



DOUBLE CROSSBONES! PIRATES



A Savage Worlds One Sheet™ By Clint Black
for use with Pirates of the Spanish Main™ or as a Swashbuckling diversion

The crew is betrayed and stranded, but Fate lends them a chance for revenge. Use the Pirates characters found on our Savage Website www.peginc.com or make your own.

MUTINY

Two days out from resupplying and replacing lost sailors, the crew is rousted out of their sleep by the new sailors and any old crewmembers of a particularly nasty disposition towards them. One of the new sailors, Mr. Mauser, has now christened himself, Captain Mauser, and has the ship anchored off an uncharted island.

By the code, I'll not kill ye, less ye make one move against myself or my men. We're close enough; ye can all swim to shore. Ye blades and pistols are tied to that barrel the men be tossing in now. I give ye one shot each as per the accord. Now, ye can trust your life to the sea, or ye can lose your life on me deck. As for me, I'm off for Tortuga to pick up a trustworthy crew. Har-har-har! Now, over the side with the lot of ya!

The crew can attempt to attack, but the mutineers all have The Drop (on Hold and +4 to attack and damage) on them. If they win, they win. If not, the sailors dump any Incapacitated characters overboard where they eventually wash up on the shore of the island if no one jumps in to help them.

MAROONED

From the ship, it takes about two minutes to swim to shore. The surf is a bit rough, so the crew needs to make two Swimming rolls to make it. Anyone holding onto the floating barrel (up to four crewmembers) gains a +2 bonus to this roll.

The island is fairly big and thickly forested. The crew may choose to explore or immediately deal with the lack of food or water. In either case, a Notice roll at -2 or a raise on the Survival roll picks up a game trail that leads to a fresh water spring deep inside the forest. If no one makes the roll, then the crew spends a day finding nothing but uninhabited island. On each day, they can roll again at a cumulative +1 bonus.

BOARDING PARTY

The spring is a small pool at the base of a rock face about twelve feet high. The water is cool, refreshing, and crystal clear as anyone who tests it can tell. The crew has a short moment to get a drink or look around the spring. Any crewmember that specifically searches the area can make a Notice roll at -2. If successful, they find the skeletal remains of two sailors in the tall grass near the rock face. A quick glance reveals that the men seem to have suffered a violent death. These crewmembers gain a +2 bonus to their Notice roll when a territorial pack of wild boars attack. If they shout a warning immediately on seeing the bodies, all other crewmembers gain a +1 bonus to their Notice rolls.

Wild Boars (1 per hero and one boar with a broken tusk is a Wild Card)

Should any crewmember use an action in the fight to search the bodies of the dead sailors, their weapons are pretty well

rusty and useless from exposure to the elements, but one small waterproof bag is still sealed and contains 10 shots and powder for a pistol. A more detailed search after combat reveals 1d6 usable waterskins, the remains of a now-useless medical kit on one of the men, and a map hand drawn on a piece of sail canvas.

THE SPANISH MANE

The map shows a dotted line leading between "agua" to "El Gato del Mar." Even if no one speaks Spanish, it's obvious that "agua" means "water" and refers to the spring. Those who do speak Spanish know that "El Gato del Mar" means "The Sea Cat," and those who can make the appropriate Common Knowledge roll remember that "El Gato del Mar" was the ship of Spanish pirate, Captain Melena. A raise on the roll recalls that Melena, his crew, and ship all disappeared about a year prior. With a couple of notable landmarks (a split tree and a rock shaped like a turtle), it is easy to follow the trail back.

Coming out of the forest, the crew views a welcome sight; floating serenely in a hidden harbor is "El Gato del Mar," a sturdy and unmanned two-masted hoy. A successful Notice roll discovers a longboat overgrown with plants at the forest edge. It's leaky but serviceable enough to get to the ship. Otherwise, it's a short swim (less than a minute; no Swimming roll unless unskilled) out to the ladder on the side.

Searching the ship finds two things of note, the bodies and her condition. There are three bodies in the crew quarters. Two appear to have died in their hammocks and one at the base of the stairs. The captain's body can be found at his desk in his quarters. He appears to have died while penning a final entry in his log. The log is in Spanish, and (to those who can read it) explains that after a stop for provisions crewmembers began to get ill. They went through their fresh water supply quickly, and the captain stopped at an island to replenish it. He sent his ship's surgeon and the one other crew-



member who was not ill to search for more water. The last entry states the following...

Miguel and Doctor Ibanez have been gone two days. I fear they are dead. It matters little as I am the last one left, and I will follow my men soon. To those who find this, I leave my ship and all belongings on board. El Gato del Mar is a fine ship, and she deserves a fine crew. Treat her well, and she will lead you to safe harbors and good fortune. Know that the fate of my crew falls on her captain and not she who carries them. All I ask in return is that you return myself and my men to the sea we loved. Fair weather and a following wind to them what does.

For being uncared for, the ship is in fairly good condition. All the sails were stowed, and even the powder below decks is dry as a bone. The rigging is stiff and needs replacing; as does the rudder which is a bit warped, but everything is serviceable. With a little maintenance and some preparation, El Gato del Mar could be ready to sail again in an hour or two. There is one Cargo Space of powder and cannonballs on the ship; all other cargo is worthless. If the crew butchers the wild boars killed and supplements with local fruit, they can fill another Cargo Space with provisions.

Note that Captain Melena's final words seem to have some power behind them. If his body and the bodies of his crew are buried at sea (including the two at the spring), then the Storm Worthy Edge does not count against El Gato del Mar's maximum number of Edges.

CAT AND MAUSER

Now, it's time for revenge. The crew knows Mauser was heading for Tortuga shorthanded, and The Sea Cat could catch him. The crew can choose to face him on the seas now, or perhaps try to beat him to Tortuga and meet him with a full crew themselves. Either way, no pirate should allow a mutineer to just sail away with his ship.

BOAR

Wild boars are hunted for their rich meat. They are fierce fighters, especially if injured.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Boaty: None

Special Abilities:

- **Berserk:** When a boar is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and to its Toughness, but its Parry is reduced by 2. It also ignores wound penalties if a Wild Card.
- **Gore:** If a boar charges at least 6" before attacking, it adds +4 to damage.
- **Tusks:** d8+d4.

MAUSER'S PIRATES

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Garrulous, Greedy, Mean

Fame: -5

Edges: Dirty Fighter

Booty: Loot per every 5 pirates

Gear: Knife (d6+d4), cutlass (2d6), flintlock pistol (Range 5/10/20; Damage 2d6+1), shot and powder (20).



CAPTAIN MAUSER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy, Mean

Fame: -10

Edges: Combat Reflexes, Command, Dirty Fighter

Booty: Loot

Gear: Knife (d6+d4), cutlass (d8+d6), flintlock pistol (Range 5/10/20; Damage 2d6+1), shot and powder (20).

EL GATO DEL MAR (THE SEA CAT)

Type: Hoy (2-Mast)

Acceleration: 2

Toughness: 16 (2)

Top Speed: 3

Wounds: 2

Crew: 8+16

Travel Speed: 1

Cargo Space: 4

Handling: +1

Guns: 6

Notes: Heavy Armor

Edges: Storm Worthy, Well Built

Hindrances: Small Quarters (Major), Poor Rigging (Minor), Warped Rudder (Minor)

AVAST THERE, SEADOGS!



OUT NOW!