

# BATTLESHIP

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

## Opponent's Ships

**Aircraft Carrier**

AAAAA

**Battleship**

BBBB

**Cruiser**

CCC

**Submarine**

SSS

**Destroyer**

DD

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

## My Ships

**Aircraft Carrier**

AAAAA

**Battleship**

BBBB

**Cruiser**

CCC

**Submarine**

SSS

**Destroyer**

DD

## Battleship Directions

1. Place your ships on your grid (the bottom grid). The ships may be placed horizontally or vertically but not diagonally. For example, to place the aircraft carrier you must write an A in five squares in a row.
2. Ships may not overlap with each other.
3. Take turns calling out coordinates (e.g., H2).
4. If none of your opponent's ships occupy that square, your opponent will say "Miss." Record an O in that square on the top grid.
5. If one of your opponent's ships does occupy that square, your opponent will say "Hit." Record an X in that square on the top grid.
6. When all of the squares of a particular ship have been "hit," that player says "Sink." Cross out that ship on the list of the opponent's ships.
7. The first player to sink all the opponent's ships is the winner.