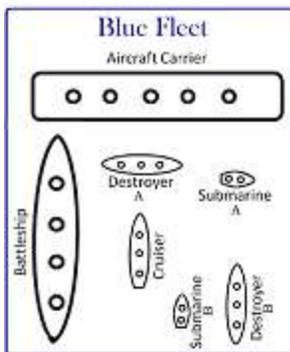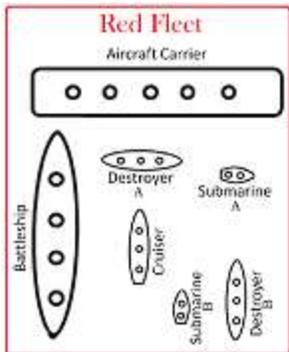# Battleship Archery Game

The number of dots on each ship indicates the number of times a ship must be hit to sink it.

The ships vary in size and difficulty to sink.

The distance to the target is dictated by the skills of the archers playing the game. Suggested distances are: 5 yards suggested for novice shooters. 15 yards for somewhat skilled archers. 25 yards for highly skilled archers. For mastery level shooters the archers can be required to hit each dot to sink the ship. There are 2 different types of play options: Match Play Battleship and Team Battleship.

Match Play

There are a total of 22 dots in a player's fleet. In match play only 22 shots are fired throughout the game. There are four ends of 5 arrows and one end of 2 arrows. In Match Play the object is to sink the highest number of ships. The archer will determine their own best strategy in their abilities to accomplish the highest number of sunken ships.
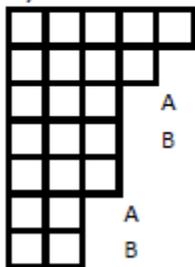
The hits are tracked on a score card. An "X" is marked off when each hit is achieved. For championship bracket type play you can mark which competitor won the match (Name: John or Opponent: Joe).

Each archer is paired off against another archer. 22 arrows are shot and scored. If there is a tie in the number of ships sunk after 22 arrows the tie is broken by determining who had the most hits on the ships that were not sunk. If that still produces a tie the archers will shoot off by matching shots shooting at the smallest ships (submarines) until someone is victorious. Elimination brackets can be used for a Battleship Championship.

Team Play
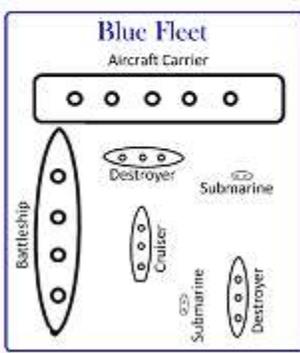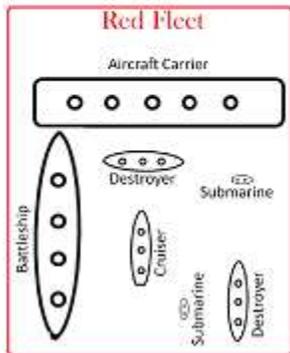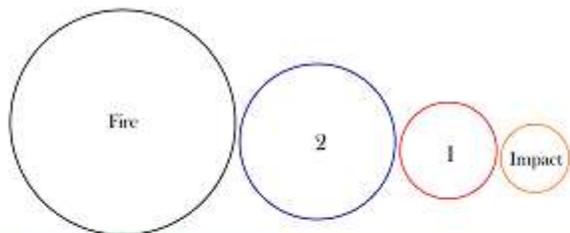
In team Battleship each team can have any number of players but the number cannot be divisible by 5 (no 5 or 10 player teams). This rule is to ensure different archers are required to take shots of various difficulties. The object is to be the 1st team to sink the opponent's entire fleet. The team captain designates the order in which his team will shoot. The order cannot be changed during the game. All team members will come to the line and the team will continue to shoot in order until someone misses a shot. The team must fire their shot by striking the circles (Fire, 2, 1, Impact) in sequence and then take one shot at the fleet. Any miss requires the team to start the firing sequence over. This means if the "Impact" circle is missed the next shot for that team will be back at the "Fire" circle. The shot at the fleet does not need to be "called". As it does in battle, lucky hits do damage. The score card is used to track team progress.

