
EXPANSION PACK

Nemo's War

— ♦ Bold and Caring ♦ —

This Expansion Pack for Nemo's War second edition includes small punchboards featuring a new Motive tile plus this rules sheet explaining those Motives' special rules. Also included are Adventure tokens and new Treasure tokens; simply mix them in with the others.

— ♦ ADVENTURE ♦ —

Captain Nemo and his cohorts seek to establish a legacy that will leave them remembered for their deeds and content Nemo's heart.

Setup: Treat this Motive as **Explore** when setting up and when else it matters. Roll **1d6** and place **1 Adventure** token face down in that random Major Ocean.

Starting Nautilus Upgrade available: Diving Apparatus (3); *new, included with this Expansion Pack.*

Notoriety Defeat = 36 (Explore)

Special **ADVENTURE** Motive Rules:

1. Call to Adventure: While Nemo's Motive is **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 **The Grecian Archipelago** or **The South Pole**, 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 changes notwithstanding, it is still a **Lull Turn**; conduct all other aspects of it normally.

2. The High Seas: There are **9 Adventure** tokens for this motive.

- To reveal an **Adventure** token, the *Nautilus* must be at 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.

—❖ ADVENTURE EPILOGUES ❖—

Defeat: Tales of Nemo's adventures are not widely circulated and lack sufficient credibility to be believable. Years after the *Nautilus*' voyage, the dusty busts of her Captain grow cobwebs in the attics of private collectors and some small cliques of "Nemo-ite" enthusiasts.

Failure: The life of Captain Nemo grows in the telling as a cautionary tale of imbalance and instability. It is recited as an occasional bedtime story to children seeking to run away in search of adventure and is referenced in college lectures about the importance of adhering to the established order and thriving in your obscurity within it.

Inconsequential: People remark that Captain Nemo was a man for his age but give much of the credit for his successes to the machine he piloted rather than the pilot itself. In mock tribute to his global escapades, future generations would inscribe their variations of "Nemo was here" in every obscure corner of nature or machine. Certainly, Captain Nemo garnered a legacy, just not one of greatness.

Success: A tomb rises up at the head of an estuary on Cuba's shores reading "NEMO 'All Should Be Revealed,'" the dying words of the great man about whom so much has been written and whose legacy grows in the retelling. Societies, foundations, scholarships, and innumerable works of history, science, and fiction all bear Nemo's name, recalling the wonders of how the world has improved for his adventures aboard his legendary submersible ship, the *Nautilus*.

Triumph: Like Alexander, Caesar, and Napoleon, another Great Captain has risen to have an age of history named in his honor. During the Age of Nemo, his restless spirit possessed many to claim the entire world as their birthright. Nemo and his devotees forged paths to the world's many dark corners. The light of

this age showcased Nemo's great purpose of raising up the weak and oppressed so all could live better lives as brothers and sisters. Transforming not merely human history but humanity itself, the borders of nations blurred for a long while in the Great Age of Nemo.

—❖ **HUMANIST** ❖—

Captain Nemo turns some of his rage into gruff compassion for the oppressed masses. His crusade to raise up the weak conflicts with his desire to wear down the haughty as he continues to confront the Imperialists. Powerful, small-minded mediocrities discount his motive and seek to destroy his reputation as he ventures his goodwill and diplomacy to right the world's wrongs.

Setup: Treat this Motive as **Science** when setting up and when else it matters.

Starting Nautilus Upgrade available: **Hospital Machines** (4); *new, included with this Expansion Pack.* It costs you 4 Resources to purchase it at start!

Notoriety Defeat = 36 (Explore)

Special **HUMANIST** Motive Rules:

- 1. 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!*
- 2. Motive Change:** When changing to or from this Motive 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, last-Act do-over.*

Goodwill Missions: Think of your **Incite** Actions as now **Goodwill** Actions with identical effects.

