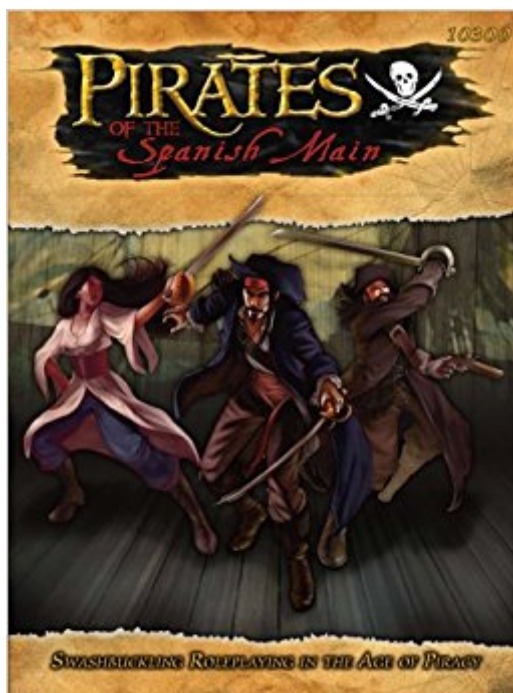


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# Pirates Of The Spanish Main RPG (S2P10300; Savage Worlds)



## Synopsis

All hands on deck! In the waters of the Caribbean there are fortunes to be made and lost...or stolen. In these times it takes courage and daring to carve out a niche and forge a new legend. Will you sail the high seas in search of fame and fortune, lead a band of buccaneers in search of booty, or captain a ship of the line in the service of King and country? Pirates of the Spanish Main is a complete game based on the best-selling Wizkids Constructible Strategy Game and the award winning Savage Worlds roleplaying game system. Full color and lavishly illustrated throughout, this is a complete RPG containing everything needed to play - no separate rulebook is required. So set a course for adventure; fame and fortune await over the horizon. Prepare for action!

## Book Information

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## Customer Reviews

This, according to the notes in my copy, is the RPG intended to accompany and supplement the pirate ship game that once was so popular, the one with the credit-card-sized kits that you could punch out the bits and assemble little pirate ships from. That game is defunct but the bits can still be found. That is the game you want for fleet vs fleet actions. The game in \*this\* book is an RPG built upon the version of Savage Worlds as seen in the ochre-colored Savage Worlds Explorers Edition (S2P10010) book. You do not need that book, since this is one of only two Savage Worlds based games that are self-contained rather than settings that are to be bolted on the core rules (the other is The Savage World of Solomon Kane (Savage Worlds; S2P10400)). What this means to a Savage Worlds Deluxe player is that chases work differently and the original take on spirit/guts is in place (though my recommendation is that guts as a skill be set by default to the spirit die for free).

As in Solomon Kane the Agility D8+ requirement for "Quick" is also missing, I suspect because of the misprint in the summary page of the core rules that omits it (because I made the same error in a port of my own because I was using the summary page to select the edges that would suit the setting). Physically the book is a hardback, but does not have the usual stitched signatures, the pages having a perfect binding instead. I docked a star for that, though the binding actually seems robust and the stitched binding on my Space 1889:Red Sands book was less than spectacular even though that one *was* stitched. The pages are the usual full color on gloss paper affairs that have come to be the hallmark of Savage Worlds publications (to the point that those publishers who opt for monochrome pages stand out as a significant minority). The background information is a good start on how to play a Pirate-themed game. I recommend GMs and keen players also do some reading around -Â The Republic of Pirates: Being the True and Surprising Story of the Caribbean Pirates and the Man Who Brought Them DownÂ is a good if rambling resource here. The system is easy to present as a GM and to learn as a player. The cinematic nature of the mechanics (sometimes ridiculously so) are well suited to such a milieu, where everything you know was learned from the silver screen where plot triumphs physics and political realities every time. There is a mulligan mechanism for do-overs and for mitigating damage which is very popular with most players (we are at the opposite end of the spectrum to GURPS and BRP here) and completely in keeping with the larger-than-life nature of the subject matter. By far the most useful feature of the mechanics is that the NPCs divide into extras (mooks who are there to inconvenience the players and die like the scurvy dogs they are when on the other side) and Wild Cards - aka NPCs with a name. Wild Cards have various advantages like multiple wounds and better chances when rolling vs skills. All PCs are Wild Cards too. This means that huge swarms of scurvy dogs, hostile natives, Marines of Queen Anne's Navy etc. can be brought in to harass the PCs with minimal effort or preparation, and that the players can have a full crew that they control, relieving the GM of lots of work. Savage Worlds is probably the only system under which a scale-sized boarding action between two sloops could be tactically performed on a grid (should anyone wish to do that). Personal experience is that players love to deal out mass destruction of the enemy using sweepers, blunderbusses, grape shot or grenades. Bloodthirsty swine. Try doing this with any other system and you'll be swamped in administrative tasks even if you cheat and don't do a proper character for the rank and file. Another thing that I like is that although this is a leveling system, PCs do not crimp the game for each other if there is a wide disparity of experience in the party in the way some other leveling systems do. This means the GM does not have to keep leveling up non-participatory players to keep them in the game when they do make their rare appearances. The why of this has to do with the nature of the

