



BOMBER BOYS

A WWII BOMBER SOLITAIRE GAME

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INTRODUCTION

You could've heard their hearts beating like drums were it not for the roar of the engines. The crew remained stoic despite the challenge ahead. They were deep in it now, closing in on the target, and they all knew it wouldn't be long until the German welcoming committee arrived.

The bomber shook rhythmically as it cut through the clouds, emerging into the brilliant blue sky. The captain warily scanned the horizon, awaiting the inevitable. "Won't be long now, boys. Keep sharp," he commanded in a cool tone, his nerves secretly jangling. He narrowed his eyes to shutter the glare of the sun.

And then he saw them.

Tiny specks at first, growing larger by the second. The first swarm had arrived. With white knuckles, he tightened his grip on the yoke, preparing to enter the maelstrom of war. "Here they come," he shouted with a snarl, his adrenaline spiking as the skies suddenly lit up around them. Within seconds, the No. 3 engine had erupted like a Roman candle. The deafening rattle of the crew guns filled the cabin as the next wave rolled in. "We may all die yet in this war," he barked over the chaos. "But I promise you this — it won't be today!"

WHAT YOU NEED

This is a Print & Play solo adventure. All of the components that you need to play are provided in the accompanying Print & Play pack. Print a copy of that file and follow the instructions to assemble your game. Additionally, you will need to provide the following:

- 14x yellow **Minor Damage** cubes
- 5x black **Major Damage** cubes
- 14x red **Enemy Damage** cubes
- 5x blue **Ammo** dice
- 2x red **Enemy** dice
- 1x D12 (12-sided) **Damage** die

If you do not have the above cubes, feel free to use proxy pieces as needed. Tokens have also been provided in the Print & Play pack if you wish to use those instead.

OBJECTIVE OF THE GAME

Each game you will be tasked with a bombing mission. Your objective is to reach the target and bomb it. To do so, you must make your way through the bombing run — a deck of cards made up of items, events and enemies. Each turn you reveal a new top card from the bombing run deck and must resolve it before continuing. You command a crew of ten airmen, each with a unique skill set, that will aid you on your journey. Sustain too much damage and you will lose. Successfully bomb the target and you will win.

