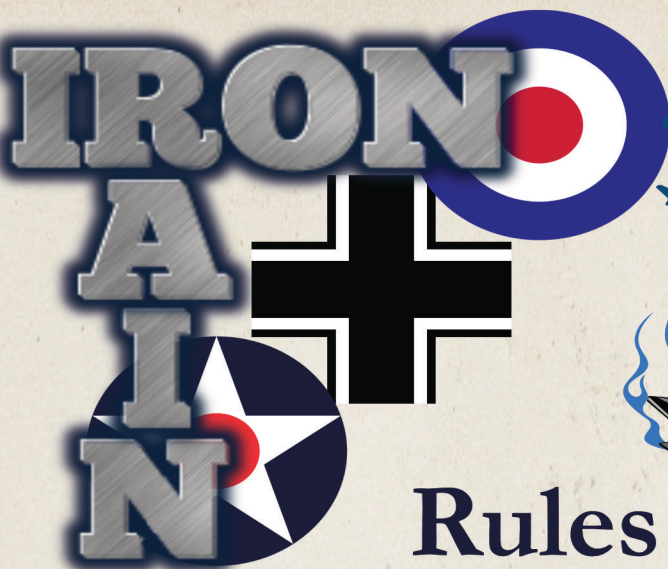


IRON RAIN



Rules



Introduction

Iron Rain is a dynamic deck-building strategy game of WWII aerial warfare in Europe for up to 4 players. Manage war bonds to build your deck with bombers, fighters, anti-aircraft defenses, leaders, espionage, and more. Each round presents three critical targets—assemble the correct hand to bomb or defend them, pulling them from the Timeline and earning Victory Points. Players play all sides—British, German, or American—attacking one country, then defending the same later in a tense, ever-shifting battle for air supremacy!

1.0 The Card Decks

1.1 Deck Types: Iron Rain features multiple decks: 4 Starter Decks, 1 War Bond Deck, 1 Target Deck, Year cards, and a Homeland Deck.

1.2 Starter Decks: Each player starts with a Starter Deck containing 10 cards: 2 aircraft, 1 anti-aircraft, and 7 war bond cards.

1.3 War Bond Deck: This deck consists of different types and amounts of War Bonds that players can purchase to fund their efforts.

1.4 Target Deck: This deck contains the targets that players will bomb throughout the game. It consists of 7 sets of 5 cards each, and should NOT be shuffled. The sets should progress chronologically from the 1939 set to the 1945 set. Cards within each year do not need to be shuffled, though it has no impact on gameplay. Keep Year cards in chronological order.

1.5 Homeland Deck: This deck contains equipment that can be bought with War Bonds. It includes leaders, pilots, and various other assets that players can use. It is the largest

deck in the game.

1.6 Card Backs: The Starter Deck, War Bond Deck, and Homeland Deck all share the same card back, as they form the core deck-building elements of the game and need to be indistinguishable when facedown.

2.0 Objective

2.1 Players build their deck by purchasing equipment, war bonds, and resources.

2.2 This equipment is used to bomb and defend targets.

2.3 Players are not restricted by nationality and can attack any target, provided they have the correct nationality of attacking aircraft.

2.4 Victory Points (VP): Bombing successful targets earns players VP.

2.5 Other players can defend targets by deploying defensive aircraft and anti-aircraft artillery of the same nationality as the target.

2.6 The player with the most Victory Points at the end of the game wins.

3.0 Starter Decks

3.1 Starter decks feature either British or German aircraft (the United States entered the war after 1941 and is not featured in the Starter Decks).

3.2 Players are not restricted to their initial nationality.

3.21 The aircraft in the Starter Deck allow immediate targeting of cities in the Timeline.

3.3 Equipment in the Starter Deck does not have a War Bond cost.

3.4 War Bonds in Starter Decks are color-coded for easy sorting: blue, white, black, or



green.

3.5 Shuffle your Starter Deck before the game begins.

4.0 Set Up

4.1 Shuffle the War Bond and Homeland Decks.

Do NOT shuffle the Target Deck or Year Deck.

4.2 Place the Target Deck in its place on the board above the Homeland Deck; these are your draw piles. (see image below)

4.3 Draw the top 3 cards from each deck and place them face up to the left of their respective draw piles.

4.31 Place the Year Deck in chronological order to the left of the Target Cards, starting with 1939.

4.32 Place the War Bond Deck face up on the War Deck space

4.4 The line of Target Cards is called the Timeline, and the line of Homeland Cards is called the Military Industrial Complex (MIC).

