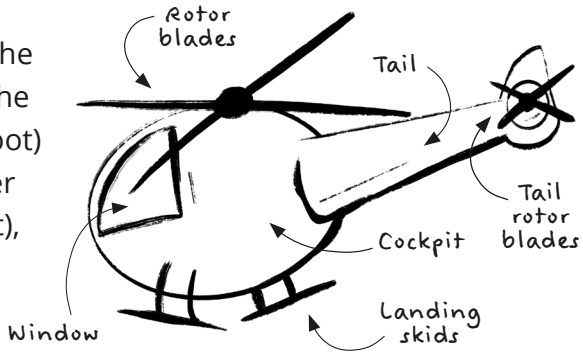
HELI DRIVE GAME SHEET

East Anglian Air Ambulance

RULES

You need to roll a **6** to start, no parts can be drawn without the cockpit. You need to roll a **2** to add tail before you can add the rotor blades or the tail rotor blades. For each landing skid (foot) or blade you must roll a seperate time. A complete Helicopter will have: A **cockpit**, a **window**, a **tail**, **2 landing skids** (feet), **4 rotor blades** and **4 tail rotor blades**.



DICE ROLLS

1. Window **2.** Tail **3.** Landing skid (feet) **4.** Rotor blades **5.** Tail Rotor Blades **6.** Cockpit

GAME 1. TOTAL:	**GAME 2.** TOTAL:
GAME 3. TOTAL:	**GAME 4.** TOTAL:

GRAND TOTAL: