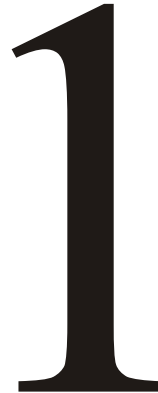

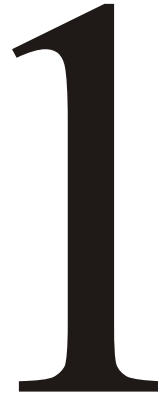
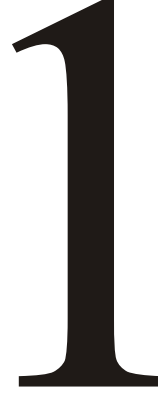










 <p>Ahead One Square</p>	 <p>Ahead One Square</p>	 <p>Ahead One Square</p>	 <p>Ahead One Square</p>	 <p>Ahead One Square</p>
<p>60° Turn to Starboard</p>  <p>Starboard = Right</p>	<p>60° Turn to Starboard</p>  <p>Starboard = Right</p>	<p>60° Turn to Starboard</p>  <p>Starboard = Right</p>	<p>60° Turn to Starboard</p>  <p>Starboard = Right</p>	<p>60° Turn to Starboard</p>  <p>Starboard = Right</p>
<p>60° Turn to Port</p>  <p>Port = Left</p>	<p>60° Turn to Port</p>  <p>Port = Left</p>	<p>60° Turn to Port</p>  <p>Port = Left</p>	<p>60° Turn to Port</p>  <p>Port = Left</p>	<p>60° Turn to Port</p>  <p>Port = Left</p>

2
Ahead
Two
Squares

2
Ahead
Two
Squares

3
Ahead
Three
Squares

U
Unloading Cargo -
Must be docked
Halted



**PIRATES
of
Yendor
Order Card Set**

30 cards incl. 2 blanks

Fast
Speed
ONE USE ONLY
HAND TO CONTROL
AFTER USE

Fast
Speed
ONE USE ONLY
HAND TO CONTROL
AFTER USE

H
Halt - must have
been halted or
moving slow
or backing
last period

T
Transfer Oar
Section / Crew
Must be
HALTED

Fast
Speed
ONE USE ONLY
HAND TO CONTROL
AFTER USE

Fast
Speed
ONE USE ONLY
HAND TO CONTROL
AFTER USE

B
Backing - must
have been halted
or backing
last period

G
Grappled - may
fight boarding
action