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Based on the original game Nuclear War copyright ©1965 invented by Douglas Malewicki, and incorporating Nuclear Escalation, Nuclear Proliferation, and Weapons of Mass Destruction, copyright ©1983, @1992, and @2004, respectively, by Flying Buffalo Inc. Nuclear Proliferation designed by Rick Loomis. This reprint is for my own use, and gathers all these rules and cards together to make them easier to use. And hey, maybe I added a few cards while I was it.

OVERVIEW

INTRODUCTION

NUCLEAR WAR is a game for at least 2 people. It can be played optimally with up to 8 people, but there really is no limit to the number of players that can participate other than the number of cards and population cards available.

Each player represents a “Major World Power” and attempts to gain world domination through the strategic use of propaganda techniques or nuclear bombardment. 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.

This set of rules combines all the existing **Nuclear War** expansions and supplements into a single game and set of rules... with some home brew rules thrown in for good measure.

OBJECT

Each player seeks to gain world domination by eliminating the other Major World 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 obliterate the enemy (and his population) through the judicious use of nuclear weapons. Population is therefore the measure of success or failure in the game. A player who loses his entire population has lost and withdraws from the game.

The game is not played with partners. However, temporary alliances can and will be formed as players seek to defend their countries against powerful aggressors, to annihilate weaker nations, or just to eliminate a player everyone thinks is a dull-witted bore. A popular pastime in Nuclear War is “Kick the Meat Animal”, which is a tactic where all players gang up on a single Major World Power on the not-unreasonable assumption that he can’t seek vengeance on ALL of them.

ULTIMATE VICTORY

The last player remaining in the game wins. **However, that player can only claim victory if he still has 1 million of his own population remaining.** Otherwise, there is no winner in Nuclear War... only losers!

NOTE: The owner of the Mars Colony (if any) wins the game even if he and all other players are annihilated. That is, *unless* a solar system destroying chain reaction gets set off through an unwise detonation of a 200 Megaton warhead!



GAME SETUP

Shuffle the **Population** deck, the **Nation** Deck, and the **Nuclear War** deck. You may have to do the old “52-card-pickup” trick to shuffle the Nuclear War deck – it has a LOT of cards, with more being added all the time!

Deal each player a card from the Nation deck to determine what country they will be playing. Give each player the corresponding **Major World Power** mat. This mat will be used to keep track of their cards and production line during play. It also has a name and special ability of their “country”. Return the cards to the Nation deck and put the deck back in the box – its only purpose is to assign the MPW mats to players.

Then deal out a number of Population cards to each player based on the number of participants in the game:

# Players	2	3	4	5	6	7	8+
# Cards	20	15	12	10	9	8	7

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 deals out nine cards to each player. The remaining cards are placed face down in the center of the table – or, if there is a very large group, in more than one stack for easier access. It shouldn’t have to be said, but if there is more than one stack, players can draw from ANY stack, not just the one closest to them. Though that sort of defeats the purpose.

Cards labeled **Secret** or **Top Secret** (the ones with purple borders) are taken out of these starting hands and discarded. Draw replacement cards. Continue until all starting hands consist entirely of cards that are not Secrets / Top Secrets. **DO NOT FOLLOW THE DIRECTIONS ON THESE CARDS**, simply discard and replace them.



OPTIONAL RULE: Go ahead and play those Secret / Top Secret cards instead of discarding them. You know you want to. Reveal the cards starting with the owner of the game and going clockwise around the table. **WARNING:** This optional rule might result in one or more players being eliminated from the game before any player even takes a first turn!

BEGINNING PLAY

IT'S GOOD to be the KING

The owner of the game always deals and always plays first. You want to go first, go buy your own set.



POPULATION CARDS

Population cards range from 1 to 25 Million people. Your population will go up and down during the course of game play... but mostly down. This IS global thermonuclear war, after all!

Population is the “currency” of the Nuclear War game.

Propaganda victories in cold war and weapon strikes in hot war are both measured in terms of millions of persons affected. As noted earlier, you can only win by being the last player left in the game with at least 1 Million people left in your population.



You don't have to show other players how much population you have remaining, but you DO have to keep them on the table so they can see how many Population cards you actually have. Towards this end it's best to keep your cards face down when not needed and hold them close at other times. It's considered bad form to let other players get a glimpse of your Population cards' values except when making change.

Speaking of which, 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.

Whenever population is killed, place it in a box (hereinafter called the “Graveyard”). The Graveyard is separate from the bank and you should never make change from it unless the Bank doesn't have the right combination of cards (unlikely). This is because a few Secret cards rely on cards from the Graveyard.

If population is lost but not killed, particularly if it “goes to a neutral country”, place it in the Bank rather than the Graveyard. Unless **Bystanda**, the designated Neutral Country, is in the game – in which case that player gets the Population cards.

PRODUCTION LINE

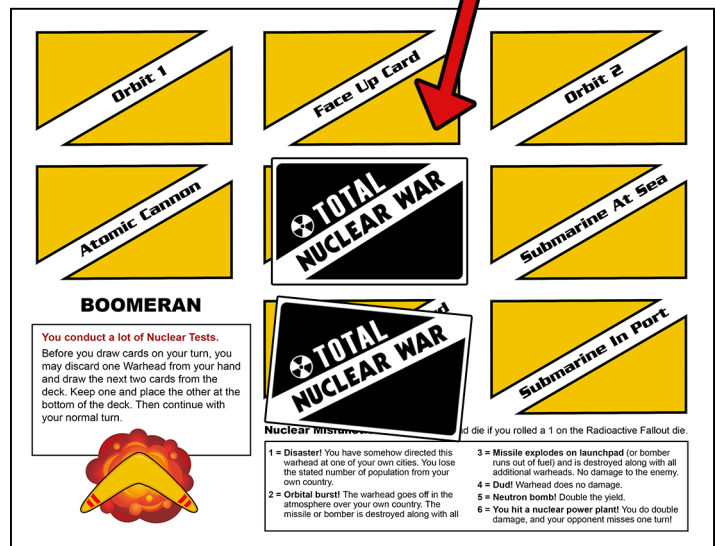
After all the Secret / Top Secret cards are removed and replaced from players' starting hands, each player makes his first strategy decision by **placing two cards face down on his place mat in the designated spaces**. These cards form a production line and will be revealed on subsequent turns. When a player starts his turn, he pushes these cards up on the place mat and will add a third card at the bottom of the line before revealing and resolving the card at the top.

Once they are placed, you may look at these face down cards to remind yourself what you have in production but **YOU MAY NOT SWAP OUT THE CARDS** or reverse their order!

It's therefore very important to plan your strategy accordingly by placing the right cards in the right order in your production line! This is especially important for this initial placement, because you are committing yourself to a specific strategy for the first two turns of the game!

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PLACE YOUR
2 FACE DOWN CARDS
LIKE THIS



The cards you place determine whether you will be –

- A **warmonger** who chooses to begin a nuclear holocaust;
- A **cold-war antagonist** seeking to secure victory through insidious propaganda;
- A **clod** who triggers nuclear armageddon through careless bumbling miscalculation;
- A **strategist** who achieves his goal through shrewd tactics.

More on the actual mechanics of these cards later. Suffice it to say for now that a warmonger will place some sort of delivery system (missile or bomber) followed by a warhead as his first two cards. A cold-war antagonist will put down propaganda cards. A clod or strategist will mix it up (intentionally or unintentionally). **CHOOSE WISELY!**

THE FIRST TURN

The world begins in a state of Peace (see page 7). Don't get used to it, it won't last long! **Play proceeds around the table in a clockwise direction, starting with the owner of the game.**

NOTE: If you are using the optional rule from the previous page and the game's owner manages to get himself eliminated through Secrets / Top Secrets **BEFORE THE FIRST TURN EVEN STARTS**, all players have a good laugh and then the first player is determined by alphabetical order of the countries in the game.

A player's turn consists of the following steps:

1. **POPULATION INCREASE:** The player gains population, but only if the world is not currently in a state of war (see **War and Peace** section starting pg. 7 for more details).
2. **DRAW CARDS:** Count the cards in your hand and the face-down cards on your player mat. Draw cards from the Nuclear War deck until you have a total of 10. If you have 10 or more cards already, do nothing.
3. **PLAY SECRETS:** If you have any purple Secret or Top Secret cards in your hand, you must announce this now (giving other players an opportunity to use **Spies**). Secrets / Top Secrets can't be held in your hand and *must* be played. After you have played

these cards, draw replacements from the deck. Continue until you have a hand of 10 cards with no Secrets or Top Secrets in it.

4. PRODUCTION: Move the two face-down cards on your player mat up one space. Place a card face-down in the “2nd Face Down Card” slot. *Remember, the order of cards determines your strategy – what you place now is what you will reveal and play two turns from now!*

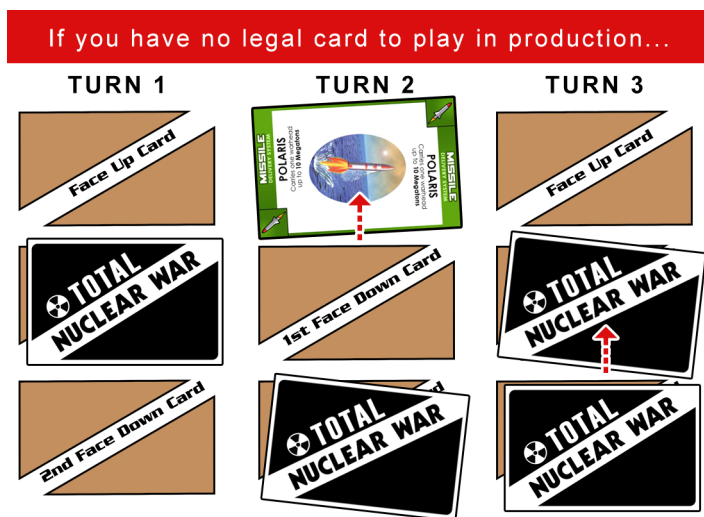
5. REVEAL STRATEGY: Turn the card that was just moved to the “Face Up Card” slot on the mat face-up. Resolve the effects of the card, which could involve stealing an enemy’s population, attacking an enemy, the preparation of a delivery system, the launch of a craft into orbit, or have no effect at all depending on the circumstances. More on this below. **Play now moves clockwise to the next player.**

Usually, you can only reveal and resolve one card on your turn. There are a few exceptions to this: **Nuclear Carriers** and **Star Cruisers** give you extra production lines, for example, while **Space Platforms** and **Submarines** can launch a warhead in addition to your normal action off the production line.

There are also actions players can take at other times by playing cards directly out of their hands. **Interceptors** can be used to defend against another player’s attack. **Special** cards can be used as needed to influence the game in unexpected ways.

NOTE ABOUT PRODUCTION

Only **Propaganda**, **Delivery System**, **Warhead**, and **Orbital** cards may be placed in a production line. It is highly unusual for a player to have to add one or more cards to his production line and have no legal cards to play (although this becomes less improbable when you have a **Space Platform**, **Star Cruiser**, or **Nuclear Carrier**). Should you find yourself in this situation, announce that you cannot play a card and leave the slot on your mat empty. **On future turns, treat the empty slot as though it actually had a card on it**, and maintain the gap as you place future cards. as shown in the example below:



DRAWING CARDS

There are occasions when you might play more than one card from your hand during your own or someone else’s turn – usually because you have played Special cards or Interceptors. **You do not replace these cards until the Draw Cards step of your**

next turn! The sole exception to this are **Secret** and **Top Secret** cards, which must be played immediately when drawn and must be replaced immediately after playing.

The same rule applies if you draw *too few* cards at the beginning of your turn. You must wait until your *next* turn to make up for the missing cards. If you draw *too many* cards on your turn, one of the other players randomly takes the extra cards out of your hand and discards them before you play anything into your production line.

DETERRENT FORCE

There are no rules about keeping the contents of your hand a secret. You may show them to one or more individual players, or even turn them face-up on the table so all can see, any time you wish. This is what is known as a **Deterrent Force**.



Despite being left face up on the table, a Deterrent Force is still considered part of your hand, and not a 'face-up card', for rules purposes. If another player gets to steal a random card from your hand (as an example) return the Deterrent Force cards to your hand – and shuffle them, if you're smart! –before he draws.

It's usually not a good idea to let your enemies know what nuclear capabilities you possess, but if you have a particularly strong combination of missiles and warheads, or a powerful **Interceptor**, it sometimes pays to threaten their use to give an enemy reason to reconsider and pick a different target for his attack.

A WORD ABOUT THESE RULES AND CARDS

It should be pointed out that there are many cards in **NUCLEAR WAR** that in one way or another allow players to violate most of the rules as written. For the most part, this will be assumed without specific examples cited. In certain cases, particularly those that have important ramifications on play, these are specifically mentioned. However, *do not assume that the exceptions mentioned herein make up a definitive list!*

TYPES OF CARDS

There are several different card types that you might draw from the Nuclear War deck on your turn. Here is a list and a brief description of each. More detailed information will be given in separate sections.

SECRET or TOP SECRET: Purple bordered cards. Must be played immediately when drawn. The only functional difference between the two are that Top Secrets are more... intense.



PROPAGANDA: Blue bordered cards. Placed in production line. When revealed, propaganda steals population from an enemy nation – but **ONLY** when the world is at peace.

DELIVERY SYSTEM: Green bordered cards. Can be a missile, bomber, or miscellaneous. Placed in production line. If the card revealed after this card is a warhead, you launch an attack on an enemy – and the world goes to war, if it wasn't at war already.

WARHEAD: Red bordered cards. Range in value from 10 Megatons to 250 Megatons of nuclear destruction.

Placed in production. Kill the stated enemy population if launched by a delivery system.

