

## BETWEEN VOYAGES GUIDE

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## Navies in the Age of Steam

The era covered in *Nemo's War* (circa 1870) was known as the "Dark Ages" for naval development. Many of the new Age of Steam industrial technologies simply did not work. A perfect example was the loss in September of 1870 of the fully-rigged, turret battleship HMS Captain, privately built for the British Royal Navy, which suffered from several design and construction flaws: it sank with the loss of nearly 500 lives.

Problems such as these made governments increasingly reticent to make the huge investments in cutting-edge warship technology that was at best, uncertain, and at worst, dangerous. Consequently, there was a wide variety of ships, both old (Rams and Whalers) and new (Clippers and Battleships), sailing during this period. This worked very much to Captain Nemo's advantage as the *Nautilus* repeatedly proved itself a marvel of nautical engineering.

Other navies did not openly challenge Britain's superiority on the high seas between 1805 (Lord Nelson's victory over the French and Spanish at Trafalgar) and the WWI Battle of Jutland (versus the German navy) in 1916. Britannia ruled the waves during this naval Dark Age, and thus most Ship tokens in the game fly the British flag. You will notice that there are also many American ships since the game takes place soon after the Union's build-up during the American Civil War (1861 to 1865).

For variety, we have included some wonders and worries of the seas in this age, including a French Airship, Pirates, Slavers, a Sea Monster, a famed Confederate Raider, and a cursed Ghost Ship of renown.

Where possible, visual reference of each vessel's real life counterpart was used as reference for the Ship tokens' illustrations.



## 1. INTRODUCTION

This *Between Voyages Guide* features the game's Setup instructions, end-game scoring, and Epilogues for each Motive, plus variant content for hardy groups of players seeking a non-solitaire experience of *Nemo's War*.

### Background

*Nemo's War* is based on the novel *20,000 Leagues Under the Seas* by Jules Verne. This novel is available for free from Project Gutenberg ([www.gutenberg.org](http://www.gutenberg.org)).

*Nemo's War* is a single-player game of underwater exploration and combat adventures circa 1870 to 1871. You are **Captain Nemo**, commander of the *Nautilus*. You will search the oceans and littoral lands, fight vessels of all nations, brave the hazards of the seas, find mysterious treasures, behold and chronicle amazing wonders, and travel around the world in your quest for knowledge, adventure, and vengeance.

## 2 GAME EQUIPMENT

### Parts Inventory

#### Game board

#### Operations Manual

#### Between Voyages Guide

#### 163 cards:

- 3 Act cards
- 1 Rising Action (A Hollow Explosion) card
- 101 Event cards
- 12 Finale cards
- 6 Nadeen Dakkar Event cards
- 26 Nautilus Upgrade cards
- 9 Co-Op Officer cards
- 1 Versus game Nautilus special Tableau card
- 4 Versus game Player Aid cards

#### 10 wooden Uprising cubes

#### 2 silver Uprising cubes

#### 1 Nautilus miniature

#### 2 Imperialist Squadron miniatures

#### 3 white dice

#### 2 black dice

#### 16 gemstones in assorted colors

#### 1 white Adventure Points (A) wooden block

#### 1 black Notoriety (skull) wooden block

#### 1 blue Imperialist Action Points (A)

#### wooden block

#### 1 cloth bag for Ship tokens

#### 1 cloth bag for Treasure tokens

#### 29 Hidden Ship tokens

#### 30 White/Gray Ship tokens

#### 14 Light Yellow/Purple Ship tokens

#### 4 Blue/Purple Ship tokens

#### 4 Green/Purple Ship tokens

#### 4 Dark Yellow/Purple Ship tokens

#### 4 Orange/Purple Ship tokens

#### 7 Red/Purple Ship tokens

#### 2 Black/Purple Ship tokens

#### 3 Deadly Seas Fleet tokens

#### 7 Deadly Seas Event tokens

#### 4 Double-sided Motive tiles

#### 1 Captaincy tile (co-op)

#### 25 Victory Point scoring markers

#### 1 Action Points marker

#### 1 Imperialist Action Points marker

#### 1 Notoriety marker

#### 3 Ship Resource markers

#### 1 Arabian Tunnel marker

#### 3 Cannon Ball markers

#### 1 Sunken Treasure Fleet marker

#### 1 Bold/Stalk Attack marker

#### 1 Torpedo Attack marker

#### 1 Diplomacy Attack marker

#### 7 Character tiles

#### 32 Treasure tokens (Map)

#### 19 Treasure tokens (Retain)

#### 13 Treasure tokens (Wonder)

#### 9 Treasure tokens (Other)

#### 14 Ally tokens

#### 12 Adventure tokens

#### 30 Attribute (Ship's Officer) tokens

#### 9 Characteristic (Nadeen Dakkar) tokens



## Nautilus Upgrade Cards

A limited number of these cards are available for purchase to upgrade the Nautilus during play.



## Character Resource Tiles

These tiles represent important characters in the story. Each can be committed (Sacrificed) once per game to help in an emergency.



## Treasure Available Gemstones

The gemstones are used to denote in which Ocean a Search Action is possible.



## Miscellaneous Tokens and Markers



Attack!  
marker



Torpedo Attack!  
token

## Nemo Motive Tiles

These tiles represent the driving motivation behind Nemo's quest and determine the scoring multipliers at the end of the game.



Arabian Tunnel  
token



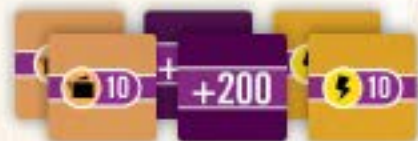
Diplomacy Attack  
token



Adventure token

## Victory Point Markers

These markers are used to track and record your VPs during the game and/or at the game end.



## Treasure Tokens



Treasure  
Victory Point(s)



Must discard for  
mandatory effect



Optional effect  
if discarded



Wonder  
Victory Point(s)



Sunken Treasure  
Fleet token

## Ship Resource Markers

These markers are used to track the condition of Nemo, the Crew, and the Hull throughout the game.



## Other Tokens



Attribute  
token



Ally  
token



Characteristic  
(Nadeen) token



Hidden Ship  
token



Cannonball  
token

## Nautilus Miniature

This playing piece is used to track the Nautilus' movements around the board.



Notoriety  
marker



Action Point  
marker



Imperialist Action  
Point marker



## Taking the Helm Afore the Game Board

As you study the setup illustration on the next page, you will notice that everything has a place. As you play, you will discover everything's place makes your command of the Nautilus easier and ergonomically comfortable. For example:

- Things you don't want to bump and knock into, such as the **Draw Pile**, **Notoriety** track, and **Adventure Deck**, are safely positioned furthest from your reach.
- Your **Tableau** is directly in front between you and the game board. The information and **Resources** in your **Tableau** are what you most need to stay aware of.
- Your eyes will naturally reset to the map (the central focal point). Around it are useful rules summaries, play tables, and your **Resource** tracks. This keeps the most important information right in front of you and will greatly facilitate play.

It won't take you long to figure out where the important data is located that will help you sail efficiently.

# 3. GAME SETUP

Place the game board on the table in front of you and leave some room between you and it for your **Tableau** (see pages 6 and 7 for an illustration). These setup instructions include some information about rules to help you make informed setup decisions.


## Nemo's Motive

- 1 Select a **Motive** tile and place it face up in the **Motives** area of the board. *If it is your first game, see the **Maiden Voyage** article on pages 6 and 7.*

Each **Motive** defines the nature of the game from setup, through play, to victory or defeat (see **Rule 15- DEFEAT, VICTORY, AND SCORING** later in this *Guide* for how the **Motive** affects **Victory Point** scoring). In effect, with each **Motive** you will be playing a very different game.

### Honorable Motives:

**Adventure:** Captain Nemo and his company seek to establish an enduring legacy that will allow them to be remembered (to Nemo's great satisfaction!) for the breadth and scope of their redoubtable deeds.

**Notes:** Adds **Adventure** tokens; alters **Lull Turns**; +2 bonus on **Adventure**  **Victory Points**. See Appendix B – **MOTIVE RULE CHANGES INDEX**.

**Explore:** Captain Nemo and his crew venture forth on a voyage of exploration to discover and catalog the oceans' wonders under constant threat from the **Imperialists**.

**Notes:** No special rules. **Wonder**  symbols pay big **Victory Points**.

**Humanist:** Captain Nemo turns some of his rage into gruff compassion for the oppressed masses. His crusade is to raise up the weak and to wear down the haughty as he continues to confront powerful, small-minded **Imperialist** mediocrities seeking to destroy his ship and reputation.


**Notes:** Triple **Notoriety** penalties, but **Hospital Machines** upgrade makes **Diplomacy Attacks** possible. Huge (x8) **VP** reward for placing cubes. See Appendix B – **MOTIVE RULE CHANGES INDEX**.

**Science:** Captain Nemo has made the pursuit of science his life's work to serve himself and the masses even as the ignorant fears of petty world leaders push the **Nautilus** further into hiding.

**Notes:** No special rules. **Science**  symbols pay big **Victory Points**.

### Stern Motives:

**Anti-Imperialism:** Captain Nemo is bent upon liberating the peoples of the world and uniting them as global citizens even as the **Imperialists** exploit their advantages on land and sea.

**Notes:** No special rules. Placing **Uprising** cubes  pays big **Victory Points**.

**Piracy:** Captain Nemo pursues a more notorious mission at sea and vents his anger at the **Imperialists'** wrongs by succumbing to his own greed and wrath.

**Notes:** **Non-warships** are worth +3 **VPs** each. No **Notoriety** defeat but that track's #51 space is a hard place; **Imperialists** seem to have **Warships** everywhere (with a -1 **DRM** for everything). See Appendix B – **MOTIVE RULE CHANGES INDEX**.

**War!** Captain Nemo seeks continuous and direct confrontation to sever the tentacles of the world's ocean-going navies as they reach out to subjugate the planet in the name of conquest and oppression.

**Notes:** No special rules. High **Notoriety** tolerance; +2 **VPs** for each **Warship** sunk.

**World Order:** Captain Nemo ventures to create a new world order, turning the methods of the **Great Powers** against them. Employing negotiations with the world's malcontents, he enlists their direct support in his cause.

**Notes:** Adds **Ally** tokens to **Treasure** cup; successful **Incite** gives a **Treasure** draw; awards your two highest **Scouring the Seas** columns' **VPs** (which can net a huge total). See Appendix B – **MOTIVE RULE CHANGES INDEX**.



## The Draw Pile and Adventure Deck

- 2 Prepare the **Draw Pile** and **Adventure Deck** using the following procedure:

Find the four **Special Adventure** (Act and **Rising Action**), all the **Finale**, and the six **Nadeen Dakkar** (three each for *A Family Reunion* and *Unwanted Reflections*) cards and set these aside.

Spread out the **Prologue**, **First Intermission**, **Second Intermission** (Acts), and **Rising Action** (*A Hollow Explosion*) cards face up, where you can find them quickly.

Shuffle the remaining **Event** cards and set them aside, face down.

Shuffle the **Finale** cards face down, then...

- A. Finale:** Randomly draw one **Finale** card **without revealing it** and return the others to the box without examining them. That is your game's secret ending event.

Then deal four **Event** cards on top of that **Finale** card.

Shuffle these five cards together and place them face down in the **Draw Pile** box at the top-left side of the game board. *Somewhere among the last five cards lurks the game-ending Finale!*

- B. Act III:** Optionally, if you wish to add the **Nadeen Dakkar** Character into play, randomly select one of the *Unwanted Reflections* cards (B1 – B3) **without revealing it** and return the others to the box without examining them.

Then shuffle it (if playing with **Nadeen Dakkar**), the **Rising Action** card (*A Hollow Explosion*), and X number of face-down **Event** cards together as shown in the diagram to the right (based on **Nemo's Motive**).

Place these cards face down on top of the cards already in the **Draw Pile**.

- C.** Place the **Second Intermission** card (**Act III**) face down on top of the **Draw Pile**.

- D. Act II:** If you have decided to add the **Nadeen Dakkar** Character into play, randomly select one of the *A Family Reunion* cards (A1 – A3) **without revealing it** and return the others to the box without examining them.

Then shuffle it (if playing with **Nadeen Dakkar**) along with X number of face-down **Event** cards together as shown in the diagram to the right (based on **Nemo's Motive**), and place these cards face down directly on top of the **Draw Pile** as shown in the diagram.

- E.** Place the **First Intermission** card (**Act II**) face down on top of the **Draw Pile**.

- F. Act I:** Add six more **Event** cards face down to the top of the **Draw Pile**; **Act I** is always six cards.

