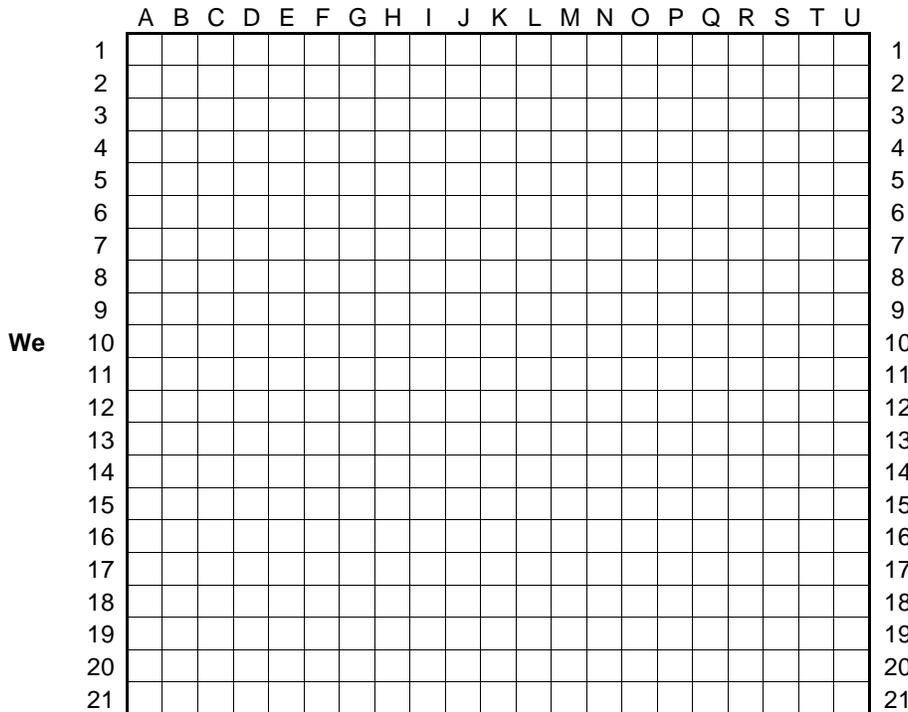


Advanced Battleships

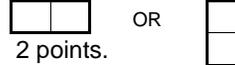
With acknowledgments to Hubert Phillips and Jonathan Palfrey



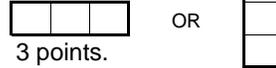
Submarine:



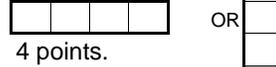
Destroyer:



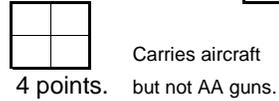
Cruiser:



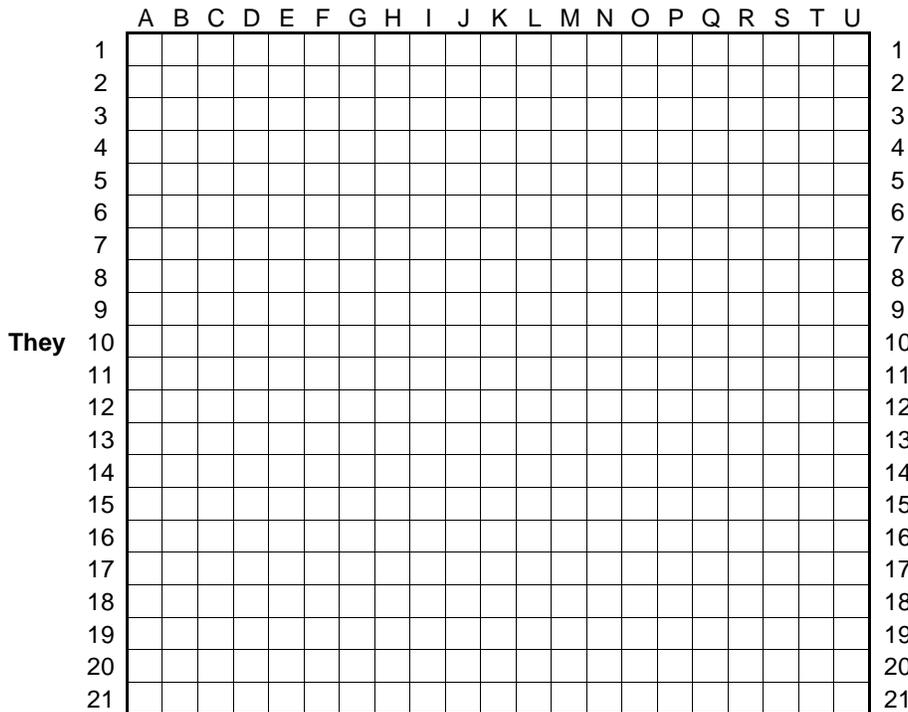
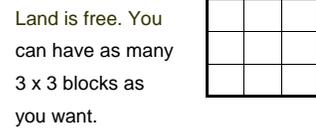
Battleship:



Aircraft carrier:



Land:



Your **defence budget** is 160 points. You must spend no fewer than 60 and no more than 100 on ships.

Salvos purchased:

Salvos used (tally):

Ships cannot be placed on land; weapons cannot be placed on water, or on ships (except that aircraft can be placed on aircraft carriers).

A **salvo** costs 1 point and consists of 3 shots. Salvos are not placed on the map. When you fire a salvo, keep a tally; tell your opponent which squares to hit. He tells you the total damage from the three shots, e.g.: "One hit on a cruiser, and one recce plane." He doesn't tell you the effect of each shot separately. Hitting a used weapon has no effect, so he doesn't tell you about it. Ships are sunk when every part is hit: he tells you, e.g. "Two hits on a cruiser, sinking it".

An **anti-aircraft gun** costs 1 point and can shoot down bombers that appear on its square. It can also shoot down recce planes that appear on its square or on an adjacent square. Place it on your map, on land, marking it with an A. When used once, cross it out.

A **recce plane** costs 1 point and does no damage. When you buy it, place it on your map (on land, or a carrier). Mark it with an R. When you use it, you send it to any square on your opponent's map; he tells you what's in that square, and all the adjacent squares. In other words, he gives you a full description of everything in a 3 x 3 area: land, ships, and weapons (and their exact locations). A recce plane can be shot down by an AA gun, in which case you get no information from it. When you've used it, cross it out.

A **bomber** costs 3 points and works in the same way as a recce plane, except that it destroys everything in a 3 x 3 area. Mark it on your map with a B. Your opponent tells you the damage done (as with a salvo), but gives no other information.

A bomber can be shot down by an anti-aircraft gun only if the gun is in the exact square to which the bomber has been sent.

A **nuclear bomber** costs 10 points and works in the same way as a bomber, except that it destroys everything in a 5 x 5 square and can't be shot down by anti-aircraft guns (though it can be destroyed on the ground before being used). Mark it on your map with N.