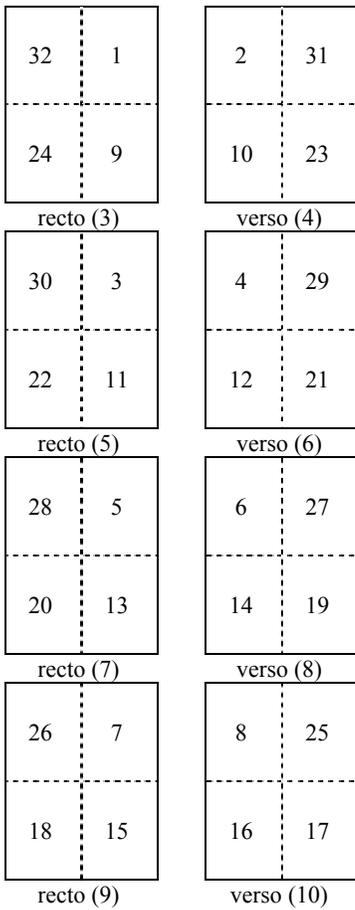
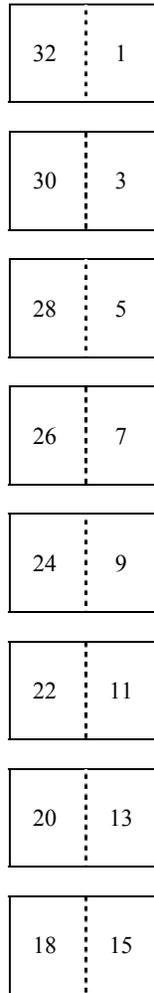


# How to print out the Nuclear War Combined Rules booklet

Print pages 3 through 10 to a printer capable of two-sided printing (set it up so it flips the pages along the long edge). You'll obtain pages that look like this:



Keep the pages stacked in that order, and trim the edges using the guide marks. Now cut them in half horizontally. Put the top half-stack on top of the bottom one, like so (showing rectos only):



All that's left to do is to staple the booklet together and fold it.

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**Tournament Scoring***Order of Elimination*

1 point for the first player to be eliminated, 2 for the second, 3 for the third and so on. If someone successfully uses the "If I Can't Win, Everybody Dies" rule, all the other players are considered eliminated simultaneously and thus score the same amount.

*Cold War Bonus*

1 point for taking out a player by Propaganda.

*Survivor Bonus*

2 points if you are the only player left.

*Final Retaliation Bonus*

3 points for each player taken out by your Final Retaliation.

*ANTI-MISSILE SUMMARY*

<i>System:</i>	<i>Can be shot down by:</i>
Polaris, Minuteman	Any but Stealth
Cruise	Lasers, EKV, Jet
Atlas, Titan, Trident, Scud	Any but P and Stealth
Coyote	Any but P and A
Shuttle, B-58/70/1, DCX	Any but P, A, EKV
Stealth Bomber	Lasers, Stealth
MX	S, Sprint, EKV, Lasers
Saturn	S, Sprint, Lasers
Cannon, Sub, Platform	None

nuclear malfunctions, dud warheads, etc. If the "delivery system explodes", the Submarine is destroyed.

When you fire the warhead, the Submarine is turned face up and may be targeted by other players while it is face up. At the end of any subsequent turn you may move the Submarine to port. While the Submarine is in port it cannot be fired at, spied upon, sabotaged or used for Final Retaliation. At the end of any turn after that, you may put the Submarine back at sea, giving it a new warhead and a new target.

At the end of any turn that the Submarine is at sea, you may choose to bring it back to port (that's the only way you can change the target without actually firing the warhead). While the Submarine is at sea, any player may use a spy to reveal it (turn it face up) and its target (but not its load). While it is face up, any player may shoot at it on his turn with any weapon except the Atomic Cannon.

If a Minefield is played by the country the Submarine targets, you must bring it back to port immediately.

Once a Submarine is played, it is no longer considered part of the normal complement of cards "in your hand". However, the warhead it is carrying is still "in your hand". You can have more than one Submarine active at a time, but you can only move one of them (from sea to port or vice-versa) at the end of any turn. Be careful that you don't get the warheads and/or targets mixed up.

If you are wiped out while you have one or more Submarines at sea, you may fire the warheads at the targets as part of your Final Retaliation.