- G.** Place the **Prologue** card (**Act I**) on top of the **Draw Pile**.

*The Draw Pile is now complete with 31 cards (or 33 if the **Nadeen Dakkar** cards were added).*

- H. Additional Adventures:** Finally, count out 25 of the remaining **Event** cards and place them face down on the **Adventure Deck** space on the right side of the **Notoriety** track to form the **Adventure Deck**. Return the others to the box without examining them. *This Adventure Deck holds additional Adventure cards that you might pursue during your voyage on the Nautilus.*

Then place one **Treasure Available** gemstone on top of the **Adventure Deck** stack. *This is a bonus reward for accepting an Adventure card from this deck (per Rule 11 – ADVENTURE in the Operations Manual).*

### ADVENTURE DECK DIFFICULTY SETTING

**SAILOR:** Place two **Treasure Available** gemstones on top of the **Adventure Deck**.

**OFFICER:** No change; just place one.

**CAPTAIN:** Do not place any **Treasure Available** gemstones on top of the **Adventure Deck**.

## DRAW PILE PREPARATION


### TOP OF DRAW PILE

- G.**  Prologue card

- F.**  **Act I**  
Event cards: x6

- E.**  First Intermission card


- D.**  **Act II**  
Event cards:  
Science/Humanist x10  
Explore/Adventure x8  
Anti-Imperialism/  
World Order x5  
War/Piracy x3

- C.**  Second Intermission card

- B.**  **Act III**  
**Rising Action** card,  
**PLUS**  
Event cards:  
Science/Humanist x6  
Explore/Adventure x8  
Anti-Imperialism/  
World Order x11  
War/Piracy x13

- A.**  **Finale**  
**Finale** card x1  
**PLUS**  
Event cards: x4

### BOTTOM OF DRAW PILE

 - Shuffle this stack



# GAME SETUP



## Your Maiden Voyage

Allow us to help you set up for your first game of *Nemo's War*.

The first thing to do is *relax*. *Nemo's War* is a solitaire game; this means we have carefully explained and illustrated how to set up the game for your voyage. After a few games, you will be doing this mostly from memory.

Since this is your first time, carefully note the layout illustration above and perform the game's setup "by the numbers" shown there and in the text.

In Step 1, select Captain Nemo's Motive for your game; each Motive provides you with

distinctly different gameplay pursuits and requires different strategies to win – it is like having eight different games! For your first game of *Nemo's War*, select the **Explore Motive** and read its entry on page 4.

In Step 2, you will build the **Draw Pile** which is, in effect, the game's "clock" (with each turn representing approximately two weeks). The game is played in three Acts with rising action that leads to a finale worthy of your voyage. Ignore the optional **Nadeen Dabkar** Character; he is best left for experienced players.

- Select the "Sailor" Difficulty Level when you encounter those choices.

In effect, you're setting the game's AI (artificial intelligence) to help you survive and, thus, make it easier to learn the game.

- Skip all of the **Optional Rules**. You can add those for future games after gaining your "sea legs."
- Ignore all instructions for other **Motives** (e.g., **Adventure**, **World Order**, etc.). **Explore** has no special instructions, which makes it perfect for your first voyage.

Once you have the game set up, you will soon be sailing through the **Draw Pile** and performing your **Actions** in *Nemo's War's* (ironically named) "sandbox" game



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16



8

Note that the **OFFICER** setting is the default difficulty level for the game!



environment (which means that you can go where you like and do what you want from its many Action possibilities).

Because your **Motive** is **Explore**, to earn the most **Victory Points** on your voyage you want to keep drawing from the **Treasure** cup (finding **Wonders** is your most rewarding activity and the **Treasure** cup is where you will find them). Your other mission priority is drawing **Adventure** cards; besides the one per turn you will reveal from the **Draw Pile**, the **Adventure Deck** gives you the chance to earn additional points, especially for **Science**, which is also rewarding for an **Explore Motive**.

Heed these two cautions as you play:

1. You are going to have to sink some ships. Sunken ships are the "currency" of **Nemo's War** that rewards you with resources (as **Tonnage** for victory points or as **Salvage** for **Nautilus** upgrades) and sinking them keeps the **Oceans** from filling up which is the sneaky way that the AI (i.e., the "Imperialists") can beat you. *No matter how nice you want to be, you must engage ships and keep the Oceans from completely filling up!*
2. In Acts I and II, be stingy with your **Emergency Resources** and take the blows from most setbacks. You want to save **Emergency Resources** to confront

the crescendo of calamities you will face in **Act III!** In Acts I and II, you can recover from setbacks; in Act III it is too late to recover from a calamity and it may prove ruinous.

Finally, try all of the different **Actions** and don't expect to "win" on your first voyage. While learning how to work the **Nautilus** you will have many "Ah ha!" moments that will help you on your next voyage.

*Smooth sailing  
(and roll high)!*

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## Nadeen Dakkar

Entering our story is Nemo's son, Nadeen Dakkar, who crosses paths with his father after hearing news of mysterious events at sea. He enters play as a seventh Character tile with variable characteristics...

Nadeen cannot be voluntarily Sacrificed as other Character tiles; that is a Defeat condition. With his son aboard the Nautilus, Captain Nemo's legacy is at stake!

Using this Optional rule adds two more turns to the length of the game (the first to introduce this new character in Act II and the second to resolve his conflict with Captain Nemo in Act III). Those extra turns might help or hinder your voyage, but the Nadeen Dakkar Character tile with various attributes is usually quite a boon as the game pressures increase.

### The Origin of Nemo's Son

After his mother had intercepted and questioned the first messenger arriving at Bundelkund [India] with news from the ruinous bloodbath at Gwalior, she returned to her son, hastily packed a few things, and together they fled before word of the arriving British army reached her neighbors' waking ears. In that sweltering summer's dawn in 1858, ten-year-old Nadeen Dakkar, the illegitimate son of the kingdom's revered Prince Dakkar (who later becomes Captain Nemo) and his plucky Scottish mother, Fiona MacGregor, lamented leaving their home like thieves in the night.

His mother patiently explained their plight to the perceptive boy as if to another adult. "Your father is certainly dead and that has made the kingdom unsafe for us, bairn. Now the British are marching to dispose the Rajah," her face glowered, "that stubborn grandfather of yours who would never grace our likes!" Composing herself with a sigh, she looked into Nadeen's light brown eyes and continued, "Nadeen, except for each other, all that we have loved here is lost, and now must we disappear before the British make us suffer all the more."

Her clan's motto ("My race is royal") and stories of the '45," together with her memories of the stone bearing the MacGregor family name among the once-bloodied heather of Culloden, allowed her to understand her prince's departure to free India from the British and why he would die fighting them. However, as it was for her Scottish ancestors, the British knack for muddling through to victory meant *vae victis* (*vae* to the vanquished).

## Starting Nautilus Upgrade(s)

- 1 Place the **Nemo**, **Crew**, and **Hull Ship Resource** markers on the first (leftmost) space of their respective tracks. You may be "spending" a few of these in the next step!
- 2 Look through the Nautilus Upgrade cards and find the one that corresponds to the **Motive** you selected in Step 1 (above). The **Motive's** titles are written along the top-center of these cards:

### Honorable Motives

**Adventure:** Diving Apparatus  
**Explore:** Hydro Drive  
**Humanist:** Hospital Machines  
**Science:** Monstrous Design

### Stern Motives

**Anti-Imperialism:** Double Hull  
**Piracy:** Map Room  
**War:** Periscope Device  
**World Order:** War Room

## STARTING NAUTILUS UPGRADE CARD DIFFICULTY LEVEL SETTING

**SAILOR:** You receive this starting Nautilus Upgrade card for free.

**OFFICER:** You may immediately purchase that card and automatically equip the Nautilus with it at the beginning of the game (i.e., place it directly into your Tableau) by spending a number of Ship Resources (**Nemo**, **Crew**, and/or **Hull** in any desired combination; see Rule 8 in the *Operations Manual – GAINING AND LOSING RESOURCES*) equal to its cost (the number in that Nautilus Upgrade card's upper-right corner). If you do not purchase it, place that Nautilus Upgrade card face up in one of the available upgrade slots to the right of the Salvage area.

**CAPTAIN:** You cannot purchase that card at this time. Place it in one of the four Nautilus Upgrade card slots along the lower-right corner of the board and add only three more Nautilus Upgrade cards to fill it as described below.

### Remaining Nautilus Upgrade Cards (Quick Start)

Shuffle and deal Nautilus Upgrade cards face up until the four upgrade slots (on the right side of the gameboard) are occupied. These Nautilus Upgrade cards are available for purchase during play (see Rule 11 in the *Operations Manual – REFIT*). Set aside the remaining Nautilus Upgrade cards for now. No additional upgrades can be purchased during setup.

### Remaining Nautilus Upgrade Cards (Strategic Preparation)

Instead of dealing Nautilus Upgrade cards into the four available upgrade slots, as described above, fill these slots using one of the following setup methods based on the difficulty level you prefer:

## REMAINING NAUTILUS UPGRADE CARD DIFFICULTY LEVEL SETTING

If you did not acquire your Motive's starting Nautilus Upgrade card, it will occupy the first of the four available upgrade slots; use one of these methods to fill up the remaining three slots.

**SAILOR:** Choose 7 Nautilus Upgrade cards, then add 3 more at random to their stack. Return the rest of the Nautilus Upgrade cards to the game box. Then shuffle this 10-card stack of upgrades, filling at random the available upgrade slots. Reveal those remaining to inspect as potentially available later. You may now purchase, at most, 1 of those 4 starting Upgrade (excluding the Binoculars) cards by spending a number of Ship Resources equal to its cost. Randomly replace that newly-purchased Nautilus Upgrade card in the Available area from the remainder of your initial 10-card stack and then return the remainder to the box with the others. Thus, you set sail with a full complement of 4 Nautilus Upgrade cards to choose from during play.

**OFFICER:** Choose 5 Nautilus Upgrade cards, then add 5 more at random to their stack. Return the rest of the Nautilus Upgrade cards to the game box. Then shuffle this 10-card stack of upgrades, filling at random the available upgrade slots. Reveal those remaining to inspect as potentially available later. You may now purchase, at most, 1 of those 4 starting Upgrade (excluding the Binoculars) cards by spending a number of Ship Resources equal to double its cost. Randomly replace that newly-purchased Nautilus Upgrade card in the Available area from the remainder of your initial 10-card stack and then return the remainder to the box with the others. Thus, you set sail with a full complement of 4 Nautilus Upgrade cards to choose from during play.

**CAPTAIN:** Choose 3 Nautilus Upgrade cards, then add 7 more at random to their stack. Return the rest of the Nautilus Upgrade cards to the game box. Then shuffle this 10-card stack of upgrades, filling at random the available upgrade slots and then return the remainder to the box with the others. You cannot purchase any additional starting Nautilus Upgrade cards.



Regardless of how you have selected available Upgrade cards, you will have all remaining Nautilus Upgrade cards in the box. When other Nautilus Upgrade cards are added as available purchases, they come from among these cards. There can be more than four available; the number of slots for them on the lower-right side of the board is not a hard limit.

## All the World's Navies

- 5 Sort the rectangular Ship tokens, face up, by background color. Note that the Gray and Purple background colored ships are showing their back sides, so turn those over to be sure you are looking at their front sides (i.e., face up)!

Place the 30 White and 14 Pale Yellow Ship tokens in an opaque container, the "Ship cup," to form their initial draw pool.

### OPTIONAL RULE

#### Deadly Seas

*This option gives an overall slight disadvantage.*

Turn the brown, rectangular Deadly Seas ("Deadly Seas" being written on their reverse sides) face down and mix them up. No peeking!

At this time, add Deadly Seas tokens to the Ship cup per your selected Difficulty Level:

#### DEADLY SEAS DIFFICULTY LEVEL SETTING

**SAILOR:** Start with two Deadly Seas tokens in the Ship cup.

**OFFICER:** Start with three Deadly Seas tokens in the Ship cup.

**CAPTAIN:** Start with four Deadly Seas tokens in the Ship cup.

During Step 6, below, add one facedown Deadly Seas token to each of the different-colored Reinforcement Ship groups: Dark Yellow, Orange, and Red.

During Step 7, below, add one facedown Deadly Seas token to each of the different-colored Reinforcement Ship groups: Blue and Green. Return those remaining, unrevealed, to the box; they are not used.

When pulled from the Ship cup, you must immediately reveal and resolve that Deadly Seas token's event (these are explained in Rule 10, PLACEMENT PHASE).

