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★ ★ ★ ★ ★
Keine Stimmen

Sink ships (indoor) terrain game



The well-known "sink ships" as an active game for indoors or outdoors.

For each team, a grid of 10x10 squares is drawn on a large poster. On a separate sheet, the team notes the position of its own ships. The classic rules of sinking ships apply to the positioning of the ships:

1. The ships must not butt against each other.
2. The ships may not be built around corners or have bulges.
3. The ships may also lie on the edge.
4. The ships may not be placed diagonally.
5. Each player has a total of ten ships (size in parentheses):

- one battleship (5 boxes)
- two cruisers (4 boxes each)
- three destroyers (3 boxes each)
- four submarines (2 boxes each)

The participants are divided into two teams. They have to organize ammunition (in case of flat playing surface: coins, discs.... in case of uneven playing surface: small sandbags like hackysacks, arrows, sticks...). They can shoot by throwing their ammunition on the opponent's playing field. The square where the shot stays is considered hit. If the shot remains on a line, the square on which the largest part of the shot lies is considered to be hit. If the result is unclear, the throw is repeated.

The ammunition is distributed in the field. Only one shot may be carried at a time. The participants look for the ammunition and bring it to the opponent's field. There they may shoot one after the other.

One leader per team stands by the playing field (this task can also be taken over by a participant). He checks whether the own ships have been hit. Whoever has shot may mark the result on the playing field with paint (missed, hit, ship sunk).

A leader regularly collects the shot ammunition and distributes it again in the field.

Variants:

- The playing field can also be hung up. Then it is shot at with darts.
- In the forest, the field can also be marked with strings on the ground.

- To make it a bit more difficult, a catcher can be appointed to take the ammunition away from the participants. Or there is the possibility that the teams are allowed to take away each other's ammunition. E.g. by catching and then "Scissors-Stone-Paper"/"Snickety-Snickety".
- Specially marked ammunition=different special weapons. Attention: With special weapons the game ends faster.
  - Missile: If a ship is hit by a missile, it sinks immediately.
  - Sea mine: Hits multiple hexes at once.
  - Radar: Does no damage, but reveals all ships in adjacent hexes.

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