

Instructions

Place the three flags (Canada/England/Germany) at the apexes of a large equilateral triangle on the field. Basically, at opposite ends of the field. One leader is required at each country.

Split the Cubs into two teams. One team is cargo ships, the other team is submarines.

The cargo ships need to take cargo (one card at a time) from Canada to England.

The submarines need to intercept the cargo ships, take their cargo, and bring in to Germany. A submarine can stop a cargo ship by touching it. However, submarines hunt in wolf packs, so the submarine that stops a cargo ship cannot take the cargo until he calls up two other submarines. When there are three submarines, the ship has to hand over the cargo.

The cargo ship can now return to Canada to take another cargo. One of the submarines has to take the cargo to Germany, taking him out of the hunt briefly. A submarine can only carry one cargo at a time.

Submarines are not allowed within 20 paces of either the Canada or England.

Change the teams over and run the game again. The winning team is the one that transferred the most number of cargos to England.

Materials

Cargo cards, 100

Flags, large: Canada, England, Germany

Credit

John Russell, Pinhoe Cub Scouts (UK), www.pinhoecubs.org.uk