



GAME RULES

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Ahoy, First Time Players!

Don't worry, it is worth it! Perhaps this overview will help you understand all the bits and how they work when you fit them together.

First, there is a Big Decision you must make during setup: what will Captain Nemo's Motive be for your voyage? The details are in the setup instructions, but this determines the very nature of the game!

Second, each turn's "housekeeping" in the Sequence of Play is very minimal (especially for a solitaire game!) so you will spend most of your time enjoying the gameplay where you can do so many things (many of which are suboptimal for a high score, but all of which are fun and, at different points, if not absolutely necessary, become very tempting to try). So, for now, just learn "the controls" of the Nautilus and experience will improve your score later.

Third, there is only one core mechanic in *Nemo's War*. That is, resolving a TEST. Each test has a success value and your job is to roll two six-sided dice to achieve at least that value. In *Nemo's War*, high rolls are almost-always good and low rolls are almost-always bad (especially snake eyes). And you will be resolving a lot of TESTS over the course of a game. But any fool can throw dice and find themselves lucky (or unlucky); where is the skill in that?

There are two key skill elements to piloting your submarine: 1) Exerting resources to provide favorable Dice Roll Modifiers to improve your chances of passing a TEST, and 2) Understanding the probabilities, risks, and rewards for each TEST and to what degree Passing or Failing it helps or hinders your quest. Here, you must develop discernment and discretion because your good judgment at each TEST will ultimately be the reason for your mission's success or failure.

Fourth, perhaps the greatest skill element in *Nemo's War* is what we call "painting the board." That is, where you place newly added Ship tokens to the map is crucial to establishing your chances for a high score (a reward for your foresight born of experience). Which Oceans to populate (and, through combat, denude) is the vital strategic chess game you are playing with the Imperialist powers who oppose you. As you gain experience in this aspect of the game your situations and score will improve steadily, so apply your mind to it!

1. INTRODUCTION

This *Operations Manual* is the core rules book for *Nemo's War*. It features the instructions you will need to actually play the game turn-by-turn.

Highlight Keys

Nautilus Upgrade Card Effects

Nautilus Upgrade cards, when referenced, are highlighted in this aqua color (see Appendix A for a complete listing).



Motive Effects

These have titles matching the color of the Motive and show an image of the VP tile, and apply only while that is Nemo's current Motive (see Appendix B for a summary of Motives that require special rules).

OPTIONAL RULE

Optional Rules

Optional Rules are included where applicable but are separate from the main corpus of these rules and are shown in this box.

Especially when first learning the game, feel free to skip past these references when you do not wish to use a particular Optional Rule (see Appendix C for a complete listing).

DIFFICULTY

Difficulty Settings

Many facets of the game offer you three levels of Difficulty to choose from. From easiest to hardest these are: SAILOR, OFFICER, and CAPTAIN.

Most of these are in Rule 3 – GAME SETUP, as these are decisions made when establishing the parameters of your voyage (see Appendix D for a complete listing).

You need not be consistent when choosing! When determining which difficulty level to apply to each aspect, you may freely mix-and-match. We have even seen players "adjust" their Difficulty Level decisions mid-game as a dynamic play-balancing device!

If you don't know or can't decide, apply the default Difficulty: OFFICER (i.e., "medium").

When you have a Difficulty Level Setting choice, you will see the following:

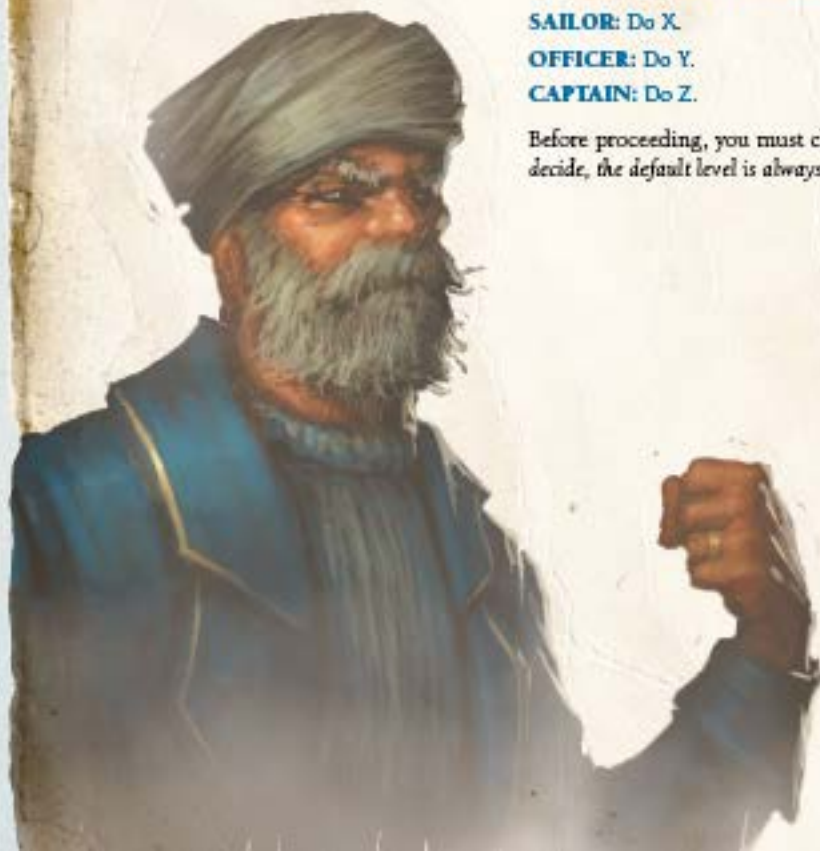
[ASPECT NAME] DIFFICULTY LEVEL SETTING

SAILOR: Do X.

OFFICER: Do Y.

CAPTAIN: Do Z.

Before proceeding, you must choose. If you can't decide, the default level is always OFFICER.



2. GAME EQUIPMENT

Game Map and Scale

The map represents the world from about 1870. Each **Action Point** you spend represents a few days' activity and each complete **Game Turn** represents roughly two weeks of real time. When the **Finalé** card ends the game, approximately one year's voyage aboard the *Nautilus* has occurred.



General Course of Play

Each turn, you must address the seas' challenges in a grand adventure, confront the growing pressure of the Imperialist powers' navies, undertake **Actions** with the *Nautilus* and her crew – all while maintaining Captain Nemo's spirit to continue.

You are questing for the greatest number of **Victory Points (VPs)** that you can acquire, as modified by Captain Nemo's **Motive**, while avoiding the many ways to suffer defeat. **VPs** are earned in several ways (e.g., sinking enemy ships, passing **TEST Events**, collecting **Treasures**, inciting oppressed peoples, making scientific discoveries, etc.).

Ship Tokens

The rectangular **Ship** tokens represent high seas ships and nautical events of this era that are encountered during play.

WARSHIPS			NON-WARSHIPS		
Attack Strength (Warships only)	Defense Strength		Group ID	Defense Strength	
Notoriety gained for sinking (if any)				Non-warship VPs	
Group ID				Special instructions to be carried out upon sinking	
Nationality	Ship class	Warship VPs	Nationality	Ship class	

The image shows two examples of ship tokens. The first is a 'RAIDER' token named 'Shenandoah' with an attack strength of 8 and a defense strength of 9. It has a group ID of 1 and a nationality of RAIDER. The second is a 'WHALER' token named 'Triumph' with a group ID of 2 and a defense strength of 8. It has a nationality of WHALER and a special instruction of '+1'.

Component Limits

Do not create additional components. The number of **Ship** tokens, gemstones, etc., is finite by design!

How the Rules Evolved

Nemo's War was originally published in 2009 for a wargame audience. Thus, the rules adhered to the standard wargame Case System (e.g., Rule 15.2.1) for their style and organization. However, there was a groundswell of interest in an edition of *Nemo's War* more suited to a larger audience.

The second edition of *Nemo's War's* rules was redrafted with this broader variety of gamers in mind. The question became how to take, essentially, a solitary wargame's rules and modify them for this broader audience. The second edition rules were published and many gamers still lament their length because this game requires some study to get playing. Please know that the rules being as you see them was a deliberate design decision. Why?

Successful game documentation is composed for two distinct moments: 1) When first read, cover-to-cover like a book, to assimilate them and commence play; and 2) When later referenced to find an answer to a rules question, seek play variations, strategy tips, etc.

Because *Nemo's War* is a solitary game, you are absolutely on your own. Most of the time you spend with *Nemo's War* will be, once learned, actually playing it. Because of that, these rules are organized with a distinct emphasis for that second time of use. That is, when you find yourself playing solitary and have a rules question or want to try a variant, etc. we have done our utmost to facilitate that need as a priority.

Establishing the Calendar

During Setup, you are instructed to build the **Draw Pile** in a certain way. It will include a fixed number of the game's many **Adventure cards**. These are, essentially, resolved at the rate of one per turn until, at last, you are instructed that the game ends.

Thus, the **Draw Pile** you create functions as the game's calendar (or "turn track," to use the gaming vernacular), measuring the amount of time (number of turns) remaining for your voyage. The exact number is designed to vary a bit, but it should be between 25 and 30 turns or so.

At roughly one fortnight per turn, this represents the approximately one-year voyage of the *Nautilus* in the Jules Verne novel *20,000 Leagues Under the Seas*.

What's in a Name?

We refer to the Jules Verne novel by its proper title: *20,000 Leagues Under the Seas*, implying a voyage that is, roughly, twice around the Earth's circumference at four kilometers per league. Thus, the original title is "Seas," plural, with an s at the end.

When first translated into English, however, that last s was dropped, and the title was erroneously *20,000 Leagues Under the Sea*, which, when measured as a depth, represents a good distance from the Earth to the Moon – but that is the title of another Jules Verne work of speculative fiction, a genre that we know today as science-fiction.

Take a Look

During play, you are allowed to inspect a good many things that can help you make a decision about what to do or what your chances are. You can freely inspect at any time:

The **Ship** and **Treasure Draw Pools**, each of the **Pass**, **Fail**, and **Discard Piles**, and the reverse-sides of the **Ship** tokens.

No Peeking

This is what you **cannot** inspect during play:

1. The **Draw Pile** and **Adventure Deck**;
2. The set-aside **Event**, **Finale**, and **Nautilus Upgrade** cards.

Adventure Cards

Adventure cards are typically **Event** cards that initiate both **TEST** and **Event** activities.

There are also **Special Adventure** cards (i.e., **Prologue**, **First** and **Second Intermission**, **Rising Action**, and **Finale**) that are seeded into the deck while setting up the game (see **Rule 3** in the **Between Voyages Guide – GAME SETUP**).

PROLOGUE AND INTERMISSION CARDS



FINALE CARD EXAMPLES



EVENT CARD EXAMPLES



RISING ACTION CARD



3. GAME SETUP & RELATED INSTRUCTIONS

(see the **Between Voyages Guide**)

4. DEFINITIONS AND CONVENTIONS

Note: Many of the terms described below will not make perfect sense to you until you actually read the corresponding section later in this **Operations Manual**. We are introducing these terms here so that you will be familiar with them when the time comes and later reference them when parsing out the meaning of the terminology used on the game's cards and tables.

Add

Examine all the possibilities and then select/choose which to enter play

Adventure Deck

A stack of 25 **Adventure** cards (separate from the **Draw Pile** which measures time) that you can draw from should you "take the time" (i.e., spending your **Action Points**) to do so. Particularly when questing for **Science** and **Wonder Victory Points**, engaging the **Adventure Deck** can be very rewarding.

Available Upgrade

A **Nautilus Upgrade** card can be purchased with **Salvage Points**. These are placed, face-up, along the lower-right edge of the game board. Although there are only four places shown for them, there can be more than four available (this seldom happens).

Character Resource

There are seven **Character Resource** tiles (called **Characters** for short), six of which can be "Sacrificed" in an emergency (see Rule 13 – **EMERGENCY HELP**). These include the three captives aboard the *Nautilus*: **Professor Aronnax**; his servant, **Conseil**; and the Canadian whaler, **Ned Land**. In addition, there are three ship's officers: the **First Officer**, the **Second Officer**, and the **Chief Engineer**. Character cards are different than these Character tiles. Character cards are not Sacrificed per this rule, but as explained on those cards.

Sacrificing a **Character** provides emergency benefits that can stave off disasters or provide crucial initiative during play. Note: some **Adventure** cards also reference the survival and even return of these Characters after being Sacrificed, so be mindful about Sacrificing them!



Characters can be Sacrificed throughout the game to aid players in their time of need.

Choose

See "Add."

Colors

Several colors are used throughout *Nemo's War*. Here is a key to their meanings:

Headers are in brown.

SUBHEADS are in blue.

Text in red is there for attention/emphasis.

Nemo, **Crew**, and **Hull** are color-coded as specific **Ship Resources**.

PASS and **FAIL** Piles and outcomes are also distinguished by color.

Nautilus Upgrade card references have an aqua background color as a reference reminder.

Special Motive Instructions

Special Motive Instructions appear with the relevant **VP** tile illustrated next to the text and a matching title colour.

OPTIONAL RULES have a special title and box, and appear in brown text with a light yellow background.

DIFFICULTY LEVELS appear in blue text with a blue border.

Cup

An opaque container such as a coffee mug or draw bag suitable for holding the **Ship** and **Treasure** tokens in a "draw pool." When called for, selection from a "cup" is a random draw from the pool of tokens in it.

OPTIONAL RULE

The Mid-voyage Character Addition

The seventh **Character** tile represents **Nadeen Dakhur** whose participation is a **Setup** decision (See Rule 3 in the *Between Voyages Guide* – **GAME SETUP**). His variable entry and abilities emerge as the game unfolds. His loss is an automatic **Defeat** condition, so avoid that!

EXAMPLE

To generate the number of Actions you receive each turn, you make a **Differential Roll** using the two white dice you rolled during Act I for Ship placements. This turn, you roll a 4 and a 2, giving you a Differential Roll of 4 minus 2, which is 2 Actions. Note that if you rolled doubles, the difference is 0.

EXAMPLE

A Warship in your Ocean causes a -1 DRM; however, you exert a Ship Resource to gain a +2 DRM; therefore, you would apply the net result of a +1 DRM to that dice roll.

Yes, the **PASS** and **FAIL** Piles matter. You only score points at the end of the game from the upper-left corner of cards in the **PASS** Pile. Also, the 20,000 Leagues Under the Seas **Finale** compares the number of cards in each Pile to determine your end-game scoring bonus.

Sample motive tiles



Die and Dice Rolls

1d6: Rolling "1d6" or simply a "die roll" means rolling a single six-sided die (🎲) and using its result.

1d3: When asked to roll "1d3," roll a single d6 (🎲) and use half its value, rounded up, for the result (i.e., a 1 or 2 = 1; a 3 or 4 = 2; and a 5 or 6 = 3).

2d6: When the game calls for a "2d6" roll or a "dice roll," roll two dice (🎲 🎲) and add them together; the result is their sum.

Differential Roll: This means comparing two of the dice rolled (🎲 🎲) and subtracting the lower number rolled from the higher numbered rolled; their difference is the result. Thus, the differential is 0 if you roll doubles.

Dice Roll Modifier

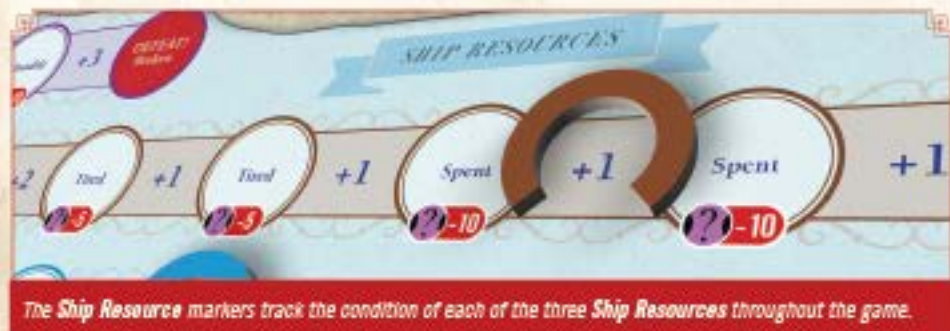
Abbreviated "DRM," a **Dice Roll Modifier** is the value added to or subtracted from the result of a specific die or dice roll. When multiple DRMs are in effect, apply their combined (net) value.

Draw Pile

During setup (see Rule 3 – GAME SETUP & RELATED INSTRUCTIONS in the *Between Voyages Guide*), you create a 3-Act pre-built stack of cards and reveal them, one new Event per turn, until reaching the finale's conclusion (or you are otherwise Defeated). Essentially, the **Draw Pile** is "the clock" by which time is measured in **Game Turns**.

Exert

To "bet" (at risk of loss) a **Ship Resource** (Nemo, Crew, or Hull) in order to gain its DRM.



The **Ship Resource** markers track the condition of each of the three **Ship Resources** throughout the game.

Fail **F**

This symbol means that you place that card in the **FAIL** Pile.

Gain

Add or increase by the number stated.

