

# Nuclear War™

For 2 to 6 players

Copyright © 1965 by Douglas Malewicki

Printed in USA. All rights reserved

## Introduction

NUCLEAR WAR is a game for two to six players (more with combined sets). Each player represents a "major world power" and attempts to gain world domination through the strategic use of propaganda techniques or 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 radioactive fallout particles may significantly alter the course of events.

## 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 warlike way is to destroy the enemy (and his 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.

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

The starting population of each country is determined by shuffling and dealing the small population cards. The number of cards dealt is as follows:

# of players	2	3	4	5	6 or more
# of Pop cards	15	10	8	7	6

The remaining population cards are placed in the "bank" (players of a more cynical nature may designate other obvious names to this area).

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 center of the table.

## Beginning Play

The owner begins play by removing all Secret and Top Secret cards from his hand, following the instructions thereon, and placing them on a discard pile in the center of the table. He immediately draws replacement cards from the center pile and proceeds to play any more Secret or Top Secret cards that he has drawn. The process continues until his nine card hand contains no Secret or Top Secret cards. The player on his left then plays his cards in the same manner, and so on around the table. (When a Secret or Top Secret card is drawn any time during the game, it is immediately played and replaced.)

AFTER all Secret and Top Secret cards are played, each player then makes his first strategy decision by placing two cards face down on the table in the spaces provided on the Nuclear War placemats. Since these cards will be turned up on succeeding turns, the player has thus committed himself to a specific playing strategy for the first two turns.

The strategy followed will reveal whether he is:

- A warmonger who chooses to begin a nuclear holocaust;
- A cold-war antagonist who hopes to secure victory through propaganda;
- A clod who triggers war accidentally through careless strategy;
- A strategist who hopes to achieve his goal through devious tactics.

The player who chooses to prepare for war places a missile or bomber or other delivery system card, in the #1 position and a compatible nuclear war head card in the #2 position. 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 will, of course, play propaganda

cards instead of weapon cards.

Once initial strategy has been determined, the owner draws a Nuclear War card from the center deck and places it in his hand. He then places a third Nuclear War card face down on the placemat in the location provided (thus making a further strategy decision) and turns up card #1. (Remember, on succeeding turns, the first thing you will always do is draw a card, then play your hand according to the normal rules of play).

-If it is a propaganda card, he then carries out the instructions against the enemy of his choice. The appropriate population cards change hands, and the propaganda card is discarded.

-If it is a missile or a bomber card (or any other attack system card), it remains face up until the next turn. If the next turn discloses a warhead card useable by that delivery system, the player is ready to attack. If the next card is not a usable warhead card, the first missile or bomber or other attack system card must be discarded. (some exceptions to this rule may exist with the expansion sets or booster cards, check special rules of play for these exceptions.)

-If it is a warhead card, it must be discarded since it was not preceded by a missile, bomber, or other attack system card. (exception: see Stealth Bomber and Atomic Cannon rules in the expansion sets)

-After the owner has completed his turn, play proceeds clockwise.

## Attack

War is declared when one player turns up a warhead card which has been preceded by an appropriate missile or bomber or other attack system card. He announces his "target" and spins the Nuclear Fallout Dial. The population loss of the attacked country is the amount specified on the warhead card, plus the number on the Fallout Dial. (Unique capabilities of the B-70 bomber are explained later). Note that once anyone starts nuclear war, EVERYONE is at war.

## Defense

If the announced "target" possesses an anti-missile or other defensive system card of appropriate intercept capability (as indicated on the cards and in the special rules of play section), he may destroy the attacking missile or bomber or other attack system by saying "intercept" after the attack has been announced but before the Radioactive Fallout Dial has been spun. The anti-missile card is then discarded and a replacement card is drawn. When a player makes an "intercept" the next turn becomes his and play proceeds in a clockwise direction. (You cannot intercept a missile being fired at someone else.)

## Deterrent Force

A player with a powerful weapon force 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 in the Deterrent force area as shown on the strategy mat. A saturn 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 area remain as part of the player's hand, 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 this weapon force.

## State of War

Once an attack has been made upon an enemy (even if the weapon system was sabotaged, shot down, or a dud), a state of war exists, and peace is not restored until at least one player has been forced from the game through "annihilation" of his population. This is important, because propaganda cards are of no value during war. If a propaganda card is played, it simply must be discarded. When peace is restored, propaganda cards are usable again.

When peace is restored, following war, each player may, if he chooses, alter his strategy by replacing the two face down

Nuclear War cards with two others from his hand. He may not replace a card that has already been turned face up. (But the face up cards remain in play, in case he wishes to continue with his previous strategy).

### Final Retaliation

Any player who has been eliminated through use of Secret or Top Secret cards 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). This player combines each acceptable missile or bomber or other attack system card, with any and all warhead cards that he may possess from the nine cards in his hand, announces the target, and spins the spinner (unless, of course, the enemy intercepts). He must play all of his cards face up at the same time, but may specify the targets of each warhead one at a time as he spins the spinner. He may concentrate his retaliation on a single foe, or he may scatter his attacks against all opponents. 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 antimissile card, the person who played the LAST antimissile is the one whose turn it will be next. Also during final retaliation, don't draw a new card to replace your antimissile 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 "chain reaction" that destroys all remaining players!

