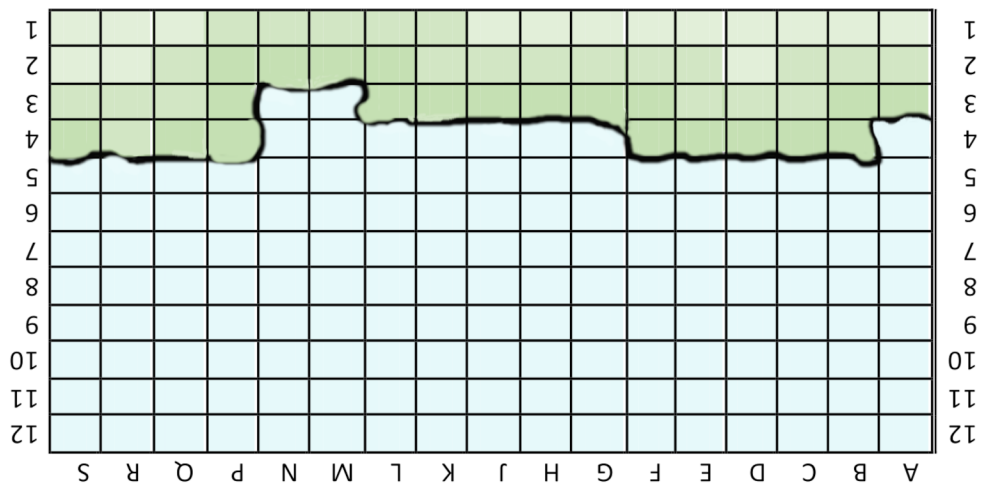
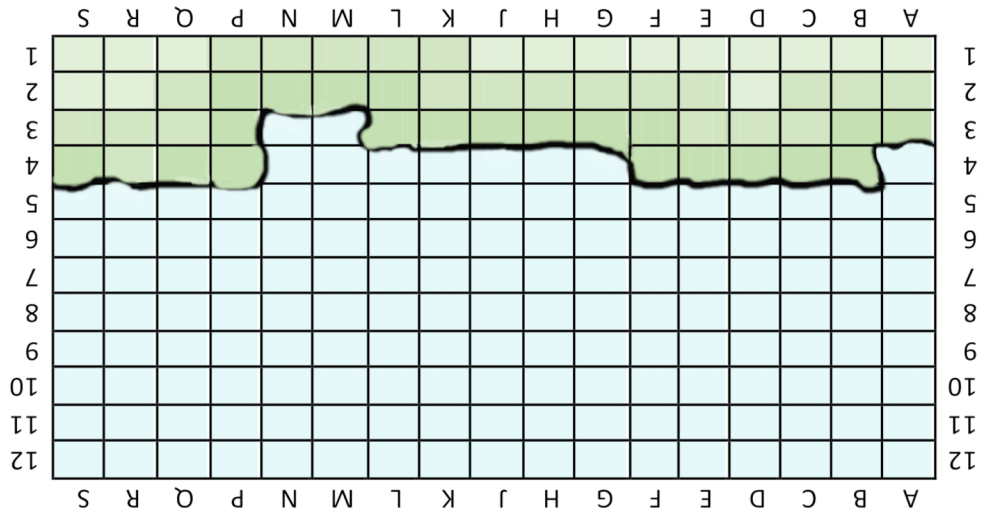




