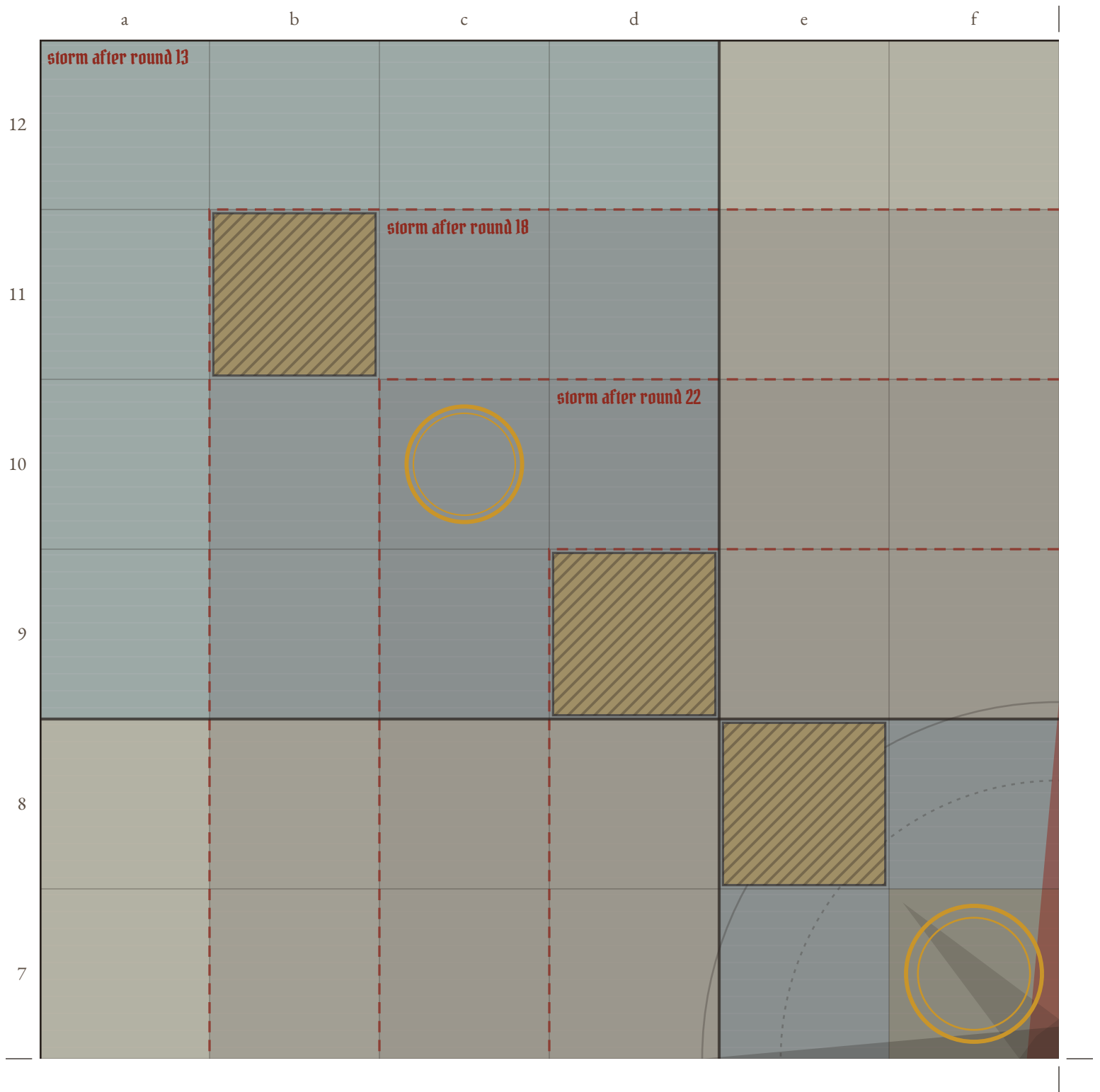
