

FLEET OF AVAILABLE SHIPS



SUBMARINE

1 SQUARE/BLOCK
4 SHIPS



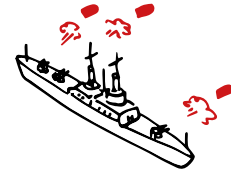
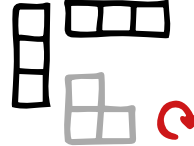
DESTROYER

2 SQUARES/BLOCKS
3 SHIPS



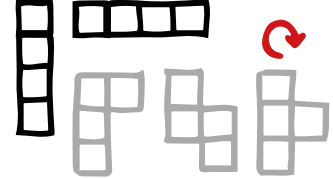
CRUISER

3 SQUARES/BLOCKS
2 SHIPS



BATTLESHIP

4 SQUARES/BLOCKS
1 SHIP

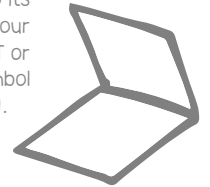


You can rotate the ships on the map. In a more challenging version, the cruiser and battleship can be "bent" as shown in the adjacent image (gray elements).

Print two copies of this template, one for each player. Draw all your ships by drawing each ship on the grid according to its size (e.g. Battleship has 4 blocks/squares) and quantity. Ships cannot overlap or be connected in any way. Don't let your opponent see your ships! Fold the paper in half! Take turns firing at the enemy (for example: A-5), mark your shots as HIT or MISS on the enemy map. When the opponent shoots at you, say HIT or MISS and mark your shots with the appropriate symbol (cross or circle). When your ship is sunk, you must say: "You sunk my _____!" (say the name of the sunk ship).

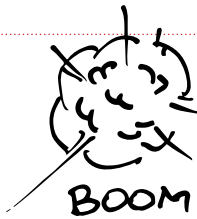
The first person to sink all of the opponent's ships wins!

HIT MISS



FOLD THE PAPER HERE

MY SHIPS



OPONENT'S BATTLESHIPS



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

MAX. 10 SHIPS ON THE MAP

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

HIT MISS



