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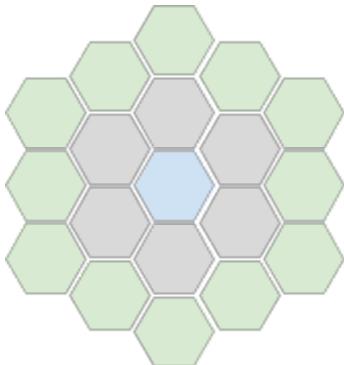
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## Getting Started

In order to play Nukes, you need a board and some tokens.

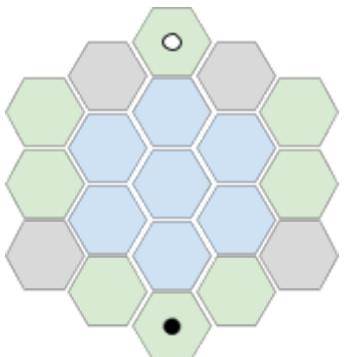


Nuke boards are made-up of a number of hexagonal regions that can be one of six different biomes. The size of the board can vary, but **regular boards** are defined by the number of rings that surround the central region. A board with one ring (1R) will have only 6 regions surrounding a central region for a total of 7 regions, whereas a board with two rings (2R), as seen in the example here will have 12 regions surrounding the first ring for a total of 19 regions.

We recommend a **minimum** of one ring per player, but the final size is dependent upon your preferred style, with it actually being easier to learn the game of Nukes on a larger board to begin with.

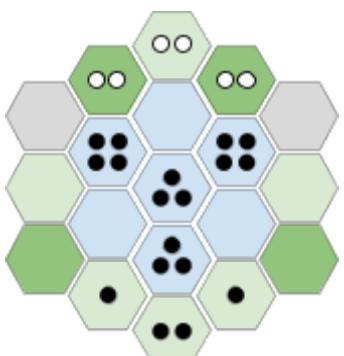
Players are given 10 of their corresponding coloured tokens **per** (board-size) ring. Depending upon where those tokens are located and how many are placed together, they can represent any of the following:

- **Hostages** – your tokens in someone else's hand
- **Isotopes** – your tokens in your hand
- **Units** – your tokens on the board representing **infantry**, **artillery**, **airborne**, **bases** or **nukes**:



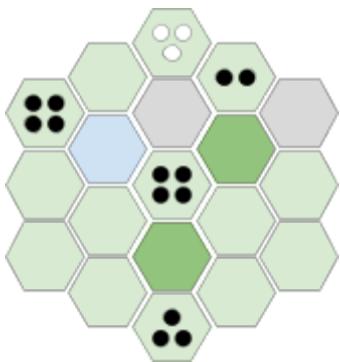
**Infantry** - a single unit within a single region on the board

Infantry can move freely within connected regions of the same starting biome before making a move of one into any adjacent region of a different biome that is not water or desert. City biomes or airborne units and bases belonging to the same player can be considered as the same biome as the one that the infantry came from or are moving to, but cannot be both, unless both are the same. In this example, either infantry can only move into mountains (grey)



**Artillery** – two units within a single region on the board

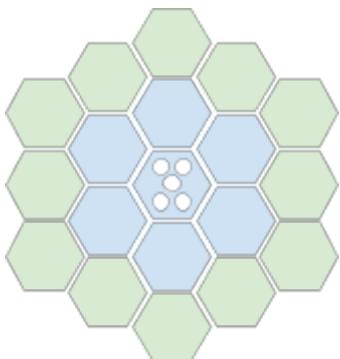
Artillery moves in the same way that infantry do, but in order to attack other units artillery must jump over other units that are directly adjacent to them or other units the artillery are jumping. By default, artillery attack in a straight line, but this angle of attack can be pivoted when passing over a city, airborne or base owned by the same player, so long as the direction they turn also has other units directly adjacent that can be used to continue the jump in that direction. In this example, the only regions that either of the artillery could only attack are the mountains (grey), should either player place some there.



### Airborne – three units within a single region on the board

Airborne must move exactly two regions, and cannot move to a region that could otherwise be reached with only a single movement. If they end their turn on a city, or airborne and bases belonging to the same player, they may perform a slingshot move; giving them another exact two movements, which can be chained together without limit.

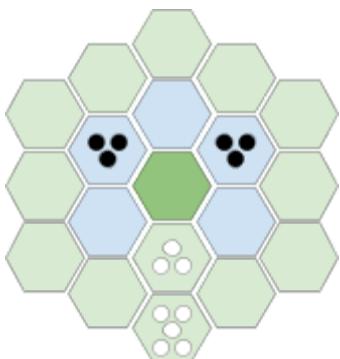
In this example, the white airborne can only move to the water (blue) region, but the black airborne can move to any field (light green).