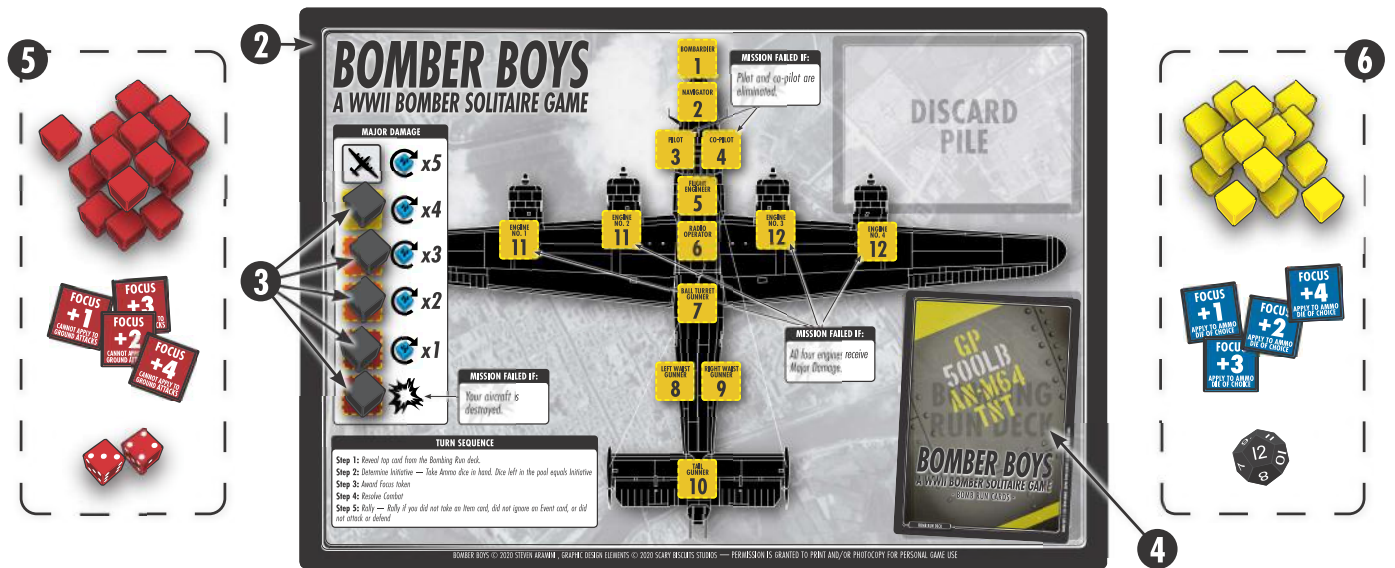
SETTING UP THE GAME

Gather all the components and follow these instructions to set up your game of *Bomber Boys*.

Setup Your Game Board

1. Place the ten blue Crew cards face-up in front of you, forming two rows in numeric order. Leave enough space between cards for you to rotate each card 90° during play.
2. Place the Bomber Boys game board above your crew.
3. Place the five black cubes on the Major Damage Track, one on each space except the top one.

4. Prepare the Bombing Run Deck (see below) and place it on your player mat on the Bombing Run space.
5. Set the red Damage Cubes, red Enemy Dice and red Focus Tokens to the left of your player mat. This area is known as the Enemy Display Area.
6. Set the yellow Damage Cubes, the D12 Damage Die, and blue Focus Tokens to the right of your player mat. This area is known as your Display Area.
7. Set the blue Ammo Dice to the left of your crew. This is known as your Initiative Pool.



CREW CARDS



Crew cards represent the members of your flight. They have actions that you will use to accomplish your mission.

1. National Affiliation
2. Crew Title
3. Crew Position
4. Line of Sight
5. High/Low Line of Sight
6. Picture
7. Crew Actions
8. Card Information

Preparing the Bombing Run Deck

There are five missions in the game, each of varying difficulty:

- Operation: Milk Run (difficulty rating: 1)
- Operation: Nightwing (difficulty rating: 2)
- Operation: Hornet's Nest (difficulty rating: 3)
- Operation: Sea Strike (difficulty rating: 4)
- Operation: Berlin Blitz (difficulty rating: 5)

These form the objective of the Bombing Run Deck. Each mission card has instructions on how to construct the deck. This usually starts with base cards and then adds some others.

Event, Item, and Enemy cards are either identified in the lower left corner by the label **BASE CARD** or associated with a specific mission. Base cards are associated with every mission.

To prepare the bombing run deck, consult the mission briefing, located on the back of that mission's target card. It will tell you which cards are required for that mission's deck.

If it is your first time playing, begin with **Operation: Milk Run**.

MISSION CARDS



On one side, Mission cards represent the goal of your bombing mission. On their reverse, they will define how to build your Bombing Run Deck.

Mission Side

1. Mission Title
2. Mission Briefing
3. Mission Deck Instructions
4. Difficulty Rating
5. Mission Affiliation

GAMEPLAY

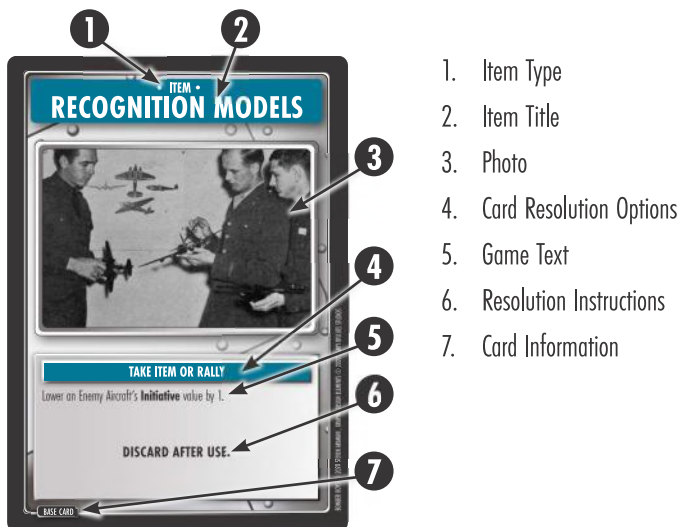
Each turn begins by revealing the top card from the Bombing Run Deck and resolving it. The revealed card will be one of the following:

- Item Card
- Event Card
- Enemy Card (Air Attack Card or a Ground Attack Card)
- Target Card

If the revealed card is an Item, Event, or Enemy card, you will need to resolve it before moving on. The target card will always be the last card in the deck, so when you reach this final card, you will resolve the Bombing Run to try and win the game.

