

Sainter's team found that the mortar had successfully [12.2] **How the Game is Ended:** The game ends immediately when any of the following occurs:

1. Loss of the last Nemo (broken), Crew (dead) or Hull (shattered) Resource (this is a "Tragic Ending" and will cost you fifty Victory Points)
2. All of the oceans are completely filled with ships (excluding the spaces for the Nautilus) at the end of a turn (this is a victory for the imperial powers and will also cost you fifty Victory Points)
3. Passing week 52 on the Calendar track
4. Concluding the final Adventure: #24 (Maelstrom!)
5. When the last ship in the game has been sunk (i.e., there are no ships remaining in the Discard Pile, the Unplaced Ships Holding Box, or on the map)

[12.3] **Scoring:** To see how you performed, total up the number of Victory Points your mission has earned. That is, use the VP multipliers and values in the column under Nemo's Motive (e.g., Science, War!).

Victory Points can be earned for the various accomplishments enumerated below. Note that **Victory Point categories marked with an asterisk (*) are adjusted by the modifiers found in the column of Nemo's Commitment (as illustrated below).**

Commitment Track	Science	Explore	Anti-imperialism	War!
Warships:	x1/2	x1/2	x1	x2
Other Ships:	x0	x1/2	x2	x1
Adventure:	x2	x2	x1	x1
Treasure:	x1	x1	x1/2	x1
Liberation:	x0	x1	x5	x2
Science ⚡:	10 ea.	5 ea.	0 ea.	0 ea.
Wonders:	5 ea.	10 ea.	0 ea.	0 ea.

Sinking Warships*: Warships are the ones with an Attack Value (e.g., Frigate, Ironclad); each has its own VP Value on its lower-right corner. *Only count those on the Sunken Ship Record Track, not those in the Salvage or a Refit box.*

Sinking Non-warships*: Non-warships are the ones without an Attack Value (e.g., Cargo, Mail); each has its own VP Value on its lower-right corner. *Only count those on the Sunken Ship Record Track, not those in the Salvage or a Refit box.*

Scouring the Seas: Determine your **Sunken Ships Bonus Value**; this is shown at the top of the rightmost column of the Sunken Ship Record Track that is completely filled for all of the oceans (as illustrated here, showing a Sunken Ship Bonus Value of 24 VPs for filling up the

first four columns). *These Scouring VPs are in addition to those earned for sinking each ship individually, as above.*

	6 VPs	12 VPs	18 VPs	24 VPs	30 VPs	40 VPs
Eastern Pacific						
North Atlantic						
South Atlantic						
Mediterranean						
Indian Ocean						
Western Pacific						

The Condition of Your Resources: VPs are gained or lost based on the position of the Nemo, Crew and Hull Resource markers at the game's end. Those in (or above) a "Green Zone" circle add that column's indicated number of VPs to your score; those in (or below) any "Red Zone" circle subtract that column's indicated number of VPs.

The Fate of Your Passengers: If the Professor, Ned Land, or Conseil Resources were committed during the game, subtract their VPs from your total.

Tragic Ending: Subtract fifty (-50) VPs if the game ended tragically due to the loss of the last Nemo, Crew or Hull Resource.

Imperial Victory: Subtract fifty (-50) VPs if the game ended with all oceans being completely filled with ships.

Treasure*: Those in the Collected Treasure Box on the Player Aid Sheet.

Wonders*: Unlike other treasures in the Collected Treasure Box, Wonders have no intrinsic VP value; you must consult Nemo's Commitment to determine their base worth.

Adventure VPs*: **Examine the unused cards in front of you and those in the Pass Pile** of discards and add their VPs.

Science VPs*: **Examine the unused cards in front of you and those in the Pass Pile of discards**, count the number of Science symbols (⚡) among them, and consult Nemo's Commitment to determine their base worth.

Example: You have *A Pearl Worth Ten Million* unused in front of you. If you never use it, at the end of the game, it will score its 2 VPs and one Science symbol (⚡).