- 6 Place the 2 Black, 4 Dark Yellow, 4 Orange, and 7 Red Ship tokens, face up, on their respective spaces above the Tonnage track.
- 7 Place the 4 Blue and 4 Green Ship tokens on their boxes on the Notoriety track.

#### BLUE & GREEN SHIP GROUPS SETUP DIFFICULTY LEVEL SETTING

**SAILOR:** Place the Blue and Green Ship groups three boxes higher (to the right).

**OFFICER:** No change.

**CAPTAIN:** Place the Blue and Green Ship groups three boxes lower (to the left).

- 8 Set aside the Nautilus miniature; you will place it during the Prologue of Act I once the game starts.
- 9 Place one Hidden Ship token in each designated outlined starting space on the map (e.g., three in the European Seas, two each in the North Atlantic and Western Pacific, etc. – for a total of twelve) and place the remaining seventeen Hidden Ship tokens aside in a stock.

#### INITIAL HIDDEN SHIPS DIFFICULTY LEVEL SETTING

**SAILOR:** Set up one fewer square, dark Hidden Ship token in each of the Western Pacific, North Atlantic, and European Seas.

**OFFICER:** No change.

**CAPTAIN:** Set up one more square, dark Hidden Ship token in each of the Eastern Pacific, South Atlantic, and Indian Ocean.

In his seventeenth year, Nadeen's mother succumbed to a fever, leaving him with naught but the memories of his strong and sainted mother, and her stories of his heroic father whom she loved so deeply. Fighting his rage at the injustice of his plight and shunned by Hindus as a half-European wherever he went, the adept orphan set forth with his best friend, Falak (who, being good-natured but deemed by the British "of a criminal tribe," was eager to travel).

Questing for his place in the world, making allies where he could, and using his skills in reading and mathematics to advantage, Nadeen's Anglo-Indian heritage allowed him to essay the beginnings of a career in the Indian Civil Service (which had exactly one Indian in its ranks). Self-schooled and highly educated as a result, all he learned fueled his passions toward wanderlust and a longing for adventure. He hoped to find his heart's peace one day, and perhaps settle in Tasmania to join his fellow Anglo-Indians as a colonist there.

It was this young man of only 21 years, Nadeen Dakkar, who read in the papers about the curious happenings at sea. Putting one foot in front of the other and wandering from the Civil Service until he and Falak found themselves among the two and a half million souls of Ceylon, he commenced working for British tea growers near Kolombo. Nadeen remained pleasant and politic on the surface, despite working for the hated British, while always longing to voyage away.

Voraciously acquiring knowledge, always curious, and never satisfied, Nadeen heard sailors' tales about a wondrous submersible ship. This rumored vessel's captain, alleged to be Indian, sounding very much like someone he knew, or at least should know – a thought he never ceased to consider. Ultimately, his impetuous curiosity compelled him to book passage aboard the Ariel, a fast Tea Clipper (coming in a very close second in The Great Tea Race of a few years prior), now sailing for Europe with her clever new Purser (also filling in as Surgeon's Mate), "Mister Dakkar," and his loyal friend, now the Ariel's new Ship's Cooper, Falak.

On their voyage, the two young men joined in the crew's rumblings and speculations about a particular sea monster stalking the oceans, never expecting to encounter it themselves.



- 10 Place the small, rectangular **Treasure** tokens in a second opaque container, the “**Treasure cup**,” to form the **Treasure draw pool**, but if playing the **World Order Motive**, see below.

#### Adventure Motive: Adventure Token



When Nemo's Motive is **Adventure** during setup: Mix the **Adventure** tokens together, face down, and set them to one side. Roll 1d6 and place 1 **Adventure** token, face down, in that **Major Ocean**. You will be drawing more to place on the map during **Lull Turns** (per Rule 10, in the *Operations Manual* – **PLACEMENT PHASE: LULL TURN**).

#### World Order Motive: Ally Tokens



When Nemo's Motive is **World Order** during setup:

Remove all thirteen **Wonder** Tokens from the **Treasure** cup and place one each facedown 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**.

- 11 Place the **Notoriety** marker on the starting (0) box of the **Notoriety** track.
- 12 Place one **Treasure Available** gemstone in each **Major Ocean** only (those numbered 1 through 10). Set the rest aside in a stock of unused gemstones.
- 13 Place the six standard **Character Resource** tiles (excluding **Nadeen Dakkar**) with their character side face up in your **Tableau**.

### OPTIONAL RULE

#### *Ships' Officers Attribute Tokens*

*This option gives an overall slight advantage.*

Place the small **Attribute** tokens (e.g., **Organized**, **Noble**, etc.) in an opaque container (your cupped hands will do) and mix them up. *No peeking!*

At this time, draw **Attribute** tokens for each of the *Nautilus*' three **Officer** tiles (i.e., the **First** and **Second Officer**, and the **Chief Engineer**) per your selected **Difficulty Level**:

#### INITIAL OFFICER PERSONALITY TOKENS DIFFICULTY LEVEL SETTING

**SAILOR:** Draw 1 token each for the **Chief Engineer** and the **Second Officer**, and 2 tokens for the **First Officer**. Afterward, you may discard one of those 4 tokens and immediately draw a replacement for it; that *free redraw* is final!

**OFFICER:** Draw 1 token each for the **Chief Engineer** and the **Second Officer**, and 2 tokens for the **First Officer**. *No free redraws!*

**CAPTAIN:** Draw 1 token for the **First Officer**, only. *No free redraws!*

**IMPORTANT:** Many **Ally**, **Attribute**, and **Characteristic** tokens have important information on both sides. Be sure to examine their complete information!

Return to the box all unused **Attribute** tokens. *Their personalities are decided.*





Some Attribute tokens are merely Character VP adjustments for that Character tile before it is scored, but most are Emergency Resources you can spend (X) at any time (and many of these come with additional instructions on their reverse sides when utilized; per the rules, anything that is impossible to fulfill is simply ignored). Two Attribute tokens provide permanent DRMs!

When Sacrificing a Ship's Officer Character (per Rule 13 in the *Operations Manual*), immediately discard its Attribute token(s), if any are still available on it, without effect. Should that Character return, it does so with no Attribute tokens (due to their near-death experience).

- 14 Place the Action Points marker on the 1 space of the Action Point track.

### INITIAL ACTION POINTS DIFFICULTY LEVEL SETTING

**SAILOR:** Place the Action Points marker on the 2 space.

**OFFICER:** No change.

**CAPTAIN:** Place the Action Points marker on the 0 space.

- 15 Set aside the unused Hidden Ship (a.k.a. "Contact") tokens, Cannonballs, Arabian Tunnel, Torpedo, Diplomacy, Treasure Available gemstones, and Treasure Fleet marker, as well as one white die, one black die, and the two silver Uprising cubes until needed.
- 16 Keep the Attacks! marker within easy reach; also, the Torpedo and Diplomacy Attack markers when the Nautilus is equipped with Steam Torpedoes and Hospital Machines, respectively.
- 17 If you wish to keep score dynamically (see Rule 15 – DEFEAT, VICTORY, AND SCORING), place the Victory Point markers next to the VP tracks.
- 18 Place the 10 wooden Uprising cubes in their available box.
- 19 Place one black die on space 44 of the Notoriety track. Keep two white dice within easy reach.
- 20 Commence play by revealing the first card on top of the Draw Pile and following the Prologue's instructions to initially place the Nautilus.

## Welcome to Act I!

### Take a Look

During play, you are allowed to inspect 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 various token cups, each of the PASS, FAIL, and Discard Piles, and the reverse-sides of the Ship tokens.

### No Peeking!

Unless otherwise instructed, what you cannot inspect during play are:

The Draw Pile and Adventure Deck, nor any removed components returned to the box (e.g., the Finalé and Nautilus Upgrade cards that are out of play, etc.).

## RULES 4-14. AND APPENDICES A-D

(see the *Operations Manual*)

## Ship's Almanac: Commander's Advice

- 1. Park it:** The approximate score-cost is 1 Action equals 3 Treasure, so wring the most out of the Nautilus' current Ocean before moving on. The opportunity cost for moving is significant!
- 2. Wait:** Particularly when playing Honorable Motives, patience is rewarded. Let the on-map Imperialists' ships mature before executing your well-conceived attack. Plan your anti-shiping campaign carefully.
- 3. Stay Focused:** Avoid attractive nuisances. These distractions consume more Actions than makes your score profitable. Discipline is needed when adding one more upgrade becomes "adding one too many."
- 4. Be Efficient:** There are many ways to do this, especially during Lull Turns, but attacking ships is ripe with inefficiencies. Consider: a Hidden Ship token takes "one AI Action" to place and, later, another "AI Action" to reveal. If you sink a Hidden Ship token, you have used one of your Actions to thwart one of "their" Actions. But if you patiently sink a revealed Ship token, you have used one of your Actions to thwart two of theirs (doubling your efficiency). Clever Bold Attacks are even more efficient (at a cost in Notoriety which you must deal with later). Awaiting revealed ships has its own perils; at that point, you must take them out or risk losing, but it is more efficient.
- 5. Dictate the board:** Placing ships means sculpting the board to fit your agenda, especially to prefer one type of sunken ships over the other or avoiding ship combat as much as possible. How you paint the board greatly determines your success. The geography of the board is different for moving than for its strategically crucial role of ship placement; e.g., clearing out the North Atlantic and Indian Oceans allows you to vent away nasty ships revealed in the European Seas and West Pacific Oceans.
- 6. Stop and plan:** Every few turns, don't rush into the next activity. Instead, stop, assess your position, study where your Victory Points are, when they will be ripe to harvest, and then go there (being mindful of not triggering a Defeat condition along the way). Think like a strategist!



## 15. DEFEAT, VICTORY, AND SCORING

You calculate your success in *Nemo's War* in Victory Points (VPs). You earn VPs in several ways, such as sinking Ships, finding Treasures, and passing TESTS. If you are defeated due to the complete loss of a Ship Resource, becoming a notorious Pariah (and see Rule 14 in the *Operations Manual – HOW THE GAME ENDS*), the game immediately ends and scoring is skipped; read the Defeat section in Appendix E.

### Scoring Preparation


Before scoring, place all of the Adventure cards in your Tableau in the **PASS** or **FAIL** Piles as instructed on each, and add your equipped Nautilus Upgrade cards to the **PASS** Pile.

### Determining Your Score

When the game ends due to a Finalé card, and you are not Defeated in the process of resolving it, your score is determined by counting how many Victory Points (VPs), both positive and negative, you have earned on that voyage. Be sure to count for every icon that you have earned in every scoring category; check the **PASS** Pile (but not the **FAIL** Pile), Resource tracks (these could be positive or negative VPs depending on how well things held together during your voyage), the Collected Treasures box, the Tonnage track, your Tableau – everywhere!

Greatly affecting your VP earnings is Nemo's Motive, which adjusts the values of seven key scoring groups. These, and the other two scoring groups (Characters and Scourging), are each denoted by their specific scoring icon and a value.

### Scourging the Seas VPs

 Before removing any Ship tokens from the Tonnage track, begin scoring by determining your Scourging the Seas VP value. This VP value is shown above the rightmost completely filled column on the Tonnage track. This value can be supplemented by certain Adventure and Ally tokens.

Note that Scourging the Seas VPs are a bonus *in addition* to those earned for sinking individual Ship tokens on the Tonnage track.



#### World Order Motive: The Ultimate Scourge

When the game ends with a World Order Motive, score the 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 player's Scourging the Seas VP value is 23 VPs for filling up the first four columns and achieving Danger status.

### OPTIONAL RULE

#### Adjusting Treasure VPs for Buried Treasure

If you, optionally, buried any 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.

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.








### Nemo's Motive

Nemo's Motive determines numerous Victory Point (VP) adjustments made to your final score when tallying it at the game's end. During setup (see Rule 3 – GAME SETUP), you placed a Nemo Motive tile on the board which represents Nemo's initial Motive.

At the beginning of Act III (see Rule 6 in the *Operations Manual – EVENT PHASE AND TESTS*), you received a one-time opportunity to change Nemo's Motive, altering how you play and, ultimately, your score. Scoring is based on Nemo's end-game Motive (only, if you switched during play).