### Bases – four or more units within a single region on the board

A base can only contain a maximum of nine units and only one base can be placed in any region. When establishing or bolstering a base with five or more units in a city region that has not harvested an isotope, the player establishing or bolstering the base of five or more may convert one of those units into an isotope.

In this example, if the white player moved an airborne platoon from the base, the remaining two units (artillery) would be destroyed.



### Nukes - a single unit emerging from a base with isotopes

Nukes move the same way artillery attack, but cannot end their move alone within a water or desert region, nor can they ever capture units and can only move from a base and may only move into an empty region or region containing its own units, and only if that player also has an available isotope that they are willing to spend. Nukes destroy all units in the region they end their turn and all adjacent regions, as well as removing the region they ended their turn. In this example, if a nuke came from the white base, it would destroy all the airborne on the board and remove the forest (dark green) region from the game.

To setup, players place 9 units in their headquarters and 1 isotope beside the board. The remaining units are shared evenly between opponents as hostages. Players then take turns performing actions in order:

- 1) Return a hostage to an active player (**if able**)
- 2) Move a single group of units (infantry, artillery, airborne or nuke) from a single region (**required**)

Players must return a hostage to an active player if they are able to, but when returning a hostage to an active player, the player returning the hostage can choose the region that the hostage will return to, but it must be a region that already contains units belonging to that player, cannot be a starting region, and must belong to a player that does not have 9 units in any of their bases. Units can only be moved from a single region and only as either a single infantry or nuke unit, or as an artillery or airborne platoon. Units cannot move into a region occupied by opponent units unless they can successfully attack those units. Any units that may remain in a region after moving units from that region must adhere to unit rules.

Units may only move into regions that are occupied by opponent units if they have strength exceeding their opponent's strength. By default, an attack will result in enemy units being destroyed and removed from the game. An attacker's strength is calculated by the number of units that are moving into the region plus an additional one strength for every surrounding region that contains one or more of their units. A defender's strength is only calculated based on the number of units that are within the region the attacking player has entered. For every additional strength that the attacker has, that player can choose to destroy any one of their own units that were involved in the attack in order to capture one of their opponent's units to be used as an additional hostage, instead of it being destroyed. Since nukes cannot capture units and because bases cannot move; the only units that can capture other units are infantry, artillery and airborne.

This order of play continues until all but one player is able to return a hostage and then make a move. This mechanic enforces a limited number of turns and a ticking-bomb in the process. Extra time can be earned by capturing units, which convert into hostages. Otherwise, players can win the game by:

- Nuking an opponent's headquarters (removing another player's starting region from the board)
- Holding more than 50% of the available Nuke supply (**optional based on board setup**)
- Establishing a base on an opponent's headquarters (starting region)
- Being the last player to be able to return a hostage
- Being the last player to have units on the board

Each hexagonal region on a nuke board can be one of the following biomes:

- **Fields** (Light Green) - no restrictions for anything
- **Forests** (Dark Green) - artillery cannot attack from or within a forest region
- **Mountains** (Grey) - airborne cannot pass through or end their turn alone on mountains
- **Water** (Blue) - infantry, artillery and nukes cannot end their turn alone on water
- **Deserts** (Yellow) - infantry and nukes cannot end their turn alone in deserts
- **Cities** (Pink) - can be utilized by infantry, artillery, airborne, nukes and bases in special ways

Some units may not end their turn alone in a water or desert region, some units cannot attack from or within a forest region, and some units may not move through or end their turn alone on mountain regions. Some units can move through regions containing other units, whereas some units are restricted:

Unit	Water	Desert	Forest	Mountain	Infantry	Artillery	Airborne	Base
Infantry	NO	NO	YES	YES	NO	NO	YOURS	YOURS
Artillery (M)	NO	YES	YES	YES	NO	NO	YOURS	YOURS
Artillery (A)	NO	YES	NO	YES	YES	YOURS	YES	YES
Airborne	YES	YES	YES	NO	YOURS	YOURS	YES	YOURS
Nuke	NO	NO	YES	YES	YES	YOURS	YES	YES

Take extra special note of the infantry, artillery, airborne and base columns above, where some movement restrictions are dependent upon whether the units they are passing belong to the same player or not. Artillery units have two rows - one for normal movement (M) and one for if they are attacking (A).

## Components

To play Nukes, you only need a board and some tokens.

