An Impossible War

Rulebook

The First Carlist War in the North, 1834-1838

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1.0 INTRODUCTION

An Impossible War recreates the First Carlist War in the North, from 1834 to 1838. Although it was a civil war affecting to a greater or lesser extent the whole of Spain, it was in the Basque Provinces and in Navarre – the North – where Carlism became most established and where the heaviest fighting took place over the course of seven long years.

Note: The game does not cover the first and last months of the war, which began in October 1833. However, after the initial failure of the uprising, the Carlists – led from November by Zumalacárregui – needed several months to organize themselves and recruit troops, so it was not until 1834 that the conflict intensified. The fight in the North ended in August 1839 with the "Embrace of Vergara", but the fighting had been subsiding for months while the agreement was being negotiated. The war would continue in the Maestrazgo and Catalonia until July 1840.

2.0 COMPONENTS, SCALE AND SCENARIOS

2.1 COMPONENTS
This copy of *An Impossible War* includes:

- 1 Rulebook
- 1 Playbook
- 2 Player Aid Sheets
- 1 Main Map (Map of the North)
- 1 Map of regions of the rest of Spain (Rest of Spain Map)
- 1 Battlefield
- 73 wooden blocks (48 blue and 25 red)
- 1 sheet of 18 mm stickers
- 2 punchboards of 18 mm counters and markers
- 72 cards (36 Liberal and 36 Carlist)
- 10 Artillery points (Wooden counters)
- 4 six-sided dice
- 2 cloth bags.

2.2 SCALE
Map Scales:

• The Main Map represents an area approximately 240 km wide and 190 km high. The distance between spaces varies between 20 and 30 km.

• On the Rest of Spain Map each zone is made up of one or more historical regions covering a large area.

Unit Scales:

• Infantry: A Strength Point is equivalent to a battalion (500 to 800 men). A Carlist Partida represents a variable number of guerilla fighters, about a hundred.

• Cavalry: A Strength Point is equivalent to a squadron (about 100 horsemen).

• Artillery: A Strength Point is equivalent to one or two batteries (4 to 12 cannons of different calibers).

• Supply Train: Represents a group of carts and pack animals transporting food, munitions, and spares.

• Knapsack: Represents the food and munitions carried by the soldiers themselves.

2.3 SCENARIOS
The game features three scenarios, which are described in the Playbook: **Zumalacárregui's War (1834-36)**, **Espartero's War (1836-38)** and **Entire War (1834-38)**.

3.0 GAME TURN

Each Year is divided into five Turns, each of which is organized as follows:

1. Reinforcement Phase

The players receive units of reinforcement as indicated on the Turn Table on the Main Map (see 20.0).

2. Carlist Uprising Phase

Roll on the Carlist Uprising Table to determine the effects. Then, if there is an active Carlist Expedition, the Carlist player may attempt to increase the Carlist Uprising level in its region (see 22.0).

3. Order of Play Phase

Until 1836 inclusive, the Carlist player has the initiative and decides who plays first and who will be second. From 1837 onwards, the Liberal player has the initiative and decides the order of play. After the player with the initiative has decided the order of play, the other player may challenge for initiative by spending 1 Command Point. If the player with the initiative does not also spend 1 Command Point, then that player loses the initiative to the other player, who then decides the order of play for this turn. Initiative may only be challenged once per Order of Play phase.

4. First Player Phase

The following steps are resolved in order:

- Take a card (see 7.0)
- Complete Fortress construction (see 10.2)
- Take an Action Point marker (see 10.0)
- Deploy/conceal Artillery (Carlist player only) (see 14.0)
- Actions (see 10.0)
- Combat: 1 Skirmishes, 2 Battles, 3 Assaults, and 4 Sorties (see 16.0, 17.0 and 18.0)
- Supply (own units only) (see 19.0)

5. Second Player Phase

The same steps are resolved as for the first player.

6. Victory Check Phase

Check the Carlist Prestige and the Carlist uprisings in the regions. Apply the modifiers corresponding to the Victory Points (VPs). If there is no automatic victory (see 9.0), then continue to the next Turn or to the End of Year.

When the last Turn of the Year has been completed, then resolve the **End of Year** (see 24.0).

4.0 GAME MAP

The Main Map (or Map of the North) includes the Basque Provinces (Biscay, Guipúzcoa and Álava), Navarre, as well as parts of Cantabria, Burgos, and La Rioja. The smaller map shows all of Spain divided into regions (see 23.0), one of which – the North – represents everything appearing on the Main Map.
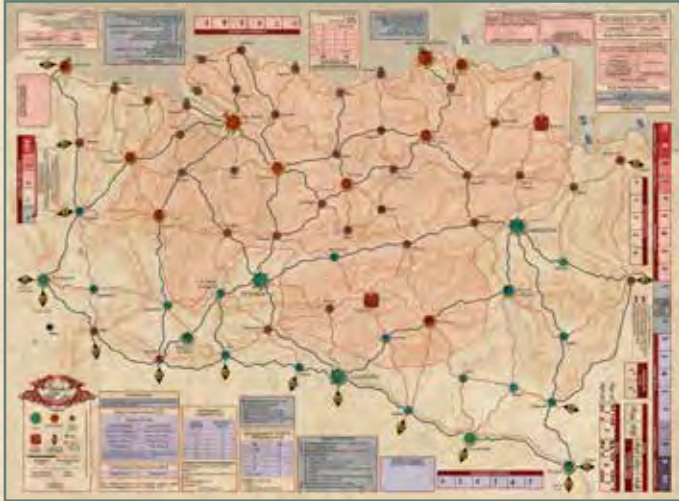
The Main Map contains various elements:

4.1 SPACES

These are locations identified by the name of a settlement or area, of greater or less importance and size. There are four types of spaces:

Cities	Main Towns	Carlist Refuges	Other Spaces

• **Cities**: There are five: Bilbao, San Sebastián, Vitoria, Pamplona, and Logroño. All of them have a permanent Fortress as well as an Intrinsic Garrison marker indicating the controlling side (initially all are under Liberal control).

• **Main Towns**: Towns with some political, economic and/or strategic importance.

• **Carlist Refuges**: There are two: Améscoas and Baztán. These are spaces where the Carlists are particularly favored by geography and popular support. Neither player may construct fortresses in these spaces.

> *Exception: In scenarios beginning in 1834 there is a Liberal Fortress in Baztán. If this Fortress is captured by the Carlist player or demolished, the counter is removed and no Fortress can be constructed in this space.*

• **Other Spaces**: The remaining locations.

4.2 TERRAIN

Each space on the map is green or brown, indicating the type of terrain in this location:

• **Rough Terrain** (brown): Complex relief which hinders the deployment of large numbers of troops and the effective use of cavalry and artillery.

• **Open Terrain** (green): Low relief where many troops can maneuver, and cavalry and artillery can be better exploited.

4.3 PORTS

Some coastal spaces, of whatever type, have a port indicated by an anchor symbol. Ports can be used by the Liberal player to carry out naval transport, disembark, and obtain supply in the Carlist Zone. A besieged Liberal Fortress with a Port provides supply (except Bilbao, see below). The Carlist player cannot make use of ports.

• **BILBAO**: The Bilbao space has a Port due to being connected to the Cantabrian Sea via the River Nervión. If the Carlist player is besieging Bilbao, or controls or is besieging either of the two spaces next to the river (Portugalete or Guecho), the Port of Bilbao is cancelled for the purposes of naval transport and supply (see 13.1 and 19.2).

4.4 ROADS

These link spaces and enable units to move along them.

There are two types of roads:

Main Road	Secondary Road

• **Main Road**: Link indicated by a continuous black line. The cost of moving along a main road is 1 Movement Point.

• **Secondary Road**: Link indicated by a dashed brown line. The cost of moving along a secondary road is 2 Movement Points.

4.5 CONECTIONS

These are special links. There are two types of connections:

Connection with a region	Connection with France
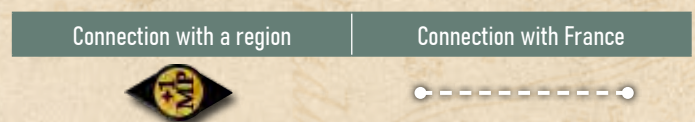
• **Connection with a region**: Indicates that a main or secondary road connects a space on the Map of the North with a region of the rest of Spain. This connection increases the cost of using the road by +1 Movement Point.

• **Connection with France**: Indicates that a space is connected to France. This connection cannot be used for movement, and is only taken into account for a specific event.

4.6 CARLIST ZONE

This is a large part of the Map of the North shown by a red background and a dotted red line. All locations within it are considered to be in the Carlist Zone, while all locations outside of it (including regions) are considered to be in the Liberal Zone (see 4.7).