#### Adjusting VPs for Nemo's Motive

Adjust the VPs based on Nemo's Motive as follows:

- For each collected Liberation (placed Uprising cubes ), Science discovery (lightning bolt value ), and Wonder seen (eye value ), score that Motive's VP multiple for each instance. So, if you had 5 Science discoveries and a x3 multiplier (because Nemo's Motive is *War!*), you would score  $5 \times 3 = 15$  VPs for your Science category.
- For each Ship token on the Tonnage track (note that Warships  and Non-warships  are scored as separate groups), and for Adventure symbol  and collected (unspent) Treasure symbols  – each instance has its own individual VP scoring value. Nemo's Motive adjusts *per instance* of the indicated value to be scored up or down.

#### Adjusting Character VPs for Nadeen Dakkar

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.



### No Negative VPs for Nemo's Motive!

When **subtracting** from these values, an individual item's value can never go below 0 VPs! That is, do not score "negative VPs" due to an adjustment based on Nemo's Motive.

Therefore, if you had the following **Adventure** scores at the game's end: 0, 0, 0, 1, 1, 1, 2, 2, 3, and 4, some different examples of your score would be:

- 7 **Adventure** VPs if Nemo's Motive made each instance worth -1 VP each (remembering that 0 is the lowest possible value); or
- 14 **Adventure** VPs if Nemo's Motive made each instance worth +0 VPs each (i.e., each scoring opportunity yields its face value); or
- 24 **Adventure** VPs if Nemo's Motive made each instance worth +1 VP each (because, in addition to their face values, there were a total of 10 scoring opportunities).

### Miscellaneous Negative VPs

The end-game status of your **Nemo**, **Crew**, and **Hull Resources** might indicate a negative value, as might some **Event** cards in your **Tableau** or the **PASS** Pile. After summing the positive values of all your scoring categories, make these subtractions to determine your final score.

### Using the Victory Point Markers

**Nemo's War** includes **Victory Point** markers to help you tally the various **Victory Point** scoring activities using the **VP** tracks located at the top-right portion of the map.

Most scoring categories have 10 and 1 marker, so if you have earned, say, 24 **Treasure** VPs, then the **Treasure 10** marker would be in the #20 box and the **Treasure 1** marker would be in the #4 box.

Note that you can use these tracks to keep track of your **VP** scores in these categories dynamically during play (which is a lot of work and not recommended!), or just use them to help you track your final score tally after the game has ended.

#### VP Markers for End Game Scoring

To efficiently score the end game using the **VP** markers, follow these steps:

- Begin by tallying each separate **VP** category and placing their 10 and 1 markers indicating their scores on the **VP** track. All of your positive **VP** earnings should be shown by their many **VP** markers piled on this track. Check everywhere to make sure that no earned VPs are left uncovered!
- Next, deduct all **negative** VPs suffered from any **VP** categories' markers. It doesn't matter which category or categories they are deducted from, as long as they are accurately accounted for.
- Have ready the five **Final Score** markers (these are white-on-deep purple) and sum your remaining VPs using them thus:
  - First remove each **VP** scoring category's 10 markers, one at a time, and increasing the **Final Score** x10 marker by an equal amount each time. Replace the **Final Score** x10 marker with the **Final Score** +100, +200, or +300 marker as appropriate when your score reaches those plateaus but maintain that **Final Score** marker in the ten's column of the scoring track. Thus, if the **Final Score** +100 marker is in the 80 box, it would indicate that your current score total is 180 VPs; if the +100 marker is in the 0 box, that indicates a score of +100 VPs, exactly.
  - Finally, remove each **VP** scoring category's 1 marker, one at a time, and increasing the **Final Score** x1 marker by an equal amount each time. As it progresses up from the 9 to the 0 box, be sure to increase by one box the **Final Score** **VP** x10 marker in the ten's column.

After completing this step, your **Final Score** **VP** marker in the ten's and one's boxes will accurately reflect your final **VP** score total!

### Your Level of Victory

Compare the total number of **Victory Points** you have earned to the table shown in **Appendix E** at the back of this book. This will determine your level of victory (or defeat).

### Your Epilogue

After discovering your level of victory in **Appendix E**, proceed to the appropriate Epilogue paragraph based on Nemo's final **Motive**. And so, your voyage/adventure comes to an end and your destiny is revealed.

### EXAMPLE



You have kept the **Adventure** card **A Pearl Worth Ten Million** (Event 19) and placed it on the **Tableau** in front of you. If you never play it by the game's end, it will score its 1 **Adventure** (🎲) **VP** and 1 **Science** symbol (🔬) for you, with each of these scores adjusted by Nemo's Motive. In this case, Nemo's Motive is **Explore**, which awards +0 **VP** for the card's **Adventure** **VP** value (for a total of 1 **Adventure** card **VP**) and 4 **VPs** per **Science** symbol. That's a total of 5 **VPs**!

If you opted to take its **TEST** while in the **Indian Ocean**, then you will either have three **Treasure** tokens (💰) to show for it (if you **PASS**) or nothing (if you **FAIL**). Either way, after that **TEST** this card goes into the **FAIL** Pile, so you would forfeit those 5 **VPs** in exchange for your chance to gain three **Treasure** tokens. Of course, with Nemo having an **Explore** Motive, discovering even a single **Wonder** would be a big score (as they are worth 7 **VPs** each in this case).

Explore	
-1 each	
+0 each	
+0 each	
+1 each	
x3	
x4	
x7	



## But Who is Keeping Score?

Nemo's War is that rare kind of game that appears to be all about the dice, but in reality, it is all about the skill. There is a reason that beginners have a hard time reaching 200 VPs while experienced players can routinely achieve 300 VPs.

Here is a tip: Each **Motive** requires a different style of play to optimize, and each of those styles also presents numerous helpful sub-strategies. When you are ready to get serious about raising your score, there are many (usually ruthless, focused) strategies to employ that will get you there and they vary by **Motive**.

## Regular Point Scoring Activities



### Sinking Ships

A **Ship** token is "sunk" when you **Attack** it successfully and place it on the **Tonnage** track. Do not score **Ship** tokens in the **Ship Draw Pool**, discarded **Ship** tokens, and those taken as **Salvage**. Note that you score separate VPs for **Warship** (🚢) and **Non-warship** (🚤) tokens.



### Adventure Cards

The cards in the **PASS** Pile might score **Adventure** VPs. Examine them carefully to determine which ones score **Adventure** VPs and how many they score. Note that certain **Nautilus Upgrade** cards also score **Adventure** VPs.



### Collected Treasure Tokens

Count the **Treasure VP** value of **Treasure** tokens (💎) in the **Collected Treasure** box plus those in your **Tableau**.



### Liberation of Oppressed Peoples

Count all **Uprising** cubes placed on **Land** spaces on the map and calculate their **Liberation VP** value each compared to Nemo's **Motive** tile.



### Science

Some cards in the **PASS** Pile (including some **Nautilus Upgrades**), certain sunken **Ship** tokens, the **Nautilus' Hull** (if in excellent condition), and **Professor Aronnax's** survival, can all score **Science** VPs for you. Examine them carefully to determine which ones score **Science** VPs and calculate their value each compared to Nemo's **Motive** tile.



### Wonders

Certain **Treasure** tokens, some **Nautilus Upgrade** and some **Adventure** cards, **Captain Nemo's** mental health, and sunken **Ship** tokens can score **Wonder** VPs for you. Examine them carefully to determine which ones score **Wonder** VPs and calculate their value each compared to Nemo's **Motive** tile.

## Scoring Bonus & Penalty Points

You must also score other items unaffected by Nemo's **Motive** each game:



### Surviving Characters Bonus

**Surviving Characters** (i.e., those not **Sacrificed** during play), a **Fresh Crew** (on the **Ship Resources** track), and some **Adventure** cards give you **Character** VPs.



### Scourging the Seas Bonus

Determine your **Sunken Ship** tokens' **Bonus Value**. This is shown above the right-most column of the **Tonnage** track that is completely filled for all of the **Oceans** (as illustrated on page 12, showing a **Sunken Ship Bonus Value** of 23 VPs for filling up the first four columns and achieving **Danger** status). These **Scourging VPs** are **in addition** to those earned for sinking each individual **Ship** token on this track.



### Ship Resources Penalty

The end game condition of your **Nemo**, **Crew**, and **Hull Resources** might indicate a negative **Damaged Resources VP** value.

## 16. FULLY COOPERATIVE GAMEPLAY VARIANT

This variant allows 2 to 4 players to sail cooperatively and work together for a successful voyage on the **Nautilus**. In the solo game you are **Captain Nemo**; in the co-op game, you are always a vital ship's officer and will also alternate taking the lead as the **Captain**.

### Setup Changes

During setup, assign each player one **Co-op Officer** card (e.g., **Executive Officer**, **Officer of the Deck**, **Tactical Officer**, or **Purser**). These cards are in sets based upon having a given number of players (as shown in their lower-right corners).

During setup, players receive the starting resources they control and, possibly, a **Treasure Available** gemstone. Gemstones owned by players are not available for on-map placement.

Decide which player begins the game as the **Captain** (i.e., in possession of the **Captain** tile), either randomly or by any mutually agreeable method.



## Parts Inventory

9 CO-OP OFFICER CARDS (FOR 2-, 3-, AND 4-PLAYER CO-OP GAMES)



1 CAPTAIN TILE



### Co-op Officers

The players can freely discuss everything about the voyage and all Actions taken at any time.

Each player must manage their Co-op Officer responsibilities as stated on their respective 2-, 3-, or 4-player co-op game card. Note that the fewer the number of players, the more responsibilities each has. Players keep their personal responsibilities throughout the entire game.

The Captain tile will move around and, when you possess it, you also have those responsibilities in addition to your co-op player responsibilities.

### Being the Captain

While you are the Captain (i.e., possess the Captain tile), you must also:

- Decide about, and pay for, the Nautilus Upgrade card available during setup
- Spend Action Points
- Decide whether to accept voluntary Stalk Attacks and Adventures
- Resolve TESTS
- Control Tableau cards (they are shared by all, but controlled by the Captain)
- Risk the Nemo Ship Resource(s)

Note that the Captain cannot Sacrifice another player's Character Resources! Only the Co-op Officer controlling that Character can do so and determines when it is appropriate. When you are the Captain, sometimes you must convince players to make such sacrifices for the good of the voyage.

### Relinquishing the Captaincy

When you are the Captain and ...

- **FAIL** any TEST – i.e., from an Adventure card, when performing any Action that requires a TEST, you fail to sink a targeted Ship (although it doesn't matter how badly a Warship might hit you first; that is not your Captain's failing but the opposing Captain's success), etc. **OR**
- Reach the next printed threshold on the Notoriety track (i.e., the "Add reinforcement group" and "DEFEAT!" spaces: 14, 26, 36, 44, and 51).

... you **must** immediately yield the Captain tile to the player on your left (i.e., clockwise) and immediately add one (+1) Action Point (if there is room for it on the Action Point track) as an "initiative bonus" to help the new Captain urgently address the pressing issues aboard the Nautilus.

Also, at the beginning of any turn (i.e., before revealing the next Adventure card in the Draw File), you may graciously yield the Captaincy to the player on your left, who cannot likewise voluntarily pass the Captain tile until the beginning of the next turn. Note that voluntarily relinquishing the Captaincy thus does not add one (+1) Action Point. Only an involuntary loss of the Captaincy from a threat or crisis does so.



#### NOTE:

You do not relinquish the Captaincy when the Nautilus is successfully attacked. That is not your Captain failing a TEST; it is the enemy succeeding!

#### NOTE:

Voluntarily relinquishing the Captaincy does not add one (+1) Action Point. Only an involuntary loss of the Captaincy does that.



## 17. SEMI-COMPETITIVE GAMEPLAY VARIANT

- We do not recommend using this variant the first time you play *Nemo's War!*
- At the very least, when using this variant, matters go much more smoothly when there is at least one experienced player in the game to help the other players, when needed.

In this variant, use Rule 16 (FULLY COOPERATIVE GAMEPLAY VARIANT) for the basic cooperative gameplay aspects, but to them you are adding individual player **Glory Points** should the *Nautilus* survive its mission as follows:

### Your Reputation as the Captain

While you are the **Captain**, create your own individual **PASS Pile** (face up) and **FAIL Pile** (face down, and placed on top of your **PASS Pile** to avoid confusing these with active **Adventure** cards on the game's shared **Captain's Tableau**).

Thus, you maintain a single "stack" of these cards (that all players can examine) for every **Adventure** card resolved while you are the **Captain** (including resolved **KEEP** cards from the **Tableau**). This also includes **Finalé** cards and **Tableau** cards (only, not **Nautilus Upgrade** cards) resolved at the end of the game if you are the voyage's final **Captain** player.

