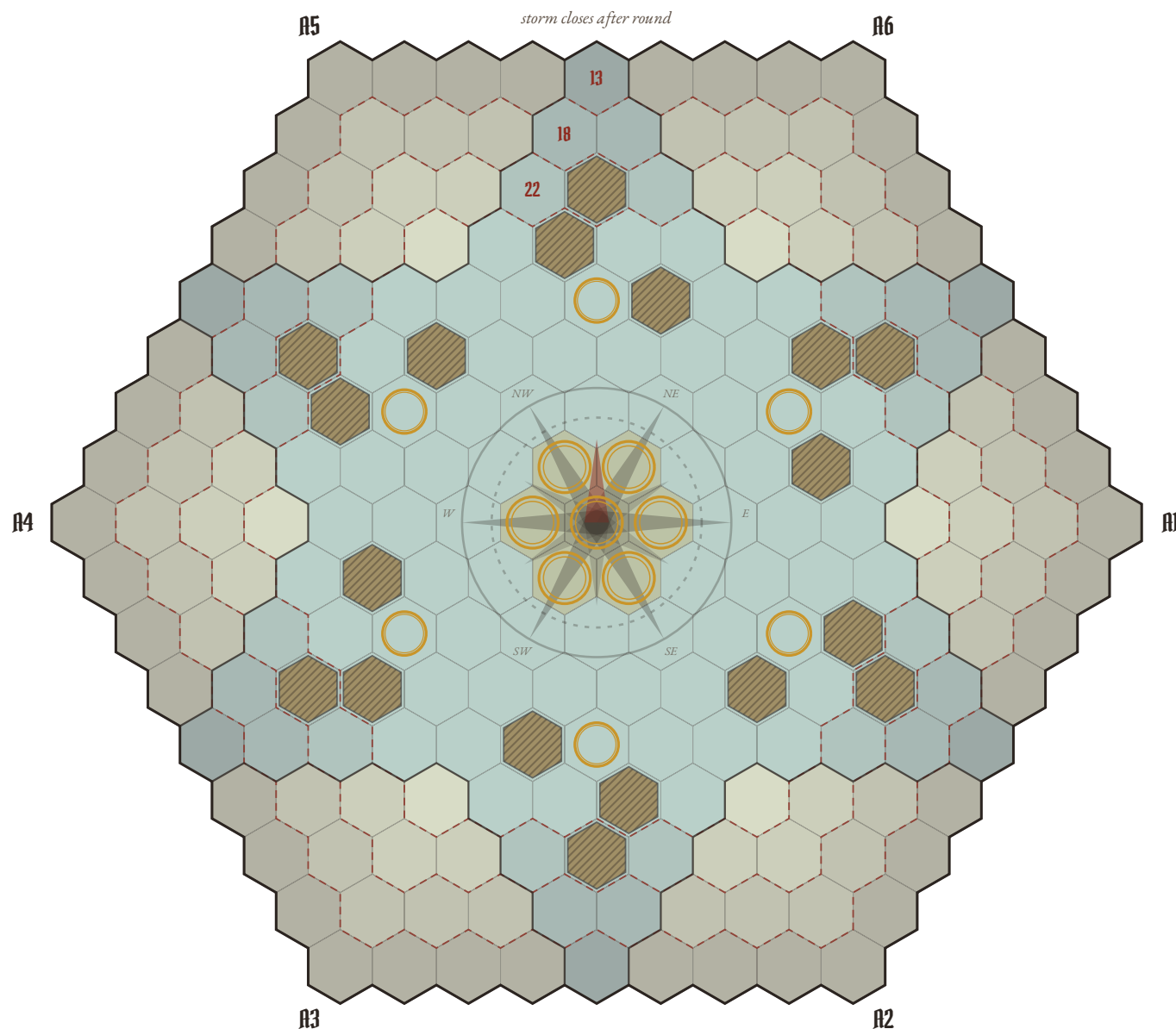


Six Captains

the hexagonal chart for False Colors, for 2 to 6 captains



The chart

A hexagon of radius 8: 217 hexes. Six corner anchorages of 16 hexes, 18 islands in three six-fold orbits, 6 harbors and a seven-hex Capital at the center. 103 open hexes beyond the anchorages for up to 84 ships: at full seating ships fill 39 percent of the hexes, as on the Pocket chart (56 ships on 144 squares).

Anchorage A1 to A6, any fleet in any corner. With fewer captains, two take A1 and A4; three take A1, A3 and A5; four take A1, A2, A4 and A5; five take A1, A2, A3, A4 and A5; the rest are open water. Three, five or six captains always play this chart: the square chart seats two or four.

In the classic game the storm takes the outer ring after round 13, the next after 18 and the next after 22; the darkest ring goes first. A ship still in a ring when it closes is lost. After six quiet rounds running (no fight, no harbor or Capital changing hands), every ring three or more rounds off closes a round early.

What changes from the square charts

Movement. Six directions, one hex per order. Cutters move up to three hexes in one straight line. Every neighbor shares a side, so there is no diagonal rule.

Wind (optional, off in the classic game). A token on the rose points to where the wind blows from, north-west at the start. No ship may sail straight into it, except a Boarding Party (oars) or a Cutter (close-hauled). A ship sailing straight downwind may move up to two hexes with one order. After rounds 6, 12 and 18 the wind veers one point clockwise.

Scoring. As on the square charts: 1 a round for a harbor; 2 a round for the Capital, to the side with the most ships in its seven hexes (a tie scores nothing); half the rating, rounded down, for a kill; 8 for capturing an Admiral, while an Admiral lost any other way costs her captain 8; and 4 for an Admiral afloat at the end. The game lasts 24 rounds.

Everything else is the classic game: up to three orders a round (four while your Admiral is afloat), the round 1 truce, collisions, combat, the early ends and the tiebreak.

Ways to play six

Open Water. Six fleets, every captain for themselves. Until the end each captain sees the others only as leading, close (within 5 points of the leader) or trailing.

Three Pairs. Partners take opposite corners (A1 with A4, A2 with A5 and A3 with A6) and play as a team. Partners never fight; two partner ships may swap places.

Two Triads. Alternating corners, A1, A3 and A5 against A2, A4 and A6.

Notes

The chart is six-fold symmetric. Each harbor sits midway between two neighboring anchorages, 3 hexes from each, so holding one means leaving home; the outer storm ring takes the back of every anchorage after round 13. Print the chart at full size from [board-hex-letter.pdf](#): six letter sheets, hexes 1¼ in across flats for the 30 mm pieces, about 21¼ x 18¾ in assembled.