ROLL A CO-ORDINATE BATTLESHIP

GET READY: You will need two 10-sided (1-10) dice to play.

Sit opposite your opponent with a barrier placed between you. Mark the following five ships on the 'My Ships' grid using a series of dots (2,3,4 or 5, depending upon the size of the ship), being sure to place the dots at the intersection of two lines, not in the middle of the squares. You can place your ships horizontally or vertically but they may not overlap.

Your ships:
- Aircraft carrier (5 points)
- Battleship (4 points)
- Submarine (3 points)
- Destroyer (3 points)
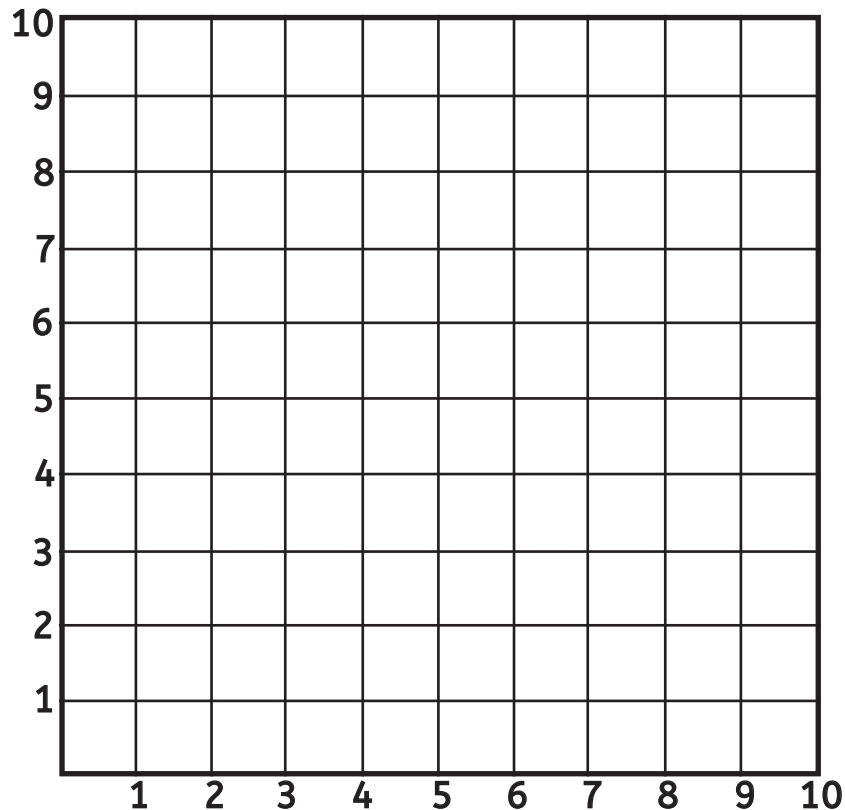- Patrol boat (2 point)

TO PLAY:

Take turns firing at your enemy ships by rolling two dice and using the two numbers rolled to make a plot point (e.g. 3,7).

Mark your shots on your enemy grid according to your enemy's reply - use a X to mark a hit and a • to mark a miss.
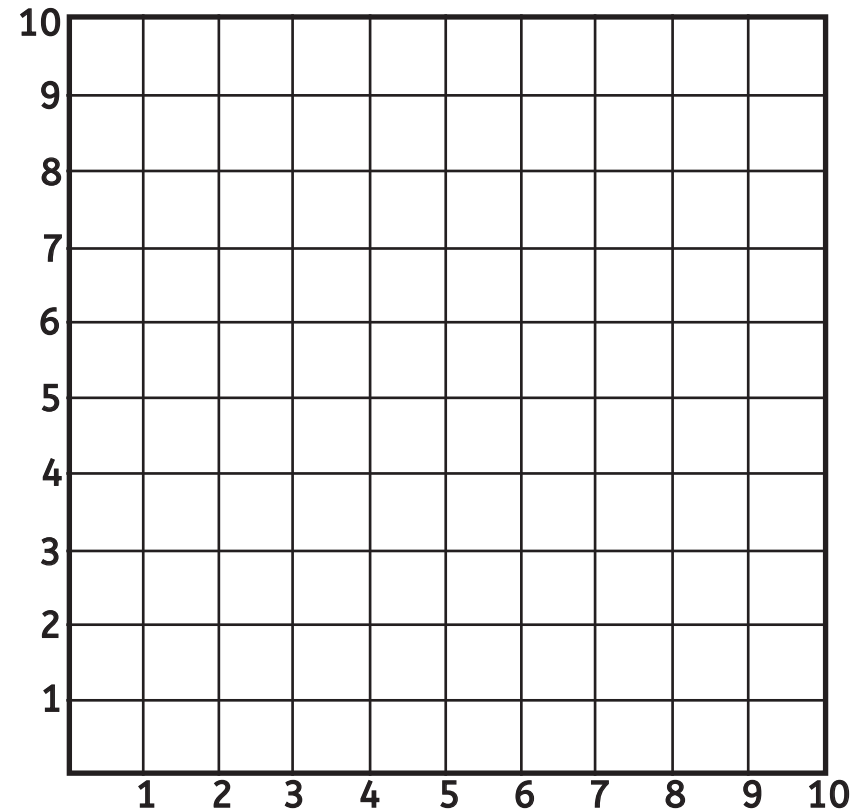
When your enemy fires at you, say 'hit' if the plot point includes a dot marking one of your ships, and 'miss' if it does not. Mark their shots on the 'My Ships' grid. When your enemy has hit all of the dots of a single ship that ship is sunk and you must say, "You have sunk my ship."