ITEM CARDS

Items are helpful cards that aid you along your journey.



When you draw an item card, you have two choices: either keep the card **OR** discard the card and **Rally** (see "Rallying").

If you choose to keep the card, simply place it to the right side of your game board in your display area. You may use an item at any point during the game. Each item is one-time use. After using an item, place it in the discard pile.

Finally, if any enemies are on display when you draw an item, they **do not** attack this turn.

EVENTS CARDS

Event cards represent things that will happen to you during your flight. You'll have to overcome these challenges during your missions.

When you draw an event card, you have two choices: either ignore the card and move it to the discard pile **OR** suffer the negative effect of the card and **Rally** (see "Rallying").



If you suffer the negative effect of an event, place the card in the discard pile after it is resolved.

If the event is labeled **Ongoing Event**, you must display it to the left of your game board in the enemy display area for the rest of the game. Ongoing events cannot be ignored. Therefore, you may rally if you draw an ongoing event.

Note: There are no ongoing effects in the Operation: Milk Run deck. They are only part of later missions.

Finally, if any enemies are on display when you draw an event, they **do not** attack this turn.



ENEMY CARDS

Enemies will attempt to damage your bomber and stop you from completing your mission.



1. National Affiliation
2. Enemy Title
3. Card Resolution Options
4. Initiative Number
5. Approach Angle
6. High/Low Approach
7. Photo
8. Attack Results
9. Damage Track
10. Card Information

When you draw an enemy that is an aircraft, it becomes an Air Attack Card, otherwise it is a Ground Attack Card. You **must** display the enemy card to the left of your game board, where it will remain until destroyed.

If an **Air Attack Card** is added to the enemy display area, you have two choices: either attempt to attack **OR** Rally (see "Rallying"). However, regardless of your choice, the enemy will always attempt to attack you.

If you attempt to attack, use the following steps:

ATTACKING THE ENEMY

- **Step 1:** Determine Initiative
- **Step 2:** Determine Focus
- **Step 3:** Roll Ammo Dice
- **Step 4:** Check Line of Sight
- **Step 5:** Determine Damage to Enemy
- **Step 6:** Exhaust Crew

Step 1: Determine Initiative

Whoever has the highest Initiative between you and the enemy will strike first during this attack.

First, look at the enemy's **Initiative** value.



Then determine your own Initiative value, by taking any number of your Ammo dice (0-5) from your Initiative Pool into your hand. The dice you take in hand will be rolled and used as ammo to attempt to destroy the enemy. Dice left in the pool are not used and instead determine your **Initiative** value. For example, if you leave four dice in the pool, your Initiative value is 4.

To attack first, your initiative value must be **at least equal** to the enemy's Initiative value. If your value is less than the enemy's, the enemy attacks first (see "Enemy Attacking").

Multiple Enemies and Initiative

If you have multiple enemies on display, compare your initiative value to each enemy separately. This may result in some enemies attacking you first (if they have a higher initiative value than you) and other enemies being attacked by you first (if they have an equal or lower initiative value than you).

Initiative X

Some enemies have an initiative value of "X" (ground attacks and the experimental jet). As they have no initiative value, there is no need to compare initiative. Ground attacks should be treated as the lowest possible initiative value, meaning that they will be resolved after you have taken your actions (be it attacking or rallying; see "Ground Attacks"). The experimental jet is a special aircraft that affects other enemy aircraft on display.



Step 2: Determine Focus

Focus gives either you or the enemy an attack bonus, allowing the holder to increase the value of one die by the amount shown on the gained Focus token.

Initiative Equal to the Enemy (or you Rally)

If your initiative value is tied with the enemy's or if you choose to rally instead of attack, neither you nor the enemy have Focus.

Initiative Greater than the Enemy

If your initiative value is greater than the enemy, you gain a **Focus** modifier equal to the difference. For example, if you have an initiative value of 4 compared to the enemy's initiative value of 2, the difference is 2, giving you a focus of +2. Take the appropriate Focus token. This turn, you may assign this modifier to the Ammo die of your choice.



