## Pirate Battleships

## Instructions

Both players mark their ships on their own defence grid, following the guide below. The player to go first calls out a position (i.e. G4). The other player replies by saying either "hit" or "miss" depending on whether the position called out hit a square covered by one of their own ships. The player who called out the position should mark a hit or a miss on the offensive enemy grid to keep track on shots taken. If the shot is a "hit" the player continues to call out positions - otherwise the other player takes a turn. If the opposing player has scored hits on all squares covered by a ship the defending player must call out "hit... you sunk my battleship" (or whatever type of ship it was to be sunk).

The winner of the game must sink all the enemy ships!


Put the following ships on your defence grid by marking the appropriate letters horizontally or vertically.

Battleship (5 squares)

| B | $\mathbf{B}$ | $\mathbf{B}$ | $\mathbf{B}$ | $\mathbf{B}$ |
| :--- | :--- | :--- | :--- | :--- |

Ships (4 squares)

| $\mathbf{s}$ | $\mathbf{S}$ | $\mathbf{s}$ | $\mathbf{S}$ |
| :--- | :--- | :--- | :--- |

Rowboat (3 squares)

\section*{| R | R | R |
| :--- | :--- | :--- |}

H = hit
M = miss

ang Ships

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

Enemg Ships


Ship (4 squares)
Rowboat (3 squares)