ORBITAL: Black bordered cards. Placed in production. Have to roll to successfully launch. Are placed in **Orbit** spaces on your player mat.

INTERCEPTOR: Grey bordered cards. Played out of your hand to stop a delivery system that is used against you. The next turn then becomes yours.

SPECIAL: Yellow bordered cards. Played out of your hand as required to influence events.

SECRET and TOP SECRET CARDS

Cards marked as Secret or Top Secret **MUST** be played when they are drawn. They cannot be kept in your hand. The player announces “I have a Secret” (or Top Secret, as the case may be) and pauses for a moment. If another player has a **Spy** they may steal the card before it is revealed (more on that later). Otherwise, the Secret / Top Secret must then be revealed and its effects resolved.

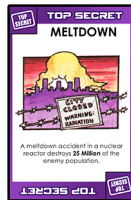
A few Secrets – **Spy Trapper**, **Email Scandal**, **False Flag**, **Double Agent**, and **Triple Agent** – have no effect *unless* a Spy tries to steal them!

After you play a Secret / Top Secret, you must draw a replacement card. If that is also a Secret / Top Secret, you must play it as well. Continue until you have no Secret / Top Secret cards remaining in your hand.

TARGETING WITH A SECRET OR TOP SECRET

If a Secret / Top Secret card says something happens to “you”, the card’s effects target YOU. These are the cards you hope other players steal with their Spies. Hey, being a spy isn’t always a *safe* occupation!

If the card says something happens to the “enemy”, it targets another player. Unless the card specifies a particular enemy (a neighbor to the left or right, or an enemy with a delivery system on the launch pad, for example) you get your choice of targets from the players remaining in the game.



Some cards affect multiple targets. If a card says it affects “all players”, then everyone *including you* is affected. If it says “all enemies” then everyone *except you* is affected. Something that affects “the entire world” is just another way of saying “all players” (and yes, **Lunaria** is still part of ‘the entire world’ despite being based on the moon).

ONGOING SECRETS

A few Secrets / Top Secrets don’t just go to the discard pile after they are played. Sometimes they stick around for a while, either face up in the center of the table (affecting the entire game) or face up next to a particular player (affecting just that individual). These cards can only be discarded and their effects ended in one of three ways:

1. The card may have a built in time limit or other set of conditions that cause it to eventually discard;

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2. A few cards can – sometimes **MUST** – eliminate face up Secrets when played (such as **Reset**);
3. Generally, if a player is wiped out while he has a Secret next to him, the Secret is discarded – but see the **Special Rules** starting on pg. 9)

WHAT MAKES A SECRET A ‘TOP’ SECRET?

You may be wondering what the difference is between **Secrets** and **Top Secrets**. Well, there really isn’t any difference in game terms. Top Secrets are simply more powerful and less common versions of Secrets. If you are targeted by one, it will either do more harm or grant you a larger benefit than most ordinary Secret cards. So the risk for Spies is appropriately greater.

PROPAGANDA CARDS



During **PEACE**, when the card revealed off of your production line is a **Propaganda** card, you may take the stated number of population from one enemy of your choice and then discard the propaganda card.

If the enemy doesn’t have enough people remaining to give you the full amount, you take whatever he has left and he is out of the game. A player who loses the game due to propaganda does not get to respond with a **Final Retaliation**, so don’t let this happen to you!

You may NOT split up the effects of a single propaganda card among multiple enemies. Propaganda targets only one enemy.

During **WAR**, when the card revealed off your production line is a Propaganda card, nothing happens. You have wasted your country’s resources on useless leaflets. Discard the propaganda card and gain no population.

DELIVERY SYSTEM CARDS

There are three types of Delivery Systems, but they all have one thing in common: they enable warheads to reach an enemy country so you can incinerate his people. All delivery systems list the maximum size warhead that they can carry, which will range from 10 Megatons to 250 Megatons.



MISSILES can carry only a single warhead. BOMBERS can carry any combination of warheads up to their maximum payload (one after another off the production line). Missiles target just one enemy when launched. Bombers can target a different enemy each time they drop another warhead.

When a **Bomber** or **Missile** is revealed off your production line, leave it face-up on the player mat until the following card is revealed on your next turn. If that card is a warhead that the missile or bomber is capable of delivering, you have just made an attack and (if it wasn’t already) the world is at **WAR**. If the following card is NOT a warhead it can carry, discard the delivery system – you were only bluffing.

BOMBERS

If a Bomber is followed by a warhead from the production line, neither the bomber nor the warhead are discarded after the attack. Instead the bomber remains in play, dropping warheads as they are



revealed from the production line each turn, until one of the following occurs:

- you spin a “Bomber runs out of fuel” result;
- the bomber is stopped by the **Saboteur**;
- the bomber is stopped by an appropriate **Interceptor**;
- a non-warhead card is revealed from your production line;
- OR you drop a cumulative total of warheads equal to the Megatonnage listed on the bomber card.

Warheads dropped by the bomber remain face up on the bomber card while it is in play, so that all players know how many megatons of atomic fury are still available to rain down upon the enemy. When the bomber is destroyed or can no longer drop any further warheads, discard it along with its associated warheads.

Each warhead dropped from a bomber is a separate attack, and the bomber can only make one per turn. The attacks are resolved individually (using the dial spin and the die roll) and can be made against *any* enemy – a bomber does not have to attack the same target from turn to turn. Bombers are free range weapons of mass destruction.

SPECIAL DELIVERY SYSTEMS



The **Cruise Missile** and **OGRE Mark I** are self-contained and do not require a warhead card to make an attack. The **B-2** and **B-3 Stealth Bombers** and the **S-3 Viking** can be played out of your hand when a warhead is revealed, and don't have to be placed in the production line. The **Nuclear Carrier** becomes an extra production line when deployed, rather than dropping a warhead itself.

Other “Miscellaneous” delivery systems use warheads, but in unconventional ways. They do not usually remain in the face-up card slot after being revealed. See the **Special Rules** section starting pg. 9 for more details.

ADVANCED TECHNOLOGY

A few **Missiles** have **Advanced Technology**. If you are using one of these missiles as your delivery system, and you dislike the result you get on the **Radiation Fallout Dial**, you may spin again. You *must* accept the result of the second spin.



WARHEADS

Every warhead has a value in Megatons which determines what kind of delivery system is required to launch it. Megatonnage also determines what the base damage (in millions of lives lost) is for that warhead when it is dropped on an enemy.



ATTACKS

When you turn up a warhead card that has been preceded by an appropriate delivery system, you are **attacking**. If the world is not already at war, war is declared (see **State of War**, pg. 8). When you make an attack, you must choose a target from among your enemies. Once that choice is made, your attack is not completed until you have completed two additional steps:

First, you must spin the **Radiation Fallout Dial** (aka the **Nuclear Spinner**) and apply the result to your warhead's base damage. Unless you get a result that ends the attack completely (such as a



dud warhead), you must then roll the **Nuclear Fallout Die**. Unless you roll a 1, add that amount to the current total damage inflicted by your warhead. If you DO roll a 1, roll again on the **Nuclear Misfunction Chart** found on your player mat and apply that result. **NOTE:** It's usually not good.

Thus the damage done by any warhead is: **Base damage listed on card + modifications from**

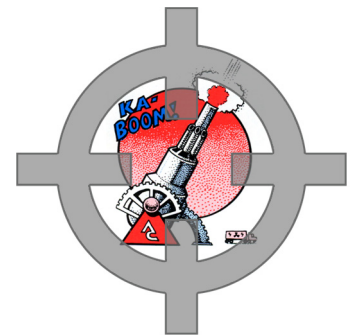
spinner + modifications from die. The modifications are applied in that order, so for instance if you had a 20 Megaton warhead (base 5 Million killed) and spun a “Triple the Yield” result followed by a 1, and then a roll of 5 on the Misfunction chart (“Double the Yield”), you would kill $5 \times 3 \times 2 = 30$ Million people!

NOTE: *Special cards played to modify the damage of an attack do so AFTER the spinner and die roll have been applied, unless they state otherwise. For example, **Very Dirty Bomb!** adds 3 Million to the final total damage, while **Smart Bomb** doubles the base population damage dealt by the warhead.*

Other players are free to influence your decision of targets by whatever means they have at their disposal – bluffs, cajolery, promises, or even outright threats – but once you take a spin on the Radiation Fallout Dial, you can't switch targets.

TARGETING CARDS

Instead of a regular attack, you can choose to expend your warhead destroying an unconventional enemy delivery system. Your choice of targets are: an **Atomic Cannon**, the **Big Atomic Robot**, **SADM**, or an **OGRE Mark I**.



Some delivery systems can be targeted only under the proper conditions or by specific weapons. You can target a face-up **Submarine** “at Sea”, but not a face down submarine or one that is “in Port”. You can target a **Nuclear Carrier**, but only with a **Submarine** or a weapon in **Orbit**. You may not target other delivery systems with your attack (but see **Interceptors** below). You may not target **Orbital** craft unless you are using a **Satellite Killer** or **Proton** missile.

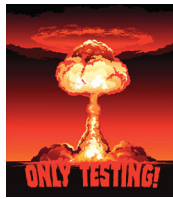
You announce the target, spin the dial, and roll the die as you would for any other attack. However, you do not kill any of the enemy population (except with the **SADM**, where the enemy loses the 1 Million population invested in the SADM unit). Instead, **so long as you get a result of 1 Million or more killed, you destroy the targeted weapon**. Discard your attacking cards and the enemy's weapon.

AFTERMATH

A missile is discarded along with its warhead after an attack. A bomber and its warheads remain until the spent warheads add up to the maximum payload of the bomber OR a card other than a warhead comes off the production line. In either case, the bomber and all its warheads are then discarded. For other delivery systems, see the special rules for each card.

ATOMIC TESTING

When a Warhead is revealed off your production line, but was NOT preceded by a delivery system capable of deploying it, this is referred to as "Atomic Testing". **The Warhead is discarded and no player loses any population.**



There are a few exceptions to this rule: If you are **Bagmad**, and the warhead is 20 Megatons or less, you can use it as a terrorist attack in an enemy's country. If you have an **Atomic Cannon**, and the warhead is 10 Megatons, you can fire it at a neighboring country. And if you have an **S-3 Viking**, or a **B-2** or **B-3 Stealth Bomber**, you can play it out of your hand to drop the revealed warhead – and also any subsequent warheads, in the case of the stealth bombers!

The IF I CAN'T WIN, EVERYBODY DIES! Rule: If a 100, 200, or 250 Megaton warhead is used for Atomic Testing, you must spin the **Radiation Fallout Dial**. If the result is "Double the Yield!" or "Triple the Yield!" you may have destroyed the planet or even the solar system! Specifics are written on the dial itself. Smaller warheads that have been equipped with **Antimatter** or fitted as **Planetbusters** are treated as 100 Megatons or 200 Megatons respectively when checking for this tragic result.

During **Final Retaliation**, if you lack a delivery system capable of launching a 100 Megaton or 200 Megaton warhead from your hand, you can perform atomic testing instead and hope for the best (or the worst, if you want to be technical).

HIGH YIELD

A few **Warheads** are designated **High Yield**. If you are using one of these warheads in your attack, and you dislike the result you get on the **Nuclear Fallout Die**, you may roll again. **You must accept the result of the second roll.**



PINPOINT ACCURACY

A few **Warheads** are designated **Pinpoint** because they can deal as much effective damage as a high yield bomb even though they are actually smaller warheads. These warheads do the full damage for a 40, 50, or 60 Megaton warhead but only count as half that size when determining what missiles can carry them and how much of a bomber's complement of warheads they consume.



DIAL-A-YIELD

A single Warhead is designated "Dial-A-Yield". When played, **YOU** determine its yield (and commensurate damage) by setting it anywhere from 10 to 100 Megatons. Any delivery system carrying the warhead must be capable of delivering the chosen megatonnage or both are simply discarded.



COMBINATION CARDS

There are certain cards that depict a combination of **Delivery System** and **Warhead**. The card may be *either* but not *both* of the two options printed on its face, at your discretion. You do not need to select which until or unless the card is actually used for one of its two possible purposes.

Combination cards are otherwise exactly like ordinary delivery systems and warheads.



EXCEPTION: When following the instructions of **Special** cards or **Secrets / Top Secrets**, if a combination card has not already been assigned a type by circumstances of play, it is the person playing the Special or Secret who decides how it treats the combination card, not the owning player.

INTERCEPTOR CARDS

If the chosen target of an attack has an interceptor card, they may be able to prevent the attack. Interceptor cards list the types of delivery systems they can shoot down, usually by type (missile or bomber) and payload (Megatonnage).



To use an Interceptor, **you must announce "Intercept" and play the card out of your hand after the attacker selects you as his target but before he spins the Radiation Fallout Dial.** If you used an appropriate Interceptor, the attack is completely stopped and you take no damage: place the Interceptor and the weapon + warhead it targeted into the discard pile.

The best part about using an Interceptor is that when the current turn ends, **the next turn becomes yours.** Any other players between the attacker and you are simply *skipped*. Play proceeds in a clockwise direction from you when your turn is finished (or counterclockwise if the "Reverse" card has previously changed the direction of play).

IMPORTANT: You can't Intercept an attack made against any player other than yourself! Likewise, you can't wait and see what the outcome of the Radiation Fallout Die or Nuclear Fallout Die Roll are before choosing to play your Interceptor against an attack. **You must play the Interceptor immediately on being targeted or not at all.**

ORBITAL CARDS

Orbital cards aren't delivery systems – even though a few of them can carry and drop warheads. They aren't warheads, either – even though a few of them can deal damage to enemies during your turn. Nevertheless, using one that kills enemy population or destroys an enemy craft in orbit IS considered an attack and will cause the world to be engulfed in war.