Also, whenever you **PASS** a **Search TEST** (or perform an **Adventure** or other applicable Actions), you retain its related **Treasure Available** gemstone instead of returning it to the stock. You do not keep any **Treasure** tokens resulting from that gemstone; those are treated normally under the **Purser's** watchful eye.

Place newly acquired gemstones in front of you and, when removed from the board, there will be one fewer gemstone left to denote enriched Oceans, hardy **Adventures**, etc. If the stock of gemstones becomes depleted, the **Purser** ignores their additional placement onto the board beyond those available.

The **Nadeen Dakkari** tile remains with the player who was **Captain** at the time of his arrival.

### Seizing the Captaincy

Whenever the **Captain** is about to do something you disagree with, you can say "stop" and declare what you would do differently. If the **Captain** does not acquiesce to your opinion or satisfactorily compromise with you, you may return one of your gemstones to the stock and **seize the Captaincy**. Take the **Captain** tile and, as your first act in charge, you must do what you just stated should be done!

No other player can seize the **Captaincy** from you for the remainder of that turn (a temporary immunity), although you must still relinquish the **Captaincy** normally should you **FAIL** a **TEST**, etc., that turn.

### Relinquishing the Captaincy

You must still involuntarily relinquish the **Captaincy** to the player on your left should you **FAIL** a **TEST** or if the **Notoriety** marker advances to the next printed threshold on its track. This also immediately adds one (+1) **Action Point** (if there is room for it on the **Action Point** track) as an "initiative bonus" to help the new **Captain** urgently address the pressing issues aboard the *Nautilus*.

Also, at the beginning of any turn (i.e., before revealing the next **Adventure** card in the **Draw Pile**), you may graciously yield the **Captaincy** to the player on your left, who cannot likewise voluntarily pass the **Captain** tile until the beginning of the next turn. **If you do so**, you may then take one gemstone from any other player who has one. This is your reward for their begrudging recognition of your shirring honor. Note that voluntarily relinquishing the **Captaincy** thus does not add one (+1) **Action Point**. Only an involuntary loss of the **Captaincy** from a threat or crisis does that.

### Individual Player Scoring

If your team survived the game without being **Defeated**, each player scores their individual **Glory Points** (GPs). These represent their share of the voyage's glory and their place in the history of *Nemo's War*.

- a. Add one (+1) GP for each surviving **Character Resource** tile that you have;
- b. Add two (+2) GPs for each gemstone you have;
- c. To that sum, add the number of **PASS** cards you hold in front of you;
- d. Finally, subtract the number of **FAIL** cards you have acquired.

That total is your individual **Glory Score**.

### CHANGING THE CAPTAINCY SUMMARY

1. There is a salve (+1 Action bonus) when the **Captaincy** is involuntarily relinquished due to a failure or rising notoriety.
2. There is a penalty (of 1 gemstone) to a player who seizes the **Captaincy**.
3. A canny player who abandons the **Captaincy** before their luck runs out is rewarded by seizing 1 gemstone from any other player.

### CHANGING THE CAPTAINCY EXAMPLE

Alan is the **Captain** and wants to risk the last **Nemo Resource** on a **TEST** for its wonderful +3 **Dice Roll Modifier**, even though **FAILING** the **TEST** means losing the game.

Chris, seeing that the **Finalé** card is due any turn now, would prefer to take a smaller +1 **DRM**, risking the battered **Hull** instead.

Alan argues, "With a +3 **DRM**, it's nigh impossible to fail," but Chris has a bad feeling about this and, rather than argue, places one of his gemstones in the stock to seize the **Captaincy** from the gobsmacked Alan who cries "This is mutiny!" to no avail.

Now **Captain** Chris must take this **TEST**, risking the **Hull** for a +1 **DRM**, as he indicated.

No matter how wrong Chris might turn out to be (or how many "I told you so!"s are hurled by Alan should Chris fail), no one can seize the **Captaincy** from Chris for the rest of that turn.



The player with the highest Glory Score has earned the most credit and glory for the mission's success, and so on for each lower-scoring player. Ties are resolved in order: Most **PASS** cards; if tied, then most gemstones; if tied, then finally most **Character** tiles surviving.

To determine how well the mission fared for the *Nautilus*, place each player's **PASS** and **FAIL** cards at their respective locations on the game board (below the **Draw Pile**). To them, add your team's *Nautilus Upgrade* cards to the **PASS Pile** normally, and then tally everything up to obtain your mission score.

**Let the bragging begin!**

## 18. COMPETITIVE GAMEPLAY VARIANT: THE IMPERIALIST

This variant is recommended for **experienced** *Nemo's War* players! Do not play using this variant to learn, or even teach, the game. In addition to some "learning," it requires a little "unlearning;" successful play is significantly different for both sides than it is in the one-sided gameplay experience.

This *Nemo's War* variant provides a 2-sided "versus" game experience. With it, one player or team (see *Rules 16 & 17 for Cooperative Gameplay variants*) commands the *Nautilus*, and the opponent, seated along the top edge of the map where the **Imperialist Tableau** resides, leads the **Imperialist** forces bent on its defeat. Alternately, as many wargamers do, you can simply play both sides in a solitaire game vs. yourself.

Putting a brain behind the **Imperialist** creates fresh challenges on the board for both sides that become more intense as the action rises each Act.

### Parts Inventory

#### 4 IMPERIALIST PLAYER AID CARDS



#### 1 JULES VERNE VS. PIERRE-JULES HETZEL [KEEP] ADVENTURE CARD



#### 2 IMPERIAL SQUADRON MINIATURES (THE BLUE SQUADRON AND THE GREEN SQUADRON)



### Setting up the Versus Game

- The *Nautilus* player (or co-op team; i.e., those in command of the *Nautilus*) sets up the game normally **but can only play Stem Motives** in this 2-player variant. Also, receive for free the special Jules Verne vs. Pierre-Jules Hetzel card (Versus 1) to the *Nautilus'* **Tableau** (shown above).
- The **Imperialist** player places the **Blue** and **Green Squadron** tokens (miniatures) on top of those stacks of **Warship** tokens on the **Notoriety** track, places the **Imperialist Action** marker in the **1** box of the **Action Point** track, and places in the **Imperialist Tableau** their four **Player Aid** cards (Versus A-D).
- The *Nautilus* and **Imperialist** players should negotiate which **Optional Rules** and **Difficulty Settings** to use. This is one of the reasons why we recommend this 2-player variant for **experienced players only**.

### CO-OP GAMEPLAY VARIANT CREDITS

**Playtesters:** Nathan Hansen, Claude Hemberger, Jason Hunt, Noelle Le Bienvenu, Noah Massaro, Barry Pike III, Joanne & Brian Powers, Dorian Richard, Anthony Rubbo, Petra Schlunk, Torin Schlunk, and the great Nemo's War forum fans on BoardGameGeek!







## Imperialist Map Changes

**Arctic Ice:** All Squadrons and Ship tokens (excluding the Nautilus) cannot move between the Western Pacific or Pacific Coast and the Arctic Ocean. Consider those as dotted line connections not blue line connections – there is no Northwest Passage route for surface forces.

**The Suez Canal:** During Act III, the Imperialist may move Squadrons and Ship tokens directly between the European Seas and Indian Ocean. The Suez Canal is completed at this time.

**The Airship:** Optionally, the Airship token can move between any two connected spaces (solid blue or dotted). It flies!

**The Sea Serpent:** Optionally, the Sea Serpent token moves exactly as the Nautilus is allowed to move. So, the Suez Canal does not help the Sea Serpent, but the Arabian Tunnel does.

## Anti-Nautilus Activities

The Imperialist operates the Notoriety track. Rolls that increase the threat to or actually harm the Nautilus are rolled by the Imperialist. For example:

- Rolling the black Placement Phase dice
- Attack rolls versus the Nautilus
- Random Notoriety increases
- Randomly applied Nautilus Resource Hits

The Imperialist player makes these clearly anti-Nautilus rolls. Of course, the Nautilus player can still use resources to modify them both before and after knowing their result, or to demand the Imperialist player re-roll them, as usual.

## Imperialist Mission Briefing: Highs and Lows

Rolling high values on the dice is good for the Nautilus and bad for the Imperialist – and vice-versa (i.e., the Imperialist, when rolling, covets negative DRMs and low rolls).

Thus, when the Imperialist performs a Crush Dissent Action, they try to roll under its adjusted TEST value to PASS it; rolling equal to or greater than that value would cause the Imperialist to FAIL.

## The Placement Phase

At the beginning of each Placement Phase,

- The Nautilus player rolls the required number of white Placement Phase dice.
  - During Act III, the Nautilus player also determines, as usual, which two white dice to use for Action Points or a Lull Turn.
  - During Acts II and III, the Imperialist rolls both black dice (the Imperialist always rolls both black dice) and, if it is not a Lull turn (in which case the black dice are ignored, as usual) ...
    - The Imperialist may play either one (if the Nautilus' Notoriety is less than 44) or both (if the Nautilus' Notoriety is 44 or higher) of the results of their black dice by placing, as usual, one Ship token corresponding to its result's Ocean, OR
    - Play one fewer than normal, thus restricting commerce and "starving" the Oceans a bit.
    - While Nemo's Motive is Piracy and the Notoriety marker is in its #51 box of that track, players switch the color dice they roll per that motive's instructions (see Rule 10 in the Operations Manual – PLACEMENT PHASE).
- The Nautilus player places newly arriving revealed Non-warships tokens (only). These commerce vessels go where they will and so the Nautilus player places them.

The Imperialist places all other Ship tokens per all applicable die roll results using the standard ship placement protocols (and is thus the primary "artist painting the board" during this Phase). That is, the Imperialist controls the Hidden and revealed Warship (military) placements.

- Afterward, the Imperialist receives a number of Imperialist Action Points and conducts the Imperialist Player Phase (see below).





## The Imperialist Phase

The **Imperialist Phase** occurs between the **Placement** and **Action Phases**. After the **Imperialist Phase** is completed, the game turn resumes with the *Nautilus* player's **Action Phase**.

**Receiving Imperialist Action Points:** Like the *Nautilus* player, the **Imperialist** receives and spends **Action Points** as follows:

- They receive a number of **Imperialist Action Points** equal to the current **Act** (i.e., 1, 2, or 3).
- **+1** for each gemstone allocated by the **Imperialist** from their **Tableau** during the previous turn (which, if allocated last turn, must be added this turn). These gemstones "spent" by the **Imperialist** are then returned to the available stock of those pieces.

*Note that, once acquired, the Imperialist player need never spend these pieces; they can slowly "starve" the Nautilus of their availability in the stock; this also reduces the Nautilus' final score and increases the Imperialist victory level should they win the game.*

- It is also at this time that gemstones in the **Imperialist Tableau** are committed, if desired, for next turn's **Imperialist Action Points** additions. *There are no radios in 1870, so issuing commands is a deliberately slow and forward-thinking process.*

**Note:** In exactly the same way as the *Nautilus* player, the **Imperialist** ...

- Cannot exceed **5 Imperialist Action Points** on the **Action Point** track (its maximum).
- May also save **one Imperialist Action Point** between turns on the **Action Point** track.

## Lull Turns (IMPORTANT)

The **Imperialist** player receives their full allotment of **Imperialist Action Points** during a **Lull Turn**.

Do not remove **Uprising** cubes as part of the **Lull Turn** sequence (*the Imperialist player must sail forth and actively Crush Dissent as an Action, see below*).

## Competitive Tempo of Play

For both sides, the tempo of activity increases with each **Act**. The *Nautilus* player, as always, has much to accomplish during the early part of the game to prepare for the latter part. The **Imperialist** player will be harassing the *Nautilus* and exacerbating its problems every step of the way, first with pinpricks and, by the end, with hammer blows.

## Imperialist Squadrons

**Imperialist Squadrons** are *revealed* Warships having no name, **Notoriety** value, **VP** value, nationality, or **Ship** class.

### Placement

After the blue and green **Ship** tokens in their color group are added to the **Ship** cup due to increasing **Notoriety**, also place that color's **Squadron** miniature in the **Imperialist** player's **Tableau** (awaiting placement).

From there, it costs **1 Imperialist Action Point** to place it in a random **Major Ocean** (roll 1d6 to determine which) in its top area (i.e., next to any gemstone there and where the *Nautilus* is also placed; there is no "stacking limit" for these pieces).

**Designer's Note:** Where Squadrons form, because they are international by nature (and design), is random (and you must deal with that).

Where you send Squadrons, however, is up to you; it is called **movement**.

### Movement

Once placed, it costs **1 Imperialist Action Point** to move one **Squadron** to an adjacent, connected **Ocean** (noting the *Imperialist Map Changes*, above).

