Top Speed, -1 Travel Speed, -2 Handling*

(* avoiding reefs and shallow waters only)

for this purpose.

Conversely, desperate captains can lighten their load to better their speed across the water. A ship with empty capacity equal to its total number of Cargo Spaces gains +2 to Top Speed, +1 to Travel Speed, and +2 to Handling when avoiding reefs and shallow waters.

This can be accomplished either by having a completely empty Cargo Hold, or by tossing cannons overboard so that precious provisions don't have to be sacrificed. Every 2 Guns removed count as one empty Cargo Space for purposes of gaining this bonus. Hence, a 1-mast sloop could discard 2 8-pdr cannons (or 4 4-pdr cannons) in order to keep one Cargo Space full of provisions. As long as the rest of its hold is empty, it still gains the bonus to Speed for having an "empty hold."

Transporting Cannons

Cannons consist of two parts: the barrel and the wooden "truck." 4 cannons may be transported per Cargo Space. Alternatively, you may transport 8 cannon barrels or 8 wooden trucks in a Cargo Space. (If a wooden truck is destroyed or discarded, it costs \$50 to replace the truck.)



Ship Edge Types

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 20% or more of the crew are 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.

Buying and Selling Ships With Edges

Sometimes, ships with Edges get sold. The Edges don't just go away - and this should be reflected in the sale price of the ship.

Ships with "Ship" or "Equipment" Edges (not balanced out by Hindrances) have their Cost increased by \$1000 per Mast of the ship.

Ships with Hindrances not balanced out by Edges have their Cost decreased. If the Hindrances can be repaired, the Cost is decreased by the amount that would be required to have them repaired. Otherwise, the Cost is decreased by \$1000 per Mast of the ship for a Major Hindrance, or \$500 per Mast of the ship for a Minor Hindrance.

It's up to the GM to determine what ship types are available for sale. Generally speaking,

if a given ship type is widely available for sale in a given port, then any Edges can be found that don't normally count against that ship's limit. In other words, if the heroes are shopping in the Far East for a junk, then they can easily find junks with the Shallow Draft and/or Storm Worthy Edges.

Boats and Light Craft

The general difference between a boat and a ship is that a boat can be carried on a ship.

Boats are below the scale of even sloops; they do not have Heavy Armor, so they can be damaged by regular weapons fire. However, if targeted by a Heavy Weapon, such as a cannon, even a single wound sinks a boat, no matter how many Wounds it has left; the fact that a boat has more Wounds than a sloop is simply a reflection of the difference in scale.

Boats, despite having multiple Wounds, may not be granted Edges.

Except as specified otherwise, boats cannot carry guns. Passenger Space may be converted into Cargo Space (at a rate of 10 to 1) but Cargo and Passenger Space cannot be converted to Guns.

Ships may carry one dinghy per Mast; one longboat can be carried instead of two dinghies.

Dinghy

Acceleration: 1 **Toughness:** 8 (2)
Top Speed: 3 **Wounds:** 3*
Crew: 1+4 **Travel Speed:** 1
Cargo Space: 0 **Handling:** +2
Guns: 0 **Cost:** \$500

Notes: Boat. Includes oars; may be rowed by 1 or more crewmen for statistics as listed. -2 to Shooting attempts to hit this boat with cannon fire.

Longboat

Acceleration: 2 **Toughness:** 10(2)
Top Speed: 6 **Wounds:** 3*
Crew: 2+10 **Travel Speed:** 1
Cargo Space: 0 **Handling:** +2
Guns: 0 **Cost:** \$2,000

Notes: Boat; may mount a bowchaser. Travel speed is for sail. Includes oars; may be rowed by 6 or more crewmen for Acceleration 1, Top Speed 3, Travel Speed 1. -1 to Shooting attempts to hit this boat with cannon fire.