4.5 Each player selects a Starter Deck, shuffles, and draws 5 cards. Note: There are 2 British Decks and 2 German Decks, at least one of each nationality must be used. Americans do not have a Starter deck as they didn't join the bombing campaign until 1943.

4.6 All these decks are placed on the board as shown. Around the board is a Victory point track where players use their pawn to track their VP.



5.0 Base Play

5.1 A player with German aircraft takes the first turn.

5.11 If two players have picked a German Starter deck, the oldest player goes first.

5.2 Turns proceed either clockwise or in historical order: German, then British.

5.3 From the time a deck is shuffled until it is reshuffled (because the cards have been exhausted into the discard deck) is called a Campaign.

5.31 On their turn, the active player can

spend War Bonds to buy equipment or resources from the MIC or attack a target.

5.32 Purchased cards go into the player's discard pile and can only be used once shuffled back into his draw deck.

5.33 War Bonds and equipment must be delivered to the front before being used.

5.34 If the Homeland Deck is exhausted, cards from the scrapyard may be reused, unless they have been removed from play.

5.35 If there are no more War Bonds or MIC cards available, players may choose to remove War Bond cards from their decks to speed up play.

5.4 Non-active players can react to an attack by playing defensive cards.

5.5 Players can use any number of cards from their hand during their turn or the turn of another player.

5.6 At the end of their turn, the active player may discard unused cards but must discard at least one card if he played no cards.

5.7 Players always draw up to 5 cards at the end of their turn. If their draw pile is empty, they shuffle their discard pile to create a new draw pile. (Starting a new Campaign in the process)

5.8 Defending players may also redraw up to 5 cards, but they cannot discard cards when it is not their turn.

5.9 If a player has more than 5 cards at the end of his turn, he must discard down to 5 cards. This is true even if he used War Bonds to "buy" cards from his draw deck.

6.0 War Bond Use

6.1 War Bonds primary use is in buying cards to build your deck as in 5.3 above.

6.2 There are times when a player doesn't have enough War Bonds to purchase a card, or there isn't a card he needs, or worst case- the MIC is depleted and there are no more cards to buy.

6.3 War Bonds can also be for the following:

a. Gaining Victory Points – By discarding a value of 3 War Bonds a player can "buy" a Victory Point. Note: players do not get a VP just because they spent 3 War Bonds purchasing cards.

b. Draw a Card- By discarding a value of 2 War Bonds a player can "buy" a card from his draw pile. A card can be drawn for every 2 War

Base War Bond Card

War Bond Symbol

Cost in War Bonds

War Bond Value



Bonds discarded. Example: If a player discards War Bonds with a value of 6, he can draw 3 cards from his draw deck.

c. "Buying" equipment from the discard deck- If a player has an aircraft (bomber, fighter or recon) or AAA card in his discard pile, he can spend its price again to return it to his hand. Example: A Bomber with a War Bond cost of 3 is in a players' discards. Buy using War Bonds that have a value of 3, he can return that card to his hand. Note: This CANNOT be used on aircraft that were purchased during their current Campaign.

d. Temporary Bomber Mods- Aircraft were frequently modified for special missions, by discarding a value of 4 War Bonds a player can add a Bomb to a Bomber for one mission. This can only add a maximum of 1 bomb marker to the plane and it must be used immediately on a mission. This extra bomb cannot be "held" until a favorable target comes up. It is possible to add an extra bomb marker to multiple planes that are then used on the same or multiple targets.

e. Redraw Hand- If a player wants to fully redraw his hand (all cards replaced), he can PERMANENTLY remove from play(scrap) a WB value of 3, then discard the rest of his hand and draw a new hand of 5 cards.(Even if this starts a new Campaign)

6.4 None of the action in 6.3a thru 6.3e add a card to a players deck.

"The Damage That The Raids Had Caused [In London] Was Enough To Make Our Blood Boil. So We Were Quite Happy To Go And Do The Same To The Germans'

Laurie Woods, pilot, Royal Australian Air Force.



7.0 Attacking Targets

7.1 To attack a target, the following conditions must be met:

a. The attacking aircraft must be of the correct nationality.