### Combat

Think of **Squadrons** as "stack free" **Warship** tokens residing in the top area of an **Ocean** (along with the *Nautilus*, any gemstones, **Adventure** tokens, etc.).

They can be targeted by the *Nautilus* and attacked normally. When engaged in combat, each **Squadron** has an intrinsic **Attack Strength** of 7 and **Defense Strength** of 9. When sunk, they are returned to the **Imperialist Tableau**. Sinking one yields no **Victory Point** benefit (nor **Notoriety** penalty) to the *Nautilus* player; the advantage for doing so is to remove it from the board (at least temporarily) which will cost the **Imperialist** one **Action** to replace and still more, if you're lucky, to reacquire the *Nautilus*.



Think of the *Imperialist Squadrons* as these ship tokens.





Hunt the Nautilus	
<p><b>1.</b> Nautilus player gives 1 gemstone to Imperialist.</p> <p><b>2.</b> Nautilus player may either:</p> <ul style="list-style-type: none"> <li>At least 1 gemstone to Salvage, <b>OR</b></li> <li>At least 1 gemstone to Upgrade. <p><b>3.</b> Imperialist player selects either:</p> <ul style="list-style-type: none"> <li>At least 1 Warship token from the Nautilus Bold Attack, <b>OR</b></li> <li>Following Bold Attacks permitted.</li> </ul> </li></ul>	<p><b>Blue Ball Modifier:</b></p> <ul style="list-style-type: none"> <li>At least 1 Crystalline Sensors, Alpha Drive, and Hydro Drive.</li> <li>1 mark per Warship token.</li> </ul> <p><b>Roll:</b> Imperialist roll 1d6.</p> <ul style="list-style-type: none"> <li>Nautilus player selects either:</li> <li>At least 1 <b>CR</b></li> <li>At least 1 <b>CF</b></li> <li>At least 1 <b>CF</b></li> <li>At least 1 <b>CF</b></li> </ul> <p><b>Disaster:</b> Roll of 1 or 2.</p> <ul style="list-style-type: none"> <li>Apply both <b>a</b> and <b>b</b> above.</li> </ul>

### Effect

The presence of each Squadron in its Ocean...

- Is and counts as **1 Revealed Warship** there.
- Allows the **Imperialist** to **Crush Dissent** there.
- Allows the **Imperialist** to **Hunt** the **Nautilus** there.

### Imperialist Actions

The Imperialist player spends their Actions per the following costs and rules:

#### Cost Imperialist Action

##### Ship Tokens

- 1** **Move:** **Move** one Warship token to an **Open** space in an adjacent, connected Ocean (noting the Arctic Ice and Suez Canal map changes). You cannot move **Non-warships**.
- 1** **Thimble-Rig:** **Swap** two Warship and/or **Hidden Ship** tokens' positions in adjacent, connected Oceans (noting the Arctic Ice and Suez Canal map changes). You cannot swap **Non-warships**.
- 1** **Obscure:** **Replace 1** revealed Ship token of your choice with a **Hidden Ship** token (returning the revealed Ship token to the Ship cup). This makes juicy Nautilus targets "disappear."
- 2** **Convert:** **Flip 1** revealed Ship token of your choice.

##### Squadron Tokens (Miniatures)

- 2** **Apply Pressure:** **Lower** either the **Blue** or **Green** ship group's arrival by **1** space on the **Notoriety** track. When these ship groups meet the **Notoriety** marker, in addition to immediately adding that ship group to the **Ship cup** (as usual), place its **Squadron** in the **Imperialist Tableau**.
- 1** **Place one Squadron from your Tableau:** **Place** that Squadron in the top section of a random **Major Ocean** determined by rolling **1d6**.
- 1** **Move a Squadron:** **Move** a Squadron to the top area of an adjacent, connected Ocean (noting the Arctic Ice and Suez Canal map changes).
- 2** **Hunt the Nautilus:** You must have a **Squadron** token in the **Nautilus' Ocean** to hunt it there. The **Imperialist** conducts a **Hunt TEST (7)** as follows:

**DRMs:** **+1** each for **Crystalline Sensors**, **Hydro Drive**, and **Periscope Device**;  
**-1** each per **Warship** token in that Ocean (this includes each **Squadron** token).

**PASS (roll less than):** The **Imperialist** has succeeded in drawing the **Nautilus** into a costly mistake or an advantageous fight!

- a. The **Nautilus** player must give the **Imperialist** one gemstone, as desired, from anywhere not in the **Imperialist Tableau**, if available.
- b. The **Nautilus** evolves **counter-tactics**; the **Nautilus** player may either:
  - i. Place another gemstone, as desired, from anywhere not in the **Imperialist Tableau** to an empty space on the **Salvage** track. It is worth **1 Salvage Point** while there, **OR**
  - ii. Discard any **Nautilus Upgrade** card from those available for purchase and replace it with a random draw from among those set aside at the end of **SETUP Step #4**.
- c. The **Imperialist** player selects their desired benefit:
  - i. The **Nautilus** suffers one random **Hit**, **OR**
  - ii. There is a battle. Select any one **Warship** (including the **Imperialist Squadron** token) in that Ocean to **Attack** the **Nautilus** (per **Rule 12 – COMBAT**); conduct an immediate free **Nautilus Bold Attack** which, if the **Nautilus** is successful, results in no **Notoriety** increase nor are follow-up **Bold Attacks** permitted.

**FAIL (roll equal to or greater than):** The **Nautilus** slips away.

The **Nautilus** player selects either:

- a. **-1d3** **CR**, **OR**
- b. Return one **Squadron** from that Ocean to the **Imperialist Tableau**.

**DISASTER (roll of 1 or 2):** Apply both **FAIL** results a and b, above.



- 2 **Crush Dissent:** You must have a **Squadron** in the **Ocean** where there is a cube in a **Land** space (i.e., a “**cube Ocean**”). The **Imperialist** conducts an **Inland Campaign TEST (6)** as follows:

**DRMs:** **+1** each for **Armory**, **Nemo's Manifesto**, and **War Room**;  
**-1** each per revealed **Ship** token in that **Ocean** (this includes each **Squadron** token).

**PASS (roll less than):** The situation moves towards resolution.

The **Nautilus** player selects either:

- Gain **Notoriety** equal to the number of revealed **Warships** in that **Ocean** (which includes **Squadron** tokens), **OR**
- Return **1 Cube** from that **Ocean** to its available box.

**FAIL (roll equal to or greater than):** Resolution of this situation remains elusive.

The **Nautilus** player selects either:

- 1d3** Ⓢ, **OR**
- Return one **Squadron** from that **Ocean** to the **Imperialist Tableau**.

**DISASTER (roll of ⓈⓈⓈ):** Apply both **FAIL** results a and b, above.

## Imperialist Gemstones

For each **Success** in hunting the **Nautilus** or use of the special **Jules Verne vs. Pierre-Jules Hetzel** card, the **Nautilus** player must give the **Imperialist** one gemstone from anywhere not in the **Imperialist Tableau**, as desired.

### Spending Gemstones

These can be spent (i.e., returned to the stock) by the **Imperialist** player for future **Imperialist Action Points** (see **THE IMPERIALIST PHASE**, above).

### Saving Gemstones

Not spending acquired gemstones helps the **Imperialist** player thus:

- It reduces their quantity in the stock and might starve the **Nautilus** from their lack of availability.
- Each is worth **-2 VPs** when computing the **Nautilus'** score at the end of the game.
- If the **Imperialist** player wins, each contributes to raising their victory level.

## Nautilus Victory and Defeat

### Automatic Defeat

If the **Nautilus** is **automatically defeated**, the **Imperialist** wins the following level of victory:

- The death of **Nadeen Dakkar** is an **Inconsequential** victory.
- Exhausting a **Ship Resource** (i.e., **Nemo**, **Crew**, or **Hull**) yields an **Inconsequential** victory.
- A **Notoriety** game end is a **Notable** victory.
- Filling the **Oceans** with **Warships** and no other can be placed when required is a **Success** victory.

The **Imperialist** reads their corresponding epilogue paragraph, below.

### Mission Complete, Finalé Survived

If the **Nautilus** player avoids defeat (i.e., survives to the completion of the **Finalé** card), apply the following **Nautilus VP** score modifiers:

- +20 Character VPs** from the **Jules Verne vs. Pierre-Jules Hetzel** card in the **PASS** File.
- 2 VPs** for each gemstone in the **Imperialist Tableau**.

## VICTORY & EPILOGUE BALANCING DIFFICULTY LEVEL SETTING

If you want to “balance” your score against the standard **OFFICER** Difficulty settings and you played with mostly **SAILOR** Difficulty settings, then each **Imperialist** gemstone is worth **-3 VPs** from your final score; if you played with mostly **CAPTAIN** Difficulty settings, then each **Imperialist** gemstone is worth **-1 VPs** from your final score.



## DESIGNER'S HOUSE RULE

When gaming at **Chez Emrich**, we use this **House Rule**: **Fate** cannot randomly hand you three miserable outcomes in a row. When this happens, the third failure becomes the most minimal success instead.





#### Who Won on Points?

- If the *Nautilus*' final score is **Notable** or higher, the *Nautilus* player has won the game and the **Imperialist** player is defeated.
- If the *Nautilus*' final score is **Inconsequential**, the game is officially a "draw" (i.e., the *Nautilus* and **Imperialist** players have "tied").
- If the *Nautilus*' final score rates a **Failure**, the **Imperialist** player wins but reduces the Imperialist's victory level by one (see below).
- If the *Nautilus*' final score rates a **Defeat**, the **Imperialist** player wins (see below).

### Imperialist Victory

Achieving any defeat condition for the *Nautilus* (including a low-enough final score, see above) is a victory for the **Imperialist**.

#### Imperialist Scoring

If the *Nautilus*' final score yields only a **Failure** or **Defeat**, then the **Imperialist** counts the number of cards remaining in the **Draw Pile** and adds to that count the number of gemstones in the **Imperialist Tableau**. With that total, consult the following table (reducing it by one level if the *Nautilus*' mission scored a **Failure** outcome):

#### Imperialist Victory Levels and Epilogues

- 0-2 Defeat:** You have hunted the accursed submarine and its captain to the ends of the Earth and all you have achieved is witnessing its story's finale. Your claim to victory is remembered as only that, your claim, while the legend of the Sea Fox, Captain Nemo, continues to resonate to this day. Your career ends in bitter ignominy.
- 3-4 Pyrrhic:** Your arduous pursuit of the *Nautilus* saw it remain in command of its destiny until the very end. The high cost to Imperialist nations has left them much worse for wear. At first grateful, the Admiralties of the world conspire to impugn your name and hinder your career until all that remains in your retirement is the bitter taste of their pernicious ingratitude.
- 5-7 Inconsequential:** When you dispatched your short message to the British Admiralty, *Sic transit gloria Nautilus*, it was the fulfillment of your mission but not your destiny. Winning an undeclared war credited your name with no additional cachet and left your heirs little to add to their legacy but a small family honorarium and the modest thanks of Imperialist nations.
- 8-9 Notable:** For a long while, the press has hailed you as a hero. Although this has little impressed the careerists among the Admiralties of the world, it has allowed you to publish your memoirs with some success. The legacy of your name paved the way for generations of your heirs to attend Naval Academies from Annapolis, to Dartmouth, to Hiroshima.
- 10-11 Success:** Your promotion to Honorary Vice-Admiral in four different navies has made your reputation unique among sailors. This, in turn, has opened doors making you a global ambassador able to reach out to the world's leaders and luminaries. However, your greatest satisfaction was parlaying your victory over the *Nautilus* into excellent outcomes for your heirs with a family name still honored.
- 12+ Triumphant:** After crushing the *Nautilus* and her captain, your presence became a force during the ensuing naval arms race between the Great Powers. Your opponents at sea remarked that your hat aboard any Dreadnought was worth another four Cruisers, a legacy engraved on your headstone. Emerging through your books as the authority on military naval technology, strategy, and tactics (and later studied by the likes of Jacky Fisher, von Tirpitz, and Fletcher Pratt), the new era of warship design which followed (a true naval arms race) still bears your name.



## APPENDIX E



### EPILOGUES

To determine the epilogue your voyage has earned, find your score on the table below. Note that if you were defeated in any way, read the **Defeat** (not the **Failure**) paragraph.

#### EPILOGUE BALANCING DIFFICULTY LEVEL SETTING

How the world remembers your voyage depends on how sagaciously you faced Nemo's final **Motive**. If you want to "balance" your score against the standard **OFFICER Difficulty** settings and you played with mostly **SAILOR Difficulty** settings, then **subtract 60 VPs** from your final score; if you played with mostly **CAPTAIN Difficulty** settings, then **add 30 VPs** to your final score.

