

# Nigel's Navy

## Equipment:

- Lengths of wool in four different colours. 125 of each colour included in box.
- Four sets of cards. Each set containing six destroyers, four submarines, and two battleships.
- Set of Canada flag cards for flagship variant of game.

## Method of Play:

Divide the Cubs into three or four fleets. Each has an adult Leader as an Admiral and Quartermaster. Each also has a base in which the Admiral/Quartermaster sits. There are three types of ships; battleships, submarines and destroyers. There should be three destroyers to every two submarines and to every one battleship. Each Cub should be given one of the cards, to show which ship they represent. Each fleet has its' own colour of wool, and each Cub in that fleet has a piece of that colour wool.

During the battle, a battleship takes a destroyer; a destroyer takes a submarine, and a submarine takes a battleship. At a given signal the fleets are released from their bases to the central fighting area, where every member challenges any other member of another fleet by tagging them. Each then says what ship they represent. Nothing happens if they are the same, but when different, the loser must give up their piece of wool to the other, and return to base for a new piece of wool from the Quartermaster. They may not continue fighting without a piece of wool of their own colour.

Cubs may change cards at their base. Pauses in the game may also be called, usually via a whistle blast, to allow Cubs to change cards at their base.

The side collecting the most wool of the other colors wins. If possible, the wool should be handed into the Admiral/Quartermaster.

The coloured wool may be tied to the Cubs' arm, but it has been found that just letting them hold the wool gives a faster turnaround at the base.

Example results: 30 Cubs were divided into four teams. The game ran for 25 minutes without interruption before the first time ran out of wool.

The game should be run for no longer than 30 minutes.

A more complicated version of the game involves the use of flagships. This required more strategy on the part of the Cubs. One of the battleships is given an extra card, which signifies the flagship carries, for he is the flagship. This flag must be made the decisive factor, and so, depending on the number in each fleet, is worth at least 50 to 150 pieces of wool. If this battleship is attacked by a submarine, it must surrender its flag as well, which the submarine at once returns to his Admiral, who at once gives it to his own flagship, who thus becomes doubly valuable. This flagship, if attacked, loses both its flags at the same time. Clearly it is wise for this flagship to play a defensive role and to be helped out by defending submarines and destroyers of his own fleet. The flagship can only be changed once in the game.

Use Avery business cards to print out the cards below.

# BATTLESHIP

Sinks  
Destroyers



# BATTLESHIP

Sinks  
Destroyers



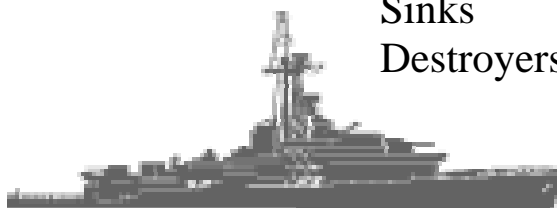
# BATTLESHIP

Sinks  
Destroyers



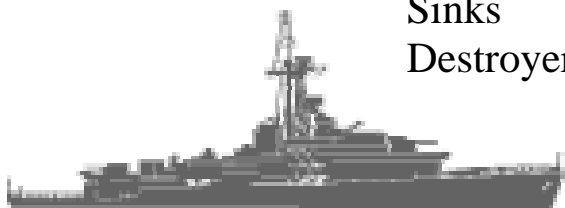
# BATTLESHIP

Sinks  
Destroyers



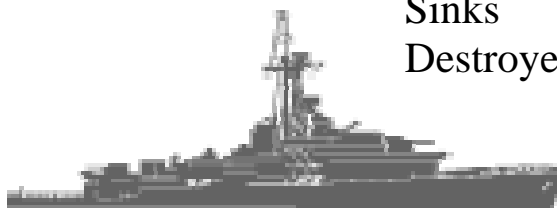
# BATTLESHIP

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Destroyers



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Sinks  
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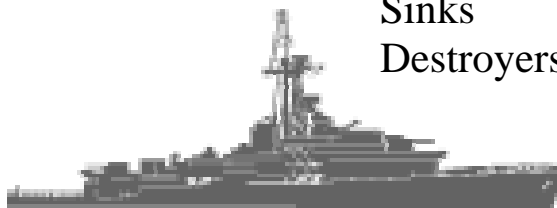
# BATTLESHIP

