

Nemo's War

Expansion Kit

[1.0] INTRODUCTION

This Nemo's War Expansion Kit provides additional rules and cards to enhance your adventures on the *Nautilus*.

You must own a copy of Victory Point Games' Nemo's War to use this Expansion Kit. Whenever there is a conflict between the rules in this Expansion Kit and the game's rules, the Expansion Kit rules take precedence.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 Rules sheet
- 6 Ship Counters
- 12 Adventure cards

[3.0] EXPANSION SET UP

[3.1] Adventure Deck: Included with this expansion are 12 new Adventure cards, including 3 alternate endings. When playing with the expansion cards, use these set up rules for the Adventure Deck:

- Remove the five Red Sun Adventure cards (#21: A Hollow Explosion, #24: The Maelstrom!, #24a: Return to Mysterious Island, #24b: Another Thousand Leagues, and #24c: Bottom of the Sea) from the deck. **Set aside card #21 for now.**
- Shuffle the four ending cards (#24, #24a, #24b, and #24c) and select one at random. Without looking at the selected ending, set it aside for the moment. Set aside the remaining ending cards, unexamined; they will not be used.
- Shuffle the expansion Adventure cards with the base set Adventure cards.
- Remove 12 Adventure cards, unexamined, and set them aside; they will not be used.
- Remove four Adventure cards, unexamined, at random and shuffle the selected ending into this mini-deck. Place these five cards 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 Adventure cards that are being used this

game on top of the Draw Pile to complete the Draw Deck.

[3.2] Expansion Markers: Two Adventure cards use the expansion markers from the original game. Place these markers next to the game board during set up. When the corresponding card is drawn, place the marker according to the card instructions.

[3.2.1] Do No Harm:

Place the Cannon Token on the green circle on the card. Move the cannon to the yellow and red circles when you use the first and second bonus, respectively. After the third bonus, discard the token and the card.



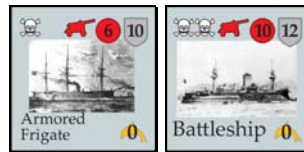
[3.2.2] The Treasure Fleet: Add the shipwreck token to a random ocean (roll 1d6).

[13.0] OPTIONAL RULES

You can select any or all of the following optional rules at the beginning of a game:

- **Deadly Seas**
- **Relentless Pursuit**
- **Open Seas**
- **Ocean's Pressure**

[13.1] Deadly Seas: During set up, you can increase the starting number of enemy warships to earn additional Victory Points at the end of the game. Add from 0-3 Armored Frigate and/or 0-3 Battleship counters to the initial ship pile.



[13.1.1] Victory Point Bonus: If this option is used, add the following VP bonuses at the end of the game:

- Each **Armored Frigate** added increases your VP score by 3.
- Each **Battleship** added increases your VP score by 7.

If you use all six expansion ships, your VP score would be increased by 30.

[13.2] Relentless Pursuit: At the beginning of the turn, after the preparation roll, make a die roll for each face-up warship in the same ocean as the *Nautilus*. On a roll of 6:6 or 6:5, that warship makes an attack (as if it were newly-revealed by the player in that ocean).

[13.2.1] Notoriety Pursuit Bonus: Add one (+1) to the pursuit die roll for every 10 Notoriety points (rounded down).



[13.2.2] Victory Point Bonus: If this option is used, increase your VP score by 20.

[13.3] Open Seas: Ships added to an ocean are placed face-up.

- **Victory Point Penalty:** If this option is used, reduce your VP score by 20.

[13.4] Ocean's Pressure: If a Warship's attack roll is **equal to** its Attack Value, you choose the *Nautilus*' lost resource instead of applying a random roll. If the attack roll is less than the Attack Value, the loss is random (as usual).

- **Victory Point Penalty:** If this option is used, reduce your VP score by 10.

[14.0] HISTORICAL GAME

If you would like your voyage to better match the original storyline, play the Historical Game variant.

[14.1] Historical Game Set up: Instead of shuffling the Adventure cards, sort them from 1 to 23, including the expansion cards (except the alternate endings). The expansion Adventure cards are labeled "2½, 4½, 9½, etc..." and are placed after the appropriate card from the base game. Card #1 will be the first card drawn, card #2 the second, card #2½ the third, and so on.

[14.2] Historical & Alternate Endings: Card #24 (The Maelstrom!) is the historical ending. You can use any of the endings, or select one at random. Ending cards not selected are set aside and not used. The historical game also ends when the last adventure card is drawn, the player loses (Tragic Ending or Imperial Victory) or the last ship in the game has been sunk. **The game does not end due to passing week 52 on the Calendar track.**

[14.3] Historical Adventures: In this variant, adventures are not drawn randomly. Ignore the Adventure roll (6.4). Draw an Adventure card at the beginning of every odd-numbered turn (1, 3, 5, etc...) and every 10th turn (10, 20, 30, etc...)

GAME CREDITS

Original Game Design: Chris Taylor
Expansion Kit Design: Chris Taylor
Graphics and Development: Alan Emrich
Playtesting & Proofreading: Judy Krauss