Gemstone

Also known as **Treasure Available** gemstones and **Treasure Available** tokens, the small gemstone pieces, when placed on the map in Oceans or atop the **Adventure Deck**, denote a reward (drawing **Treasure** tokens) for performing a corresponding **Search** or **Adventure Action**. In other instances, they represent influence and, at the game's end, **Victory Points**.

Their different colors do not matter. A gemstone is a gemstone.

Hidden Ship Tokens (also known as "Contact Tokens")

These represent existing contacts at sea in the Ocean where they reside. They do not challenge the Nautilus at sea as they have not yet been revealed as a specific **Ship** token.

Lose

Subtract or decrease by the amount stated.

Motive

The **Motive** tile in play indicates Nemo's **Motive** representing his (i.e., your) objective or "mission" for the voyage; it defines what emphasis is placed on different aspects of play to achieve success and how long Captain Nemo perseveres before resigning as a global pariah. *Motives are described in Rule 3 – SETUP in the Between Voyages Guide*.

Notoriety

This is what you *don't* want. It represents the growing wrath of the world's nations and their desire to hunt down the *Nautilus*. Ultimately, Nemo's strength and ability to carry on will cease in the face of a world that perceives him as a pariah.



The *Notoriety* track shows the level of Nemo's infamy amongst the world powers.

Oceans

The areas on the map that the *Nautilus* occupies and moves between. These include the six (numbered) **Major Oceans** (the Western Pacific, Eastern Pacific, North Atlantic, South Atlantic, the European Seas – an amalgamation of the North, Baltic, Mediterranean, and Black seas – and the Indian Ocean) and the (unnumbered) **Transitional Oceans** (the Arctic Ocean, Pacific Coast, Central Pacific, South Pacific, Cape Horn, and Cape of Good Hope).



The six *Major Oceans* can be identified by their die symbol and their heavier black outline.

Open Spaces

Ocean spaces, the rectangular box(es) in each Ocean, are "open" when there are no *Ship* or *Hidden Ship* ("Contact") tokens in them.

Pass **P**

This symbol means that you place that card in the **PASS** Pile.

Re-roll

To retake a **TEST** by rolling both dice again and applying the same **DRMs** (unless otherwise specified) and using that re-roll's outcome. When expressly permitted, a single die or more than two dice can be re-rolled.

Reveal

Reveal the top card in a **Pile** or randomly draw a card or token.

Sacrifice

To flip a **Character Resource** tile and accept its penalty, if any. Usually, this is done voluntarily in exchange for its immediate benefit, but circumstances might dictate otherwise.



This is a *Major Ocean*, indicated by the die symbol at the top and the thickened border.



This is a *Transitional Ocean*, as it has no die symbol at the top and no thickened border.

Ship Tokens Color Key

White

Non-warships



Gray

Early-design Warships (these are located on the reverse side of the White Ship tokens)



Pale Yellow

Early Warships



Blue and Green

Warships brought into play via Notoriety



Dark Yellow, Orange, and Red

Increasingly more modern Warships brought into play over time



Black

Special Event Warships



Purple

These are the up-gunned (i.e., greater Attack Strength) sides of the above Warships (excluding Gray)



Select

See "Gain."

Ship Resources

You have three Ship Resources that can be "exerted": Captain Nemo (👤), the ship's Crew (👥), and the Nautilus' Hull (🛡️). Doing so provides Dice Roll Modifiers (DRMs) helpful in favorably resolving the game's obstacles and adventures. Avoid having any of these tracks decline to their "Defeat" spaces.

Ship Tokens

These are revealed, specific Warship and Non-warship Ship tokens challenging the Nautilus at sea in their Ocean and rewarding you when sunk.











Spend

To remove something of value from play (e.g., discard an Adventure, Ally, or Treasure token, flip a Character Resource tile, PASS or FAIL an acquired Adventure card, etc.) to gain its benefit.

Tableau

The area of the table between you and the bottom edge of the map where you place certain Adventure cards, Characters, and Adventure, Ally, and, if desired, Retain Treasure tokens, etc. That is, your Tableau is where you keep unresolved items such as Keep cards, Crew tiles, Nautilus Upgrade cards, etc.

Track Adjustment and/or Scoring Icons (for Victory Points or "VPs")

-  **Warships** (military naval vessels) sunk. The impact on the Imperialist nations' ability to project naval power around the world. Each scores its Motive-modified value in Warship Sunk VPs at the end of the game.
-  **Non-warships** (commerce vessels, etc.) sunk. The effects on ordinary people of trans-oceanic commerce, travel, and communication. Each scores its Motive-modified value in Non-warship Sunk VPs at the end of the game.
-  **Adventure**. The value of an Adventure is to have lived it (and then score its Motive-modified value in Adventure VPs at the end of the game).
-  **Treasure**. The gem symbol denotes drawing a number of Treasure tokens or scoring its Motive-modified value in Treasure VPs at the end of the game.
-  **Notoriety**. Gaining Notoriety is bad; it increases pressure on your success and could break Nemo's spirit ending your Mission in defeat. Conversely, reducing Notoriety and staying beyond the notice of the Imperialists is good.
-  **Uprising**. The physical manifestation/location of peoples and events on land acting in line with Nemo's Motive. These are shown by the placement of Uprising cubes on the small square Land spaces on the map.
-  **Liberation**. At the end of the game, each placed Uprising cube is scored for its Motive-defined Liberation VPs.
-  **Science**. Discovering how the world works through natural and mechanical science. Each scores its Motive-defined Science VPs at the end of the game.
-  **Wonder**. Life-changing sites beheld in a world full of natural and mechanical marvels. Each scores its Motive-defined Wonder VPs at the end of the game.
-  **Scouring the Seas**. The threat to the Imperialist powers' dominance of the seas from the Nautilus. The last column completely filled shows your bonus VP score.
-  **Character**. The people who shape and change our lives for having encountered them. Each scores its value in Character VPs at the end of the game.

Warship

A Ship token that has an Attack Strength as well as a Defense Strength. Those ships with only a Defense Strength are Non-warships.

X

This is a shorthand term for "Discard / Remove from Play."

5. TURN SEQUENCE

Repeat the following **Phases** (Event, Placement, and Action) until the game ends with your early defeat (see Rule 14 – HOW THE GAME ENDS) or you reveal the **Finale** card that ultimately instructs you: **"The game ends!"**

1. Begin each turn with an **Event Phase** by revealing the top card of the **Draw Pile** (on the top left of the board) and resolving that card's **Event**, **TEST**, or other instructions (see Rules 6 and 7 - TESTS). Most turns (excluding the **Prologue** and **Act** cards) continue with a **Placement Phase**, followed by your **Action Phase**.
2. During the **Placement Phase**, you roll the dice indicated for the game's current **Act** (plus one additional **black** die when your **Notoriety** marker reaches #44 on its track). The dice results indicate the **Oceans** for **Ship** token placement that turn. If the two (selected) **white** dice rolled are doubles, a **Lull Turn** takes place (see Rule 10 – PLACEMENT PHASE). You receive the **Differential Roll** result of the two **white** dice in **Action Points** for that turn.
3. During the **Action Phase**, you spend your **Action Points** to **Move**, **Attack**, etc. and by doing so advance Nemo's goals.

When the game is over, check your score (see Rule 15 in the *Between Voyages Guide* – DEFEAT, VICTORY, AND SCORING).

6. EVENT PHASE AND TESTS

Important: Rules on the cards take precedence over the rules in the manuals.

Begin each turn with the **Event Phase** by revealing the top card of the **Draw Pile** (on the top left of the board) and carrying out that card's **Event**, **TEST**, or other instructions.

There are two different varieties of **Event**, **Rising Action**, and **Finale** cards:

- **Event** cards (marked **PLAY** or **KEEP**) and
- **TEST** cards (featuring a white number in a red circle and including a **PASS** or a **FAIL** outcome).

Place **KEEP** cards in your **Tableau** for later resolution.

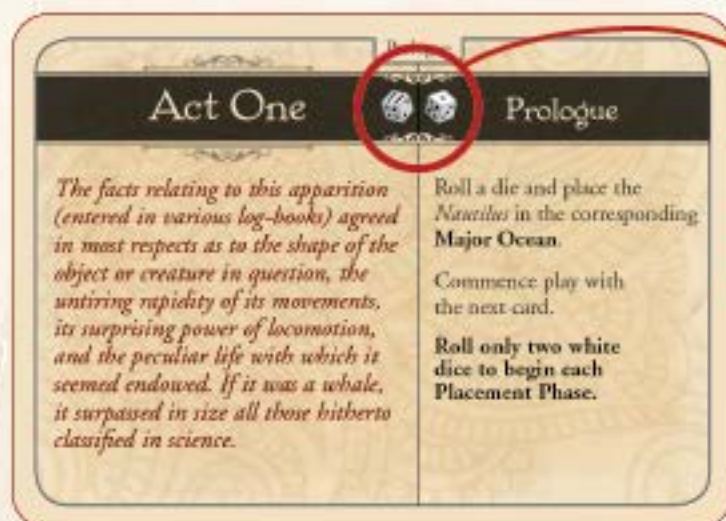
You must resolve **PLAY** and **TEST** cards immediately (although some instruct you to move them to your **Tableau** where they become, in effect, **KEEP** cards).

Act Cards

When you draw an **Act** card (**Acts I, II, or III**), perform their instructions and **note what dice you will be rolling** from now on to begin the **Placement Phase** during that **Act**.

Afterward, place that **Act** card, face up, on top of its own stack (off the board to the left of the **Draw Pile**). By looking here, you are reminded what dice you need to roll each **Placement Phase** and where the story arc is currently.

After setting aside an **Act** card, immediately draw the next card from the **Draw Pile** and continue play normally.



The current **Act** card shows the dice you should roll to begin the **Placement Phase**.

Turn Sequence

- Event Phase
- Placement Phase
- Action Phase



Important: During A Hollow Explosion, the first three Notoriety levels referred to are located at 26, 36, and 44 on the Notoriety track (shown below).



OPTIONAL RULE

"That's not like the Captain."

You may change Nemo's Motive between the Honorable and Stern categories, but this dissonance causes problems between the Captain and his crew.

Note the current Crew DRM (as shown to the right of the Crew Resource marker's present location). You must lose that many Nemo when changing from an Honorable to a Stern Motive or that many Crew when changing from a Stern to an Honorable Motive.

Act III: Changing Motives

At the beginning of Act III, you may change Nemo's starting Motive.

Before continuing Act III, you must immediately decide whether to keep Nemo's current Motive or change it to any of the others **in its category** (Honorable or Stern, as listed below) that would not cause an instant Notoriety Defeat (see Rule 9 – GAINING NOTORIETY).

This is a one-time opportunity and, **if you do not switch Motives**, you may instead select any one set aside (i.e., returned to the box) Nautilus Upgrade card and add it to those available for purchase; there can be more than four purchasable Nautilus Upgrade cards.

Whatever you decide, you have had your one chance to change your mind and there is no turning back! Proceed through the final Act of the game!

Motive Categories

Nemo's Motives are divided into two broad categories:

- **Honorable:** Adventure, Explore, Humanist, and Science.
- **Stern:** Anti-Imperialist, Piracy, War!, and World Order (which immediately adds the Ally Tokens to the Treasure cup if you switch to it at the start of Act III).

PLAY Event Cards

Immediately follow the instructions on a **PLAY** Event card. Afterward, place it face up as instructed and proceed with the next activity. Note that some **PLAY** Event cards are retained in your Tableau as a reminder of their ongoing effect (e.g., *Nadar*, *The Hinomaru*, *The War Office Act*, *Q-Ships Deployed*, etc.).

Mandatory Attacks

Events #4 (*A Frigate's Demise*), #38 (*A Capital Encounter*), and the **Rising Action** card (*A Hollow Explosion*), and **Finale J** (*The Trap*) require you to perform free, mandatory attacks. Similarly, during the **Placement Phase** (see Rule 10 – PLACEMENT PHASE), when a newly placed **Warship** token Goes Hunting and is placed in the same Ocean as the Nautilus, you must immediately attack it (see Rule 12 – COMBAT).

- If you succeed in sinking that mandatory attack target, you can continue to **Attack** other **Ship** tokens (allowed only after a **Bold Attack** or, if you have the Nautilus upgrade **Periscope Device**, after a **Stalk Attack**).
- If that mandatory attack target survives your encounter, add it to the **Ocean** where the Nautilus is located, even if there are no **Open** boxes there; it remains "overstacked" there until later culled. If and when a space in that Ocean opens up, simply move an overstacked **Ship** token in it into that newly opened space.

Event 4	
<h3>A Frigate's Demise</h3>  <p>...two enormous waterspouts crashed onto the deck of the frigate, racing like a torrent from stem to stern, toppling crewmen, breaking spare masts and yardarms from their lashings.</p>	<h3>◀ PLAY ▶</h3> <p>Add the (black background) Frigate to the Nautilus' current Ocean and fight it immediately. This is a mandatory "free" Stalk Attack Action.</p> <p>F</p>

A **PLAY** Event card has an immediate effect when revealed.

The **F** tells you to place this card in the **FAIL** Pile after resolving.

KEEP Event Cards

Place **KEEP** Event cards (or other Event cards directing you to a **KEEP** instruction) in the **Tableau**, face up, until you decide to play them (or simply hold on to them until the end of the game); in the meantime, play proceeds to the next activity.

You may play / resolve a **KEEP** card any time that you meet the requirements, including immediately after drawing it, if ever (e.g., a card might require that the *Nautilus* be located in a specific **Ocean** to be played).

After performing a **KEEP** card, place it face up in the appropriate **PASS** or **FAIL** Pile as instructed and proceed to the next activity.

Diving Apparatus upgrade: After playing/resolving a **KEEP** card in its specified **Ocean** (and only if it has one), place 1 **Treasure Available** gemstone on the **Adventure Deck** but only if it currently has none.

You may also simply hold on to a **KEEP** card for its end-game scoring value (if it has any).

Event 5

2 At Full Steam

After sinking a Warship in the North or South Atlantic. **P**.

At game's end, **F** if unused.

The Abraham Lincoln's speed increased. Its masts trembled down to their blocks, and swirls of smoke could barely squeeze through the narrow funnels.

Victory Points for Adventures Passed are indicated here. These are only scored if the card is in your **PASS** Pile at the end of the game.

The card's text indicates under what circumstances it is placed in the **PASS** or **FAIL** Pile.

Important: Some **KEEP** Event cards increase your score only if they are played, while others increase your score only if they are not played. Read them carefully!

TEST Event Cards

You must perform **TEST** Event cards immediately (see Rule 7 – RESOLVING TESTS, below). After performing a **TEST** card, place it face up, in the appropriate **PASS** or **FAIL** Pile as instructed and proceed to the next activity.

Event 21

2 Jaws Wide Open!

TEST **8** **W**

Pass **P** OR **F** and gain 1 Nemo.

Fail **F** and lose 1 Nemo.

The shark returned when I saw Captain Nemo rise suddenly, dagger in hand, ready to fight the monster. With wonderful quickness he buried his dagger deep into its side. A terrible combat ensued.

The large number is the **TEST** Value. It is the total of two dice you need to equal or exceed to **PASS**.

Ship Resources that can be Exerted for their **DRMs** to your **TEST** dice roll are listed here. Note that none, any, or all of them can be Exerted as you desire.

Keep, Test, and Play Cards

KEEP cards are usually interesting things you can do at some future time, typically at a specific **Ocean**. They are added to your **Tableau** and, there, seek to remind you of their possibilities and rewards. Note that some reward you for not playing them to gain their abilities! All of their opportunities challenge your discernment. Should you set sail and take advantage or is it better long-term to do nothing about that particular **KEEP** card?

TEST cards challenge you to make more than a high dice roll. The real test is weighing up the rewards for **PASSING** versus the penalty for **FAILING**.

After assessing that, you must decide whether to add more risk by exerting **Resource(s)** to improve your chances. Canny players consider questions such as these:

- Is it more important to **PASS** or not **FAIL**?
- Can you afford additional **Resource** losses if you take on additional risk through exertion?
- Do you have at least one **Emergency Resource** that can save you (just in case)?
- Will it be worth it to spend that **Emergency Resource** for this **TEST** or it is wiser to accept ignoble **FAILURE** now so you still have that **Emergency Resource** when the stakes are higher?

PLAY cards are a roughly even mixture of “kisses” and “kicks” that help narrate the story. There is nothing you can do about them except to make the most of whatever opportunities they present.

Experience will teach you what degree of harm lurks in some **PLAY** events (so that you can prepare for their potential consequences). Typically, **PLAY** events are a blend of manageable obstacles and small opportunities, but some can change the very tenor of your voyage as the **Imperialist** opponent reacts via **PLAY** cards to the threat of the *Nautilus*.

Yes, you roll a lot of dice while travelling 20,000 Leagues Under the Seas. However, *Nemo's War* is not a mere "dice chucker" game. The judicious application (and withholding!) of DRMs is a vital decision at every moment of play and has a significant bearing upon your ultimate success (or failure).

7. RESOLVING TESTS

In addition to **TEST** cards, many other game activities (e.g., attacking with the *Nautilus*, searching for treasure, inciting an uprising, etc.) are also **TESTS** with pass or fail / hit or miss outcomes. This is *Nemo's War's* core mechanic and this procedure applies generally to all **TEST** activities.