Initiative Less than the Enemy

If, on the other hand, your initiative value is less than the enemy, the enemy gains a modifier equal to the difference in the same manner. During combat, you must apply this modifier to the first rolled enemy die if possible.



You do not get to keep a Focus token beyond the turn you gained it. After resolving the attack, return it to the supply of tokens to the side of your player board, whether you used it or not.

No more than one Focus token can be awarded per turn. A die value can never exceed its natural maximum value of 6.

Multiple Enemies and Focus

In the case of multiple enemy aircraft with multiple initiative values, only compare your initiative value to the highest initiative value on display for determining Focus.

You must assign an enemy's Focus token to the first rolled enemy die if possible, applying as much of the Focus value as you can. If you rolled both enemy dice together (because at least two enemies are attacking together), assign the token to the die of your choice, so long as it can be used to its fullest possible value.

Step 3: Roll & Assign Ammo Dice

To attack, roll all of your ammo dice in hand (do not roll dice in your initiative pool). Next, you may assign a maximum of one die per crew by placing the die directly on the crew card. It is possible that you may not be able to assign all of your Ammo dice. Any unassigned Ammo dice are simply returned to your Initiative pool as wasted ammo. **Note:** There is no limit to the number of crew members you may assign Ammo dice to on your turn.

Step 4: Check Line of Sight

In order to assign an Ammo Die to a Crew card, that crew member needs to have Line of Sight to the enemy. To determine that, take the Enemy's Position and compare it to your crew member's line of sight. If they match, you may assign the Ammo Die to the crew card.

Enemy Position

The enemy's position has two parts: **approach** and **altitude**. Look at the enemy's attack position. This tells you from what position the enemy is attacking.

LINE OF SIGHT: ENEMY POSITION

Approach will be from one of the points of the clock:

12 o'clock	3 o'clock	6 o'clock	9 o'clock
(Ahead)	(Right)	(Behind)	(Left)

Altitude will be either high or low:

For example, this fighter is approaching from 3 o'clock (right), and coming in at a low altitude.

Crew's Line of Sight

If a crew member has **Line of Sight** to the target's **Position**, it can shoot at it. You may only assign an Ammo die to a crew member if its Line of Sight matches both the enemy's approach and altitude.

LINE OF SIGHT: CREW MEMBERS

Crew members can see enemies whose position matches their **Line of Sight**.

For example, this Right Waist Gunner can see targets approaching at 3 o'clock (right) and can see them at both high and low altitudes.

So this crew can see the first aircraft (1), but cannot see the second enemy (2) because it is approaching from 6 o'clock (behind).

Step 5: Determine Damage to Enemy

If you have assigned an Ammo die to a crew that has line of sight to the target, you may attack it. If the die value is at least equal to the die value pictured on the crew card it is assigned to, then the enemy is hit.

ASSIGNING AMMO DICE

Most crew members have a **gun action** that allows them to damage enemies if they've got an Ammo die assigned to it.

For example, you've rolled two Ammo dice and got these results:



The result of 1 won't score a hit, so you assign the 4 to the **Right Waist Gun**.



You can now assign this crew to attack an enemy target. The value of 4 is greater than the value needed (2) to score one damage. However, if you had rolled a 5 or 6, then you could have inflicted two damage instead.

Don't forget that you can apply a Focus token, should you have one, to increase the value of one of your Ammo Dice. So in this example, spending a +1 Focus token at this point would allow you to turn the result into a 5 and increasing your damage to two.

If a crew hits its target, its Gun Action attack value will determine the amount of damage it does to the enemy. If there are multiple dice pictured, apply the die to the highest eligible number to inflict more damage.

To apply damage, add red enemy damage cubes equal to the **Damage Value** on those crew cards that successfully hit that aircraft, placing these cubes on the **damage spaces** at the base of the enemy card.

You cannot split damage from a single hit between two enemy cards, however



if you have multiple enemies on display you may assign damage to either aircraft, so long as that crew member has line of sight.

If every red damage space is filled on an enemy aircraft card, then that aircraft is destroyed and moved to the discard pile at the end of the turn. Any enemy aircraft that have not been destroyed remain on display.