Sinks  
Destroyers



# BATTLESHIP

Sinks  
Destroyers

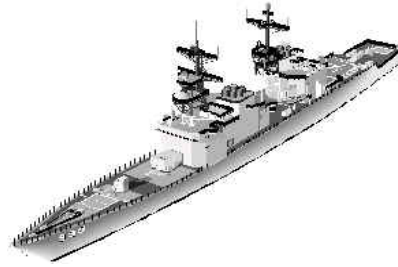


# DESTROYER



Sinks  
Submarines

# DESTROYER



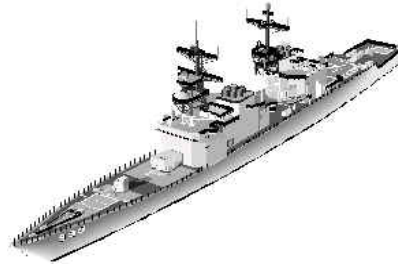
Sinks  
Submarines

# DESTROYER



Sinks  
Submarines

# DESTROYER



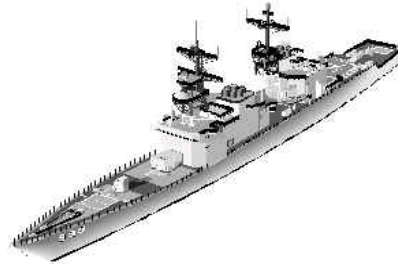
Sinks  
Submarines

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Sinks  
Submarines

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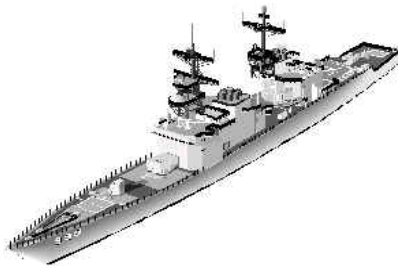
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Submarines

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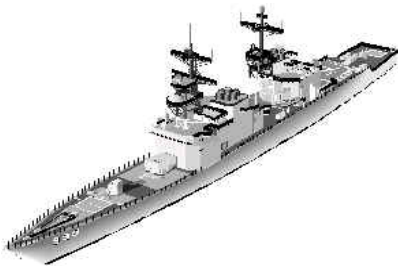
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Submarines

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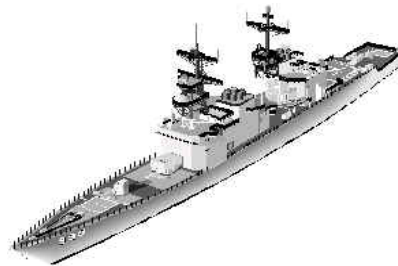
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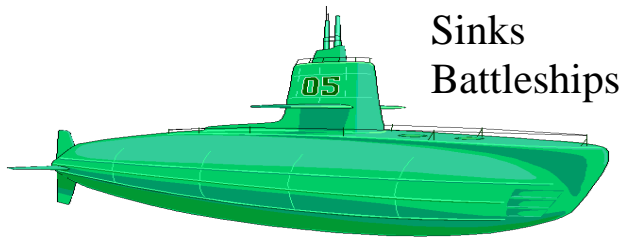
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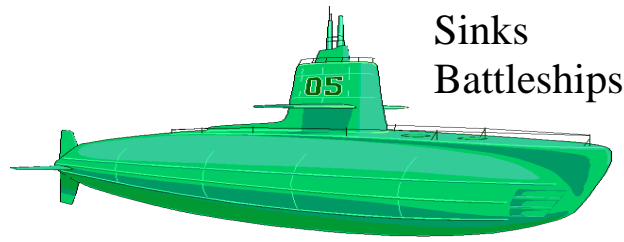
Sinks  
Submarines