#### LEVEL OF VICTORY

Score	Victory Level
<160	<i>Defeat</i>
160-199	<i>Failure</i>
200-239	<i>Inconsequential</i>
240-279	<i>Notable</i>
280-319	<i>Success</i>
320+	<i>Triumph</i>

**Designer's Note:** A tiny bit of math is instructive to achieving victory.

There are approximately 26 (or 28 when **Nadeen Daldor's** story is added) bi-weekly Game Turns performed over the course of a game of **Nemo's War**. Thus, each turn represents about one fortnight of activity or "about one chapter" of a novel.

If you seek a **Notable** victory, your scoring goal should be to gain an average of 10 VPs every turn.

For a **Triumph**, your scoring goal should be to gain an average of just over 12 VPs every turn.

So, get busy and pay attention to where your **Victory Points** are coming from; that is how you win.

After determining your final score, look up that outcome based upon Nemo's final **Motive** in the sections that follow.



## ADVENTURE



### DEFEAT <160

Tales of Nemo's adventures are not widely circulated and lack credibility; among seamen they are relegated to the status of myths. Years after the *Nautikus'* voyage, dusty busts of her Captain grow cobwebs in the attics and basements of private collectors with only a few obscure cliques of "Nemo-ite" enthusiasts who still embrace his story.



### FAILURE 160-199

The legend of Captain Nemo grows in the telling as a cautionary tale of the madness that limitless boundaries can bring. Nemo's legend is recited as a common bedtime story to children seeking to run away in search of adventure and is also frequently referenced in staid college lectures from the professorial elite as an example of the importance of adhering to their established order and thriving in obscurity within it (as they have).



### INCONSEQUENTIAL 200-239

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 to its inventor and captain. 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.



### NOTABLE 240-279

The life of Captain Nemo and his grand adventures have endured in commercial sensationalism. His exploits are featured in works of speculative fiction, his image on postage stamps, his portrait maligned into an anti-German war propaganda poster during the recent Great War, and now in the new mediums of film and radio dramas. Recently a cylinder for Thomas Edison's phonograph was discovered with what is believed to be the voice of Captain Nemo bidding us, "The greatest adventures are beneath the waves."



### SUCCESS 280-319

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 thanks to his adventures aboard his legendary submarine ship, the *Nautikus*.



### TRIUMPH 320+

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 inspired many to claim the entire world as their birthright. With lofty expressions and measured tread, Nemo and his devotees forged paths to the world's darkest corners. The zeitgeist of this age showcased the worth of rugged individualism emphasizing 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.



## ANTI-IMPERIALISM



### DEFEAT <160

The Nautilus disappears mysteriously at the outset of a minor naval engagement off Hatteras, North Carolina. With nothing to oppose them, Imperialist forces continue to spread out and divide the lands, only pausing to engage in internecine colonial wars. The world never learns about Captain Nemo and his rage against these oppressors. Instead, his legacy is extinguished and lost forever beneath the waves.



### FAILURE 160-199

Captain Nemo loses faith in mankind, both the oppressors and the oppressed. After considerable brooding he makes a sad and weary decision, announcing to his officers and crew that he will end their quest on his own terms. He orders the crew to abandon the Nautilus off the English coast and then, with his officers, takes his ship to sea and disappears into the murky waves. His crew tell tales, at first for free drinks but later to writers who scribe his crusade. Nemo himself, however, is never heard of again.



### INCONSEQUENTIAL 200-239

Captain Nemo enjoys some success against the surface world but is never considered a greater threat than any other nation's fleet or army. Eventually, due to increasing pressure from Imperial warships and his waning enthusiasm for oppressed peoples, Nemo abandons his campaign of world liberation in disgust and disappears into retirement with the Nautilus.



### NOTABLE 240-279

The name "Nemo" becomes the watchword for insurgent and revolutionary movements around the world. From the Boxers in China, to anarchists in Europe and the United States, to Russian Bolsheviks, Captain Nemo's crusade inspires anti-Imperialism for generations. Yet, true to Nemo's prophesies, today's revolutionaries become tomorrow's Imperialists and the fallings of mankind continue to ride a bloody carousel to the laments of the suffering masses.



### SUCCESS 280-319

For a while, the Imperial navies weaken and trans-oceanic shipping becomes a dangerous and expensive venture. Due to Nemo's efforts, the burgeoning global economy shrinks into recession, culminating in the Panic of 1873, and the world suffers in poverty. Nemo's undeniable victory, however, is ultimately Pyrrhic. After these tumultuous events, the mysterious "sea monster" is rarely seen, and it finally disappears completely from ships' sightings to become a mere legend. Captain Nemo and the Nautilus are later discovered on Lincoln Island. Nemo himself succumbs to illness. After days of grieving and eulogizing, his officers lay his body to rest aboard the Nautilus, which they solemnly scuttle in a blaze worthy of a Viking funeral.



### TRIUMPH 320+

Trans-oceanic shipping becomes extremely expensive. Eventually, after many insurance companies go broke, it becomes financially impossible to ship goods and passengers via the world's oceans, and railroads take advantage by steadily raising their rates (enriching railroad speculators). A breakdown of the leading economies causes strife and chaos from the Panic of 1873 that lasts almost 20 years amongst all but the previously impoverished nations. Captain Nemo's campaign against the oppressors is successful, and the Nautilus prowls the seas for decades still. With his assistance, many colonies are able to rise up and throw off the yoke of Imperialist oppression but at a lamentable cost of lives and human suffering.



## EXPLORE



### DEFEAT <160

Pressing the limits of undersea knowledge, the Nautilus pushes too far and is lost with all hands. To this day, we still speculate about the final days and what really caused this tragedy. Nemo's incredible adventures will not stir the imagination of mankind until another sixty years have passed and speculative fiction once again sails with tales of the high seas. Sadly, the world never learns of Captain Nemo, and his legacy is buried forever beneath the waves.



### FAILURE 160-199

Captain Nemo's voyage ends in disappointment as nothing world-changing, or even very significant, is discovered. Still wanting to share what was learned, Nemo's many letters and articles are rejected by multiple scientific journals and societies (primarily due to prejudice simply because Nemo was not considered "one of us" among these elitist communities). Embittered, his final response is to disappear with the Nautilus into the icy depths, never to return.



### INCONSEQUENTIAL 200-239

The Nautilus continues its undersea voyages of exploration for a time, but eventually Nemo retires completely from even these small adventures. His curt-yet-illuminating journals eventually surface and become a coveted collector's item worth a fortune after appearing at a Sotheby's auction. Many skeptics doubt the veracity of his claims to historical and natural knowledge gleaned from beneath the seas, but the "deep dive" navies of the world scrupulously offer "no comment" when asked if they have traced Nemo's adventures.



### NOTABLE 240-279

Gaining credibility through the publication of letters, articles, and interviews (alas, not among scientific or historical communities, but in the gutter popular press), the discoveries of Captain Nemo and his quests aboard the Nautilus remain embedded in the public consciousness. Eschewed by intellectual elites for decades, the truth of Nemo's claims are eventually and ultimately proven. The now-documented veracity of Nemo's discoveries has left him a solid reputation. Dying with dignity aboard his ship and among his discoveries, Nemo's heir emerges to claim them and continue this mission... but that is another story.



### SUCCESS 280-319

Captain Nemo relentlessly continues his exploration, shrewdly using the ocean's vast resources to foment popular sentiment against the economic pillaging of Imperialist colonies. His discoveries are used to supplement the knowledge of all peoples and become enshrined in the schools and universities he fosters throughout the continents. In his will, Nemo leaves to the world a "time capsule" not to be opened for 200 years. There has long been speculation that the carefully guarded locations of his most valuable discoveries are inside it, waiting to be passed along to a more reasoned age.



### TRIUMPH 320+

The Nautilus goes on to make discovery after discovery, each changing again how the world and its history are seen. The scientific value of his explorations is literally incalculable. Much to the displeasure of his modesty, newspapers and magazines hail Nemo as the greatest of explorers. He exploits his undesired celebrity to advance his agendas of peace and knowledge without bloodshed. After his funeral-at-sea, people around the world mourn the passing of the most popular and famous of all explorers, and his likeness becomes a talisman for sailors symbolizing boldness and daring.



## HUMANIST



### DEFEAT <160

The earth continues to be ruled by the violent use of force. Arrogant nationalists bent on imperial aggrandizement thwart Captain Nemo's benevolence at every turn. After a year of trying mightily to shape a better world, a melancholy Captain Nemo commiserates with a Christian missionary he encounters and notably remarks that, "Even Jesus didn't tell us what to do after both cheeks were slapped." Disgusted with humanity's prospects, Nemo prepares for battle in the coming year – a war he never launches. Rumors of his demise abound, but nothing has firmly tied Captain Nemo and his consular ship, the Nautilus, to any known event since.



### FAILURE 160-199

Rebuke upon rebuke by peoples, nations, and empires dangerously embitter Captain Nemo. His unwanted celebrity 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 to little avail. Obscurity in damnation is, tragically, the only reward for this great man."*



### INCONSEQUENTIAL 200-239

After making headway among the world's ancient and emerging regimes, Captain Nemo begins leaving his mark as a noted benevolent influence. Many people come to admire the tangible results of his efforts; so many, in fact, that the Great Powers come to fear his popularity and "mad" agitators among the hot polios. In a disgraceful conspiracy, the imperialists arrange a secret meeting hosted by The Falkland Islands Company at Port Stanley to discuss the quiet assassination of this feared aquatic messiah. They lure the Nautilus into a trap around Cape Horn where Captain Nemo ends the battle by lashing himself to his sinking ship and dying a martyr's death. Sadly, today, Captain Nemo's moment has passed; his tale is recounted with that of other famous martyrs.



### NOTABLE 240-279

Captain Nemo's name is often mentioned among the medical and humanitarian greats of the Industrial Age: Louis Pasteur, Marie Curie, Florence Nightingale, John Snow, and Henry Dunant. Taking the reins of science and epidemiology on the one hand (particularly the cholera outbreak lessons of the Broad Street pump) and social enlightenment on the other (for the plights of unskilled and child labor, and women's suffrage), Captain Nemo boldly wades into the dank muck of the Industrial Revolution. "I must be the example for others to follow" is inscribed on his memorial plaque in Cornwall, England. And while he has earned a prominent mention in the annals of his time, man's inhumanity in the twentieth century has overshadowed the noble deeds of the Nautilus, her Captain, and her crew.



### SUCCESS 280-319

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 the man and his reputation from the small-minded jealousies residing under the crowns and top hats of political and scientific mediocrities. Medical and social sciences flourish under Nemo's direction, with many new colleges and museums bearing his name. With great optimism, the world leaps upward into the twentieth century.



### TRIUMPH 320+

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 raised from the oceans reach 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 becomes a teacher at sea, constructing several small flotillas of nautical classrooms and laboratories (he dubs them his "schools of fish") where he acquires many acolytes. They have since become his missionaries who tie the bonds of humanity to personal acts, raising up communities and making each person a "citizen of the world," one adherent at a time. Although the onslaught of socialism and its leaders all but destroy his legacy of self-reliance and decency, the stoic humanism of Captain Nemo remains paralleled in history with other great teachers: Buddha, Confucius, Socrates, Sun Tzu, and Jesus.



## PIRACY



### DEFEAT <160

With surprising swiftness and surety, the Great Powers recognize the threat of a submersible ship with global reach as it plunders the sea lanes and shores. They soon pledge themselves to the Southampton Accords whereby all oceangoing ships would, with increasing regularity, travel in groups with warships offering mutual protection and support. Although elusive, the Nautilus' bold Captain Nemo seems possessed of an antiquated spirit of piracy that fails to garner a legendary nickname (in his time, he was derisively known to the British as "The Sea Sikh Sailor," an irony as he was a descendant of a great Muslim Sultan and raised a Hindu). The ruin of his vessel in a great naval battle off Santiago becomes his legacy, recounted in a popular sea chantey about this harrowing new machine age.



### FAILURE 160-199

Following an outbreak of sailors' paranoia (deserved when considering they faced a submersible pirate ship), nautical regulations change notably. An increase in caution results in better record keeping and more weapons aboard, leaving less and less to chance and chaos – the very essence of piracy. Imperialist precautions and shared information ultimately turn the tide against the bold pirate they dubbed, Rajah Nemo. The damage inflicted upon the seas' trade routes is very real, but like a wound, once stitched together again after the Nautilus is caught and sunk, it heals in time and the world makes a full recovery.