Target Card

Target Name
National Flag of the Attacker

Aircover

Escort Fighters

Defensive Mods

Anti Aircraft

Image
(Special Information may appear here)

Victory Point Value

Cloudy Sky indicates Daylight Raid. Dark Sky indicates Night Raid

Year of Attack

National Flag of the ATTACKER

Minimum Bomb Load (MBL)

Actual Date of Raid

Special: If raid uses only B-24's, Double VP

BOMBED 8/1/1943

b. The aircraft must be bombers with at least 1 bomb load.

c. The Minimum Bomb Load (MBL) of the bombers must meet or exceed the target's bomb load requirement.

d. The aircraft must still be within their service life for the target's year.

7.2 Each target card shows the nationality, name, year, and attacking nationality of the target.

7.3 The bottom of the card lists the Victory Points (VP) and Bomb Load required.

7.4 Some aircraft have red bombs, which add extra VP when used in an attack.

7.5 When a target is attacked and removed from the Timeline, a new target is drawn, but face down until the year changes.

7.6 The year changes when all targets from that year are attacked, or players decide to advance to the next year.

7.63 Aircraft and anti-aircraft that have reached the end of their service life are placed in the Scrapheap.

7.66 Scrapped aircraft earn the player 1 War Bond per card. Scrapped War Bonds must be used immediately or are lost.

7.7 Escort Fighters



7.71 Availability: Allied bombing missions beginning in 1944 or later may include escort fighters to protect bombers from enemy defenses. German or Italian bombing missions, which often had fighter cover from the start of the war, may also have escorts when applicable.

7.72 Escort Symbol: Targets that allow for fighter escorts will have a special symbol (shown next to the section 7.7 heading above), the attacker's nationality and year on the target card, indicating that the attacking bombers can have fighter cover.

7.73 **British Exception:** The British never used fighter escorts during the war. Therefore, British bombing missions cannot benefit from escort fighters.

7.74 Escort Protection: Escorting fighters prevent the bombers from losing Victory Points (VP) due to enemy fighter defenses. Any reduction in VP caused by defending fighters is negated by the presence of the escorting fighters.

7.75 Escorting fighters with a RED target symbol add to the mission VP. The number of Red targets indicates the number of VP they ADD to the VP total. This is added even if the VP of the target is reduced to 1.

7.76 If no escort fighters were available will be shown.



7.8 Attacking Air Bases

7.81 Bombers and fighters must use an air base to launch missions, repair, refuel, and come home to.

7.82 Though there is no representation for an air base (i.e. card), they still exist.

7.83 Players may attack each others "air base" by announcing they are attacking "Your *British/American/German* air base" (Use the desired target nationality) and having any bomber (or bombers) that have MBL of 2 or more of an opposing air force. [German vs British or American and vice-versa]

7.84 If the targeted player has any aircraft of that nationality, he must choose one aircraft (fighter/bomber/recon) to discard (NOT Scrap).

7.85 After the attack, the attacking player discards the bombers he used in his own discard pile.

7.86 Anti-Aircraft guns and Fighter cover is not available, as this is usually a surprise attack.

8.0 Defending Targets

8.1 When a player attacks a target, the other players become defenders.


8.2 Each target specifies available defenses, such as AAA or defensive fighter aircraft. (shown next to the section 8.0 heading above and appear next to the target name on the Target card)

8.3 AAA (Anti-Aircraft Artillery): AAA reduces the target's VP, with the reduction added to the defender's VP total.

8.4 Aircover: Defensive fighters also reduce the VP and add it to the defender's score.

8.5 A target's VP can never drop below 1.

8.6 After an attack, all aircraft and AAA used are sent to their respective discard piles.

8.7 If a Target has no Aircover or AAA available, the the space for that defense will show a 

9.0 End of Game

9.1 The game ends when all targets have been attacked or removed from the Timeline.

9.2 The player with the most Victory Points wins.

9.3 In case of a tie, the player with the most War Bonds wins, though War Bonds alone cannot secure a win.

10.0 Equipment- Bombers

10.1 Aircraft Name- Includes manufacturer name as well the name assigned to it by the Air Force using it.



Bomber Card




10.11 War Bond Cost- How many war bonds are needed to purchase it from the MIC.

10.12 Nationality - Country using the aircraft

10.13 Weather Capability- This indicates if it was a daylight bomber, a night bomber, or both. These symbols are described below:

 Daylight

 Both

 Night

10.15 Bomb Load- All bomb icons, regardless of color, comprise the aircraft's total bomb load. Light bombers will have 1 bomb icon, medium bombers will have two, and heavy bombers will have three bomb icons.