TEST Procedure

Determine all applicable modifiers, roll 2d6, apply the modifier to their sum (including any post-roll **Emergency Resources**; See Rule 13 – **EMERGENCY HELP**), and compare the result to the **TEST Value** (e.g., the white number in the red circle, the target ship's Defense Strength, etc.).

Result

Ultimately, every **TEST** is **PASS** / **FAIL**.

- For **Event** cards and **Attack Actions**, you either succeed in performing the test or you do not.
- For **Action TESTS** (i.e., **Search**, **Incite**, **Rest**, **Repair**, and **Refit**), however, you **PASS** to varying degrees if you roll a 7+ and **FAIL** to varying degrees if you roll 6 or less per the **Action Success Table** printed on the lower-left corner of the game board.

If the modified result is **equal to or greater than** (\geq) the **TEST Value**, you have **Passed** and immediately follow its **PASS** instructions. *Hurrah!*

If the modified result is **less than** ($<$) the **TEST Value**, you have failed and must immediately follow its **FAIL** instructions.

Important: Some results instruct you to place a card you **PASSED** in the **FAIL** Pile or vice-versa. These instructions are correct!

Ultimate Failure: A natural **TEST** dice roll result of 2 (i.e., **1**, **1**, "snake eyes") always **FAILS**, regardless of modifications. For **Actions** with "degrees" of failure (e.g., **Search**, **Incite**, etc.), you automatically suffer the worst one (i.e., a roll of "5 2"), regardless of any roll modifiers.

Dice Roll Modifiers (DRMs)

Dice Roll Modifiers (DRMs) are generally determined **before** rolling the dice.

Important: The following DRMs apply to **all TESTS** (unless otherwise specified):

- 1 if there are any revealed **Warship** tokens in the same **Ocean** as the *Nautilus*. **Important:** This modifier also applies when performing **TEST** cards! Hidden ship and revealed **Non-warship** tokens generally cause no DRMs unless otherwise noted on the list of that **TEST's** specific DRMs. This does not apply if you are attacking the only revealed **Warship** in that **Ocean** (see Rule 12 – **COMBAT**).

Piracy	
-1	100
+5	100
-1	100



Piracy: The Eyes of the World are Upon You

While **Piracy** is Captain *Nemo's* **Motive** (i.e., the world is paying some attention to the *Nautilus*), collectively treat the presence of **one or more Hidden Ship** tokens in the *Nautilus'* **Ocean** as **one Warship** token (total, not each) for all **DRM** purposes (i.e., there will be a -1 **DRM** for almost everything).

- +X for **Event** and/or **Nautilus Upgrade** cards used to modify the result, as specified on those cards. E.g., *Adventurer's League*, *Armory*, and *Diving Apparatus* modify *Adventure* card **TEST** DRMs.
- +X for exerting specific **Ship Resources**. You can only exert any **Ship Resources** (i.e., **Nemo**, **Crew**, and/or **Hull**) permitted for that **TEST** as indicated on that **TEST** card. Most **TEST** **Actions** limit you to only one **Ship Resource** as indicated; if you do exert any, add their DRMs as indicated on the **Ship Resources** tracks (see *Exerting Ship Resource DRMs* below).
- +X for **Spending Treasure**. You can only spend (i.e., discard) **a maximum of one Treasure token** (♦) when performing a **Rest**, **Refit**, **Repair**, or **Incite** **TEST** **Action** (spending **Treasure** for other **TESTS** is not permitted) and that **Treasure** token **must have** a **Treasure Victory Point (VP)** value on it. You receive that spent token's **Treasure VP** value as a **+DRM** for that **TEST**. *Nemo's* **Motive** only modifies your **Victory Point** score at the end of the game, not the value of **Treasure** tokens spent for **DRMs** during play.

You can spend **Retain Treasure** tokens for their **Treasure** value, when appropriate.

Map Room upgrade: You may return any discarded (i.e., lost, removed, spent, etc.) **Treasure** token that has a **Treasure VP** value to the **Treasure** cup instead.

Also note that there is **Emergency Help** (see Rule 13 – **EMERGENCY HELP**) for things you can do to alter matters **after** determining the result!

OPTIONAL RULE

Imperialist Naval Coordination

This rule puts you at a disadvantage.

Whenever you suffer a penalty of -1 **DRM** if there are any revealed **Ship** tokens in the *Nautilus'* **Ocean**, change it to -1 **DRM** for each such revealed **Ship** token there!

OPTIONAL RULE

At All Costs!

This option puts you at a strong advantage during the endgame.

For +1 ♦, you may **Sacrifice** (i.e., return to the box) any **one Nautilus Upgrade** card (maximum once per occasion), either equipped or available for purchase, before any **TEST** or **Combat** 2d6 roll for a +2 **DRM**.

Exerting Ship Resource DRMs

Each TEST card indicates which Ship Resource(s) you can exert, if any, to assist with their DRMs. Ship Resources are listed below.

☉ for Nemo; ☺ for Crew; and ☻ for Hull

- You need not exert any Ship Resources during a TEST; it is entirely your option, but you must decide *before rolling the dice*.
- You can exert none, any, or all of the Ship Resources listed as available to help with that specific TEST card.
- Note that TEST Actions (e.g., Search, Refit, etc.) allow you to risk *only one* Ship Resource, maximum, but you may choose which type.

Procedure

You indicate the exertion of a Ship Resource by moving its marker one-half a position to the right along its track to highlight its +X DRM value as shown in the example to the right (in this case a +1 DRM will be gained for exerting the Hull Ship Resource). That +X DRM value is gained for exerting that Ship Resource.

Double Hull upgrade: Gain an additional +1 DRM when exerting your Hull Resource.

Risk

Every time you exert a Ship Resource to gain its DRM (and there are many different occasions when this can occur; it is a constant quandary), you have, in fact, “bet it” on the outcome of that TEST.

Result

If you **PASS** that TEST, *immediately reclaim* the Ship Resource(s) you exerted on it (see Rule 8 – GAINING AND LOSING SHIP RESOURCES). That is, return the wagered Ship Resource marker one-half a position to the left.

If you **FAIL** the TEST, or your Attack fails, or your TEST Action result has a red title (see Rule 11 – ACTION PHASE), you *lose an amount of each Ship Resource type wagered* (see Rule 8 – GAINING AND LOSING SHIP RESOURCES; if you wagered no Ship Resources, then you lose no additional/wagered Ship Resources). This amount varies by Difficulty Level as shown below (and see Rule 12 – COMBAT, on “Applying Hits”).

TEST FAILURE DIFFICULTY SETTING

This is a *critically important* Difficulty Level setting! Remember, when you can't decide, all Difficulty Level settings default to OFFICER.

SAILOR: Failed TEST losses from each Ship Resource exerted are always 1.

OFFICER: Failed TEST losses from each Ship Resource exerted equals 1 if the result of the lowest die rolled for the TEST was a \square , otherwise the loss equals 2.

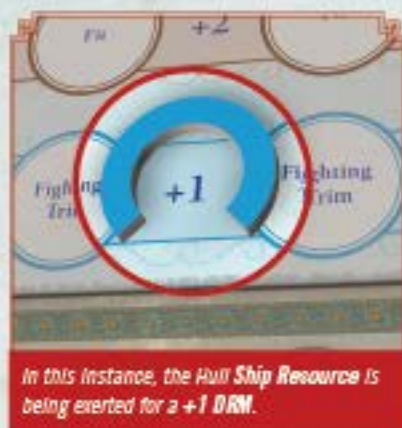
CAPTAIN: Failed TEST losses from each Ship Resource exerted are equal to the full amount of the lowest die's result.

Important: These lost Ship Resources are *in addition* to penalties listed for **FAILING** that TEST! (See example to the right.) Which means this could be quite disastrous!

8. GAINING AND LOSING SHIP RESOURCES

If you gain a Ship Resource, move its marker along its track one full position (i.e., to the next circle) to the left, but never above its highest, leftmost (starting) position; ignore any gains past that.

If you spend or lose a Ship Resource, move its marker along the track one full position (i.e., to the next circle) to the right. The game immediately ends in Defeat if any Ship Resource reaches the rightmost space on its track (i.e., Nemo is Broken, the Crew is Killed, or the Hull is Shattered, see Rule 14 – HOW THE GAME ENDS).



EXAMPLE

You reveal *The Whales* (Event 29). It is a TEST card with a TEST Value of 9, and indicates that you can exert the Crew and/or Hull to contribute their DRMs.

Before you roll the dice, you decide to exert only the Hull, and doing so currently provides a measly (but much needed) +1 DRM. You move the Hull Resource marker over to the right half a position, indicating that you are wagering your already-battered Hull on this TEST's outcome.

With no revealed Warship tokens in that Ocean (to penalize your dice roll), nor applicable Nautilus upgrades, the net DRM is +1. You throw the dice, rolling a \blacksquare and \blacksquare (with a +1 DRM from risking the exerted Hull) for a modified total of 8, which is not enough – you **FAIL!**

Because you are playing at the OFFICER Difficulty Level, to **FAIL** costs you four Hull Resources (i.e., two Hull hits as indicated on the card as the penalty for **FAILING** this TEST, plus two more from your just-exerted Hull loss due to not rolling a \blacksquare in your failed exertion). Hmm... that is looking pretty ugly for the Nautilus as this outcome would cause your Defeat (by shattering the Nautilus' Hull).

You are left with no choice but to Sacrifice a Character to save your situation (see Rule 13 – EMERGENCY HELP). Ned Land with his +1 DRM would be sufficient, but you have previously Sacrificed him, so he is not available! Conseil is available and would get you a re-roll, but you could end up no better off after Sacrificing him, so you decide that Professor Aronmax must make the needed Sacrifice and lend his +2 DRM to increase your TEST result to a 10 and save the day. You ship his Character tile and gain one Notoriety (☹) for doing so.

Now, having successfully resolved the TEST of *The Whales*, you receive its **PASS** reward, opting to gain 1 Crew (instead of 2 Treasures) and then place this card in the **PASS** File. A Pyrrhic victory, indeed.

EXAMPLE



In this example, the **Crew Ship Resource** is Exerted (for a +2 DRM), as well as the **Hull Ship Resource** (for a +1 DRM), giving a +3 DRM in total. This is indicated by moving both **Ship Resource** markers as shown.

You **FAIL** the **TEST**, having exerted both the **Crew** and **Hull** of the **Nautilus**. The **TEST** number is a 10, and you roll a 2 and a 2, which is a total of 6, +3 for your exerted **Ship Resources** = 9. **Not enough to PASS!**

Consequently (as you are playing at the **OFFICER** Difficulty Level for **TEST** results), your **FAIL** costs you **two** each of your exerted **Crew** and **Hull** Resources since the **lowest die result in your failed dice roll was not a 1** (it was a 2). Then, after losing those combined four Resources, you also lose any additional **Ship Resources** indicated on that card for failing this **TEST**. A calamity (which would have been even worse were you playing at the **CAPTAIN** Difficulty Level for **TEST** results)!

Note that, at the **OFFICER** Difficulty Level, if the loss roll had been a total of 6, but from a dice roll of 1 and 5, you would only lose **one** each of the exerted **Crew** and **Hull** Resources, which would have been much less painful.

To help you avoid such calamities, **Emergency Help** is available (see Rule 13). These are things you can do to alter matters after determining the result.




In this example, a **FAIL** result costs two of each **Ship Resource Exerted**, as the lowest die of the failed roll was not a 1. If it had been a 1, only one of each **Ship Resource** would have been lost.



Reaching the rightmost space on any of the **Ship Resource** tracks will end the game in a **Defeat**.

9. GAINING NOTORIETY

If you gain **Notoriety** (abbreviated by the symbol ) , advance the **Notoriety** marker along the track to the next numbered box(es). **Notoriety** can never go below zero. Reaching certain **Notoriety** thresholds triggers their events as described in this Rule.



Humanist Motive: Bad Press

The Price of Nice: While Nemo's **Motive** is **Humanist**, during the **Action Phase** (only!), **triple** all **Notoriety** gains. Use caution when initiating **Attack** and **Adventure** Actions. Captain Nemo cannot endure a lot of bad press!

Ship Group Reinforcements

When the **Notoriety** marker reaches the #14* box, immediately add the **Blue Ship** group to the **Ship** cup and mix them in.

Similarly, when the **Notoriety** marker reaches the #26* box, add the **Green Ship** group to the **Ship** cup and mix them in.

*These numbers might vary with the **Difficulty Level** you select for them during setup (see Rule 3 #7 – **GAME SETUP**).

One Way Ticket: Reinforcement ships, once added to the **Ship** cup, remain there even if your **Notoriety** is reduced below the level required to add them.




When the **Notoriety** marker reaches the spaces indicated here, the corresponding **Ship** group is added to the **Ship** Draw Pool.

Allied Navies Upgrade

When the **Notoriety** marker reaches the #36 box, if that is not your **Defeat!** Level, immediately flip all the **Warships** on the map that are not colored **Gray**. Use only such ships' stronger **Purple** sides for the remainder of the game, including when placing **Ship** tokens.

Imperialist Determination

At the beginning of a turn, when the **Notoriety** marker is in the #44 box or higher, if that is not your **Defeat!** Level, roll one additional black die () during each future turn's **Placement Phase**.

Game Over: Defeat

The game immediately ends in **Defeat** if the **Notoriety** marker reaches the indicated box of that track based upon Nemo's current **Motive**. At that moment, Nemo loses his spirit to carry on, sensing that he has become notorious as a global **Pariah** (see Rule 14 – **HOW THE GAME ENDS**).

When Act III begins, you cannot change Nemo's **Motive** to one causing an automatic **Notoriety Defeat** (see Rule 15 in the *Between Voyages Guide – DEFEAT, VICTORY, AND SCORING*).



Reaching a red space on the **Notoriety track** may end the game in **Defeat**, depending on Nemo's current **Motive**.



Piracy: Never Say Die!

There is no **Notoriety Defeat** when Nemo's **Motive** is **Piracy**. Instead, when the **Notoriety** marker reaches the #51 box (i.e., the end of the **Notoriety track**), it remains frozen there and the game rules are modified as follows:

- Infamy to Infinity:** Treat all future **Notoriety** fluctuations as +0 **Notoriety**.
- Limited Options:** When offered a choice between affecting **Notoriety** or some other aspect, you must choose the other.
- Imperialist Retaliation:** For the rest of the game, determine your **Action Points** using the differential of the **black dice** (instead of the **white dice**) each **Placement Phase** (and ignore the **white dice** during **Lull turns**).

Limiting Gains and Reducing Notoriety

- Use **Incite Actions** to successfully place **Uprising** cubes (see Rule 11 – **ACTION PHASE, INCITE**). You have distracted the **Imperialists'** attention away from your endeavors.
- There are many **Nautilus Upgrade** cards that you might acquire which can help keep your **Notoriety** manageable (see Appendix A – **NAUTILUS BLUEPRINTS** and Rule 11 – **ACTION PHASE, REFIT**). Examples include *Electric Horns*, *Fog Machine*, *Monstrous Design*, *Nemo's Manifesto*, and *Periscope Device*.
- Adventure** cards might also occasionally help (or hinder) you.

10. PLACEMENT PHASE

Placement Dice Roll

Begin the **Placement Phase** by rolling the dice indicated on the current **Act** card on the top of its stack (off the board to the left of the **Draw File**). This will always include two **white dice** and, as the game progresses, a **black** and the **third white die** (plus one additional **black die** if your **Notoriety** is currently #44 or higher).

Crystalline Sensors upgrade: You may reroll one **Placement die** one time and apply that result.

After rolling all the dice indicated for that **Act's** turn, note the results for the two **white dice** first.* If you rolled three **white dice** that turn, you must choose any two of them and perform the first two of these three functions (and use all the dice rolled for the third function):

- Their differential determines how many **Action Points (APs)** you receive that turn (see Rule 11 – **ACTION PHASE, ACTION POINTS**).
- If the two (selected) **white dice** both show the same result (i.e., you rolled or selected doubles), it is a **Lull Turn** (see "A Lull Turn" later in this Rule).
- Conduct **Ship** placement for each die thrown (i.e., all the **white dice**, regardless of which two were selected; include all the **black dice** if it is not a **Lull Turn**) in the **Oceans** corresponding with their respective results. You will conduct multiple placements every turn!



***Piracy: Imperialist Constraints**

As there is no **Notoriety Defeat** when Nemo's **Motive** is **Piracy**, when the **Notoriety** marker reaches the #51 box at the end of the **Notoriety track**, it remains frozen there and, for the rest of the game, you determine your **Action Points** using the differential of the **black dice** (instead of the **white dice** differential) each **Placement Phase** (and instead ignoring the **white dice** during **Lull Turns**).



The current **Act** card shows which dice you roll. An additional **black die** is rolled if the **Notoriety** marker has reached space 44 on the **Notoriety track** (shown below).





Based on a roll of 4, and the corresponding Ocean having a free space, a Hidden Ship token is placed there.

