

I, Napoleon FAQ and Clarifications

Updated August 15, 2024

This document collects Ted's official rulings, errata, and clarifications for *I, Napoleon*.

Errata/Corrections:

Rulebook

Pg. 8, 7.1 Remove Cards Segment: In addition to checking the Draw Deck and the Discard pile during this Segment, also check if some of the cards in play need to be removed. This is mandatory even if you use the alternative of checking each card for removal as you draw them.

Pg. 9, 7.2.4 Placed Cards on Entry
Example: The example is from an older version of the rules that was not corrected. Brumaire (47) is not a placed card, and cards 35-53 are added, not 36-54. The 1796 Divider card is correct.

Pg. 9, 8.1.2 Cost: There are no Mandatory cards with costs, so remove this sentence entirely: If the Cost of a Mandatory card *can* be paid, it *must* be paid. If the Cost of a Mandatory card *cannot* be paid, the card is Discarded and a new card is drawn without increasing the card draw marker.

Pg. 11 9.0 Bullet Points 1 and 2: In addition to the listed steps, flip all Commanders in the Commanders Box face-up before proceeding to the Diplomatic Phase.

Pg. 15, 10.2.3 Conquest: Conquered nations give their +10G/+1P bonus once per game.

Pg. 16, 10.3.2 EMD Potential Campaigns: *Napoleon in Spain (150)* is also removed and should have been listed along with *Polish Campaign (151)*, *Retreat from Russia (154)*, and *Russia (155)*.

Pg. 18 13.0 Game End: The game also ends if *Brumaire (47)* has not been played by the end of CMD, or if *Imperial Plebiscite (110)* has not been played by the end of FCD.

FCD Scenario: The FCD Scenario ends in 1806, not 1804.

Playbook

Pg. 6 Quickstart Guide, Removing Cards: Infantry Vendée (8) is incorrectly listed as being removed in 1794, when it should be removed in 1795.

Pg. 7 Example of Play: As EMD cards are added in 1805, income should have been calculated using *First Consul for Life (77)* not *Emperor Napoleon (136)*.

Campaign Selection Table

There is a case missing from the table. When Austria is Allied or Neutral, Prussia is Hostile, Russia is Hostile, and Spain is Any, select *Prussia & Russia Declare War (153)*. This case is listed on the card itself, but was omitted from the table.

In the bottom row of the table, the Russia box should say "Allied, Neutral, Inactive" as Russia can never be conquered.

Cards

Treaty of the Rhine (82): The ongoing effect should read "Prussia remains **neutral** until this card is Removed at the start of EMD."

Treaty of Tilsit (163): The reverse of the card should say to skip Diplomatic rolls for Prussia and Russia.

Clarifications:

Cards

Imperial Plebiscite (110): The **must** in "An EMD campaign must be chosen" applies only if there is a hostile eligible nation or nations and a matching Potential Campaign Card available. See the Potential Campaigns Table. Note Russia can only be invaded once.

Napoleon Crowns Himself (138) and *Pope Crowns Napoleon (139)*: Play of this card counts as the first card play during EMD, and one of these must be the first card played during EMD.

English Gold Austria (188): The Treaties which affect only Austria are *Treaty of Pressburg* and *Treaty of Schönbrunn*. This only applies to these treaties if they are in the Current Treaties box.

Game Board

Year Track: The Year Track does not depict when the FCD or EMD Eras begin, either in game terms or historically. Instead it shows when the CMD, FCD, and EMD Scenarios

end. The Change of Eras in the Campaign Game is not automatic based on dates, but only takes place according to the *Brumaire (47)* and *Imperial Plebiscite (110)* cards and rules 14.8.1 and 14.8.2.

Rulebook

Pg 15 10.2.2 Breaking Treaties: Face down treaties may be broken.

Pg 15 10.2.3. Conquest: A Conquered nation is not considered to be Allied, Neutral, or Hostile. A Conquered nation skips Foreign Diplomacy rolls.

Pg 16, 10.3.2 EMD Potential Campaigns: A Campaign must be selected during EMD if there is a hostile eligible nation or nations and a matching Potential Campaign Card available. This may result in the same campaign being selected multiple turns in a row.

For example, if Austria is Conquered, Prussia is Neutral, Russia is Hostile, and Spain is Any, you must select Austria & Russia Declare War. If Treaty of Pressburg has been played and removed, you will continue to select Austria & Russia Declare War until the Diplomatic markers for one or more of those nations has moved.

Otherwise, selection is not mandatory. See the Potential Campaigns Table. Note Russia can only be invaded once.

Potential Treaties: Potential Treaties are not in play and are not removed by the play of cards such as *Austrian Reform (112)*, *English Gold Austria (188)*, *English Gold (189)* or *Prussia Rises (198)*.

Immediate Effect cards: The "When Revealed" Instructions on Immediate Effect

cards are both Instructions and Effects.
When instructed to lose Resources, apply
8.1.3.2.

Typographical and Layout

Mistakes:

These have no gameplay impact.

Cards

Enemy Reserves (49): This card is missing its entry year of 1796, however because it is a placed card, this should have no gameplay impact.

First Consul (76): “77” is missing from the removal portion of the card, but is clearly stated in the card text.

Papal Concordat (102): Regrettably, the title of this card was misspelled as “Papal Concordant”.

Austrian Reform (112): The wrong card number is listed for *Treaty of Dresden*.

Playbook

Pg. 29: The second paragraph, second sentence should begin with “There, you are” instead of “Here, you are”.

Rulebook

Pg. 16: In the Russia and Spain section, third paragraph, first sentence, the word “Campaign” is inserted twice. That sentence should read “An Inactive Russia does not take part in any Campaigns until a Conquered Austria or Prussia becomes Hostile, at which point the Diplomatic marker is flipped back to its normal side.”