Examples: Match Play Battleship: The opponents each take 22 shots at their opponent's fleet.

Name: John
Opponent: Joe

Enemy Fleet

Carrier	X	X	X	X	X
Battleship	X	X	X	X	
Destroyer	X	X	X	A
Destroyer	X	X	X	B
Cruiser				
Submarine	X	X		A
Submarine				B

Name: Joe
Opponent: John

Enemy Fleet

Carrier	X	X	X	X	X
Battleship	X	X	X	X	
Destroyer	X	X	X	A
Destroyer	X	X	X	B
Cruiser	X			
Submarine	X			A
Submarine	X			B

John sunk 5 ships. Joe sunk 4 ships. John WINS!

Name: John
Opponent: Joe

Enemy Fleet

Carrier	X	X	X	X	X
Battleship	X	X	X	X	
Destroyer	X	X	X	A
Destroyer	X	X	X	B
Cruiser	X			
Submarine	X	X		A
Submarine				B

Name: Joe
Opponent: John

Enemy Fleet

Carrier	X	X	X	X	X
Battleship	X	X	X	X	
Destroyer	X	X	X	A
Destroyer	X	X	X	B
Cruiser	X			
Submarine	X	X		A
Submarine	X			B

Both Players sunk 5 ships. Joe WINS with more hits

Name: John
Opponent: Joe

Enemy Fleet

Carrier	X	X	X	X	X
Battleship	X	X	X	X	
Destroyer	X	X	X	A
Destroyer	X	X	X	B
Cruiser	X			
Submarine	X	X		A
Submarine				B

Name: Joe
Opponent: John

Enemy Fleet

Carrier	X	X	X	X	X
Battleship	X	X	X	X	
Destroyer	X	X	X	A
Destroyer				B
Cruiser	X	X	X	
Submarine				A
Submarine	X	X		B

Players tie. Must match shots at submarines until victor!
Joe hits Submarine and John misses. Joe WINS!

Example: Team Battleship. The whole RED team comes to the line. As a team (shooting in their designated order) they must fire their projectile (by hitting the FIRE circle), progress that projectile towards the fleet (by hitting the 2, 1, IMPACT circles), and make contact in the fleet area. If they hit a ship they mark it on the score card and continue back at the FIRE circle continuing the shooting sequence. Once any teammate in the rotation misses, the opposing team takes the line.
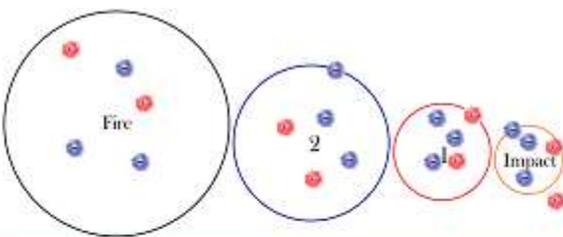
The Red team comes to the line. In rotating sequence the team hits: Fire, 2, 1, Impact, Aircraft Carrier (marked the carrier hit on the score card), Fire, 2, 1, then misses shooting at the impact circle.

The Blue team comes to the line. In rotating sequence the team hits: Fire, 2, 1, Impact, Aircraft Carrier (marked the carrier hit on the score card), Fire, 2, 1, Impact, Aircraft Carrier (marked the carrier hit on the score card), Fire, 2, 1, Impact. Then misses shooting at the Submarine.

The Red team returns to the line. The next teammate in the rotation after the teammate who missed starts the sequence. The team must restart the firing sequence shooting at the FIRE circle.

The teams continue competing until a team has sunken their opponent's entire fleet.

Red Team

Name: Red Team
Opponent: Blue Team

Enemy Fleet

Carrier	X				
Battleship				
Destroyer				A
Destroyer				B
Cruiser			
Submarine			A
Submarine			B

Blue Team

Name: Blue Team
Opponent: Red Team

Enemy Fleet

Carrier	X	X			
Battleship				
Destroyer				A
Destroyer				B
Cruiser			
Submarine			A
Submarine			B