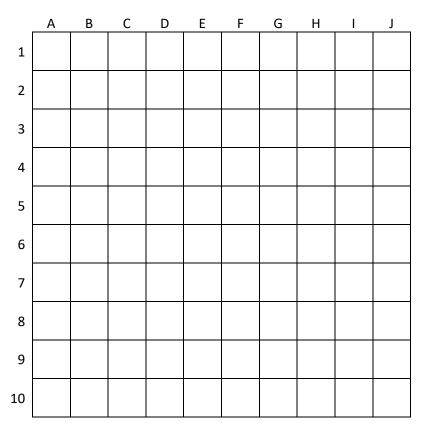
## BATTLESHIPS

## YOUR GRID (Keep this SECRET!):



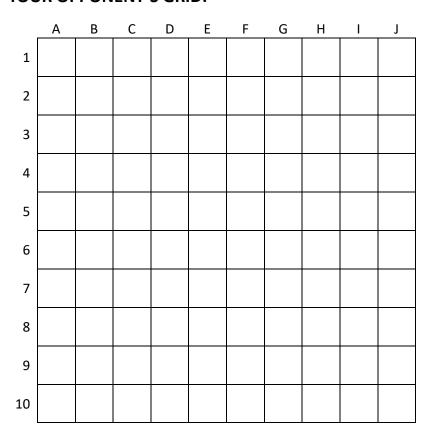
Add the following ships to your grid before you start:

- Aircraft Carrier (5 squares long)
- Battleship (4 squares)
- Destroyer (3 squares)
- Submarine (3 squares)
- Patrol Boat (2 squares)

Mark each of your opponents misses with an **O** and each hit with an **X**.

When a whole ship has been hit, it is sunk and you **must** declare which ship has been sunk.

## YOUR OPPONENT'S GRID:

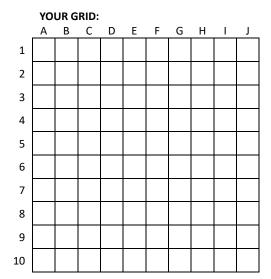


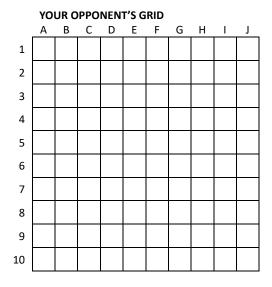
This is where you mark your shots against your opponent.

Mark each miss with an O.

Mark each hit with an X.

## **BATTLESHIPS**





	YOUR GRID:									
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1										
2										
3										
4										
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10										

