COMMANDS & COLORS
Napoleonics

CORSICAN OGRE
Variant Rules

0 Introduction

The *Corsican Ogre* variant rules are not affiliated with GMT or Richard Borg. Unless mentioned otherwise, the Commands and Colors Napoleonics (CCN) rules are in full effect.

While the core CCN rules and scenario book can be accessed for free from the GMT website, I encourage you to purchase the game if you have not already done so. The CCN system is a fast and affordable way to get into Napoleonics. The blocks are great for those who have neither time, money nor patience to purchase, paint and store hundreds of miniatures. The included map board serves as a functional alternative to the massive terrain infested table tops that can cost a pretty penny and take up a ton of space. Also, commandsandcolors.net offers additional scenarios. Check out *Hexes and Soldiers on YouTube* to see these rules in action.

1 Requirements

Choose a CCN scenario. As the command cards are not used, the left, center and right sections are ignored. Additionally, ignore the "move first" prompt listed in a scenario.

8D6 as well as: spent, low ammo, shaken/broken markers and blue/red activation chits are needed. Additional D6 may be useful in keeping track of artillery ammunition.

Conventional six sided dice are needed and can be used by adhering to the following numerical designations:

1	Infantry
2	Infantry
3	Cavalry
4	Artillery
5	Flag
6	Sabers

2 Turns/Rounds

At the beginning of each turn:
1) Place initiative chits in cup
2) Remove spent markers
3) Reset used ADC's
4) Roll for a Tactical Event

There are a limited number of turns. Multiply the victory banner requirement listed in the scenario by 2. The resulting number is the number of turns the game lasts (for example: 6 victory banners x 2 = 12 rounds.) If neither player has accumulated the necessary number of banners for victory at game end, the player with the higher amount wins. In the result of a tie, continue to play. The player that gets the next victory banner wins.

Each turn consists of rounds. A round consists of drawing an activation chit and activating/failing to activate units or passing. When all chits have been drawn the turn ends.

3 Initiative Chits

Each side places a colored chit (French = blue, Allies = red) equal to the number of command cards listed in a scenario in the same cup. Draw a chit and the corresponding side may roll to activate a unit. When all chits have been drawn (or both players have passed), remove spent markers from units and place all chits back in the draw cup.

When a player draws all of his chits consecutively, the opposing player gains one bonus activation. This bonus activation is in addition to the chits that remain in the cup.

4 Activation

Choose a unit to activate then roll a 2D6 activation check. If the dice roll is equal or lower than the activation check number, the unit may conduct an action normally allowed in the CCN rules (for example, to move, then battle and then take ground would all be

considered an action.) Mark a unit as spent after conducting an action.

If the activation die roll is higher the unit cannot perform an action and the unit is marked as spent.

The 2D6 roll needed to activate a unit depends on a unit's distance from the nearest friendly leader. For example: a unit in the same hex as a leader must roll 10 or less. When tracing a path of command, you may not trace through enemy occupied hexes.

Mark each unit that activates/fails to activate with a spent marker. A unit that has been marked as spent cannot activate again until the next round.

A player may opt to have a unit "pass" essentially conducting a "do nothing" action. Mark the unit as spent.

Leaders alone in a hex do not need to roll to activate. However, an initiative chit must be drawn and the leader is marked with a spent marker. When a leader is attached to a unit, roll to activate the unit not the leader.

Activation Check 2D6

Hexes from leader	Roll 2D6 equal or less
0 (Same hex)	10
1 (Adjacent)	9
2	8
3	7
4	6

+1 DRM not in direct command
+1 DRM shaken, +2 DRM broken

Note: A unit that is greater than 4 hexes from a friendly leader is *out of command* and may not roll to activate. An out of command unit will battle back in melee according to the CCN rules if it is not already spent.

If during an activation a player rolls doubles (2/2, 3/3, 4/4, 5/5), place the initiative chit back in the draw cup and draw again (do not mark the unit as spent). When a leader is attached, ignore a result of doubles during activation.

If during an activation roll a 2 is rolled, do not mark the unit as spent. The unit is eligible to be activated again during the same round.

4.1 Botched Order

If during an activation roll a 12 is rolled, the unit has botched the order. Roll 1D6 on the Botched Order Table, conduct the action listed and mark the unit as spent.

