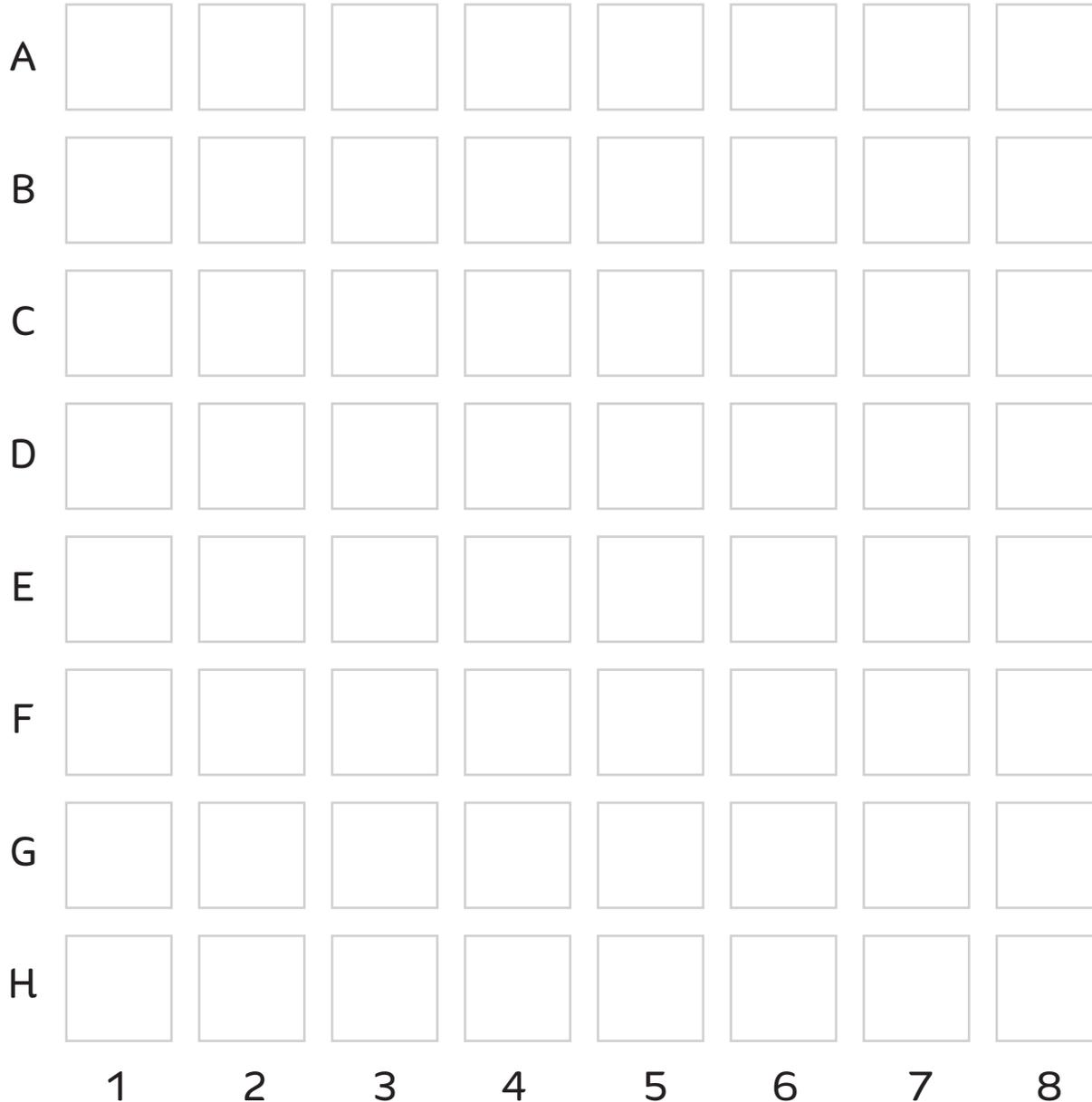
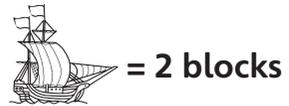
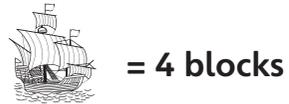
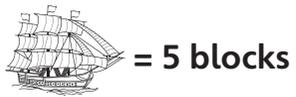


TUDOR BATTLESHIPS

SPANISH ARMADA

YOUR FIVE SHIPS



HOW TO PLAY

STEP 1

Plot the positions of your five ships on the grid by drawing an outline of each according to its size (see left). Ships can be placed vertically or horizontally but must not overlap.

STEP 2

Take turns to fire on the other player's fleet using grid references (for example, F-4).

STEP 3

Your enemy must say whether your shot is a hit or a miss. Mark each shot as an X (hit) or a dot (miss).

STEP 4

When your enemy fires upon you and hits one of your ships, mark the grid space with an X.

STEP 5

If you hit your opponent's ships, have another go. If you miss, it's the other player's turn.