### Boards

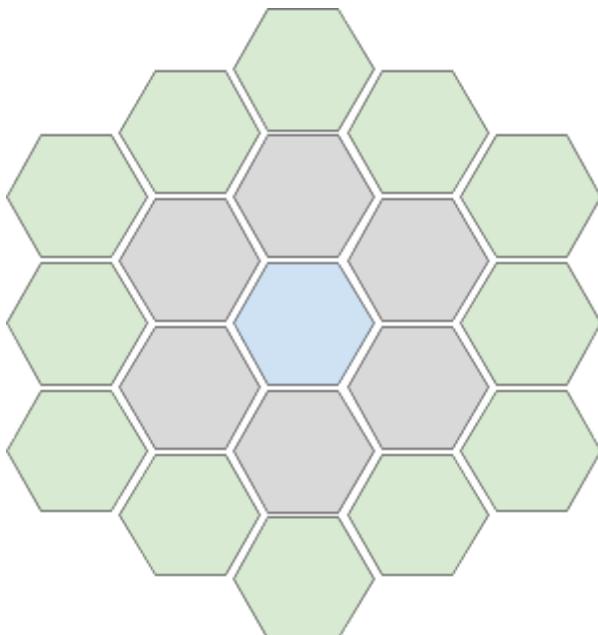
It is the board that can make every game of Nukes feel like a first. Each board can use up-to six different coloured hexagons (also known as biomes) as available regions for units to be placed. The various types of boards can be categorised as follows:

- **Regular** - uses a ring system surrounding a central region
- **Irregular** - can be any shape or size

Regardless of whether they are regular or irregular in shape, they can also be:

- **Referenced** - predefined setup usually printed onto a single surface
- **Draft** - utilizes individual tiles for regions that are placed by players
- **Random** - utilizes individual tiles for regions that are placed randomly

Regular boards are defined by the number of rings that surround the central region. A board with one ring (1R) will have only 6 regions surrounding a central region for a total of 7 regions, whereas a board with two rings (2R) will have 12 regions surrounding the first ring for a total of 19 regions:

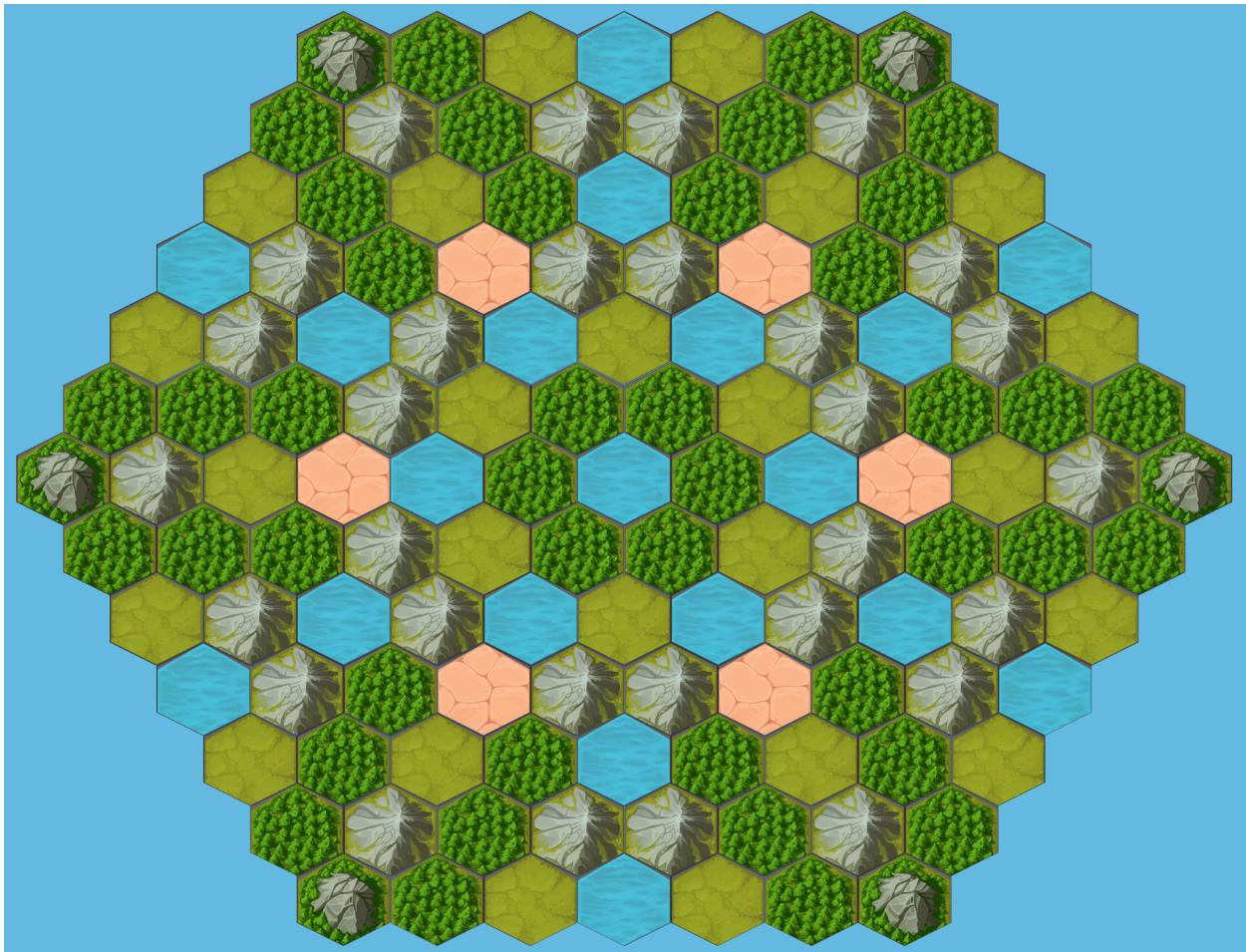


In this 2R example, the blue hexagon represents the central water region. The six grey hexagons represent the first ring of mountain regions whereas the twelve light green hexagons surrounding the mountains represent the second ring of field regions.