The first person to sink all of their enemy's ships is the winner.

MY SHIPS

(grid, x-axis 1–10, y-axis 1–10)

ENEMY SHIPS

(grid, x-axis 1–10, y-axis 1–10)

ROLL A CO-ORDINATE BATTLESHIP

GET READY: You will need two regular six-sided dice to play.

Sit opposite your opponent with a barrier placed between you. Mark the following four ships on the 'My Ships' grid using a series of dots (2,3 or 4, depending upon the size of the ship), being sure to place the dots at the intersection of two lines, not in the middle of the squares. You can place your ships horizontally or vertically but they may not overlap.

Your ships:
- Aircraft carrier (3 points)
- Battleship (3 points)
- Submarine (3 points)
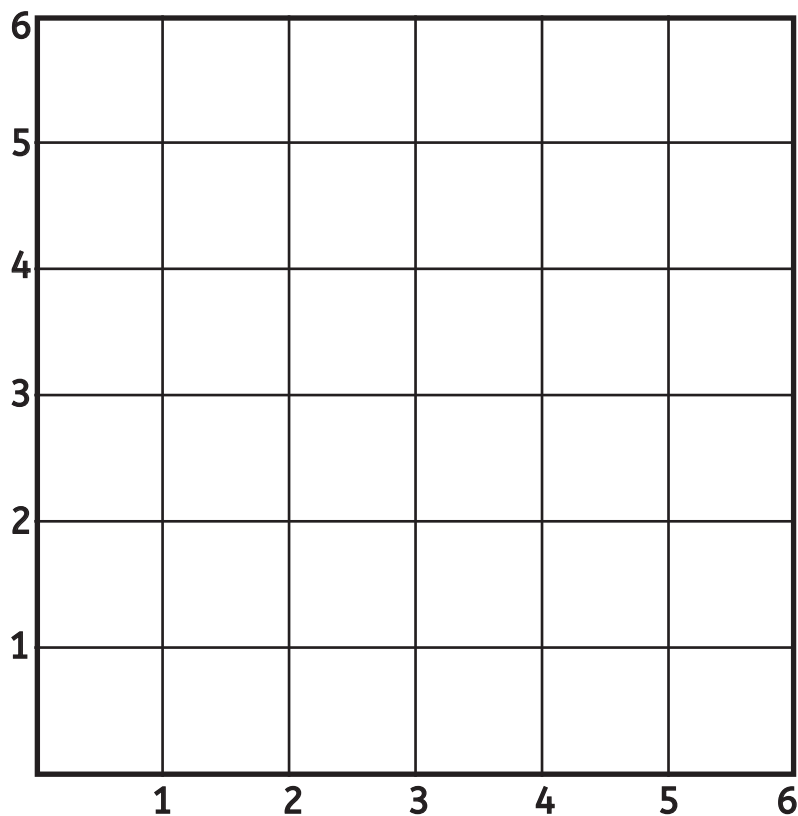- Destroyer (2 points)

TO PLAY:

Take turns firing at your enemy ships by rolling two dice and using the two numbers rolled to make a plot point (e.g. 3,5).

Mark your shots on your enemy grid according to your enemy's reply - use a X to mark a hit and a • to mark a miss.

When your enemy fires at you, say 'hit' if the plot point includes a dot marking one of your ships, and 'miss' if it does not. Mark their shots on the 'My Ships' grid. When your enemy has hit all of the dots of a single ship that ship is sunk and you must say, "You have sunk my ship."

The first person to sink all of their enemy's ships is the winner.

MY SHIPS

ENEMY SHIPS