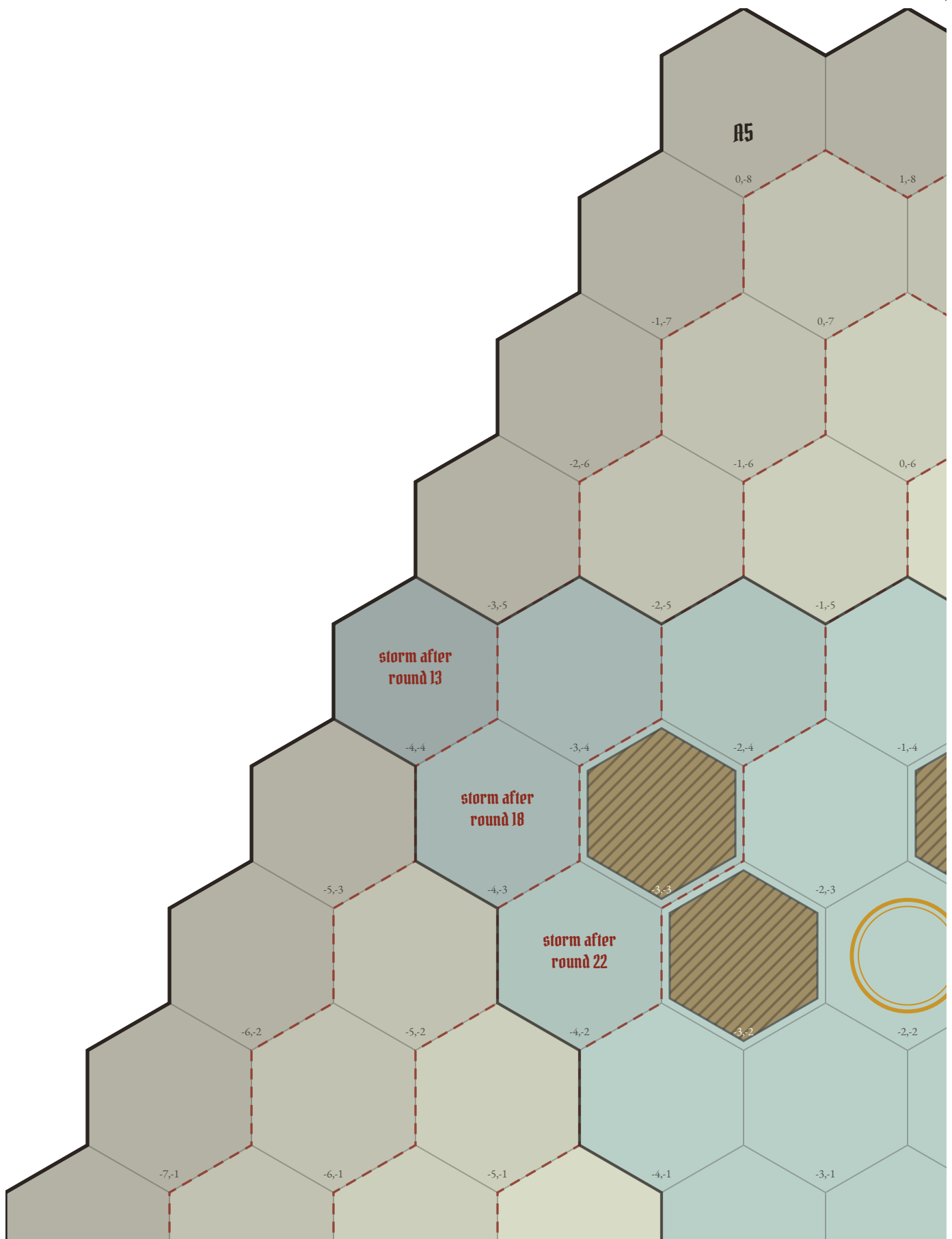
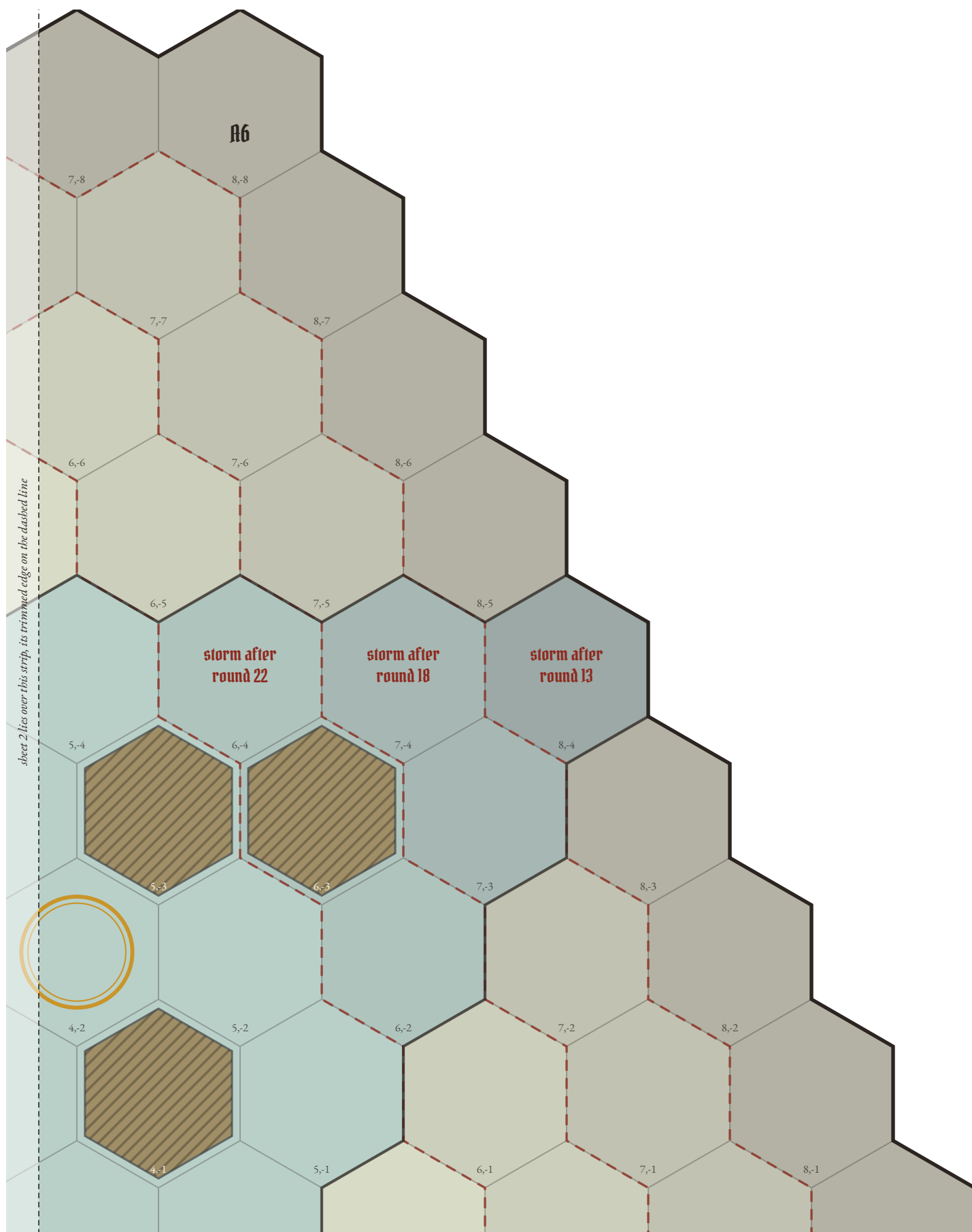
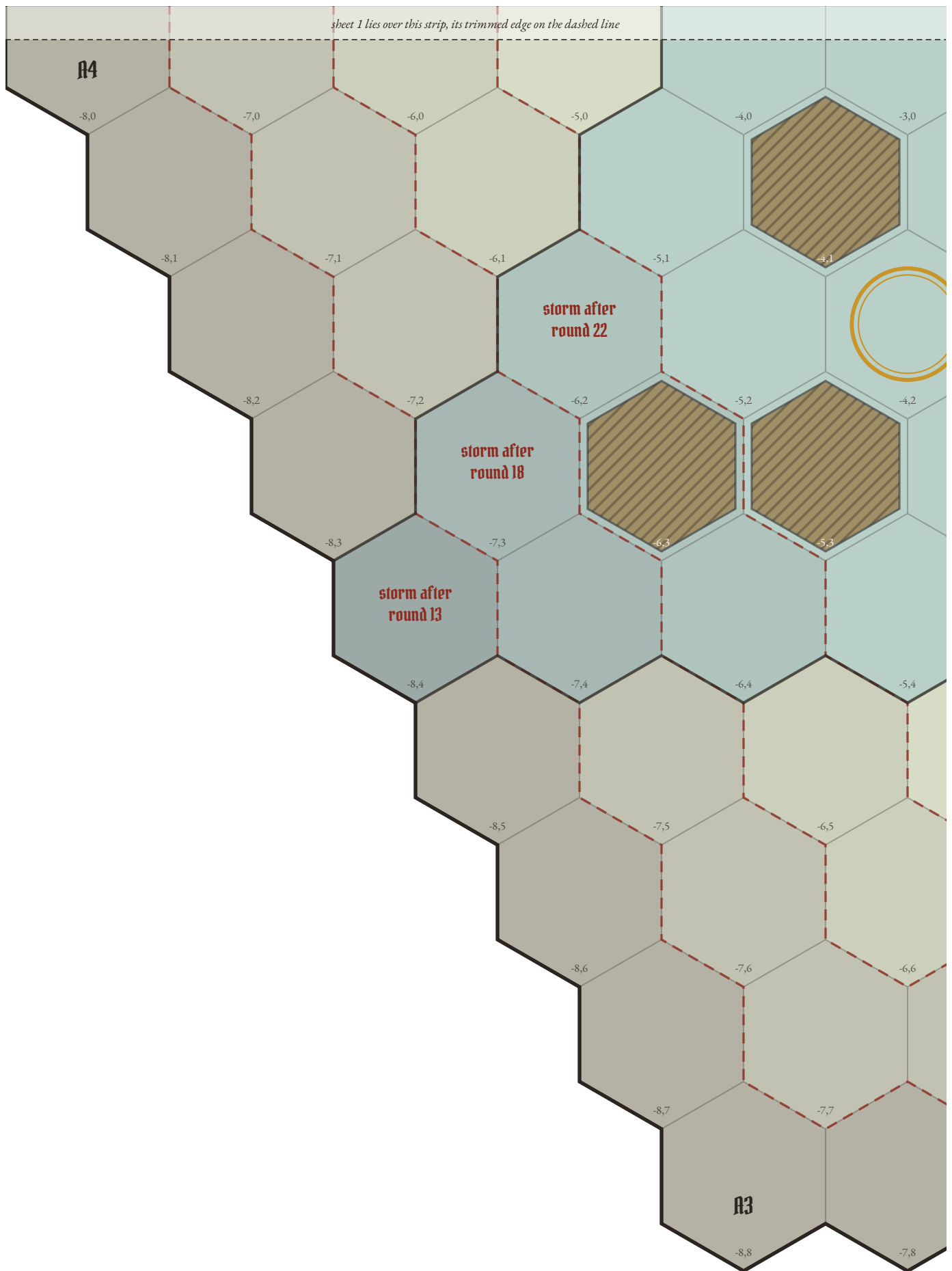
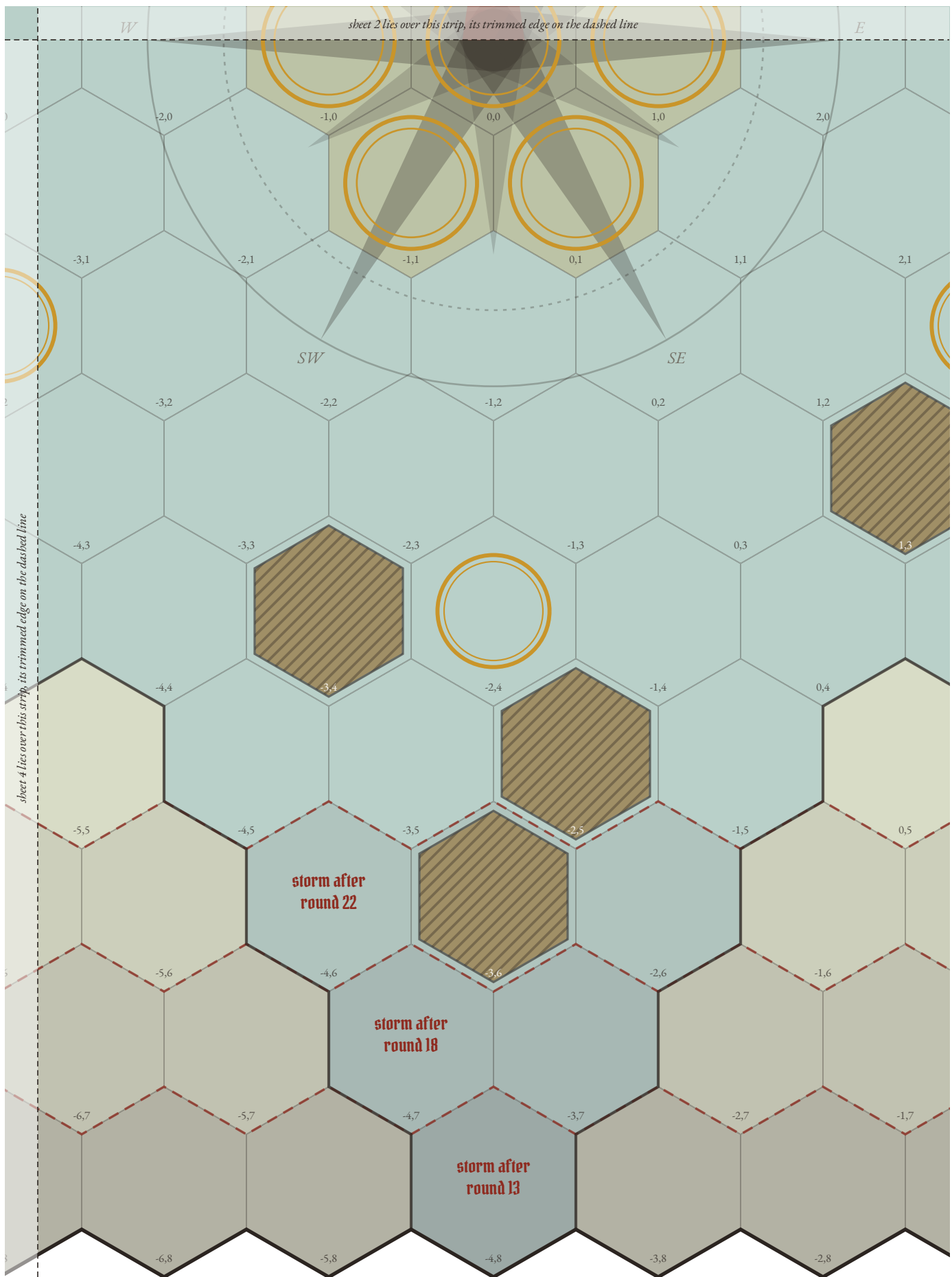
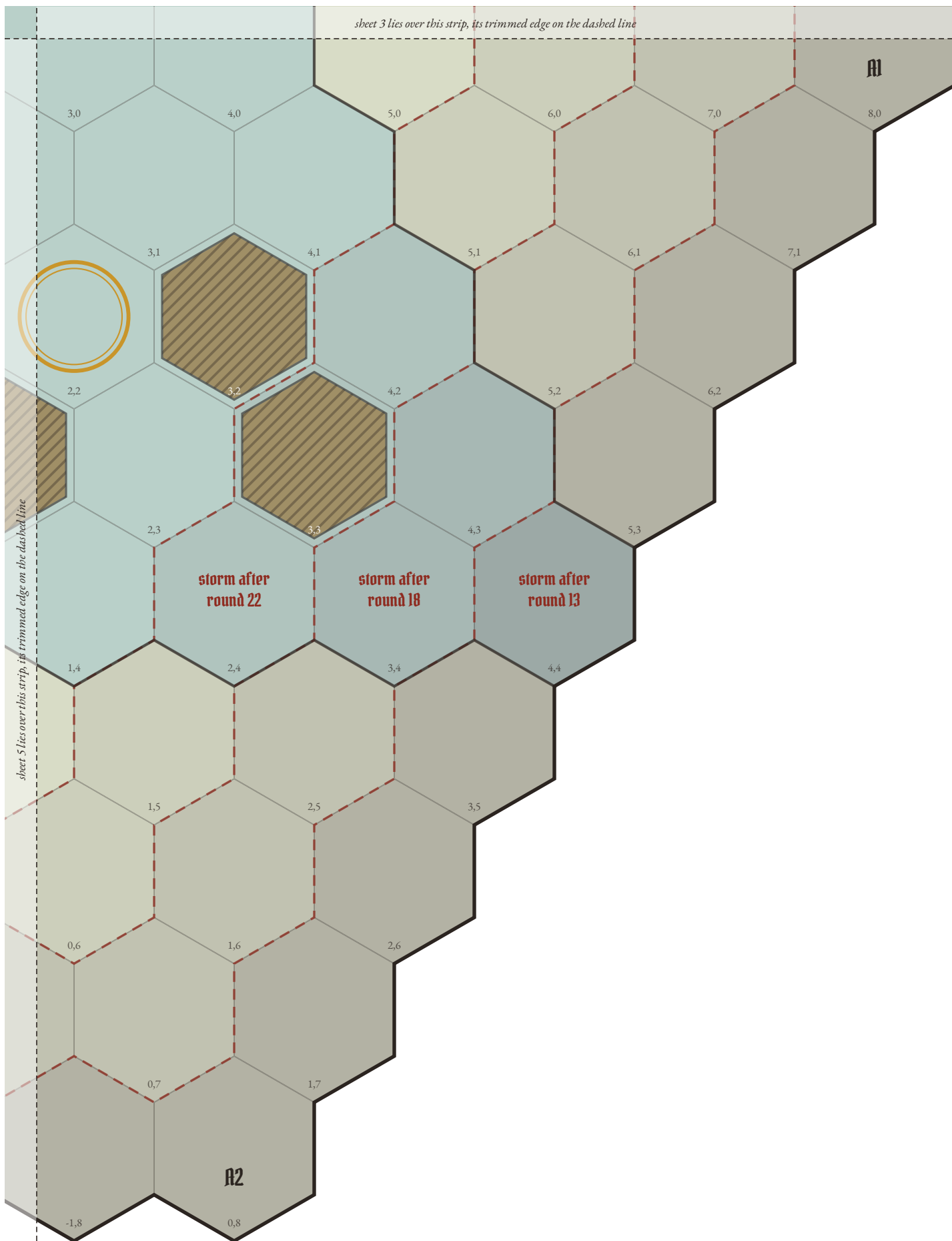






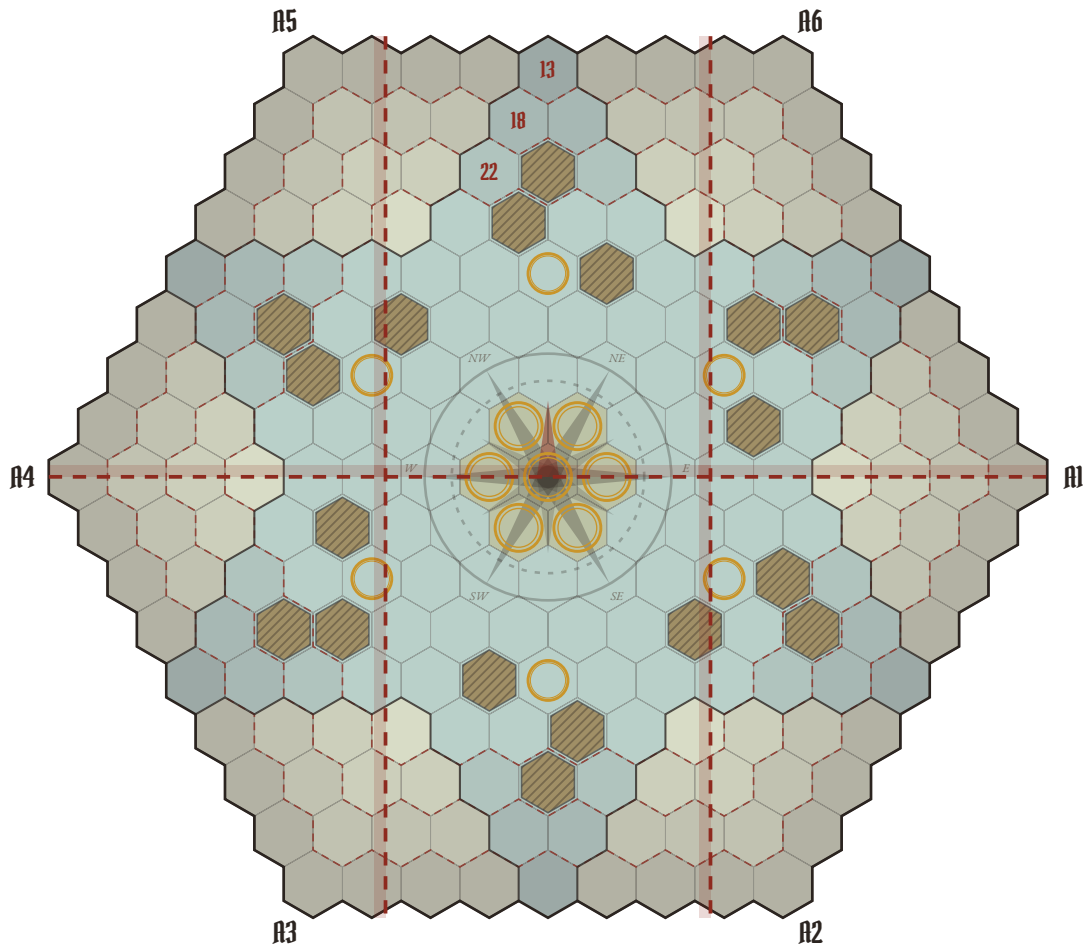






Secret Sails

Six Captains hex chart · assembly guide and key · the finished chart is about 21¼ x 18¾ inches