Botched Order 1D6
1 Retreat 2 hexes. If the path is blocked, it does nothing.
2 Retreat 1 hex. If the path is blocked it does nothing.
3 Move left the maximum number of hexes Allowed.
If an enemy impedes movement conduct a melee attack.
4 Move right the maximum number of hexes allowed If an enemy impedes movement conduct a melee attack.
5 Move forward the maximum number of hexes
allowed. If an enemy impedes movement conduct a melee attack.
6 Roll 1D6
1-2 move 1 hex forward and attack in melee.
2-3 move 2 hexes forward and attack in melee.
4-6 move 3 hexes forward and attack in melee.
If no enemy is within reach, move forward the number of hexes rolled.

5 Aide-de-Camp

Each leader has 1 Aide de Camp (ADC) that can be used to reroll an Activation, Rally or Combat result. A unit must be in direct command to use an ADC. ADCs automatically reset at the beginning of each turn. When rerolling a combat or morale check result you must reroll *all* dice.

6 Direct Command

To be in Direct Command a unit must be in the same hex with or adjacent to a leader *or* adjacent to a unit that is in Direct Command (essentially forming a connected chain of units). A unit that is *not* in direct command suffers a +1 DRM when rolling to activate.

7 Leaders

An activated leader may move up to 3 hexes and attach to or detach from a unit when activated. A unit with an attached leader must draw an initiative chit then successfully roll to activate. The leader may then detach or move with the unit but both are marked as spent afterwards.

When a leader becomes a casualty, remove him from the board. At the beginning of each successive round, roll 1D6. On a 1 or 2 the leader is eliminated. On a 3 or 4 the leader returns. On a 5 or 6 the leader remains off board (roll again on the next round).

When all of a player's leaders are removed or eliminated the game ends.

A leader attached to a unit allows that unit to roll +1D6 in melee.

8 Facing

A unit may only attack/move in the direction it is facing (a forward manner). It costs one move to change facing without entering into a new hex. A unit may also freely change facing before and after moving into a new hex.
An infantry, cavalry or artillery unit that attacks an enemy unit's flank/rear adds a +1 D6 to his combat roll.

A unit that eliminates or causes the defender to retreat from a hex may freely change facing upon entering the newly vacated hex (Take Ground).

9 Artillery Ammunition

An artillery unit may fire up to 6 times (keep a 1D6 next to the unit to keep track). After the sixth time, the unit is marked with a low ammunition counter. Artillery affected by low ammunition may only fire at adjacent units with 1D6.

10 Forming Square

Unspent, infantry that is attacked frontally by cavalry may attempt to form square. To form square simply roll to activate and add the following modifiers.

Hex distance from which cavalry began charge

3 hexes away	+1 DRM
2 hexes away	+2 DRM
1 hex away	+3 DRM

If successful, the infantry unit will roll 1 die per CCN rules to see if the charging cavalry bounces or sustains a hit. After doing so, mark the square as spent if not already marked. The charging cavalry then continues with its attack.

If the attempt to form square failed, mark the defending unit as spent then continue with the cavalry attack.

Spent infantry and infantry attacked on the flank/rear cannot form square.

Coming out of square must be performed during the owning player's turn and requires an activation check. Immediately after coming out of square a unit may conduct an action per normal.

A unit in square cannot move (including taking ground or retreat) and will lose a stand for each flag rolled against it that can't be ignored.

An infantry unit that is attacked by cavalry on its flank/rear but successfully forms square,

negates the +1 combat die flank attack bonus.

11 Cavalry

Cavalry that attacks a unit in square is shaken after doing so.

12 Cavalry Retire and Reform

Cavalry may retire and reform (according to the CCN rules) during an opponent's turn. Conduct an activation check and mark cavalry that retire and reform as spent. Cavalry that fail the activation check are marked as spent and may not retire/reform. Cavalry that is already spent may not retire and reform.

13 Flags/Retreat

Units and or leaders who retreat are marked as spent. Units and or leaders that are unable to retreat are still marked as spent.

14 Taking Ground, Cavalry Breakthrough, Bonus Attack

A unit that takes ground and Cavalry that performs a breakthrough/Bonus Attack does so automatically as part of its initial activation.

15 Combined Arms

An infantry or cavalry unit conducting melee may attempt to combine its attack with one or more unspent artillery units according to the CCN rules. Predesignate all involved units and conduct 1 combined activation check. (For example: if 3 units are involved thus qualifying as the 1st, 2nd and 3rd activations of that turn you would conduct an activation check as if you were activating a 3rd unit.) If successful, determine the number of dice rolled in the attack per CCN rules and mark each unit as spent. If failed, you still mark each participating unit as spent.