• **Spaces adjacent to the Carlist Zone**: The rules sometimes refer to spaces adjacent to the Carlist Zone. These spaces are those belonging to the Liberal Zone, but that are connected via a road to any space within the Carlist Zone.

> *Example: Valmaseda, Vitoria, Peñacerrada, Lerín, Zubiri…*

4.7 LIBERAL ZONE

The part of the Map of the North that is not within the Carlist Zone, as well as all regions of the Rest of **Spain** Map.

4.8 FORTRESSES

Indicate the existence of some form of defensive structure in the space. There is a permanent Fortress in every city. To show the existence of a Fortress in other spaces, a (Liberal or Carlist) marker is used that shows a Fortress under construction on one side, and a completed Fortress on the other. Each Fortress includes an intrinsic Garrison (see 18.1).

4.9 CONTROL OF SPACES

A space is considered friendly to the player controlling it.

• City: Controlled by the side that has an Intrinsic Garrison counter in the city (the counter is Liberal on one side and Carlist on the other).

• Fortress: Controlled by the side the Fortress counter belongs to (there are Liberal and Carlist counters).

• Main Town: Controlled by the side that has at least one unit in the town. If there is a Fortress, then it is controlled by the side the counter belongs to. If there is no unit or Fortress, then it is controlled by the Carlist side if the town is in the Carlist Zone, or by the Liberal side if it is in the Liberal Zone.

• Other Space: Controlled by the side that has at least one unit or Fortress in the space. If the space is empty, then it is controlled by the side whose zone it is in (Carlist or Liberal).

5.0 UNITS

Units represent Carlist (red) and Liberal (blue) armed forces, as well as the logistics needed for these troops to operate in hostile territory.

5.1 BLOCKS AND COUNTERS

Most units (Infantry, Cavalry, and Supply Train) are wooden blocks. Before playing, you need to place a sticker on each block: the red stickers are Carlist and are placed on the red blocks; the blue stickers are Liberal and are placed on the blue blocks.

There are also cardboard counters representing Artillery (Field and Mountain) and Knapsack units (limited supplies transported by the soldiers themselves).
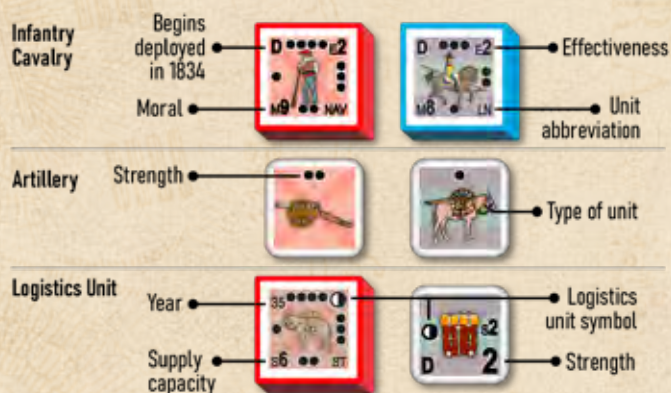
5.2 FOG OF WAR

Normally the blocks stand upright with the stickers facing the player who controls this side. This prevents the opponent from knowing the type and strength of enemy units until they are revealed in combat. The counters, however, remain visible to both players.

There are times when a player must declare the type of their units in a space. It is not necessary to show them – it is sufficient to inform the opponent.

Example: During the supply step a player has 7 units in a space. A maximum of 6 Infantry and/or Cavalry units can be supplied, but one of the units is a Supply Train (which does not need supply). The player should tell the opponent this without showing the units.

5.3 UNITS STRENGTH

• Infantry and Cavalry blocks: The current strength is the number of pips on the top edge when the block is upright. Strength determines how many six-sided dice (D6) are rolled in combat. For example, 3D6 is rolled for a unit of 3 strength. For each hit that a unit received in combat, its strength is reduced by one – this is done by rotating the block 90 degrees counterclockwise. If a block is reduced below 1 strength then it is eliminated.

• Supply Train blocks: The current strength is the number of pips on the top edge when the block is upright. Each time the unit provides supply to friendly units in its space, its strength is reduced by one – rotate the block 90 degrees counterclockwise. If the block is reduced below 1 strength then it is eliminated. No dice are rolled for a Supply Train in combat (it is a logistics rather than a combat unit).

• Artillery counters: The current strength is the number of pips on the visible side of the counter. The strength determines how many dice are rolled in a Skirmish and how many points of Artillery it contributes to a Battle. Artillery units do not receive hits in combat, but they can be eliminated and/or captured if their side is defeated.

• Knapsack counters: The current strength is the large number on the visible side of the counter. Each time the unit provides supply to friendly units in its space, its strength is reduced by one – flip the counter (or eliminate it if at 1 strength). No dice are rolled for a Knapsack in combat (it is a logistics rather than a combat unit).

5.4 UNITS ATRIBUTES

• Movement: Units do not have a printed movement value. Carlist units have a fixed movement capacity, and a die roll must be made against a table to determine the capacity of Liberal units when they are about to move, as their capacity is variable. Field Artillery is slower, while Cavalry is quicker.

• Effectiveness: Indicated by the letter "E" and a number, such as E1 or E2. The number is the maximum die value that causes a hit in combat.

Example: a unit with E1 causes a hit for each result of 1 on the die, but a unit with E2 causes a hit for each result of 1 or 2.

• **Morale**: Indicated by the letter "M" and a number, such as M8 or M9. The number is the maximum result of the sum of two dice that gives a success in a morale roll.

Example: A unit with M8 succeeds in a morale roll if it gets a result of 8 or less with two dice.

• **Supply capacity**: Indicated by the letter "S" and a number, such as S6 or S2. The number is the amount of friendly Infantry and/or Cavalry units that a Supply Train or Knapsack can supply.

Example: A Supply Train with S6 can supply up to six friendly Infantry and Cavalry units in its space. A Knapsack with S2 can only supply a maximum of two units.

• **Year**: Indicates the year when the unit enters the game (1834, 1835, or 1836, although only the last two digits of the year are shown). Units that begin deployed in 1834 have "D" in place of the year. Liberal units that enter the game with events do not have a year, but instead the number of the card or a flag (British, French, or Portuguese). Partidas (PAR) and Carlist Regional units (REG) do not have a year either because they are always available.

Note: Infantry and Cavalry units do not have a supply capacity. Supply Train and Knapsack units do not have effectiveness or morale. Artillery units do not have any of these attributes (they only have strength).

Fortresses and Garrisons: Fortress and City Garrison counters only have effectiveness (and not morale or supply capacity) and their strength is considered to be 1 (see 18.1).

CARLIST PARTIDAS (PAR)

These are considered to be Infantry units for all purposes, except for the following:

• When Partidas are eliminated they do not go into the Reinforcements Reserve but are placed faceup in the corresponding box on the map, and they do not reenter the game until the end of the year.

• Partidas are not taken into account when determining if a combat will be resolved as a Skirmish or as a Battle.

• Partidas do not consume supply. They are always supplied, except if they are besieged within a Fortress. They do count towards the general limit (see 19.1).

• Partidas cannot construct or demolish Fortresses.

CARLIST REGIONAL UNITS (REG)

• These are placed faceup in the corresponding box on the map. They can only enter the game through a Recruit with Expedition action (see 23.4).

• When Regional units are eliminated they do not go into the Reinforcements Reserve but return to the corresponding box and can be recruited again.

REINFORCEMENTS RESERVE

Each player has a cloth bag that holds all Infantry and Cavalry units that can be received as reinforcements (see 20.0), or that can be built using Replacement Points (RPs) (see 21.0). This is the player's Reinforcements Reserve and the player takes them at random when required.

Whenever an Infantry or Cavalry unit is eliminated, it is moved to the Reinforcements Reserve (placed in the bag). Each player can always check the number and type of units inside their bag.

EXCEPTIONS

FOREIGN UNITS, both Liberal and Carlist, are never placed in the Reinforcements Reserve. If they are eliminated, they are permanently removed from the game.

• Liberal foreign units: BR, FR, PT and POL.

• Carlist foreign unit: FOR.

SUPPLY TRAIN AND KNAPSACK UNITS are never placed in the Reinforcements Reserve. If they are eliminated, they are placed in their own box on the map so that the player can directly take them to build using Replacement Points (see 21.0).

A player may voluntarily eliminate any of their Supply Train or Knapsack units from the map, transferring the unit to the corresponding box to be able to build it using Replacement Points (see 21.0).

CARLIST PARTIDAS (PAR) AND REGIONAL UNITS (REG) are never placed in the Reinforcements Reserve. If they are eliminated, they are placed in their own box on the map.

Eliminated Partidas are recovered at the end of the year, and regional units can be built using a Recruit with Expedition action (see 23.4).

