

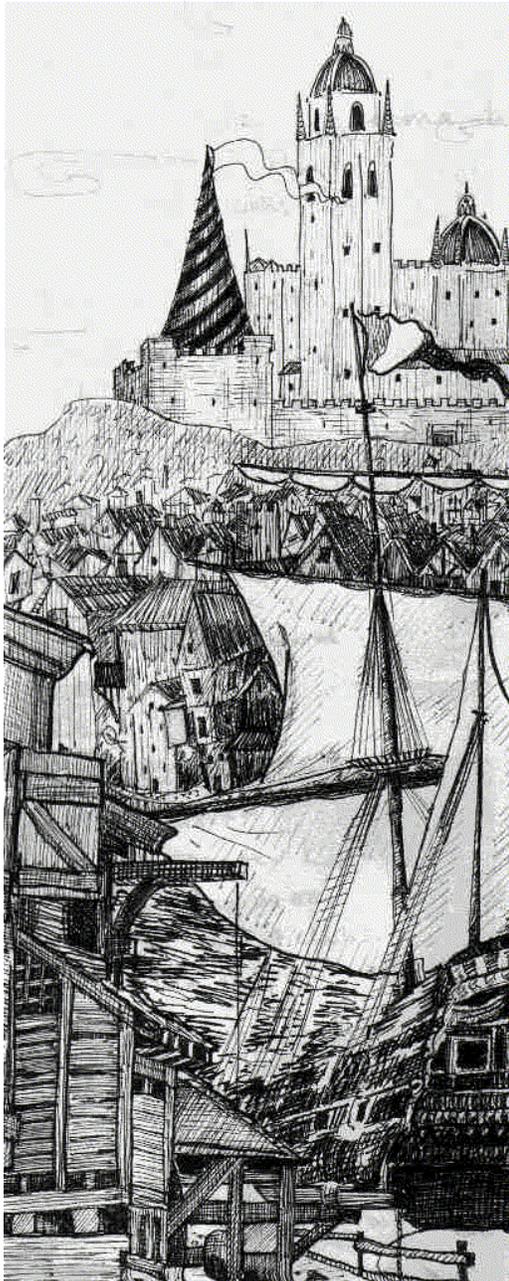


PIRATES OF YENDOR

The Fantasy Naval Megagame

Skulduggery, Politics and Piracy on the High Seas near a Fantasy City

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Background to the Game

The great City of Yendor is the jewel in the crown of the Kingdom of Yendor. It is famous over the whole West for its trade, its glittering streets and the great wealth of its merchants.

It is also known to be an open city, welcoming to all, whatever your size or species. Its military forces, largely effete and ineffective rarely have to defend this peaceful city from enemies – it relies instead on the presence of the great 'Wizdome' of Yendor – the foremost centre of learning for the most powerful mages in the known world. No army would ever have the nerve to go up against Yendor.

Recent events have shown the mages to be – well – weakened. So a number of Corsair Seaclans have gathered together with the sole aim of visiting the great and glittering Yendor and engaging in some 'rough trade'.

Inevitably, the King received word of this impending raid and is gathering his forces – but - all that stands between the citizens of Yendor and rape and pillage is a hastily gathered 'Sea Guard' of pressed vessels. All the citizens of Yendor contribute to the crews of these ships, according to their species – and the individual ships reflect their owner's characteristic – from the heavily armoured Dwarf ship, the small and numerous light Free Folk ships to the sleek and impossibly manoeuvrable Elf ship. Oh yes and the lumbering great caravels of the humans.



The WizDome of the University

Meanwhile the feared Seaclans of the Eastern Corsairs have temporarily set aside their internal rivalries to plunder a city with more treasure than they can possibly imagine. Of course, the Corsairs' ships are light, agile and best for unopposed raiding – so they need to ensure they are numerous if they hope to defeat the great lumbering warships of the Yendorian Sea Guard. However, they regard themselves as 'hard men' (and women) and don't know the meaning of the word 'fear' (being mainly illiterate).

Can the disparate fleet of Yendor and peoples form a fighting force that can defeat the feared Eastern Corsairs? Only time (and this game) will tell.

Jim Wallman
Estreham Valley 2006

How To Play

In this game the players represent themselves. It is a role playing game as much as it is a sea battle game..