### INCONSEQUENTIAL 200-239

And it comes to pass that Captain Nemo, the pirate from the depths, etches a fading legend in blood and plunder that few today can still recount. Like most pirates, Captain Nemo has a strict "code" that the crew follows (e.g., anyone giving orders not handed down from Nemo or the First Officer, or disobeying those of a superior, is beheaded on the spot). They enrich themselves (in scrupulously accounted-for shares of booty based strictly on their crew assignments and seniority) and maintain their discipline. Unlike most pirates, however, when cut off from assistance from land, the Nautilus can survive at sea indefinitely; it is only the abandonment of the crew over time to enjoy their wealth that quietly ends Captain Nemo's career.



### NOTABLE 240-279

Today, most people remember the dread pirate Nemo from the coins he struck bearing his profile on the obverse (with his motto, *Mobilis in Mobilis* – "moving within the moving element") and the Nautilus on the reverse. These electrum "green gold" coins (made from a mixture of mostly gold and silver) were manufactured in South America on a captured die press. As nations abandoned silver coinage (leading to the Panic of 1873 and America's Coinage Act of that same year), fixing their paper money to a de facto Gold Standard, Captain Nemo redefines the meaning of gold itself among the masses with his decentralized specie. Apparently, a vast number of these coins were made but few exist today (with many assumed to be secreted away and buried somewhere). Still, from making and not just taking money, most remember his name alongside Nemo's predecessors such as Blackbeard, Captain Kidd, Henry Morgan, and Madame Cheng.



### SUCCESS 280-319

Proving the superiority of the Nautilus' technology and his own leadership, the "Dread Pirate" Nemo cuts a swath through history as the world's last famous and most successful pirate. Popular culture still cherishes indelible tales of Imperialist ships sunk, looted, and taken as prizes by the Nautilus. The result has been a culture of personal independence and resistance; seemingly every rebel since Nemo's voyages claims freedom and adventure as a birthright. This places the pirate philosophy in direct conflict with the rising socialist movements of the late nineteenth and early twentieth centuries causing long, protracted, and bloody wars between governments and peoples. Ultimately, Nemo's legacy leads directly to the pro-democracy movements of the late twentieth century.



### TRIUMPH 320+

Known forever Captain Prattsbodhi (*"Avenger"*) Nemo, like the Caesars from ancient times, so too his name passes along from successor to successor, all of whom would be known as Nemo the Avenger. In his quiet, lavish retirement, the original Captain Nemo leaves a private log (not written by his own hand, but clearly dictated in his own words and surely edited) aboard the Nautilus. It is read only by his successors (who have each added their own wisdom to this tome's addenda). Two things Nemo stresses are the Eternal Pirate Code, an almost Managerial Guide for the business of high seas piracy, and the need to pursue science and maintain innovations aboard the Nautilus and her many successor vessels. Today, entire pirate nations exist in remote corners of the world and retain their independence thanks to Nemo the Avenger's legacy.



## SCIENCE



### DEFEAT <160

*The Nautilus is lost with all hands. Their misfortunes in the pursuit of science become the stuff of high tragedy as discoveries revealed little of worth and experiments left failure (and worse) in their wake. Unable to change the lives of ordinary people, and especially themselves, those aboard the Nautilus were returned to various shores and we, at last, departed her off Haiti amid a howling gale. The world never learns about Captain Nemo, and his legacy is lost forever beneath the waves.*



### FAILURE 160-199

The overall failure of Captain Nemo's plans causes him to take the Nautilus and retreat completely from the surface world. Several decades later, the quest for an American female aviatrix discovers instead an unsinkable casket ashore on an uncharted atoll in the Pacific. It contains a journal detailing Nemo's life story and, after its serial publication in newspapers, it is soon disregarded as mere "speculative fiction." Eventually, it is turned into a moderately successful motion picture.



### INCONSEQUENTIAL 200-239

Captain Nemo makes his work available to others after his death, an event singularly ignored by the popular press. Some of his monographs are published among the scientific community, causing a minor stir, but are roundly denounced by smaller minds. Eventually, Nemo and his works recede to nautical legends remembered among modern sailors as the navies of the world take on increasing scientific endeavors.



### NOTABLE 240-279

Captain Nemo's work on behalf of his own curiosity and the larger scientific community bears fruit. He expands his contacts among scientists to their great benefit through exchanged ideas. Although few of them meet the Captain in person, his correspondence and published works have found their place on the dusty shelves of his time and remain as sources for research. In his dotage, after gifting the Nautilus to his First Officer and crew, Captain Nemo continues his correspondence, expanding it to great industrialists and sociologists to share his vision for synchronizing all of these studies for the betterment of the planet and its peoples.



### SUCCESS 280-319

Captain Nemo attempts to gain the trust and goodwill of mankind by releasing his research and promoting it in the popular press that he has come to despise. Eventually, his works help many scientists who credit his discoveries, and Nemo attracts many followers among the intelligentsia and patrons of discovery. With the assistance of the scientific community, Nemo is able to produce technological marvels that greatly reduce the suffering of the common man. The vast resources of the seas reduce the virulence of war for decades while being shrewdly and carefully exploited. The great Captain comes to rest peacefully upon his death of old age in the Tahitian kingdom of Bora Bora. ("Uncle" Nemo was a favored guest of young Queen Terimaewana III, and attended her wedding to a local Prince in 1884 when she was 13 years old.)



### TRIUMPH 320+

Based on his scientific work, Captain Nemo's discoveries and inventions continue to hold the world's attention. His scientist allies and notable scholars employ their waxing political power (backed by Nemo's vast fortune) to raise up the oppressed and bring an almost immediate end to Imperial colonialism. Nemo is generally hailed as a visionary whose beneficial works greatly influence the world into and through the next century. He retires to an undersea glass-enclosed dome near Catalina, California, and the Nautilus becomes an international scientific platform until it is converted to a featured exhibit at the Nemo Oceanic Institute and Museum in nearby Long Beach, California where it has been fully restored and moored near the HMS Queen Mary.



## WAR!



### DEFEAT <160

Naval forces at last destroy the Nautilus at the Battle of Mozambique Channel (the details of which have remained suppressed to this day as part of the British Official Secrets Act). The world's Admiralties still keep this international incident an open secret with its details known only to the most brass-laden among the Royal Navy. Ultimately, the world never learns about Captain Nemo and his incredible ship, the Nautilus which, having limped away from the fight, is presumed to have found a watery grave somewhere. Captain Nemo's legacy, obliterated, sinks with the Nautilus beneath the waves.



### FAILURE 160-199

Captain Nemo soon loses his will to keep pressing for more battles at sea. After too many conflicts and an increasingly shell-shocked crew, he orders them to disembark from the Nautilus for the last time off the American coast near Cape Hatteras as a fleet of enemy capital ships approaches in pursuit. With steely resolve, he and his most loyal officers take the Nautilus for its final ride into the oceans and disappear forever. Eventually, the nations of the world deny these events ever happened and a conspiracy is hatched to relegate the havoc wrought by Captain Nemo to various natural and man-made causes.



### INCONSEQUENTIAL 200-239

The Nautilus temporarily fights the Imperial navies to a standstill. The Nautilus is heavily damaged and Nemo is wounded and disfigured in battle off Morocco near the Pillars of Hercules. While retired to his secret base near Namumanga to make repairs and continue his war plans against the nations of the world, many of his crew make up their minds to slip quietly away at the next opportunity. Nemo fights on but is unable to seriously damage the vast armadas of his opponents and eventually disappears from all record.



### NOTABLE 240-279

Nothing can disguise Nemo's success at sea as the cat-and-mouse game of attrition continues well into the 1870s. The Generals of most nations snigger at their Admirals who cannot bring the Nautilus to heel. Those Admirals, however, eventually adopt convoy tactics and Q-ships to keep their losses manageable while pursuing the elusive submarine. Eventually, the Nautilus is chased aground on one of the thousands of still-unnamed islands of the Philippines. There, the Captain and crew disembark and engage in a battle to the death versus landing ships full of Imperialist marines. Only one prisoner is taken, the grievous wounded Second Officer, whom the interrogators believe has gone mad based on his tales (but we know better).



### SUCCESS 280-319

Many ships are lost at sea to mysterious circumstances. Imperial navies, through joint-conferences and by patrolling the seas, spend years hunting for the cause of their sunken ships. Rumors, never confirmed, of a metal-skinned monster cause the economic cost of shipping to soar which helps avert the Panic of 1873. Eventually, ships organize into large convoys to mutually protect themselves from dangers at sea, causing trans-oceanic shipping to slow dramatically. The land wars in Europe fought over their declining access to the world's resources drag on for decades. As survivors return from the European wars, they lead their colonies to rise up and throw off their oppressors at a great cost of life.



### TRIUMPH 320+

The Imperial navies are routed at sea in battle after battle. After the publication of Captain Nemo's adventures, illustrated with engravings imaginatively captured by a skilled crew member aboard the Nautilus, his cause gains supporters around the world. Oppressed colonies, aided by Captain Nemo and his growing legions of followers, rise up and overthrow their Imperial overlords. Nemo himself lives to be 103, donates an incalculable amount of wealth and science from the sea to the surface world, and passes away gently while resting on an island beach in the Seychelles. He is buried amongst the coral off Australia.



## WORLD ORDER



### DEFEAT c160

Captain Nemo's name is relegated to the dustbin of history as another potential world crisis is averted by the Great Powers' luck and pluck. Future historians, biographers, entertainers, and game designers do, from time to time, reconsider the potential of Nemo's daring exploits aboard the Nautilus and create alternate-history "what if?" scenarios and stories based on the premise that the Captain had Fate sailing with him, affording him an opportunity in those tales to seize the brass ring that now lies buried with him at the bottom of the sea.



### FAILURE 160-199

Creating nationalist uprisings against the Imperialist Powers proves far easier than making allies among the world's malcontents. Nemo and his emissaries never seem able to make the right offers to the right people in the right way. Sadly, his failed bid for world order overshadows his other notable accomplishments in science and technology. The Nautilus earns an exciting reputation among ship designers, leading to an arms race in submersible military technology that, ultimately, the Prussians (and, de facto, all Germans under their leadership) win by managing to infiltrate a spy among Nemo's officers to steal the Nautilus' secrets.



### INCONSEQUENTIAL 200-239

The rise and fall of small, magnate empires fill the history books in every era and region of the world, but Captain Nemo's is the first sea-based government to project itself on land (instead of vice-versa). As a potentate, Captain Nemo is remembered as another notable minor-conqueror of his era in the same breath as Simon Bolivar of Venezuela, Shaka of the Zulus, and Kamehameha of Hawaii. With a larger vision for a world order than the others, Nemo's polyglot legion of global intriguers lacks the cohesion needed to maintain their impetus and consolidate lasting change. Disappointed, the crew breaks up and eventually all go their separate ways.



### NOTABLE 240-279

Much like Arthurian Legend, Captain Nemo also creates a world around him that cherishes his values. However, his world is not defined by geography but by questing, by sea and by land. These quests establish a philosophical world order so firm that to this day "Nemottes" still spread the belief that the strongest, wisest leader is foremost and forever a servant of their subjects and that the value of their rewards is what they accomplish together. Eschewing the trappings of religious dogma, Nemottes are remarkably open to those who believe that a Great Community must have a Great Cause — theirs is to wear down the haughty and raise up the oppressed.



### SUCCESS 280-319

In what historians have dubbed "a reverse British Empire," Captain Nemo forges the Varuna Confederation of tribes, peoples, and proto-nations contractually united by their desire for free trade and unrestricted migration. For an entire generation, the ocean's wealth (as delivered by the Nautilus) supports this vision. Captain Nemo stitches together an empire of merchant and passenger ships and builds small, tightly managed coastal oceanic colleges that dot the globe emphasizing science and the betterment of humanity. Upon his death, Nemo's world order unravels and, within a generation, historians waste no time besmirching him as merely "another wealthy utopian socialist."



### TRIUMPH 320+

Captain Nemo is forever remembered as the man who made the sun set on the British Empire. No army or navy can oppose the power of his ideas for freedom, order, and comity, and many nations rise up to enlist in Nemo's world order. A convention gathers in the Azores and signs the Treaty of Ponta Delgada reshaping international and maritime laws (*ius gentium*) and recognizing World Citizenship and universal human rights (*ius naturale*); laws that reverberate to this day. The rise of human dignity as a right and the blurring of national boundaries are the legacies we inherit from Nemo's world order.



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