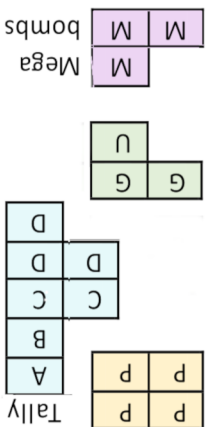
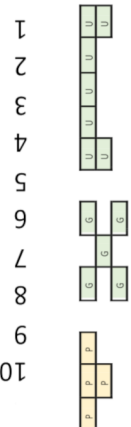
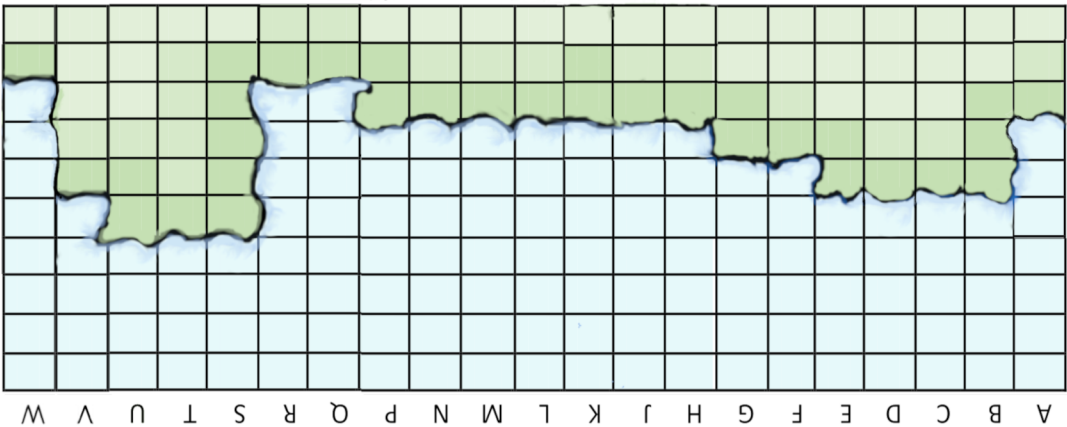
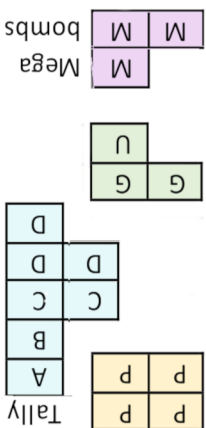
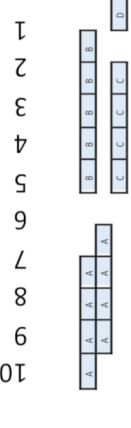
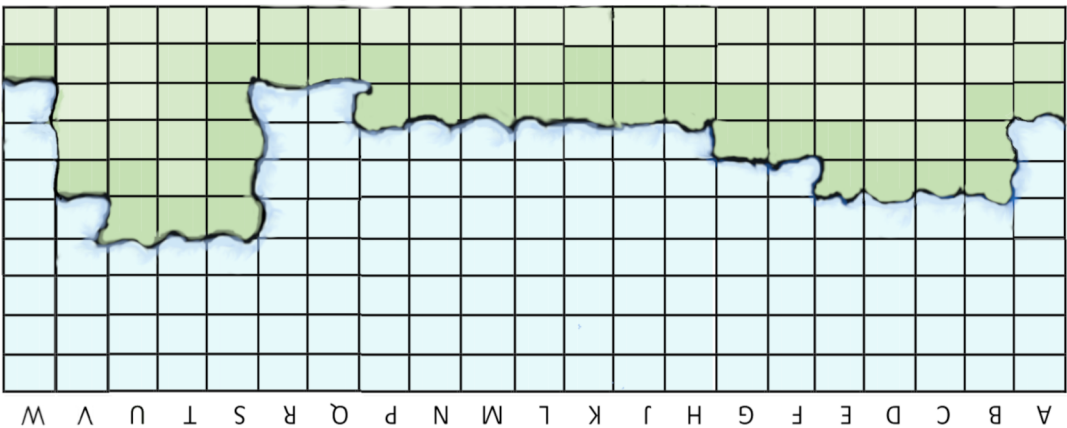


