

Be an Airman Board Game

Number of Players: 2-6

Equipment: 1 Dice, items (2-6 depending on number of players) to mark players position (Whatever works, use some from other games, or make your own! Paper clips anyone?)

Rules: Starting at the Recruiting Depot, players move through the Manning Depot to the Initial Training School, where they are classified as Pilots, Observers or Airgunners.

Each player then follows his or her course through its various stages till completed --- goes overseas --- serves with the Fighting force and finally returns home.

The game is driven by exact die rolls (getting to key spots and ending the game requires an exact roll) as the player moves through the contiguous points on the board.