# NUCLEAR WAR WITH ALL THE TRIMMINGS FOR 2+ PLAYERS

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Warheads on a Space Platform are included in Final Retaliation; a Killer Satellite is not (it is discarded instead). You cannot launch a Space Platform, Satellite, Submarine or Cruise Missile during Final Retaliation. However, a player with a Cruise Missile already in the air continues to control it until he detonates it on another player, even after he has been wiped out by *any* means. An Atomic Cannon that has been played (but not one in your hand) can be used during Final Retaliation to fire one 10 megaton warhead. Submarines at sea may fire their warheads at "the target" as part of Final Retaliation; Submarines in port are discarded.

**Drawing Cards**

There are many occasions where you might play more than one card from your hand during your turn or even during someone else's turn. Unfortunately, you have already drawn your cards for that turn. You must wait until your *next* turn to replace the missing cards. The same rule applies if you lose cards during another player's turn (as a result of some Secrets, for example) or if you forget to draw all the cards to which you are entitled at the beginning of your turn or during your turn: you must wait until your *next* turn to make up for the missing cards.

## Introduction

*Nuclear War*, combined with the supplements *Nuclear Escalation*, *Nuclear Proliferation*, the *Nuclear War Bonus Pack*, the *Nuclear War Booster Cards* and *Weapons of Mass Destruction*, is a game for two or more players. Each player represents a “major world power” and attempts to gain world domination through the strategic use of propaganda techniques and nuclear weapons. A sound strategy, however, is not always a guarantee of success. As in the real world, the results of strategic decisions are not predictable and such factors as the chance dispersion of deadly radio-active fallout particles may significantly alter the course of events.

## Disclaimer

These rules differ from Flying Buffalo’s on a few points and are not to be considered official in any way.

## Object

Each player seeks to gain world domination by eliminating the other major powers. This can be accomplished in two ways. The peaceful way is to persuade the population of opposing countries to join your superior form of government. The bellicose way is to destroy the enemy’s population by using nuclear weapons. Population is therefore the measure of success or failure in the game. A player who loses his entire population withdraws from the game.

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## Missing Turns

There are a variety of ways in which a player may be forced to lose a turn. When this happens, he must still deal with on-going effects such as Supervirus, Ozone Hole or Son of Supergerm. He *does* get to move or detonate any Cruise Missiles he may have in the air. He does *not* get to draw a card nor to reveal one. He may *not* move Submarines, attack with a Killer Satellite, use his country’s special power or his Space Platforms.

## Deterrent Force

A player with a powerful weapon in his hand may wish to display it in order to discourage an enemy attack. He may, as part of his turn, place one or two cards face up as a Deterrent Force. A Saturn or MX missile and a 100 megaton warhead, for example, may cause an enemy to think twice before beginning a nuclear exchange. Cards in the Deterrent Force remain as part of the player’s hand (they are considered unplayed) and must be put into play in the same way as any other cards. The price the player pays for a Deterrent Force is the loss of any element of surprise in using the weapon.

## Special Cards

Cards marked as Special are normally played directly from the hand, often out of turn—even if the player is losing one or more turns. Unless noted otherwise on the card, they have a one time effect and are then discarded.

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- Cards that rely on adjacency (such as Cruise Missiles) skip right over the Mars Colony—if they start on Mars, they cannot leave it. Planet-wide effects (such as a chain reaction) do not affect Mars—or affect Mars alone (if at all). Mars can only be reached by or attack with ordinary missiles (Polaris to MX). The Spy Satellite can spy on or from Mars.
- The 200 megaton warhead can be delivered by an MX or dropped from the Space Platform. It can also be used in the “If I Can’t Win, Everybody Dies” rule (or with the Cobalt Bomb). Lastly, you could use UFO Technology to boost the carrying capacity of a Saturn missile or of a B-1 or Stealth bomber.
- When “You Must Find WMD” is used, the revealed cards are put back in the opponents’ hands.
- When using the Suicide Bomber, roll a single radio-active fallout die. A “1” means no loss of life, “2–6” means 3–7 million killed.

## Erratum

- The Doomsday Device also ignores propaganda.

## Conclusion

The point of the game is to have a good time. If a question remains about the meaning of a rule, use the answer that seems to make sense. The owner of the game gets to decide if need be. You can also send a SASE to Flying Buffalo or leave an e-mail at their web site.

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comes around.

Once played, the Stealth Bomber stays there and any following warheads are also dropped on any target (the same as the first warhead or any new target) until you turn up a card that is not a warhead, you have dropped 100 total megatons from it, you get a “bomber runs out of fuel” roll or the bomber is shot down. In other words, once revealed, the Stealth Bomber behaves like a bomber. The only anti-missiles effective against the Stealth Bomber are the Stealth Fighter and the Lasers. The Stealth Bomber may be sabotaged on any sortie, including its initial one.