Orbital cards usually have special rules that apply, so you should look them up individually in the Special Rules section. However, all Orbital cards have the following traits in common:

LAUNCH

Orbital cards must be put into the production line to be used. They may not be played out of your hand, even during **Final Retaliation**. However, they do not require a delivery system of any kind. When an orbital craft is revealed face-up off the production line, you must roll one die. **If you roll a 1, the launch was a failure and the orbital card goes to the discard pile.** Otherwise, the launch is a success and the craft goes into orbit.

If the launch failed, either because of a Special card or a roll of 1 during the launch attempt, you must roll one die again. **If you**

roll yet another 1, the craft comes crashing down onto one of your cities and you lose 5 Million population – or 10 Million if the crash involves a **Space Platform**, the **Space Station**, the **Star Cruiser**, or either of the **L4** or **L5 Societies**.

NOTE: **Space Platforms**, **Space Lasers**, and the **L4** and **L5 Societies** have cards played on them from your hand before launch. If the launch is a failure, *discard these cards along with the doomed orbital craft!*

ORBIT

After launch, the orbital craft is placed face-up in one of the two **Orbit** slots on your player mat. Unless you have the **Space Station**, you may not place more than one craft in a particular orbit. Should you have both orbits filled and launch a third craft, you must discard one of the two previous cards and place the new craft in its place. The advantage of being in orbit is that in general, only other craft in orbit can attack your orbital cards.



WHEN DOES IT START WORKING?

Some **Orbital** craft specify the exact situation in which they are used (during an attack, when Propaganda is used against you, and so on). They may only be used in the specified situation, but may act immediately after launch so long as the right conditions apply. Craft that can act at your discretion “during your turn” may not act on the turn they are launched, but may be used as you wish thereafter. The **Falcon** Hypersonic Technology Vehicle is the exception which can be used immediately upon launch if you have a warhead in your hand with which to arm it.

WHAT GOES UP MUST COME DOWN

Whenever an orbital craft is discarded – including *being nudged out of orbit to accommodate a new orbital craft!* – the pieces tumble out of orbit to impact the Earth below. usually this happens over the world’s oceans, or in an uninhabited area... but sometimes the results can be disastrous.



The owning player rolls one die. **On a roll of 1, the craft impacts an area occupied by people.** All players roll a die, and the low roller is the unlucky nation that gets struck. Reroll ties until there is only one target of the space debris. That player rolls the die again and loses the listed number of people:

- 1-3 = 1 Million people
- 4-5 = 2 Million people
- 6 = 5 Million people

This is not considered an attack and does not start a war. Though it IS very bad manners.

NOTE: If the orbital craft is coming down because the owning player deliberately displaced it from orbit by launching a new craft, the owning player is not included in the roll-off to determine where the craft crashes to Earth. It’s assumed his scientists manage to steer it away from HIS cities, at least!

SPECIAL CARDS

These cards are kept in your hand until needed. They are NOT placed in the production line. Special cards will state when and how they can be used. Most are self-explanatory, but a few have detailed descriptions under the **Special Rules** section. Most notably, **SPY** cards. *Do not use one without reading up the full entry on these extremely versatile cards!*



FREE TIP: Playing Special cards is a balancing act. Hoarding one until the perfect moment to play can sometimes be a game changing move. But not playing them at the earliest opportunity can sometimes leave them clogging up your hand – and reducing your production options. Unless you have the **Fold In Space** (which lets you hold unlimited Special cards without having them count against your hand), if you have too many Special cards in your hand you might want to play some out of your hand. Nothing is worse than getting taken out of the game with a handful of unused, powerful Specials – and with insufficient other cards to make a decent **Final Retaliation!**

PERSISTENT SPECIALS

Some Special cards remain face up next to a you or another player after they are used. This works much the same as the mechanics for ongoing Secrets / Top Secrets (see pg. 4), including the methods for finally discarding them and ending their influence on play.

WAR AND PEACE

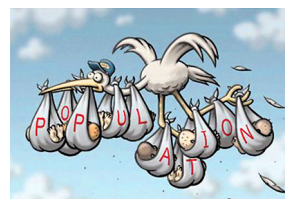
At any given moment in the game, the world is either engaged in **Nuclear War** or enjoying a brief respite of **Peace** – otherwise known as Cold War.

PEACE

During peace, players have certain advantages that can’t be obtained during a shooting war:



PROPAGANDA: Foremost among these advantages is the use of Propaganda, which steals population from your enemies to add to your own. Propaganda cards have no effect *except* when revealed during peacetime (although certain **Major World Powers** have alternate uses for Propaganda cards during wartime).



POPULATION INCREASE: During peacetime, at the start of a player’s turn he gains population. Roll a d6:

- 1-2 = 1 Million population increase
- 3-4 = 2 Million population increase
- 5-6 = 5 Million population increase

The increase comes from the Bank (the unused cards in the Population Deck). If there aren’t enough cards in that deck, you guys REALLY need to step up your atomic mayhem. But if that happens, you may use cards from the Graveyard instead.

ARMS TRADES: During peacetime, on your turn you may offer a card from your hand in trade. Other players may offer any one card from their hand in return, and you may accept whichever offer you want – or decline them all. Your enemies can sweeten the deal by making promises: not to target you



with an attack, to make a future trade, to buy you a drink after the game, and so on. Such promises may be tempting but are not, of course, enforceable. Treat them accordingly.

You may only offer one card on your turn. You may only exchange a single card for a single card. Neither of you may lie about the card you're offering, although it is allowable to be vague ("I'll give you a warhead" could be 10 Megatons or 100 Megatons so long as it's a warhead). Neither participant in the trade is required to show the card they are offering, but either or both may do so before the deal is finalized if they wish.

STATE OF WAR

It's hard to destroy your enemies peacefully. Sooner or later (usually sooner), someone will start a war. **War is declared the moment a player attacks an enemy with a warhead or a self-contained delivery system.** War is worldwide and total – once war is declared, *everyone* is at war, not just the countries involved in the initial attack.



Propaganda, Special, Secret and Top Secret cards don't start wars, only direct attacks. War is declared even if the attack fails – it's the thought that counts, after all. During war, players can't use any of the special rules that only apply during peace (duh).

Peace is not restored until at least one player has been forced from the game through "annihilation" of his population. When peace is restored following the war, each player may, if he chooses, alter his strategy by replacing the two face-down cards on his player mat with cards from his hand. Face-up cards cannot be replaced, and remain in play should a player wish to continue with his previous war-time strategy.

UN RESOLUTIONS

During War, at the start of any turn any player may suggest that all players vote on a UN Resolution. The player who called for the resolution (and *only* that player) may make a short speech attempting to convince the others to vote for the resolution. A show of hands then determines if the resolution passes. There are two possible resolutions, and each may only be done once per game (though any number of unsuccessful votes may be held).



UN PEACE RESOLUTION: The resolution before the UN is to cease hostilities so a war-weary world can start increasing its population again. **If the vote is unanimously in favor of peace, peace is declared.** All players discard their face-up cards and pick up and replace the face-down cards from their player mats.

UN SANCTIONS RESOLUTION: The resolution before the UN is to punish the aggressor nation that took the world to war. The player whose actions caused the current state of war does not get a vote. **If the vote is unanimously in favor of sanctions, the sanctions pass.** The sanctioned player does not get to draw any cards on his next turn.

FINAL RETALIATION

Any player who has been eliminated through use of Secret / Top Secret cards or an enemy attack (including all delivery systems, warheads, and orbital craft but NOT Special or Propaganda cards), has the privilege of immediate final retaliation before retiring from the game. **The player combines each acceptable delivery system and warhead combination from the cards available to him, and then launches them one by one in attacks of pure, sweet vengeance.**



NOTE: Yes, you DO get Final Retaliation if you are wiped out by a Secret or Top Secret card that you drew yourself!

PERMISSIBLE CARDS

In **Final Retaliation**, you may only use Orbital craft that were already in play – those still in your hand or in the production line must be discarded, with the sole exception of the **Falcon HTV**. Submarines already at sea may fire their warheads at their predetermined targets, but may not be reloaded if their payload has already been spent, nor played from your hand or from port. Atomic cannons can fire only a single 10 Megaton warhead.

You may otherwise use any delivery systems and warheads that are in your hand or on your player mat (whether face-up or face-down). You may rearrange and combine these cards as you see fit, with the sole exception that any bomber that was in the air when your last population was wiped out does not regain the payload it has already expended. Other cards that do not specifically harm your enemies are simply discarded.

Nuclear Carriers cannot be deployed in Final Retaliation, but any cards either face-up or in production on them can be played like the cards on your player mat.

Whether already in play or launched during Final Retaliation, **Cruise Missiles** and the **OGRE Mark I** continue to follow the rules that govern them, even after the player who launched them has been utterly wiped out. These two cards remain in play until they are shot down or finish attacking their targets.

RESOLVING FINAL RETALIATION

When launching **Final Retaliation**, you must assign all weapon/warhead combinations before choosing any targets and resolving the attacks. You may concentrate your retaliation on a single hated foe, or you may scatter your attacks among your opponents. Attacks are announced one by one, and each attack is resolved before the target of the next attack is announced. This prevents players from simply "bouncing the rubble" by attacking an enemy they have already wiped out.

During Final Retaliation, if more than one Interceptor is used to stop the attacks, **it is the player who played the LAST Interceptor whose turn will be next.**

During Final Retaliation, if your attack wipes out another player,

that player ALSO gets Final Retaliation immediately following your own. It's possible – and, in fact, likely – to start off a “chain reaction” that wipes out all remaining players!



NOTE: The **Ultimate Leadership Bomb Shelter** and **Meteor Impact** cards allow a player to add population back after being wiped out, so that he remains in the game. In this or any case where a player is “annihilated” but restored in the same turn, he does NOT receive a Final Retaliation.

SPECIAL RULES

ATOMIC CANNON

When you reveal an **Atomic Cannon** as your face up card, put it in the “Atomic Cannon” slot on your **Major World Power** mat. On any subsequent turn, whenever you reveal a 10 Megaton warhead that is not being carried by a missile or bomber, you may fire it from the atomic cannon.



The atomic cannon can only be fired at a neighboring country – a player sitting on your immediate left or right. Note that if **Lunaria** is immediately to your left or right, your actual neighbor is the next player *beyond* Lunaria. Atomic cannons can't shoot all the way to the moon!

When firing the atomic cannon, spin the **Radiation Fallout Dial** and roll the **Nuclear Fallout Die** just as you would for any other nuclear attack. If you get a result of “Missile explodes on launchpad” the warhead does no damage to the enemy and the atomic cannon is destroyed.

The atomic cannon can be “sabotaged” by the **Saboteur** card when it fires (but not when it is first revealed and placed). It cannot be stopped by any **Interceptor** card. You may only have one atomic cannon face up at a time. If you reveal a second cannon while the first still exists, discard it.

An atomic cannon in your hand cannot be used for **Final Retaliation**, but one that is already face up on your player mat can fire a single 10 Megaton warhead out of your hand.

B-2 STEALTH BOMBER

You don't play a **Stealth Bomber** in your production line. You keep it in your hand, and any time you reveal a warhead without a previous carrier, you may pull the Stealth Bomber from your hand and play it under the newly-revealed warhead. **SURPRISE!**

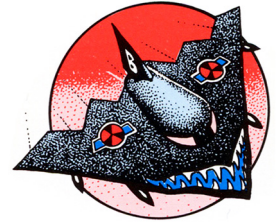


Once revealed, a stealth bomber works like any other bomber. It remains in play and continues to drop warheads from the production line until it is destroyed, runs out of bombs to drop (it carries up to 100 Megatons!), or runs out of fuel.

Unlike ordinary bombers, stealth bombers cannot be stopped by most **Interceptors** (even the ones that intercept ALL bombers). **Stealth Fighters** and the ‘Star Wars’ SDI are the only Interceptors that can shoot down a stealth bomber.

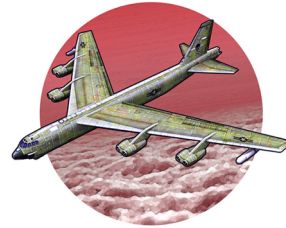
B-3 STEALTH BOMBER

See the B-2 above. This stealth bomber is exactly the same as the B-2 except it may carry up to 200 MEGATONS of warheads.



B-52 STRATOFORTRESS

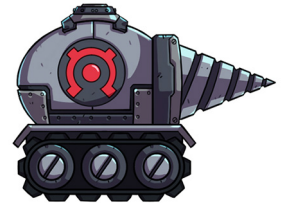
The **B-52 Stratofortress** was built to deliver its payload and still be able to return home even across great distances. It is in all but one respect a normal bomber with a maximum payload of **40 Megatons**. The sole difference is that when the B-52 drops its final warhead, instead of discarding it along with its spent warheads you may return it to your hand by discarding another card in its place. The card must be from your actual hand, not one of the face down cards in production or associated with another card (a warhead on a **Space Platform**, for example).



If the B-52 is sabotaged, runs out of fuel, is shot down by an interceptor, or is otherwise lost or destroyed, you can't use its special power to take the card back into your hand.

BADGER

The **Badger** is a war machine that tunnels up beneath an enemy country and detonates a nuclear device. Like a missile, it must be followed in production by an appropriate warhead (up to 20 Megatons) or it fails to launch. You may only target a neighboring country – a player sitting on your immediate left or right. Note that if **Lunaria** is immediately to your left or right, your actual neighbor is the next player *beyond* Lunaria. You can't tunnel to the moon!