10.15a Red Bomb icons indicate the bomber was especially accurate and so it adds the number of red bomb icons to the target's Victory Point total.

10.2 Equipment- Fighters

Fighter Card



10.2 Aircraft Name- Includes manufacturer name as well the name assigned to it by the Air Force using it.

10.21 War Bond Cost- How many war bonds are needed to purchase it from the MIC.

10.22 Nationality - Country using the aircraft

10.23 Weather Capability- This indicates if it was a daylight fighter, a night fighter, or both.

10.24 Service Life- This is an indication of how long it was used as a military aircraft. This is NOT the length of time it served in any specific air force or for any specific nationality.

10.25 Attack Strength- The number of target icons indicate a loss of Victory Points from the target when used as fighter cover over a target, or a gain of Victory points if the fighter is used as a escort fighter for the raid.

10.25a Red Target icons indicate a bonus to Victory Points if the fighter is being used as an escort fighter.

10.3 Equipment- Anti-Aircraft Artillery (AAA)



A.31 Type- Generally the bore size

A.32 War Bond Cost- How many war bonds are needed to purchase it from the MIC.

A.33 Nationality - Country using the gun

A.34 Weather Capability- This indicates if it was only used in the daytime, at night, or anytime.

A.35 Service Life- This is an indication of how long it was used by a military service. This is NOT the length of time it served in any specific armed force or for any specific nationality



Card Types

Cards

The following are detailed mechanics for specific cards in Iron Rain.

Tabled – This term indicates that a card is played on the table in front of the player and remains in effect or active for the remainder of the game.

A. Leadership/Aces

A.1 Air Chief Marshall Hugh Dowding

Tabled - When he is played to the table, British fighters increase their damage by +1 for the player who controls him. Air Chief Marshal Sir Hugh Dowding (1882–1970) was a key figure in the defense of Britain during World War II, serving as the commander of RAF Fighter Command during the critical Battle of Britain in 1940. A visionary leader, Dowding championed the development of an integrated air defense system, combining radar, ground observers, and a centralized command structure, which proved instrumental in repelling the Luftwaffe's sustained attacks. His strategic focus on conserving fighter resources and targeting enemy bombers was vital to Britain's survival during the Blitz. Despite his success, Dowding's cautious leadership style led to conflicts within the RAF hierarchy, and he was replaced shortly after the battle. Post-war, he retired to a quieter life, earning recognition as one of the architects of modern air defense and securing his legacy as a pivotal leader in Britain's "finest hour."

A.2 General Arthur Harris – Tabled

When he is played to the table, British bombers increase their Victory Points (VP) by +1 for the player who controls him. Air Chief Marshal Sir Arthur Harris (1892–1984), often known as "Bomber Harris," was a senior officer in the Royal Air Force (RAF) and a key architect of Britain's strategic bombing campaign during World War II. As the commander of RAF Bomber Command from 1942, Harris was instrumental in implementing the policy of area bombing, targeting German industrial centers and civilian infrastructure to cripple Nazi war production and morale. His leadership saw the execution of notable operations, including the firebombing of Dresden, which remains controversial for its heavy civilian casualties. A staunch advocate of strategic bombing as a decisive tool of war, Harris was both lauded for his effectiveness and criticized for the humanitarian toll of his campaigns. After the war, he retired to South Africa and remained unapologetic about his wartime strategies, asserting their necessity in defeating the Axis powers.

A.3 General Henry Arnold – Tabled



When he is played to the table, American bombers increase their Victory Points by +1

for the player who controls him. General Henry H. "Hap" Arnold (1886–1950) was a pioneering figure in American aviation and the only U.S. Air Force officer to hold the five-star rank of General of the Air Force. A key architect of the modern U.S. Air Force, Arnold served as the Commanding General of the U.S. Army Air Forces (USAAF) during World War II, overseeing its transformation into a dominant global air power. Under his leadership, the USAAF conducted massive strategic bombing campaigns in Europe and the Pacific, developed advanced aircraft like the B-29 Superfortress, and contributed significantly to the Allied victory. Arnold was also instrumental in fostering military research and development, supporting projects like radar, jet propulsion, and nuclear weapons. Post-war, his vision laid the foundation for the creation of an independent U.S. Air Force in 1947, securing his legacy as one of the most influential figures in aviation history.