## Submarine

When you turn up a Submarine as your face up card, put it *face down* well forward of your strategy layout and place one warhead (20 megatons or less) face down on it; the Submarine is then “At Sea”. The warhead must be taken out of your hand and should not have been played as a face down card. If you don’t have the proper sized warhead in your hand or if you choose not to use one, you may instead place the Submarine, *face up*, besides or behind your strategy layout; the Submarine is then “In Port”. The Submarine is susceptible to sabotage only at the moment of its launch.

The Submarine must be sailing off the coast of a particular country. Write down the name of that country on a piece of paper and put it face down under the Submarine card. At the *end* of any subsequent turn, in addition to anything else you do, you may fire this warhead at the player it is targeted for. This firing cannot be sabotaged or stopped by anti-missiles, but is subject to

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- The Revolt Top Secret does not remove played Specials or Secrets (such as the Vaccine or the Supervirus) from the player.
- After completing Arms Sales, each involved player must discard or draw back to his normal complement of cards before play resumes.
- You can play Disinformation to cancel a Secret you play on yourself.
- Faulty Fallout Shelters may cancel Super Fallout Shelter or the Ultimate Leadership Bomb Shelter.
- Domed Cities protect from the Ozone Hole, Son of Supergerm and the Cobalt Bomb's effects.
- The Black Box does not affect the Atomic Cannon, the Submarine nor Bagmad's special power.
- Only one Super Fallout Shelter can be played per warhead dropped on you.
- If Deathscland gets the Exchange Students Secret, it has no effect.
- Mars does not have an ozone layer so the Mars Colony cannot be affected by a Martian Ozone Hole.
- Asgard cannot use its power during Final Retaliation.
- UFO Technology cannot be used on an Atomic Cannon or a Submarine.
- When UFO Technology is used on the DCX Delta Clipper, its effect lapses when the DCX is put back in the player's hand.

*Reveal A Submarine*

At any time, a player can use a spy to reveal (turn face up) a Submarine at sea and its target (but not its load).

*Steal a Secret*

When another player announces that he has drawn a Secret card but *before* he announces what it is, you may steal it from him by playing your spy. If more than one player tries to steal a Secret, it goes to the one nearest the player who drew it, in a clockwise direction. The player who stole the Secret must place it face down in front of himself. When his turn comes, he starts his turn by picking up the Secret and giving other players the opportunity to steal it again.

**Spy Satellite**

Put in Earth orbit just like a Killer Satellite, the Spy Satellite can gather military intelligence (on another player's two face down cards only), reveal a Submarine or carry out a census, once per turn. It can be targeted by the Killer Satellite just like a Space Platform.

**Stealth Bomber**

You don't play a Stealth Bomber face down in front of you. If you have it in your hand, any time you play a warhead face up without a previous delivery system, you may pull the Stealth Bomber from your hand and play it. You may now drop the warhead on your favourite target, just as if a bomber were carrying the warhead. Note that this will leave you one card short until your next turn

The game is normally played without partners. Multiple alliances can be formed, however, in order to defend against powerful aggressors, to annihilate weaker countries or even to eliminate those players who are considered dull-witted bores by the majority.

**Preparation**

Before the game, each player picks a country card. Each country has a special power as described on the country card. The countries can be shuffled and passed out at random or selected one at a time starting with the player who is going to start playing last.

The starting population of each country is determined by shuffling and dealing the small population cards (the WMD population cards are not used). Population cards should be kept face down on the table in front of you, in clear view, at all times. The number of cards dealt is as follows:

<i>Players</i>	2	3	4	5	6+
<i>Population cards</i>	15	10	8	7	6

The remaining population cards are placed in the "bank". The owner of the game (who always deals and plays first) shuffles the Nuclear War deck and deals nine cards to each player. The remaining cards are placed face down in the centre of the table, possibly in several decks (if convenient).

**Beginning and Continuing Play**

The owner begins by playing any one Secret card of

**Ultimate Victory**

The last player remaining in the game claims victory only if he has some population remaining. Thus, there may not be a winner in the Nuclear War game...just losers!

**Atomic Cannon**

When you turn up an Atomic Cannon as your face up card, put it beside your face-down cards. On any subsequent turn, whenever you turn up a 10 megaton warhead that is not being carried by a delivery system, you may fire it from the Atomic Cannon. However, you can only fire it at the player who is currently immediately on your right or left. (Of course when the game gets down to three or fewer players, you can fire it at anyone) Roll the usual dice.

The Atomic Cannon can be sabotaged only when firing, not when being placed. The warhead fired by the Atomic Cannon cannot be stopped by any anti-missile. You can only have one Atomic Cannon face up at a time; if a second one is turned up while the first is still there, it is discarded. An Atomic Cannon that has been played (but not one in your hand) can be used during Final Retaliation to fire one 10 megaton warhead.