Special Diplomacy Attack Rules (courtesy of having **Hospital Machines**):

1. Treat **Hospital Machines** like **Steam Torpedoes** in all ways, except a **Diplomacy Attack** differs from a **Torpedo Attacks** thus:
 - A. 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!*
 - B. Apply **Diplomacy Attack** failures exactly as you would **Torpedo Attack** failures.
 - C. 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 Scoring, below.*
 - **Create a Diplomatic Incident:** Place that **Ship** token on the **Salvage** Track normally (i.e., *do not rotate it, and suffer this motive's triple 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.
2. **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.

- 3. Scoring:** 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 **Scouring the Seas** bonus points at the top of each column on the **Tonnage** track, *although this is now “Securing” the Seas (instead of Scouring). 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 (Scouring) 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 (Scouring) 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).

—✦ HUMANIST EPILOGUES ✦—

Defeat: The earth remains ruled by the violent use of force. Arrogant nationalists bent on Imperial aggrandizement have thwarted Captain Nemo’s benevolence at every turn. After a year’s hard trying to shape a better world, a melancholy Captain Nemo commiserated with a Christian missionary he encountered, notably remarking that “Even Jesus didn’t tell us what to do after both cheeks were slapped.” Disgusted with humanity’s prospects, he prepared for

battle in the coming year – a war he never launched. Rumors of his demise abound, but nothing has firmly tied Captain Nemo and his consular ship, the *Nautilus*, to any known event since.

Failure: Rebuke upon rebuke by peoples, nations, and empires have dangerously embittered Captain Nemo. Word precedes him as the world's press drives up newspaper sales by distorting his story with headlines screaming: "Nemo: Threat or Menace?" We lived aboard the *Nautilus* for several months into the second year of our voyage, returning on the tide to the rock-bound shores of Maine in the United States one moonless night. I have since quested to correct the record and rehabilitate the reputation of Captain Nemo and the wonders of the *Nautilus* by writing books, articles, and lecturing throughout the world, but with no real success. Obscurity in damnation is, tragically, the only reward of this great man.

Inconsequential: After making headway among the world's ancient and emerging regimes, Captain Nemo began leaving his mark as a noted benevolent influence. Many people came to admire the tangible results of his efforts; so many, in fact, that the Earth's powers came to fear his popularity and "mad" agitators. In a disgraceful conspiracy, the Great Powers arranged a secret meeting hosted by The Falkland Islands Company at Port Stanley to discuss the quiet assassination of this feared aquatic messiah. They invited the *Nautilus* into a trap around Cape Horn where Captain Nemo ended the battle by lashing himself to his sinking ship and dying a martyr's death. Sadly, today, Captain Nemo's tale is scarcely told and little remembered.

Success: Unlike the great philanthropists his name is spoken alongside of, Captain Nemo was not a Robber Baron from the Gilded Age attempting to mend his reputation before meeting his maker. His heaven was traveling under the stars in the *Nautilus* and spreading

the gospel of humanism, quiet courage, and self-reliance. Easing much of the world's suffering through his direct, focused contact and spending the ocean's abundant wealth, many joined his cause and protected his reputation from the small-minded jealousies residing under the crowns and top hats of political mediocrities. Medical and social sciences flourished under Nemo's direction, with many new colleges and museums bearing his name. With great optimism, the world leaped upward into the twentieth century.

Triumph: Not since the Sea Peoples closed the epoch of Bronze Age civilization has something from the oceans had such an impact upon human history. In contrast to the barbaric destroyers of 3,000 years ago, under Captain Nemo the hands offered from the oceans reached out with benevolence, offering up the water's bounty in food, energy, and treasure to bring light to the darkest coastlines of the world. Captain Nemo became a teacher at sea, constructing several small flotillas of nautical classrooms and laboratories (he dubbed them his "schools of fish") where he created many acolytes. They have since become his missionaries who tied the bonds of humanity to personal acts; rising up neighbors, and making everyone "citizens of the world," one adherent at a time. Although the onslaught of socialism all but destroyed his legacy, the stoic humanism of Captain Nemo remains parallel in history to other great teachers: Buddha, Confucius, Socrates, Sun Tzu, and Jesus.