5.5 UNITS ABBREVIATIONS

ALA: Alavese	ART: Artillery
BAS: Basques	BIS: Biscayans
BR: British	CAN: Cantabrians
CAS: Castilians	FOR: Foreigners
FR: French	G: Garrison
GUI: Guipuzcoans	LG: Light Infantry or Cavalry
LN: Infantry or Cavalry of the Line	NAV: Navarrese
PAR: Partida	POL: Polish
PT: Portuguese	PR: Provincial Regiments
REG: Regional	RG: Royal Guard
ST: Supply Train	

5.6 GLOSSARY OF ABBREVIATIONS

AP: Action Points	D6: Six-Sided Die
E: Effectiveness	M: Morale
MP: Movement Points	RP: Replacement Points
S: Supply	VP: Victory Points

6.0 MARKERS

Year: Placed on the Year track to mark the current Year.

Turn: Placed on the Turn track to mark the current Turn.

Play Order: The Carlist and Liberal markers are placed in the order chosen by the player with initiative.

Victory Points (VPs): Placed on the Victory Points track to mark the current VPs.

Carlist Prestige: Placed on the corresponding track and moved forward according to the number of Cities besieged by the Carlist player and active Carlist Expeditions. It is moved back when a Carlist Expedition is destroyed.

-1 or -2 Carlist Prestige: Placed next to the Carlist Prestige track if the Carlist Prestige marker cannot be moved back one or two spaces when a Carlist Expedition is destroyed.

Action Points (APs): Placed on the Action Points track to mark the number of APs that the current player has. The marker has a Carlist (red) and a Liberal (blue) side, so that it can be used by both players.

Additional Action Point: Placed on the Rest of Spain map to mark wheter or not the Carlist player has +1 action point available.

Command Points: Placed on the Command Points track to mark the number of Command Points a player has.

Siege: Placed in a space where there is a besieged Fortress. One side of the marker is for a Carlist Fortress besieged by the Liberals, and the other side is for a Liberal Fortress besieged by the Carlists.

Battle: Placed in the space on the map where the Battle currently being resolved on the Battlefield is taking place.

Battle Round: Placed on the Battlefield to mark the current Battle Round.

Uprising: Placed in a region to indicate the Carlist Uprising level.

Pursuit: Placed in a region to show the modifier applied to the next attempt by the Liberal player to locate a Carlist Expedition.

There are also various markers for cards: Mutiny, Chapelgorris, River, Wall, etc. The cards include images of these markers.

7.0 CARDS

- Image
- Asterisk (removed from game when played)
- Card title
- Card text
- Removed from deck in this year
- Card Number

- Year
- Type of card (Event, Operational or Tactical)
- Optional card

There is a deck of cards for each player, separated by years (1834 to 1838). Each scenario indicates the cards that are used for it. These cards are shuffled and placed facedown to form a draw deck for each player.

Note: Optional cards are only used if players agree to apply optional rules 30.3.5 and/or 30.3.6.

At the beginning of a player's Player Phase each Turn, that player takes the top card from their draw deck. If it is an Event card then it is applied immediately. If it is not an Event card, the card is kept in the hand so that the other player cannot see it. A player can have up to eight cards in their hand; if the player takes a ninth card then they must discard one (of their choice).

❖**Important**: If a card taken from the draw deck has been cancelled by a card that was played previously, then the card just taken is removed from the game and is not replaced by another card.

Note: If the draw deck is exhausted when a card needs to be taken, then shuffle the discard pile (see below) to form a new draw deck. In the unlikely event that there are no cards in the draw deck nor in the discard pile, then the player unable to take a card receives 1 Command Point instead.

7.1 TYPES OF CARDS

There are three types of cards:

- **Event**: Played as soon as the player has taken it.

  Note: Some events negatively affect their own side.

- **Operational**: Can be played when the conditions stated on the card are met, during the player's own Player Phase or, sometimes, during the opponent's Player Phase.

• **Tactical**: Can be played in combat as stated on the card. Each player can use a maximum of one tactical card in each Skirmish, Battle Round or Assault Round.

After being played, the cards are discarded faceup to form a discard pile for each player.

❖ **Important**: If the name of a card has an Asterisk (*) then after being played it is removed from the game rather than being discarded.

At the end of each Year, all of the discarded cards and the new cards entering the following year are added to the draw deck. Cards already removed from the game and those marked as being removed in the following year are not added. They are then all shuffled together to create a new draw deck for the following year.

Note: If a player has a card in their hand that is removed from the deck the following year, then at the end of the current year it should be taken from the hand and removed from the game, and another card is substituted (see 24.9).

7.2 REINFORCEMENTS EVENTS
When a Reinforcements Event card is played, the units listed are taken from the available out-of-play units, and never from the Reinforcements Reserve, unless the card explicitly states this.

7.3 USE OF CARDS IN COMBAT
At the start of a combat, both players may use a Tactical card. The player whose Player Phase it is decides first whether to play a card facedown. Then the other player does the same and both players reveal their cards simultaneously.

Each player can play a maximum of one Tactical card in a Skirmish, Battle Round or Assault Round. The text on the card states which type of combat it applies to. The effects of the card are applied immediately or, where applicable, in the moment during the combat chosen by the player.

There are also Operational cards that can be used in combat in addition to any Tactical card. Operational cards are played directly from the player's hand when their effect applies, and a player can play as many of these cards as they want in the same combat.

7.4 CARD PLAY PREFERENCE
If there is any conflict when Operational or Tactical cards are played, the player whose Player Phase it is has preference and the effects of that player's card are applied before those of the opponent.

8.0 COMMAND POINTS

Each player has a track on the map for the Command Points they have accumulated and have available to spend. A player can have a maximum of five Command Points, and any additional Command Point that is accumulated is lost.

There are various uses for Command Points:

• **CHALLENGE FOR INITIATIVE**: A player can challenge for the initiative determining the order of play for a turn. The player must spend 1 Command Point to make the challenge, and if the opponent does not do the same then the challenging player gains the initiative (see 3.0).

• **ACTION POINT**: During their Player Phase, a player can use 1 Command Point as 1 Action Point. No more than 1 Command Point can be used in this way in each Player Phase (see 10.0).

• **INTERCEPTION**: When an enemy group moves to a space adjacent to a friendly unit, then an attempt can be made to intercept this movement. 1 Command Point must be spent to make the attempt (see 11.6).

9.0 VICTORY

There is a Victory Points track on the map where the VP marker is placed and moved according to certain actions and circumstances, as explained below. Each player tries to move the VP marker towards their side.

Note: The Victory Points track goes up to 10, but the VP marker may exceed this value. In this unlikely event, turn the marker to its "+10" side and place it in the corresponding space for that player (in the 1 space to mark 11, in the 2 space to mark 12, etc.).

• If the VP marker is in the **Automatic Victory** zone of one of the sides during the Victory Check Phase, the game ends on this turn with victory for that player.

• If the VP marker is in the **Decisive Victory** zone of one of the sides during the End of Year, the game ends immediately with victory for that player (see 24.3).

Each scenario indicates the initial placement of the VP marker. If there is no automatic or decisive victory, then at the end of the scenario the position of the marker determines the winner of the game, or if there is a draw.

Regardless of where the VP marker is, if at any time **the Carlist player controls two cities at the same time**, the game ends at that instant with victory for the Carlist player.

9.1 VICTORY POINTS
CITY: A player gains +3 VPs for capturing a City.

❖ **Important**: If the Carlist player controls two Cities at the same time, that player immediately gains an automatic victory.

MAIN TOWN: A player gains +1 VP for capturing a Main Town.

ROUT: A player gains +1 VP for winning a Battle in which the enemy suffers a Rout.

CARD: If a card is played that changes VPs, the marker is moved as stated in the text.

CARLIST PRESTIGE: There is a track on the map in which the Carlist player can move forward the Carlist Prestige marker to gain VPs. During the Victory Check Phase at the end of each turn, the number of **Cities besieged** by the **Carlist** player is counted, and a maximum of one **active Carlist Expedition** is added to this amount:

• If the amount is **one or two**, the Prestige marker moves forward one space.

• If the amount is **three or more**, including an Expedition, the Prestige marker moves forward two spaces (if there is no Expedition then the marker cannot move forward two spaces).

Note: If there is a -1 or -2 marker next to the Carlist Prestige track, then instead of moving the marker forward, the -1 marker is removed or the -2 marker is reduced to -1 for each space that the Carlist Prestige marker should move forward.

When the marker reaches the last box on the track, the Carlist player gains +1 VP and the marker is moved back to the first box (and continues to move forward, if applicable)

• **Liberal army in the Carlist Zone:** The Liberal player can prevent the Carlist Prestige marker moving forward if there are at least four Liberal Infantry and/or Cavalry units in the same space in the Carlist Zone. For each space where this condition is fulfilled, one is subtracted from the sum of besieged Cities and active Expedition.

❖ **Important:** If the Carlist player controls a City that is not besieged, the Prestige marker moves forward an additional space, independent of whether or not it moves forward for normal reasons.