New Ship Edges

The following are new Edges, most of them inspired by special ship abilities from the *Pirates PocketModel* game. They are identified as either "Ship," "Crew," or "Equipment" Edges,

in accordance with the Ship Edge Types house rules presented earlier.

Boarders (Crew)

The crew of this ship has been trained to coordinate its boarding efforts, gaining a +2 bonus to group Throwing rolls for boarding (see p. 136, *Pirates RPG*).

Concentrated Fire (Crew)

The crew of this ship are trained to coordinate their attacks with those of another ship to devastating effect. If the crew of this ship fire cannons on the same action as an allied ship (by going on hold until the other ship fires, or vice versa), and they target the same ship, they gain a +2 bonus to Shooting rolls to hit.

Fireproof (Equipment)

Any time a Fire would start on this ship (due to Critical Hit, spreading Fire, touching a Fire Ship, etc.), roll 1d6. On a roll of 4+, the Fire does not start or spread. Fire crews get a +4 bonus to rolls to put out Fires on this ship.

Fortification (Equipment)

This ship is constructed with fortified positions and other measures to greatly aid its crew in repelling boarders. Attackers suffer a -4 penalty to their group Throwing roll to board this ship.

Hard to Hit (Ship)

This ship presents a smaller silhouette that makes it harder to hit at long ranges. Any cannon attacks made against this ship at long range (or longer) have double the normal range penalty to hit. There is no effect upon cannon fire within short or medium range.

Also, lookouts have a -2 penalty to spot this ship at a distance with Notice checks.

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.

Low in the Water (Ship)

Enemy ranged attacks against this ship suffer a minimum -2 penalty to hit due to range, even when this ship is within Short range.

Luxurious (Equipment)

The interior is extravagantly appointed, with a spacious galley and entertainments for the crew and passengers. Fatigue due to Cabin Fever happens half as quickly; one fatigue level per 60 days at sea for most ships.

Shock Resistant (Ship)

This ship takes half damage from collisions when other ships (or similarly large objects)

slam into it, and the captain gets a +4 bonus to any Boating rolls required to avoid going out of control as a result.

Please note that this only applies when other ships slam into it - not when it slams into other ships. For the latter, you need the Ram Edge.

Spotter (Crew)

The crew is trained to use this ship's second perspective on the target to assist allied ships in their cannon fire. Allied ships within 10" of this ship gain a +1 bonus to Shooting rolls. Unfortunately, it provides no bonus to this ship's own cannoners, though this ship can benefit from Spotting performed by another ship's crew.

Waveskipper (Ship)

When this ship carries no cargo, its Top Speed is increased by +2, and its Travel Speed by +1. (If speed is of the essence, but there's cargo that can't be sacrificed, cannons can be unloaded instead; every 2 Guns spaces left unoccupied are the equivalent of one empty Cargo Space.)

New Ship Hindrances

Hunted (Minor)

Your ship is infamous among sailors of a particular nation or faction, for some particularly grievous transgression (real or imagined). Pick a major seafaring faction or nation (e.g., America, Barbary Corsairs, England, France, Spain) active in the campaign (the GM determines what constitutes "active" enough). Any ship of that nation or faction gains a +1 to attack rolls and boarding attempts against this ship. This Hindrance may be taken twice, each time associated with a different enemy.

Luddites' Revenge (Major)

The ship seems to be cursed with bad luck. Any time a 1 is rolled on a Shooting roll (regardless of the Wild Die) when firing this ship's cannons, a mishap renders the cannon inoperable until it can be repaired (a Repair check and an hour of work).



Sluggish (Minor)

When this ship's cargo hold is over 50% full, it suffers a -2 penalty to its Top Speed, and -1 to its Travel Speed (minimum Travel Speed of 1). E.g., a ship with 4 Cargo Spaces and this Hindrance will suffer the penalty to movement when it has 3 Cargo Spaces filled. Cargo Spaces converted to mount extra cannons count as "full" for purposes of this calculation (see "Lightening the Load").