



North Atlantic Travel Map

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



Now and then, your heroes might want to make a trek between the Old World and the New World. To handle such a journey, here's a travel map, done in a style similar to the Caribbean map provided in *Pirates of the Spanish Main: Swashbuckling Roleplaying in the Age of Sail* (hereafter referred to as the Pirates RPG for brevity). For full rules on how to use this map for long-distance travel, you'll need the Pirates RPG core book.

Disclaimers

This is not a resource for the study of history. It's a game tool. Note the conspicuous lack of borders, and the fact that the map has no date on it. This map is for use "sometime in the age of piracy," and while borders may shift, names may change, and nations may come and go, the general shape of the coastlines varies only within a margin of error that I think we can deal with.

How to Use This Map

Two versions of this map are provided - one that puts the whole map on a single page, and another that breaks it up into two (overlapping) sheets, printed larger for easier use. To use the overlapping sheets, just print them off separately, trim the white from around the margins, and then line them up (overlapping as necessary) and tape together.

You can then use the map to keep track of the players' ship position for journeys across the Atlantic. For complete rules on how to navigate the seas, see "Rules of the Sea" on page 128 of the Pirates RPG.

Scale Difference

The scale used here is that of "1 square = 210 miles," whereas the usual travel maps use "1 square = 30 miles." What this means is that when you use the travel rules, instead of moving your Travel Speed in squares a day, each travel cycle represents one week of journeying. For purposes of determining cabin fever, round off to the nearest week.

Prevailing Winds

Prevailing winds are defined by latitude. From 0° to 30°N, the Northeasterly Trade Winds blow to the southwest. From 30°N to 60°N, the Westerlies blow to the northeast. From 0° to 30°S, the Southeasterly Trade Winds blow from the southeast to northwest. (See inset.)

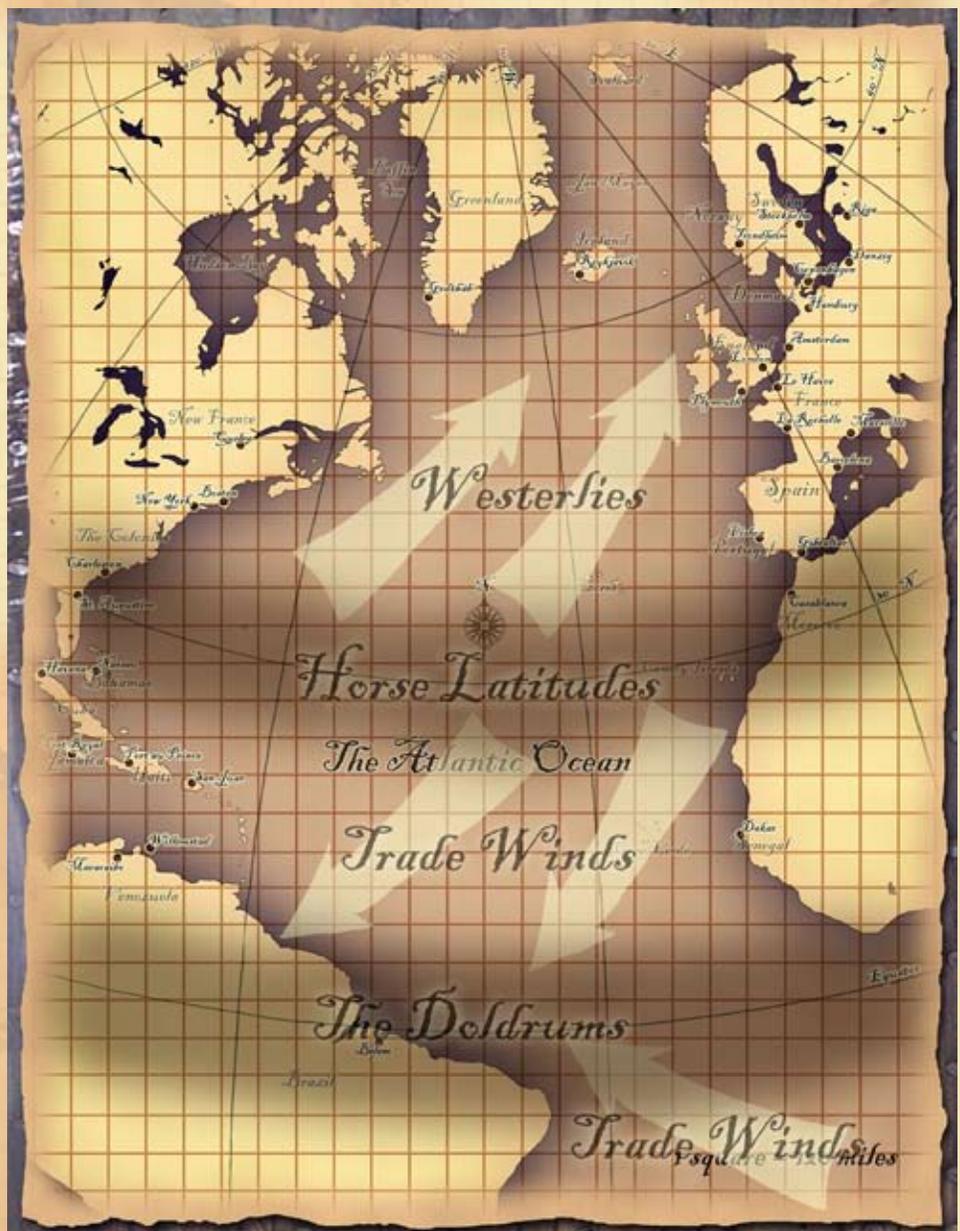
Doldrums

At the narrow bands where the prevailing winds switch directions, the air is often becalmed, posing a risk to ships crossing these latitudes in the middle of the Atlantic. At the equator, this area is known as the Doldrums, while at 30°-35°N and at 30°-35°S are the Horse Latitudes.