Summary List When a Full Ocean Gains Another Ship:

- Place a Hidden Ship token in an adjacent Ocean.
- Draw a Ship token from the Ship cup, examine it, and replace a Hidden Ship token with it in that or an adjacent Ocean.
- Flip a revealed Non-warship to its Warship side (i.e., flip a white Ship token to its Gray side) in that or an adjacent Ocean.
- Draw a Warship from the Ship cup, examine it, and place it in any Open space anywhere in the world; if there are no Open spaces remaining, you lose (see Rule 14 – HOW THE GAME ENDS)! If you place it in the same Ocean as the Nautilus, you must fight it immediately.

Perform the first possible action from the list, not all four. This is a **crucial strategy element** in the game! How you decide to "paint the board" with the growing number of increasingly lethal Ship tokens is often the difference between the success or failure of your Motive. When you have a choice, consider these placements carefully!

Placing Ship Tokens

When conducting multiple placements, do them in order from lowest-to-highest-numbered Oceans (i.e., placement goes from 1, the Western Pacific, to 11, the Indian Ocean). When performing more than one placement in a particular Ocean, perform them one at a time (it matters).

For each placement, take one Hidden Ship token and place it in an Open space in the indicated Major Ocean (based on the die roll's result).

If there are no open spaces in that Major Ocean, then you must do the first possible item on the list (A, B, C, or D) below:

A. Spread Out

Place a Hidden Ship token in an empty Ocean space in an adjacent Ocean, if any are available. Note that the dotted line connecting some Oceans (e.g., the Pacific Coast to the North Atlantic) exists **only for the purpose of placement** (not movement).



Based on a roll of 4, and the corresponding Ocean already being full, the options for placing a Hidden Ship token are those highlighted in the adjacent Oceans. Note the black dotted line allows placement.

B. Reveal

If there is no Open space to place that Hidden Ship token in an adjacent Ocean (A), then draw one Ship token from the Ship cup. After examining it, replace one Hidden Ship token in that **or an adjacent Ocean** (remember that dotted lines are usable) of your choice with that newly-drawn Ship token.

If it has a white (i.e., Non-warship) side, place it with that side showing. If it does not have a white side, place it so that it is showing its non-Purple side if the Notoriety marker has not yet passed #36 on the Notoriety track, or showing its Purple side after reaching that threshold.

C. Get Hostile

If there are no Open spaces to place a Hidden Ship token in that or a neighboring Ocean (A), and all of the spaces in those Oceans contain revealed Ship tokens (B), then flip over one white Non-warship token there to show its Gray Warship side.

D. Go Hunting

If there are no Open spaces to place a Hidden Ship token in that or a neighboring Ocean (A), all of the spaces in those Oceans contain revealed Ship tokens (B), and there are no white Non-warships among them (C), then draw one Ship token from the Ship cup and examine it.

- If it has a white Non-warship side, place it on the map with its Gray Warship side showing instead. *They're going hunting!*
- If it does not have a white Non-warship side, you must place it showing its non-Purple side if the Notoriety marker has not yet passed #36 on the Notoriety track, or place it showing its Purple side after reaching that threshold.

You must place a **Hunting Ship** in an **Open** space **anywhere in the world** (i.e., regardless of proximity).

- If you place it in the same **Ocean** as the *Nautilus*, you must immediately **Stalk Attack** that **Ship** token as a free **Action** (see **Rule 6 – EVENT PHASE AND TESTS, PLAY Event Cards**).
- If there are no **Open** spaces left on the map, **you immediately lose the game** (this is an **Imperialist Powers' Victory**; see **Rule 14 – HOW THE GAME ENDS**).

When There Are No Ship Tokens Left to Draw When the **Ship** cup is exhausted, use all the **Ships** in the **Ship Discard Pile** to restock the cup. If there are no discarded **Ships** remaining, then all of the uncommitted **Green, Blue, Dark Yellow, and Orange** ships not yet in play are immediately added to the cup.

OPTIONAL RULE

Deadly Seas Expansion

Requires additional setup as described in **Rule 3**



Any time a **Deadly Seas** token is pulled from the **Ship** cup you must immediately reveal and resolve it (this can occur at other times than the **Placement Phase**, but we are explaining it here as this is the most common time). This option is a net disadvantage but there are benefits as well as risks.

- Most **Deadly Seas** tokens are events to immediately resolve and then discard.
 - o The **Hidden Ship** token which would have been revealed, is not. Instead, it remains in play, undisturbed, on the map.
 - o If you were attacking it (see **Rule 11- ACTION PHASE, ATTACK**), your **Action Point** is spent instead dealing with the **Deadly Seas** event (and this also ends your string of multiple **Bold Attacks** per **Rule 11**).
- Only a **Ship Group** token (see below) replaces a **Hidden Ship** token on the map when drawn at times other than the **Placement Phase**. It is/can be attacked normally when revealed.

Most of the **Deadly Seas** tokens are self-explanatory; here is a closer look at each:

Coastal Village

If there is a space to place an **Uprising** cube (🎲) in that **Ocean**, and you have an **Uprising** cube available, you may place one there for free.

Cyclone!

This weather event, while not a **Warship**, attacks the *Nautilus* in the same way. Afterward, discard it and all of the other hidden and revealed **Ship** tokens in the *Nautilus'* **Ocean**!

Fire Aboard!

You must lose one **Ship Resource** or **Sacrifice** one available **Character** tile of your choice.

Nautilus Breakdown!

Immediately place the **Action Point** marker in its #0 box and skip (the remainder of) your **Action Phase** this turn. You cannot use **Resources** that give you additional or free **Actions** this turn. *Is there a saboteur on board?*

Red Sky at Night

Retain this as an **Emergency Resource**. It works in the same manner as **Professor Aronnax** (i.e., discard it for a +2 **DRM** after the dice roll).

The title comes from the ancient weather saying: "Red sky at night, sailors' delight; Red sky at morning, sailors take warning."

Rogue Wave!

Sacrifice one available **Character** tile of your choice (if you have any remaining) without receiving its benefit. Note that losing *Nadeem Dakhur* is a defeat condition!

Ship Group Tokens

The **Ship Group** tokens function as other **Ship** tokens do; they do not have a **Purple** side to convert to, so don't bother with them when the time comes. When placed, they expand commerce and automatically trigger the placement of two more **Ship** tokens in that **Ocean** using the usual **Placement** protocols (see **Rule 10 – PLACEMENT PHASE**).

Uncharted Island

Revealing this **Deadly Seas** token interrupts the game; you must immediately resolve one free **Adventure Action** (see **Rule 11 – ACTION PHASE, ADVENTURE**). Afterward, continue play normally.



THE DOUBLES OCEAN

The "doubles Ocean" is the Ocean corresponding to the number you rolled doubles of, triggering the Lull Turn.

E.g., if you rolled double "5s," then the North Atlantic is the "doubles Ocean."



The two Oceans highlighted here both have a **Treasure Available** gemstone. This denotes that a **Search** Action is possible in these locations.

A Lull Turn

If the two white dice used for that turn are doubles (e.g., 5s and 5s, which, in this case, makes Ocean #5, The European Seas, the "doubles" Ocean), place one Ship token for each white die rolled (which means multiple ships in the doubles Ocean). All of the following Lull Turn activities apply:

1. Hidden Ship Placement

Place Ships only using the (two or three) white dice roll numbers and ignore the black die (or dice) results that turn.



While Nemo's Motive is Piracy and the Notoriety marker is in the #51 box at the end of the Notoriety track, reverse these colors; use only the black dice results for ship placement in the Lull Turn and ignore the white dice results.

2. Treasure Placement

Place one **Treasure Available** gemstone in each of the following, in this order while the stock lasts:

- One in the doubles Ocean (see "Adding Treasure Gemstones to the Map" below).
- One on top of the Adventure Deck as an extra reward when performing its next card.
- Guilds Deck upgrade:** One on the next empty space on the Salvage track (if it is not full) where each such gemstone counts as one Salvage Point.

3. The Imperialists' World Order: Uprising Cube Removal

The Imperialist Powers take advantage of the lull to crush uprisings (see "Removing Uprising Cubes" below).

4. Actions

Lull Turns also affect your Action Phase (see Rule 11 – ACTION PHASE). You will have fewer Action Points to spend that turn (because you gained none*), but expensive Actions are cheaper that turn if you can find some Action Points to spend. Also see Adventure Motive, below.

*Nemo Cell Batteries upgrade: You instead gain one Action Point each Lull Turn. This is cumulative with those gained while Nemo's Motive is Adventure (see below).



Adventure Motive: Never a Lull Moment

While Nemo's Motive is Adventure, Lull Turns are handled a little differently:

• You receive 2 Action Points (not 0).

- You do not receive the Lull Turn "discount" for normal Actions during a Lull Turn. That is, normal Actions reduced in cost to only 1 Action Point during a Lull Turn (e.g., Rest) always cost 2 Action Points during a Lull Turn while Nemo's Motive is Adventure. However, events which reduce costs to only 1 Action Point during a Lull Turn still apply normally (e.g., The Grecian Archipelago or The South Pole would still cost 1 Action Point during an Adventure Motive Lull Turn).
- You also place 1 Adventure token (if possible), face down, in the doubles Ocean. If that Ocean already has a face down Adventure token in it, place it in an adjacent Ocean that does not have one; if there is no such Ocean, do not place that Adventure token; it is forfeit.
- Otherwise, it is still a Lull Turn; conduct all other aspects of it normally (Ship Placement, Treasure Gemstones Placement, and Uprising Cube Removal).

Adding Treasure Gemstones to the Map

Oceans either do or do not have Treasure in them. Think of this as a "bit" in computer programming: it is either yes or no.

When an Ocean has a **Treasure Available** gemstone, it does have Treasure and you may search for it (see Rule 11 – ACTION PHASE, SEARCH). Remove an Ocean's **Treasure Available** gemstone (returning it to the stock) after a successful Search Action there or when instructed to by an event.

When an Ocean gains Treasure (e.g., during a Lull Turn), place a **Treasure Available** gemstone there to indicate this happy status. If that Ocean already has a **Treasure Available** gemstone in it, place it in an adjacent Ocean that does not have one; if there is no such Ocean, do not place that gemstone; it is forfeit.

Note: Because gemstones are a limited resource in the game, if you are ever required to place one when the stock is empty, simply ignore that placement.

Removing Uprising Cubes (the Imperialists' World Order)

The Imperialists opposing you are not asleep during a Lull Turn!

At the end of the **Placement Phase** of a Lull Turn, for each **Ocean** that has a **Land** space with an **Uprising** cube connected to it, check to see if the Imperialist Powers are busy crushing an uprising there.

Add the number of **Uprising** cubes AND every revealed **Ship** token in that **Ocean**, and roll 1d6:

- If the result is **greater than or equal to** (\geq) the sum, the Imperialist Powers' efforts fail and there is no effect.
- If the result is **less than** ($<$) the sum, the Imperialist Powers have succeeded in pushing back against your ventures on land. Now you must either:
 - A. Abandon your support and **remove one Uprising cube** from a **Land** space connected to that **Ocean** (returning it to the stock), OR
 - B. Press your support and immediately gain **Notoriety** (☉) equal to the just-rolled result.

For more information on **Uprising** cubes, see page 8 and refer to the **Incite Action** in Rule 11 - ACTION PHASE. In general, **Uprising** cubes are used to reduce your **Notoriety** during the game and to increase your **Liberation** score at the end of the game.

11. ACTION PHASE

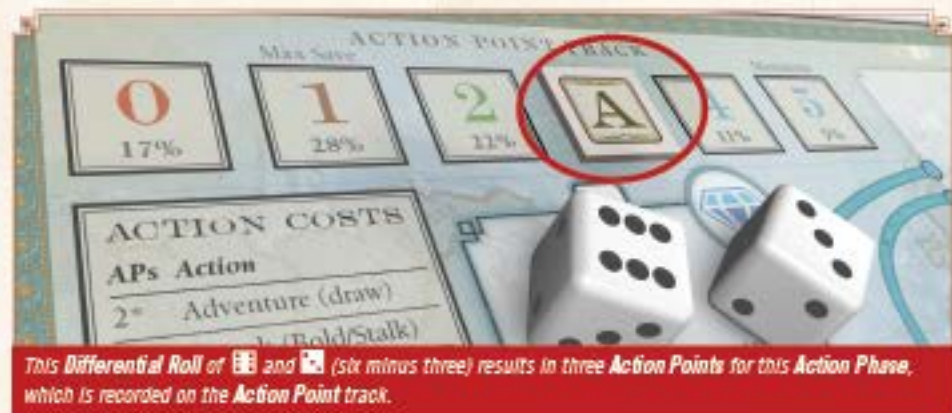
During the **Action Phase**, you perform **Actions** to advance Nemo's cause and lead the **Nautikas** and her crew through dramatic adventures.

Nemo Prism Binoculars upgrade: Once per **Action Phase**, when you reveal a **Hidden Ship** token, you may redraw it, returning the first **Ship** token drawn to the **Ship** cup afterward.

Action Points

At the beginning of your **Placement Phase**, you make a **Differential Roll** (see Rule 4 - DEFINITIONS AND CONVENTIONS, DIE AND DICE ROLLS). When rolling three white dice during Act III, you must choose which two to use for the **Differential Roll** result; use the third white die only for **Ship** placement that turn.

At that time, you add the **Differential Roll** result to your **Action Point** track on the upper-left corner of the map. This is the number of **Action Points** you are allotted this turn to spend as you see fit.



Maximum Action Points

The maximum **Action Points** allowed on the **Action Point** track is five. If you ever have more than five **Action Points** (e.g., you saved one from the previous turn and luckily rolled five more this turn), the excess is forfeit unless otherwise specified (some events allow you to temporarily exceed this limit).

Rolling Doubles & Lull Turns

If you roll doubles for your **Differential Roll** (when rolling three white dice, you may select two with the same result to achieve doubles), you gain 0 **Action Points** and that turn is a **Lull Turn**. (see Rule 10 - PLACEMENT PHASE, and note the difference when Nemo's current **Motive** is **Adventure**).



This roll of 4 is enough to allow the **Uprising** cube to remain, as it exceeds the sum of **Uprising** cubes and revealed **Ship** tokens (in this case four).

ACTIONS PROBABILITY

The percentages shown on the **Action Point** track are the approximate chance of receiving that many **Action Points** on a given turn when the **Differential Roll** uses two white dice. In Act III, when a third white die is added, the math is approximately:

0 AP:	3% (+4% if you went a Lull)
1 AP:	14%
2 AP:	22%
3 AP:	25%
4 AP:	22%
5 AP:	14%

ACTIONS LIST

Perform the following **Actions** at the indicated **Action Point (AP)** costs:

AP Cost	Action
2*	Adventure (draw an Adventure card from the Adventure Deck)
1	Attack (Bold or Stalk)
1	Incite (Uprising cube placement)
1	Move (one Ocean)
2*	Rest (to regain Crew)
2*	Repair (to regain Hull)
2*	Refit (to upgrade the Nautikas)
1	Search (for Treasure)

*Costs only 1 AP during a **Lull Turn**.

Lull Turns

Lull Turns are like cough drops; very handy when you need one, but most of the time you don't.

The way probabilities work, prior to Act III, one-sixth (about 17%) of the time you will roll doubles on the white dice and must conduct a **Lull Turn**. That means, on average, once during Act I and once more during Act II, there will be a **Lull Turn**.

Should you save 1 Action Point between turns during this period (Acts I and II)? Unless there is a compelling reason to spend this turn's last Action Point now instead of banking it for next turn, you may want to. You are three times more likely to roll another **Lull Turn** than a "5-banger" (i.e., a 1 + 6 combination which gives you 3 Action Points).

During Act III, developer Wes Erni states there is a 44% chance that you will be able to choose to take a **Lull Turn**. Most times you probably won't due to the high likelihood of achieving a 4- or 5-Action turn that is just too tempting not to take.

Adventure Deck "Camping"

Motives that score bonus Victory Points for the **Adventure**, **Science**, and **Wonders** categories often do well to "camp" on the Adventure Deck and plow through it questing for those VPs. This works well with Honorable Motives in particular pursuing a Lull Turn strategy, as this places gemstones on the Adventure Deck and reduces the cost of drawing from 2 Action Points to only 1. Another plus to Adventure Deck camping is that you can ignore any bad or excessively risky cards drawn and instead cherry-pick just the good ones.

There are times when even Stern Motives might use this tactic to quest for the three **Nautilus Upgrade** cards potentially hiding among the **Adventure** cards or to actually find trouble with the **Imperialists** that will generate an opportunity for higher rewards sinking their ships!

During a **Lull Turn**, Actions that normally cost 2 Action Points each (including **Adventure**, **Rest**, **Repair**, and/or **Refit**) only cost 1 Action Point each. You will either have had to save 1 Action Point from the previous turn or scrounge up Action Points by other means to keep the **Nautilus** busy during a **Lull Turn**.

Spending Action Points

You can perform your Actions that turn in any order desired, including conducting the same type of Action multiple times per turn. You must pay each Action's cost in Action Points to perform it. If you do not have sufficient Action Points to pay its cost, you cannot perform that Action.