If you opt to use this card to take its TEST (while in the Indian Ocean), then you will either have 3 Treasures to show for it (if you Pass) or nothing (if you Fail), because either way that card is sent to the Fail Pile. That is, the card's intrinsic 2 VPs and Science are forfeit if used to take its TEST.

A Pearl Worth Ten Million

2

11

EVENT

Retain this card

When in Indian Ocean you may **TEST**: 10; **HELP**: Crew.
Score card VPs only if unused.

PASS: Collect 3 Treasures and place in the **Fail Pile!**

FAIL: Place in Fail Pile.

Liberation of Native Peoples*: Use the value of the Liberation marker.

[12.4] **Victory Level:** The total number of points you've earned according to Nemo's Motive is then compared to the Victory Level table, below:

Score	Victory Level
<50	Utter Failure
51-100	Failure
101-150	Inconsequential Results
151-200	Success
201+	Triumph

[12.5] **The Story's Ending:** To discover how your story as Nemo ends, consult the Epilogue Table (see separate sheet) and cross-index Nemo's Motive with the Victory Level that you have achieved.



GAME CREDITS

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Nemo's War

Mobilis in mobili
(moving in a moving thing)

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "**Rules**" sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's subject matter, its components, the procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "**Cases**" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to **examples of a Rule or Case** are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

Nemo's War is a single-player game of underwater exploration and combat. You are **Captain Nemo**, commander of the *Nautilus*. You will search the seas, attack

the sea-going vessels of all nations, find mysterious treasures and travel around the world in your quest for vengeance.

Nemo's War is based on the novel *20,000 Leagues Under the Sea* by Jules Verne. This classic story is available from Project Gutenberg (www.gutenberg.org).

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 11" x 25.5" game board with tracks, tables, and boxes
- 24 Event cards
- 54 single-sided ship counters
- 45 double-sided Treasure / other markers
- 1 Rules booklet

Not included are two 6-sided dice needed for resolving battles, adventures, searches, and so forth.

[2.1] Game Map and Scale

The map represents the world circa the late 1860s. Each turn sees the passing of a certain amount of time on the Calendar Track with each box there representing one week of real time.



[2.2] General Course of Play

Each turn, you undertake actions with the *Nautilus* and her crew. Your quest is the accumulation of as many **Victory Points (VPs)** as possible based on Nemo's current **Motivation**. VPs are earned in several ways (e.g., sinking enemy ships, successfully dealing with Events, collecting Treasures, liberating indigenous peoples, scientific discoveries, etc.). The game ends when time elapses, if your ship, the *Nautilus*, is ever sunk, the Imperial Powers fill the oceans with their ships, or when the Maelstrom Event is confronted.

[2.3] Playing Pieces

The square playing pieces represent the *Nautilus* and high seas ships of the world that can be encountered during play.

Sample Square Ship Piece

Warship

Notoriety when sunk → 10

Graphic →

Ship Type → **Ironclad**

Attack Value → 10

Defense Value → 3

Victory Point Value → 3

Background Color denotes setup / reinforcement group

The round pieces consist of various game function tokens and data markers.

Round Treasure Tokens

Treasure token (hidden)

Victory Points

Effect

Wonder

Alexandra (revealed)

Round Game Markers

Nemo morale

Crew health

Nautilus hull

Adventure Target Value

Calendar/Turn (reverse)

Professor aboard

Ned Land aboard

Conseil aboard

Commitment (initial)

Commitment (final)

Target (Stalk = +1)

Notoriety

Liberation

Adventure Cards

Adventure cards, both TEST and EVENT, add random challenges at various times during play and, when the **Maelstrom** is drawn, bring the game to its conclusion. Each can occur only once and some are worth VPs at the end of the game.

Some Days Ashore

Type → **EVENT**

Retain this card

When in the East or West Pacific, you may place this card in the Fail Pile to Gain 2 Crew.

Score card VPs only if unused.

