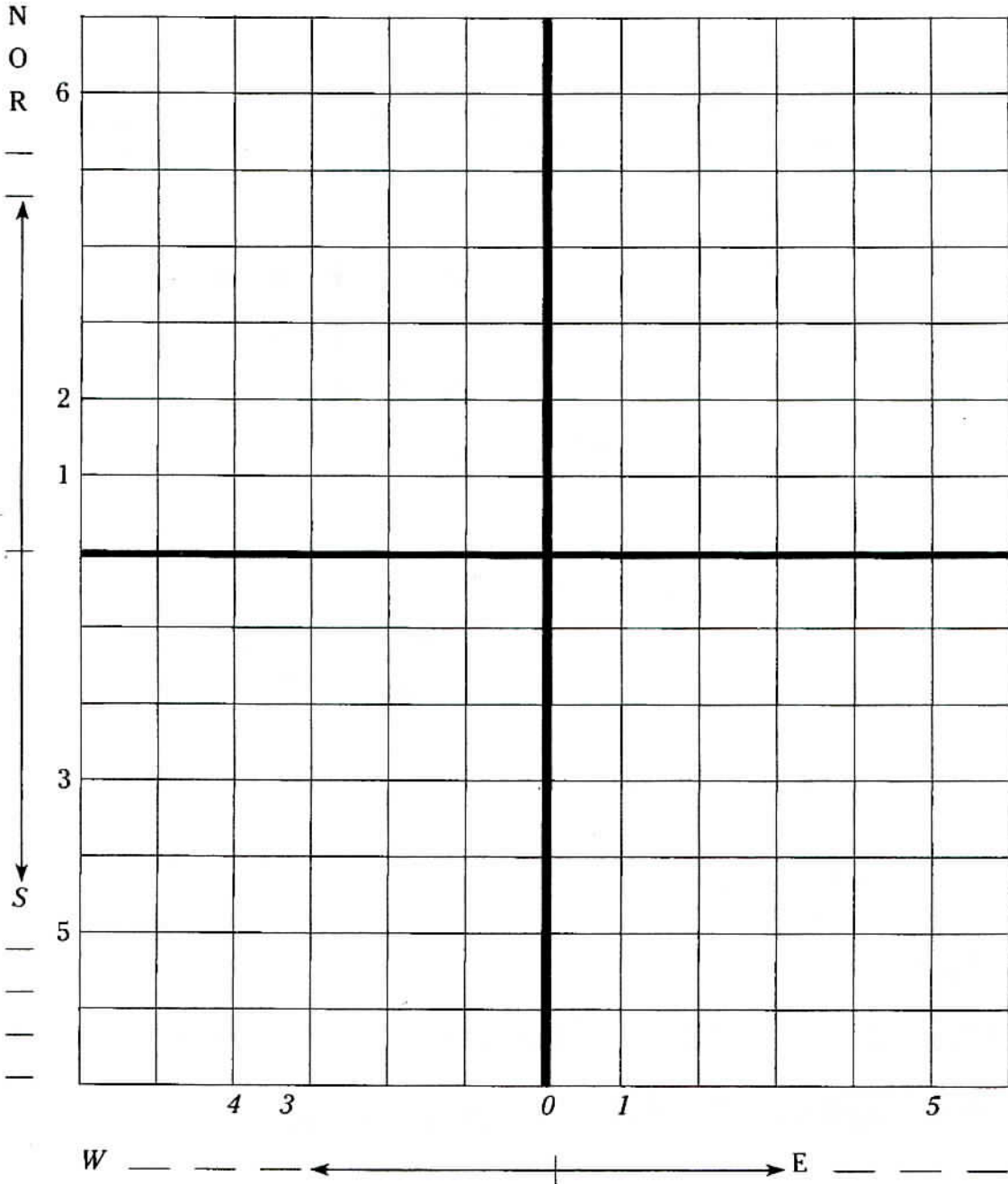
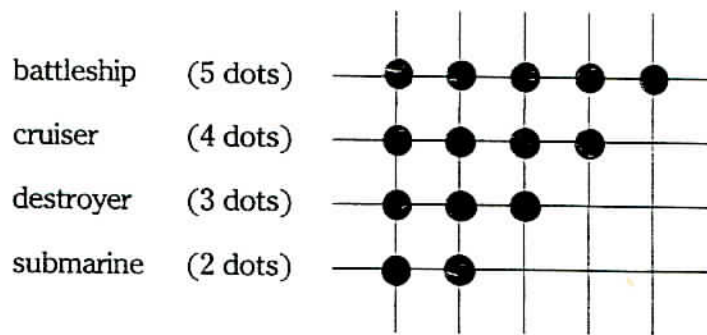


### Activity E: Line Battleship II

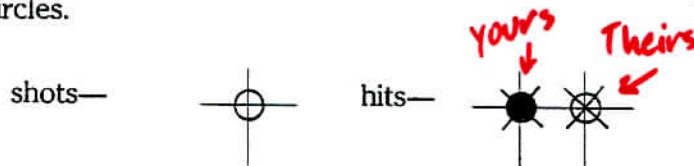
Complete the scales by writing the correct missing numbers by the lines.  
 Complete the compass directions by printing the correct missing letters in the blanks.



1. Complete the scales by identifying the lines with the necessary letters and numbers.
2. Locate four ships anywhere on your grid, except the margins, with the following symbols. Don't let your opponent see the locations of your ships.



3. Take turns firing 3 shots at the opponent's ships by giving the coordinates of the intersecting lines—B5, E7, etc. Keep track of your shots with circles.



4. Keep track of hits on both sides' ships by placing an X over the dot or circle.
5. You must tell the opponent of any hit or sinking in your fleet and identify the type of ship hit or sunk.
6. The first person to sink all the opponent's ships is the winner.

*on your grid:*

*Record all your shots (hits & misses), record only your opponents hits on your ships.*