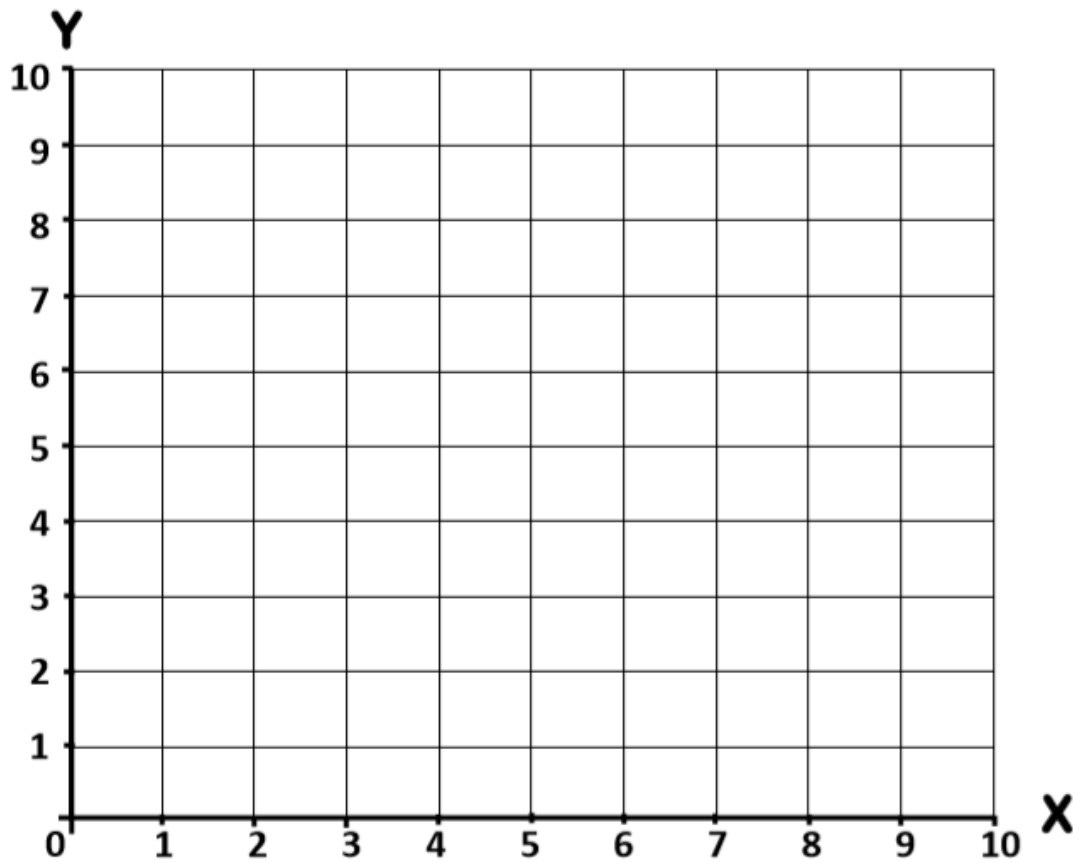




Battle Ships



ARRR! – The rules

Each player plots 5 small and 5 large battleships on the grid (See below for examples).

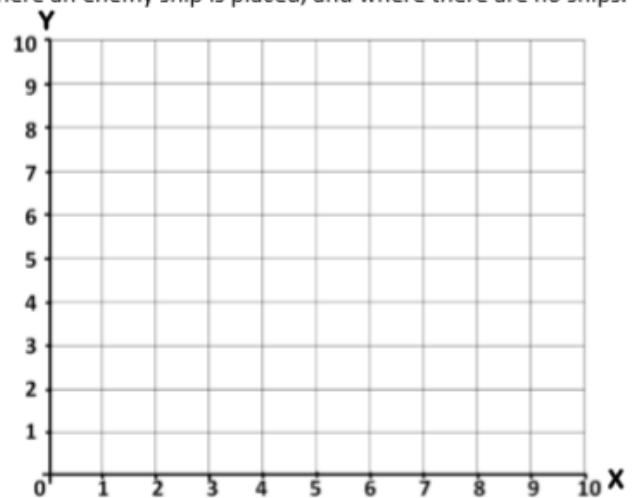
Take it in turns to ask co-ordinate points to try and find where your opponent has hidden their battleships. The other player must say if it is a "hit" or a "miss". This can be recorded on the enemy's map. The winner is the first person to destroy the other one's fleet. AHoy!