16 Melee

An unspent unit attacked in melee will automatically battle back (Exception: infantry attacked by cavalry will attempt to form square. See entry 10). **No activation roll is required**. Mark the unit as spent afterwards. If the unit is already spent it may not battle back.

17 Bolster Morale

A unit may ignore a maximum of 2 flags.

18 Morale Check

A unit that retreats, loses one or more blocks due to failure to retreat, or has an attached leader that becomes a casualty will roll to check morale. If one or more 5s are rolled, the unit passes and the unit is unaffected. If no 5s are rolled, the unit fails and becomes shaken. If already shaken, the unit breaks.

The number of blocks currently in the unit = the number of dice rolled adjusted accordingly:

Full strength	+1D6
Attached Leader	+1D6
Unit may ignore 1 flag	+1D6
Unit may ignore 2 flags	+ 2D6
Militia	-1D6

Note: a unit will always roll at least one die.

19 Shaken/Broken

Shaken units suffer a +1DRM to activate. A shaken unit becomes unshaken upon a successful activation
A shaken unit that becomes shaken again breaks.

A broken unit suffers a +2DRM to activate. Broken units must be in direct command to activate. Direct command cannot be traced through a broken unit. A broken unit becomes shaken upon a successful activation.

Leaders cannot become shaken or broken but can be wounded or eliminated.

20 Tactical Event

At the beginning of each round roll 2D6. On a result of doubles a Tactical Event occurs. If even: two 2's, two 4's or 2 6's the event applies to the Allies. If odd: two 1's, two 3's or two 5's the event applies to the French. Roll 2D6 again and consult the Tactics Chart. Conduct the event listed. Note: No initiative chit is drawn and units that activate are not marked as spent. A tactic may *not* be "saved" and used in a later round.

Tactics Chart
2 Bayonet charge
3 Bombard
4 Cavalry charge
5 Leadership
6 Elan
7 Fire and Hold
8 Force March
9 Give em the Cold Steel
10 La Grand Manouver
11 Rally
12 Short Supply

See QR sheet for full explanations

21 Expansion Specific Mechanics

The Iron will (Prussian exp.) and Pre Battle Mother Russia roll (Russian exp.) are used normally. Battalion Mass (Austrian exp.) is treated as a regular square (see entry 10.

Quick Reference Sheet

D6

1	Infantry
2	Infantry
3	Cavalry
4	Artillery
5	Flag
6	Sabers

Sequence of Play

1) Place initiative chits in cup
2) Remove spent markers
3) Reset used ADC's
4) Roll for a Tactical Event

Rounds

of rounds = Victory Banners required x 2

Activation Check 2D6

Hexes from leader less	Roll 2D6 equal or
0 (Same hex)	10
1 (Adjacent)	9
2	8
3	7
4	6

(No activation if greater than 4 hexes away)
+1 DRM not in direct command
+1 DRM shaken, +2 DRM broken

- *+1 free activation for drawing all chits consecutively*
- *Doubles: put chit back in cup*
- *Natural 2: Do not mark unit as spent*
- *Natural 12: Botched order*

ADC

Each Leader has 1 inherent ADC. Must be in direct command. Reroll: Activation, Morale Check or combat.

Leader Casualty

Roll 1D6. On a 1 or 2 the leader is eliminated. On a 3 or 4 the leader returns. On a 5 or 6 the leader remains off board (roll again on the next round).

Leader Melee Bonus

A leader attached to a unit allows that unit to roll +1D6 in melee.

Flank Attack

+1D6.

Facing

Costs 1 move to change without moving into new square.

Forming Square

Hex distance from which cavalry began charge

3 hexes away	+1 DRM
2 hexes away	+2 DRM
1 hex away	+3 DRM

Botched Order 1D6

1 Retreat 2 hexes. If the path is blocked, it does nothing.
2 Retreat 1 hex. If the path is blocked it does nothing.
3 Move left the maximum number of hexes Allowed.
If an enemy impedes movement conduct a melee attack.
4 Move right the maximum number of hexes allowed If an enemy impedes movement conduct a melee attack.
5 Move forward the maximum number of hexes
allowed. If an enemy impedes movement conduct a melee attack.
6 Roll 1D6
1-2 move 1 hex forward and attack in melee.

2-3 move 2 hexes forward and attack in melee.
4-6 move 3 hexes forward and attack in melee.
If no enemy is within reach, move forward the number of hexes rolled.

Spent Units

No battle back, no form square.