To simulate this, at any point when the ship

is on a square that contains the Equator or 30° N line in it, unless it is within one square of shoreline, roll 1d6 when you try to move the ship from that square. On a 1-3, the ship does not move, and that unit of movement is "wasted" due to dead winds. On a 4-6, the ship may move normally.

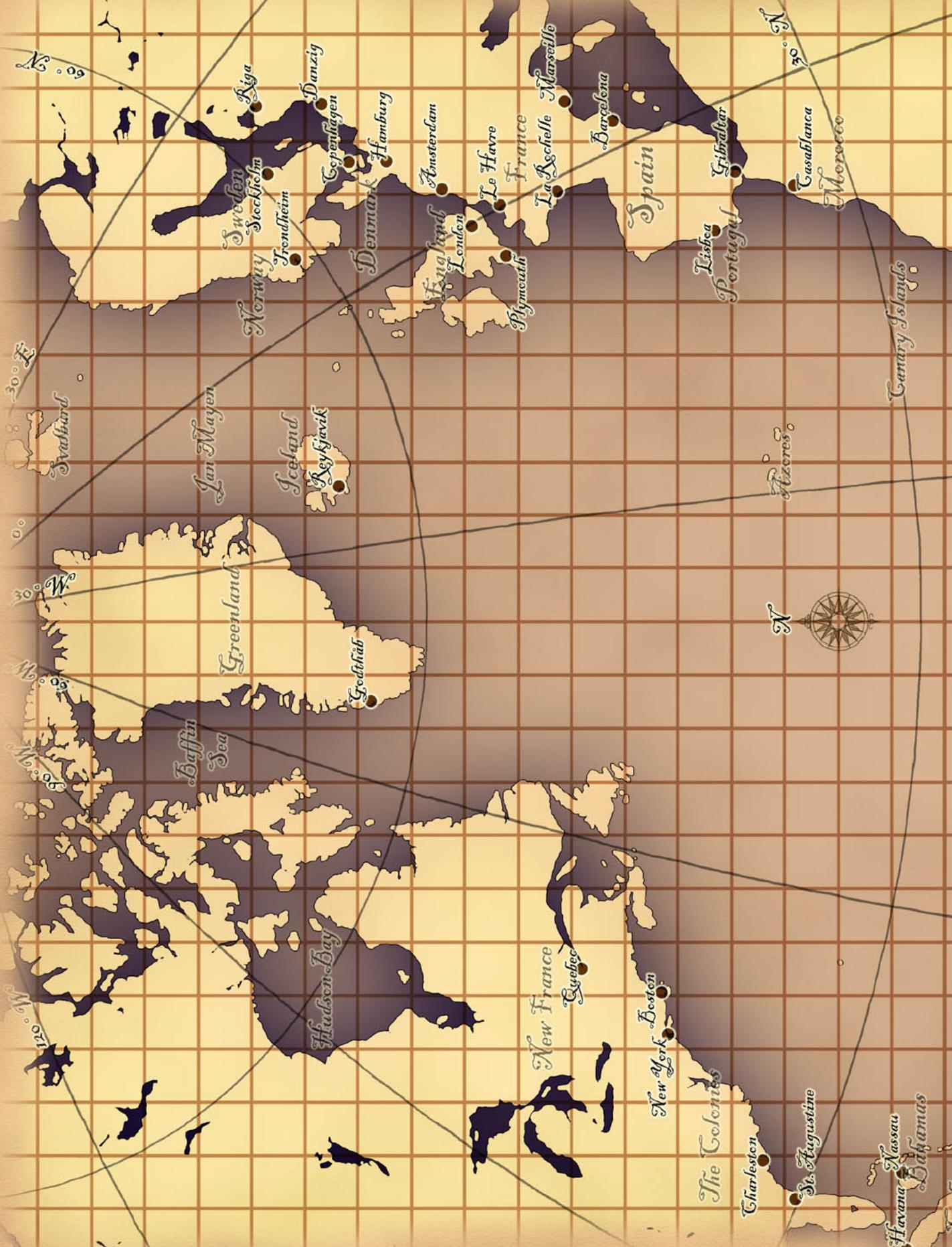
Ships not relying upon sails - such as galleys under oar power, "turbines" (steamships) or submarines - are not subject to this rule.





The Atlantic Ocean

1 square = 210 miles





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The Colonies

Charleston

St. Augustine

Havana

Nassau

Bahamas

Cuba

Port Royal

Jamaica

Port au Prince

Haiti

San Juan

Willmstad

Maracaibo

Venezuela

Brazil

Belem

Cape Verde

Dakar

Senegal

Canary Islands

Morocco

Casablanca

Gibraltor

Portugal

Lisboa

Azores

Equator

30° N