It is recommended that games take place on a board with a minimum of one ring per player, but this will ultimately depend upon your preference for play. Small boards provide a quicker more puzzle-like game, whereas bigger boards tend to provide more room for varying strategies.

## **6R Continents**

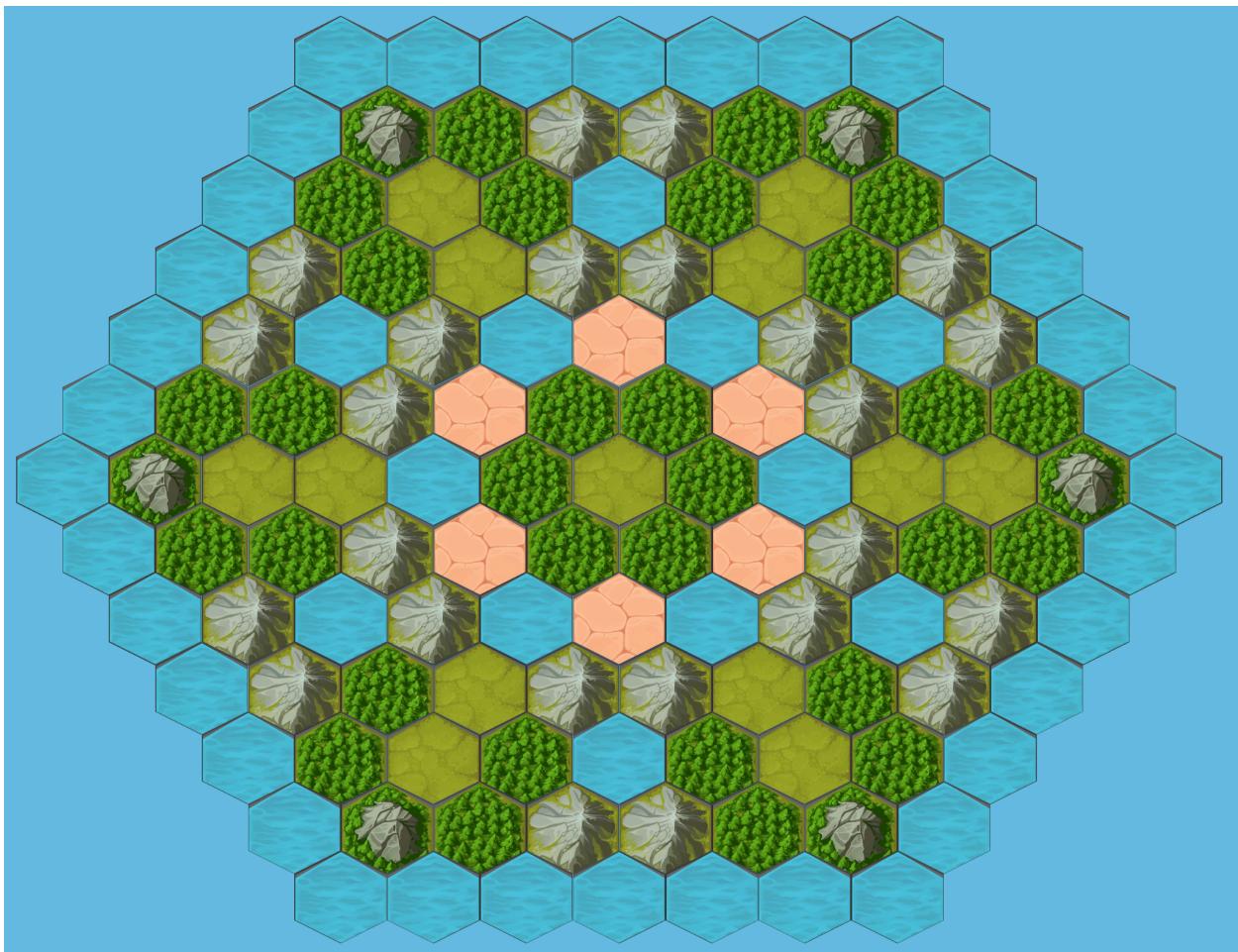
The following **regular referenced** board provides options for 2, 3, 4 and 6 player games:



The board featured above is perhaps the most versatile referenced board.