**B-58, B-70 and B-1 Bombers**

The B-58, B-70 and B-1 Bombers are capable of carrying any combination of up to 60, 50 or 100 megatons, respectively, and may attack more than one opponent in a

his choice from his hand, face down onto the table, pausing to allow spies (see below) to steal it. Top Secrets are just like Secrets—they simply hurt more. If the Secret isn't stolen, he reveals it, follows the instructions thereon and places it on a discard pile.

Once the Secret's consequences have been dealt with, he draws a replacement from the centre pile. Note that this means that if the Secret wipes somebody else out, the player loses the rest of his turn (and may thus be a card or more short until his next turn in some cases). The process is repeated until his hand contains no Secrets. The player on his left then plays his Secrets in the same manner and so on around the table. If Secrets are stolen by spies, several rounds may be required.

After all Secrets are played, each player then makes his first strategy decision by placing two cards face down on the table in a way that clearly indicates which is first and which is second. These cards will be turned up on succeeding turns; thus the player has committed himself to a specific strategy for the first two turns. We'll call these cards the *Strategy Track*.

The player who chooses to prepare for war places a missile, bomber or other delivery system card in the #1 position and a compatible nuclear warhead card in the #2 position (exceptions to this exist and are detailed later on). Data on the cards themselves indicate how these may be combined. Only when the cards are positioned and played in this order can an attack be started.

Cold-war strategists who hope to secure victory through propaganda will, of course, play propaganda cards instead of weapon cards.

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manner similar to flying from target to target. For example, a player who exposes a B-70 bomber card on one turn may expose a 20 megaton warhead card on the next turn and attack an enemy. On the succeeding two turns he may then expose another 20 megaton warhead and a 10 megaton warhead and use them in attacks on the same or different targets. Of course, an intercept by an enemy destroys the bomber, so any remaining warheads committed but not yet turned up will be discarded (fall into the ocean) as they are turned up.

The bombers can be sabotaged on any sortie. The bombers can be intercepted by the "B", "S", Sprint, Jet or Stealth anti-missiles. Bombers can be used to their full (or remaining, if already face up) capacity during Final Retaliation, conducting in effect one long bombing run.

### **Cobalt Bomb**

After you have announced the target of your warhead and after he has decided not to shoot it down, but before you roll the dice, you may play a Cobalt Bomb card from your hand. This warhead produces lots of fallout, causing downwind players to lose population as well (assuming the bomb actually goes off). Each downwind (clockwise) player loses half as much population as the preceding one, rounding down. It is possible for players to be affected multiple times. You *can* use a Cobalt Bomb on yourself as part of Final Retaliation—you only need the warhead!

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- If, during Final Retaliation, several players use anti-missiles, the last player to use one is the player whose turn is next.
- You may not use an anti-missile to stop a missile being fired at someone else.
- If an MX or MIRVed warhead manages several "lose a turn" results, the affected player only loses one.
- If a player has his bomber (including the DCX) shot down by an anti-missile and has neglected to play face-down cards after it, the player who shot it down can require him to immediately play warheads (if available) as if they were following it.
- When you must "lose a warhead and/or missile", you may discard a played Cruise Missile instead. It counts as both a missile and a warhead.
- The Mole cannot peruse nor pick from the target player's face-down cards stowed on board a Space Platform or a Submarine.
- If a Cobalt Bomb gets a "Disaster!" or "Orbital Burst", the downwind players still take damage as per the card.
- When playing the Marshall Plan, each player gives you a card back before you give one to the next player. Thus you can give the card you just got to the next player.
- When resolving the Re-Armament Secret, you cannot discard other Secrets you may have in your hand.

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### **Spies**

Spy cards are held in the hand until needed, like other special cards. Once used, they are discarded. You replenish your hand (because of spies played out of turn) at the beginning of your next turn. Spies may:

#### *Conduct a Census*

At any time, a player may use a spy to examine an enemy player's population cards. Merely announce "I'm conducting a census", discard your spy and examine the population cards of one enemy.

#### *Counterspy*

You can cancel someone else's use of a spy by playing your spy immediately after he plays his. You can also foil the Mole or the Spy Satellite that way.

#### *Foil the Saboteur*

When an enemy plays the Saboteur on you or anyone else, play your spy and cancel it.

#### *Gather Military Information*

At any time, a player may use a spy to examine all the face down cards in an enemy player's strategy layout. Merely announce "I'm spying", discard your spy and examine the cards of one enemy. You draw a replacement for your spy on your next turn. This *does* allow you to look at the cards in the enemy's hand, on his Space Platform and on his Submarine.