Saving Action Points

Between turns, you can save a maximum of 1 Action Point. Any additional unspent Action Points at the end of a turn are lost.

Nothing overrides this rule. When an Event requires you to skip (the rest of) your Action Phase, you must still forfeit any Action Points you might have remaining down to 1.

OPTIONAL RULE

Relentless Pursuit

This option puts you at a disadvantage.

At the beginning of your Action Phase each turn (i.e., before conducting any Action), designate each revealed Warship token in the **Nautilus'** Ocean, one at a time, roll 1d6 for it, and compare the result to its Warship Victory Point (VP) value. If the result is...

- **Equal to or greater than** (\geq) its VP value, there is no effect.
- **Less than** ($<$) its VP value, you must fight it immediately.

This is a mandatory "free" **Bold Attack Action** (i.e., it costs 0 Action Points) following the **Combat Sequence** per Rule 12 - **COMBAT**. Success does allow you to continue making (free) **Bold Attacks** at that Ocean as usual, if desired (see **Bold Attacks**, below).

Example: The Kōtetsu and the Nautilus begin the Action Phase in the same Ocean. You make a Relentless Pursuit check to see if the Kōtetsu aggressively pursues the Nautilus. Since the Kōtetsu is worth 2 VPs, only on a die roll of 2 will it immediately attack the Nautilus!

ADVENTURE

Spend 2 Action Points (or 1 during a **Lull Turn**). Draw the top card from the **Adventure Deck** (not the **Draw Pile**) along the right side of the map and read it. Then, you may either:

- Perform that card's activity and, afterward, collect one **Treasure** token (☘) for each **Treasure Available** gemstone on top of the **Adventure Deck** (returning these to the stock) OR
- Decline to perform that card's activity and simply return it, face down, to the bottom of the **Adventure Deck**, leaving any **Treasure Available** gemstones there uncollected.

You cannot choose this Action if there are no cards left in the **Adventure Deck**.

All **Adventure TEST** rolls have the following DRMs:

- 1 if there are any revealed Warship tokens in that Ocean (and see Rule 7 - **RESOLVING TESTS** regarding the **Piracy Motive**).

Adventurer's League upgrade: +1 DRM to all **Adventure** card **TEST** die rolls.



Adventure Motive: Seeing the World

While Nemo's Motive is **Adventure**, after performing an **Adventure Action** (it must be performed and cannot be declined, and regardless of **PASSING** or **FAILING** any **TEST** Event card drawn), you may also claim a revealed **Adventure** token in the **Nautilus'** Ocean as a **bonus reward**. Consider it a "Retain" **Treasure** token; i.e., you have the option to discard it ("X") for an excellent benefit or score it at the end for both of its **Victory Point** categories.

ATTACK (INITIATE COMBAT)

Spend 1 Action Point to conduct a **Bold** or **Stalk Attack**.

If you have the *Nautilus* upgrades **Steam Torpedoes** and/or **Hospital Machines**, each allows you to conduct *one* free (i.e., 0 Action Points) **Torpedo** or **Diplomacy Attack** (respectively) per turn.

You must first designate the target ship and type of attack you are attempting and then perform the **Combat Sequence** (see **Rule 12 – COMBAT**).

BURY TREASURE

OPTIONAL RULE

Buried Treasure

This option puts you at a variable advantage.

While *Nemo's Motive* is "**Stern**" (**Anti-Imperialism**, **Piracy**, **War!**, or **World Order**), you may perform this special **Bury Treasure Action**:

A. Burying Time: It costs 2 Action Points* (or 1 during a **Lull Turn**).

***Officer's Mess** upgrade: Afterward you may immediately conduct a free **Move Action**.

B. Treasure Maps: You can only bury **Treasure Map** tokens (i.e., plain treasures having 0 to 5 **Treasure VPs** only; these are easily identified by the map on their background). You can bury any or all such tokens in your **Collected Treasures** box when you perform this Action.

C. "X" Marks the Spot: Remove **Buried Treasure** tokens from the **Collected Treasures** box and place them on the **Motive** tile where they are out of play until scoring.

If, optionally (see 15 – **DEFEAT, VICTORY, AND SCORING**, *Nemo's Motive*), at the beginning of Act III, *Nemo* changes to an **Honorable Motive** (**Adventure**, **Explore**, **Humanist**, or **Science**), immediately "dig up" any buried treasures and return them to the **Collected Treasures** box.

D. Dead Men Tell No Tales: When scoring, count the number of spaces the **Crew Resource** marker is below its maximum; you may choose up to that many **Buried Treasure** tokens to score **DOUBLE** their value in **Treasure VPs**. Additional **Buried Treasure** tokens still score their (undoubled) **VPs** normally.

For example, at the game's end your **Crew Resource** track is down 4 positions below its maximum showing the middle "Fit" space; thus, you can score up to 4 **Treasure Map** tokens at double their **VP** value.

CLOCKWORK CIPHER

This is a free Action while equipped with the **Clockwork Cipher** upgrade. Once during each **Action Phase**, you may flip any one revealed **Ship** token in the *Nautilus' Ocean* (i.e., changing the color of its currently-revealed) sides. This can turn gray **Warships** back into white **Non-warships** and vice-versa, or change a **Warship** into its stronger or weaker version.

INCITE

The **Incite Action** lets you place **Uprising** cubes on the board in an effort to distract the **Imperialists** and thereby reducing your **Notoriety**. They are also worth **Liberation Victory Points** at the end of the game.

Spend 1 Action Point. If an **Uprising** cube is available in their holding box, perform an **Incite TEST** (see **Rule 7 – RESOLVING TESTS** and also see the **Action Success Table** at the lower-left corner of the board). If successful, place one **Uprising** cube (🎲) in an empty **Land** space connected to the **Ocean** where the *Nautilus* is located and reduce your **Notoriety** (🎲) per the result.

Note that *each* revealed **Ship** token (not just **Warship** tokens) in the *Nautilus' Ocean* contributes a -1 **DRM**, as does *each* already placed **Uprising** cube in that **Ocean** (if applicable; so there can be multiple -1 **DRMs** applied).

Whenever you place an **Uprising** cube for any other reason (by an event, etc.), your **Notoriety** (🎲) is unaffected.

Arcane Library upgrade: +1 **DRM** to all **Incite TEST** die rolls.

Armory upgrade: +1 **DRM** to all **Incite TEST** die rolls.



A sample **Treasure Map** token suitable for burying.

EXAMPLE

For example, *Nemo* has a **Stern Motive** at the game's end and your **Crew Resource** track is down 4 positions below its maximum showing the middle "Fit" space; as a result, you can score up to 4 **Treasure Map** tokens at double their **VP** value.



The **Action Success Table** on the board provides the modifiers and results for the **Search**, **Rest**, **Repair**, **Refit**, and **Incite** Actions.



Gameplay effect

Cost in Salvaged Ship tokens

Reminder: When there is a conflict, the Rules on cards and tokens supersede other Rules. That is, they can “break” the Rules.

EXAMPLE



Upgrading the Nautilus: After spending 2 Action Points to Refit the Nautilus, you consult the *Actions Success Table* and check the *Dice Roll Modifiers*. There are no Warships in your Ocean; you risk the **Nemo Ship Resource** for a +2 DRM and discard a 1 value **Treasure** token for a total DRM of +3. Your dice roll of 5 is modified to an 8, which is an **Expensive Success**, forcing you to immediately discard another **Treasure** token (you discard a collected **Wonder** as it isn't worth much with your current motive of **War**).

Discarding 2 Salvaged Ship tokens from along the right side of the board, you purchase the available **Fog Machine** upgrade and soon employ it to combat your growing **Notoriety** problem.

Nemo's Manifesto upgrade: After **PASSING** an **Incite** Action, you may then spend any 1 **Ship Resource** using its DRM as a further reduction in ⚡ (e.g., if it would have provided a +3 DRM, you instead receive an additional -3 ⚡).

War Room upgrade: After an **Incite** roll, you may change either die's result to a 1 before determining the outcome. A **War Room** plan can be invaluable in close situations!



World Order: Every Crowd Has a Silver Lining

While your Motive is **World Order**, when you place an **Uprising** cube (⚡) via a successful **Incite** Action, you also draw 1 **Treasure** token (courtesy of your new allies there).

MOVE

Spend 1 Action Point. Move the **Nautilus** marker to an adjacent connected **Ocean** (**Major** or **Transitional**).

Note that the dotted lines between **Oceans** are *not* used for movement (they are used for **Imperialist Ship** placement during the **Placement Phase**).

Gas Turbine upgrade: You may make one free **Move** Action per turn.

Hydro Drive upgrade: You can move the **Nautilus** up to two **Oceans** per **Move** Action.

Officer's Mess upgrade: After completing another Action that you paid 2 Action Points to perform, you may immediately conduct a free **Move** Action.

REST

Spend 2* Action Points (or 1 during a **Lull Turn**). Perform a **Rest TEST** (see **Rule 7 – RESOLVING TESTS** and the *Action Success Table* at the lower-left corner of the board) in an effort to gain **Crew**.

All **Rest TEST** rolls have the following DRMs:

-1 if there are any revealed **Warship** tokens in that **Ocean** (and see **Rule 7 – RESOLVING TESTS** regarding the **Piracy Motive**).

***Officer's Mess** upgrade: Afterward you may immediately conduct a free **Move** Action.

Prize Crew Quarters upgrade: Whether you are **Successful** or not, you may also discard one **Salvaged Ship** token on this card to “train” (i.e., gain) 1 **Crew Resource**.

REPAIR

Spend 2* Action Points (or 1 during a **Lull Turn**). Perform a **Repair TEST** (see **Rule 7 – RESOLVING TESTS** and the *Actions Success Table* at the lower-left corner of the board) in an effort to gain **Hull**.

All **Repair TEST** rolls have the following DRMs:

-1 if there are any revealed **Warship** tokens in that **Ocean** (and see **Rule 7 – RESOLVING TESTS** regarding the **Piracy Motive**).

***Officer's Mess** upgrade: Afterward you may immediately conduct a free **Move** Action.

Expensive

If you **PASS** with an “Expensive” result, you must discard one of your available **Treasure** tokens (⚡) of any type. This is in addition to the **Treasure** token you may have just spent to modify the dice roll. If you have none available to lose, you still **PASS** that **TEST**.

REFIT

Spend 2* Action Points (or 1 during a **Lull Turn**). Perform a **Refit TEST** (see **Rule 7 – RESOLVING TESTS** and the *Action Success Table* at the lower-left corner of the board) in an effort to gain an available **Nautilus Upgrade** card. You can only purchase one **Nautilus Upgrade** card per successful **Refit** Action. For a listing of **Nautilus Upgrade** cards and their gameplay effects, see the **Blueprint Appendix A** at the end of this book.

All **Refit TEST** rolls have the following DRMs:

-1 if there are any revealed **Warship** tokens in that **Ocean** (and see **Rule 7 – RESOLVING TESTS** regarding the **Piracy Motive**).

***Officer's Mess** upgrade: Afterward you may immediately conduct a free **Move** Action.

Expensive

If you **PASS** with an "Expensive" result, you must discard one of your available **Treasure** tokens (💎) of any type. This is in addition to the **Treasure** token you may have just spent to modify the dice roll. If you have none available to lose, you still **PASS** that **TEST**.

Success

If you are successful, discard the desired **Upgrade's** cost in **Salvaged Ships** (see Rule 12 – **COMBAT**, *Sunken Ships as Salvage*) off to the right side of the board to pay for it. Then add that **Upgrade** card to your **Tableau** to show it is now equipped and usable.

Nemo Prism Binoculars upgrade: Available for free when any other **Nautilus Upgrade** card is **Refit** onto the **Nautilus**.

Scarcity

Do not restock the **Available Upgrades** area after **Refitting** the **Nautilus**. Only certain circumstances adjust the **Available Upgrades** area. It can hold more than four cards, if needed.

REFLECT

Requires the **Nemo's Sanctorum** upgrade. Once during each **Action Phase**, you may either:

- A. Gain 2 **Action Points** by reducing the **Nemo Resource** by 1, OR
- B. Gain 1 **Nemo Resource** by expending 2 **Action Points*** (or 1 during a **Lull Turn**).

* **Officer's Mess** upgrade: Afterward you may immediately conduct a free **Move Action**.

SEARCH

Spend 1 **Action Point**. Perform a **Search TEST** (see Rule 7 – **RESOLVING TESTS** and see the **Action Success Table** at the lower-left corner of the board) in an effort to collect a **Treasure** token (💎) from the **Nautilus' Ocean**. There must be a **Treasure Available** gemstone there indicating that treasure is present to be searched for!

All **Search TEST** rolls have the following **DRMs**:

- 1 for each revealed **Ship** token in that **Ocean** (and see Rule 7 – **RESOLVING TESTS** regarding a **Piracy Motive**). This can result in multiple negative **DRMs**!

Arcane Library upgrade: +1 **DRM** to all **Search TEST** die rolls.

Map Room upgrade: +1 **DRM** to all **Search TEST** die rolls.

* **Officer's Mess** upgrade: Afterward you may immediately conduct a free **Move Action**.

After successfully collecting that **Ocean's Treasure**, return its **Treasure Available** gemstone to the stock. **Treasure** availability could be replenished later (see Rule 10 – **PLACEMENT PHASE**) during a **Lull Turn** or via an **Event**, thus allowing you to search there again.

When you gain a **Treasure** token (💎), place it in the **Collected Treasures** box unless it is an event.

- Those beginning with an **X** are performed immediately and discarded.
- You may place "Retain" **Treasure** tokens in the **Collected Treasures** box or in your **Tableau** to keep a closer eye on their special abilities.

A **Retain Treasure** token allows you to either keep it until the end of the game for its **Treasure** value or discard it at any time for its **X** effect to receive that alternate benefit (sacrificing that **Treasure's** **Victory Point** value).

Map Room upgrade: Immediately after drawing and examining each **Treasure** token you may draw a second one for +1 **Notoriety** (👤); keep one and return the other to the **Treasure** cup.



Adventure Motive: Search for Adventure

Finders

When **Nemo's Motive** is **Adventure**, if there is an **Adventure** token in the **Nautilus Ocean**, reveal it after performing a successful **Search Action** there. Doing this still entitles you to collect that **Ocean's Treasure** (if any).

Keepers

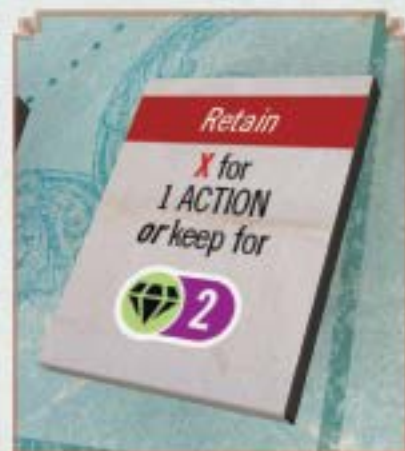
Once revealed, immediately place that **Adventure** token in its specified **Ocean** regardless of the presence or absence of other tokens there. You have "searched for" and discovered that **adventure**, now you must claim it with an **Adventure** or successful **Attack Action** in that **Ocean**.



Steam Torpedoes are not of the WWII variety! Having no torpedo tubes, to fire a torpedo the **Nautilus** must surface, prepare, place it in the water, aim, and then launch it. They are effective, but not quick-firing.

EXAMPLE

A **Treasure** token that reads "Retain: **X** for 1 **Action** OR keep for 2 **Treasure VPs**" means that you may remove that **Treasure** token from play (now or in the future) to receive 1 free **Action Point** OR simply retain it until the end of the game to receive its 2 **Treasure Victory Points**.

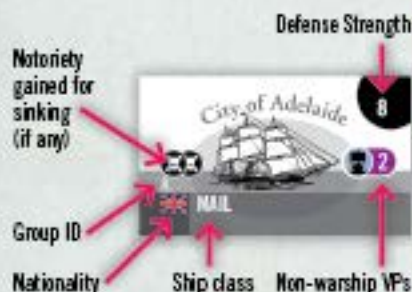


Some **Treasure** tokens can be **Retained** until the game's end for their **VP** value or discarded during the game for their listed benefit.

WARSHIPS



NON-WARSHIPS



This Ship grants Wonder VPs as well as its Non-warship VPs



Special instructions to be carried out upon sinking this Ship, in this case, drawing a Treasure token

12. COMBAT

When engaging in battle (including when conducting **Torpedo** or **Diplomacy Attacks**), follow the **Combat Sequence** below. One **Hit** sinks any **Ship** token, while the **Nautilus** takes several **Hits** to be destroyed.

Targeting a Ship

Designate (i.e., "target") one revealed or **Hidden Ship** token in the **Ocean** where the **Nautilus** is located, placing the appropriate **Attack!** marker (i.e., **Bold**, **Stalk**, **Torpedo**, or **Diplomacy**) on it.

If targeting a **Hidden Ship** token, immediately replace it with a revealed **Ship** token from the **Ship** cup:

- If that newly drawn **Ship** token has a white (i.e., **Non-warship**) side, place it with that side showing.
- If it does not have a white side, place it so that it is showing its non-purple side, if the **Notoriety** marker has not passed space #36 on the **Notoriety** track, or showing its purple side after reaching that threshold.