Example 1: At the end of a turn, the Carlist player is besieging one City (Bilbao) and there is no space in the Carlist Zone where there are four or more Liberal units. The Carlist Prestige marker moves forward one space.

Example 2: The Carlist player has one active Expedition on the Rest of Spain Map. The Liberal player has four Infantry and Cavalry units in a space in the Carlist Zone. So, the Carlist Prestige marker does not move forward this turn.

Example 3: The Carlist player is besieging two Cities (Bilbao and San Sebastián) and has two active Expeditions on the Rest of Spain Map (but can only count one). The Liberal player has four Infantry and Cavalry units in a space in the Carlist Zone. This lowers the sum from three to two, which is enough to prevent the Carlist Prestige marker moving forward two space this turn; it only moves one space.

DESTROYED CARLIST EXPEDITION: If all the units composing a Carlist Expedition (all the Carlist units in a region) are eliminated for any reason (combat or attrition), the Carlist Prestige marker moves backward two spaces.

Note: If the Prestige marker should move beyond the 0 space, a -1 or -2 marker is placed next to the Carlist Prestige track to indicate the number of spaces of movement that could not take place. There is no limit to the number of such markers that can be placed and their effects will be cumulative.

CARLIST UPRISINGS: In the Victory Check Phase at the end of each turn, the number of Spanish regions with a level 3 Carlist Uprising is checked, and the Carlist player gains VPs for these:

• 3 or 4 regions: +1 VP.
• 5 or more regions: +2 VPs.

LIBERAL FORTRESSES IN THE CARLIST ZONE: At the end of each year, depending on the number of Liberal Fortresses in the Carlist Zone, one or neither of the players can gain +1 VP (see 24.2).

LIBERAL FORTRESS IN BAZTÁN: At the end of each year from 1835 onward, if the Liberal player still controls the Baztán Fortress then that player gains +1 VP.

Note: The Liberal Fortress of Baztán only exists in the scenarios beginning in 1834 (see 25.2.1).

CARLIST WAR FATIGUE: At the end of each year from 1836 onward, the Liberal player gains +1 VP.

END OF SCENARIO: At the end of the scenario, the Carlist player can obtain +1 PV. It will depend on where the Carlist prestige marker is, the number of regions with a level 3 uprising and a die roll (see 24.4).

10.0 ACTIONS

Each player has Action Point markers in the color of their side, and each year they can use a specific number of each value of marker as indicated in the table below.

ACTION POINTS MARKERS					
Carlist					
MARKER	1834	1835	1836	1837	1838
2 pt.	x 3	x 2	x 2	x 2	x 2
3 pt.	x 3	x 2	x 2	x 2	x 2
4 pt.	x 0	x 2	x 2	x 2	x 2
Liberal					
MARKER	1834	1835	1836	1837	1838
2 pt.	x 3	x 2	x 1	x 1	x 1
3 pt.	x 2	x 2	x 3	x 3	x 3
4 pt.	x 1	x 2	x 2	x 2	x 2

The remaining markers are not used during that Year. Each side's markers that are in play should be placed in an opaque container so that the player cannot see them and takes them randomly.

During their Player Phase, the player should randomly take one of their Action Point markers to determine the number of Action Points they receive this turn. The number of points should be marked on the Action Point track on the map, and this number can be reduced as the points are spent. The marker that was selected remains out of the container.

Note: At the end of each Year, there will be one unused Action Point marker remaining in each player's container (although this can vary due to an event).

❖ **Important:** The Carlist player gets +1 action point if at the beginning of their phase there is an active Carlist expedition and there are 5 or more regions with an uprising level of 2 or 3 on the Rest of Spain Map. That extra action point can only be spent on moving or recruiting with an expedition (see 23.0).

A player can spend their Action Points on whichever actions and in whatever order they want. The same action can be carried out multiple times (except for Obtain Replacements and Recruit with Expedition). Action Points that are not spent cannot be kept and so they are lost.

❖ **Important:** Each unit may only take part in a single action per phase.

Example: a unit that performs a Construct Fortress action cannot move, a unit that benefits from Obtain Replacements cannot perform Suppress Uprising, and a unit that moves cannot move again.

10.1 ACTIVATE SPACE OR REGION
❖ **Cost:** 1 Action Point

A space or region may be activated if there is at least one friendly Infantry or Cavalry unit that has not participated in another action during the same Player Phase. All friendly units in the space or region are activated and can move. See the movement rules in 11.0 and 23.1.

> **Note:** Any units present that have already participated in some other action during that same phase may not move.

10.2 CONSTRUCT FORTRESS
❖ **Cost:** 1 Action Point

A friendly Fortress Under Construction counter is placed in a space where there is at least one friendly Infantry unit and no enemies. This unit is constructing the Fortress, so it cannot participate in any other action during this Player Phase (but any other friendly unit in the space may do so). The Fortress under construction will be completed (and the marker turned over) in the next Player Phase of the player constructing it.

> ❖ **Important:** A Fortress cannot be constructed in a region, a Carlist Refuge, or a City space (each City already contains a permanent fortress). There can be no more than one Fortress counter in each space. A Cavalry or Partida unit cannot construct a Fortress.

> **Note:** The players have a limited number of Fortress counters (15 Liberal and 10 Carlist) and cannot Construct Fortress if they do not have an available counter.

Destruction of enemy Fortress under construction: At any moment if there is an Infantry or Cavalry unit in a space with an enemy Fortress under construction and no enemy unit to defend it, then the Fortress Under Construction counter is removed.

10.3 DEMOLISH FRIENDLY FORTRESS
❖ **Cost:** 0 Action Points

A friendly Fortress marker is removed in a space where there is at least one friendly Infantry unit and no enemy units. This unit destroys the Fortress, so it cannot participate in any other action during this Player Phase (but any other friendly unit in the space may do so). A Cavalry or Partida unit cannot demolish a Fortress. The permanent Fortress of a City cannot be demolished. Several fortresses can be demolished in the same phase, as long as the rules described are followed.

10.4 STORE COMMAND POINTS
❖ **Cost:** Variable

The player may convert as many Action Points as desired into Command Points, noting them on the corresponding track.

❖ Important: A player may have no more than 5 Command Points.

Command points can be used to contest initiative, as action points, or to intercept (see 8.0).

10.5 OBTAIN REPLACEMENTS
❖ **Cost:** 2 Action Points

❖ **Important:** A player may only carry out this action once per Player Phase.

The player must roll a die, apply any applicable modifiers, and then consult the Replacement Point table to determine how many Replacement Points (RPs) are received.

REPLACEMENT POINT TABLE	
1D6 Result	**Replacement Points (RPs)**
1 or less	2
2	2
3	3
4	3
5	4
6 or more	4

Die-roll modifiers:
- In 1834: −1 (both sides)
- Active Event: See card text.

Afterwards, these RPs can be spent as stated in 21.0.

10.6 RECRUIT WITH EXPEDITION
❖ Carlist player only (**Cost:** 1 Action Point)

❖ **Important:** The Carlist player can only carry out this action only once per Player Phase with each Expedition.

The Carlist player gains a number of RPs equal to the Uprising Level +1 of the region where the Expedition is. Afterwards, these RPs can be spent as stated in 23.4.

10.7 SUPPRESS UPRISING
❖ Liberal player only (**Cost:** 1 Action Point)

❖ **Important:** The Liberal player cannot carry out this action in a region with a Carlist Expedition.

The Liberal player attempts to reduce the Carlist Uprising Level in a region on the Rest of Spain Map. See 23.4 for the procedure.

11.0 MOVEMENT

> **Note:** This section refers to movement on the Main Map. For movement on the Rest of Spain Map, see 23.1

When a player activates a space for movement, all friendly units in that space which have not participated in another action during the same Player Phase are activated and can move. The player chooses one or more units and moves them together. These units are called a "group" (including when the group consists of a single unit).

A group may *drop off* units while moving (i.e., leave them behind in any space from and through which it moves), but it may never *pick up* units.

When a player has finished moving a group, the player may choose one or more units still in the activated space and move them in the same way, and so on until the player cannot or chooses not to move more activated units.

Movement in groups is important when entering spaces occupied by enemy units (see 11.4) and for potential interceptions or evasions by the opponent (see 11.6 and 12.2). It is also important for determining the movement capacity of units (see 11.1).

11.1 MOVEMENT CAPACITY

A group that is activated for movement has a certain number of Movement Points. Carlist units have a fixed capacity, while the movement of Liberal units is variable. Each time that a group of Liberal units is about to move, the player must roll a die and consult the Movement Table to determine the movement capacity. Both players must also apply modifiers to the Movement Points of each moving group when applicable (see below).