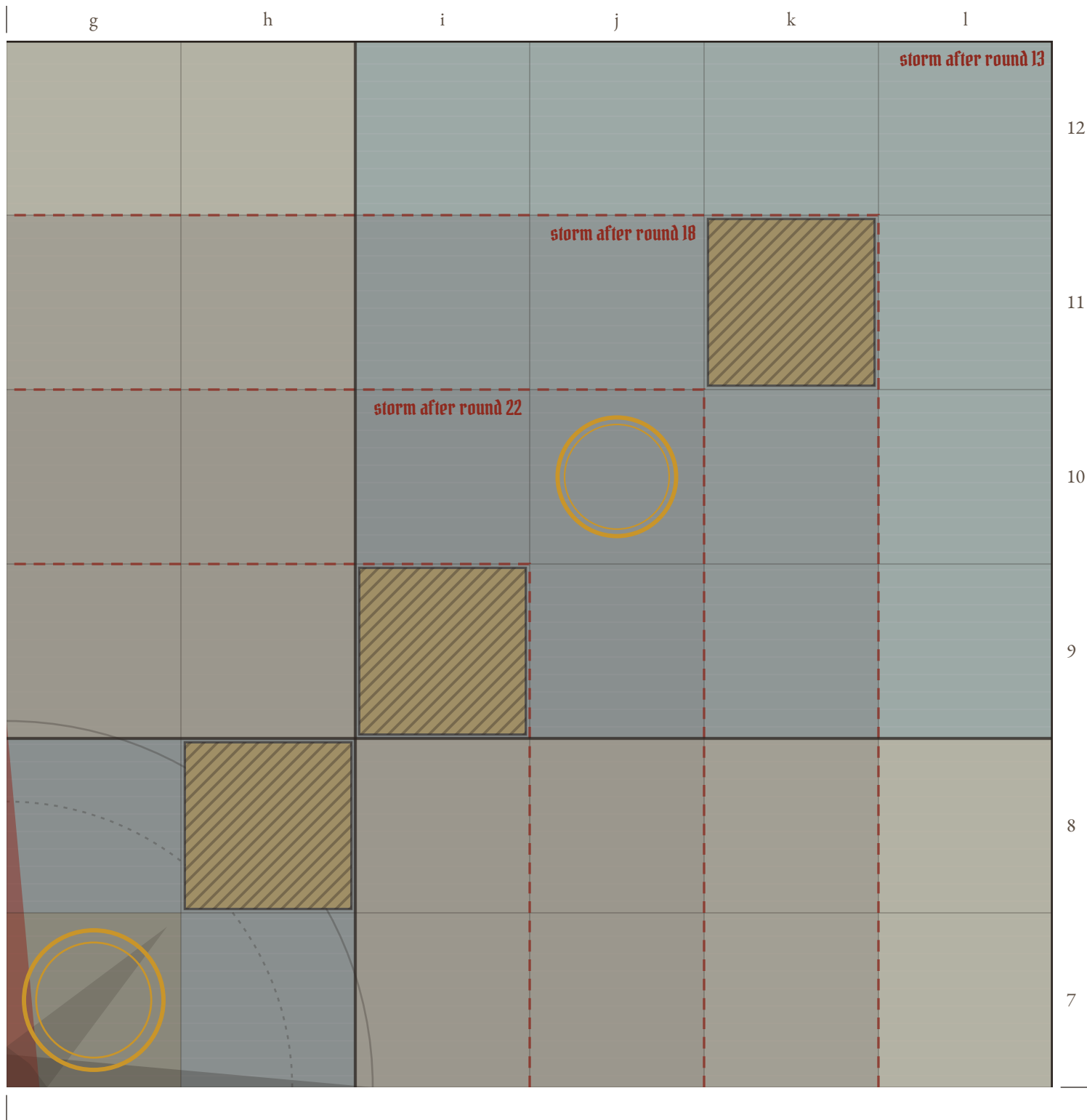