Stepping ashore had an exhilarating effect on me. Ned Land tested the soil with his foot, as if he were laying claim to it. Yet it had been only two months since we had become, as Captain Nemo expressed it, "passengers on the Nautilus," in other words, the literal prisoners of its commander.

Flavor Text (no gameplay effect)

[3.0] SETTING UP THE GAME

- Place the map in front of you.
- Sort the ships, face-up, by background color. Place the groups as follows:
 - The **Dark Gray & Red** ships go face-up near the right edge, in their respective Random Event holding boxes.
 - The **Blue** and **Green** groups are placed on their respective boxes of the Notoriety Track
 - The **Yellow** and **Orange** groups are placed on their respective boxes of the Calendar Track
 - The **Light Grey** ships are turned **face-down**, shuffled, and placed face-down in the Unplaced Ships Holding Box
 - The **Nautilus** is placed on the dark square of any ocean you desire
- Place two random ships from the Unplaced Ships Holding Box, **face-down**, in empty boxes in each of the North Atlantic, Eastern Pacific, and Western Pacific. Place one each in the South Atlantic, Indian Ocean and Mediterranean.
- Place the **round markers** as follows:
 - Notoriety** on the '1' box of its track.
 - Calendar (Week) on the '1' box of its track on its light-green ("10+" Adventure Target Value) side. 
 - Liberation** on its "x1" side in the '0' box on its track. 
 - Nemo, Crew, and Hull** at the top of their respective tracks on the map
 - Professor, Ned Land** and **Conseil** in their respective circles on the map (at the bottom of Nemo's column) 
 - Nemo Commitment** on its "?" (initial) side on the circle (i.e., column header) of your choice on the Commitment Track.

If you'd rather leave this decision up to Nemo himself, roll a die.  for **Science**;  for **Explore**;  or  to pursue **Anti-imperialism**; and  or  for **War**!

- Stalk** is set aside until needed
- Remove the **Sunk Ship** and **Cannon** markers. *They are only used in the Expansion Kit.*

- Remove the two **Red Sun** Adventure cards (#21: **A Hollow Explosion**, and #24: **The Maelstrom!**) from the deck.

Shuffle the remaining cards, face-down.

Remove **four** of them, unexamined, and set them aside; they will not be used.

Remove **four** more cards, unexamined, at random and shuffle card #24 (**The Maelstrom!**, that you previously set aside) into this mini-deck. Place them face-down on the top-right of the board to form the bottom of the **Draw Pile**.

Place card #21 (**A Hollow Explosion**) on top of the Draw Pile (i.e., it will be the sixth card from the bottom and serves as a reminder that the end-game Adventure card is nigh).

Place the remainder of the shuffled cards that are being used this game on top of the Draw Pile to complete it.

- Place the round Treasure tokens, hidden-side up, on the table and mix them up. Then place one random Treasure token in each ocean's circle (Treasure) space. Place the remainder in an opaque container (*a small treasure chest would be ideal, but a coffee cup will do*).

After setting up the game, play proceeds according to the Sequence of Play until its conclusion (see 12.0).

[4.0] CONVENTIONS

Certain terms and procedures are used throughout these rules and the game:

[4.1] Dice: Rolling a single six-sided die (d6) and applying the resulting number is referred to as rolling "**1d6**" or a "**die roll**."

When asked to roll "**1d3**," roll a single **d6** and use half its value, rounded up (i.e., a  = ; a  or  = ; and a  or  = .

Nemo's War requires **two** dice to play. When the game calls for a "**2d6**" roll or a "**dice roll**," roll **both** dice and use the **total** of the result.

[4.2] Hidden Ships: Ship Reinforcement Groups are always added face-down to the Unplaced Ships Holding Box and then mixed together with the other ships already there to form a Draw Pile.

Ships are always added, face-down (i.e., "**hidden**"), to the on-map ocean boxes.