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**Answers to Questions Often Asked**

- If you draw a Secret card that says “You miss your turn” that is immediately the end of your turn and you do not draw another card to replace it.
- If you must lose population and don't have the correct “change”, you may trade cards with the “bank” until you have the proper combination. All such cards used in making change should be exposed to all the other players. However, it is considered bad form to expose any of your remaining population cards to any other player.
- You may look at your face down cards to remind yourself of your intended strategy, but once placed they may not be changed or reversed in order unless “peace is restored”.
- The strategy track, the Deterrent Force and any other face-down cards (such as those on board Submarines and Space Platforms) are considered unplayed and in the player's hand. They are therefore susceptible to examination, theft or loss through play of Secrets and Specials.
- The Country special powers are usable once per turn, on the player's turn, unless the card states otherwise.
- You may use a spy to help someone else foil the Mole or a sabotage attempt or, conversely, to counter the victim's attempt at foiling the Mole or Saboteur!
- If you are wiped out by a Secret card that you turn up yourself, you do get Final Retaliation.

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player may miss an opportunity to drop a warhead from the Space Platform. A malfunction on a warhead dropped from the Space Platform will affect only that warhead. The Space Platform itself is never damaged by a malfunction.

A Space Platform may be replenished by the Space Shuttle or the DCX Delta Clipper —this is why it should not be discarded once empty until the player retires. Dropping a warhead from a Space Platform will cause you to have fewer than your normal complement of cards in your “hand”. You must replenish your hand from the deck on your *next* turn. A Space Platform that has not yet been launched cannot be used in Final Retaliation.

**Space Shuttle**

This card may be used to reload a Space Platform. When the Space Shuttle is turned face up, you may immediately take any number of uncommitted warheads from your hand and add them to an already launched Space Platform. The Space Shuttle can also be used to launch a (single) Satellite, but not at the same time it is reloading a Space Platform. Neither can it reload multiple Space Platforms at once. When used in this way, the Space Shuttle may be intercepted by a Killer Satellite; this is resolved in the same way as an attack on a Space Platform.

Used as a bomber, the Space Shuttle carries *one* warhead of up to 50 megatons, just like a missile. It can then be shot down by any Interceptor save the P, A, and EKV. It can also be sabotaged in either usage mode. The Space Shuttle is discarded after it is used.

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Once initial strategy has been determined, the owner draws Nuclear War cards from the centre deck and places them in his hand until it totals ten cards (counting the face-down cards). If he drew any Secrets, he deals with them as above, eventually drawing other cards as replacements. He then places a third Nuclear War card face down on the strategy track behind the other two (thus making a further strategy decision) and turns up card #1.

On succeeding turns, the sequence goes like this:

- Move your Cruise Missiles and deal with Supervirus and other beginning-of-turn Secrets.
- Draw cards until you have ten in hand (counting the face-down cards as “in hand”).
- Deal with any Secrets drawn.
- Play cards face down until you have at least three in the strategy track.
- Reveal the first face-down strategy track card:
- If it is a propaganda card, carry out the instructions against the enemy of your choice and then discard it. In peace time, population cards change hands.
- If it is a missile, bomber or other delivery system, it remains face up until the next turn. If you disclose a usable warhead on the next turn, you will attack. If you do not disclose such a card, the delivery system will then be discarded (there are some exceptions).
- If it is a warhead, resolve your attack or discard it (if it was not preceded by a delivery system).
- Optionally, use your Killer Satellites, Space Platforms and Submarines.

Play then proceeds clockwise.

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**Cruise Missile**

The Cruise Missile is a self-contained carrier/warhead system which rotates around the table until the owning player decides to detonate it. A Cruise Missile is launched when it is turned face up (it needs no warhead). It will not start nuclear war by itself until it is detonated on a player. The turn it is launched, the player rolls a radio-active fallout die. If a 2 through 6 is rolled, the launch is successful. If a Nuclear Cloud is rolled, the launch fails and the Cruise Missile is discarded. Cruise Missiles can be sabotaged at launch only.

If the Cruise Missile is launched successfully, the owner places it in front of the next player clockwise around the table. At the *beginning* of the owning player's next turn, before he draws any cards, he decides whether to detonate it on that player or to move it to the next player, clockwise. When the owner announces he is detonating the Cruise Missile, the target may intercept it with the Lasers, EKV or Jet Interceptors, which are the only anti-missiles effective against it. When the Cruise Missile is detonated on a player, he loses the population specified on the card and the radio-active fallout dice are *not* rolled.