MOVEMENT CAPACITY	
Group of Carlist units	
	Movement Points
In all cases	6
Group of Liberal units	
Result of 1D6	Movement Points
1	2
2	3
3	4
4	4
5	5
6	5

Modifiers to Movement Points (both sides):

• Size of group: 1 or 2 Infantry, Cavalry and/or Supply Train units: +1 point

• Size of group: 5 or more Infantry, Cavalry and/or Supply Train units: -1 point

• Field Artillery: -1 point (these units only)*

• Cavalry: +1 point (these units only)*

✱ *The modifier to movement capacity for Field Artillery and Cavalry is applied only to this type of units, so a group may move further and leave behind the Field Artillery (but see 11.3), or Cavalry can move further and leave behind the rest of the group.*

The group moves from one space to another space along a road that connects the two spaces. The cost of the movement depends on the type of road used.

There are two different types of roads (see 4.4):

MOVEMENT POINT COSTS	
Main Road	1
Secondary Road	2

A unit cannot move along a road if it does not have enough Movement Points remaining, unless it makes a Forced March (see 11.2).

11.2 FORCED MARCH

A unit may carry out a Forced March to move one additional space along any road (Main or Secondary). The forced march is always successful; it is only necessary that the player wants to do it. But you should keep in mind that, as soon as the group moves, the player must roll a die for each unit carrying out a Forced March:

• Carlist unit: Reduce its strength by 1 on a result of 1-2.
• Liberal unit: Reduce its strength by 1 on a result of 1-3.

Field Artillery cannot carry out a Forced March. A Mountain Artillery counter may do so, but it runs the risk of suffering losses. A Supply Train that carries out a Forced March may suffer losses in the same way as other units. A Knapsack never suffers losses when carrying out a Forced March.

Forced March cannot be used to move from one region to another region of the Rest of Spain Map (see 23.1).

11.3 UNITS UNABLE TO MOVE ALONE

Artillery, **Supply Train** and **Knapsack** units cannot move on their own. To be moved, they must accompany one or more friendly Infantry and/or Cavalry units that are activated and move from the same space. Neither can these units retreat (see 17.9) or reinforce a Battle (see 17.7) on their own.

Artillery, Supply Train and Knapsack units can only end their movement or a combat in:

• A friendly Fortress.

• Any space with at least one friendly Infantry or Cavalry unit.

If for any reason (voluntary or not) such units end in a space without a friendly Fortress or friendly Infantry or Cavalry unit:

• If there is an enemy unit in the space then the enemy player captures half (rounded up) of the Artillery Points (see 14.2) and eliminates the rest. The Supply Train and Knapsack units are eliminated.

• If there is no enemy unit then the Artillery, Supply Train and Knapsack units are eliminated.

11.4 MOVEMENT TO A SPACE WITH ENEMY UNITS
ENEMY UNIT

Units entering a space occupied by any enemy unit must stop and engage in combat in the combat step of this Player Phase.

> *Exception: Carlist evasion (see 12.2).*

ENEMY FORTRESS

A **besieged** enemy Fortress does not affect the movement of friendly units. They can pass through the space without stopping.

However, when a group enters a space with an **unbesieged** enemy Fortress:

• If the space is occupied by at least one enemy Infantry, Cavalry or Supply Train block then the group must stop. The enemy units may stay outside of the Fortress to engage in combat, remain inside the Fortress and become besieged, or some may stay outside and others inside (see 18.0). This is decided and resolved in the combat step of this Player Phase.

> *Exception: Carlist evasion (see 12.2).*

• If there is no enemy Infantry, Cavalry or Supply Train block in the space (only the Fortress with its Intrinsic Garrison and possibly an Artillery and/or Knapsack unit) then the group can continue moving if the player wishes (and it has Movement Capacity remaining). Units may be dropped off in the space to besiege the Fortress while enabling the other units in the group to continue moving.

A **Main Town** without a Fortress or units does not affect enemy movement. However, it is not enough to pass through in order to take control of it – a unit must be left in the space (see 4.9 Control of Spaces).

MOVEMENT OF MULTIPLE GROUPS TO THE SAME SPACE

After a group has entered a space occupied by any enemy unit, if another friendly group subsequently enters the same space, then it will not participate in the combat – or, at least, not from the start (if there is a Battle then it can enter as a reinforcement: see 17.7). Units that enter the space later should be left on the roads they have entered from as a reminder and to differentiate them from the first group that has entered.

❖ **Important:** Units located on a road are not yet in the space for the purposes of Artillery, Supply Train and Knapsack stacking (see 11.5), nor for determining if the combat is a Skirmish or a Battle (see 16.0 and 17.0). When the combat is resolved, the units enter the space as battle reinforcements or when their side is victorious, or they will have to retreat from the space if their side is defeated.

11.5 STACKING

There is no stacking limit for **Infantry** and **Cavalry** units in a space or region, but the rules for supply and attrition that may apply at the end of the Player Phase, as well as the general limit for the space or region (see 19.0), must be taken into account.

There is a stacking limit for the **Artillery**, **Supply Train** and **Knapsack** units:

• At the end of every action step, every Skirmish, and every Battle Round, there can only be a single Field Artillery, Mountain Artillery, Supply Train and Knapsack unit of each player – there cannot be two or more units of the same type, belonging to the same player, in the same space.

• Multiple units of the same type can combine their strengths into a single unit (without exceeding the maximum value permitted for blocks and counters) – the player must eliminate units until only one of each type remains in the space.

11.6 INTERCEPTION

❖ **Cost:** 1 Command Point

When a group of enemy units moves to a space adjacent to your own units, you can attempt to intercept the enemy movement.

• The **Liberal** player cannot intercept into/from a space in the **Carlist** Zone.

• An enemy group that moves to a space where there is an enemy unit or fortress cannot be intercepted, unless the unit or fortress is besieged.

• You cannot intercept from a space where there is any enemy unit, unless it is besieged.

• None of the following can be intercepted: **Liberal** units that move by sea (see 13.0), enemy units that are retreating (see 17.9), enemy units making a Sortie (see 18.2), and enemy units that move to a region.

• You cannot intercept from a region (see 23.1).

As soon as the enemy group enters the adjacent space, the player must declare the interception attempt and **spend 1 Command point** (or play a card that enables a free interception). The enemy movement is interrupted until the interception has been resolved.

The player declares the group of units that is going to attempt to intercept, and rolls a die. If the result is higher than the number of Infantry, Cavalry and Supply Train units making the attempt, then the interception is successful. If it fails, then the interception cannot be made, but still loses the Command Point spent. In that case, the units that failed the interception remain in the space they were in before the die roll. If a card is played that enables a free interception, then it is automatically successful without needing to roll a die, irrespective of the number of units. Artillery and Knapsack units can intercept with the group, but are not counted for the die roll. Any remaining units in the space cannot attempt to intercept.

Only a single interception attempt is allowed from each space for each movement of an enemy group to an adjacent space.

Note: This includes any interception attempt that is automatically successful due to a card. A player who fails an interception attempt may not make another attempt to intercept the same enemy group from the space, unless the group moves to a different adjacent space.

You can attempt to intercept an enemy movement from more than one adjacent space. In such a case, for each additional space the player must spend 1 Command Point, declare the group of units making the attempt, and roll the die, as described above. The player must first declare all interception attempts into the same space, and then resolves them in any order.

Any group that makes a successful interception is moved to the adjacent space before it is entered by the enemy group, and the intercepting group is considered the defender in the combat that takes place during this phase.

INTERCEPTION INTO/FROM A CARLIST REFUGE

Carlist units can intercept automatically (without the need for a die roll) into and from a **Carlist** Refuge space. Any number of units can be part of the intercepting group, but the **Carlist** player must still spend 1 Command Point – or play a card that enables a free interception – and must follow all the normal rules for interception.

12.0 CARLIST SPECIAL MOVEMENT

❖ **Important:** The Carlist player can carry out three special types of movement, but only within the Carlist Zone.

12.1 CONCENTRATION

❖ **Cost:** 2 Movement Points

When activating a space within the **Carlist** Zone, before moving any unit the **Carlist** player may concentrate forces by moving units to this space from adjacent spaces. The player may move a single Infantry or Cavalry unit from each adjacent space, and this unit may be accompanied by any Supply Train, Artillery or Knapsack unit. No unit that has participated in an action during the same phase can be moved. No more than six Infantry and Cavalry units can be gathered in the activated space (counting those that were already there and those that arrive).

Remember that to activate a space there must be at least one friendly unit (see 10.1). Concentrating forces costs 2 Movement Points for all units that move from the activated space (i.e., their movement capacity is reduced to 4 points and this applies both to units that were previously in the space and to those that arrive from adjacent spaces). It does not matter how many units arrive from adjacent spaces and what road they use: the cost is always 2 points.

Modifiers for Movement Points are applied for the size of the group, Field Artillery and Cavalry.