## **6R Island**

Used as a centerpiece for large scale games surrounded by other islands or continents:

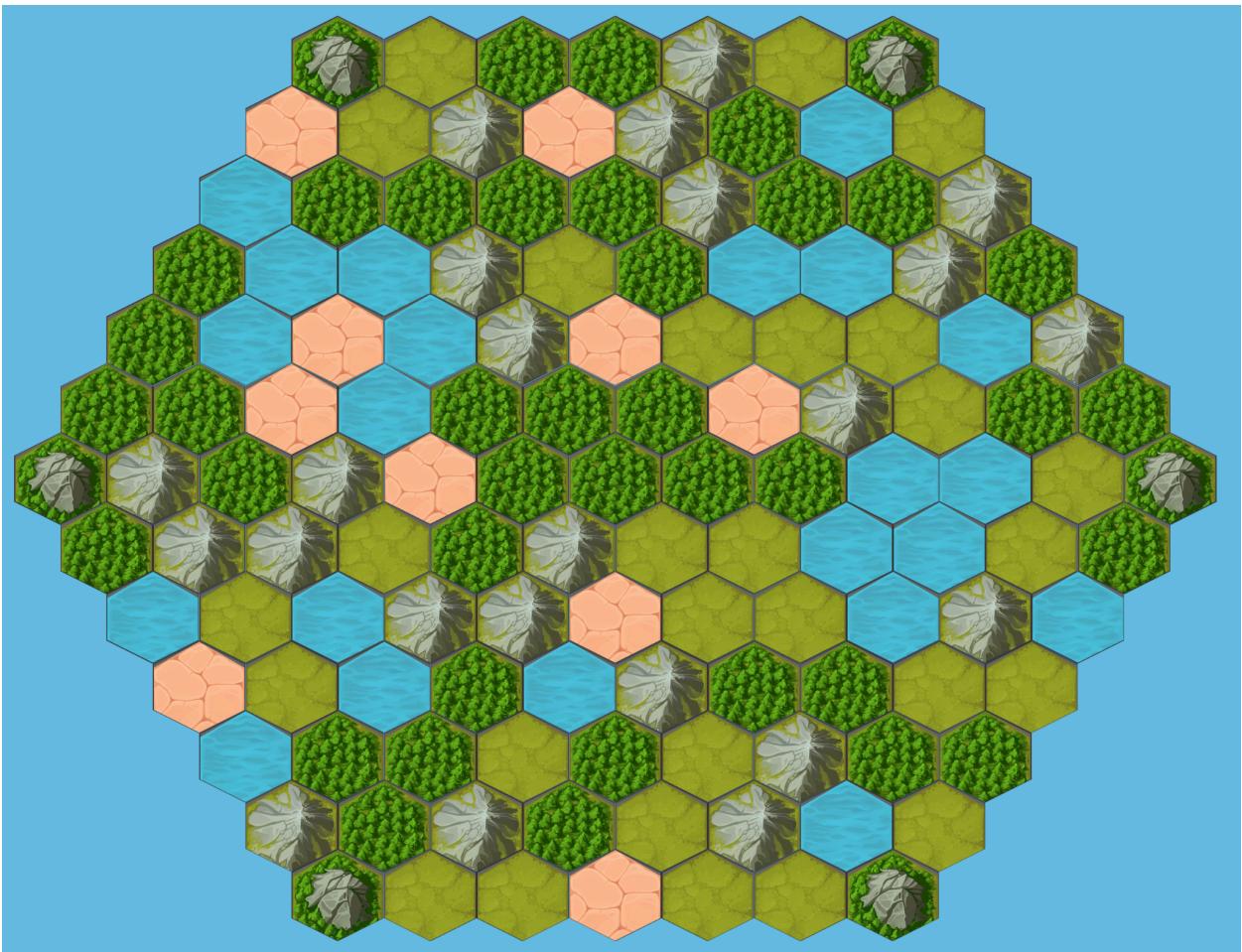


Additionally, the above board can also be used for more confined games.

Standard reference boards should allow for symmetrical game-play.

