

EXPANSION PACK #1

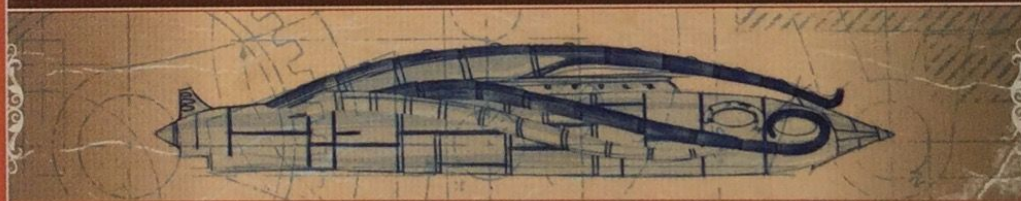
Nemo's War

Nautilus Upgrades

This Expansion Pack includes 12 new Nautilus **Upgrade** cards. There are different ways to add them to your deck of Nautilus **Upgrade** cards, all of which apply after purchasing (or not) your **Motive Upgrade** card during **Setup Step 3**. Instead of "Then, shuffle and deal Nautilus **Upgrade** cards face up until the four available upgrade slots are occupied..." you can do that (i.e., "the easy way" by just shuffling all of the remaining **Upgrade** cards together and letting fate decide) **OR** select one of the following based on the difficulty level you prefer:



Adventurer's League



+1 DRM to all **Adventure** card **TEST** die rolls.

"My legacy? After Gwalior, I escaped to gather great hearts and blaze a trail across the world. The example of our deeds and tales of our adventures should inspire all to a better future. The imperialists still task me, but now I fight them on my own terms."

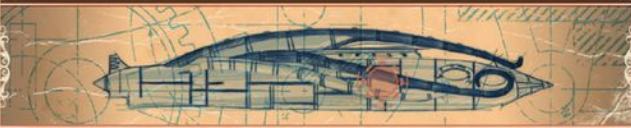
Description

The *Nautilus Upgrades Expansion Pack* presents 12 new Nautilus Upgrade cards including the Clockwork Cipher, the Adventurer's League, Nemo's Manifesto, Prize Crew Quarters, and more! Sail aboard the Nautilus as you have never sailed with her before.



Prize Crew Quarters

2



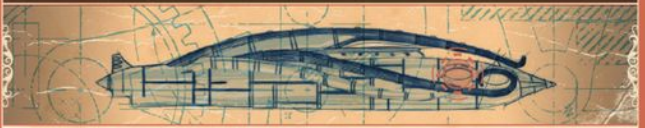
Instead of placing a **Sunken Ship** token as **Salvage**, you may place it on this card. After each **Rest Action** (successful or not), you may discard one of them to “train” (i.e., gain) **1 Crew Resource**.

Captain Nemo delegated First Officer Rojas to sort through the human flotsam in the battle's wake and recruit from among them the skills most needed aboard ship.



Nemo's Manifesto

1



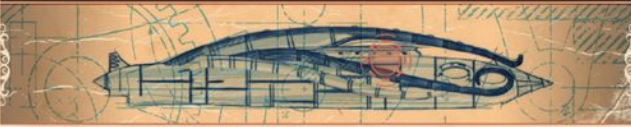
After **PASSING** an **Incite Action**, you may then spend 1 **Ship Resource** using its **DRM** as a further reduction in **DRM** (e.g., if it would have provided a +3 **DRM**, you instead receive an additional -3 **DRM**).

Captain Nemo, always passionate about the Why of rebellion for subject peoples, turned his mind to the more practical matter of the How of rebellion.



Officers' Mess

2



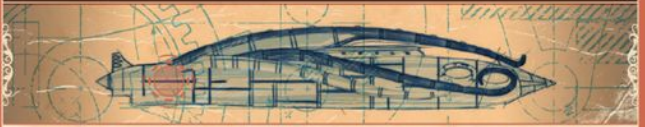
After completing an **Action** that you paid **2 Action Points** to perform, you may immediately conduct a free **Move Action**.

Nemo's officers were less reclusive than their Captain. One of their pleasures aboard the Nautilus was to congregate around a handsome, gilded mess table. There, they could meet, dine, and discuss plans necessary to keep the Nautilus in trim, their crew busy with adventures, and their ship on the move.



Nemo's Cell Batteries

1



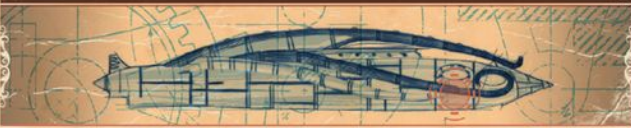
During each **Lull Turn**, you gain one **Action Point**.

Captain Nemo was developing a method for storing electricity in batteries using saltwater, silver, and zinc. When I enquired about them, he told me these were easy to build and experiment with, if not yet powerful, with the sea providing its electrolyte component and the two electrodes made of the different transition metals.