12.2 EVASION

When there are up to three Carlist Infantry, Cavalry and/or Supply Train units (Artillery and Knapsack units do not count) in a space within the Carlist Zone, then these Carlist units may attempt to evade at the instant that an enemy group enters the space. The Carlist player must declare the attempt and roll a die (or play a card that enables an automatic evasion). If the result is higher than the number of friendly Infantry, Cavalry and Supply Train units in the space, then the evasion is successful.

❖ **Important:** Evasion is not possible with four or more Infantry, Cavalry and/or Supply Train units. Nor is evasion possible if there is any unbesieged enemy unit in the space.

If the evasion is successful, all of the Carlist units (including Artillery and Knapsack units) immediately retreat a space using the normal retreat rules (see 17.9). If the evasion fails then a combat will be resolved later in the normal way. Evaded units cannot be intercepted, since they are retreating.

❖ **Important:** If there is a Carlist Fortress in the space, then if the evasion attempt is successful one Carlist unit can remain in the space, while the others retreat. In such a case, the group of Liberal units must stop and cannot continue moving. During the combat it will be decided what happens with that Carlist unit (see 15.0 to 18.0).

If the Carlist units retreat, the group of Liberal units may continue moving (if they still have remaining movement capacity). The same Carlist unit can evade multiple times in the same enemy phase, but if it decides not to evade, or fails the roll, then it can no longer attempt to evade if more enemy units enter the space later.

If a group of Liberal units enters a space with Carlist units and there is a successful interception by the Carlists (following the rules in 11.6), then no Carlist units, neither those that were in the space nor those that have been involved in the interception, may attempt an evasion.

Carlist units cannot evade a Liberal Sortie (see 18.2).

EVASION FROM A CARLIST REFUGE

All the Carlist units in a Carlist Refuge space can evade automatically (without needing to roll a die), irrespective of the number of units present (more than three units can evade).

12.3 COUNTERMARCH
❖ **Cost:** 1 Movement Point

A group of Carlist units may attempt to move through a space within the Carlist Zone that is occupied by enemy units: This costs 1 additional Movement Point. The group attempting the countermarch must have enough movement capacity to spend the additional Movement Point, enter the space occupied by the enemy, and move to another space. This last space cannot be occupied by any enemy unit or Fortress, unless it is besieged.

The Carlist player must declare the attempt to enter the space occupied by the enemy, spend 1 Movement Point, and roll a die. The countermarch is successful if the result is higher than the number of Infantry, Cavalry and Supply Train units in the moving group (Artillery and Knapsack units do not count).

If the roll fails, then the Carlist player has two options:

• Move to the space occupied by the enemy, stop there –as normally– and fight.

• Not move to the space occupied by the enemy, remaining in the current space. The group loses the additional Movement Point spent on the countermarch attempt, but can continue moving to another space. The group cannot attempt another countermarch in this phase.

Note: The Liberal player can attempt to intercept a Carlist group carrying out a countermarch and moving to a space outside of the Carlist Zone. In such a case, the Carlist units could remain without a retreat path (see 17.9).

COUNTERMARCH THROUGH CARLIST REFUGE

Carlist units can carry out a countermarch automatically (without need to roll a die) through a Carlist Refuge space occupied by enemy units, irrespective of the number of Carlist units in the group. They still have to spend 1 additional Movement Point and must have enough movement capacity to reach a space without enemies beyond the Carlist Refuge.

EXAMPLE OF LIBERAL MOVEMENT
(WITH CARLIST EVASION AND INTERCEPTION)
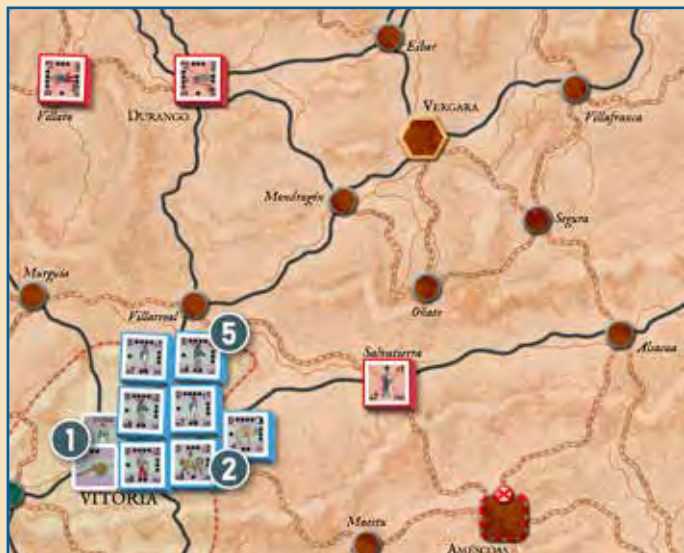
1.   The Liberal player spends 1 Action Point to activate the Vitoria space. All the player's units are activated and can move.

2. The player picks a group of five units (three Infantry, one Cavalry, and a Supply Train) and rolls a die on the Liberal movement table to determine the group's movement capacity; the result is a 5, which gives 5 Movement Points, but 1 is deducted due to the size of the group, so it can move with 4 Movement Points.

3.   The group moves to Salvatierra along a Main road, spending 1 Movement Point. There is a Carlist unit in this space and, as it is in the Carlist Zone, it can evade. In fact, the Carlist player decides to try to evade and rolls a die; a result is needed that is greater than the number of units making the attempt, in this case more than 1. A 3 is rolled and so the evasion is successful. The Carlist unit retreats to Alsasua and the Liberal group can continue moving.

4.   The group moves to Alsasua by Main road, spending 1 Movement point (it has already spent 2). The Carlist unit can try to evade again, but the Carlist player decides not to do so, and the movement of the Liberal group ends in this space.

Note: The Carlist player does not want the enemy group to continue moving, and sacrifices the unit to halt the group. When it comes to a Partida, this is precisely one of the functions of such a unit.

5.   (See first image of this example). Now the Liberal player chooses another group in Vitoria: two Infantry units. The player rolls on the Movement table and gets a 3, which means 4 Movement Points, with 1 added for the size of the group, for a total of 5 Movement points.

6.   The group moves to Villarreal by Main road, spending 1 Movement Point. The Carlist player could intercept this group with the unit in the adjacent space of Durango (if the player has 1 Command Point or a card that allows this), but does not wish to do so.

7.   The Liberal group spends another Movement Point to move to Durango by Main road (it has spent a total of 2 MPs). Now the Carlist player decides to attempt to intercept this movement with the unit in the adjacent space of Villaro. The player spends 1 Command Point and rolls a die; to be successful the result must be greater than the number of units making the attempt i.e., more than 1 in this case. The result is a 6 and so the interception is successful. The Villaro unit moves to Durango and is considered to be in the space before the enemy group enters it.

Note: By using interception the Carlist player has managed to have two units in Durango, which will defend against the two attacking Liberal units in a Skirmish; they are likely to win, because if both adversaries have the same number of units, the attacker must retreat. The Carlists will retain the Main Town, and the Liberal units will retreat back to where they came from, ending in a space that will not supply them, and suffering losses because of this.

EXAMPLE OF CARLIST MOVEMENT
(WITH CARLIST CONCENTRATION AND MOVEMENT OF SEVERAL GROUPS TO THE SAME SPACE)

1.   The Carlist player spends 1 Action Point to activate Llodio, a space in the Carlist Zone.

2.   Before moving, the player decides to concentrate their forces, enabling them to move a friendly unit from each adjacent space to the activated space. The player moves the Carlist Infantry unit in Sodupe and one of the Carlist Infantry units in Murguía (the concentration only allows one unit to move, not both). Now the player has four activated units in Llodio. All of them can move, but the concentration costs 2 Movement Points i.e., any unit moving from the activated space will have its movement capacity reduced by 2 points.

3.   The player selects a group of three units (all Infantry), and does not have to roll on a Movement table because Carlist units always have a fixed movement capacity of 6 points. However, 2 points have to be deducted for the concentration, so the group has 4 Movement Points left. This is more than enough to move by Main road to Orduña, where there are two Liberal units, and so the movement of the Carlist group ends there.

Note: The Liberal Cavalry unit in Valmaseda cannot attempt to intercept the Carlist group because the Liberal player cannot intercept to or from the Carlist Zone, and Orduña is within that zone.

4.   Now the Carlist player spends another Action Point to activate Durango, where they have a Cavalry and a Field Artillery unit. The player decides to move them together. Their Movement capacity is 6 points; the Field Artillery subtracts 1 point and the size of the group adds 1 point, so the group retains 6 Movement Points. It moves to Villaro via a Secondary road, spending 2 points, to Sodupe by a Secondary road, spending another 2 points, and to Orduña using a Main road, spending 1 point for a total of 5 Movement Points spent. The group stops as there are enemy units in Orduña.