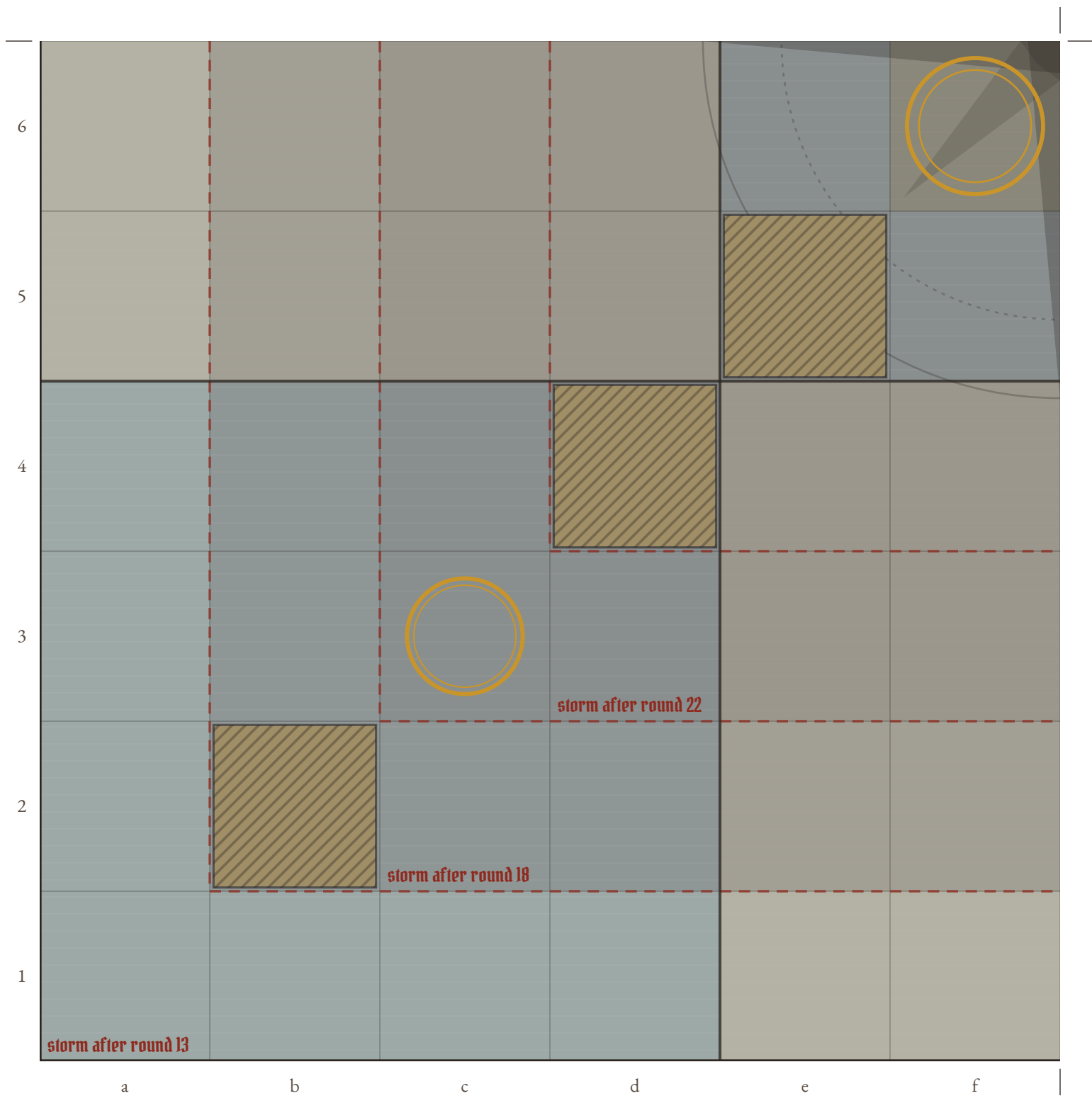