APPLYING DAMAGE

When a crew is assigned to attack an enemy, the attack value will determine the amount of damage you can do to the enemy.

For example, you've assigned a 6 to the Right Waist Gun.

Lucky for you, a value of 6 is greater than five and inflicts **two damage** to the enemy!

Apply the **two damage** to the enemy by adding two red damage cubes (or tokens) to the enemy's card.

In this case, these are the final two cubes this fighter can take, so it is destroyed!



Step 6: Exhaust Crew

After resolving your ammo dice (firing at the enemy) and assigning damage, return your ammo dice to your initiative pool for the next turn. Then exhaust all crew members that you assigned this turn by rotating their cards 90 degrees. Exhausted crew members may not be used on future turns until you rally (see "Rallying").

EXHAUST CREW

After using a crew card's action, you must Exhaust it by turning the card 90°. You can't use it again until you Rally.



THE ENEMY ATTACKS!

If an enemy has initiative **OR** if an enemy has survived your attack, it gets to attack you. Roll one red enemy die for each enemy on display that is attacking you, up to a **maximum of two dice** rolled per turn.

Depending on each aircraft's initiative, some enemies may attack you first while others may counter-attack you after you have attacked them (if they weren't destroyed or if they are a ground attack).

Assigning Enemy Die to Enemy Cards

After rolling, place the enemy die directly on the enemy card. Just like when you were attacking, if there are multiple dice pictured on the enemy card, apply the die to the highest eligible number to inflict the most damage.

ASSIGNING ENEMY DICE

For example, you have three active enemy cards on display. You roll both Enemy dice and get a 2 and 4.

Next you need to assign these dice to the enemy cards. You assign the 4 to the first aircraft, which results in a hit for 1 damage. You assign the 2 to the second aircraft, which results in a hit for another 1 damage.

Because a maximum of only two dice can be assigned, the third aircraft does not attack this turn.

✓

✓

✗ DOES NOT ATTACK

As with your Ammo dice before, if the die value is at least equal to the die value pictured on the enemy card it is assigned to, then the enemy scores a hit on your bomber!

If a rolled enemy die inflicts no damage, simply place the die above that enemy card as a reminder that you rolled that die and it cannot be rolled again this turn.

If you must roll multiple enemy dice, you choose how to assign those dice to the enemy card.

If a die could be assigned to two or more enemies (one resulting in a hit and another a miss) you must assign the die as a hit if possible.

Determining Damage to Your Bomber

Count the number of hits you have taken. For each hit, roll the D12 damage die and add a yellow minor damage cube to that corresponding location on your player mat.

If a yellow minor damage cube (or token) already exists on that numbered location, you must instead replace it with the topmost black major damage cube (returning the yellow minor damage cube back to your display area). If this occurs in the bomber's cabin area (locations 1 to 10), immediately flip over the corresponding crew card. That crew member has been eliminated from the game! If the damage is to one of your engines, there is no further penalty. However, if all four of your engines (both 11 locations and both 12 locations) get black major damage cubes, your bomber crashes and you lose!

TAKING DAMAGE

You've taken two damage to your bomber this turn, so you roll your D12 to see where the hits were scored. Your first result is a 7, so you place a yellow damage marker (or token) on the Ball Turret Gunner position (1). Then you roll for the second damage, scoring a 12 to hit the right engines (2). However, you've already taken damage to both right engines on a previous turn (3), so the damage is swapped with a black damage cube (or token) instead (4).

BOMBER BOYS

A WWII BOMBER SOLITAIRE GAME

MAJOR DAMAGE

✖ x5

✖ x4

✖ x3

✖ x2

✖ x1

MISSION FAILED BY:

Your aircraft is destroyed.

TURN SEQUENCE

Step 1: Draw top card from the Drawing Box deck.

Step 2: Determine Initiative — Roll Ammo dice in hand. (See left in the good speech Initiative)

Step 3: Award Focus tokens

Step 4: Resolve Bomber

Step 5: Roll — Roll if you did not take on then cost, did not spend on focus card, or did not attack or defend

MISSION FAILED BY:

Pilot and co-pilot are destroyed.