Note: An Artillery unit may never move alone, as it must always accompany a friendly Infantry or Cavalry unit; if the Carlist player left it on its own in Durango it would be eliminated. The Liberal units of Bilbao cannot intercept the movement of the group in Villaro because the space is in the Carlist Zone. The Cavalry has 1 additional Movement Point, but only for itself; it would have to "release" the Artillery, leaving it behind, in order to use the Movement Point. Similarly, the Movement Point subtracted by the Field Artillery only affects itself, so if the Cavalry left the unit behind, it would recover 1 Movement Point. Taking Artillery to Orduña is interesting for the Carlist player because they hope to besiege the Fortress, and the presence of Artillery will make attrition more likely for the besieged units, and will enable the Carlists to launch Assaults.

The group composed of the Cavalry and the Field Artillery has arrived at Orduña after the first Carlist group, so it remains on the road via which it has arrived at the space. When it is time to resolve the combat, it will not be able to participate in the Skirmish taking place in Orduña, but after it has been resolved, if the Carlist player is the winner then it will enter the space. If the Carlist player is defeated, then it will have to retreat from Orduña just like the group that entered first.

EXAMPLE OF CARLIST COUNTERMARCH
(WITH FORCED MARCH)

1. The Carlist player has a Navarrese Infantry unit in Irurzun, and wants to move it to Calahorra, a Main Town in the Liberal Zone. The problem is that all of the access routes are blocked by the enemy. The player decides to attempt a countermarch to move through a space occupied by Liberal units. This will be Estella, since it must be in the Carlist Zone, and the other spaces occupied by the enemy are in the Liberal Zone. The player spends 1 Action Point to activate Irurzun and moves the unit, which has 6 Movement Points, plus 1 for the size of the group, for a total of 7.

2. The player spends 1 Movement Point moving to Alsasua by Main road, and then declares that the unit is going to move to Estella by attempting a countermarch. The player spends 1 Movement Point (2 have now been spent) for the attempt and rolls a die; a result greater than the number of units in the group (in this case only one) must be obtained. The result is a 4 and so the countermarch is successful, so the unit can continue moving through Estella.

Note: If it had failed with a roll of 1, the Carlist unit would have lost the Movement Point spent on the countermarch, but could still have moved to Estella (stopping and having to fight the enemy), o could have moved to another space adjacent to Alsasua, such as Segura, Salvatierra, or Améscoas, without being able to make another countermarch attempt in this phase.

3. The player spends 2 Movement Point to arrive at Estella by the Secondary road, ignore the enemy units there, and continue moving. A further 2 Movement Points are spent to arrive at Lerín. The player has spent 6 Movement Points so far, and wants to move to Calahorra, but this would require another 2 points as it is via a Secondary road, and the unit only has 1 Movement Point left of the 7 it started with.

4. The Carlist player decides to carry out a forced march to arrive at Calahorra. This enables the unit to move an additional space via any road, the unit risks taking losses. The player must roll a die and on a result of 1 or 2 the unit loses 1 point of strength. A 6 is rolled, and the unit does not suffer a loss. The Carlist player take control of Calahorra and gains 1 VP, moving the VP marker one box in their favor.

Note: The Carlist player has less chance of suffering losses carrying out a force march than the Liberal player, whose units lose 1 point of strength on a result of 1, 2 or 3.

13.0 LIBERAL SPECIAL SEA MOVEMENT

❖ **Important:** When moving by sea, the Liberal player does not activate a space or region, but instead activates one or more units, spending Actions Points as shown below.

The Liberal player can carry out two types of sea movement:

13.1 NAVAL TRANSPORT
❖ **Cost:** 0.5 Action Points per unit

Liberal units can be moved from a space with a port in the Main Map, or from a coastal region in the rest of Spain (any except Extremadura, Castile-León, New Castile and Aragón), to another space with a port or to a coastal region. The cost is 0.5 Action Points per unit. They can move from any space, but the space they move to cannot contain any enemy Fortress or unit, unless the enemy Fortress is besieged or the enemy units are besieging a friendly Fortress (see below).

Infantry and Cavalry units can be moved using naval transport. Each unit that moves can be accompanied without additional cost by any Artillery, Supply Train and/or Knapsack unit that is in the same space or region (Artillery, Supply Train and Knapsack units cannot move on their own).

Units can move to or from a friendly besieged Fortress that is in a space with a port, but without exceeding the capacity of the fortress (1 or 2 units: See 18.0). An attack (by land or disembarkation) is needed to move more units into the space.

❖ **Important:** The port of Bilbao is cancelled if the city is besieged by the Carlists, or if Portugalete or Guecho is controlled or – if there is a Liberal Fortress – besieged by the Carlists (see 4.3).

A unit carrying out naval transport cannot combine this with normal (land) movement. It must begin and end its move in a space with a port or in a coastal region. A naval transport cannot be intercepted (see 11.6).

13.2 DISEMBARKATION
❖ **Cost:** 1 Action Point

Liberal units can be moved from a space with a port in order to disembark in a space with a port containing an unbesieged enemy Fortress or unit in the Map of the North. A disembarkation cannot be carried out from a coastal region in the Rest of Spain. The cost is 1 Action Point, irrespective of whether one or two units disembark (see below).

❖ **Important:** Units can disembark in Bilbao if the City is controlled or besieged by the Carlist player, unless Portugalete or Guecho is controlled or – if there is a Liberal Fortress – besieged by the Carlists.

Infantry and Cavalry units can disembark. Each unit that moves can be accompanied without additional cost by any Artillery and/or Knapsack unit. A Supply Train unit cannot take part in a disembarkation.

Only one disembarkation can be carried out per phase, and a maximum of two Infantry and/or Cavalry units can participate (in addition to Artillery and Knapsack units that accompany them, as explained above). All units participating in the disembarkation must begin in the same space with a port. A disembarkation cannot be intercepted (see 11.6).

If there is any enemy unit in the space, the disembarkation is considered to be an attack and the normal combat rules are used, applying the following exceptions:

• Each attacking unit that disembarks fires with one die less (minimum of one).

• Retreat: Liberal units that disembark can retreat by sea, i.e., they can reembark and retreat to a friendly space with a port (see 17.9).

If the disembarking units arrive at the space after other Liberal units have previously entered using land movement, the disembarking units are left in the sea adjacent to the space, as if they had arrived by a road (see 11.4) and can reinforce a Battle in the normal way, up to two units per Battle Round, as if they had arrived via a Main road (see 17.7).

EXAMPLE OF LIBERAL DISEMBARKATION

1. The Carlist player is besieging the City of San Sebastián with two Infantry units. Inside the besieged City, in addition to the Garrison, there is an Infantry and an Artillery unit.

2. The Liberal player spends an Action Point to carry out a disembarkation in San Sebastián. The disembarking units must depart from a space with a Port on the Map of the North (they cannot depart from a coastal region), and one or two units can participate in the disembarkation (the cost of the action is the same). The Liberal player selects two Infantry units in Bilbao, a space with a Port on the Map of the North, and both of them disembark in San Sebastián. In the Skirmish that is resolved afterwards, the units that have disembarked fire with one die less.

Note: *The Carlist unit in Guetaria cannot intercept the Liberal units because a disembarkation cannot be intercepted. The Liberal player hopes to raise the siege of the City, since if neither of the units is eliminated in combat (which is improbable) then together with the Infantry inside the City they will outnumber the Carlist besiegers and will force them to retreat.*

14.0 ARTILLERY

There are two types of Artillery units: Field Artillery and Mountain Artillery. Each Artillery counter shows its type and strength.

• Liberal Field Artillery can have between 1 and 4 strength.

• Carlist Field Artillery can have 1 or 2 strength.

• Mountain Artillery of both sides can have 1 or 2 strength.

The players can freely use Artillery counters of each type, combining or dividing counters as long as the strength in the space remains the same. The players are limited to using the available counters.

14.1 MOVEMENT AND STACKING
Artillery units cannot move on the map on their own. In order to move, they must accompany one or more friendly Infantry and/or Cavalry units (see 11.3).

At the end of each Actions step, each Skirmish, and each Battle Round, there can only be a single Artillery unit of each type in each space or region (see 11.5). Artillery units must end their movement or a combat in a friendly Fortress or with a friendly unit (see 11.3).

14.2 CAPTURED ARTILLERY
When a player captures enemy Artillery, then that player should place in the space or region a unit of their own of the same type and value as the captured Artillery. If the player already has an Artillery unit of the same type in the space, then both counters should be combined (without exceeding the maximum permitted value; any excess is lost).

If a player who captures enemy Artillery does not have a counter available for the purpose, then the captured Artillery cannot be exploited and is lost. If the player has a counter with a lower value than the captured Artillery, then this can be used to exploit it partially.

14.3 HIDDEN ARTILLERY BOX
The Carlist player has a Hidden Artillery box. The player's Artillery units enter this box as reinforcements, through events, or from the map. There is no stacking limit in the box.