If the owning player forgets to move or detonate the Cruise Missile, it automatically moves to the next player. If the Cruise Missile gets all the way around back to the owning player, it runs out of fuel and automatically detonates on him! If a player misses his turn, he may still move or detonate his Cruise Missile. Once turned face up, the Cruise Missile is no longer “in your hand”.

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**Attack**

War is declared as soon as a player turns up a warhead card which has been preceded by an appropriate missile or bomber card (or detonates a Cruise Missile, drops a warhead from a Space Platform or fires a warhead from his Atomic Cannon or Submarine —see below). He announces his target, rolls all three radio-active fallout dice and consults the appropriate Nuclear War Attack Resolution Table (pp. 16-17; this replaces WMD's "modified by the number on the next card"). The population loss of the attacked country is the amount specified on the warhead card (the warhead's "yield") plus any specified by the dice. For example, a 20 megaton warhead destroys 5 million people. If the attacker rolls a "13" on the dice without any of them being a Nuclear Cloud, then 7 million people are lost. Note that once *anyone* starts nuclear war, *everyone* is at war. Also note that war starts even if the warhead was a dud or the attack failed in any other way. You *must* attack if able to do so. The unique attack capabilities of some delivery systems are explained later.

**Defence**

If the announced "target" possesses an anti-missile or other defensive system card of appropriate intercept capability (as indicated on the card itself and in the special rules of play below), he may destroy the attacking missile or bomber by saying "intercept" after the attack has been announced but *before* the radio-active fallout dice have been rolled. The anti missile card is then discarded and a

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**DCX Delta Clipper**

The DCX Delta Clipper is used like a bomber with a 75 megaton delivery capacity. An important difference, however, is that when the DCX is used up, the owner has the option of discarding any other card (excluding Secrets) from his hand instead of the DCX card. He then puts the DCX card back in his hand for later re-use.

The DCX is also Earth-orbit-capable and can be used to launch a (single) Satellite or to reload a Space Platform. This exhausts the DCX's carrying capacity entirely. In the latter case, when the DCX is turned face up, you may immediately take any number of uncommitted warheads from your hand and add them to an already launched Space Platform. When used in this way, the DCX may be intercepted by a Killer Satellite; this is resolved in the same way as an attack on a Space Platform.

**Killer Satellite**

The Killer Satellite is launched with any one of the following space-capable delivery systems: Atlas, Titan, Scud, Coyote, Saturn, Space Shuttle or DCX Delta Clipper. The Killer Satellite is turned up after the missile instead of a warhead. The launch of a Killer Satellite is automatically successful (unless sabotaged). Once a Killer Satellite is launched, it remains in Earth orbit until the owning player decides to use it (or gets wiped out). At the *end* of any subsequent turn, the owning player may attack an enemy Space Platform or Satellite by declaring his target and rolling a radio-active fallout die. If he rolls a 2 through 6, the attack is successful and both the Killer

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**Arms Trades**

During peace, a player may, at the *beginning* of his turn, offer a single card from his hand in trade. Other players may secretly offer any one card from their hand. The player may then accept none or one of the offers.

**Cities**

Before the start of play, each player spreads his population cards out into 3 less stacks ("cities") than he has cards. When a player launches a nuclear attack, he must specify which city he is attacking. If the attack is successful, the player only loses the population in the targeted city —his other cities are unaffected. At the *beginning* of a player's turn, he may "migrate" any *one* population card from one of his cities to any other one, provided the destination city still exists.

**UN Peace Resolution**

During war, any player may suggest, at the *beginning* of his turn, a vote for peace. If the vote is unanimously in favour, peace is declared and all players may pick up their face down cards and return them to their hands. All face up cards are immediately discarded. This may only be done *once* per game.

**Peace-Time Population Increase**

At the beginning of the first player's turn, each player rolls a radio-active fallout die if it is peace-time.

<i>Die Roll:</i>	1-2	3-4	5-6
<i>Population Increase (Millions):</i>	1	2	5

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**Space Platform**

The Space Platform is an Earth-orbiting missile platform used to drop warheads on your enemies below. A player may have any number of Space Platforms in orbit. When a player turns up a Space Platform as his play, he may put any number of uncommitted warheads from his hand on it face down. Then he rolls a radio-active fallout die to launch the platform. A 2 through 6 successfully launches the platform. A Nuclear Cloud means the launch was a failure (The platform and all the warheads are lost. Draw replacement cards from the deck on your next turn). Roll the die again. If you roll another Nuclear Cloud, the platform crashes into one of your cities and you lose 10 million population!