1. Print sheets 1 to 6 at 100 percent (not "fit to page"), on heavy stock if you can (65 to 80 lb cover lies flatter).
2. Trim only at the crop marks: the right edge of every sheet but those in the right-hand column, and the bottom edge of every sheet in the top row. The shaded strips (pink above) go under the sheet to their left or above. The foot of each sheet names its place (top row, left; and so on).
3. Join each row from the left, each trimmed edge over the next sheet's strip and exactly on its dashed line; tape the back. Then lay the top row over the bottom row the same way.
4. Hexes are 1¼ inches across flats, sized for the 30 mm standing pieces on 28 x 14 mm bases. The chart is about 21¼ x 18¾ inches.

Key



Anchorage. Six tinted corners of 16 hexes, A1 to A6. Each captain sets up all 14 ships in one; after setup it is open water. 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. Three Pairs: A1 with A4, A2 with A5 and A3 with A6. Two Triads: A1, A3 and A5 against A2, A4 and A6.



Island. Hatched hex. No ship may enter.



Harbor. Gold ring, midway between two anchorages, 3 hexes from each. 1 point to the captain whose ship stands on it at the end of each round.



Capital. The seven gilt hexes 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. After six quiet rounds running (no fight, no harbor or Capital changing hands), every ring three or more rounds off closes a round early.



Rose. The six sailing directions. Optional wind (off in the classic game): a token on the rose shows where it blows from, north-west at the start; only a Boarding Party or a Cutter sails straight into it, a ship sailing straight downwind may go up to two hexes, and it veers one point clockwise after rounds 6, 12 and 18. Hexes carry their coordinates (q,r).