[5.0] SEQUENCE OF PLAY

How the Turns Work: Each turn, the player conducts the following **Phases** in the exact order listed below. All actions in one Phase must be finished before the next Phase can begin. Once all Phases are completed, that turn is over and the next turn begins (unless the Game has ended).

- Preparation Phase:** Roll the dice and use its result for all of these Steps:
 - Additional Ship or Treasure Placement on the map
 - Adventure card draw
- Nemo Action Phase** (choose *one*): Rest/Repair/Refit (*not on consecutive turns*), Incite, Search, Move, Stalk or Attack
- Advance Turn** (*Calendar*) marker by 1 turn (*Week*)

[6.0] PREPARATION

During the **Preparation Phase**, the player makes a **single dice roll** and its outcome has multiple implications.

Additional Ship Placement

Skip this Step on the first turn. *The setup reflects Step A on Turn 1. You must still roll the dice to determine an Adventure card draw normally, however (see 6.4).*



[6.1] Ships Placement: The Preparation Phase dice roll determines if and where two ships will be randomly selected from the **Ship Pile** in the Unplaced Ships Holding Box and placed, **face-down**, in available (open, empty) ocean squares.

[6.1.1] No Ship: If no ships remain in the Ship Pile to be drawn, flip all ships in the **Ship Discard Pile** face-down, mix them up, and use them to restock the Ship Pile.

[6.1.2] Using the Dice Roll: If both dice match (i.e., you roll "**doubles**"), **no** new ships are placed that turn. Instead, a new treasure might be added to the map (6.2) and imperialism may spread (6.3)

If the Preparation dice roll was *not* doubles, place one ship from the Ship Pile to the ocean determined by each die's result. (Each ocean has a die roll number next to its name on the map.)

[6.1.3] A Full Ocean: If there are no empty squares available for the placement of additional ships (excluding the dark one, which is where the Nautilus is placed when visiting that ocean), then no new ship can be added there; any die roll requiring one to be

maximum number of Liberation Points that can be earned is 19, the minimum can never go below 0.

[10.0] COMBAT

Ships on the high seas may engage in combat. One hit will sink a ship, while the *Nautilus* takes several hits to sink.

Procedure

[10.1] Battle vs. Warships: If you are attacking a **Warship** (i.e., one with an Attack Value), it attacks the *Nautilus* first.

Roll 2d6 and compare the result to that Warship's **Attack Value**. All Warships' Attack values are *increased* by one if the Notoriety marker is in the 33 box, and *decreased* by one if the *Nautilus* has been refitted (7.1.3) with Additional Armor.

If the result is less than or equal to (\leq) that warship's modified **Attack Value**, the *Nautilus* loses one resource.

Roll 1d6 to determine *which* resource is lost. On a result of  or , lose one **Nemo**. On a result of  or , lose one **Crew**. On a  or , lose one **Hull**. *These results are also shown at the top of their Tracks.*

[10.2] Attacking with the Nautilus: After the warship attacks, or when attacking a non-warship, the *Nautilus* attacks thus:

[10.2.1] Resource: One (and only one) resource (Nemo, Crew or Hull) can be exerted before rolling the attack dice.

[10.2.2] Other Modifiers: Other dice roll modifiers are applied as follows:

- If you have **stalked** that ship (7.5), add one (+1) to your attack dice roll.
- If the *Nautilus* has been refitted with a **Strengthened Prow**, add one (+1) to your attack dice roll.
- If there is **one or more face-up warships in the same ocean** (other than the target itself), subtract one (-1; maximum) from the dice roll.

[10.2.3] To Hit: Roll the dice and compare the modified attack dice roll result with the target ship's Defense Value.

- A **hit** is scored, and the target ship is sunk, if the modified result is equal to or greater than (\geq) the target ship's Defense Value.

You may **EITHER sink that ship outright** by placing that ship on the game board in the leftmost vacant box on the Sunken Ship Record Track for that ocean OR "**Capture**" that ship (i.e., scuttle it for 0 Victory Points as per 12.3) by placing it in an available

Salvage Box on the Player Aid Sheet where it becomes a **Salvage Point** saved that can be spent on Refits (as per 7.1.3). **Note** that *capturing* a ship immediately ends the Nemo Action Phase for that turn.