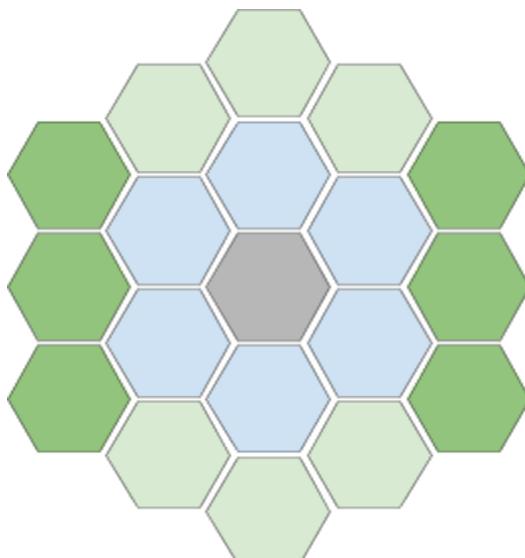
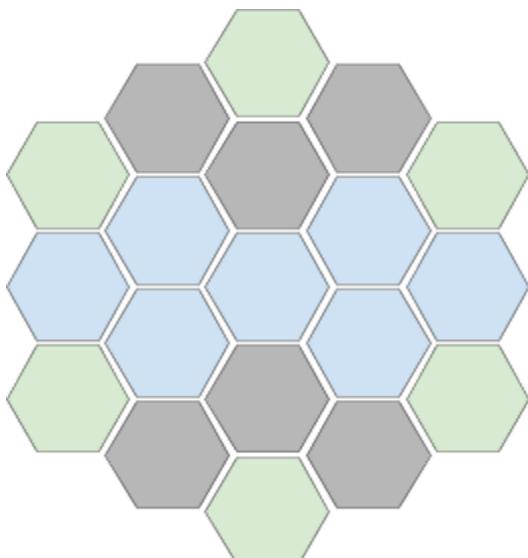
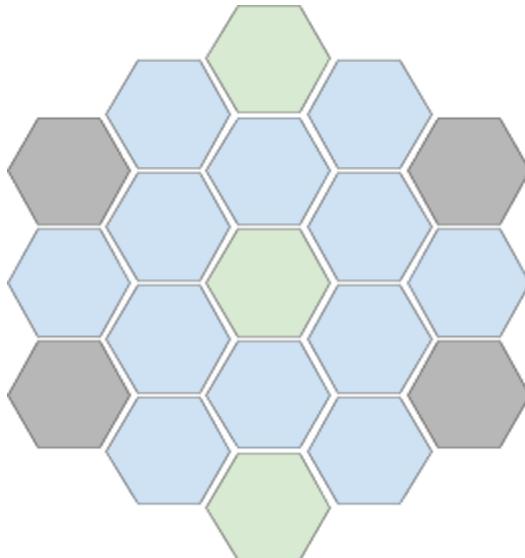
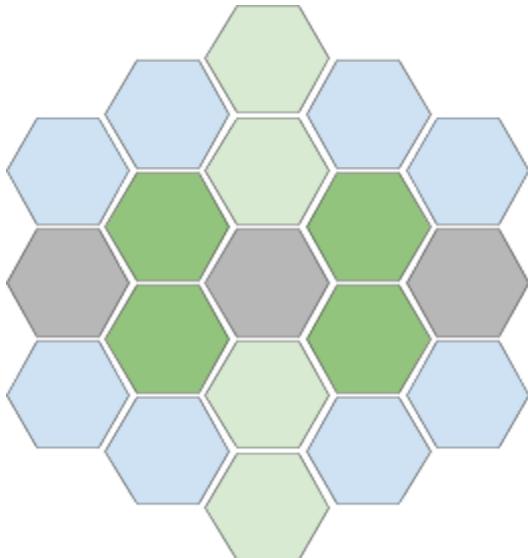
## **6R Random**

An example of a **regular random** setup board is shown below:



## Rapid Nukes

We recommend removing cities and deserts when playing on smaller 2R or 3R boards, but anything is possible. Here are some example 2R boards in order to help get you started:



## Draft Boards

Drafting makes board setup part of the game and helps to ensure that every game has the potential to be your first - but to do so, it requires the use of individual regional tiles, such as those provided by the popular Catan game that has sold over 45 million copies.

A desert, water or city region tile is placed in the middle of the board and each player places their headquarters (starting city region) at the edge of the board equally spaced from other players. Players then take turns placing a tile that must be connected to another tile that has already been placed. However, players may not place cities adjacent to other cities if given a choice. To do this, each player should be given an equal number of regions of equal types as seen in the table below to choose from:

# Players	Fields	Forest	Mountains	City	Water	Desert	Needed	Random	Nuke 2 Win
2	6	6	6	4	5	3	60 (4R)	0	5
3	4	4	4	3	3	2	60 (4R)	0	5
4	3	3	3	2	3	1	60 (4R)	0	5
2	8	8	8	7	8	6	90 (5R)	0	8
3	5	5	5	5	5	5	90 (5R)	0	8
4	4	4	4	3	4	6	90 (5R)	2	7
5	3	3	3	3	3	3	90 (5R)	0	8
6	3	3	3	2	2	2	90 (5R)	0	7
4	6	6	6	4	5	4	126 (6R)	2	9
5	5	5	5	5	3	2	126 (6R)	1	13
6	4	4	4	3	3	3	126 (6R)	0	10
7	3	3	3	3	3	3	126 (6R)	0	11
8	3	3	3	2	2	2	126 (6R)	6	9

Before placing any tiles, any un-dealt terrain (as seen by some 4, 5 and 8 player games above) should be randomly placed around the central region before setup commences.