If the Space Platform is successfully launched, it remains aloft until the player retires or it is shot down by a Killer Satellite. A player who has a Space Platform may drop a warhead from it *in addition* to his regular turn. These warheads need no missile carriers; the player merely turns one over and announces his target. They also cannot be intercepted. Cards on a Space Platform are kept face down until used and are considered part of a player's hand until they have been dropped.

A player may drop no more than one warhead per turn from any one Space Platform, but could drop one from each of his Space Platforms if he had more than one in orbit. The warhead is dropped from the Space Platform *after* the player has turned over a card for his regular turn. If this regular card wipes out another player (thus causing Final Retaliation), the turn passes on to whoever is next after the smoke settles. Thus the attacking

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**Trading Session**

When the Trading Session card is played (or when Nippygo uses its power), everyone *must* make at least one trade. The only restriction is that you must exchange a like number of cards (i.e. one for one or two for two), you may *not* show what the cards are to the other person and you can offer or accept no more than 4 cards at a time. You may tell the other person what you are offering but, of course, you might be lying. If there is someone that no one else wants to trade with, the person who initiated the trading session must trade at least one card with him. You may not trade cards already played on the table (face down or face up cards).

If you wish to discard the Trading Session card without starting a trading session, you must play it face down in front of you (like a missile or propaganda). When it is turned face up, just discard it.

**Optional Rules**

*“If I Can't Win, Everybody Dies”*

If a player is engaging in Final Retaliation and has a 200 or 100 megaton warhead but no delivery system big enough to carry it, he may set it off in his own country in the hopes of triggering a “chain reaction” on the Nuclear War Attack Resolution Tables and thus destroying everyone! Mars, being on a different planet, survives this—but neither may Mars kill anyone in this fashion.

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**MX Missile**

The MX Missile may carry any *one* warhead *bigger* than 15 megatons (it *cannot* carry a 10 or 15 megaton warhead or launch a Satellite). The MX is, in effect, an always-MIRVed missile (see above).

**Saboteur**

A Saboteur card may be used to foil one launch of an enemy weapons system. When an enemy has turned over a warhead and announced his target or turned over a Cruise Missile, Satellite, Space Shuttle, Atomic Cannon, Stealth Bomber, Submarine or Space Platform (and loaded it with warheads if need be), but *before* he rolls the radio-active fallout dice, you may play the Saboteur to automatically make his launch fail—unless he foils your attempt with a spy. The Saboteur is discarded once used.

The Saboteur can stop a Space Platform, Submarine or Satellite only on the turn it is launched. Atomic Cannons can be sabotaged any time they fire. Decoy Missiles and Interceptors may also be sabotaged. You may use your Saboteur even though someone else is the target of the attack.

**Smart Bomb**

After you have announced the target of your warhead and after he has declined to shoot it down, but before you roll the dice, you may play a Smart Bomb from your hand. It doubles the killing power of a 10, 15 or 20 megaton bomb (before you add up what happens from the dice).

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replacement drawn. When a player makes a successful “intercept”, *the next turn becomes his* and play proceeds in a clockwise direction. You cannot intercept a missile being fired at someone else.

**State of War**

Once an attack has been made upon an enemy, a state of war exists and peace is not restored until at least one player has been forced to retire from the game through annihilation of his population. (Some exceptions to this rule exist; see Bagmad’s special country power, for example). Propaganda cards are of no value during war. If a propaganda card is played during war, it is simply discarded without having any effect. When peace is restored, propaganda cards are usable again.

When peace is restored, following war, each player may, if he chooses, alter his strategy track by replacing the face down Nuclear War cards with others from his hand. He cannot replace a card that has already been turned face up. The face up cards remain in play, in case he wishes to continue with his previous strategy.

**Targeting A Specific Card**

Any player may direct a warhead at an Atomic Cannon, a face-up Submarine at sea, a played Minefield or Leaky Border instead of at his enemy's population. Merely state the target: unless you get a dud or a “delivery system explodes” or other malfunction that causes you to miss the target, the latter is destroyed. Your enemy doesn't lose any population. An Atomic Cannon can shoot

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Satellite and its target (along with any warheads on it) are discarded. If he rolls a Nuclear Cloud the mission fails and the Killer Satellite is discarded without harming the target.

The Killer Satellite can also intercept an enemy Space Shuttle or DCX when either is used to reload a Space Platform or to launch another Satellite. This is resolved in the same way as an attack on a Space Platform.

