National Museum of the Marine Corps

NMMC at Home

MARINES IN THE AMERICAN REVOLUTION
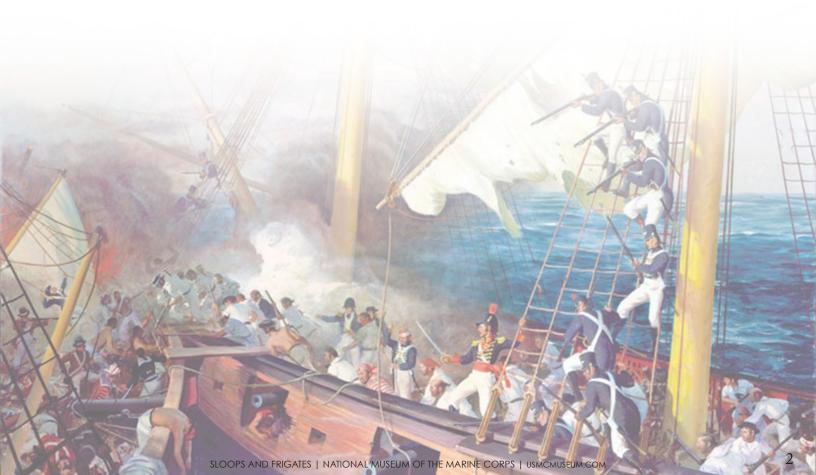# SLOOPS AND FRIGATES

Sloops and Frigates

The materials included in this activity will supplement content for the NMMC at Home: Marines in the American Revolution program. Additional information is available on the NMMC website.

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Objective and Instructions

Age Range:

Our *Sloops and Frigates* activity is ideally suited for grades 6-8.

Objective:

    Sloops and Frigates is a strategy type guessing game for two players in the style of the Milton Bradley board game "Battleship." The game is played on ruled grids on paper with each player's fleet of ships marked and concealed from the other player. Players alternate turns calling cannon "shots" at each other, with the objective of the game to destroy the opposing player's fleet.
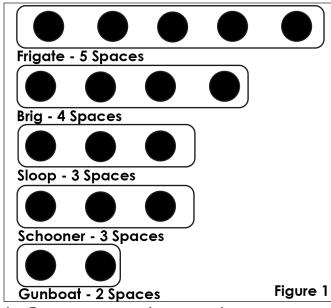
Instructions:

1. You and your opponent will first decide where to place your ships on the game board. Do not let the other player see. Each player's fleet contains 5 different ships (see Figure 1). Each ship occupies a certain number of spaces on the game board. You will need a clean game board for each game.

2. Rules for placing ships:
   a. Place each ship in any horizontal or vertical position, but not diagonally.
   b. Do not place a ship so that any part of it overlaps letters, numbers, the edge of the grid, or another ship.
   c. Do not change the position of any ship once the game has begun.

3. After you decide who will go first, you and your opponent will alternate turns, calling out one shot per turn to try to hit each other's ships.
   a. When it is your turn, pick a target hole on your target grid and call out its location by letter and number coordinates. Each target hole has a letter-number coordinate that corresponds with the same coordinate on your opponents ocean grid. Find its corresponding letter on the left side of the target grid and its number on the top of the grid.
   b. When you call a shot, your opponent must tell you whether your shot is a hit or a miss. Mark your hits and misses on your target grid accordingly. Once an entire ship is sunk, your opponent must announce which ship has been lost in battle.
   c. When one of your ships is hit on your opponents turn, mark that coordinate with an X. You must announce when a ship has been sunk.

4. The winner is decided after all of their opponents five ships of varying sizes have been sunk.

Frigate - 5 Spaces

Brig - 4 Spaces

Sloop - 3 Spaces

Schooner - 3 Spaces

Gunboat - 2 Spaces

Figure 1

Game Boards

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

YOUR SHIPS

● ● ● ● ●
Frigate - 5 Spaces

● ● ● ●
Brig - 4 Spaces

● ● ●
Sloop - 3 Spaces

● ● ●
Schooner - 3 Spaces

● ●
Gunboat - 2 Spaces

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

ENEMY SHIPS