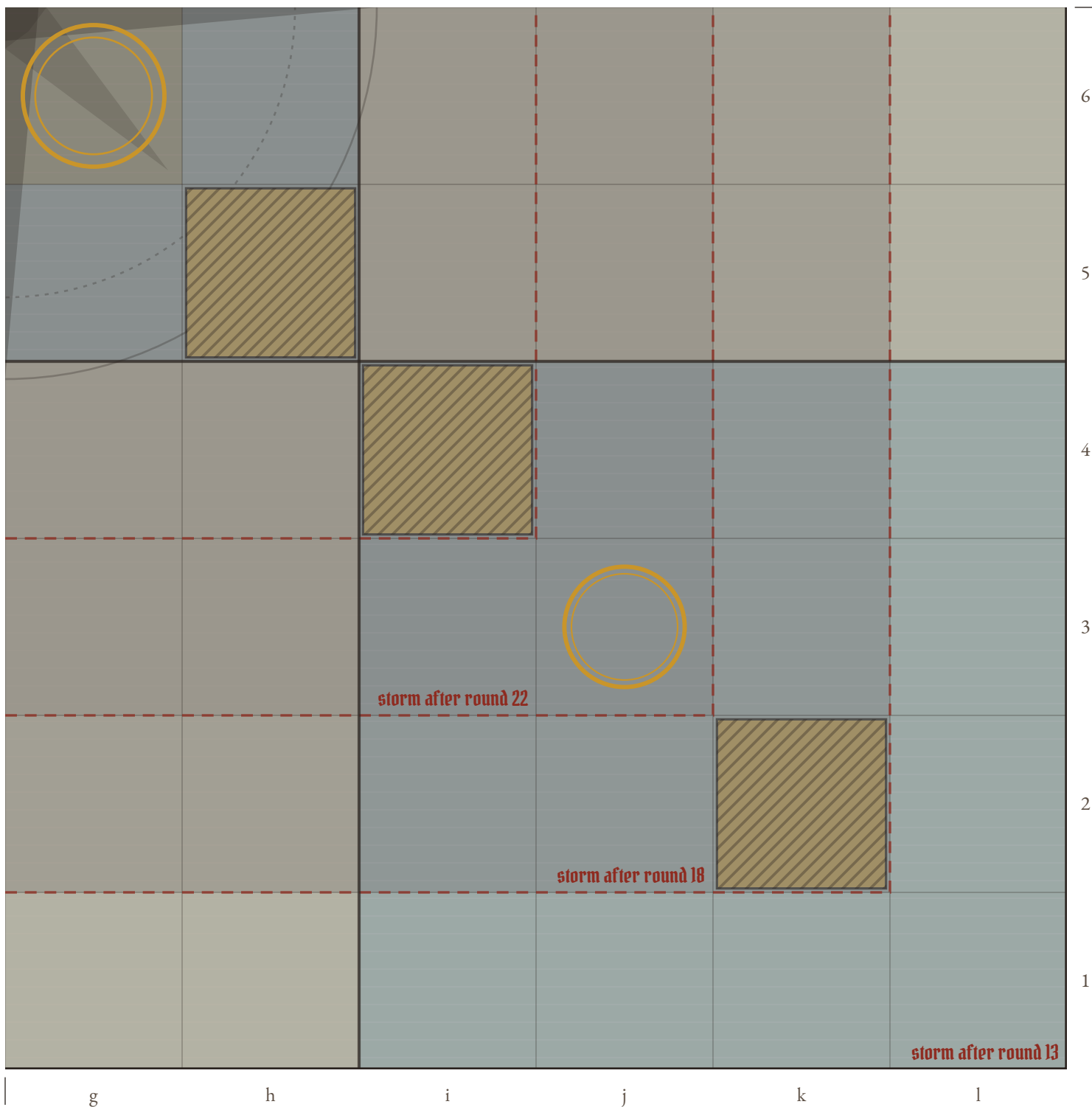