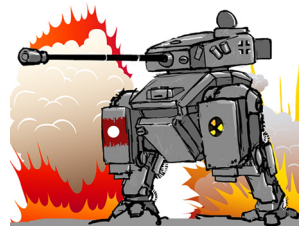


Since the Badger is neither a missile or bomber – and is protected by hundreds of feet of rock and dirt in any case! – **Interceptors** cannot be used to stop the Badger. However, the **Saboteur** can still sabotage it upon launch.

Because it tunnels up directly beneath your enemy's largest city, do not spin the **Radiation Fallout Dial** when attacking with the Badger. Instead, the Badger automatically gets a **double yield** result just as though it had spun it on the dial. You must still roll the **Nuclear Fallout Die** normally for the attack.

BIG ATOMIC ROBOT

Battlemechs have hit the trenches! The **Big Atomic Robot** is an autonomous, heavily armored war machine that packs a nuclear wallop. Like a missile, it must be followed in production by an appropriate warhead (up to **40 Megatons**) or it fails to launch. Note that the robot cannot target **Lunaria**, since it can't walk to the moon.



After being revealed, the Big Atomic Robot is vulnerable to enemy weapons until it completes its mission. While

it is face up on your player mat, it can be targeted by enemy warheads and destroyed before it can fire (see **Targeting Cards** on pg. 5).

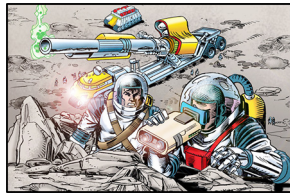
Since the BAR is neither a missile nor a bomber, **Interceptors** cannot be used to stop its attack, though the **Saboteur** can still sabotage it upon launch. When attacking with the Big Atomic Robot, spin the **Radiation Fallout Dial** and roll the **Nuclear Fallout Die** just as you would for any other nuclear attack. If you get a result of "Missile explodes on launchpad" the robot is destroyed.

Unlike a missile, after launching an attack the robot can be outfitted with another nuclear warhead and sent back out into the field. After delivering its payload, you may return the robot to your hand by discarding another card in its place. The card must be from your actual hand, not one of the face down cards in production or associated with another card (a warhead on a **Submarine**, for example).

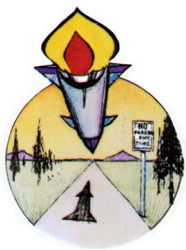
If the Big Atomic Robot is sabotaged, runs out of fuel, is blown up by enemy attack, or is otherwise lost or destroyed, you can't use its special power to take the card back into your hand.

BIG BERTHA

See the Atomic Cannon (page 9). Big Bertha is a super cannon. It follows all the rules of Atomic Cannons, except that it can fire nuclear shells at ANY enemy (including **Lunaria**), not just your immediate neighbors. Interceptors can't stop Big Bertha's nuclear payload when it is fired at a neighboring nation, but when it is fired at a target further afield they may be employed. Any Interceptor will work, but though they prevent the attack they do not destroy the cannon itself. The player who fired the Interceptor still gets the next turn nonetheless.



CRUISE MISSILE



The **Cruise Missile** is a self-contained delivery system and warhead which rotates around the board until the owning player decides to drop it. A cruise missile is launched when it is revealed from the production line (it needs no warhead). It doesn't count as an attack until it actually drops upon an enemy – launching the cruise missile does not by itself start a war.

When a cruise missile is revealed face-up off the production line, you must roll one die. **If you roll a 1, the launch was a failure and the cruise missile goes to the discard pile.** No other losses are inflicted on you if this happens. Otherwise, the launch is a success and the cruise missile is placed next to the player on your left.

On your next turn, you decide whether to drop the cruise missile on that player or to have it move on to a new target. If you decide to keep cruising, place the missile in front of the next player clockwise, and on your next turn you face the same decision – attack or move clockwise to the next potential target. This continues until you either drop the missile on an enemy or it gets all the way back to its starting country – in which case it runs out of fuel and immediately detonates on YOU.

Moving the cruise missile or dropping it is in *addition* to your regular turn and any attack you might make from your production line. You must move or drop the cruise missile every turn without exception – even if you miss a turn, the cruise missile continues its action while you lose *the rest of* your turn. If somehow you forget to move the cruise missile during one or more of your turns, once this is discovered you must move it clockwise to the player it should be threatening, skipping the intervening players' countries.

The cruise missile is able to evade most **Interceptors**. Unless the interceptor card states explicitly that it can shoot down the cruise missile, the missile can't be intercepted. The only cards that can are the **Fighter Jet**, **Laser Tank**, **Stealth Fighter**, and **'Star Wars' SDI**. Cruise missiles cannot be targeted by other players' warheads.

When a cruise missile drops on a target, it kills 5 Million people. No more, no less. You do NOT spin the **Radiation Fallout Dial** or roll the **Nuclear Fallout Die** to add to (or potentially negate) this damage.

If your cruise missile is flying over an enemy country that is wiped out by another attack, the cruise missile is unaffected. It remains in the game and on your next turn it moves on to the next target clockwise, as usual.

Cruise missiles can be used during **Final Retaliation**, but whether they were already in flight or they are launched at the moment of nuclear annihilation, they continue to follow the normal cruise missile rules. This means you may be moving or dropping a cruise missile for several turns after you are already out of the game!

DCX-DELTA CLIPPER

The DCX-Delta Clipper is a special bomber that actually leaves the atmosphere to deploy its payload and then returns to base in a controlled reentry. The Delta Clipper follows all the usual rules for bombers except that it can attack (and be used to make attacks by) **Lunaria**. It is also capable of destroying population on board the **L4** and **L5 Societies**.



The Delta Clipper is able to fly above the range of most **Interceptors**. Unless the interceptor card states explicitly that it can shoot down the DCX, the bomber can't be intercepted. The only cards that can are the **Rocket Fighter** and **Scramjet**.

The DCX-Delta Clipper is reusable if it is not destroyed during its mission. When the Clipper drops its final warhead, instead of discarding it along with its spent warheads you may return it to your hand by discarding another card in its place. The card must be from your actual hand, not one of the face down cards in production or associated with another card (a warhead on a **Space Platform**, for example).

If the Delta Clipper is sabotaged, runs out of fuel, is shot down by an interceptor, or is otherwise lost or destroyed, you can't use its special power to take the card back into your hand.

DRONES

Drones are swarms of small delivery systems with self-contained warheads. Drones rotate around the board, attacking enemies every time they come into contact. Drones are launched when they are revealed from the production line (no warhead needed).



On the turn they launch, they may target any enemy nation you choose, killing **EXACTLY 1 Million** people. Do not spin the **Radiation Fallout Dial** or roll the **Nuclear Fallout Die** to add to (or potentially negate) this damage. Place the drones card in front of the targeted player and leave it in play after the attack.

On your next turn, move the drones counterclockwise to the next player. If it is an enemy, the drones attack as above. If it is you, the drones do nothing that turn. The drones continue in this manner every time you take a turn until they are destroyed.

Moving and attacking with the drones is in addition to your regular turn and any attack you might make from your production line. You must move and attack with the drones every turn, **UNLESS** you miss a turn. If somehow you forget to move the drones during one or more of your turns, once this is discovered you must move it counterclockwise to the player it should be threatening, skipping the intervening players' countries.

Drones cannot, of course, attack **Lunaria**. They skip the Lunaria player when moving and go directly to the next player instead.

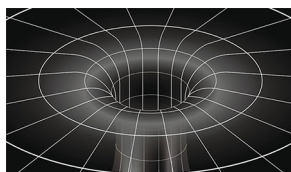
Drones may be targeted by nuclear attacks. They may be destroyed by any **Interceptor** card, but keep in mind that an interceptor can only be used by the player currently being attacked by the drones.

If your drones are flying over an enemy country that is wiped out by another attack, the drones are also destroyed.

Drones can be used during **Final Retaliation**, but only once and then they are destroyed. If played out of your hand, the drones may target any enemy, but if already in play they must attack either the nation they are flying over, or the next player counterclockwise.

ENERGY SINK

Your scientists have discovered a **zero-point energy source**. It can hold a colossal amount of nuclear power until you are ready to draw on it for your weapons.



Place this card beside your Major Power Place Mat, face up. On any turn you may put any number of Warheads from your hand in the 'sink'. These cards must be from your actual hand, not face down cards in production or associated with another card (such as a warhead on a **Space Platform**). Cards in the energy sink are kept face down until you take them out.

You may play warheads in the energy sink as if they were in your hand but they do **NOT** count towards the 9 cards "in your hand", nor are they affected when cards are stolen or discarded from your hand by **Special** or **Secret / Top Secret** cards. Warheads from the sink must still be placed into production in order to be used, unless a card says to use on 'from your hand'.

If the Energy Sink is discarded (because of a **Reset**, for example), you must also discard any warheads it contains.

F-111 AARDVARK

The versatile F-111 Aardvark can be used as either a supersonic fighter jet **OR** a nuclear bomber. It works similarly to a Delivery System / Warhead combination card, only in this case it is a Delivery System (Bomber) / Interceptor. The rules are slightly different in that as soon the card is placed in production, it becomes a **Bomber** and nothing else. However, while it remains in your hand you have the option to employ it as an **Interceptor** against enemy Bombers.



As a Bomber, the Aardvark is similar to a B-70 Valkyrie, carrying a payload of one or more warheads equalling up to 50 Megatons. As an Interceptor, it can stop any Bomber other than Stealth Bombers and the spacefaring DCX-Delta Clipper. The Aardvark cannot intercept missiles or other delivery systems.

FALCON HTV

The **Falcon HTV** (Hypersonic Technology Vehicle) parks itself in orbit, where it can launch itself as a hypersonic missile traveling at 13,000 mph to any target on the planet faster than interceptors can be scrambled to stop its assault.

No warhead is placed on the Falcon when it launches, or while it sits in **Orbit**. When you decide to make an attack with the Falcon (on your own or any other players' turn), simply place a warhead up to 100 Megaons from your hand on this space-based **Missile** and declare your target. If it's not your turn at the time, the Falcon's attack interrupts whatever action is currently going on. Once the Falcon's attack is resolved, play continues with the player whose turn it originally was.



Only Interceptors that can shoot down "any Missile" (i.e. are not restricted by the Missile's payload size) can be played against the Falcon, but their effectiveness is reduced. Roll a die, and on a 1 the Interceptor successfully shoots down the Falcon; otherwise it fails and the attack proceeds as usual. **NOTE:** If the Interceptor fails, the player that fired it does **NOT** still get to usurp the next turn under the Interceptor rules.

The only Interceptors that can shoot down the Falcon without having to make a die roll for its effectiveness are the **'Star Wars' SDI**, which is also space-based and uses high energy beam weapons, and the **Rocket Fighter**, which is specifically designed to stop space-based missile attacks. Interceptors used in conjunction with the **Star Net** also don't need to make a die roll.

FOLD IN SPACE

Your scientists have discovered a **'fold' in the fabric of space-time**. It allows access to a higher dimension. This dimension cannot support objects from our three-dimensional reality, so is useless as either a staging ground or refuge. What it can be used for, however, is the storage of unlimited amounts of data, like an infinite supercomputer.



Place this card beside your Major Power Place Mat, face up. On any turn you may put any number of Special cards from your hand in the 'fold'. Cards in the fold are kept face down until you take them out.

Ongoing Special cards that are already in play or subsequently enter play may not be placed in the fold. Only Special cards that are as yet unused from your hand may be placed there.

You may play Specials in the fold as if they were in your hand but they do NOT count towards the 9 cards "in your hand", nor are they affected when cards are stolen or discarded from your hand by **Special** or **Secret / Top Secret** cards.

If the Fold in Space is discarded (because of a **Reset**, for example), you must also discard any Special cards it contains.

GERM WARFARE

This card is played out of your hand when you reveal a **Missile** from your production line that can carry a 20 Megaton or larger payload. You select a target as usual for the missile, but since there is no warhead you don't use either the **Radiation Fallout Dial** or the **Nuclear Fallout Die**. Instead, the targeted player rolls one die and loses half that number of million people (rounded up) immediately. He takes the same damage every turn for the rest of the game, until one of the following happens:

- He is wiped out;
- He stops it with a **Vaccine**, **Super Serum**, or **Domed Cities**;
- He rolls a 1 on the die for damage.

Any player that steals population from the infected player with **Propaganda** (NOT Secrets or Top Secrets) *also* becomes infected and must roll a die as well on their turns.

The country of **Lunaria** CAN be infected using germ warfare, because it is launched at them using a missile and not dependent on spreading through ordinary human contact.

In case it's not obvious from the name, germ warfare IS an attack and using it does constitute an act of war. Place this card face up in the center of the table while in play – due to its nature, it is not exclusively associated with any one player.

GLOBAL HOTTENING

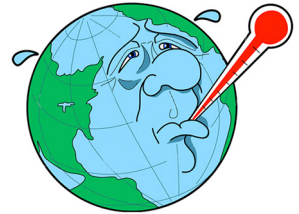
When **Global Hottening** is revealed, roll one die. Subtract 1 from the result to arrive at a total of 0 to 5, and all players immediately lose that many Million of their population. Then pass this card to the neighboring player on your right, who keeps it face up beside his player mat until his next turn. Then all players lose 0 to 5 Million more people each, and Global Hottening is passed counterclockwise again.

Global Hottening continues until one of the following happens:

- **Nuclear Winter** is played;
- Global Hottening does no damage on its roll (a roll of 1);
- A card that discards ongoing Top Secrets is played.

Global Hottening does not simply go away if the player it is currently in front of is wiped out of the game. It's the

consequence of too many nuclear explosions, remember? So instead, it immediately moves to the next player counterclockwise and the die for population loss is rolled again.

