

# Plunder Cards

## Cargo Cards #1

(a fan-made GM accessory for the Pirates RPG by Jordan Peacock)

This document is a reference for the GM, not the players.  
(PLAYERS: READ NO FURTHER!)

Your privateer heroes capture a prize ship laden with goods, amassing four spaces of cargo that they can sell in the next port. What sort of cargo? In the Fast! Fun! Furious! world of the Pirates RPG, frankly, it doesn't really matter. Still, sometimes it's nice to have an extra touch of color to the haul. Maybe the haul consisted of fine silks from China, or Aztec gold stolen by the Spanish. Or, perhaps it's something that could even be useful in a pinch - such as cattle, which could serve as spare provisions, or a distraction for a hungry sea monster.

These cards provide a way to add some variety to the acquisition of cargo. You can keep them in a stack and draw randomly when a prize ship is taken, or you can pick out what seems most appropriate for the circumstance. Rules are included on the cards for those items that have special uses beyond their raw value in pieces of eight. The players can either hold onto the cards (until the corresponding items are sold) or else just copy the relevant information into the ship's manifest (the list of cargo on the ship reference sheet) and hand them back to the GM.

### *Special Rules and Notes*

**Value:** Values are listed in pieces of eight (or pesos de oche) if the cargo is intact. See p. 53, Pirates RPG.

**Retail:** Retail value is the price for this item if it were to be bought new. On a successful Streetwise roll, it can be sold for a quarter of retail; on a raise, it can be sold for up to half retail. See Selling Goods, p. 52, Pirates RPG.

**Standard Cargo:** Standard cargo can routinely be bought and sold as part of consignments. A captured prize ship usually has one space of Provisions, and one of Powder & Shot. Merchant ships fill out the remainder of their cargo hold with randomly selected Standard Cargo. Pirate and privateer ships usually only carry conventional cargo if they've recently done some plundering (10% chance).

**Rare:** Some cargoes are worth a lot more if you find the right collector. When selling a "rare" cargo, the sale price increases by 500 pieces of eight for every raise on the Streetwise roll to sell it (instead of 100).

Savage Worlds™ is a trademark of Great White Games (<http://www.peginc.com>). Pirates of the Spanish Main™ and Pirates of the Cursed Seas™ are trademarks of WizKids Games (<http://www.wizkidsgames.com>). Artwork © 2007-2008 by T. Jordan Peacock (<http://greywolf.critter.net/pirates.htm>).

Permission is granted to print for personal use.

## *Special Rules and Notes (continued)*

**Special Cargo:** Some cargo items have special rules, as listed on the card. As an optional house rule, any prize ship has a 10% chance of having one Special Cargo on board. (This replaces one Standard Cargo, if there's no remaining cargo space.)

**General Goods:** Just as with Shot & Powder, you don't determine what type of cannon shot is included until you need it, this cargo has an unspecified mixture of goods of a certain set retail value. You can "buy" items (as appropriate to the cargo description) from this "store," up to the listed amount. These should only be standard items from the Gear list in the Pirates RPG book, unless stated otherwise; the GM has final say on what items can be found in the stash. The individual items can be sold (if still in saleable condition), as with any standard goods.

**Remaining (X):** When found, the cargo has units equal to the number (X) in parentheses. E.g., Lumber is usable by a shipwright (p. 42, PotSM). Value of the cargo is reduced proportionally with number of units expended.

**Lucky/Blessed:** Some cargoes have supernatural properties; their powers may be invoked by any (non-Doubting-Thomas) Wild Card member of the ship's crew.

**Spices:** The card text is clumsy, but for every Provision unit you spend, spend a unit of Spice as well, and that day effectively only counts as half a day at sea when calculating the time until you suffer Cabin Fever effects.

**Livestock:** Livestock cargo may be converted into provisions at a rate of 500 provision units per cargo space of animals slaughtered, or 300 if your ship is plagued by the Rats Hindrance. Assume that the cargo space also includes enough cattle feed, seed, etc., to keep the livestock fed for any reasonable journey length.

**Shot & Powder:** This cargo provides gunpowder and an assortment of cannonballs for cannons (p. 123, Pirates RPG). A cargo unit of Shot & Powder provides enough for 50 shots with an 8-pdr cannon. 4-pdr cannons use half as much, and 16-pdr cannons use twice as much. There's no need to keep track of what kind of ammunition (grape shot, chain shot, different calibers, etc.) is fired; just assume that the right ammunition type is on hand when it's needed. Alternatively, one unit of Shot & Powder can provide enough gunpowder and ammunition for 10 pistol or musket shots.

**Shipment:** This is a blatant plot hook. These items are of sentimental value to someone who can afford to pay a 1,000 pieces of eight reward for their delivery - either as a job given to the PCs, or they intercept this cargo as part of some pirates' loot and have a chance to deliver it to the proper owner. Fill in the blank with the port where you'd like the heroes to take it to get their pay.