If all of the boxes in the Salvage Points Saved area are filled, the ship **must** be placed on the Sunken Ship Record Track for that ocean. If all of that ocean's boxes are filled on that track, stack any additional ships sunk in its #6 box.

Advance the Notoriety marker by the number of Notoriety icons (skulls) on the sunken ship's counter. It is advanced one fewer (but never less than zero) if the *Nautilus* has been refitted with a **Monstrous Design**.

- A modified attack dice roll less than ($<$) the target ship's Defense Value is a **miss**. That ship remains, face-up, in its current location on the map.

Advance the Notoriety marker by one to account for the tales its surviving crew will later tell.

- An attack dice roll result of '2' *always* results in a miss (as per above), regardless of any dice roll modifiers.

[10.3] Emergency Help: In exactly the same manner that they can help with a Test Adventure, **after** the modified attack dice roll is known, the Professor, Ned Land and/or Conseil Resources can be committed. They are then removed from the *Nautilus* as per Rule 6.8.

Combat example: The *Nautilus* is located in the West Pacific, along with a revealed Capital ship (AV: 8, DV: 11) and two hidden ships.

Nemo chooses the Attack action and targets one of the hidden ships, which is turned over to reveal a Passenger ship (DV: 8).



The player must roll a 9 or higher (the Defense of the passenger ship, plus 1 for the face-up warship in that ocean) on 2d6. Feeling irrationally confident, he decides **not** to exert any resources. The dice roll is  and , so the attack "misses;" this would normally end the combat in defeat, but he decides instead to use **Ned Land** for a +1 bonus (*after the dice roll result is known*). The Ned Land Resource marker is placed in the Collected Treasures box.



Nemo declines to salvage the ship, so it is placed in the next available space on the Sunken Ship Record Track for the West Pacific.

This kind of Passenger ship won't be missed, so there is no gain in Notoriety.

The player then advances the Notoriety track by one to attack the *next* ship. He decides to target the last hidden ship, which is revealed to be an Ironclad (AV: 7, DV: 10).



As a Warship, the Ironclad attacks the *Nautilus* first! The player rolls 2d6 and the result is a  and , meaning the Ironclad has scored a hit. A single die is rolled again and the result of  costs the *Nautilus* one Hull Resource.

Now Nemo attacks, exerting the Crew for a +2 DRM bonus. The *net* DRM is only +1 however (due to the other revealed Capital ship in the West Pacific).

The player rolls  and  on 2d6 and sinks the Ironclad. He must then advance the Notoriety marker by one (as indicated on the ship counter). The player decides to salvage the sunken ship (which ends the Attack action; as per 7.6), so he places it on the Salvage Points Saved track.



[11.0] TIME ADVANCES

At the conclusion of the Nemo Action Phase (7.0), the Calendar ("Turn") marker is advanced **one week**. Note that the time of year affects Ship Group Reinforcements (9.0) and How the Game Ends (12.2).

[12.0] HOW TO WIN

Nemo drives the story and the game's goal (*which is apropos as Nemo is a very driven character*).

Establishing Nemo's Motive

During the game's setup (3.0; #4), the Nemo Commitment marker was placed on its **Initial Commitment** ("??") side in a circle (column header) of the Commitment Track. The numbers in that column determine the **Victory Point (VP)** values for various accomplishments made during the game.

This indicates which types of activities you need to pursue to garner the most VPs.

[12.1] Final Commitment: The first time the Nemo Resource marker moves into the Final Commitment circle (indicated by the "?Ω!" symbols in it), you must make Nemo's "Final Commitment."

This is symbolized by flipping the marker over to its Final Commitment ("!") side. You may also reposition this marker to another column header or leave it where it is. *This is the only time that you may move the Commitment marker!*