Interacting

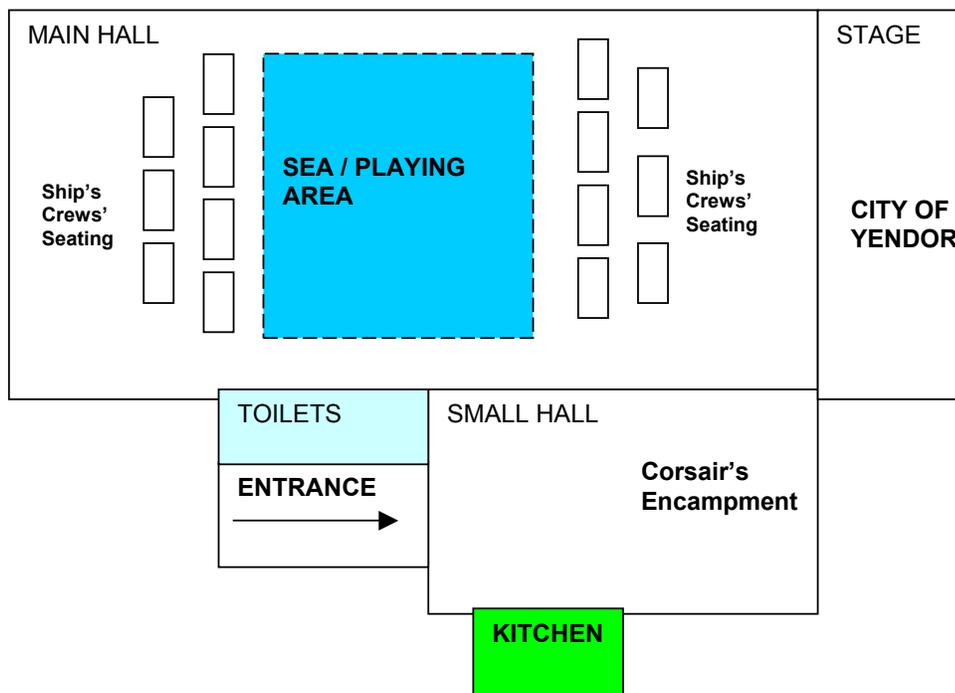
Please try to be as civilised as possible, within the requirement to role play and act. Not everyone role plays with the same degree of enthusiasm or colour, and whilst a salty Corsair might, realistically, come out with a torrent of colourful abuse every time he opens his mouth, it is not strictly necessary. Also, try to use the information in your briefing. All too often it gets glanced at and forgotten. The material we have given you contain useful and relevant information, not only in developing your role, but also sometimes information that others might want.

That said, it is probably not in your interests to go around showing other players the entire contents of your briefing!

You must make a judgement about how much of your information to reveal and to whom. Revealing nothing can be as bad as revealing everything. Think about it.

The Game is run by a small team of Game Controllers. Listen to what they say – Control’s decision is final.

Game Layout



Background

The City

The city of Yendor is the capital of the Kingdom of Yendor, which is middle-sized and unremarkable as these sorts of kingdoms go.

The City is the main centre of population for the kingdom, and an important trade centre. Merchants and adventurers pass through the city on their way to many exotic places. The merchants and traders of Yendor make an honest living from this passing trade, as well as dealing in the various products of the city itself.

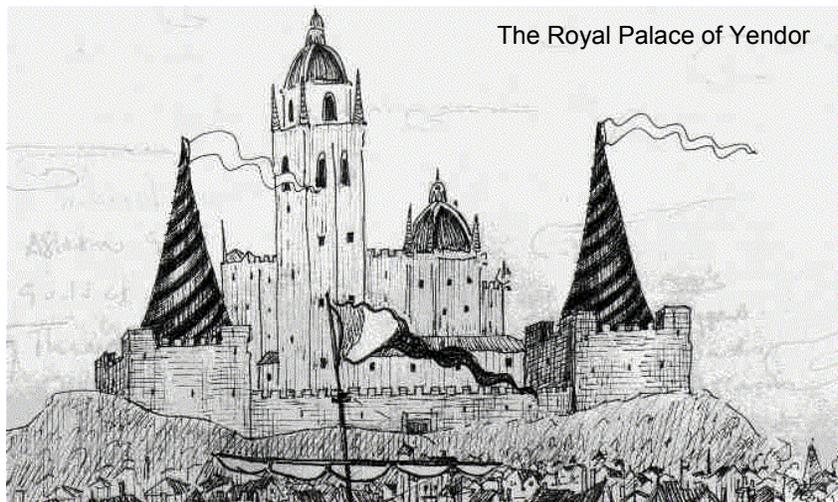
Recent Yendorian History

The Old King died many years ago and his heir went missing as a baby, assumed dead. The Grand Vizier stepped into the power vacuum and ruled in the name of the King (On His Return).

Fortunately, the King was not lost. Reared by nomads in a distant land, the young king grew into a mighty warrior, and travelled the world and had many hair-raising adventures. It was as 'Martin the Swordslinger' that the King was eventually found fighting in far-off Estreham Valley by Yendorian monarchists and informed of his birthright. On his return to Yendor, Martin managed to prove his lineage in the traditional way and resumed the throne with relatively little bloodshed.

