

# BATTLESHIPS

Player \_\_\_\_\_ Round \_\_\_\_\_

MY BOARD

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Fleet		
#	Ship	Size
1x	Aircraft Carrier	5
1x	Battleship	4
1x	Cruiser	3
2x	Destroyer	2
2x	Submarine	1

ENEMY BOARD

		1	2	3	4	5	6	7	8	9	10
A											
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## Rules

1. Arrange Your ships on 'MY BOARD' grid according to FLEET table
2. Take turns firing missiles at your enemy, calling out squares as 'A3', 'B7' etc.
3. Mark missiles fired on 'ENEMY BOARD' grid ('/' water, 'X' hit)
4. First one to sink them all wins

A 10x10 grid representing a game board. The columns are numbered 1-10 and the rows are lettered A-J. Ships are placed as follows: a 5x1 vertical ship at (A,1)-(E,1), a 4x1 vertical ship at (A,10)-(D,10), a 3x1 horizontal ship at (C,5)-(C,7), a 2x1 horizontal ship at (G,6)-(G,7), a 2x1 vertical ship at (I,8)-(J,8), and a 1x1 square at (I,2). A diagonal line is drawn from (B,2) to (C,3), and a small square is drawn at (B,3), representing a hit.

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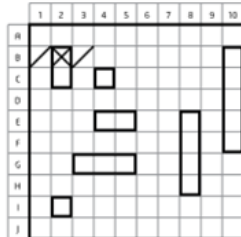
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