**Trade Beads:** Some African and New World cultures place high value on shiny, colorful beads as sign of status, even using them as currency. Until the market is inevitably saturated, European merchants exploit this for trade.

SPECIAL THANKS to Clint Black, "JackAce," "DerFinsterling" and "SeekerOfTruth" from the Pinnacle Pirates Forums for corrections and suggestions (<http://www.peginc.com/forums>). More fan-made Pirates material can be found at <http://greywolf.critter.net/pirates.htm>.

Standard Cargo. Merchant ships fill any additional cargo space (beyond a space for Provisions and Shot & Powder) with basic cargo items such as these.



### TEA LEAVES

*Sacks of dried tea leaves imported from India.*

Cargo 1; Value 500.



### COTTON BALES

*Bundles of cotton, wrapped up in burlap and twine.*

Cargo 1; Value 400.



### FINE JADE

*Jewelry and figurines carved from green and white jade.*

Cargo 1; Value 1000.



### FUR PELTS

*Cured beaver pelts from the Americas.*

Cargo 1; Value 500.



### PORCELAIN DISHWARE

*Plates, bowls, serving dishes, saucers and tureens of fine porcelain, in crates padded with straw.*

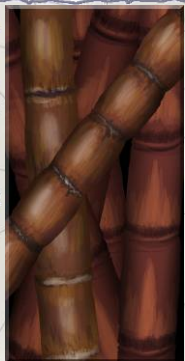
Cargo 1; Value 500.



### FINE SILK

*Bolts of shimmering silk in a variety of bold colors.*

Cargo 1; Value 800.



### SUGAR

*Bundles of sugar cane from an island plantation.*

Cargo 1; Value 500.



### COLOMBIAN COFFEE

*Burlap bags full of whole coffee beans.*

Cargo 1; Value 500.



### EXOTIC PERFUME

*Perfumes and scented oils from the Ottoman Empire, carefully packaged in crates padded with straw.*

Cargo 1; Value 600.



### RAW IVORY

*Elephant tusks from Africa.*

Cargo 1; Value 500.



### TOBACCO

*Bundles of dried tobacco leaves from the Americas, pressed into strips.*

Cargo 1; Value 500.



### COCOA BEANS

*Cocoa beans, ready to be roasted and turned into chocolate.*

Cargo 1; Value 500.

Standard Cargo and Provisions. Any given prize ship will usually have at least one space of provisions, and one space of gunpowder & shot. Additional provisions, gunpowder & shot, and spare lumber may be considered as additional "Standard Cargo."



### CUT LUMBER

*Planks suitable for ship repairs.*

Cargo 1; Value 500 (full).  
Repairs. Requires 1 unit of lumber per base Toughness of the ship, per "Wound" to repair, with a Shipwright (p. 42, Pirates RPG).

Remaining (100): \_\_\_\_\_

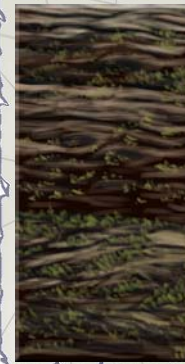


### SALVAGED LUMBER

*Some of this might be usable.*

Cargo 1; Value 250 (full).  
Repairs. Requires 1 unit of lumber per base Toughness of the ship, per "Wound" to repair, with a Shipwright (p. 42, Pirates RPG).

Remaining (50): \_\_\_\_\_



### LOGS

*Untreated wood, recently cut.*

Cargo 1; Value 400 (full).  
Repairs. Requires 1 unit of lumber per base Toughness of the ship, per "Wound" to repair, with a Shipwright (p. 42, Pirates RPG).

Remaining (80): \_\_\_\_\_



### COASTAL PROVISIONS

*Fruits, dried fish and vegetables, cheese, flour, weak wine and other provisions.*

Cargo 1; Value 500 (full).

Provisions (1 unit/crew/day).

Remaining (500): \_\_\_\_\_



### ORANGES

*Well-known to keep the scurvy at bay.*

Cargo 1; Value 500 (full).

Provisions (1 unit/crew/day).  
Perishable. Remainder expires after one week.

Remaining (500): \_\_\_\_\_



### LIVESTOCK

*A couple of cows and feed.*

Cargo 1; Value 500 (full).

Livestock. Can be slaughtered to provide 500 Provisions.



### RICE

*Burlap bags full of rice grains.*

Cargo 1; Value 500 (full).

Provisions (1 unit/crew/day).

Remaining (500): \_\_\_\_\_



### LIMES

*Well-known to keep the scurvy at bay.*

Cargo 1; Value 500 (full).

Provisions (1 unit/crew/day).  
Perishable. Remainder expires after one week.