X-X-X Small Battleship

X-X-X-X Large Battleship

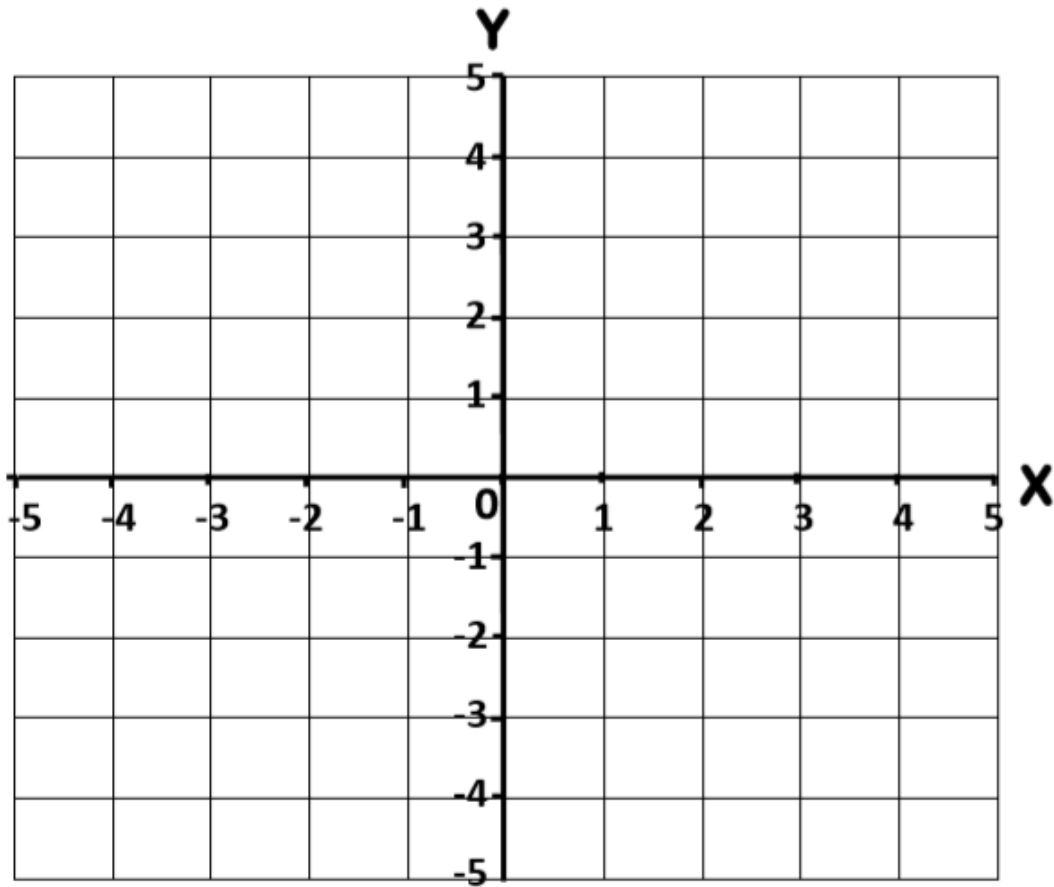
Enemy's Map

As you find out where their ships are placed, plot them on here. You could use a certain shape or colour to remind yourself of where an enemy ship is placed, and where there are no ships.





Battle Ships



ARRR! – The rules

Each player plots 2 ships, large or small, in each quadrant (See below for examples).

Take it in turns to ask co-ordinate points to try and find where your opponent has hidden their battleships. The other player must say if it is a "hit" or a "miss". This can be recorded on the enemy's map. The winner is the first person to destroy the other one's fleet. AHOY!

X-X-X Small Battleship

X-X-X-X Large Battleship

Enemy's Map

As you find out where their ships are placed, plot them on here. You could use a certain shape or colour to remind yourself of where an enemy ship is placed, and where there are no ships.