Nemo's Sanctorum

2

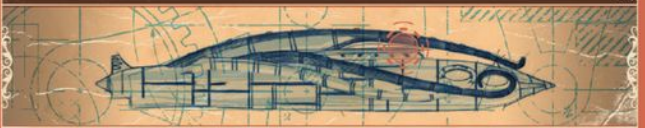


Once during each **Action Phase**, you may either:
A) gain **2 Action Points** by reducing the **Nemo Resource** by **1**, or B) gain **1 Nemo Resource** by expending **2 Action Points** (or **1** during a **Lull Turn**).

None were allowed in his sanctum sanctorum, and he was only disturbed there under the most dire of circumstances. When he emerged from his repose, we were never certain which Nemo we would encounter.

Nemo Prism Binoculars

0*



*Available for free when any other **Upgrade** card is **Refit** onto the *Nautilus*.

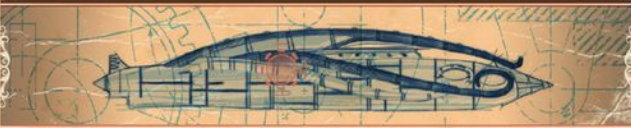
Once per **Action Phase**, when you reveal a **Hidden Ship** token, you may redraw it, returning the first **Ship** token drawn to the **Ship** cup afterward.

Since Galileo, scientists have tried fitting together two telescopes for binocular vision, and Captain Nemo had found a power prism to fashion them.



Guilds Deck

2



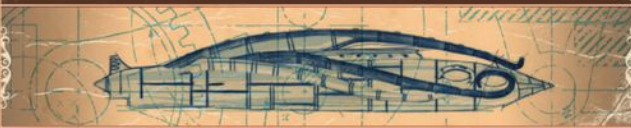
Immediately select one set-aside **Upgrade** card of your choice and place it as an available **Upgrade**. During each **Lull Turn**, also place one gemstone (if available) on the next empty space on the **Salvage** track (if it is not full). Each such gemstone counts as one **Salvage Point**.

What kind of things and beings existed in this strange boat? What mechanical agents created its prodigious speed and resources?



Adventurer's League

3



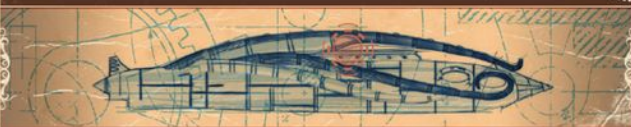
+1 DRM to all **Adventure** card **TEST** die rolls.

"My legacy? After Gwalior, I escaped to gather great hearts and blaze a trail across the world. The example of our deeds and tales of our adventures should inspire all to a better future. The imperialists still task me, but now I fight them on my own terms."



Electro-Coil Bolts

2



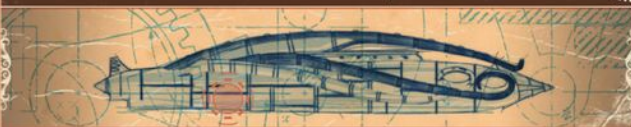
During each occasion when you sink a **Ship** token, you may change its **Notoriety** impact to a **-1** ☠️ reduction instead by taking one (additional) **Hull Hit**.

I discovered large electromagnetic induction heating coils near a topside hatch. Requiring the ship's great power as their transformer, when charged they could ignite nearby vessels after evacuating their crews.



Clockwork Cipher

3

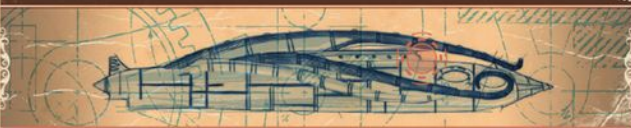


Once during each **Action Phase**, you may flip any one revealed **Ship** token in the **Nautilus' Ocean** for free.

Nemo had decrypted the patterns of the shipping lanes and off-lane crossings! He knew all, as every nation's ships transited his oceans with the regularity of a ticking clock to which only Captain Nemo could tell the time and was audacious enough to set the alarm.

Electric Horns

1



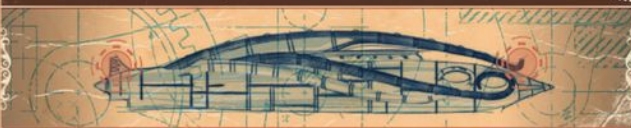
Once per **Action Phase**, you may spend **1 Action Point** for **-1** ☠️ (or **-2** ☠️ during a **Lull Turn**).

Playing horns at sea to communicate was an ancient tradition from the conch to the bugle. When amplified by the Nautilus' electricity, projected imitations of sky and ocean sounds carried afar, well beyond the cacophony of battle or the eerie rhythmic churning of our engines.



Crystalline Sensors

3



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

These were the most unusual fixtures protruding from the Nautilus, both at the prow and the rudder. Clear and crystalline in appearance, what their function was I could only speculate, as all my enquiries about them were met with only secretive smiles in reply.