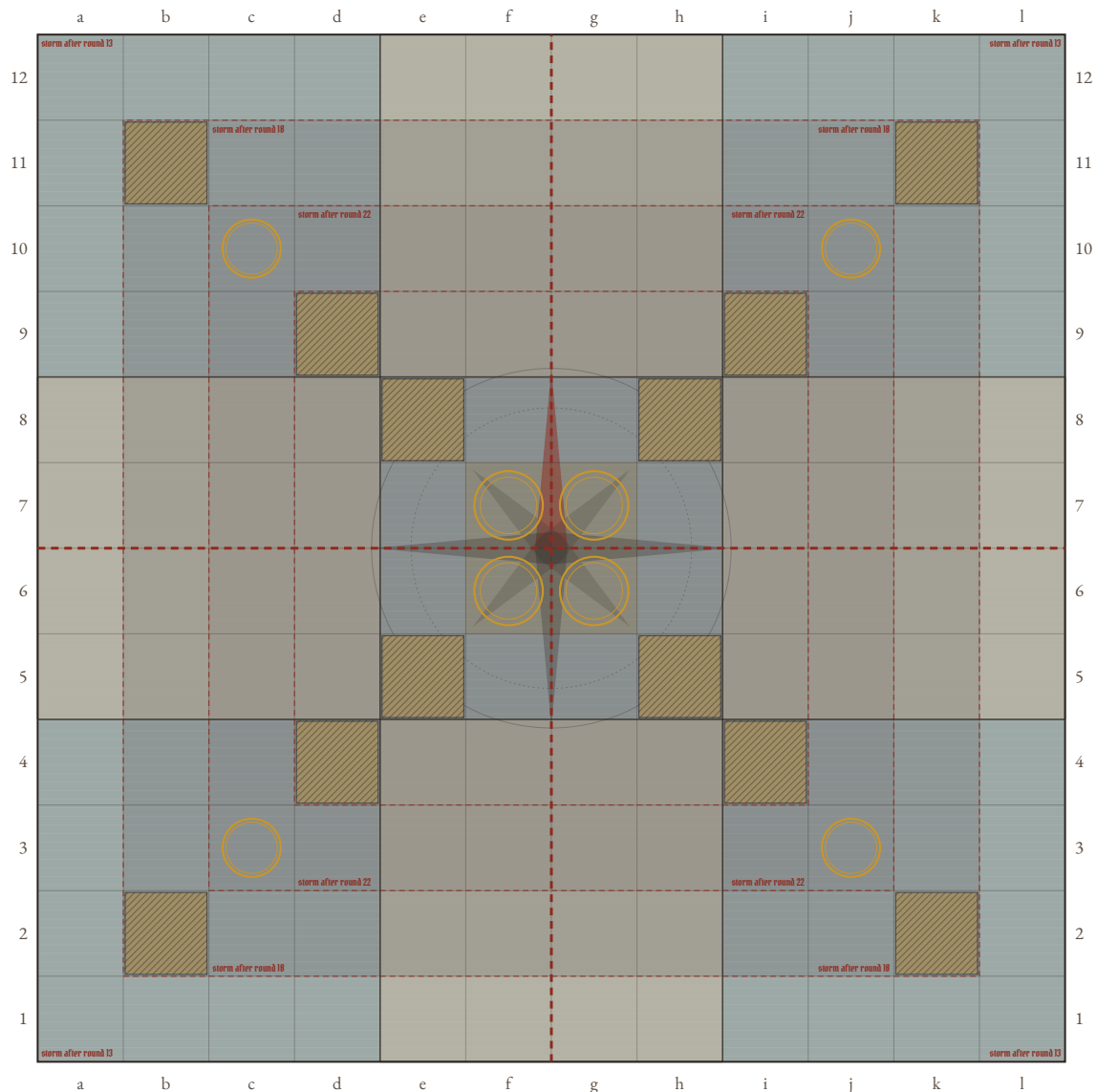


False Colors *Pocket chart · sheet 3 of 4 · south-west quarter · squares 1¼ in · print at 100%, no scaling*
Trim along the crop-marked edges only (the two that meet other sheets), butt the four sheets together and tape the back.



False Colors

Pocket chart, 12 x 12 · assembly guide and key · the finished chart is 15 x 15 inches



1. Print sheets 1 to 4 at 100 percent (not "fit to page"), on heavy stock if you can (65 to 80 lb cover lies flatter).
2. Trim each sheet along its crop marks: the two edges that meet other sheets. The outer edges carry the coordinates.
3. Butt the sheets together as shown above, each in its quarter, and tape the back. Mount on foam board if you want it rigid.
4. Squares are 1¼ inches, sized for the 30 mm standing pieces on 28 x 14 mm bases. The chart is 15 x 15 inches.

Key



Anchorage. Each captain sets up all 14 ships in a tinted 4 x 4 in the middle of an edge, open water after setup. Four captains take an edge each; in Allied Fleets north and east play south and west. Two captains take north and south; three play the hex chart. **Wings**, if agreed: also the 2 x 2 of open water each side along the edge; 24 squares.



Island. Hatched square. No ship may enter.



Harbor. Gold ring. 1 point to the captain whose ship stands on it at the end of each round.



Capital. The four gilt squares at the center, double gold rings. 2 points at the end of each round to the side with the most ships there; a tie scores nothing.



Storm. In the classic game the outer ring closes after round 13, the next after 18 and the next after 22; each ring carries its round. A ship still in a ring when it closes is lost. The harbors lie in the ring that closes after round 22. After six quiet rounds running (no fight, no harbor or Capital changing hands), every ring three or more rounds off closes a round early.