## Tokens

The exact number of tokens recommended for play should be based upon the number of rings, and whether the number of opponents can equally share your hostages or not - as shown below:

Players	Rings	Regions	Units	Hostages	Nukes	Player Tokens
<b>2</b>	2	19	9	10 X 1	1	<b>20</b>
<b>2</b>	3	37	9	20 X 1	1	<b>30</b>
<b>2</b>	4	61	9	30 X 1	1	<b>40</b>
<b>2</b>	5	91	9	40 X 1	1	<b>50</b>
<b>2</b>	6	127	9	50 X 1	1	<b>60</b>
<hr/>						
<b>3</b>	2	19	9	5 X 2	1	<b>20</b>
<b>3</b>	3	37	9	10 X 2	1	<b>30</b>
<b>3</b>	4	61	9	15 X 2	1	<b>40</b>
<b>3</b>	5	91	9	20 X 2	1	<b>50</b>
<b>3</b>	6	127	9	25 X 2	1	<b>60</b>
<hr/>						
<b>4</b>	2	19	9	3 X 3	1	<b>19</b>
<b>4</b>	3	37	9	6 X 3	1	<b>28</b>
<b>4</b>	4	61	9	10 X 3	1	<b>40</b>
<b>4</b>	5	91	9	13 X 3	1	<b>49</b>
<b>4</b>	6	127	9	16 X 3	1	<b>58</b>
<hr/>						
<b>5</b>	2	19	9	2 X 4	1	<b>18</b>
<b>5</b>	3	37	9	5 X 4	1	<b>30</b>
<b>5</b>	4	61	9	7 X 4	1	<b>38</b>
<b>5</b>	5	91	9	10 X 4	1	<b>50</b>
<b>5</b>	6	127	9	12 X 4	1	<b>58</b>
<hr/>						
<b>6</b>	2	19	9	2 X 5	1	<b>20</b>
<b>6</b>	3	37	9	4 X 5	1	<b>30</b>
<b>6</b>	4	61	9	6 X 5	1	<b>40</b>
<b>6</b>	5	91	9	8 X 5	1	<b>50</b>
<b>6</b>	6	127	9	10 X 5	1	<b>60</b>

## Glossary

Nukes was designed as a system that can be adapted to all kinds of play styles - and although it is possible for any number of players to play, so long as the required board and necessary tokens are available, Nukes was specifically designed with 2 to 6 players in mind, which we will cover in more detail throughout this glossary, including examples of how units move, capture and destroy opponents.

Special river regions can be used to enable symmetrical games with odd numbers of players and (or) simply something completely different - should the board not have the required number of spaces to naturally split odd numbers of players or simply want to add some extra complexity to the game.

## Setup

Assuming the board has been setup; players then give themselves one of their tokens as a nuke and place nine units in their headquarters (starting city region) at the edge of the board. Their remaining tokens should be split and distributed equally between other players as hostages. The exact number of tokens is dependent upon the number of players and size of the board, as shown in the components section of this document, but typically requires a total of ten tokens per ring.

## Turn Order

Players take turns performing two actions in specific order:

- 1) Return a hostage to an active player (**if able**)
- 2) Move units from a single region (**required**)

When returning a hostage to an active player, the player returning the hostage can choose the region that the hostage will return to, but it must be a region that already contains friendly units and cannot be a starting region. If the placed unit results in an invalid placement (such as a new airborne platoon in a mountain region), those units are destroyed. Destroyed units are removed from the game, whereas captured units are given to the player capturing them as a way to increase their hostage count.

However, if a player has nine units in any of their bases, the player that would need to return the hostage cannot return a hostage to that player for that turn. This order continues until all but one player is able to start their turn by returning a hostage and then making a move - providing a limited number of turns.

## Victory Conditions

Someone can win the game in any one of the following ways:

- A player establishes a base on an opponent's headquarters (starting region)
- A player Nukes an opponent's headquarters (starting region)
- A player is the last person to be able to return a hostage
- A player is the last person to have units on the board
- A player holds more than 50% of the available Nuke supply (**optional based on board**)

## **Actions**

Turns proceed clockwise with each player potentially performing two actions in their turn, which must be performed in the following sequence:

- 1) Return a hostage
- 2) Move unit(s)

When returning hostages to an active player, the player returning the hostage can choose the region that the hostage will return to, but it must be a region that already contains friendly units and cannot be a starting region. If a player has nine units in any of their bases, other players may not return hostages. Returning a hostage can also result in a loss of units. If (for example) a player has artillery units in a mountain, returning a hostage to that region would result in that set of units becoming airborne, which cannot be used in mountain regions, so are then destroyed.

Any units destroyed are removed from the game. Units captured are given to the player capturing them so that they can be used as hostages and in-turn provide that player with more available turns to make. If a player is unable to return a hostage because they no longer have any hostages to return and are required to return a hostage, or they have no units, they are removed from the game.

## **Movement**

Units can only be moved from a single region and only as either a single infantry or general unit, or as an artillery or airborne platoon. Units cannot move into a region occupied by opponent units unless they are attacking those units and any units that may remain in a region after moving units from that region must adhere to rank rules. This is especially important when water, deserts or mountains are concerned.