Nemo Prism Binoculars upgrade: Once per **Action Phase**, when you reveal a **Hidden Ship** token, you may redraw it, returning the first **Ship** token drawn to the **Ship** cup afterward.

Combat Sequence

There are only two steps in the **Combat Sequence**:

1. If the designated **Ship** is a **Warship** (i.e., it has both an **Attack** and **Defense Strength**), it attacks the **Nautilus** first. After applying any damage, proceed to Step 2.
If the designated ship is a **Non-warship**, skip this step and go directly to Step 2.
2. The **Nautilus** attacks the designated **Ship**.

Magnetic Mines upgrade: The **Combat Sequence** for **Bold** and **Stalk** Attacks is reversed (i.e., the **Nautilus** attacks first) versus **Armored** ships (i.e., those with "**Iron**," "**Armored**," or "**Battle**" in their class name). These ships, having a cuirass of armor on their sides, were not armored below the waterline! They only "return fire" if the **Nautilus** **FAILS** its Attack.



Warships are denoted by a red **Attack Strength** in the top left corner. In this example, the **Pale Yellow Ship** is a **Warship**, while the **White Ship** is a **Non-warship**.

Step 1: How Warships Attack the Nautilus

Non-warships **do not** attack the **Nautilus**. If the targeted ship is a **Non-warship**, proceed directly to Step 2.

During Step 1, if the targeted ship is a **Warship**, it takes the first shot. It attacks the **Nautilus** using this procedure:

A. Enemy Attack TEST: Roll 2d6 and compare the modified result to that **Warship's** **Attack Strength**. The **DRMs** are:

Reinforced Armor upgrade: +1 **DRM**.

-1 if there is any other revealed **Warship** token in that **Ocean** (and see Rule 7 – **RESOLVING TESTS** regarding a **Piracy Motive**).

Important: There are no other **DRMs** relating to **Warship** attacks on the **Nautilus**! You cannot exert a **Resource** to reduce its chance of success against you.

When the Nautilus is conducting a **Diplomacy Attack** (only when it is equipped with the **Hospital Machines Upgrade** card), **roll 3d6 and you choose which two to use to resolve their attack against you**. The Imperialists still shoot first and respect your Flag of Truce later, but at least they are more likely to be curious!

B. Results: If the natural result is:

- **1, 1**, this is a disaster. The **Combat Test FAILS** and the Nautilus immediately suffers **1d6 Hits**.

Otherwise, if the modified result is:

- **Less than the Attack Strength (<)**, the Nautilus always suffers a number of **Hits equal to the lowest die's result** of that Warship's Attack dice roll.
- **Equal to or greater than the Attack Strength (≥)**, there is no effect; the Warship missed.

C. Applying Hits: Per **Hit** suffered, the Nautilus loses one random **Ship Resource**.

To determine which **Ship Resource** is lost, roll **1d6** for each **Hit**, one at a time, and compare its result to the left side of the **Ship Resource** tracks (i.e., on a result of **1**, lose one **Nemo**; on a **2** or **3**, lose one **Crew**; and on a **4**, **5** or **6**, lose one **Hull**).

For each **Hit** suffered by the Nautilus, move the marker on that track **1** full position to the right.

Apply all **Hits** suffered by the Nautilus before proceeding to **Combat Step 2**.

***Double Hull upgrade:** Ignore all damage application die rolls of **6**.

Sacrificing Upgrades: After determining where a **Hit** occurs, you may immediately **Destroy** (i.e., discard) an acquired **Nautilus Upgrade** card **instead** of applying that **Hit**.



Which **Ship Resource** takes a **Hit** is indicated by the die symbols shown here.

Step 2: How the Nautilus Attacks Other Ships

During **Step 2** the Nautilus **Attacks** using these procedures depending on the type of attack made.

A. Nautilus Non-Torpedo/Non-Diplomacy Attack TEST: Roll **2d6** and compare the modified result to the target's **Defense Strength**. The **DRMs** are:

Strengthened Prow upgrade: +1 **DRM**.

Armory upgrade: +1 **DRM** to an **Attack TEST** die roll vs. the Sea Monster "Ship" token (only).

- +1 if making a **Stalk Attack**.
- +X for an exerted **Ship Resource** (maximum of one **Resource**).
- 1 if there is any other revealed **Warship** in that **Ocean** (and see **Rule 7 – RESOLVING TESTS** regarding the **Piracy Motive**).

B. Results: If the natural result is:

- **1, 1**, this is a disaster. The target is unaffected regardless of **DRMs**. You gain two **Notoriety** (**2**); the survivors' stories of this encounter are consistent, featured in newspapers, and make your efforts seem pathetic) **AND** lose two **Ship Resources** of the type you exerted, if you exerted any (see the example on page 28).

How She Fights

Understand that **there are no guns on the Nautilus!** She sinks ships by ramming them with her prow below their waterline or by crossing under a ship so that her top scrapes along the target ship's hull. In those days, most ships with iron defenses still had wooden hulls below the waterline. This is why **Warships**, with their guns, get to fire first as the Nautilus approaches.

Roll High!

You generally benefit from rolling high during **Actions** and **Combat** (and you "win" ties vs. target numbers). Thus, when a **Warship** fires at the Nautilus, you want to roll **equal to or greater than** (≥) its **Attack Strength** so that it misses.

Again, you want to roll high versus its **Defense Strength** because if your roll is **equal to or greater than** (≥) that number, you sink the **Ship**.

War Room upgrade: From any **2d6 Combat** roll (whether attacked or attacking), you may change either die's result to a **1** before determining the outcome. A **War Room** plan can be invaluable in close situations!

Failing your Attack! Roll

At the **OFFICER** Difficulty Level setting, if you **FAIL** your **Attack TEST**, you lose an amount of the **Ship Resource** type Exerted (see Rules 7 and 8; if you exerted no Resources, this does not apply) equal to 1 if the lowest die's roll result of the failed dice roll was a **1**, or 2 if the lowest die's roll result was any other value.

Otherwise, if the modified result is:

- **Less than the Defense Strength** (<), the target is unaffected; you gain one **Notoriety** (☉; the survivors live to tell various tales) **AND** lose one or more **Ship Resources** of the type you exerted in this attack depending on your **TEST Failure** Difficulty Level Setting (see Rule 7 – **RESOLVING TESTS**).
- **Equal to or greater than the Defense Strength** (≥), your attack succeeds and the target is sunk.



Adventure Motive: Victory at Sea

While Nemo's Motive is **Adventure**, after any successful **Attack Action** you may also claim a revealed **Adventure** token in the **Nautilus' Ocean** as a **bonus reward**. Consider it a "**Retain**" **Treasure** token; i.e., you have the option to discard it ("X") for an excellent benefit or score it at the end for both of its **Victory Point** categories.

C. Disposing of Sunk Ships: When you sink the target, you immediately gain its **Notoriety Value** (i.e., add the number of that token's symbols to the **Notoriety** track).

Electro Coil Bolts upgrade: During each occasion when you sink a **Ship** token, you may instead change its **Notoriety** impact to a -1 ☉ reduction by suffering one **Hull Hit**.

Monstrous Design upgrade: Gain one fewer **Notoriety** (☉) per **Ship** token that you sink (as shown on that **Ship** token) via a **Stalk Attack** (only, down to a minimum **Notoriety** of 0).

If that ship grants you a "**Gain 1 ____**" effect, you receive it immediately after sinking that ship.

Then you must pause and make a decision as to how you will dispose of that sunken **Ship** token: either send it straight to **Davy Jones' locker** as **Tonnage** **OR** forfeit its **Victory Points** (see Rule 15 in the *Between Voyages Guide – DEFEAT, VICTORY, AND SCORING*) and **Salvage** it so that you might **Refit** the **Nautilus** later. These are both explained below:

Sunken Ships as Tonnage

If you sink a **Ship** token outright for **Tonnage**, it will help you fill the **Tonnage** track and you will gain its **Victory Points** at the end of the game (see Rule 15 in the *Between Voyages Guide – DEFEAT, VICTORY, AND SCORING*).

Place **Ship** tokens (showing the side that you actually sank) on the **Tonnage** track in the leftmost vacant box for the **Major Ocean** where it sank; if it sank in a **Transitional Ocean**, you may choose either connected **Major Ocean's** row in which to place that **Tonnage Ship** token (e.g., **Ship** tokens sunk in the **Pacific Coast** may be placed on the **Western Pacific** or **North Atlantic Tonnage** track).

If all of that **Ocean's Tonnage** token boxes are filled, stack additional **Ship** tokens up in its sixth column's box.



Ship tokens used as **Tonnage** are placed on the leftmost space available in the row of the **Nautilus' current Major Ocean**. Above, a **Ship** sunk in the **Eastern Pacific** (second row) would be placed in the third column.



Ship tokens kept as **Salvage** are placed on a **Salvage Point** box and can be spent during a **Refit Action** to purchase a **Nautilus Upgrade** card.



World Order Motive (Scourging with Ally Tokens)

Special Ally Token Rules: Retain all Ally Tokens drawn from the Treasure cup. While Nemo's Motive is World Order and the Nautilus is in any Ocean where a cube is in a Land space there (i.e., a "Cube Ocean"):

1. You may spend any desired Ally Tokens as Emergency Resources (Rule 13 – EMERGENCY HELP).
2. You may place Ally tokens face down on the Tonnage track as if they were Ship tokens sunk in that Cube Ocean where the Nautilus currently resides. To do this, occupy that Tonnage track space with the Ally token showing its Ship VPs side and apply its Notoriety effect (if any). This can improve your Scourging VPs which can be potentially huge with this Motive!

Otherwise, an Ally token scores its VPs shown on its front side at the end of the game.

Sunken Ships as Salvage

If you pillage a sunken Ship token for Salvage, you forgo placing it on the Tonnage track for its Victory Points to use it as 1 Salvage Point. Place a Salvaged Ship token in an empty Salvage Point box, filling these boxes from bottom to top. Each ship counts as 1 Salvage Point toward purchasing a Nautilus Upgrade card during a Refit Action.

If there are no empty Salvage Point boxes (there are only four, and that is the limit), that Ship token must be taken as Tonnage (see above).

Note that Salvaging a just-sunk Ship token automatically ends your Bold Attack streak (see below). It also means you will not score any Victory Points for it at the end of the game (see Rule 15 in the *Between Voyages Guide* – DEFEAT, VICTORY, AND SCORING).

Prize Crew Quarters upgrade: Instead of placing a Sunken Ship token as Salvage, you may place it on this Nautilus Upgrade card. After each Rest Action (whether Successful or not), you may discard one of them to "train" (i.e., gain) 1 Crew Resource.

"Sunken" Ships from Parley

See *Conducting Diplomacy Attacks*, below, for resolving a successful Diplomacy Attack.

Conducting Bold Attacks

After designating the targeted Ship token in the Ocean where the Nautilus is located by placing the red Bold Attack! marker on it, you must immediately initiate combat with it (see Rule 12 – COMBAT).

If you succeed, you may immediately conduct another Bold Attack in that Ocean for 0 Action Points and +1 Notoriety (see Rule 9 – GAINING NOTORIETY). You can sink a lot of ships for only 1 Action Point, but with a steady cost in Notoriety!

Periscope Device upgrade: You no longer gain 1 Notoriety (see Rule 9) between consecutive Bold Attacks.

You may continue engaging ships via Bold Attacks in that Ocean until either:

1. The Hidden Ship token is revealed to be a Deadly Seas event (see Rule 10 – PLACEMENT PHASE, Deadly Seas); or
2. You have destroyed all of the Ship tokens there; or
3. You decide to Salvage a Ship token you just defeated instead of scoring it as Tonnage (see Rule 12 – COMBAT, Sunken Ships as Tonnage); or
4. Your attack fails to sink the targeted Ship token; or
5. You decide to stop.

Conducting Stalk (Cautious) Attacks

After designating the targeted Ship token in the Ocean where the Nautilus is located, place the blue Stalk Attack marker on it. Unless otherwise instructed, you may immediately fight that ship. If you fight, you gain a +1 DRM in combat for your careful approach (see Rule 12 – COMBAT). If you decline to conduct a Stalk Attack, leave the target Ship token in that Ocean undisturbed. You can decline a Stalk Attack which you paid an Action Point for, but not those thrust upon you by Event cards for free!

Unlike a Bold Attack, however, you receive no free follow-up attacks if your Stalk Attack is successful.

Periscope Device upgrade: You can make consecutive successful Stalk Attacks (exactly as you do Bold Attacks), but you do gain 1 Notoriety (see Rule 9) between each of these.

ATTACK TYPES

Bold Attack!



With a Bold Attack, you can combat every Ship token in that Ocean for only 1 Action Point (if your luck holds out), but you will become notorious doing so!

Stalk Attack



A Stalk Attack gives you the option to Attack (in case you reveal something too hard to handle). And, although you only conduct one battle, it is with a +1 DRM which can be very helpful.

Torpedo Attack!



Firing torpedoes requires the Nautilus to surface, prepare, aim, and launch them in a somewhat involved process.

OPTIONAL RULE

For a more realistic game, you cannot attack the Sea Serpent or Airship with Torpedoes!

COMBAT EXAMPLE



The Nautilus is located in the **Western Pacific**, along with a revealed **Warship Ship** token (the **Victoria**, Attack Strength: 8, Defense Strength: 11) and two unrevealed **Ship** tokens.

You (role-playing **Captain Nemo**) choose a **Bold Attack Action** and target one of the **Hidden Ship** tokens, which you now reveal to be a **Passenger Ship** token (the **Donau**, Defense Strength: 8).

You must attack the **Donau** (you have no choice when revealing a **Ship** token via **Bold Attack**), but since it is a **Non-warship**, at least it does not attack you first! The **Nautilus** does not have a **Strengthened Prow** and, feeling irrationally confident (now you're really channeling **Captain Nemo**), you decide not to risk any **Ship Resources** for their **DRM**. The **-1 DRM** for there being any revealed **Warships** in that **Ocean** (the **Victoria** in this case) applies, so now you must roll a **9 or higher** on **2d6** (weighted down by the **-1 DRM**) to equal or exceed the **Donau's Defense Value**. The dice roll is **8** and **2**, so the **Attack FAILS** by 1; this would normally end matters in your defeat, but you decide instead to **Sacrifice Ned Land** for a **+1 DRM** after the dice roll result is known (see **Rule 13 - EMERGENCY HELP**). The **Ned Land Character Resource** file is flipped to show its **Spent** side and you gain 1 **Notoriety** (☹) due to Ned's commitment.



This means (at **OFFICER Difficulty**, see **Rule 7 - RESOLVING TESTS**) the **Kōtetsu** scored **one Hit** (but no more, for although the modified sum is 2, the **Kōtetsu** must roll a natural **1**, **2** to inflict the disastrous **1d6 Hits**). To apply the damage, you roll **1d6** and compare it to the table to the left of the **Ship Resources** track to determine which **Ship Resource** was lost; the result is a **3** and costs the **Nautilus** one **Hull Resource**. (If the **Nautilus** was upgraded with a **Double Hull**, that **3** would have had no effect).

It is now your turn to fire back at the **Kōtetsu** so you check your **DRMs**. You exert the **Crew** for a **+2 DRM** bonus which, combined with that damnable **-1 DRM** for the still-skulking **Victoria**, nets out to a favorable **+1 DRM**.



Although the Dorau is worth only 1 Victory Point (VP), you sink it as Tonnage so that you can continue attacking. (Had you taken it as Salvage your Bold Attack Action would be over and you would need to spend another Action to keep attacking.) You place the Dorau, face up, on the left-most open space along the Western Pacific row of the Tonnage track.

Fortunately for you, the world does not suspect anything untoward with the loss of this Passenger Ship token, and you suffer 0 gains in Notoriety (☹️) for its sinking.



But you then advance the Notoriety marker (☹️) by one to continue attacking Boldly and decide to target the remaining Hidden Ship token, which is revealed to be an Ironclad Ship token (the Kōtetsu, Attack Strength: 7, Defense Strength: 10).

Because it is a Warship (i.e., it has guns), the Kōtetsu attacks the Nautilus first! Checking the Dice Roll Modifiers, the Nautilus is not outfitted with Reinforced Armor and your Notoriety is still below #36 (but barely), so this ship is not yet showing its purple (enhanced) side. There is, again, a -1 DRM for there being any revealed Warships in that Ocean (the Victoria), and so you roll 2d6 with a -1 DRM and the result is a 1 and 2.



The dice bow to your will, rolling a 1 and 2, sinking the Kōtetsu and, as a result of that calamity for the Imperialist Powers, you must gain 1 Notoriety (☹️) as shown on its Ship token.



Your exerted Crew Resource is then safely returned to the Fit space that it was exerted from. Good work!



You opt to Salvage this sunken Ship and place it in an empty Salvage Point box. Taking a sunken Ship token as Salvage automatically ends your Bold Attack Action. The Victoria remains defiantly patrolling the Western Pacific Ocean.

OPTIONAL RULE

Britannia Rules the Waves

The British Royal Navy dominated the world's stage at this time. This risk/reward option is neutral.

