

SALVO battle sheet

Player _____

My fleet Draw your 5 ships. Mark every shot fired at you.

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Ships run across or down, never diagonally. They may touch but never overlap.

My fleet and specials

Tick a box per hit: a full row is sunk. Your salvo is one shot per ship afloat.

SHIP	HITS	SPECIAL	COST	USED
Carrier 5	☐ ☐ ☐ ☐ ☐	Recon flight count a 3 × 3	1	☐
Battleship 4	☐ ☐ ☐ ☐	Heavy shell a plus of 5	2	☐
Cruiser 3	☐ ☐ ☐	Sonar sweep count a row	1	☐
Submarine 3	☐ ☐ ☐	Dive shots pass over	1	☐
Destroyer 2	☐ ☐	Depth charges 3 in a row	1	☐

SALVO on paper

- Each round, both write a salvo first: one square per ship afloat, specials on the same line. Then call out your shots.
- Answer each shot hit or miss, never which ship. When a ship sinks, say which one and where it lay.
- Specials: once each, while the ship is afloat, paid from your salvo. Answer recon and sonar with a count.
- Dive: write “dive” with your salvo; don’t call it out. Shots on the sub are “passed over”; depth charges still hit it.
- Both salvos count. Sink all 5 enemy ships to win; if both fleets sink in the same round, it is a draw.

Enemy waters Your shots: X hit, dot miss, S passed over.

	A	B	C	D	E	F	G	H	I	J
1										
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10										

Enemy ships sunk ☐ Carrier ☐ Battleship ☐ Cruiser
☐ Submarine ☐ Destroyer

Salvo tracker

Write your whole salvo before anyone calls a shot.

ROUND	SQUARES AND SPECIALS
1	
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