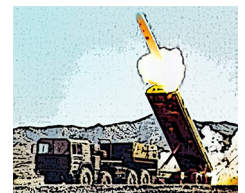


As with other cards that get passed to a neighboring country, you must skip **Lunaria** when handing it around the table. However, Lunaria doesn't get off scot free. Since it's based on the moon, it avoids the direct effects of climate changes on earth, but it still gets most of its food and raw materials from the planet below. Therefore Lunaria DOES lose population from global hottening whenever it is triggered, but never more than 1 Million people.

When a player's ONLY remaining population is in an **L4** or **L5 Society**, the same rules apply as for Lunaria above – the Global Hottening card skips the player when passed, and he loses no more than 1 Million people from its effects.

GRYPHON

The Gryphon is a short-range cruise missile launched from a mobile firing platform. Its range is limited, and it does not have a self-contained warhead, but like regular cruise missiles it is hard to shoot down. Only **Interceptors** that specifically state they can shoot down Cruise Missiles can stop a warhead launched by the Gryphon.



It's also a sneaky weapon. You don't play a **Gryphon** in your production line. You keep it in your hand, and any time you reveal a warhead of **30 Megatons** or less that does not have a previous carrier, you may pull the Gryphon from your hand and play it under the newly-revealed warhead. **BOOM!**

The Gryphon can only be fired at a neighboring country – a player sitting on your immediate left or right. Note that if **Lunaria** is immediately to your left or right, your actual neighbor is the next player *beyond* Lunaria. A ground-hugging cruise missile isn't going to get all the way to the moon! For similar reasons, the Gryphon is the only missile that cannot be fired by Lunaria at other players.

HYPERSONIC STRIKE WEAPON

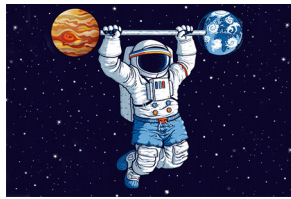
This experimental missile travels at Mach 8 using a scramjet engine. It travels too swiftly to defend against using conventional means – the only interceptor that can shoot down the HSW is the **Star Wars SDI!**

When you reveal the Hypersonic Strike Weapon on your production line, you may immediately play a warhead of up to 75 Megatons from your hand and launch an attack. OR, if you forgot about this ability of the HSW and put your intended warhead into production, you may instead treat the HSW like a normal missile (i.e. not launching until the following card in production is revealed to be a warhead on your next turn).



JUPITER MISSION

The manned Jupiter Mission sends a few brave astronauts on an interplanetary trek to the moons orbiting the largest gas giant in the solar system. Being the first nation to achieve this feat grants you a lot of prestige. So much prestige, in fact, that **no enemy nation can use Propaganda against you** while this card is in play.



After a successful launch, the Jupiter Mission is placed beside your player mat, adjacent to one of the **Orbit** slots. The Jupiter Mission does not take up one of your two slots, effectively giving you an extra slot for Orbital cards. This simulates the fact that the mission has definitely left the spatial vicinity of Earth.

However, despite being so far from the mother planet, the Jupiter Mission can still be affected by any cards or powers that affect cards in orbit. That's because the Jupiter Mission is critically dependent on contact and support from Earth in order to survive. When cards that affect orbital cards are used against the mission, they are really affecting its support system, which causes an equivalent outcome.

L4 SOCIETY

The L4 Society is a floating habitat module safely (?) orbiting the planet in one of the five Lagrange points where a small object affected only by gravity can maintain a stable orbit between the gravitational attraction of two larger bodies. And you were worried this game wouldn't be educational!

When the L4 Society is revealed from your production line, you must place one Population card from your hand (face down) onto the L4 card **BEFORE** checking whether the launch is successful. If the launch fails, the population you assigned to the L4 Society is lost along with it.

If the society is successfully launched, place it in one of the **Orbit** slots on your player mat. It will remain there until it is destroyed. The population kept on the L4 society card is treated much like the country of **Lunaria**. You can't lose this population unless you are attacked by a **Missile**, the **DCX-Delta Clipper**, a **Space Shuttle**, or an **Orbital** spacecraft such as the **Space Laser** or **Space Platform**. However, even when you are targeted with an attack that **COULD** damage the population on the L4, so long as you have other population remaining back on Earth you, as the owning player, can decide which population is actually killed by the attack – unless the attack is from a **Proton Missile**!



If your only remaining population is on the L4 Society card, then you are even more isolated. In addition to the above, cards like the **Supervirus** that are passed to a neighbor, or like the **Atomic Cannon** that target a neighbor, cannot be used against you. But by the same token, you are no longer able to use these cards yourself or to make an attack of a type that could not be used to attack YOU.

The **L4 Society** is vulnerable to attacks by **Manned Rocket** but not attacks from **Killer Satellites** (it's too big and well defended). If it is destroyed, the L4's population is also discarded.

If a **Repair Bot** is used to bring back the L4 Society, when it is placed into orbit you must populate it with one face down Population card from your hand. You may get change from the Bank before placing your card.

Just because an L4 Society begins with just one Population card doesn't mean it can't have more cards. You can get more cards as a result of making change, for example, or using **Cloning** of the card on the L4 to double it. You can't, however, add new people from peace time **Population Increases** (see pg. 7) to the L4 unless it is your *only* population left.

L5 SOCIETY

The L5 Society is identical to the L4 Society. The only difference is that it occupies point L5 rather than point L4. These are the only two Lagrange points where there is perfect gravitational equilibrium, if you must know. In game terms, there is no difference between the two cards.



MASTER SPY

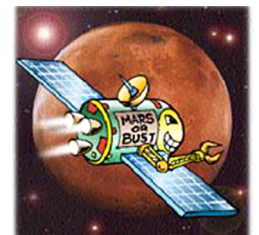
In most ways this card is similar to an ordinary **Spy** (see pg. 18). Like any Spy, you can use it to take one of four actions:

- Steal a Secret;
- Foil a Saboteur;
- Gather Intelligence;
- or Counterspy

Where the Master Spy differs from an ordinary spy is that when you use it to steal a Secret or Top Secret card, the Master Spy gives you extra options. After stealing the card, you may look at it and **EITHER** discard it unplayed **OR** play it immediately *without offering any other Spy the chance to steal it first!*

MISSION TO MARS

This one can be a real game changer so pay attention. Once launched, the **Mission to Mars** is placed in one of the **Orbit** slots on your player mat. **It will remain there for 3 more of your turns.** Lost turns count towards this total, even though you don't get to act during them. During this time the brave would-be Martian colonists are preparing their craft for the long trip to the Red Planet. Your enemies only have this long to destroy them before they escape Earth orbit forever.



Immediately following the craft's third full turn in orbit, remove it from the mat and set it aside. Their journey to Mars and the founding of mankind's first interplanetary colony has begun!

From this point forward, you are considered to have a Martian colony that is unaffected by events in the rest of the game. Therefore, **EVEN IF** you are wiped out by your enemies, you are still considered to have survivors out there on Mars. You still get a **Final Retaliation**, and you no longer draw cards or play, but you still might win. No cards – not even Specials,

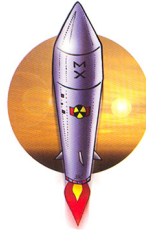
Secrets, or Top Secrets – can eliminate the Mission to Mars or affect it once it leaves Earth orbit behind.

If all players are wiped out, your Martian colonists become the only survivors of the human race. **YOU WIN THE GAME!** But **ONLY** if ALL players are wiped out – population surviving on the Earth trumps those Martian colonists every time. So yes... you're hoping for total nuclear annihilation.

The Mission to Mars still grants you victory in the unlikely event that a 100 Megaton warhead causes a chain reaction that destroys the entire planet Earth. Hey, it's not YOUR planet anymore. However, if a 200 MEGATON (or larger) warhead spins a triple yield result, the chain reaction takes out the entire SOLAR SYSTEM. Mars may be far away, but not THAT far away. **EVERYBODY LOSES!**

MX MISSILE

The MX Missile may carry any ONE warhead BIGGER than 15 Megatons (up to and including the 250 Megaton blockbuster!). When fired, the owning player announces his target and then makes one attack on that player for every full 10 Megatons in the warhead – 2 attacks for a 20M warhead, 5 attacks for a 50M warhead, and so on. A 75 Megaton warhead gets just 7 attacks. It doesn't round up to 8 attacks.



Each attack starts at a base 2 Million killed (a standard 10 Megaton attack), and is modified separately by a spin on the **Radiation Fallout Dial** and a roll of the **Nuclear Fallout Die**. A result rolled for one of these attacks has no bearing on the other attacks even though they all originally came from the same missile. For instance, a “**Missile explodes on launchpad**” result would negate just that one 10 Megaton explosion and not any of the others.

An MX can only target one player, even if it has “leftover” attacks to make because the target ran out of population before the MX ran out of MIRV warheads. An MX can NOT carry a 10 or 15 Megaton warhead at all – the minimum size is 20 Megatons.

NUCLEAR CARRIER

The **Nuclear Carrier** is the ultimate projection of your nuclear navy at sea. It provides you with an additional production line, allowing you to reveal more than one card per turn. While it is classified as a delivery system, this technically makes it a 'delivery system deliverer'.

Upon revealing the Nuclear Carrier, place it in the "At Sea" slot on your player mat. It can share the "At Sea" slot with any number of Submarines without penalty. Then take the carrier's Production Line mat and place it beside your **World Power Placemat**. You may immediately place up to two cards face-down in the appropriate slots on the mat.

The carrier's production line is treated similarly to your normal production line, with some exceptions:

1. Only delivery systems and warheads may be placed on a carrier's production line (orbital cards and propaganda are not allowed).



2. You are not required to place a card on the carrier's production line every turn. This prevents you from, say, having to squander warheads needed for a bomber on your main production line in useless atomic testing from the carrier.

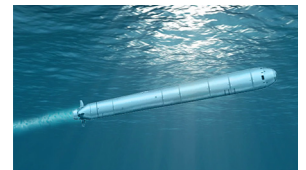
3. You are not required to move the cards on the carrier's production line every turn during your Production phase. Note, however, that if you do choose to move your carrier's cards, all the usual production line rules apply (gaps must be maintained, the card in the face-up card slot must be revealed, and so on).

Should a missile launched from the Nuclear Carrier get a result of “**Missile Explodes on Launch**” from the Radioactive Fallout Spinner, both the missile and the carrier itself are destroyed. Bombers launched from the Nuclear Carrier are more independent, and don't pose the same risk for the carrier's owner.

The Nuclear Carrier may only be targeted by **Submarines** or craft attacking from **Orbit**. **Interceptors** may be used against the delivery systems it launches, but not against the carrier itself. A **Saboteur** may be used against the carrier when it launches; thereafter it may only be used against other Delivery Systems launched from the Nuclear Carrier, not the carrier itself.

NUCLEAR TORPEDO

This 100 Megaton Warhead can only be fired from a Submarine. Submarines can carry the torpedo even though it violates the usual 20M warhead limit for the sub delivery system. The justification for this is that the warhead is in a torpedo, not a ballistic missile.



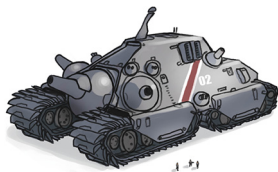
The usual rules for submarines otherwise apply. You must select a target for the torpedo when it is deployed to a sub, and the torpedo can only be launched while the submarine is 'At Sea'. If the submarine is destroyed while carrying the nuclear torpedo, the torpedo is also destroyed.

The nuclear torpedo is impossible to stop with ANY Interceptor. Not even the AEGIS Missile, which can shoot down missiles launched by submarines, can reach the torpedo deep beneath the surface of the ocean once it has been launched.

By any standards, this weapon is insane. In addition to the blast itself, and the tsunamis it create, using it irradiates vast stretches of the sea, and the contamination spreads far and wide. The neighbors to the immediate left and right of the targeted enemy also take damage from the attack. They each lose an amount of population equal to the **Nuclear Fallout Die** roll. If that roll is a 1, then they instead take damage equal to the subsequent **Nuclear Misfunction** roll.

Because the torpedo must travel underwater, it cannot be used against **Lunaria** (the moon), or **Uzbeki-Beki-Beki-Stan-Stan** (the landlocked nation). Since neither can employ Submarines, those two countries cannot use the Nuclear Torpedo either. Likewise, a player who is reduced to having his sole remaining population in an L4 or L5 Society cannot employ submarines or the torpedo.

When determining the extra damage done by the fallout from the torpedo to the target nation's neighbors, skip over either country and instead do damage to the next player in that direction. Note that YOU are not immune to fallout damage from your own torpedo!



OGRE MARK I

The **OGRE** (Mark I version, wait until they build a Mark III!) is an autonomous robotic tank armed with nuclear cannons. It is a self-contained weapons system which

travels around the table firing upon each enemy in turn. The OGRE is launched – or more accurately, unleashed – when it is revealed from the production line. It needs no warhead following it in production. Place the OGRE next to the player on your left, and it immediately opens fire on him, killing exactly 2 Million people. You do NOT spin the **Radiation Fallout Dial** or roll the **Nuclear Fallout Die** to add to (or potentially negate) this damage.

On each of your following turns, the OGRE moves clockwise to the next neighboring country and deals 2 Million damage to THAT player. The OGRE is only a tank – though a HUGE one! – so it skips over **Lunaria** or any player whose only population is on the **L4 / L5 Societies**. When it has traveled completely around the table back to you, it has fully depleted its store of nuclear fuel. Place it on the discard pile.

The OGRE's move and attack is in addition to your regular turn and any attack you might make from your production line. You must move the OGRE and attack every turn without exception – even if you miss a turn, the OGRE continues its action while you lose *the rest of* your turn. If somehow you forget to move the OGRE during one or more of your turns, once this is discovered you must move it clockwise to the player it should be threatening, skipping the intervening players' countries.