- +1 to all British Ship values (Attack – if it is a Warship, Defense, Notoriety, and Victory Points). Bonus rewards (e.g., Treasure, Crew, Nemo) are not increased.
- When placing a British Ship token on the Tonnage track, you may arrange it so that it covers two spaces horizontally for that Ocean (making it easier to obtain the next Scouring the Seas VP level).
- When placing a British Ship token on the Salvage track, you may arrange it so that it covers two spaces vertically representing that, by itself, it is worth 2 Salvage Points. You can still never have more than 4 total Salvage Points (so do not rotate it when placing it in the "Max" Salvage space). If you only spend 1 of its 2 points upgrading the Nautilus, then it "makes change" by rotating it back horizontally so that it occupies a single Salvage space normally.

Conducting Torpedo Attacks

Usable only if the Nautilus is equipped with the Steam Torpedoes Upgrade card.

Steam Torpedoes are *not* of a modern variety! Having no torpedo tubes, to fire a steam torpedo the Nautilus must first surface, prepare the torpedo's steam propulsion, place it in the water, aim it (done more by feel than calculation), and then launch it. They have proven effective, but not quick-firing.

A Torpedo Attack costs 0 Actions but can only be performed once per turn. After designating the targeted Ship token in the Ocean where the Nautilus is located, place the red and black Torpedo Attack! marker on it. Torpedo Attacks follow the normal Attack sequence (i.e., if you are targeting a Warship, it fires first and applies the usual DRMs).

The Torpedo Attack dice/die is always unmodified when rolled. However, when your Torpedo Attack is a 2d6 roll, once that die/dice roll is made, it can be "saved" by Emergency Help (see Rule 13 - EMERGENCY HELP).

You must roll, sinking the targeted Non-warship on a 3+ result, or the targeted Warship on a 6+ result. Roll 2d6, and apply their sum. If your Torpedo Attack succeeds, you sink the targeted Ship token.

After your first miss, flip the Torpedo marker over to show its 1d6 side. For the rest of the game, roll only 1d6 for Torpedo Attacks (sinking Non-warships on a roll of 5 or 6, and Warships only on a roll of 6). The Imperialists have started developing counter-tactics!

There is no (0) Notoriety (☉) increase when a Torpedo Attack misses.

Conducting Diplomacy Attacks

Usable only if the Nautilus is equipped with the Hospital Machines Upgrade card.

A Diplomacy Attack costs 0 Actions but can only be performed once per turn. After designating the targeted Ship token in the Ocean where the Nautilus is located, place the red and purple Diplomacy Attack marker on it. Diplomacy Attacks follow the normal Attack sequence (i.e., if you are targeting a Warship, it fires first and applies the usual DRMs, but it also rolls 3d6 and you choose which two to use to resolve their attack against you). The Imperialists still shoot first and respect your Flag of Truce later, but at least they are more likely to be curious!

The Diplomacy Attack dice/die is always unmodified when rolled. However, when your Diplomacy Attack is a 2d6 roll, once that die/dice roll is made, it can be "saved" by Emergency Help (see Rule 13 - EMERGENCY HELP).

You must roll, achieving a Parley with the targeted Non-warship on a 3+ result, or the targeted Warship on a 6+ result. Roll 2d6, and apply their sum.

Parley

If your Diplomacy Attack succeeds (i.e., you Parley), your options are to do one of the following:

A. Further Diplomatic Relations: Place that Ship token in the correct space on the Tonnage track, rotating it 180 degrees (i.e., so it appears "upside down").

- Ignore any Notoriety increase from that Ship token (i.e., it has a 0 Notoriety) as it is not sunk, per se.
- Do not collect any immediate additional benefits from that ship (e.g., Treasure, Crew, Nemo, etc.; end-of-game scoring benefits such as Science and Wonder do still apply). See Rule 15 in the *Between Voyages Guide – DEFEAT, VICTORY, AND SCORING*.

B. Create a Diplomatic Incident: Place that Ship token on the Salvage Track normally (i.e., do not rotate it; you do suffer its Notoriety gain).

C. Gather Support for Your Good Intentions: Discard that Ship token, ignoring its Notoriety gain (consider it a 0) and place one cube in the Nautilus' Ocean, if able.

Diplomatic Failure

After you miss, flip the Diplomacy marker over to show its 1d6 side and roll only 1d6 for Diplomacy Attacks until and unless you mend your reputation (Parleying with Non-warships on a roll of 5 or 6, and Warships only on a roll of 6). Note that you can mend your damaged reputation (see below).

There is no (0) Notoriety (☉) increase when a Diplomacy Attack misses.

Reputation Mending

While Nemo has an **"Honorable"** Motive (i.e., Science, Explore, Adventure, and Humanist) and *Hospital Machines*, you may, at any time, return 1 Uprising cube from any Land space to its available box and "repair" the Diplomacy Attack marker from its 1d6 side back to its 2d6 side.

13. EMERGENCY HELP

When needs must, especially *after* an outcome is known (e.g., *after you fail a TEST or have depleted your Action Points for that turn and desperately require more*), you seek "Emergency Help" to alter the circumstance. That is, you may...

1. **X** (i.e., discard) your applicable Event cards, Adventure, Ally, or Character Attribute tokens, etc.,
2. **Sacrifice** (i.e., flip) immediately useful available Character tiles, and/or
3. **Destroy** (discard to the **FAIL** Pile) equipped *Nautilus Upgrade* cards
...and gain their benefits for doing so in any combination you desire.

Yes, you could lavishly use your *Emergency Help* to assure smooth sailing in Act I, but it might be better to accept those early reversals and save your *Emergency Help* for when the stakes are higher later in the game.

Electro-Powered Crew Armor upgrade:

- You may use this card once during each **Bold Attack** Action (i.e., once during that series of battles) for a +1 DRM *after* any dice roll (whether attacking or being attacked), OR
- Destroy this *Nautilus Upgrade* card (i.e., remove it from the game) for a +2 DRM *after* a dice roll.

What is an "Emergency Resource?"

There are a few cards and several tokens that could alter the outcome of a known result. Keep in mind those you have and stay alert to them when you **FAIL** a **TEST**!

Emergency Resources granting "Action(s)" mean that you immediately gain that many **Action Points**.

Sacrificing Character Tiles

When sacrificed for its benefit, flip that **Character** tile to show its coffin side. In addition to the **Character VPs** you will not be scoring for them at the game's end...

- You may **Sacrifice** the **Second Officer** at any time during the **Action Phase** to gain 1 **Action Point**.
- You may **Sacrifice** the **Chief Engineer** at any time during the **Action Phase** to gain 2 **Action Points**.
- You may **Sacrifice** the **First Officer** at any time during the **Action Phase** to gain 3 **Action Points** **OR, after** any 2d6 roll, for a +3 DRM. Her sacrifice costs 1 **Nemo**. A loyal and trusted survivor, the *Captain* thinks of *First Officer Rojas* as his ward and protégée.
- You may **Sacrifice** **Conseil** *after* a 2d6 roll to re-roll both dice one time.
- You may **Sacrifice** **Ned Land** *after* any 2d6 roll for a +1 DRM. His sacrifice gains you 1 🍀. Ned is well-known among sailors as an experienced seaman and fearless whaler.
- You may **Sacrifice** **Professor Aronnax** *after* any 2d6 roll for a +2 DRM. His sacrifice gains you 1 🍀 and also costs you his 1 🍀 which you will not be scoring at the game's end. The professor is a marine scientist of some renown and the narrator of our story.



"Is possession of the *Accident or Incident* card an **Emergency Resource** and, therefore, does it work identically?"

Use your player's intuition to resolve edge cases: If it looks like an **Emergency Resource**, feels like an **Emergency Resource**, and you think it could play like an **Emergency Resource**, treat it as an **Emergency Resource**.

Emergency Resources granting "Action(s)" mean that you immediately gain that many **Action Points**.



Defeat vs. High Score

The tension in *Nemo's War* comes from knowing when, and how far, to push your luck. In your quest to triumph toward achieving Nemo's Motive, that hard-won path to victory is fought through a minefield of defeat conditions. In much the same way as a doctor's Hippocratic Oath is, "First, do no harm," for you, the player in command of the *Nautilus* and shaping its destiny, your oath must be, "First, avoid defeat."

This means always being mindful of what will tragically end your mission. Most players will try to keep the *Nautilus* itself in good shape (although it is very tempting to flirt with Captain Nemo's sanity breaking as applying his instability yields better die roll modifiers), but most players tend to suffer defeat by these more common methods:

Notoriety is the first plate on the pressure cooker. All **Motives** are advised to watch this carefully. Learn the tools that mitigate **Notoriety** gain or, better still, actually reduce your **Notoriety** (such as a successful **Incite Action**). Unfortunately for those with a cunning plan to press close to the edge of **Notoriety** defeat, there are several sudden **Notoriety** increases that can occur unexpectedly among the **Adventure** cards and **Treasure** tokens. If you're too close to breaking Nemo's spirit and becoming a global pariah when one of these events occur you will be looking at an ignoble defeat.

Imperialist Victory is the second plate on the pressure cooker. As the **Oceans** fill and **Ship** tokens are revealed, eventually the **Imperialists** cut off your "windpipe" and suffocate the *Nautilus*. This means that, even as you play an **Honorable Motive**, purging **Oceans** of their **Ship** tokens is a constant concern (particularly during **Act III** when many are being placed each turn). Like the parent who says, "Hey! I just cleaned up in there! Can you not make a mess in it for a while?" the **Imperialists** are constantly messing up the **Oceans** and leaving you with another and another to purge.

Remember that mitigation is not just for any old **Combat** and **Adventure** card **TESTS**. It is a wise player who holds these aces up their sleeve until **Act III** when they can, literally, stave off defeat. When, during **Acts I** and **II**, you want to mitigate some calamity or other, think of "future you" during **Act III** needing those resources to not lose the game; in that light, a setback can be recovered from, defeat cannot be.

14. HOW THE GAME ENDS

The game ends **immediately** when any of the following occurs:

1. You exhaust the last **Nemo** (Broken), **Crew** (Killed), or **Hull** (Shattered) **Ship Resource**.
These various endings represent a tragic failure for your vaunted expedition and end the game in Defeat, without scoring.
2. If your **Notoriety** reaches the threshold shown on the **Notoriety** track (Pariah) for Nemo's **Final Motive** as follows: #26 for **Science**; #36 for **Adventure**, **Explore**, and **Humanist**; #44 for **Anti-Imperialism** and **World Order**; and #51 for **War!**
At that moment, Nemo loses spirit to carry on, sensing that he has become notorious as a global Pariah, ending the game in Defeat without scoring.
3. **Nadeen Dakkar** is killed. This happens when you must **Sacrifice** a **Character** tile and his is the last one left.
The loss of his son, with whom Nemo has been newly reacquainted, leads to grievous consequences for all, ending the game in Defeat without scoring.
3. Every **Ocean** is completely full of **Ship** tokens (revealed or unrevealed) when a **Warship** needs to be placed anywhere in the world (see **Rule 10-D - PLACEMENT PHASE, Going Hunting**).
This represents an Imperialist Powers' Victory as they succeed in their global hunt for the Nautilus, ending the game in Defeat without scoring.
4. Conducting the game's **Finale** card. If none of the above occur as a result of that **Finale** (ending the game in automatic Defeat), then the game is scored, your level of victory determined, and your epilogue read (see **Rule 15 in the Between Voyages Guide - DEFEAT, VICTORY, AND SCORING**).
If the *Nautilus* is in the **Western Pacific Ocean** when you reveal the **Finale** card **Return to Mystery Island**, the game ends immediately.

If the game is automatically ended in Defeat, read that **Motive's Defeat** paragraph (**EPILOGUES** in the *Between Voyages Guide*).

APPENDIX A: NAUTILUS BLUEPRINTS

This listing of *Nautilus Upgrade* cards includes some elaboration for each. (Parentheses after the name indicate if it is found on an **Event** card instead of the *Nautilus Upgrade* cards, or if it is one of the **Motive** starting *Nautilus Upgrade* cards - see **Rule 3, #4 in the Between Voyages Guide - Starting Nautilus Upgrades**.)

Adventurer's League

COST: 3; **VPs:** 2 **Adventure**

+1 **DRM** to all **Adventure** card **TEST** dice rolls. Regardless of where they were played from or when those **TESTS** occurred.

Arcane Library

COST: 2; **VPs:** 1 **Wonder**

Add one to the dice roll (+1 **DRM**) when performing a **Search** or **Incite Action**.

Armory (Event)

COST: 3; **VPs:** 2 **Science**

When conducting an **Attack**, **Incite**, or **TEST** roll vs. dangerous animals or peoples (e.g., sharks, hostile natives, etc.) you may receive +1 **DRMs** for each +1 **Notoriety** (🔴) or -1 **Hull** you wish to suffer.

Clockwork Cipher

COST: 3; **VPs:** 1 **Wonder**

Once during each **Action Phase**, you may flip any one revealed **Ship** token in the *Nautilus' Ocean* for free.

Crystalline Sensors

COST: 3; **VPs:** 3 **Treasure**

Each **Placement Phase**, you may reroll one die one time and apply that result.

Diving Apparatus (Adventure)

COST: 3; VPs: 1 Science

- A. +1 DRM to all TEST dice rolls resulting from Actions that you have spent 2 Action Points to perform. This does not include Actions "discounted" from 2 Action Points to only 1!
- B. After playing a KEEP card in its specified Ocean (if it has one), place 1 Treasure Available gemstone on the Adventure deck but only if it currently has none.

Double Hull (Anti-Imperialism)

COST: 3; VPs: 1 Adventure

- A. Gain an additional +1 DRM when exerting your Hull Resource (see Rule 7 – RESOLVING TESTS).
- B. Ignore all ☹ results (i.e., treat them as "no effect") when rolling to apply Hits to the Nautilus. That is, your Double Hull provides some "Hit immunity."

Electric Horns

COST: 1; VPs: None

Once per Action Phase, you may spend 1 Action Point for -1 ☹ (or -2 ☹ during a Lull Turn).

Electro Coil Bolts

COST: 2; VPs: 1 Science

During each occasion when you sink a Ship token, you may change its Notoriety impact to a -1 ☹ reduction instead by suffering one Hull Hit.

Electro-Powered Crew Armor

COST: 3; VPs: 1 Science

You may use this card once during each Bold Attack Action (i.e., once during that series of battles) for:

- A. +1 DRM after any dice roll (whether attacking or being attacked), OR
- B. Destroy this Nautilus Upgrade card (i.e., remove it from the game) for a +2 DRM after a dice roll.

Fog Machine

COST: 2; VPs: None

For 1 Action Point, you may remove this card from the game during your Action Phase to decrease your Notoriety (☹) by 2d6.

Reinforcement ships, once added to the Ship cup, remain there even if your Notoriety is reduced below the level required to add them.

Gas Turbines (Event)

COST: 3; VPs: 1 Science

The Nautilus may make one free Move Action each turn.

Guilds Deck

COST: 2; VPs: 2 Treasure

- A. Immediately select one set-aside Nautilus Upgrade card of your choice and place it as an available Upgrade. There can be more than four Nautilus Upgrade cards available.
- B. During each Lull Turn, place one Treasure Available gemstone (if available) on the next empty space on the Salvage track (if it is not full). Each such gemstone counts as one Salvage Point.

Hospital Machines (Humanist)

COST: 4; VPs: 1 Science

- A. Immediately place/return all Uprising cubes on Land spaces to their holding box.
- B. These are now "Goodwill" cubes and play exactly the same way as always.
- C. You receive the Diplomacy Attack marker and can use it per its rules for Attacking and Scoring. This upgrade's Attacks do not combine with Magnetic Mines and never use any DRMs.





Hydro Drive (Explore)

COST: 3; **VPs:** 1 Science

Each time you perform a **Move Action**, you can move the *Nautilus* up to two consecutive **Oceans**.

Magnetic Mines (Event)

COST: 2; **VPs:** 1 Science

The **Combat Sequence** for **Bold** and **Stalk Attacks** is reversed (i.e., the *Nautilus* attacks first) versus **Armored** ships (i.e., those with "Iron," "Armored," or "Battle" in their class name). These ships, having a cuirass of armor on their sides, were not armored below the waterline! They only "return fire" if the *Nautilus* **FAILS** its **Attack**.

Map Room (Piracy)

COST: 4; **VPs:** 3 Non-warships

A. +1 **DRM** for **Search Actions**.

B. Immediately after drawing and examining each **Treasure** token, you may draw a second one for +1 **Notoriety** (☹) or -1 **Nemo**; keep one and return the other to the **Treasure** cup.

C. You may return any discarded (i.e., lost, removed, spent, etc.) **Treasure** token having a **Treasure VP** value to the **Treasure** cup if you desire.

Monstrous Design (Science)

COST: 3; **VPs:** 1 Adventure

Gain one fewer **Notoriety** (☹) per **Ship** token that you sink (as shown on that **Ship** token) via a **Stalk Attack** (only, down to a minimum **Notoriety** of 0).