# Your Ships



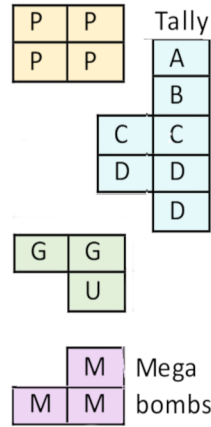
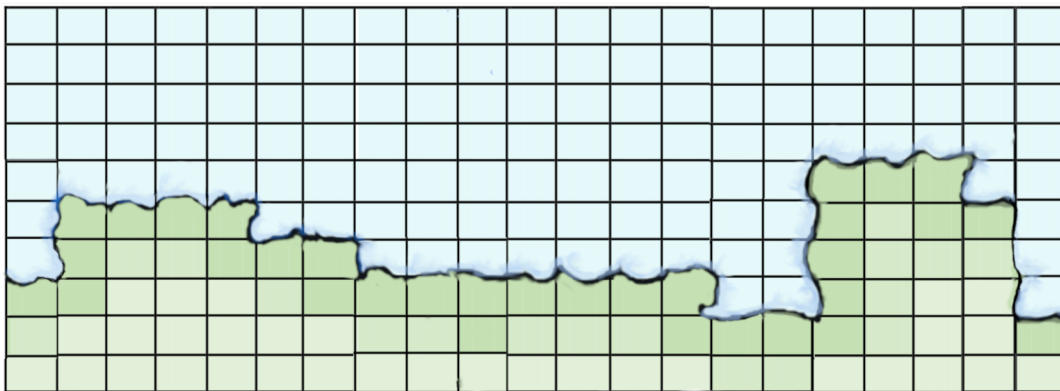
# Opponents Ships



## Battle of the Jagged Coast VL

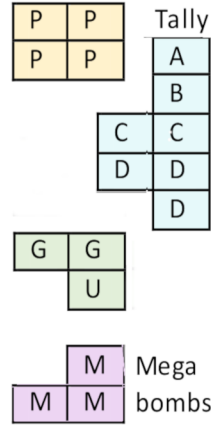
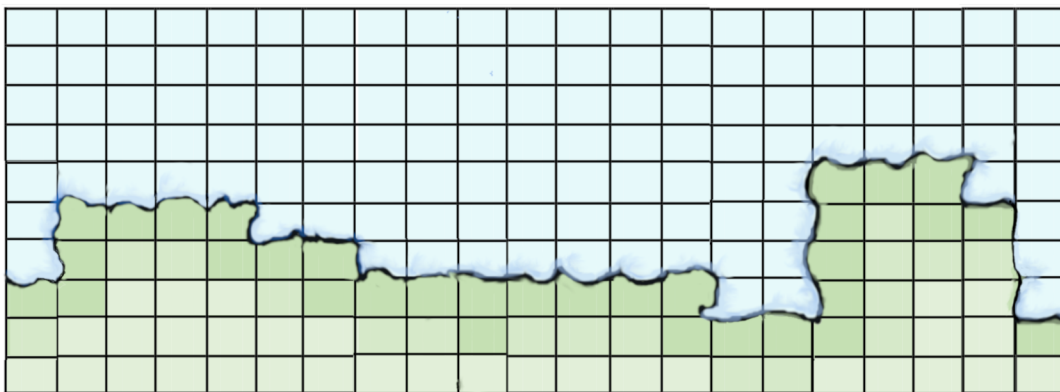
## Battle of the Jagged Coast VL

A B C D E F G H J K L M N P Q R S T U V W



# Opponents Ships

A B C D E F G H J K L M N P Q R S T U V W



# Your Ships

## Battleship: Pencil and Paper Game – Strategic Extended Variant

### Overview:

This is a two-player strategy game. Each printed page contains two game sheets—one for each player. You can either cut the page in half or print two separate pages. For multiple games, fold your page and reuse it.

### How to Play

#### Step 1: Place Your Units

Each player starts by placing their units on their “**Your Ships**” map.

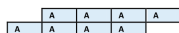
- Use the **Tally Boxes** on the right to see how many of each unit to place.
- Use the small reference icons on the left as a guide for each unit’s shape.
- As you place each unit, mark a small tick in the corner of its tally box.
- Units can be rotated or reflected (placed vertically or horizontally), but **not diagonally**.
- Units **must not touch**: leave at least one square of space between any two units—**orthogonally and diagonally**.

#### Unit Categories:

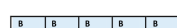
##### Sea Units

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

##### Aircraft Carrier



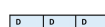
##### Battleship



##### Cruiser



##### Destroyer



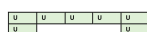
##### Land Units

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. Attack Your Opponent

Once all units are placed, players take turns trying to destroy their opponent’s units.

#### On your turn, you can do one of the following:

##### 1. Standard Attack:

- Announce a grid location (e.g., “B4”).
- Your opponent replies with:
  - “**Miss**” – if there’s nothing there.
  - “**Hit**” – if part of a unit is located at that square.
- Mark your “Opponent’s Ships” grid with:
  - A **slash ( / )** for a miss.
  - A **cross ( X )** for a hit.
- When all squares of a unit are hit, your opponent must announce the unit’s name (e.g., “Cruiser destroyed”). Cross it off in the tally box.

##### 2. Mega Bomb (Special Move):

- Announce a target square.
- The bomb hits that square **plus all eight adjacent squares** (the surrounding 3x3 area).
- Your opponent announces:
  - Any hits, along with their locations.
  - Names of any destroyed units.
- Record the use of a mega bomb by marking an ‘**M**’ in the tally box.

#### Winning the Game:

The first player to destroy **all** of their opponent’s units wins.