Flags

A unit may ignore a maximum of 2 flags

Morale Check

(# of dice rolled = blocks in unit)

Full strength	+1D6
Attached Leader	+1D6
Unit may ignore 1 flag	+1D6
Unit may ignore 2 flags	+ 2D6
Militia	-1D6

Note: a unit will always roll at least one die.

Shaken/Broken

+1DRM to activate /+2DRM to activate Direct command cannot be traced through a broken unit.

Cavalry

Vs square = Cavalry shaken

Bolster Morale

A unit may ignore a maximum of 2 flags

Combat Dice

A maximum of 8 dice may be rolled. A minimum of 1 die may be rolled.

Tactical Event

2 Bayonet charge
Activate 4 or fewer INFANTRY units. Units may move 2 hexes and still battle in melee. Ordered units may not engage in ranged combat. Guard infantry, when ordered, will melee with 1 additional die. If you do not have any infantry units, activate 1 unit of your choice.

3 Bombard
Activate 4 or fewer ARTILLERY units. Activate units may move up to 3 hexes and not battle, or may not move and battle with 2 additional dice. Guard artillery, when activated, battle with 3 additional dice. If you do not have any artillery units, activate 1 unit of your choice.

4 Cavalry charge
Activate 4 or fewer CAVALRY or horse artillery units. Activated cavalry units battle with 1 additional die the entire turn. Activated guard cavalry battle with 2 additional dice the entire round. Activated heavy cavalry units may move 3 hexes and still battle. Horse artillery units may move and battle normally. If you do not have any cavalry or horse artillery units, activate 1 unit of your choice.

5 Leadership
Activate all LEADERS. When a Leader is attached to a unit, the unit is also activated as long as the Leader remains with the unit. Any ordered unit shall roll 1 additional die if it battles. A Leader may detach from a unit. If a Leader moves and joins a unit, the unit is not activated. If you do not have any Leaders, activate 1 unit of your choice.

6 Elan
Roll battle dice equal to the number of chits in the cup (either blue or red). For each symbol rolled, 1 unit of this type is activated. One unit or leader of your choice may be activated for each Flag symbol rolled. Sabers activate no units or leaders. Activated units battle with 1 additional die the entire round.

7 Fire and Hold
Activate 4 or fewer INFANTRY or ARTILLERY units. Activated units will perform ranged combat with 1 additional die. Activated units may not be adjacent to enemy troops. Units may not move before or after combat, but may come out of **square if eligible. If** you do not have any infantry or artillery units, activate 1 unit of your choice. Note: If an enemy unit retreats to an adjacent hex next to a unit that was activated, that enemy unit's retreat onto an adjacent hex will prevent the ordered unit from performing ranged combat this round. A unit activated by the Fire and Hold card may not melee if prevented from performing ranged combat.

8 Force March
Activate all INFANTRY units that are in direct command to a leader. Light, Rifle Light, Grenadier, Guard infantry units and infantry units with an attached Leader may move up to 2 hexes and battle. Other infantry units may hold, move 1 hex and battle or may move 2 hexes and not battle. If you do not have any infantry units, activate 1 unit of your choice.

9 Give em the Cold Steel
Activate all units adjacent to the enemy. Ordered units may melee with 1 additional die. Activated units may not engage in ranged combat. Units may not move before melee combat. After a successful melee, infantry may Take Ground and cavalry may perform Cavalry Breakthrough and may make a Bonus Melee Attack with its standard number of battle dice. Note: All units adjacent to an enemy unit are activated.

10 La Grand Maneuver
Activate 4 or fewer units or Leaders. Ordered units or Leaders may make a strategic move up to 4 hexes. An infantry unit in square may not be activated. Activated units may not battle. Or, activate 1 unit of your choice.

11 Rally
Roll battle dice equal to the number of chits in the cup (either blue or red). For each Infantry, Cavalry or Artillery symbol rolled, 1 block of this type is returned to any under strength unit anywhere on the battlefield. A unit may not gain more blocks than it originally had. Rallied units that gain at least one block are ordered.

12 Short Supply
One enemy or friendly unit (your choice) is out of supply. Remove the unit from the hex it occupies, and place it on a baseline hex that may be entered (owning player's choice) in the same section of the battlefield. If there are no enterable baseline hexes, place the unit on a vacant hex one-row forward of the baseline row. If the unit has an attached Leader, the Leader is also removed and placed with the unit. If the short supplied unit is your unit, it may not battle this turn. An infantry unit in square may not be short supplied. Note: A lone leader may not be short supplied.