Remaining (500): \_\_\_\_\_

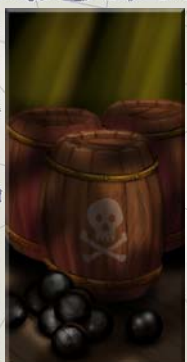


### CHICKENS

*Several cages of hens and roosters.*

Cargo 1; Value 500 (full).

Livestock. Can be slaughtered to provide 500 Provisions.



### GUNPOWDER AND SHOT

*Barrels of powder and an assortment of cannonballs and musket shot.*

Cargo 1; Value 500 (full).

Shots. Enough for 50 shots with 8-pdr cannon. (Twice that for 4-pdr; half that for 16-pdr.)

Remaining (50): \_\_\_\_\_



### GUNPOWDER AND SHOT

*Barrels of powder and an assortment of cannonballs and musket shot.*

Cargo 1; Value 500 (full).

Shots. Enough for 50 shots with 8-pdr cannon. (Twice for 4-pdr; half that for 16-pdr.)

Remaining (50): \_\_\_\_\_



### WATERLOGGED GUNPOWDER

*It's been exposed to the damp.*

Cargo 1; Value 400 (full).

Shots. Enough for 50 shots with 8-pdr cannon. (Twice that for 4-pdr; half that for 16-pdr.) Each shot fails due to the damp on a roll of 1 on 1d6. A Gunsmith can fix with a Repair check and 8 hours of work.

Remaining (50): \_\_\_\_\_

Special Cargo. There's a 10% chance of any prize ship containing one of these unusual cargoes.



### CARIBBEAN RUM

*Rum. It's what's for dinner.*

Cargo 1; Value 500 (full).  
Spirits. Expend one unit per crew for equivalent of one night's Carousing at sea. Only works once per journey, until the crew gets some real shore leave.  
(50) Remaining: \_\_\_\_\_



### OAK-AGED WINE

*Dark bottles of oak-aged wine.*

Cargo 1; Value 800 (full).  
Spirits. Expend one unit per crew for equivalent of one night's Carousing at sea. Only works once per journey, until the crew gets some real shore leave.  
(80) Remaining: \_\_\_\_\_



### BOAR'S HEAD ALE

*Relatively cheap, but potent.*

Cargo 1; Value 400 (full).  
Spirits. Expend one unit per crew for equivalent of one night's Carousing at sea. Only works once per journey, until the crew gets some real shore leave.  
(80) Remaining: \_\_\_\_\_



### MEDITERRANEAN SPICES

*Herbs, spices and sea salts.*

Cargo 1; Value 500 (full).  
Spices. For every two days you spend a unit of this with each unit of provisions, it only counts as one day toward Cabin Fever effects.  
(500) Remaining: \_\_\_\_\_



### RELICS

*A large collection of curios and antiques.*

Cargo 1; Value 500 [Rare].  
Lucky. If ship is hit, sacrifice this cargo to make a Soak roll (using a group crew Spirit roll instead of Vigor). The relics mysteriously vanish.



### SALVAGED CANNONS

*Cannons and carriages from a shipwreck.*

Cargo 1; Retail 12,000.  
Cannons. Eight 4-pdr cannons, including wooden trucks. Range 4/8/16; Damage 2d6+2; AP 2; Heavy Weapon.



### SMUGGLED GUNS

*Amidst barrels of spoiled provisions are some hidden weapons.*

Cargo 1; Retail 2000 (full).  
General Goods. Weapons and ammunition may be procured from this stockpile, up to the listed retail value.  
(2000) Remaining: \_\_\_\_\_



### HOUSEHOLD GOODS

*Assorted tools and supplies.*

Cargo 1; Retail 2000 (full).  
General Goods. Non-weapon, non-ammunition items may be procured from this stockpile, up to the listed retail value.  
(2000) Remaining: \_\_\_\_\_



### TRADE BEADS

*Decorative, colorful glass beads with little intrinsic value.*

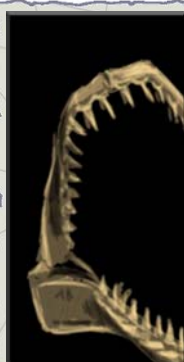
Cargo 1; Value 100.  
Trade Beads. With cultures that don't use conventional currency, on a successful Streetwise roll, may trade for one Cargo worth up to 500.



### MONKEYS

*They sometimes escape their cages and start throwing things.*

Cargo 1; Value 600.  
Monkey Business. Any ship with this cargo is affected as per the Ghost Crew Hindrance until unloaded.



### SEA MONSTER RELICS

*Each tooth alone is at least the length of a man's arm.*

Cargo 1; Value 100 x d12.  
Curiosity. The Value may be rolled once for each port of call. Someone *might* be interested in a unique trophy.



### SPECIAL DELIVERY

*Just some old clothes and heirlooms of little value.*

Cargo 1; Value 100.  
Shipment. If delivered to the port of receive a 1000 reward from the recipient.