

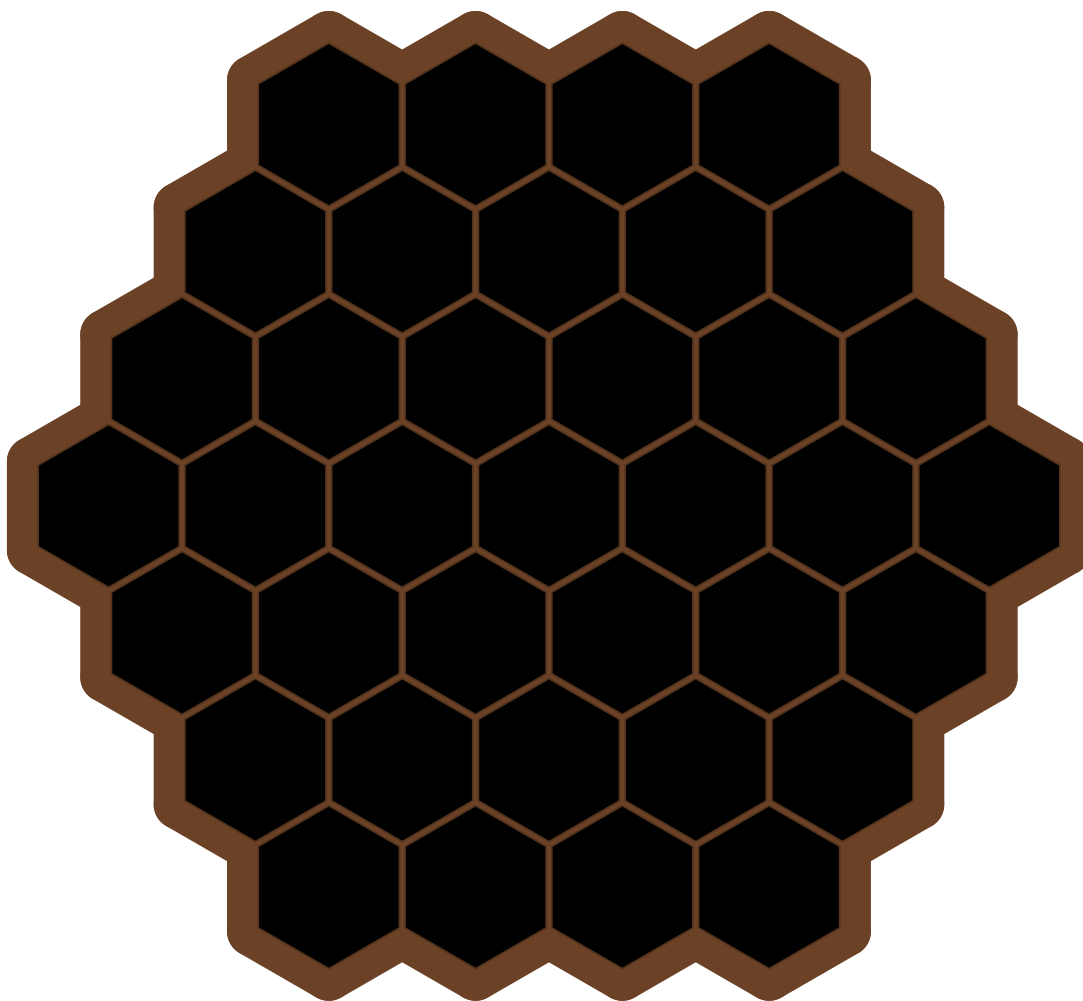
NUKES: OFFICIAL RULEBOOK · VARIANT 1 OF 4

Nukes: Standard

2-3

PLAYERS

NUKES: STANDARD



Nukes: Standard — starting position

<https://engine.moddable.games/play/?game=nukes&variant=standard>

The default Nukes map. A 3-ring hexagonal battlefield with seeded random terrain and two opposing bases.

SETUP

Terrain is generated from seed 42. Bases are placed at opposing edges of the outer ring.

TERRAIN TYPES

TERRAIN	EFFECT
Grass (Fields)	Open ground, standard movement
Trees (Forest)	Cover, restricted line of sight
Mountains	Impassable, blocks LOS
Water	Impassable
Sand (Desert)	Open ground, fatigue penalty
Base	Player starting position, must be defended