The OGRE is neither a Bomber nor a Missile and is therefore immune to **Interceptors**. If the OGRE is rolling through an enemy country that is wiped out by another attack, the OGRE is unaffected. It remains in the game and on your next turn it moves on to the next target clockwise, as usual.

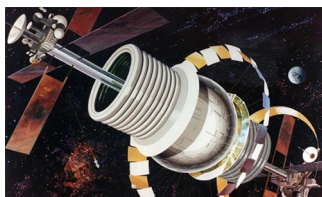
OGREs can be used during **Final Retaliation**, but whether they were already engaged in battle or they are loosed at the moment of nuclear annihilation, they continue to follow the normal OGRE rules. This means you might be moving your OGRE and attacking for several turns after you are already out of the game!

ORBITAL FACTORY

The automated orbital factory is where your aerospace industry can create all its wonderful war toys in a zero-g environment, far from sensitive population centers that might be affected by any toxic byproducts.

If the orbital factory is successfully launched, naturally it goes into orbit on your player mat. On your next turn following the factory's launch, it becomes operational. At that time, and on every one of your turns thereafter, you may put any number of Delivery Systems from your hand on the factory. These cards must be from your actual hand, not face down cards in production. Cards on the Orbital Factory are kept face down.

You may play delivery systems on the factory as if they were in your hand but they do NOT count towards the 9 cards "in your hand", nor are they affected when cards are stolen or discarded from your hand by **Special** or **Secret**

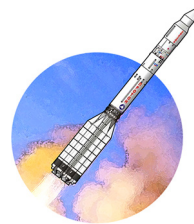


/ **Top Secret** cards. Delivery Systems from the sink must still be placed into production in order to be used, unless a card says to use on 'from your hand'.

If the Orbital Factory is discarded (because of a **Manned Rocket** attack for example), you must also discard any delivery systems it contains.

PROTON MISSILE

The **Proton** is the largest Missile ever built – even larger and more powerful than the Saturn Missile. It is used just like an ordinary missile that can carry any single warhead *of any size!* Once launched you have the option of using it to target a card in **Orbit** (see **Targeting Cards**, pg. 5) instead of killing enemy population.



Announce you are targeting a specific card, then spin the **Radiation Fallout Dial** and roll the **Nuclear Fallout Die**. If you get a result of 1 Million or more people killed, discard the targeted card along with the Proton missile and its warhead. No actual population is lost (unless of course you were targeting an **L4 / L5 Society**). Note that unlike an ordinary missile attack, the population loss caused by a Proton missile can be specifically targeted at the L4 / L5 Society – it is not left up to the discretion of the targeted player.

The Proton missile is the *only* Delivery System that can target and destroy the international **Space Station**.

PROVOCATEUR

The Provocateur is a special kind of Spy (see pg. 18). In addition to being able to perform the usual 4 actions of a Spy (Steal a Secret, Foil a Saboteur, Gather Intelligence, or Counterspy) the Provocateur has a fifth ability: Incitement. The Provocateur can be discarded to add 5 Million people to the amount stolen by one of your Propaganda cards.



S-3 VIKING



The **Viking** is an aircraft specifically created to seek out and destroy submarines at sea. The small warhead it carries is actually a nuclear depth charge that is used to destroy enemy subs lurking deep beneath the surface.

When the S-3 Viking is revealed in your production line, immediately place a **10 Megaton** warhead from your hand onto the card and launch it against an enemy submarine. It may **ONLY** be deployed against enemy submarines, and only while they are "at Sea". However, the Viking can target an enemy Submarine **EVEN IF** the target is currently face-down and therefore unable to be attacked by other weapons. It can attack the Submarine X as well as ordinary submarines.

The S-3 Viking is difficult to shoot down, particularly since most of its mission takes place over the ocean, far from enemy defense systems. Therefore most **Interceptors** cannot be used against it. However, it can be taken down by an **AEGIS Missile** (fired from a ship), the **"Star Wars" SDI** (space-based),

or a **Stealth Fighter** (difficult to evade). It can also be eliminated by a Saboteur.

The nation of **Lunaria**, or any player whose sole surviving population is in an **L4 / L5 Society**, cannot launch the Viking.

The S-3 Viking's attack only targets a submarine for destruction – it never does any actual population damage to the enemy (see **Targeting Cards**, pg. 5). To resolve the attack, start with the base 2 Million from the 10 Megaton warhead. Spin the **Radiation Fallout Dial** and roll the **Nuclear Fallout Die**. If you get a result of 1 Million or more people killed, discard the submarine along with the Viking and its warhead. Otherwise, the submarine remains in play and only the Viking and its payload are discarded.

SABOTEUR

The **Saboteur** may be used to foil the launch of an enemy weapons system or orbital spacecraft. When an enemy has revealed a warhead and announced his target, or revealed a self-contained weapon like the **Cruise Missile**, or attempted to launch any **Orbital** card, *but before that action is resolved*, play the Saboteur out of your hand and the attempt automatically fails. Discard the Saboteur and the card(s) he sabotaged.



The saboteur can be stopped by the use of a **Spy** card.

The saboteur can only be used against an **Orbital** card before it launches. Once in orbit, a space platform can drop warheads with impunity and the saboteur can do nothing. A saboteur can never be used against a **Submarine** (either the regular kind or the advanced **Submarine X**). A saboteur can be used against an **Atomic Cannon** every time it tries to fire, but not when it is first revealed and placed face up on a player's mat. A saboteur can be used against a **Nuclear Carrier** when it is first launched, but after that it can only be used against delivery systems launched from the carrier's production line, not the Nuclear Carrier itself.

A Saboteur cannot be used against an **Interceptor**.

NOTE: Unlike Interceptors, you may use a saboteur even if you are not the declared target of an attack!

SADM

SADM stands for **Special Atomic Demolition Munition**, and even by this game's standards it is an insane weapon. Your atomic researchers have created small microfusion bombs which can be carried by soldiers in backpacks or possibly even something as small as a suitcase. Squads of soldiers infiltrate the enemy's position – or slip through his country's borders – and detonate the bombs behind enemy lines, causing a disproportionately large swath of destruction. Your troops involved in the operation will, of course, be incinerated along with the enemy casualties. But their sacrifice of **1 Million** of your people is deemed 'acceptable losses'.

Like a missile, the SADM must be followed in production by an appropriate warhead (10 Megatons) or it fails to launch. You may only target a neighboring country – a player sitting on your immediate left or right. Note that if **Lunaria** is immediately to your left or right, your actual neighbor

is the next player *beyond* Lunaria. Your soldiers can't walk to the moon! Likewise, Lunaria can't use the SADM against other players.

Since the SADM is not a conventional delivery system, **Interceptors** cannot be used to stop its attack. The **Saboteur** can still sabotage it upon launch, and because the SADM is uniquely vulnerable before dispersing to make its attack upon the enemy, it is vulnerable to being targeted by enemy attacks (see **Targeting Cards**, pg. 5) in the turn where it is face-up at the head of the production line. If targeted and destroyed by the enemy before 'launch', you still lose the **1 Million** population you invested in the SADM troops even though no attack takes place.

Because your soldiers can infiltrate the enemy's territory and bypass much of his defenses, do not spin the **Radiation Fallout Dial** when attacking with the SADM. Instead, the SADM automatically gets a **double yield** result just as though it had spun it on the dial. You must still roll the **Nuclear Fallout Die** normally for the attack.

SATELLITE KILLER

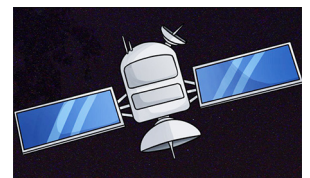


The **Satellite Killer** is a special missile intended to take out orbital craft. It is used just like an ordinary missile that carries a payload of **10 Megatons**. However, once launched you have the option of using it to target a card in **orbit** (see **Targeting Cards**, pg. 5) instead of killing population.

Announce you are targeting a specific card, then spin the **Radiation Fallout Dial** and roll the **Nuclear Fallout Die**. If you get a result of 1 Million or more people killed, discard the targeted card along with the Satellite Killer missile and its warhead. No actual population is lost (unless of course you were targeting an **L4 / L5 Society**). Note that unlike an ordinary missile attack, the population loss caused by a Satellite Killer can be specifically targeted at the L4 / L5 Society – it is not left up to the discretion of the targeted player.

SECRET SATELLITE

The Secret Satellite is so top secret even you aren't quite sure how it works! Once successfully launched, it takes up a slot in orbit and protects your nation from all secret threats.

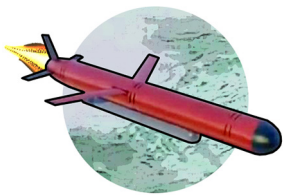


As long as it remains in Orbit on your player mat, any **Secret** cards that eliminate, steal, or otherwise reduce your population affect **1 Million** fewer people. Similarly, any **Top Secret** cards that reduce your population affect **2 Million** fewer people. This can reduce the loss to zero (though never *less than* zero).

All Secrets / Top Secrets that negatively affect your population are influenced by this satellite, even ongoing effects like **Global Hottening**, or cards that you drew and played yourself.

SKYFALL

Skyfall is a nuclear-powered missile capable of unlimited flight time before attacking an enemy. It can carry any warhead up to



100 Megatons. Like a Cruise Missile, Skyfall flies around the board until the owning player decides to drop it. Unlike a cruise missile, you must supply a warhead for it and you have control over which nation is targeted on any given turn.

When a Skyfall missile is revealed face-up off the production line, you must roll one die. **If you roll a 1, the launch was a failure and the missile goes to the discard pile.** No other losses are inflicted on you if this happens. Otherwise, the launch is a success and the Skyfall missile is placed next to a player of your choice.

On your next turn, you decide whether to drop Skyfall on that player or to have it move on to a new target. If you decide to keep cruising, place the missile in front of any other player (it does not have to be a neighbor of the original enemy). The only restriction on targets is that you cannot choose the same enemy twice in a row.

On your next turn you face the same decision – attack or move again to another potential target. This continues until you either drop the missile on an enemy or something destroys the missile. Its nuclear engines provide it effectively unlimited range and (unlike an ordinary cruise missile) it can remain aloft indefinitely.

Moving the Skyfall missile or dropping it is in *addition* to your regular turn and any attack you might make from your production line. You must move or drop the missile every turn without exception – even if you miss a turn, Skyfall continues its action while you lose *the rest of* your turn. If somehow you forget to move the Skyfall during one or more of your turns, once this is discovered you immediately pick a new target and ignore any turns which were skipped.

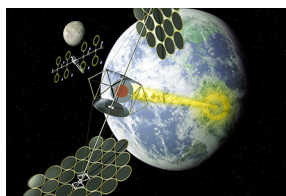
The Skyfall missile is able to evade most **Interceptors**. Unless the interceptor card states explicitly that it can shoot down a cruise missile, the missile can't be intercepted. The only cards that can are the **Fighter Jet**, **Laser Tank**, **Stealth Fighter**, and **'Star Wars' SDI**. Skyfall cannot be targeted by other players' warheads, and it can only be intercepted by the enemy whose airspace it is currently flying over.

If Skyfall is flying over an enemy country that is wiped out by another attack, it is unaffected. It remains in the game and on your next turn it moves on to another target, as usual.

Skyfall missiles can be used during **Final Retaliation**, but whether they were already in flight or they are launched at the moment of nuclear annihilation, they continue to follow the normal Skyfall missile rules. This means you may potentially be moving or dropping the Skyfall missile for several turns after you are already out of the game!

SPACE-BASED SOLAR POWER

Your engineers have constructed vast solar panels which 'safely' beam power in the form of microwaves to the ground to provide all the energy your civilization could ever need. While the SBSP is in orbit, your hand size increases by 1 card (meaning that under most circumstances you draw to 11 cards in the Draw Phase).

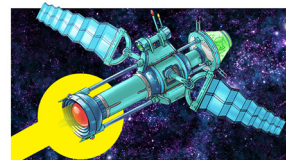


That power beam can be a little bit risky, however. Should an enemy destroy the space-based solar panels, the beam is considered to have shifted focus, potentially incinerating one of your cities. The enemy who destroyed the SBSP can immediately play a warhead from his hand. You take the listed damage for the warhead – the **Radiation Fallout Dial** and the **Nuclear Fallout Die** are not used. Likewise, Interceptors cannot be used to prevent the damage as it is not an 'attack' in the conventional sense.

If the SBSP is lost from orbit due to your own actions (say, launching a third Orbital craft to take the SBSP's place on your player mat), you do not take this damage. Your engineers are able to shut down the power beam safely before the craft is lost.

SPACE LASER

Lasers are still too delicate for the battlefield, but put one in orbit with a nuclear power source and you can fry an entire city!



When the space laser is revealed from your production line, you must place a warhead of 20 Megatons or more from your hand onto the laser card (face up) **BEFORE** checking whether the launch is successful. If the launch fails, the warhead you assigned to the laser is lost along with it.

If the space laser is successfully launched, it goes into **Orbit** on your player mat. On the turn following the laser's launch, and on every subsequent turn after that, you choose an enemy. **That enemy loses 1 Million people for every 20 Megatons (rounded down) in the laser's warhead.** The warhead is not expended by this attack and remains on the laser card – it is a power source, not a weapon itself. Neither the space laser nor its warhead count towards the cards in your hand.

The space laser's attack cannot be stopped by **Interceptors**. The damage it inflicts is not modified by either the **Radiation Fallout Dial** or the **Nuclear Fallout Die**.

The space laser may be used during **Final Retaliation**, but only if it is already in orbit, and only with the power source it already has.

