

# CORSICA 1764



## INTRODUCTION

*Corsica 1764* describes the last 5 years of the Corsican War of Independence. The Corsican player must survive and hold as many of the island's towns and regions as possible to prevent his opponent, the Franco-Genoese, from winning. The latter can only win by conquering and holding the entire territory, or by eliminating all Corsican forces.

*Corsica 1764* is played over 24 rounds, each representing a season (3 months) between 1764 and 1769. One player represents the Corsicans and their bid for sovereignty and freedom, the second represents first the Republic of Genoa, which has ruled the island for centuries, then the Kingdom of France when it acquires ancient rights over the island.

- The Corsicans have few units and need to build up their strength, anticipating the Genoese withdrawal and French intervention. Their ability to cut off supplies and maneuver can help them hold out in the long term.
- The **Genoese** have few forces and even less territory, and they can only win when France intervenes. France has enormous military resources at its disposal, but risks running out of time and letting the Corsicans win if they manage to hold out.

Event cards can be used to renew games through a variety of diplomatic, military, political or economic fluctuations.

## DURATION

Average Duration: 2h30

Favored Side: Franco-Genoese

Most difficult side to play: Corsicans

The game lasts 24 rounds (between January 1764 and December 1769), each round corresponding to 3 months.

The Corsican player plays first, followed by the **Genoese player**.



## FORCES

The **Genoese player** controls the units of **Genoa (red)**, of the Genoese Navy (purple), the mercenaries employed by Genoa (dark purple) and troops raised in Corsica (violet). There are also the **French units**, from the **Armée Royale (blue)**, the **French Navy (dark blue)** and mercenaries or local troops (blue gray).

The Corsican player controls the units of Corsican regulars (dark grey), mercenaries employed by Corsica (beige) and the **Corsican militias and partisans (green)**.

## MAPBOARD

The map shows Corsica. There are off-map areas for Toulon and Genova (Genoa).

The 2 off-map squares can only be entered by units of the nations that own them (France for Toulon, Genoa for Genova).

For VPs (and income), major cities have a Vauban fort icon, minor cities a Genoese tower icon.



## VICTORY

### IMMEDIATE VICTORY

- for the **Franco-Genovese** player if he controls all Corsican towns or has eliminated all Corsican leaders and regular or mercenary units.
- for the Corsican player if he controls all Corsican cities.
- One of the players reaches 30 VP or more at the end of his turn.

### VP BONUS

- The **Franco-Genovese** player gains 2 VPs the first time he controls each of the initial Corsican cities, in particular: Ile Rousse / St Florent/ Corte. The other Corsican cities are worth only 1 VP.
- The Corsican player gains 2 VPs the first time he controls each of the following cities: Calvi / Ajaccio / Bastia / Porto-Vecchio / Bonifacio.
- For each player, playing cards for the control of certain cities yield 1 VP each

### VP LOSS

- Each player loses 2 VP for each major city he initially controlled in Corsica that is taken by his opponent.

### END GAME VP

- Each player gains 2 VP for each major city he controls in Corsica, and 1 VP for each minor city.

# SPECIAL RULES

## ECONOMIC PHASE

Each turn, both sides receive income.

Every even-numbered turn (turns 2, 4, 6...), a purchase and maintenance phase takes place, allowing you to pay for the upkeep of your forces and buy new units, replacements or cards.

Cost of units to rebuild

- Militia / Partisans / Corsican Infantry: \$1
- Mercenaries / Cavalry / Artillery / Fleet: \$4
- Regular infantry / additional card: \$3.
- All other units: \$2.

## SUPPLY SOURCES

**Genoese:** Genova

**French:** Toulon.

Corsican: Corte



NB: **Corsican partisans** units don't need supplies and live in the field.

## CARDS

Every turn, players draw 2 cards. They can keep a maximum of 10 in their hand.

## FRENCH PURCHASE (FP)

This level represents the evolution of diplomatic negotiations between the Kingdom of France and the Republic of Genoa, the latter no longer being able to maintain itself economically in Corsica.

When this level reaches or exceeds 10, the Genoese player may draw and play the the "Purchase by France" card.



Depending on events, this marker will fluctuate between 1 and 10 (or more). Paradoxically, Corsican successes raise it (in essence, they discourage the Genoese and hasten the sale). When the "Purchase by France" card is played, many French forces will come into play (mainly by cards), as well as those already in place (see below).

- When the purchase takes place, the following changes take place
- The FP index can continue to increase, but with no further effect
- Some cards are now available to the French player
- Some Genoese units become French (conversion), notably mercenaries and local troops. Other Genoese troops are removed from the game the following turn.
- The Genoa zone becomes inaccessible, and loses its city and income.
- The Toulon zone is now at 5 income.

## TREATY OF COMPIEGNE

This card is drawn automatically on turn 4. When it occurs, 12 regular battalions of the royal army appear in Corsica (Calvi, Bastia, Ajaccio and Saint-Florent). These units are immobilized in the ports where they appear until the "French purchase" card is played.

## SIEGE OF CORSICAN CITIES / ASSAULTS

No siege test can be carried out if the sea adjacent to the city's port is not occupied solely by naval units from the same camp as the besieger or allied to it (basically, a blockade is required). However, an assault is always possible.

## MILITIAS AND CORSICAN TROOPS

These units cannot be transported by sea. Only regular or mercenary units are.