experience rewards and is beyond the scope of this review. Anyway. Bottom line: an enjoyable game that draws from Hollywood more than History, which is just fine by me.

As a standalone RPG, this is pretty good. It's easy to get up and running with the system, and there's plenty of genre flavor. I've worked the system with both experienced and novice players very successfully. However, the game has issues that show up over time. Some of the rules just don't work very well, particularly those for ship-to-ship combat and chases. Also, the period information is very limited and rather sloppy, particularly with descriptions of individual towns--not really enough to serve as a good adventure hook. The system really cries out for a supplement or two, as we have come to expect from RPGs. However, the parent company seems to have abandoned this one in favor of developing the "base" Savage Worlds line, so there are no supplements, only trivial added material on the company website, and apparently no active user community.

It contains all the core rules and setting. The setting descriptions are intergrated into the rules. However the down side is additional unneeded feats, skills and actions which could have been done with the basic core rules and verbally described.

Powered by the Savage Worlds RPG system, Pirates of the Spanish Main is a stand-alone book and is all you need to kick off your very own high-seas swashbuckling adventure! All the Savage Worlds rules are in here, tailored to the Pirates genre, so there is no need for a separate rulebook. This game takes place in the pseudo-historical world represented in WizKid's Pirates of the Spanish Main collectible ship combat game, and many of the characters and ships in that game are present as NPC's in the RPG. That game, in turn, was spawned from various pirate stories and movies such as Treasure Island and Pirates of the Caribbean, and the fantastic atmosphere from those sources carries over into the RPG. If you've ever wished to strap a rapier around your waist, board your ship, and set sail for adventure, this is the game for you.

Excellent book. Good size, beautiful illustrations, everything you need to play (minus the dice).

Since I learned about the existence of Savage Worlds, I had been itching to try it. Pirates of the Spanish Main was my chance to GM it, and oh, was it a great experience! The rules themselves are simple (even simpler than in "standard" Savage Worlds, with things like death and critical injuries removed), the ship battle rules are awesome, the setting is chock-full of ideas for great adventures.

My biggest selling point, however, is how easy and fast it was to create and run adventures using the Savage Worlds system. I might also add that although the book is focused on Pirates (a la the Pirates of the Caribbean movies), you don't have to use the setting that way if you don't like (in my case, we played a game of 16th century military intrigue between Spain and England in the Caribbean) If you want to try the SW system, don't know where to start, and have even a passing interest in Pirates, buy this book!

My favorite of the Savage Worlds settings.

I have been running rpg campaigns for years. Everything from rifts to cyberpunk. D&D to AD&D. Blue Planet to Serenity. I love the gaming world and this rpg has to be one of my favorites. Its simple structure and rules make for quick and easy game play. The GM is released from the frustration of keeping track of so much stuff and is allowed to spend more time on beautiful plots and wild adventures. This is a great game for beginning gamers and experienced ones. Check it out and you will not be disappointed.

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