My Ships

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

Their Ships

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Battleship |  |  |  |  |  |
| Destroyer |  |  |  |  |  |
| Cruiser |  |  |  |  |  |
| Sub |  |  |  |  |  |

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Battleship | 1 |  |  |  |  |
| Destroyer | 1 | 2 |  |  |  |
| Cruiser | 2 |  |  |  |  |
| Sub |  |  |  |  |  |

This form of Battleship can have Vertical, Horizontal, and Diagonal ships. Darken the lines around the boxes of the ships. Fire 10 volleys at a time at your opponent calling out the number and letter of the coordinates and put the number of the volley in the square. After the ten shots, then announce which boat was hit by that number volley. You do not tell them after each shot if it hit a ship, only after the 10 shots are finished. As one has more hits on a ship, then you can line up possible locations of the boats. For examply the Destroyer would be in four squares that contain a 1 and 2. Possible locations would be D 8-9, G 3-4, I 6-7, and D3-F5. Shoot back and forth and the player who sinks the other’s boats first wins. But if player A stated shooting first and player B shot second, then if player A sinks all of player B’s ships, then player B still gets his turn to fire at A so they both have the same chance. Otherwise the first person to fire has an advantage. If both players sink all the ships during the same round then it is a tie. You can also vary up the number of shots in each volley and only fire 5 or 7 shots.