

NAME: \_\_\_\_\_  
 DATE: \_\_\_\_\_  
 BLOCK: \_\_\_\_\_



*Sink your opponent's fleet before he sinks yours!*

Keep track of all the shots fired at your opponent and at you. Write the coordinate (x, y).

**DIRECTIONS**

Place 5 ships on your board:

- 1 aircraft carrier - 5 points
- 1 battleship – 4 points
- 1 submarine – 3 points
- 1 destroyer – 3 points
- 1 PT boat – 2 points

Label the coordinate plane:

- x-axis
- y-axis
- origin
- Quadrants I, II, III, IV

When Opponent fires at you:

- Mark **X** if he hits one of your ships
- Mark ● when he misses
- Write the coordinate in the table
- Update Fleet Status →

					5					
					4					
					3					
					2					
					1					
-5	-4	-3	-2	-1	0	1	2	3	4	5
					-1					
					-2					
					-3					
					-4					
					-5					

Fired at Opponent	Fired at Me
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )
( , )	( , )

FLEET STATUS: Mark **X** for each hit on your ships.

- Aircraft Carrier
- Battleship
- Submarine
- Destroyer
- PT Boat