## **Combat**

Units may only move into regions that are occupied by opponent units if they have strength exceeding their opponent's strength. By default, a successful attack will result in enemy units being destroyed and removed from the game. An attacker's strength is calculated by the number of units that are moving into the region plus an additional one strength for every surrounding region that contains one or more of their units. A defender's strength is only calculated based on the number of units that are within the region the attacking player has entered. For every additional strength that the attacker has, that player can choose to destroy any one of their own units involved in the attack in order to capture one of their opponent's units to be used as an additional hostage, instead of it being destroyed.

# Regions

A region is a hexagonal space on the board. Each region is one of the following biomes:

- **Fields** (Light Green) - no restrictions for anything
- **Forests** (Dark Green) - artillery cannot attack from or within a forest region
- **Mountains** (Grey) - airborne cannot pass through or end their move alone on mountains
- **Water** (Blue) - infantry, artillery and nukes cannot end their move alone on water
- **Deserts** (Yellow) - infantry and nukes cannot end their move alone in deserts
- **Cities** (Pink) - can be utilized by infantry, artillery, airborne, nukes and bases in special ways
- **Biohazard** (Black / Removed) - units cannot move into or through this region
- **River** (Blue Lines on Light Green) - primarily used with odd numbers of players when needed

## Fields

Fields are considered land regions that can be accessed and controlled by any units.

## Forests

Artillery cannot attack from or within forests.

## Mountains

Airborne cannot pass through or end their move alone on mountains.

## Water

Infantry, artillery or nukes cannot end their move alone on water.

## Deserts

Infantry and nukes cannot end their move alone on deserts.

## Cities

City regions are considered land regions and for the purposes of infantry, a city can also be used as either one of a field, forest, or mountain. A city can also be used as a bridge for artillery, allowing them to move over cities without needing to have units in them, as opposed to cities they own, which can also be used to change the direction of artillery units.

Players establishing or bolstering bases with five or more units in city regions that have not already harvested an isotope have the option to convert one of the units in that base into an isotope, taking the unit into their hand and flipping or replacing the city region with a harvested city region.

## Biohazards

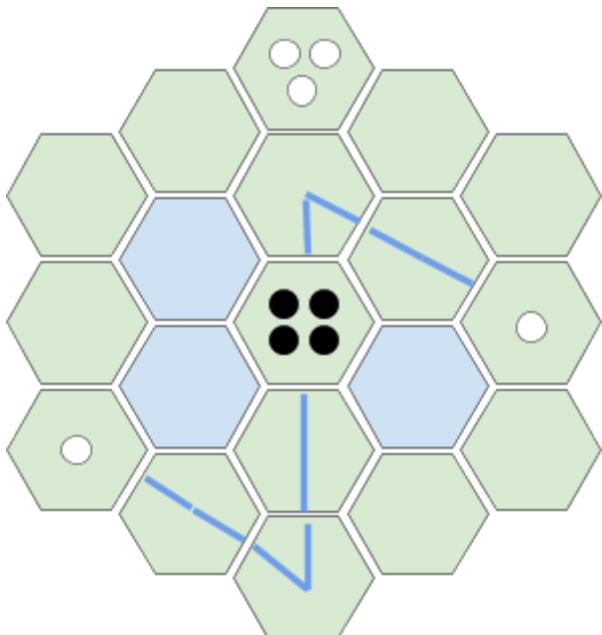
Biohazardous regions are inaccessible by any unit type and act as holes in the board. They only appear after a nuclear explosion, replacing the space wherever a nuke ends its turn.

## Rivers

Rivers are entirely optional and are recommended to be used in odd-player games that cannot be supported by the board or number of total tiles or for adding complexity to big board games.

Rivers enable regions they connect to be adjacent for movement and supporting attacks. Infantry can move through them as though they were cities, but in the directions the rivers flow and artillery can jump over them and pivot as though they were cities, but only if there are also units at the end or start of those rivers to continue jumping over. Airborne may fly over rivers but do not get any additional movement for doing so and are not able to use them for slingshots.

No units may ever end their turn on a region with a river.



In this example, with rivers the white airborne platoon is able to attack the black base as it would have a strength of five when attacking the base due to the two infantry units that are actually adjacent to the base due to the rivers.

## Nuking Catan

This refers to the use of Catan hexes as a Nuke board.

Nukes Biome	Colour	Catan Hex
Fields	Light Green	Fields
Forests	Dark Green	Forests
Mountains	Grey	Mountains
Water	Blue	Water
Desert	Yellow	Desert
Headquarters (City)	Pink + Rim	Gold Valley
Unharvested City	Pink + Nuke	Yellow Wheat
Harvested City	Pink	Red Mine
Biohazards	Black	Empty Hex

## Caveats

Things to consider or explain in more detail:

- Bridges?
- Multi-player support?
- First mover advantage?
- Don't leave two in the mountains?