Battle of the Narrow Coast M

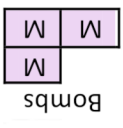
Your Ships

Opponents Ships

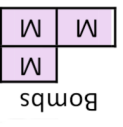


Your Ships

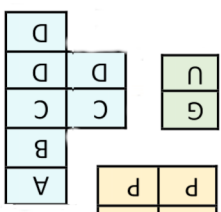
Opponents Ships



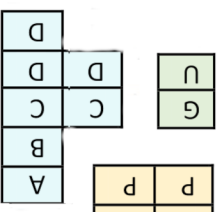
Bombs



Bombs

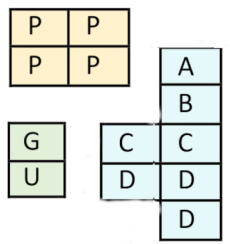


Tally

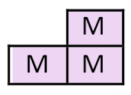


Tally

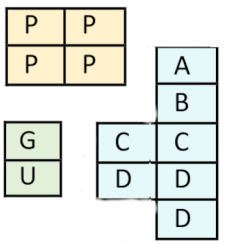
Tally



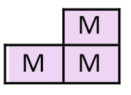
Bombs



Tally

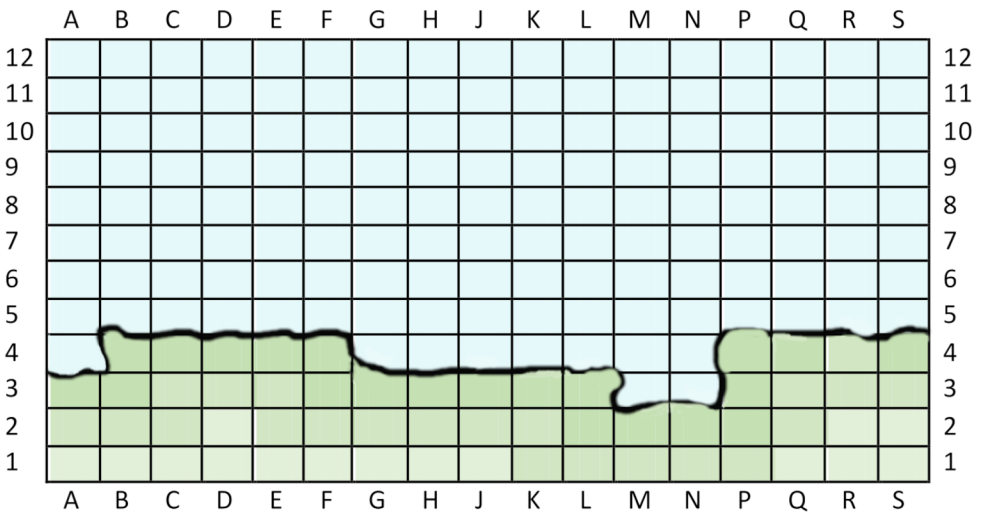
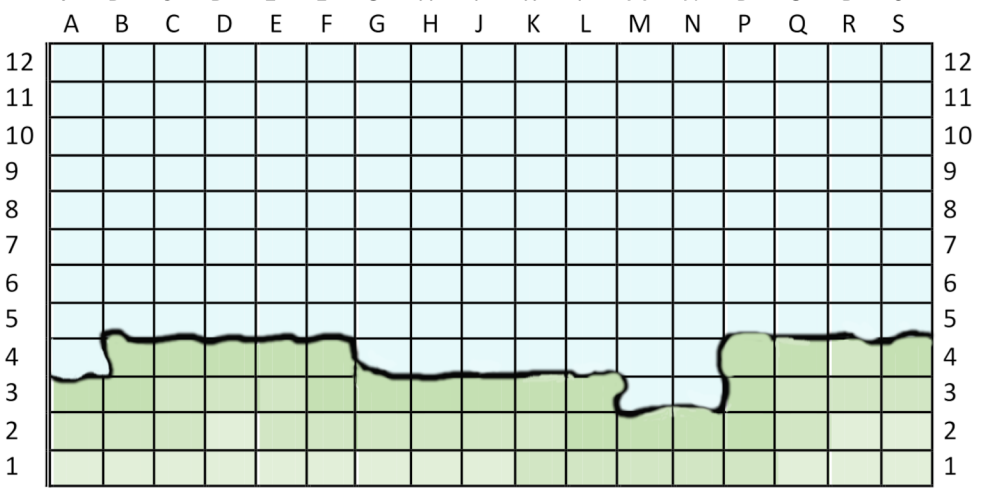


Bombs



Opponents Ships

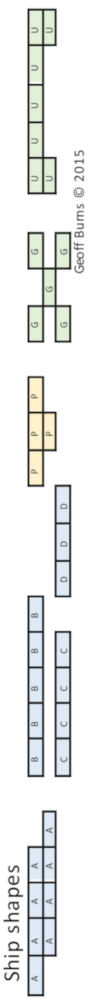
Your Ships



Opponents Ships

Your Ships

Battle of the Narrow Coast M



Battleship Pencil and Paper Game

This is a two player game. Each printable page has two games on it. Both players need their own game sheet, so cut the page in two or print out two pages. I usually fold my page in half and use it for two games.

To play the game

Step 1. Add Units to the Your Ships Map

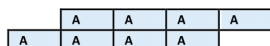
The Tally Boxes on the right side of the game sheet will tell you how many of each Unit you should put on this particular map. When you draw each Unit on the map put a small mark in the corner of its box. On the left side of the map is a reminder of what each Unit looks like. You can rotate or reflect the units shape placing it vertically or horizontally, however you can not place them diagonally. Units cannot be placed next to each other. There must be at least a one square gap orthogonally and diagonally between each unit.

There are three categories of Units.

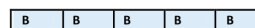
Sea Units.

These are added to the blue areas (sea) of the map

Aircraft Carrier



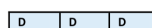
Battleship



Cruiser



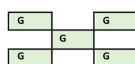
Destroyer



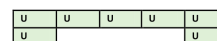
Land Units

These are added to the greens areas (land) of the map

Anti-Aircraft Guns



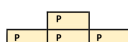
Underground Bunker



Air Units

These are added to the any area (sea or land) of the map

Plane



Step 2. Destroy Units on the Your Opponents Map

Now that all units have been placed on the map grid, each player takes turns either guessing the location of their opponents "Ships" or making a special move. They fire off a 'shot' by announcing the letter and number of a location on the grid. Their opponent calls out 'miss' if they have nothing at that location and 'hit' if they have something there. A slash should be placed on the "Opponents Ships" map grid if their is a miss and a cross if their is a hit. If all squares of a "Ship" have been hit the opponent should announce the type of ship and that it has been destroyed. The relevant tally box (at the right of the map) should be cross out. The first player to destroy all their opponents "Ships" wins.

Instead of a standard move (a one location guess) a player can use a mega bomb.

The player announces a target location. Anything at the target or on any of the eight adjacent squares is destroyed. The opponent calls out any hits from the bomb and their location plus the names of any 'Ships' destroyed. The player marks a 'M' tally each time they use a bomb.