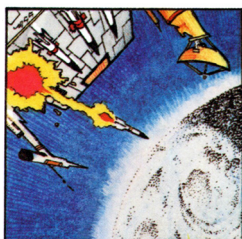
The space laser is capable of attacking **Lunaria**. It can also target enemies possessing **L4 / L5 Societies** and its attacks can cause population loss on either of those cards

SPACE PLATFORM

The Space Platform is an orbiting missile platform used to drop warheads on your enemies below. When the space platform is revealed from your production line, you must place one or more warheads from your hand onto the platform card (face down) **BEFORE** checking whether the launch is successful. If the launch fails, all the warheads you assigned to the platform are lost along with it.

If the space platform is successfully launched, it goes into orbit on your player mat. On the turn following the platform's launch, and on every subsequent turn after that, *you may choose to drop one of the warheads on the platform in addition to your regular turn.*

Warheads dropped from a space platform do not require a delivery system. **They cannot be stopped by Interceptors**, with the sole exception of the **Rocket**



Fighter (but note that it only destroys the warhead, not the platform that launched it). Cards on the space platform are kept face down and are considered part of a player's hand, though the platform itself isn't.

Warheads dropped from a space platform are resolved like normal nuclear attacks and are modified by a spin on the **Radiation Fallout Dial** and a roll of the **Nuclear Fallout Die**. A malfunction with either of these modifiers (such as "Missile explodes on launch pad") affect only the warhead – the space platform itself is never damaged or destroyed by a malfunction.

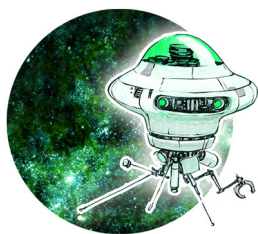
A space platform may be used during **Final Retaliation**, but only if it is already in orbit, and only using the warheads that are already part of its payload.

A space platform is not discarded after all its warheads have been dropped. It remains in orbit until it is forced out by the launch of a new orbital craft that takes its place, or until it is restocked with more warheads through a **Space Shuttle** or a **Space Elevator**.

A space platform is capable of attacking **Lunaria**. It can also target enemies possessing **L4 / L5 Societies** and its attacks can cause population loss on either of those cards.

SPACE PROBE

If the mysterious **Space Probe** is successfully launched, it goes into **Orbit** on your player mat. Starting on the next player's turn and at any time after that, you may use the space probe to pick the target of any one **Secret / Top Secret** card drawn by ANY player, including yourself, that has just a single target. You cannot affect cards that target "the whole world" (all players), multiple players at once, or that have generalized effects without a specific target.



For example, if you drew **Meltdown**, which would normally kill 25 Million of your own population, you could use the space probe to have it kill someone else's people instead. Or if another player drew **Damn Hippies**, which causes 2 Million of the enemy population to defect to him, you could use the space probe to select who must

hand over their population (you could not, however, cause them to give the 2 Million population to YOU).

Examples of cards the space probe can't redirect are **Fear Mongering**, which doesn't target a player but affects the next Propaganda card played; and **Salt Treaty**, which affects all players equally.

After one use, place the space probe on the discard pile.

SPACE SHUTTLE

The **Space Shuttle's** primary use is not as a delivery system but as a military transport. When the shuttle is revealed off the production line, you may immediately take as many warheads out of your hand as you like and place them on a **Space Platform** that you already have in **Orbit**. After reloading the platform, discard the shuttle card.

If not used to reload, the Shuttle can be used as though it were a clumsy weapons system. If the card revealed from your production line on the following turn is a warhead of 50 Megatons or less, you can launch it using the shuttle.



If attacking, for purposes of **Interceptors** the space shuttle is treated as though it were a bomber with a maximum payload of 50 Megatons. Unlike actual bombers however, it can only carry a single warhead. Because it can leave the atmosphere, the space shuttle is capable of attacking **Lunaria** and the **L4 / L5 Societies** in orbit.

The Space Shuttle can *always* be sabotaged by the **Saboteur** when it is launched, whether it is used to reload a space platform or to make an attack on an enemy.

SPACE STATION

The **Space Station** gives you the ability to service and protect your spacecraft. When successfully launched, it goes into **Orbit** on your player mat. You can place it in a slot containing another orbital spacecraft without forcing that card to be discarded. In fact, so long as the space station is in an orbital slot, **there is no limit to the number of Orbital cards that may be placed in that slot!**



The space station is ostensibly an international venture, though of course your country is in control of it. Because of this – and also because of its strong defenses – other players are not allowed to engage in direct attacks against the space station (though they may target other spacecraft sharing the station's orbit). The sole exception to this is a warhead launched from a **Proton** missile.

Manned Rockets, the **Killer Satellite**, and a **Satellite Killer** missile are all examples of direct attacks that cannot be used against a space station. **Space Debris** is an example of an indirect action that CAN be used to eliminate a space station. Generally speaking, weapons systems involve direct attacks and **Specials, Secrets** and **Top Secrets** are indirect.

If the space station IS ever somehow destroyed, the resultant explosion also eliminates all other cards sharing its **Orbit** slot – they must ALL be discarded!

SPY

Spy cards are held in your hand until needed, and then discarded after they are used. A player may use a Spy to do one of four different things:



1. STEAL A SECRET

When another player announces that he has drawn a Secret or Top 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 the Secret, it goes to the player nearest the player who drew it, in a clockwise direction. The player who stole the Secret / Top Secret does not play it right away. Instead he must place it face down in front of himself and, when his next turn comes, start the turn by picking up the secret and giving other players the opportunity to steal it again!

2. FOIL A SABOTEUR

When an enemy plays a **Saboteur** on you, you may play your spy to negate the sabotage. You may not use a spy to stop a saboteur playing on another player.

3. GATHER MILITARY INTELLIGENCE

At any time, you may play a spy to find out what your enemy is up to. Probably no good, if I know him. This can take one of two possible forms:

A. You can examine all an enemy's face down cards in production, along with all cards in his hand. You may not look at face down cards associated with other cards controlled by the enemy, such as the warheads on a **Space Platform** or **Submarine** or the Special cards in a **Fold in Space**, even if they are technically "part of his hand" for purposes of playing or drawing cards.

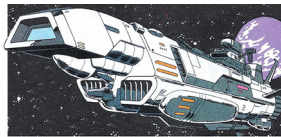
B. If the enemy has a Submarine at Sea, you may reveal that submarine's location to the world. Turn the submarine, its warhead, and its target face up, which reveals his strategy and makes the enemy sub vulnerable to targeting by warheads. **Submarine X** does not have a target to reveal, but it *can* be turned face up and rendered vulnerable to attack.

4. COUNTERSPY

You can cancel someone else's use of a spy card by playing your spy after he plays his. It is possible for another player with a third spy card to counterspy your attempt to counterspy, in which case the original spy's actions continue unaffected! **Counterspy also works against actions taken by the Honeypot, Super Spy, OR any other card which can be used to take actions like a Spy.**

STAR CRUISER

The **Star Cruiser** is the ultimate expression of your nation's extraterrestrial nuclear power. It provides you with an additional production line, allowing you to reveal more than one card per turn. It is similar to a Nuclear Carrier, but with differences owing to its location in space.



If you successfully launch the Star Cruiser, place it into an **Orbit** slot on your player mat. Then take the cruiser's Production Line mat and place it beside your **World Power Placemat**. You may immediately place up to two cards face-down in the appropriate slots on the mat.

The cruiser's production line is treated similarly to your normal production line, with some exceptions:

- 1. Only Missiles, Warheads, and Orbital cards may be placed on a cruiser's production line** (other delivery systems and propaganda are not allowed).
- 2. You are not required to place a card on the cruiser's production line every turn.** This prevents you from, say, having to squander warheads needed for a bomber on your main production line in useless atomic testing from the cruiser.
- 3. You are not required to move the cards on the cruiser's production line every turn during your Production phase.** Note, however, that if you do choose to move your cruiser's cards, all the usual production line rules apply (gaps must be maintained, the card in the face-up card slot must be revealed, and so on).

Should a missile launched from the Star Cruiser get a result of **"Missile Explodes on Launch"** from the Radioactive Fallout Spinner, the missile is destroyed but the cruiser is not. However, that doesn't mean the failed launch has done no harm. *You must lose your next turn* while your entire production capacity goes towards repairs and refitting of the cruiser.

Because they are being launched from a position that is already in space, orbital cards launched from the Star Cruiser do not have to make a successful launch check when deployed. In other words, there is no 1-in-6 chance of a failed launch.

The Star Cruiser may only be targeted or destroyed by attacks that can affect cards in **Orbit**. **Interceptors** may be used against the missiles it launches, but not against the cruiser itself. A **Saboteur** may be used against the Star Cruiser when it launches; thereafter it may only be used against missiles or orbital craft launched from the Star Cruiser, not the cruiser itself.

The extra production line is not the only way that the Star Cruiser benefits the manufacturing capabilities of your nation. While it is in play, your hand size is increased by 1 (meaning that under most circumstances you draw to 11 cards in the Draw Phase).

STAR NET

Your scientists discovered a mysterious set of computer chips that led to breakthroughs in artificial intelligence. **Star Net** is the first nuclear defense created using this new technology, and it's safe as houses, we promise!



Once successfully launched, the Star Net satellite assumes a position in orbit and fires interceptor missiles at all attacks made against your country.

Whenever an attack is made against you by a **Missile** (other than a **Cruise Missile** or, by extension, a **Gryphon**) or a **Bomber** (other than a **Stealth Bomber**), Star Net's interceptor defense system springs into action. Roll one die: on a roll of 1 or 6 the attack fails. In the case of a missile, the delivery system and warhead are destroyed. With a Bomber, only the warhead is destroyed – though it still counts towards the total payload that Bomber can deliver.

More importantly, Star Net can also employ its defensive systems against some orbital attacks. If an enemy targets you with the **Rail Gun**, **Space Laser**, **Falcon HTV**, or a **Space Platform**, roll one die as above and on a 1 or 6 the attack is prevented. Rail Guns and Falcons are destroyed if Star Net stops their attack. With a Space Platform, only the warhead is destroyed, not the platform itself. The Space Laser's shot cannot actually be stopped – it still does normal damage – but the laser itself is targeted by Star Net's interceptor missiles and is destroyed.

Likewise, Star Net's defensive systems can be used against any delivery system fired by **Lunaria**, since these are by definition space-based.

There is no limit on the number of attacks Star Net can thwart in any one turn, providing you keep rolling 1's and 6's.

NOTE: Star Net's defensive systems are referred to as interceptor missiles, and any card that prevents

an **Interceptor** from being played will prevent Star Net from functioning for the rest of the turn – but Star Net is not a true Interceptor (per game definitions) in that it does not become your turn when Star Net successfully shoots down an incoming attack.

There is, however, a downside to this awesome self-aware satellite-based nuclear defense. It's liable to turn evil at any moment and start using its nuclear interceptors to rain death upon the hapless human race on the planet below. Well, no weapon system is perfect.

Whenever Star Net successfully stops an enemy attack (but no more than once per turn), cut the deck at random and show the card. If it is a Warhead, Star Net has become EVIL and will remain so for as long as it remains in Orbit. This has two consequences, which occur in this order:

1. The warhead you drew is dropped on you (as if it were launched from a Space Platform).
2. Even if you weren't wiped out in step 1, Evil Star Net takes over your Command Computers and launches a **Final Retaliation** of your entire arsenal anyway. All the normal rules for Final Retaliation apply, but (assuming you were not wiped out) you remain in the game afterwards. You draw a new hand on your next turn, at which time you regain control of your command systems from the rogue station.

From this point forward, Evil Star Net will not intercept any attacks *except* those targeting Star Net itself. Any attempt to launch another Orbital craft into Star Net's Orbit slot (in order to nudge it into the discard pile) can be intercepted and stopped on a roll of 1 or 6 as though it were one of the listed attacks. Any Orbital craft so stopped must be discarded.

Evil Star Net will not relent in its desire to make all humans extinct. At the start of every player turn after Star Net goes psychotic, the player to the LEFT of the current player rolls on the **Population Increase** table (page 7), but instead of gaining population he **LOSES** that amount of people from Evil Star Net orbital missile bombardment on his cities. Interceptors cannot stop this damage.

Evil Star Net remains in play even if you are wiped out of the game (it is an independent faction even though it occupies a slot on your player mat). It can only be destroyed if targeted by an attack capable of destroying an Orbital craft. If all players are wiped out, but Evil Star Net remains in play, then the psychotic nuclear robots **WIN!** Yes, that's actually worse than all human beings perishing in radioactive fireballs.

SUBMARINE

When you reveal a **Submarine** off your production line, put it into the appropriate slot on your **Major World Power** mat. If you have a warhead of 10, 15, or 20 Megatons in your hand, you may put it on the submarine and place them both face down in the "At Sea" slot. If you do not have a warhead in your hand, or don't have one that the sub can carry, place the submarine face down in the "In Port" slot instead.

In either case, once the submarine is placed on your player mat, **it is no longer considered to be one of the cards in your hand** for purposes of determining how many cards

you draw each turn. If a warhead is placed on the sub, however, it **DOES** count towards your total number of cards until it is fired.

A submarine cannot move to the "at Sea" slot until you have a warhead to play on it. A submarine can only carry one warhead at a time, and the warhead must be played out of your hand and not from the production line.

Once at sea, the submarine must be sailing off the coast of a particular country. Write the name of the country on a slip of paper and place it face down on the sub and its warhead. On any turn following the one where the submarine went out to sea, you may (if you choose) fire this warhead at the country written on the slip of paper in addition to anything else you do during the turn. A warhead fired by a submarine cannot be stopped by a **Saboteur** or **Interceptors**.

An attack from a submarine is resolved as you would a missile. Start with the base damage from the warhead, then spin the **Radiation Fallout Dial** and roll the **Nuclear Fallout Die** as you would for any other nuclear attack. If you get a result of "Missile explodes on launchpad" the submarine is destroyed.

