

Welcome to the VASSAL module for *Flying Colors*, GMT's game of fleet actions in the Age of Sail. This module is posted with permission of GMT.

All known errata have been incorporated into the scenario setups. In addition, the new counters from Ship of the Line are used in place of the original Flying Colors counters for all ships that were updated in SotL.

GENERAL INFO

As with most VASSAL modules, almost all game functions can be accessed through right-clicking on the game pieces. Some of the markers (fired broadsides, for example) appear differently than their physical counterparts. This is done to reduce clutter and keep vital information visible at all times. Some markers can be placed on the ships directly through the right click menu. All others can be found in the Markers window in the toolbar. It is VERY important to use only the markers for your nationality. Even though they all appear to be the same, their internal settings ensure that they only stack with ships from their side. This is important since ships and their markers can move through other ships in Flying Colors.

THE TOOLBAR

Hover over the buttons in the toolbar and you will see a brief description of what it does. Most of them are self-explanatory, but a few deserve special mention.

VPs – Opens a window where you can track critical game information. The module automatically keeps track of the victory point totals including a breakdown of the score in each category. The “Other” line can be used for scenarios with unique scoring conditions. Just press the plus/minus buttons to adjust the total.



A red dot appears on a ship after it moves and Broadside markers appear when ships fire (or are marked "Masked") via the Fire menu. Push the hour-glass button in the toolbar to clear these markers away when the turn is over.

BROADSIDE TRACKING (OPTIONAL)

The module will track initial broadsides directly from the "Fire" commands (Ctrl+P and Ctrl+S). An initial broadside is displayed as "thicker" smoke. When the mouse cursor is hovered over a ship, initial broadside status is displayed beneath the image of the ship counter.

Players may previously have used the Fire command to mark masked broadsides. If broadside tracking is in use, separate commands must be used for marking masked broadsides (Ctrl+Shift+P and Ctrl+Shift+S). When a broadside is masked, the command to fire that broadside is greyed out (use the mask/unmask command a second time to reset).

By default, initial and masked broadside status changes are reported to the chat log as well. A button on the toolbar allows this to be turned off.

The End Turn button will reset all broadside markers and will also lock in any initial broadsides used during the turn.

There are three ways in which the module's broadside functions can be used:

1. Broadside tracking with reporting to the chat window (the default).
2. Broadside tracking solely using the broadside markers and ship mouse-over text.
3. Ignore the broadside information completely and use Ctrl+P / Ctrl+S both for firing and masking, as was the case in earlier versions of the module.