A.4 Generalleutnant Adolf Galland – Tabled

When he is played to the table, German fighters increase their damage by +1 for the player who controls him. Adolf Galland (1912–1996) was a highly decorated German Luftwaffe fighter pilot and officer during World War II, renowned for his exceptional aerial combat skills and leadership. He flew over 700 combat missions, primarily on the Western Front, achieving 104 confirmed aerial victories. Rising quickly through the ranks, Galland became one of Germany's youngest generals, serving as the General of Fighters (General der Jagdflieger), where he advocated for advanced fighter strategies and the development of jet aircraft. Despite his loyalty to the Luftwaffe, he openly criticized Nazi leadership, particularly Hermann Göring, for mismanagement of the air war. After the war, Galland worked as a consultant in aviation and authored several memoirs, contributing significantly to the historical understanding of aerial combat during WWII.



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A.5 Lieutenant General Jimmy Doolittle - Tabled

When he is played to the table, American twin engine bombers (B-25's, B-26's) increase their Victory Points by +1 for the player who controls him. Lieutenant General James "Jimmy" Doolittle (1896–1993) was a pioneering aviator and military leader, best known for leading the audacious Doolittle Raid on Japan during World War II. A decorated combat pilot and aeronautical engineer, Doolittle's career began with record-breaking flights and innovations in aviation technology, including advancements in instrument flying. During the war, he gained fame commanding the first air raid on Tokyo in 1942, a bold morale-boosting mission that demonstrated Japan's

vulnerability to Allied air power. Promoted rapidly, Doolittle later led the 12th, 15th, and 8th Air Forces, overseeing strategic bombing campaigns in Europe and contributing to the defeat of the Axis. Renowned for his courage, intellect, and leadership, Doolittle received numerous accolades, including the Medal of Honor, and left an enduring legacy in military aviation.

A.6 Reichsmarschall Herman Goring - Tabled

When he is played to the table, German bombers increase their Victory Points by +1 for the player who controls him. Hermann Göring (1893–1946) was a prominent Nazi leader and one of Adolf Hitler's closest allies, serving as Reichsmarschall and Commander-in-Chief of the Luftwaffe during World War II. A decorated World War I fighter ace, Göring initially gained prominence as an early member of the Nazi Party and played a key role in its rise to power. As head of the Luftwaffe, he oversaw its initial successes in the Blitzkrieg campaigns but faced criticism for its failures, particularly during the Battle of Britain. Göring also held significant political and economic influence, orchestrating the Nazi regime's Four-Year Plan and overseeing the plundering of occupied territories. Additionally, he was deeply implicated in the Holocaust as a signatory of orders facilitating the "Final Solution." Captured by Allied forces in 1945, Göring was convicted of war crimes and crimes against humanity at the Nuremberg Trials but evaded execution by committing suicide shortly before his sentence was to be carried out.

A.7 American Ace - Tabled

When he is played to the table, American fighters score an extra "kill" either reducing the VP of the attacker or reducing enemy fighters by -1. This only benefits the player who controls him. Francis "Gabby" Gabreski (1919–2002) was one of the most accomplished American fighter aces of World War II and the Korean War, renowned for his exceptional aerial combat skills and leadership. Flying with the U.S. Army Air Forces during WWII, he achieved 28 confirmed aerial victories in Europe, making him the leading American ace in the European theater. Gabreski later transitioned to jet combat in the Korean War, where he added 6.5 more victories to his record, becoming one of the few pilots to achieve ace status in two wars. Known for his discipline and relentless pursuit of excellence, he also served as a squadron and wing commander, mentoring countless pilots. After retiring from the Air Force in 1967, Gabreski remained a celebrated figure in aviation history, symbolizing bravery and innovation in the skies.

A.8 British Ace - Tabled

When he is played to the table, British fighters score an extra "kill" either reducing the VP of the attacker or reducing enemy fighters by -1. This only benefits the player who controls him. James Edgar "Johnnie" Johnson (1915–2001) was a distinguished British Royal Air Force (RAF) fighter pilot and the top-scoring Allied ace in the European theater during World War II. Born in the East Midlands, Johnson initially pursued a career in engineering before joining the RAF in 1939. Overcoming early rejections due to social and medical reasons, he was eventually accepted and began his pilot training. Throughout the war, Johnson flew numerous combat missions, primarily in the Supermarine Spitfire, and was credited with 38 confirmed aerial victories, all against enemy fighter aircraft. His exceptional leadership and tactical skills earned him rapid promotions, culminating in the rank of Air Vice-Marshal. Post-war, Johnson continued his service in the RAF, contributing to the development of air defense strategies during the early years