# SUBMARINE



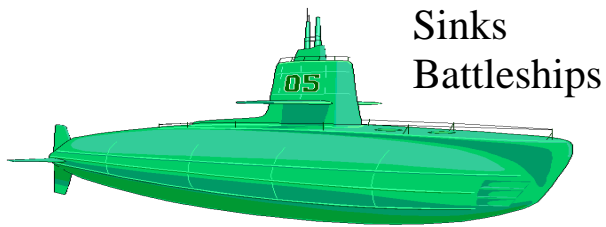
Sinks  
Battleships

# SUBMARINE



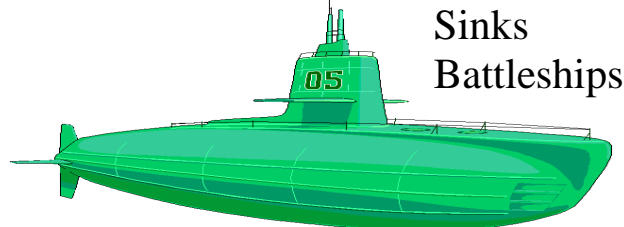
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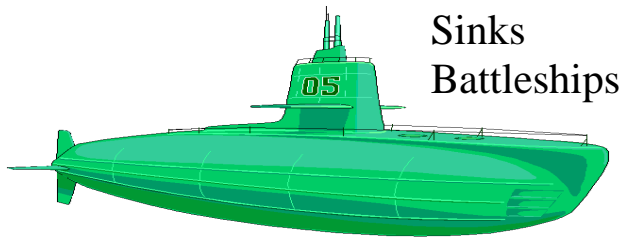
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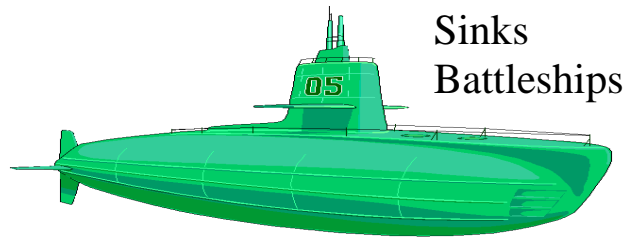
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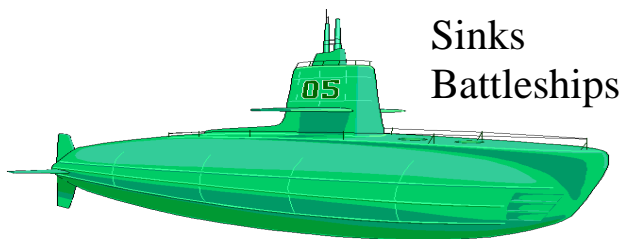
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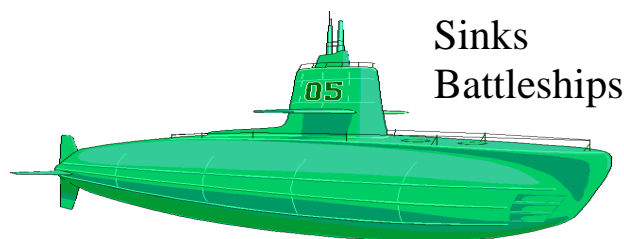
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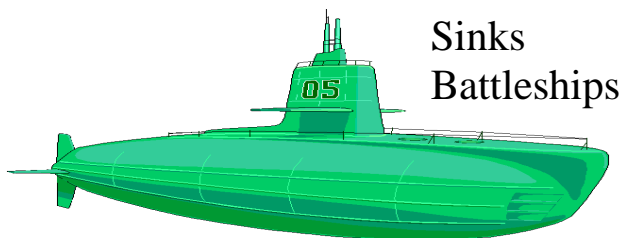
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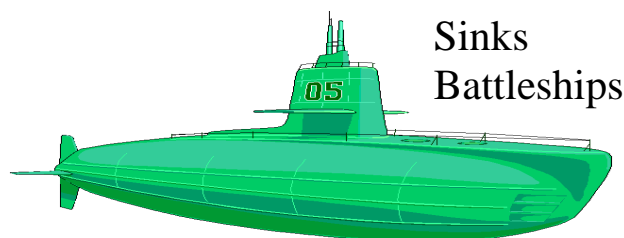
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