**MIRV**

After you have announced the target of the warhead you are dropping on someone and after he has decided not to shoot it down, but before you roll the dice, you may play a MIRV card from your hand. The warhead must be 20 megatons or bigger and the delivery system cannot be a bomber (this includes the Space Shuttle and the DCX Delta Clipper), an Atomic Cannon nor Bagmad’s special power. You then roll the radio-active fallout dice once for *each* 10 megatons of the original warhead. Each 10 megatons is a separate attack and a malfunction rolled for one does not affect the others (i.e. “delivery system explodes” just cancels that one 10 megaton attack). All attacks from a MIRVed missile must be on the same player. Each 10 megatons destroys 2 million people, plus whatever is rolled on the dice. Resolve any leftover 5 megaton warhead last; it kills 1 million people, plus whatever is rolled on the dice.

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another Atomic Cannon, but cannot target a Submarine, even if the latter is off the coast of its country.

**Final Retaliation**

Any player who has been eliminated by violent means (such as a Secret card or by nuclear weapons) has the privilege of immediate Final Retaliation before retiring from the game. He does not have this privilege if he was beaten peacefully with propaganda cards (unless he has the Doomsday Device). The eliminated player reveals each acceptable delivery system and warhead combination from the cards in his hand, announces his target(s) and rolls the dice (unless of course the enemy intercepts). He must play all of his attack cards face up at the same time, but may specify the targets of each attack one at a time as he rolls the dice. He may concentrate his retaliation on a single foe or he may scatter his attacks against all opponents. He may keep some non-attack cards (such as Decoys or Smart Bombs) hidden in his hand in case they turn out to be useful during the attack.

Cards in the player's hand that cannot be used in retaliation are discarded and the player retires. (Yes, you *do* get Final Retaliation if you draw a Secret card that destroys the last of your own population!) During Final Retaliation, if more than one person plays an anti-missile card, the person who played the *last* anti-missile is the one whose turn it will be next. Also during Final Retaliation, do not draw a new card to replace your anti-missile until it is your turn. If Final Retaliation wipes out another player, that player also gets Final Retaliation, so it is possible to start a "domino effect" that destroys all remaining players!

<p>16</p>	<p>IF <b>NO</b> NUCLEAR CLOUDS CAME UP:                  Roll      Result                  6, 9 or 18 Dirty bomb! Double the yield. If the warhead was 200 megatons or better, this triggers a chain reaction which blows up the planet—everybody loses!                  7 or 17 Neutron Bomb! Double the yield. If this wipes out the enemy and you are still alive when peace returns, you may take any remaining cards from his hand. You must then, of course, discard enough cards to return your hand to its normal complement of cards.                  8 or 10 Gamma rays kill another 10 million people.                  11 An additional 1 million people are engulfed by the fireball.                  12 Beta rays kill another 5 million people.                  13 Radio-active fallout kills another 2 million people.                  14 No appreciable fallout. Yield unchanged.                  15 Explode a nuclear stockpile! Triple yield! If the warhead was 100 megatons or better, this triggers a chain reaction which blows up the planet—everybody loses!                  You hit a nuclear power plant. You do double damage and your opponent misses one turn if he isn't wiped out</p>
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**Super virus**

When the Supervirus Top Secret card is played on you, immediately roll the radio-active fallout die and lose that many million people (the Nuclear Cloud means "1"). At the *beginning* of your next turn, before you draw any cards, pass the Supervirus to either your left or right neighbour; this new recipient now rolls the die in the same fashion. You cannot give the card back to the player who gave it to you, unless you are the only players left in the game or unless you hold it for an extra turn (losing another 1-6 million people). Supervirus continues around the table until it is wiped out by the Superserum or until the player who has the virus is wiped out (cauterised) by a nuclear attack while the disease is still in his country.

If the player who has the virus is killed off by a Secret card, the virus is immediately moved to the next player. If he is wiped out by population migration, the player who receives the emigrants now gets the virus! If you miss your turn while you have the virus, you must still move it to the next player.

<p>9</p>	<p>Roll      Result                  3, 6 or 12 The delivery system explodes (or the bomber runs out of fuel). No population damage.                  4 or 13 Disaster! You have somehow directed this warhead at one of your own cities. You lose the stated number of population from your own country.                  5 Orbital Burst! The warhead goes off prematurely in the atmosphere over your country! Communications are temporarily interrupted by the electro-magnetic pulse. The delivery system is destroyed (along with all additional warheads) and you lose one turn.                  7 or 10 Dud warhead. No damage.                  8 or 11 Bomb Shelters save 2 million people.                  No appreciable fallout. Yield unchanged.</p>
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*COMBINED NUCLEAR WAR ATTACK RESOLUTION TABLES*

Roll all three radio-active fallout dice and consult the appropriate table.

IF **ANY** NUCLEAR CLOUDS CAME UP: