

# NUCLEAR WAR



MISSILE BOOSTER EXPLODES ON LAUNCH  
(OR B-70 RUNS OUT OF FUEL)

RADIOACTIVE BETA RAYS  
KILL ANOTHER  
5 MILLION

ADDITIONAL 1 MILLION  
ARE ENGULFED  
IN THE FIREBALL

DIRTY BOMB! DOUBLE THE YIELD

RADIOACTIVE FALLOUT  
KILLS ANOTHER  
2 MILLION

NO  
APPRECIABLE  
RADIATION  
FALLOUT

DUD WARHEAD! (NO EFFECT)

LETHAL DOSES  
OF RADIOACTIVE  
GAMMA RAYS KILL  
ANOTHER  
10 MILLION

BOMB SHELTERS  
SAVE  
2 MILLION

EXPLODES A NUCLEAR STOCKPILE!  
TRIPLE THE YIELD

NOTE: IF THE 100 MEGATON BOMB EXPLODES A  
NUCLEAR STOCKPILE, A SUPER CHAIN REACTION  
STARTS, WHICH DESTROYS ALL COUNTRIES, THE  
EARTH ITSELF AND THE ENTIRE SOLAR SYSTEM.  
EVERYBODY LOST!

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For those of you who don't like spinners, or if your spinner is broken, you may use the following chart instead. The first column shows what you roll on 2 ten-sided dice (the first one rolled is the first digit, the second one is the second digit). The second column shows what you roll on 2 normal six-sided dice (added together). The third column shows the result.

2 ten-sided dice	2 six-sided	Results
00-04	2	Missile booster explodes on launch
05-09	3	Dud Warhead (no effect)
10-22	4	Bomb Shelters Save 2 Million
23-35	5	Additional 1 million engulfed in fireball
36-49	6	No appreciable radiation fallout
	7	Roll again
50-63	8	Radioactive fallout kills another 2 million
64-76	9	Radioactive Beta Rays Kill another 5 million
77-89	10	Lethal doses of Gamma Rays kill another 10 million
90-94	11	Dirty Bomb! Double the Yield
95-99	12	Explodes a nuclear stockpile! Triple yield!