When the submarine attacks, reveal the target and then discard the slip of paper and the warhead. Turn the submarine face up in the "at Sea" box. While it is face up, the sub's location is known and it can be targeted and destroyed by other player's nuclear attacks (see **Targeting Cards** on pg. 5).

On your next or any subsequent turn, you may move the submarine back to the "In Port" slot, again in addition to anything else you do that turn. Once it returns to port, turn the sub face down again to show that it is no longer able to be targeted. While in port, the sub is essentially in drydock. It can't be fired upon, spied on, sabotaged, or used in Final Retaliation.

On your next or any subsequent turn after the sub returns to port, you may move it back to the "At Sea" slot, giving it a new warhead from your hand and a new target.

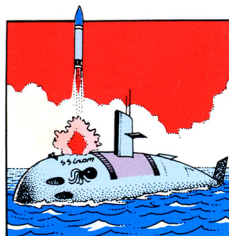
You don't have to wait for a submarine to launch its warhead before you bring it back to port. You can do this on any turn except one where the sub attacked or moved out to sea. Doing this is the only way you can change the target without actually firing the warhead at someone.

You can have more than one submarine active at a time (including **Submarine X**), but you can only move *one* of them from the "at Sea" to the "in Port" slot (or vice versa) per turn. Be careful that you don't get the warheads and/or targets of your submarines mixed up, since they're kept face down. *You* are allowed to look at them, but no one else is unless they use a **Spy** to Gather Military Intelligence (see **Spy cards**, page 18).

If you are wiped out while you have a submarine "at Sea", you may fire the warhead at the designated target as part of your **Final Retaliation**. You may not play a submarine out of your hand or one that is in port during Final Retaliation.

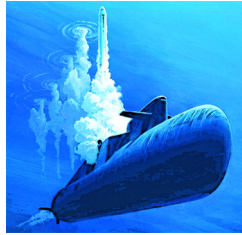
Obviously, a submarine cannot be used by **Lunaria** nor pick it as the target for its warhead. Likewise, it cannot harm population in the **L4** or **L5 Societies** or target a player whose only remaining population is on either of these cards.

Submarines cannot be used by or against the landlocked nation of **Uzbeki-beki-beki-stan-stan** either.



SUBMARINE X

The **Submarine X** is the next generation of nuclear submarine, and the most powerful naval technology on the planet. In most respects it functions exactly as a regular submarine (see pg. 20), only better. When you reveal **Submarine X** off your production line, put it into the appropriate slot on your **Major World Power** mat.



You may place any combination of warheads up to 40 Megatons on the submarine and place the sub and all its warheads in the "At Sea" slot, face down. Or, if you cannot – or do not wish to – place warheads on the submarine at that time, place the submarine face down in the "In Port" slot instead.

In either case, once the submarine is placed on your player mat, **it is no longer considered to be one of the cards in your hand** for purposes of determining how many cards you draw each turn. Any warheads placed on the sub, however, DO count towards your total number of cards until they are launched.

Submarine X cannot move to the "at Sea" slot until you have at least one warhead to play on it. It cannot carry more than a total of 40 Megatons of warheads at any time, and all warheads must be played out of your hand – NOT from the production line.

Unlike ordinary submarines, the Submarine X does not have to target a specific country. It lurks in the deepest parts of international waters, only surfacing briefly to fire its long-range nuclear missiles at any enemy nation you choose. On any turn following the one where the submarine went out to sea, you may (if you choose) fire a single warhead at an enemy in addition to anything else you do during the turn.

A warhead fired by Submarine X cannot be stopped by a **Saboteur**, but – because its missiles fire over longer ranges than an ordinary submarine – Interceptors that can stop "any Missile" (i.e. are not restricted by the Missile's payload size) can shoot down its warheads.

An attack from Submarine X is resolved as you would a missile. Start with the base damage from the warhead, then spin the **Radiation Fallout Dial** and roll the **Nuclear Fallout Die** as you would for any other nuclear attack. If you get a result of "Missile explodes on launchpad" the submarine is destroyed.

When the submarine attacks, resolve the attack and discard the warhead. Turn the submarine face up in the "at Sea" box. While it is face up, the sub's location is known and it can be targeted and destroyed by other player's nuclear attacks (see **Targeting Cards** on pg. 5). On your next turn, if the sub still has warheads, you may turn it face down in the "at Sea" box again – it is once more safe from targeted nuclear attacks from other players. On the turn after that, or any subsequent turn, it may fire another warhead at the same or a different enemy nation.

Submarine X may use its warheads to target enemy face-down submarines at sea by using its warheads torpedos rather than missiles. The usual **Targeting Cards** rules apply, but due to the inherent difficulty the damage inflicted must be at least 4 Million or the enemy submarine is not destroyed. In any case, making such an attack turns the sub face-up for one turn because it gives away its position and leaves it vulnerable to attack itself.

Even Submarine X cannot target a face-down submarine that is currently in the "In Port" slot of a player mat!

During any turn when the sub has not just been turned face-up, you may move it back to your "In Port" slot in addition to anything else you do that turn. Once it returns to port, turn Submarine X face down again to show that it is no longer able to be targeted. While in port, it is essentially in drydock. It can't be fired upon, spied on, sabotaged, or used in Final Retaliation.

On your next or any subsequent turn after the submarine returns to port, you may move it back to the "At Sea" slot, giving it one or more new warheads from your hand.

You can have regular submarines and Submarine X in play at the same time, but you can only move *one* of them from the "at Sea" to the "in Port" slot (or vice versa) per turn. Be careful to keep the warhead(s) on each submarine separate. *You* are allowed to look at them, but no one else is unless they use a **Spy** to Gather Military Intelligence (see **Spy cards**, page 18).

If you are wiped out while Submarine X is "at Sea", you may fire its warheads as part of your **Final Retaliation**. You may not play it out of your hand or reload and fire it as part of Final Retaliation if it was in port when you were eliminated.

Obviously, even this submarine cannot be used by **Lunaria** nor pick it as the target for its warhead. Likewise, it cannot harm population in the **L4** or **L5 Societies** or target a player whose only remaining population is on either of these cards. Neither can it be used by or against the landlocked nation of **Uzbeki-beki-beki-stan-stan**.



SUPER SPY

The **Super Spy** has all the abilities of a regular **Spy** (see page 18). However, the rules involving **STEAL A SECRET** work just a

little differently for the Super Spy. The Super Spy player places the stolen Secret or Top Secret in front of himself as usual, and starts his next turn by announcing he has a (Top) Secret, allowing enemy nations a chance to steal it – again, as usual. However, IF the stolen card is not stolen again, before revealing it to the other players he has the option of giving it to any other enemy instead of resolving the effects himself. The new owner of the card places it in front of himself and on HIS next turn announces he has a (Top) Secret – who knows, maybe someone will be dumb enough to steal it again!

Giving away the stolen (Top) Secret isn't entirely consequence-free for the Super Spy player, however. Due to the oblivious narcissism and alcoholism of the Super Spy, something always manages to go wrong. When a (Top) Secret card is reassigned like this, roll one die and consult the **Population Increase** table (page 7). The Super Spy player must LOSE that amount of population as collateral damage.

Any action by the Super Spy can be **Counterspied** just like a normal Spy. Trying to give away a (Top) Secret the Super Spy previously stole can ALSO be Counterspied by another Spy. If this happens, the Super Spy player has to resolve the (Top) Secret card himself AND still takes the collateral damage. Do you want radioactive ants, Lana? Because this is how you get radioactive ants!

SUPERVIRUS

If you draw the **Supervirus** (and no one steals it from you), you may give it to any player. He rolls one die and loses that many million people. On HIS next turn, he passes the Supervirus to either the person on his left or his right and this player now rolls the die in the same fashion. A player cannot give the card back to the person who gave it to him, unless there are only two players left in the game, or *unless he holds it himself for an extra turn* (losing ANOTHER 1-6 million people). If you lose your turn while you have the Supervirus, you may still give it to another player during the "missed" turn.



NOTE: The initial direction chosen for the Supervirus makes a HUGE difference in how deadly it becomes, since it is costly to hang onto the disease to reverse its course. If the Supervirus is moving *against* the turn order (counterclockwise, usually) it will only advance to the next country after every player has had a turn. If it moving *with* the turn order, it will move on every single turn of the game!

The country of **Lunaria** cannot be given the Supervirus, and is simply skipped over when passing the disease from player to player. In other words, if Lunaria is next to you in the direction the Supervirus should move, simply give it to the next player beyond Lunaria in that direction. The Top Secret **Vaccine** works exactly the same. So do the **L4** and **L5 Societies** – a player with either Lagrangian society cannot be given the Supervirus if he has no population remaining except that on either of those two cards.

If a player has the **Super Serum** (or plays it out of their hand) when the Supervirus is played on their country or passed to them, that player takes no damage and the Supervirus is discarded. The **Domed Cities** card works exactly the same.

Supervirus continues around the table until stopped by one of the above cards or any card that discards ongoing Secret / Top Secret cards. If the player currently suffering under the plague of the Supervirus is wiped out, one of several things might happen depending on how he gets taken out:

- **If the player is wiped out by an attack**, the Supervirus is destroyed along with the last of his population. Place it in the discard pile.
- **If the player is wiped out by propaganda**, the player who eliminated him now gets the Supervirus and loses 1-6 million people. The virus can move either to the left or right on that player's next turn, regardless of its former direction of travel.
- **If the player is wiped out by a Secret or Top Secret**, the Supervirus immediately moves to the next player in the direction it had been traveling. *Yes, that means that if the Supervirus itself destroys a player, it remains in the game!*

TR-X SPY PLANE

The TR-X is the next generation of spy plane beyond the U2 (see pg. 22). It functions the same as the U2 except that it remains in play and moves to new targets rather than being discarded after a single use.



The TR-X does not remain over the targeted nation until the end of that player's turn. Instead, at the start of YOUR next turn, it moves clockwise to the next player (skipping your own nation or **Lunaria**, of course). The original target returns his production line to its normal state, and the new target – if he doesn't shoot down the TR-X with an **Interceptor** – turns his production line face-up.

If the TR-X is flying over an enemy country that is wiped out by another attack, the spy plane is unaffected. It remains in the game and on your next turn it moves on to the next target clockwise, as usual.

Once the TR-X has targeted every surviving enemy nation in the game (i.e., is about to return to its first target), it is discarded. The spy plane is also discarded if you are wiped out of the game.

TWITTER PATED

When converting warheads to propaganda using this card, the amount of population killed by the warhead = amount of population stolen by the propaganda. And it works in reverse when changing propaganda to warheads.



But it's also important to know what equivalent size warhead the propaganda card becomes for purposes of the delivery system required to carry it. Thus this handy chart:

<u>Propaganda</u>		<u>Warhead Equivalent</u>
2 Million	=	10 Megatons
3 Million	=	15 Megatons
5 Million	=	20 Megatons
7 Million	=	30 Megatons
8 Million	=	40 Megatons
10 Million	=	50 Megatons
13 Million	=	55 Megatons
15 Million	=	60 Megatons
20 Million	=	75 Megatons
25 Million	=	100 Megatons

Note that the base damage still equals the amount listed on the Propaganda card, not on the listed Warhead card.

U2 SPY PLANE

The U2 "Dragon Lady" is an ultra-high reconnaissance aircraft capable of spying out the weapon systems an enemy nation is constructing. Place this card face-up in front of any enemy nation.

That enemy must turn the cards on their production line face-up until the end of their NEXT turn. At that time, the production line returns to its normal face-down status and the U2 Spy Plane is discarded.

The U2 flies at extremely high altitude, but it is still an aircraft and cannot enter orbit. Therefore, it may not be played against **Lunaria** or any player that is reduced to a sole population in the **L4** or **L5 Societies**.

Though the U2 is a **Secret** card and not a delivery system, it may be shot down by any Interceptor that can shoot down



Bombers. Only the player who has been targeted by the U2 may use an Interceptor against it. The Interceptor may be deployed immediately, preventing the exposure of the production line at all, or employed at any time while the spy plane remains in play, returning the upturned cards to their normal face-down status. Even though a delivery system wasn't shot down, the player who used the Interceptor still takes the next turn.

If you are wiped out of the game by any means, discard the U2 Spy Plane immediately.

X-51 WAVERIDER

The X-51 "Waverider" is an experimental hypersonic bomber traveling at speeds approaching Mach 5. This not only makes it extremely difficult to intercept, but also allows for a more rapid than usual dispersement of its deadly payload of up to 60 Megatons.



Upon revealing the Waverider in your production line, you may play a warhead from your hand on the bomber to make an immediate attack. Thereafter, the Waverider functions as a normal bomber, except that every turn you may (if you choose) drop a warhead from your production line AND another from your hand – allowing for TWO attacks in a single turn. If you do this, the attacks do not have to be made at the same target.

The usual rules for bombers apply, so if a card that is not a warhead is turned up in production the bomber is discarded (though you do have that turn to play one last warhead out of your hand). The X-51 cannot drop a warhead greater than 60 Megatons, nor any combination of warheads exceeding 60 Megatons.

Ordinary Interceptors cannot shoot down the X-51 Waverider. Only the **Star Wars SDI** and **Scramjets** have the quick-response time needed to do so.



META RULEZ

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. If there is still a question, the owner of the game gets to decide (see **It's Good To Be The King!**, pg. 2), 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: Flying Buffalo at PO Box 1467, Scottsdale, AZ, 85252; or send an e-mail to: games@flyingbuffalo.com; or check out the FAQ page at: www.flyingbuffalo.com/nwfaq.htm.

You can also get replacement parts, shirts, and information on tournaments at their website. Seriously, go get yourself some nuclear swag.

Now go have fun destroying the world!

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