MISSION FAILED BY:

All four engines receive Major Damage

Note: If you roll a number for a position in your cabin area (1-10) that already contains a black major damage cube, you may ignore that damage roll. However, in the case of your engines, this rule only applies if both engines on a wing have black damage cubes.

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- 8 -

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GROUND ATTACKS

Ground attacks can come from things such as enemy flak, ships, or tanks. Their attacks are fleeting, but deadly.

Defending Against Ground Attacks

You cannot attack an enemy that is on the ground nor can you apply focus to it, but you can try to defend. If a ground attack card is added to your display area, you have two choices: **defend** or **rally** (see "Rallying").

If you rally, you are not allowed to defend, nor are you allowed to engage in any air combat this turn!

There are two ways to defend against a ground attack:

- Activate your Radio Operator to use its **Evade** action.

- Activate your Pilot to use its **Evade** action.

Either of these crew cards will give you a -2 modifier for the enemy die assigned to a ground enemy. If you wish, you may activate both evade actions for a -4 modifier. You may activate the Evade actions after rolling the enemy die.

Resolving Ground Attacks

Ground attacks are always resolved last and use the same procedures as aircraft attacks (applying any evade modifiers). After resolving a ground attack, discard the ground attack enemy card unless it says otherwise.



RALLYING

Eventually your crew will become exhausted (turned 90 degrees). In order to **ready** them for action once again, you must **rally** your crew. You may rally regardless of how many crew members are exhausted. Each turn after flipping your card, you have a choice to rally or not rally.

- **Items:** If you draw an item and choose to rally, you do **not** get to keep the item.

- **Events:** If you draw an event and choose to rally, you do **not** get to ignore the event.

- **Air Attacks:** If you draw an enemy aircraft and choose to rally, you do **not** get to attack this turn.

- **Ground Attacks:** If you draw a ground attack and choose to rally, you do **not** get to defend this turn. If you choose to rally, rotate **all** of your exhausted crew back to their ready position.

The act of rallying uses up your turn.

You cannot activate any crew members nor roll any ammo dice on that turn. The enemy, however, still gets to attack you if you rally during an attack. No initiative is compared and therefore no focus is assigned if you rally. Simply roll to determine enemy damage as normal.

Note: No combat occurs on turns in which you reveal an item or event.



CREW ABILITIES

Many crew members have more than one type of action they can perform. However, you may only choose **one** action type per crew member before exhausting the card. There is no limit to the number of crew members you may activate on your turn! Let's have a closer look at the crew abilities.

Operate Gun

Bombardier, Navigator, Flight Engineer, Radio Operator, Ball Turret, Left Waist, Right Waist, Tail Gunner

The most common type of action is to operate a crew member's gun. Excluding the pilot and co-pilot, each crew member has their own gun.

Reload

Bombardier

This action allows you to re-roll any or all of your rolled ammo dice. All dice you wish to re-roll must be rolled together.

Bombs Away!

Bombardier

This action cannot be used until you reach the Target Card. If you manage to reach the target with your Bombardier still alive, this action gives you one extra re-roll to try and bomb the target.

Course Correct

Navigator

This action allows you to move the top face-down card in the bomb run deck directly to the discard pile. You may not peek to see what the card is prior to choosing the Course Correct action. It may be an enemy, event or item. Regardless of the type of card (including ongoing events), it goes straight to the discard pile with no effect.

Because the advance action is a highly evasive maneuver that strains your engines, each time you perform this action you must add 1 yellow minor damage cube (or token) to an engine of your choice (11 or 12 spaces). If all engines already have yellow cubes, you must replace with a black major damage cube instead.

Evade

Pilot, Radio Operator

This action allows you to lower an enemy die that is assigned to a ground attack by 2. You may use this action from both your Pilot and Radio Operator simultaneously to lower the die by 4.

Maneuver

Pilot, Co-Pilot

This action gives a crew member line of sight on an enemy aircraft when they wouldn't otherwise. Think of maneuver as making another crew member's line of sight "wild," meaning they may fire their gun at any enemy aircraft regardless of that enemy's altitude or position. You are allowed to use both your pilot and co-pilot for separate maneuver actions within the same turn.

Spot

Co-Pilot

This action represents the co-pilot spotting an enemy and alerting the appropriate gunner. It allows you to modify one of your ammo dice by +1.

