

Sea battle

6 x 6 starter fleet | Print page 1 twice: one per player.

MY FLEET: their calls

	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						

Draw these ships before play:

3 squares



2 squares



2 squares



Outline each ship separately. Straight rows or columns; never overlap.

MY SHOTS: my calls

	A	B	C	D	E	F
1						
2						
3						
4						
5						
6						

Keep this grid blank at setup.

After your call:

X = hit

O = miss

On MY FLEET, record the other player's calls with the same marks.

One call per turn, even after a hit. Read the rules on page 2.

Keep your fleet hidden. Use letters across the top and numbers down the side.

A turn, on both sheets

Rules for the 6 x 6 game

1. Each player takes a copy of page 1. On MY FLEET, draw 3 ships of lengths 3, 2, 2. Outline each ship separately. Each ship occupies adjacent squares in one straight row or column. Ships stay inside the grid, may touch, and cannot overlap.
2. Leave MY SHOTS empty. Keep your sheet out of the other player's view. Choose who goes first. Ships cannot move once the game starts.
3. On your turn, call one unused square: the column letter, then the row number. C2 means column C, row 2. The other player checks MY FLEET and says hit or miss.
4. The caller marks X for a hit or O for a miss on MY SHOTS. The other player puts the same mark on MY FLEET. Then switch turns, even after a hit.
5. When every square of one ship has an X, say sunk and its length. Keep its marks in place. The first player to hit every square of the other fleet wins. Stop then.
6. If someone repeats a call, point out the repeat and let them choose an uncalled square for that turn. Use the marks on MY SHOTS to avoid repeats.

Caller: MY SHOTS

	A	B	C	D	E	F
1						
2			X			
3						
4					O	
5						
6						

Other player: MY FLEET

	A	B	C	D	E	F
1						
2		S	X	S		
3						
4					O	
5						
6						

Example detail: E4 was a miss (O). The next call is C2: hit (X). The gray S squares belong to the other player's three-square ship at B2-C2-D2.

Only one ship is shown in this example. The ship is not sunk yet: B2 and D2 have not been hit. Gray shading and S identify ships; X and O record calls.