STEP 6

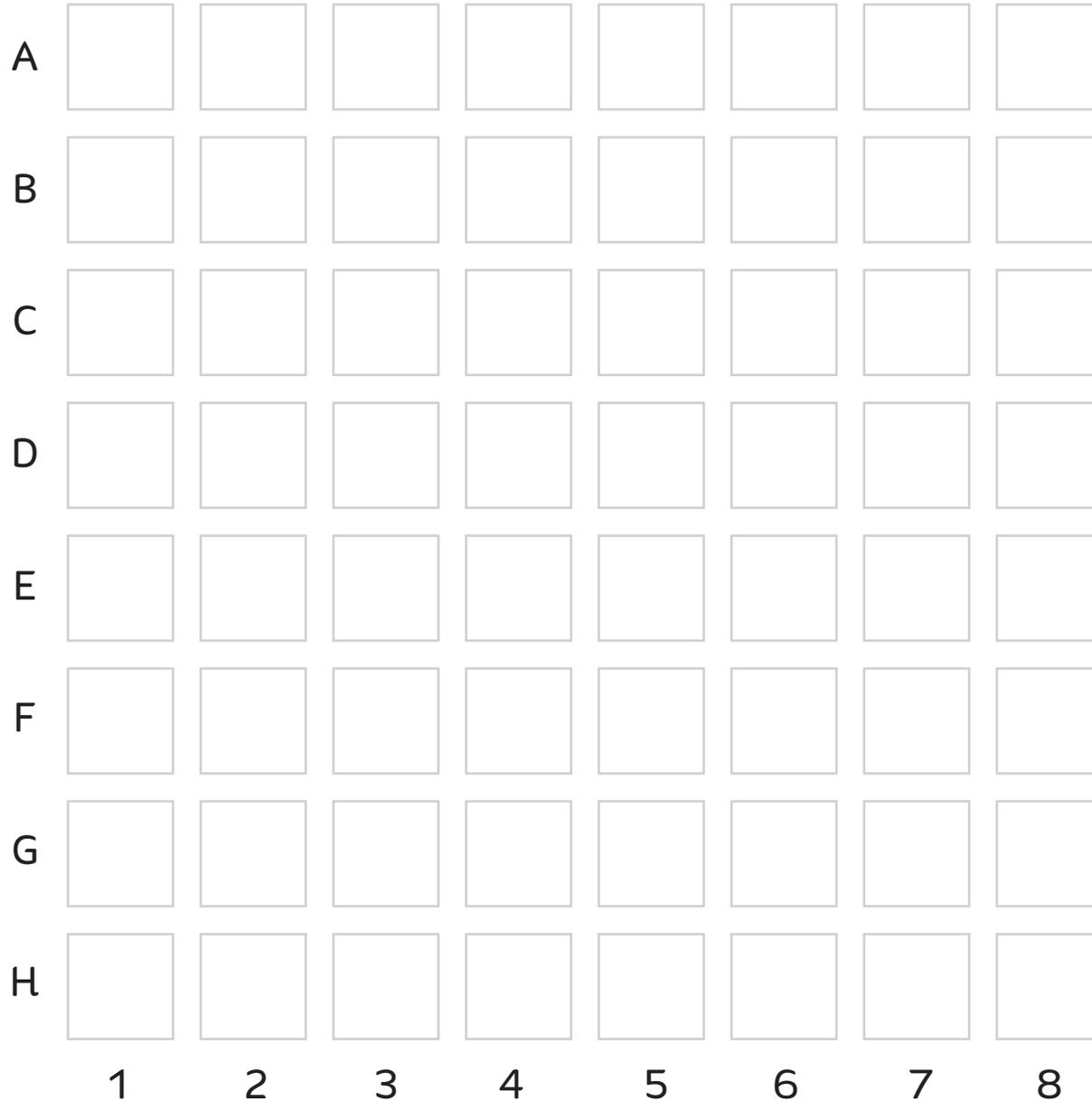
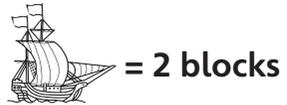
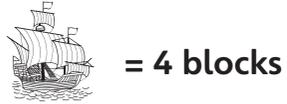
The first player to sink all of their opponent's ships is the winner!



TUDOR BATTLESHIPS

ENGLISH NAVY

YOUR FIVE SHIPS



HOW TO PLAY

STEP 1

Plot the positions of your five ships on the grid by drawing an outline of each according to its size (see left). Ships can be placed vertically or horizontally but must not overlap.

STEP 2

Take turns to fire on the other player's fleet using grid references (for example, F-4).

STEP 3

Your enemy must say whether your shot is a hit or a miss. Mark each shot as an X (hit) or a dot (miss).

STEP 4

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STEP 5

If you hit your opponent's ships, have another go. If you miss, it's the other player's turn.

STEP 6

The first player to sink all of their opponent's ships is the winner!



ENGLISH
HERITAGE