Repair

Flight Engineer

This action allows you to remove 1 yellow minor damage cube (or token) of your choice from your bomber within the cabin area only (1-10). You cannot remove cubes from the engine locations (11 or 12).

Escort Fighters


Radio Operator

This action allows you to radio your escort fighters to attack any enemy aircraft of your choice (any altitude or position), causing an automatic 1 damage. **Note:** No ammo die is needed for the Escort Fighters action.



OVER THE TARGET

If you successfully make it through the entire bombing run deck, you will reach the final card in the deck — the target! If any enemy cards remain on display, they must first be destroyed or resolved before you can attempt to bomb the target (unless the enemy card says otherwise).



- 1 On the reverse side of the mission card is the Target Card. This will show you what you need to do to destroy the target once you get there.
- 2
- 3 **Target Side**
 1. Target Title
 2. Photo
 3. Bombing Targets
 4. Mission Affiliation
- 4

To bomb the target, your five **Ammo dice** now represent your bombs! Roll all of the Ammo dice together. You will notice that the target card shows five die symbols within the crosshairs called **Bombing Targets**. To destroy the target, you must **Lock In** one rolled Ammo die for each Bombing Target. To Lock In an Ammo die, choose a Bombing Target symbol and place a rolled Ammo die that has a value at least equal to the die on the Bombing Target. Once Locked In, that Ammo die may not be rolled again, moved, or removed.

Any dice that cannot (or you choose to not) Lock In may be re-rolled. Your major damage track determines the **number of re-rolls** you are allowed, which is listed inside the topmost exposed space that does not contain a major damage cube.

Also remember that if your **Bombardier** has not been eliminated, you gain 1 additional re-roll.

If you wish, you may use extra cubes to track your number of re-rolls.

MAJOR DAMAGE

		x5
		x4
		x3
		x2
		x1

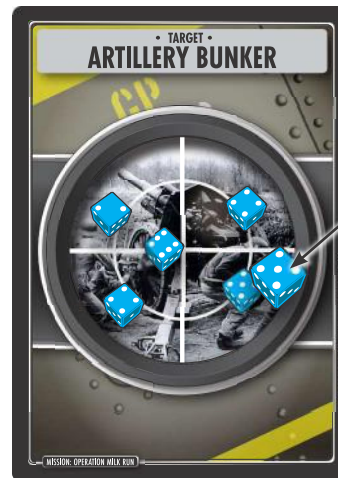
MISSION
Your aircraft destroyed.

BOMBING RUN EXAMPLE

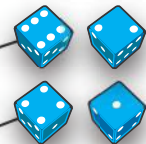
For your initial roll you get:



You decide to Lock In the 5 and re-roll the rest.



For your first re-roll you get:



You decide to Lock In the 6 and 4, then re-roll the rest.



For your second re-roll you get:



You Lock In these final dice. Any remaining re-rolls are not needed.

Target destroyed!





MISSION RESULTS

VICTORY

There is one way to achieve victory: reach the target card and bomb it. If you successfully bomb the target by locking in all five of your dice, this is a **Major Victory**. If you successfully reach the target but are unable to lock in all 5 of your dice, this is considered a **Conditional Victory**.

FAILURE

There are three ways to fail the mission:

Bomber Destroyed in Midair: All 5 black cubes are removed from your major damage track.

Mission Aborted, Return to Base: Both your Pilot and Co-Pilot are eliminated.

Bomber Loses Altitude and Crashes: All 4 of your engines suffer major damage (black cubes).

SCORE YOUR GAME

Score 1 point for each black major damage cube still on the major damage track (5 max).

If you reached the target card, score 1 point for each die you successfully locked in (5 max).

GAME SCORE

Your Score	Your Rating
10	Perfect Performance
9	First Class Flight
7 to 8	Honorable Showing
5 to 6	Valiant Effort
3 to 4	Unremarkable Expedition
0 to 2	Utter Disappointment

SCALING DIFFICULTY

To make a mission **easier**, begin the game with **one random item** from the item deck. Want it even easier? Start the game with two or three random items.

To make a mission **harder**, add a minor damage cube to any two of your engines and take one less item. Want it even more difficult? Do not remove the two enemy aircraft cards from the base deck during the Bombing Run Deck setup.