

# Admiral's Battleships

## "The rules"

Before play begins, each player arranges a number of ships secretly on their own grid.

Each ship occupies a number of consecutive squares on the grid, arranged either horizontally or vertically. The number of squares for each ship is determined by the type of the ship. The ships cannot overlap and all 5 must be put on the grid.

Take it in turns to read out a grid reference, A1 for instance. Your opponent must then tell you if it is a hit (if it has hit one of their ships) or a miss. If it is a hit your opponent must mark the square showing it has been hit and you get another go. If it is a miss your opponent can then return fire.

When all of the squares of a ship have been hit, the ship is sunk. Once all of your opponent's ships have been sunk you are the winner.

**"Be the first  
to sink all your  
opponent's  
ships"**

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

**"Draw your ships in the squares above and let the battle begin"**

1. Aircraft carrier = 6 squares
2. Battleship = 5 squares

3. Frigate = 4 squares
4. Submarine = 3 squares
5. Minesweeper = 2 squares