### Ultimate Victory

The last player remaining in the game claims victory only if he has at least 1 million of his own population remaining. Thus, there may not be a winner in the Nuclear War game.....just losers!

### B-70 Bomber

The B-70 Bomber is the most versatile of all the delivery systems. It is capable of carrying up to 50 megatons in any combination, and may attack more than one opponent in a manner similar to flying from target to target. For example, a player who exposes a B-70 bomber card on turn one, 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 megatons and a 10 megaton warhead, and use them in attacks on the same or different targets. In intercept by an enemy of course destroys the bomber and any remaining cards committed but not yet turned up will be discarded as they are turned up.

### Drawing Cards

There are occasions where you might play more than one card from your hand during your turn or even during someone else's turn. (During final retaliation, for instance, or if you are using expansion sets or booster cards.) 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 forget to draw all the cards to which you are entitled. You must wait until your next turn to make up for the missing cards.

### RULES QUESTIONS:

The point of the game is to have a good time. If there is a question about the meaning of a rule, use the answer that seems to make sense.

-War has started the instant you turn up a warhead that fits on a missile previously turned up. It makes no difference whether it is a "dud" or "runs out of fuel" or is shot down.

-After you turn up a missile or bomber, if the NEXT card you turn up is not a warhead that fits on that missile or bomber, then the missile/bomber is immediately discarded. It cannot "fly around" until a warhead is turned up. Likewise, once a proper warhead is turned up, you must immediately attack someone with it. You cannot save it until a future turn, nor can you change your mind and not attack anyone.

-If you are wiped out by a secret or top secret card that you turn up

yourself, yes you DO get final retaliation.

-You may NOT use an anti missile to stop a missile being fired at someone else.

-If, during final retaliation, several people use anti-missiles, the last person to use one (who is still alive) is the person whose turn is next.

-If you play an anti-missile or Secret or Top Secret card you immediately draw another one to replace it. However if you discover after your turn that you do not have 9 cards in your hand (including the face down ones on the table and any in Deterrent Force), you must wait until your next turn to draw replacement cards. Also if you are fired at during final retaliation and use an anti missile, you don't replace it until your next turn.

-If you must lose population, and you 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.

-All population cards should be kept on the table in front of you, in clear view, at all times (but face down, of course).

-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".

-If a layer has his B-70 bomber shot down by an anti-missile, and has neglected to play two face down cards after the bomber, the player who shot down the bomber has the option of requiring him to immediately play two warheads (if available) as if they were following the bomber.

If there is still a question, the owner of the game gets to decide, and that rule should be followed from then on. If you still can't make up your mind or if you have any comments about the game or the rules, write to us at the address below. Or send an email to [games@flyingbuffalo.com](mailto:games@flyingbuffalo.com) or check our FAQ page on the web at [www.flyingbuffalo.com/nwfaq.htm](http://www.flyingbuffalo.com/nwfaq.htm).

Parts list for NUCLEAR WAR (and replacement part prices):

1 rules sheet (\$1)

1 spinner (card and two spinner pieces) \$4

1 set of population cards (two sheets of 20 cards each, to be cut apart) \$3

2 decks of missile & warhead cards (one deck with propaganda and warheads, another deck with missiles and secrets) \$10 per deck.

4 strategy mats (\$3)

Other things you can buy for Nuclear War:

1 set of blank cards so you can make your own \$10

Deluxe set of population cards: \$10

and the following Expansion Sets:

Nuclear Escalation \$29.95

Nuclear Proliferation \$29.95

Weapons of Mass Destruction (WMD) \$19.94

You can also buy a Supergerm T-shirt for \$15 (specify size, L, XL, or XXL, \$2 more for XXXL). See our webpage at [www.flyingbuffalo.com](http://www.flyingbuffalo.com) for full details, or write for our free catalog.

Shipping for the above is \$3 per order for USA addresses, more per order for outside the USA.

**Flying Buffalo Inc, PO Box 8467, Scottsdale, AZ 85252 USA**

**[www.flyingbuffalo.com](http://www.flyingbuffalo.com)**

**480-945-6917**

**[games@flyingbuffalo.com](mailto:games@flyingbuffalo.com)**

Every year the national Nuclear War card game tournament is played at Origins. See [www.originsgames.com](http://www.originsgames.com) for details. You can win an exclusive prize not available in stores!

Nuclear War is in the Origins Awards Hall of Fame. See [www.originsgames.com](http://www.originsgames.com) for details.

Occasionally Flying Buffalo will hold a Nuclear War tournament by email. If you would like to be notified the next time this happens, email [games@flyingbuffalo.com](mailto:games@flyingbuffalo.com) and ask to be on our email mailing list.