Nemo Cell Batteries

COST: 1; **VPs:** 1 Science

During each **Lull Turn**, you gain one **Action Point**. This is cumulative with those gained while *Nemo's* **Motive** is **Adventure**.

Nemo Prism Binoculars

In order to receive the free *Nemo Prism Binoculars*, they must be one of the current available upgrades.

COST: 0*; **VPs:** None

A. *Available free as a free "bonus upgrade" when any other *Nautilus Upgrade* card is **Refit** onto the *Nautilus*. This means receiving two upgrades for one successful **Refit Action**.

B. Once per **Action Phase**, when you reveal a **Hidden Ship** token, you may redraw it, returning the initial **Ship** token drawn to the **Ship** cup afterward. You must place the redrawn **Ship** token.

Nemo's Manifesto

COST: 1; **VPs:** 1 Liberation

After **PASSING** an **Incite Action**, you may then spend 1 **Ship Resource** using its **DRM** as a further reduction in ☹ (e.g., if it would have provided a +3 **DRM**, you instead receive an additional -3 ☹).

Nemo's Sanctorum

COST: 2; **VPs:** 1 Wonder

Once during each **Action Phase**, you may perform a **Reflect Action** and either:

A. Gain 2 **Action Points** by reducing the **Nemo Resource** by 1, OR

B. Gain 1 **Nemo Resource** by expending 2 **Action Points** (or 1 during a **Lull Turn**).

Officer's Mess

COST: 2; **VPs:** 1 Adventure

After completing an **Action** that you paid 2 **Action Points** to perform, you may immediately conduct a free **Move Action**.

Periscope Device (War!)

COST: 3; **VPs:** 1 *Adventure*

- A. You no longer gain 1 **Notoriety** (👁️) between consecutive **Bold Attacks** (see Rule 12 – **COMBAT**).
- B. You can also make consecutive successful **Stalk Attacks** (following the rules for consecutive **Bold Attacks**), but you do gain 1 **Notoriety** (👁️) between each of these.
- C. This is usable during all attacks, even those forced upon you.

Prize Crew Quarters

COST: 2; **VPs:** 4 *Character*

- A. Instead of placing a **Sunken Ship** token as **Salvage**, you may place it on this card.
- B. After each **Rest Action** (whether **Successful** or not), you may discard one of them to “train” (i.e., gain) 1 **Crew Resource**.

Reinforced Armor

COST: 4; **VPs:** 2 *Adventure*

Add one (+1 **DRM**) to all **Warships’ Attack** dice rolls.

Steam Torpedoes

COST: 4; **VPs:** 1 *Science*

This upgrade’s **Attacks** do not combine with **Magnetic Mines** and never use any **DRMs**.

A. Once per **Action Phase**, you may make one free **Torpedo Attack** at the **Nautikus’** location. Roll 2d6 and sink the targeted **Non-warship** on a roll of 5+ or, if you still possess this card after enduring their **Attack** (you could sacrifice it), sink the targeted **Warship** on a 6+.

Reminder: A **Steam Torpedo Attack** follows the normal **Combat Sequence**. That is, if you target a **Warship**, it will shoot before you do!

B. After your first miss, flip the marker over to show its 1d6 side and roll only 1d6 for **Torpedo Attacks for the rest of the game** (sinking **Non-warships** on a roll of 🎲 or 🎲, and **Warships** only on a roll of 🎲).

Strengthened Prow

COST: 4; **VPs:** 2 *Adventure*

Add one (+1 **DRM**) to all **Nautikus non-Torpedo** and **non-Diplomacy Attack** dice rolls.

War Room (World Order)

COST: 4; **VPs:** 3 *Warship*

For any 2d6 **Combat** (whether attacked or attacking) or **Incite** roll, you may change either die’s result to a 🎲 before determining the outcome.

You need to think about that for a minute; in addition to being “snake eyes” insurance to avoid disasters, a **War Room** plan can be invaluable in close situations!

APPENDIX B: MOTIVE RULES CHANGES INDEX

The special rules for these four motives are summarized below.



Adventurer

Setup

Place 1 **Adventure** token face down in a random **Major Ocean**.

Call to Adventure

Lull Turns are handled a bit differently but only in these ways:

- You receive 2 **Action Points**, not 0.
- You never receive the **Lull Turn “discount”** for normal **Actions**. That is, normal (e.g., **Rest**) **Actions** reduced in cost to only 1 **Action Point** during a **Lull Turn** always cost 2 **Action Points** during a **Lull Turn** while **Nemo’s Motive** is **Adventure**. Other events that reduce their cost to only 1 **Action Point** during a **Lull Turn**, such as for *The Grecian Archipelago* or *The South Pole Event* card, still apply normally.





- You also place 1 Adventure token (if possible), face down, in the doubles Ocean. If that Ocean already has a face down Adventure token in it, place it in an adjacent Ocean that does not have one; if there is no such Ocean, do not place that Adventure token.
- These above changes notwithstanding, it is still a Lull Turn; conduct all other aspects of it normally.

The High Seas

There are 12 Adventure tokens for this motive.

- To reveal an Adventure token, the Nautilus must be in that Ocean and perform a successful Search Action – this also entitles you to collect Treasure token(s) if there is a Treasure Available gemstone there. This is a “search for adventure.”
- Once revealed, place that Adventure token in its specified Ocean regardless of the presence or absence of other tokens there.
- To claim an Adventure token, move the Nautilus to the Ocean with that revealed Adventure token and either: 1) Perform a successful Attack Action, OR 2) Conduct an Adventure Action there; afterward, also collect that revealed Adventure token as a bonus reward. Consider it a “Retain” Treasure token; i.e., you have the option to discard it (“X”) for an excellent benefit or score it at the end for both of its point categories.



Humanist

Deeds Not Words

While Nemo's Motive is Humanist, during the Action Phase (only!), triple all Notoriety gains. Use caution when initiating Attack and Adventure Actions!

Fresh Motive Change

When changing to or from Humanist at the beginning of Act III, return all the cubes on Land spaces to their available box. In other words, cube placement becomes a complete, Act III do-over.

Goodwill Missions

Your Incite Actions are now “Goodwill” Actions (with identical game effects and outcomes).

Diplomacy “Attacks”

Courtesy of having Hospital Machines:

Treat Hospital Machines like Steam Torpedoes in all ways, except a Diplomacy Attack differs from a Torpedo Attacks thus:

- For each Warship's Attack against the Nautilus, apply the usual DRMS, but instead, roll 3d6 and choose which two to use to resolve their Attack. They still shoot first and respect your Truce Flag later, but at least they are more likely to be curious!
- Apply Diplomacy Attack failures exactly as you would Torpedo Attack failures.
- If your Diplomacy (Torpedo) Attack succeeds (i.e., you Parley), your options are to:
 - Further Diplomatic Relations: Place that Ship token in the correct space on the Tonnage track, rotating it 180 degrees (i.e., so it is “upside down”). Ignore any Notoriety increase from that Ship token (i.e., it has a 0 Notoriety) as it is not sunk. Do not collect any immediate additional benefits from that ship (e.g., Treasure, Crew, Nemo, etc.; end-of-game scoring benefits such as Science and Wonder do still apply). See Diplomatic Scoring, below.
 - Create a Diplomatic Incident: Place that Ship token on the Salvage track normally (i.e., it is not rotated and you suffer that motive's Notoriety gain), OR
 - Gather Support for Your Good Intentions: Discard that Ship token, ignoring its Notoriety gain (consider it a 0) and place one Goodwill cube in the Nautilus' Ocean, if able.

Reputation Mending

Honorable Motives (i.e., Science, Explore, Adventure, and Humanist) with Hospital Machines may, at any time, return 1 cube from any Land space to its available box to “repair” the Diplomacy Attack marker from its 1d6 side back to its 2d6 side.

Diplomatic Scoring

At the end of the game, when scoring, the rotated (i.e., upside down) ships on the Tonnage track are neither sunken “Warships” nor “Non-warships,” but are instead still-floating “Relations Ships.”



- All **Ship** tokens on the **Tonnage** track contribute to your **Securing the Seas** bonus points at the top of each column on the **Tonnage** track, although this is now “**Securing**” the Seas (instead of **Scourging**). This involves a combination of navigation treaties and enforcement, with new column headings representing the success of your naval treaties reading: **Bending** (8), **Recognition** (12), **Consent** (17), **Compliance** (23), **Deference** (30), and **Honor** (40).
- **Relations Ships** score 1 **Securing (Scourging) VP** per *different Nationality* type among your **Relations Ships** (i.e., check their flags and score 1 VP for each different one).

Relations Ships also score +1 **Securing (Scourging) VP** each **IF** you decline to score any of the individual **Warship** and **Non-warship VPs** from the **Tonnage** track. You still earn **Ship VPs** normally from *other* sources (e.g., **Adventure** cards).



Piracy

Arrr!

While **Piracy** is Captain Nemo's **Motive** you cannot suffer a **Notoriety Defeat**. Instead, freeze the **Notoriety** marker in place upon reaching the **War! Defeat** box (#51). These rules remain in effect for the rest of the game.

- **Infamy to Infinity**: Treat all future fluctuations as +0 **Notoriety** but, when offered a choice between affecting **Notoriety** or some other penalty, you *must* choose the other.
- **Imperialist Retaliation**: For the rest of the game, determine your **Action Points** using the two **black** dice's differential (not the three **white** dice) each **Placement Phase** (ignoring the **white** dice during **Lull** turns).

Imperialist Patrols

While **Piracy** is Captain Nemo's **Motive**, collectively treat the presence of one or more **Hidden Ship** tokens in the **Nautilus' Ocean** as *one* **Warship** token (total, not each) for all **DRM** purposes (i.e., a -1 **DRM** for almost everything).



World Order

Setup

Remove all thirteen **Wonder** Tokens from the **Treasure** cup and place *one* each on **Notoriety** space 10 and on each third space after that (i.e., 13, 16, 19... through to 46).

When reached, those **Notoriety** levels also add that **Wonder** Token to the **Treasure** cup (thus increasingly “polluting” it). *Rising notoriety makes it more difficult to obtain dependable allies.*

Ignore this placement when switching to this **Motive** during **Act III** (*it's too late for that*) and leave these **Wonder** Tokens on the **Notoriety** track (to be removed as described above) when switching from this **Motive** during **Act III** (*it's too late for that, too*).

Add all of the **Ally** Tokens (these are a special type of “**Retain**” **Treasure** Tokens) to the **Treasure** cup. Do this immediately when switching to this **Motive** at the start of **Act III**.

Fear and Respect

At the end of the game, you score **Scourge VPs** for the two right-most columns you fill on the **Tonnage** Track. *For example, if your two rightmost columns filled are **Danger** and **Menace**, you would score 53 **Scourge VPs** at the end of the game!*

The Value of Unity

While your **Motive** is **World Order**, when you place a cube via an **Incite** Action, you also draw 1 **Treasure** token (*courtesy of your new allies there*).

What Good are Allies if You Don't Use Them?

Retain **Ally** tokens when drawn. While Nemo's **Motive** is **World Order** and the **Nautilus** is in any **Ocean** where a cube is in a **Land** space there (i.e., a “**Cube Ocean**”):

- You can spend **Ally** tokens as **Emergency Resources**.
- You can place **Ally** tokens face down on the **Tonnage** track as if they were **Ship** tokens sunk there (to occupy that space on the **Tonnage** track and for its **Ship VPs** at the end of the game, but at a cost in **Notoriety**).

Otherwise, an **Ally** Token just scores the **VPs** listed on its front side at the end of the game.



Score +1 bonus VP per **Relations Ship** nationality!



APPENDIX C: OPTIONAL RULES INDEX

The Optional rules are listed and indexed here:

Nadeen Dakkar

See Rule 3, #2.B and 2.D in the *Between Voyages Guide – GAME SETUP*.

The seventh **Character** tile represents *Nadeen Dakkar* whose participation is a **Setup** decision (See Rule 3 in the *Between Voyages Guide – GAME SETUP*). His variable entry and abilities emerge as the game unfolds. His loss is an automatic **Defeat** condition, so avoid that!

Each **Character** symbol has its own individual **VP** scoring value. If *Nadeen Dakkar* is aboard the *Nautilus* you score **+1 VP per instance** when scoring **Character** symbols (except for **Attribute** tokens; those are just modifications to that **Character** tile's **VP** value before it is scored). Thus, if you had the following **Character** scores at the game's end: 1, 2, 2, 3, and 4, you would score a total **17 Character VPs** (i.e., **+5 VPs** more than their face value) thanks to *Nadeen*.

Ships' Officers Attribute Tokens

See Rule 3, #13 in the *Between Voyages Guide – GAME SETUP* for adding these tiles to play and how they are used.

Act III Motive Switching

You may change *Nemo's* Motive between the **Honorable** and **Stern** categories, but this dissonance causes problems between the Captain and his crew.

Note the current **Crew DRM** (as show to the right of the **Crew Resource** marker's present location). You must lose that many **Nemo** when changing from an **Honorable** to a **Stern** Motive or that many **Crew** when changing from a **Stern** to an **Honorable** Motive.


Imperialist Naval Coordination

This rule puts you at a disadvantage.

Whenever you suffer a penalty of **-1 DRM**, if there are any revealed **Ship** tokens in the *Nautilus' Ocean*, change it to **-1 DRM** for each such revealed **Ship** token there!

At All Costs!

This option puts you at a strong advantage during the endgame.

For **+1** , you may **Sacrifice** (i.e., return to the box) any one *Nautilus Upgrade* card (maximum once per occasion), either equipped or available for purchase, before any **TEST** or **Combat 2d6** roll for a **+2 DRM**. This is the only exception for modifying **Diplomacy** and **Torpedo Attacks**.

Deadly Seas

See Rule 3, #5 in the *Between Voyages Guide – GAME SETUP* for adding these tiles to play.

See Rule 10 – **PLACEMENT PHASE** for revealing these tiles and their effects.

Relentless Pursuit

This option puts you at a disadvantage.


At the beginning of your **Action Phase** each turn (i.e., before conducting any **Actions**), designate each revealed **Warship** token in the *Nautilus' Ocean*, one at a time, roll **1d6** for it, and compare the result to the **Ship's Victory Point (VP)** value. If the result is...

- **Equal to or greater than** (≥) its **VP** value, there is no effect.
- **Less than** (<) its **VP** value, you must fight it immediately.

This is a mandatory "free" **Bold Attack Action** (i.e., it costs **0 Action Points**). *Victory does* allow you to continue making (free) **Bold Attacks** in that **Ocean** as usual, if desired (see **Bold Attacks**).

EXAMPLE



The *Kōtetsu* and the *Nautilus* begin the **Action Phase** in the same **Ocean**. You make a **Relentless Pursuit** check to see if the *Kōtetsu* aggressively pursues the *Nautilus*. Since the *Kōtetsu* is worth **2 VPs**, on a die roll of , it will immediately attack the *Nautilus*!

Buried Treasure

See Rule 11 – ACTION PHASE, Buried Treasure Action.

If you, optionally, buried Treasure tokens and Nemo's Motive is still "Stern" when scoring, count the number of spaces the Crew Resource marker is below its maximum; up to that many Buried Treasure tokens score DOUBLE their value in Treasure VPs. Additional Buried Treasure tokens still score their (undoubled) VPs normally.

Britannia Rules the Waves

The British Royal Navy dominated the world's stage at this time. This risk/reward option is neutral.

- +1 to all British Ship values (Attack – if it is a Warship, Defense, Notoriety, and Victory Points).
- When placing a British Ship token on the Tonnage track, you may arrange it so that it covers two spaces horizontally for that Ocean (making it easier to obtain the next Scouring the Seas VP level).
- When placing a British Ship token on the Salvage track, you may arrange it so that it covers two spaces vertically representing that, by itself, it is worth 2 Salvage Points. You can still never have more than 4 total Salvage Points (so do not rotate it when placing it in the "Max" Salvage space). If you only spend 1 of its 2 points upgrading the Nautilus, then it "makes change" by rotating it back horizontally so that it occupies a single Salvage space normally.

APPENDIX D: DIFFICULTY LEVELS INDEX

The decision points to customize the game to be easier or more difficult are listed below.



Adventure Deck

See Rule 3, #2.H in the *Between Voyages Guide* – GAME SETUP.

Starting Nautilus Upgrade Card

See Rule 3, #4 in the *Between Voyages Guide* – GAME SETUP.

Remaining Nautilus Upgrade Cards

See Rule 3, #4 in the *Between Voyages Guide* – GAME SETUP.

Deadly Seas Setup

See Rule 3, #5 in the *Between Voyages Guide* – GAME SETUP.

Blue & Green Ship Groups Setup

See Rule 3, #7 in the *Between Voyages Guide* – GAME SETUP.

Initial Hidden Ships

See Rule 3, #9 in the *Between Voyages Guide* – GAME SETUP.

Initial Officer Personality Tokens

See Rule 3, #13 in the *Between Voyages Guide* – GAME SETUP.

Initial Action Points

See Rule 3, #14 in the *Between Voyages Guide* – GAME SETUP.

Test Failures

See Rule 7 – RESOLVING TESTS.

Epilogue Balancing

See Appendix E in the *Between Voyages Guide* – EPILOGUES.



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