

Pieces of Eight Campaign map

- 64 squares
- 10 hostile squares. Restricted to 2 columns. May touch each other or not, as required. Hostile squares will overlap either land or sea squares.
- 15 squares land. Every land square must face touch at least one other land square. There must be 2 map columns with ^{four} 4 land squares in them.
- 49 squares are sea.
- Each row will have a compulsory direction of travel. 4 rows will travel left to right. The other 4 rows will travel right to left. These directions need not be evenly distributed.