The Vizier retained his job and his head, and his sound management and administration continue under the restored king.

Since the King returned, of course, everything has gone swimmingly, and Yendor emerged triumphant as a major power in the region. This new optimism was only slightly marred when the Mages unintentionally unleashed a gigantic demon from the Dungeon Dimensions onto the city, in what was called at the time as the worse thaumatergical accident in Yendorian history. Fortunately the menace was eventually brought under control and casualties among the wealthy and important citizens of the city were negligible. However, it has left the mages somewhat weakened of late.



Magic

“Meddle not in the ways of Mages, for they don’t really know what they are doing half the time”

Norton the Wise

In this game, Magic is entirely the province of the Mages of the University of Wisdom. Alchemists are mere technicians, and not to be confused with seekers after the ways of power. So far as most citizens of Yendor (or anyone else for that matter) are concerned, magic is something that (hopefully) happens to other people.

Most people give Mages a wide berth out of respect for their status, and because unpredictable things tend to happen around them, which makes most folk very nervous.

Strange things may (or may not) happen at sea as a result of magic.

Game Structure

Crews

There are, broadly speaking, two sides to the game – the Yendorians and the Corsairs.

However, within each side there are factions each with their own agendas, so the way the sea battles play out may turn out to be more than a straightforward tactical battle.

Ships are crewed by one or two players. The smaller ships tend to have one player, the larger and more complicated ships might have two or even three players.

In a one player ship, the player does everything, signalling, issuing orders, rolling dice, making decisions etc.

In a two player ship the roles are:

Captain – Responsible for decision making and signalling.

Ship’s Master – responsible for issuing the ships’ movement orders, rolling dice etc.

The larger ships, with 3 or more crew have their own separate briefing on how they operate.

The Sea

The playing sea area is laid out for all to see. Players sit at tables and indicate their ship’s orders by displaying order cards.

The players do not come onto the playing area or move the ship models. The game controllers will move the ships in accordance with the player's wishes. We do it like this to prevent the models being trampled on, and to allow players to get a clear view of the playing area which would otherwise become quickly very crowded.

There is a time factor.

You do not have unlimited time in which to carefully work out the optimal manoeuvre for your vessel. We will start off by giving everyone a few minutes to prepare their orders, but as the day goes on, and you all get more used to the system, we will shorten the time for each game period.

Please note that the game will not wait until you are ready – once Game Control have announced that it is time to display orders anyone who is not ready will lose the opportunity to issue orders.

Ships with no orders will continue on their last heading at their last speed.

Communications are limited.

Nobody in this world has a radio. Communication between ships has to be by shouting or by flags.

A ship has to be within 2 squares for shouting to be effective.

Flags can be seen at any distance (unless the scenario says otherwise – as a result of bad weather or something).

Systems of flag signals are specific to each side, and are given in your team briefing.

Additional signals may be developed by players.

Other than flags and close-range shouting, players may not discuss their forthcoming orders with other ship's crews.

To discourage conferring we will alternate the seating arrangements so that crews on the same side are not necessarily sitting next to each other.

The Day

The megagame will be divided into two three linked scenarios which will be played during the day – each scenario will take about one and a half to two hours, with a break in between.

The outcome of each will determine the start set up for the next.

You will be given a start up personal briefing on the morning of the game.

You won't need to bring anything – though in the past some players have found binoculars have been helpful for working out the positions of many ships at a distance.

Timetable For the Day

9.00 – 10.00 am	Arrival & Registration. There will be an opportunity for those arriving early to practice using the combat system.
10.00 – 10.15am	Introduction, Welcome and Plenary Briefing
10.30 Sharp	Action Starts – note than timings are approximate – each encounter may be longer or shorter depending on what happens.
10.30 – 12.00am	First Encounter
12.00 – 1.00pm	Repairs, Recriminations and Reorganisation
1.00pm – 2.30pm	Second Encounter
2.30pm – 4.00pm	Further Repairs, Recriminations and Reorganisation
4.00pm – 5.30pm	Final Encounter
5.30pm – 6.00pm	Debriefing, clear up and leave.

The Rules

You have been given a separate booklet of the main game rules.

Do not worry if you find them a little hard to pick up to start with – we will be running through them on the morning of the game to make sure everyone has grasped the basics.

They are not exhaustive – Game Control will rule in the event of any doubt or uncertainty.

Please note that we will not be discussing rule interpretations during the action.

If you have a serious problem you can bring it up with Game Control, otherwise during the battles, Control's decision is always final.

If you would like a chance to practice the game system, we will also be allocating a short time for players that turn up early to practice on a smaller map.

There are a few additional rules that are scenario-specific, and these will be included in the briefings of those teams affected.