The Carlist player can move Artillery from the Hidden Artillery box to the map. In their phase, in the deploy/hide Artillery step, the player can take 1 point of Artillery of either type (only one) and place it within the Carlist Zone in any unbesieged friendly Fortress or in a space with any friendly Infantry or Cavalry unit.

The Carlist player can hide the Carlist Artillery on the map. In the deploy/hide Artillery step of the Carlist phase, the player can transfer as many points of unbesieged Artillery as desired from the Carlist Zone to the Hidden Artillery box (none of these points can be transferred to the map in the same phase). The player can also hide Artillery in the End of Year redeployment (see 24.8).

15.0 COMBAT

After completing all actions, combats must be resolved in spaces where there are units of both sides or besieged Fortresses. Combats are always free (they have no Action Point cost). Skirmishes and Battles are mandatory. Assaults and Sorties are optional (the active player decides whether or not to carry them out).

The players determine where there is a Skirmish and where is a Battle, depending on the number and type of units present:

• If one (or both) of the sides has **less than three Infantry and/or Cavalry units** in the space, or **only has Cavalry units**, then there is a **Skirmish** (see 16.0).

• If both sides have **at least three Infantry and/or Cavalry units** in the space (but not Cavalry only), then there is a **Battle** (see 17.0)

Artillery, Supply Train, Knapsack and Partida units are not included in the above calculation, and neither are units inside a Fortress or on roads connected to the space.

Since certain blocks (Partida and Supply Train) are not included in the calculation and because there is no Battle if a side has only Cavalry blocks, the players should check whether there is a Skirmish or Battle before starting to resolve the combats in the order described below:

First all Skirmishes are resolved (16.0) and then all Battles (17.0). Then the active player may launch Assaults on besieged Fortresses, and finally the active player may carry out Sorties with their besieged units (18.0). The active player decides the order in which combats of the same type are resolved during their phase.

If units have entered a space with enemy units in an unbesieged enemy Fortress during this phase, then when the Skirmish or Battle is resolved the player controlling the Fortress can decide that their units remain inside instead of fighting outside (see 18.0).

At the start of a combat, each player may play one Tactical card. The players can also use Operational cards during the combat (see 7.3).

16.0 SKIRMISH

A Skirmish consists of a single round of fire. First the defender fires and applies all hits to the attacking units, then the attacker fires and applies hits to the defending units. There are no morale rolls.

In a Skirmish a player fires with a maximum of three Infantry and/or Cavalry units. The player must choose which units with the following limitations:

• Any Infantry unit.

• A maximum of one Cavalry unit in rough terrain and a maximum of two Cavalry units in open terrain.

A player always fires with all Artillery units.

A player cannot fire with Supply Train or Knapsack units, or with units located inside a Fortress or on roads connected to the space.

SKIRMISH IN CARLIST REFUGE

When a Skirmish is resolved in a Carlist Refuge space, the Carlist player has certain advantages:

• If the Carlist player is the attacker, then the player fires first with their units, as if they were the defender.

• If the Carlist player is the defender, the Liberal player can only fire with a maximum one Infantry or Cavalry unit (instead of three).

After choosing and showing their units, each player may play a Tactical card, the effect of which will be applied during the Skirmish. The attacking player decides first whether to play a Tactical card, and if so, places it facedown on the table. Next the defending player does the same. Then both players reveal their cards, if any. In addition, both players can use any number of Operational cards, playing each of them at the appropriate moment as indicated in the card text.

In a Skirmish, a player rolls a number of dice equal to the strength of each of their firing Infantry, Cavalry and Artillery units. The units fire against their effectiveness, applying a modifier depending on the type of terrain in the space and the type of unit firing (**a result of 1 is always a hit**, even after applying any modifier):

• Rough terrain: All Infantry and Cavalry units have a penalty of -1 to their effectiveness. Artillery hits on a result of 1. Field Artillery units fire dice equal to half their strength (rounding down).

• Open terrain: Infantry units have a penalty of -1 to their effectiveness. Cavalry has no penalty to its effectiveness. Artillery units hit on a result of 1 or 2.

Hits are applied one by one by the player receiving them, to the Infantry or Cavalry unit with the highest strength among those selected to fire. If there are two or more units with the same strength, the player chooses which of them receives the hit. Each hit reduces the strength of the unit by one (see 5.3).

After resolving the Skirmish, **if the attacker has more Infantry and/or Cavalry* units in the space than the defender does, then the defender must retreat**. In the case of a tie, or if the defender has more units, then the attacker must retreat.

❖Important: When a group enters a space with a besieged friendly fortress, even if the besieged units do not participate in the Skirmish, they do count towards who should retreat. However, if troops enter a space with an unbesieged fortress, and some of the enemy troops

take refuge in the fortress, they will not count towards deciding who should retreat. Artillery, Supply Train, Knapsack and Partida units are not counted, and neither are attacking units located on roads connected to the space.

✶ **Cavalry**: *If, after resolving the Skirmish, a player does not have an Infantry unit that has fired – but only has Cavalry – then the player must retreat, unless the opponent also has no Infantry unit that has fired, in which case the normal method is used to determine who retreats. Remember that Partida units are not counted, and units located inside a fortress do not fire.*

The retreat rules (see 17.9) are applied in a Skirmish, but there is no Pursuit, Rout or Regroup, and the player who retreats cannot merge their units.

If the retreating side has **Field Artillery** and/or **Supply Train** units then that player must check if any are lost:

• If the player has Cavalry or if the Carlist player retreats from rough terrain in the Carlist Zone, then the player does not lose any Artillery or Supply Train units.

• In any other case, the player loses half (rounding up) of their Field Artillery, which is captured by the victor (see 14.2), and loses 1 strength from their Supply Train (which is not captured). Mountain Artillery and Knapsack units can retreat without problem.

> **Note**: *There is a Skirmish example in the combat examples section of the playbook (see 31.1).*

17.0 BATTLE

BATTLES
1.	**Deployment**
2.	**Battle Rounds** *(maximum three)*. **Each round:**
	• Play Tactical card.
	• Activations *(if it is the third Battle Round then the Battle ends when this phase finishes)*.
	• End of Battle Round: Retreat, Reinforcement, and Reorganization.
3.	**Result: Possible Rout or Pursuit.**
4.	**Retreat by the loser, who can merge their units.**
5.	**Regroup by the victor.**

17.1 DEPLOYMENT

First of all, the players simultaneously deploy their units on the Battlefield, which is represented on a board for that purpose.

• The defender deploys all their units present in the space, except those that are within a Fortress.

• The attacker only deploys units belonging to the first group that has entered the space; the player does not deploy units that are within a Fortress and leaves units that have arrived later, if any, on the roads they have used to enter the space. These units can participate later in the Battle as reinforcements.

• Both players must occupy, if possible, all boxes in the front line. The number of available boxes will depend on the terrain in the space where the Battle is taking place:

> » Rough terrain: Up to 3 Infantry units and 1 Cavalry unit.

> » Open terrain: Up to 5 Infantry units and 2 Cavalry units.

Infantry and Cavalry units that do not fit in the front line are placed in the Reserve box.

All blocks are deployed upright and then, once they have been placed, the players lay down the blocks in the front line so that their current strength is oriented towards the enemy units. All units begin fresh.

• Artillery units are deployed in their respective boxes, and the players place a number of Artillery points (wooden counters) in the adjacent box equal to the strength of the units (they begin fresh). In Rough terrain, Field Artillery only produces half (rounded down) the number of Artillery points.

• Supply Train (upright) and/or Knapsack units are placed in their respective box.

17.2 BATTLE ROUNDS

The Battle takes place over successive Battle Rounds, and can last a maximum of three rounds. Each Battle Round ends when both players have activated all their units in the front line, or when both have passed. After the first and second Battle Rounds have finished there is a Retreat, Reinforcement and Reorganization Phase, then another round is resolved. When the third Battle Round concludes, the Battle ends.

At the beginning of each Battle Round, each player may play a Tactical card, the effect of which will be applied during the Battle. The attacking player decides first whether to play a Tactical card, and if so, places it facedown on the table. Next the defending player does the same. Then both players reveal their cards, if any. In addition, both players can use any number of Operational cards, playing each of them at the appropriate moment as indicated in the card text.

Each Battle Round consists of successive activations in which the players alternate activating units. The defending player begins, activating a fresh unit in the front line, then the attacker player does the same. Then the defending player again, and so on, until the round ends. A player may pass instead of activating a unit, either because the player does not have any remaining fresh units in the front line, or because the player does not wish to carry out an activation. A player who passes will no longer be able to activate any other units in this round.

❖ **Important**: A player who passes will still be able to countercharge with any fresh Cavalry unit they have in the front line.

17.3 END OF BATTLE

The Battle ends immediately when one of the three following situations occurs:

• A player has no **Infantry** units in the front line. The other player wins, gains 1 VP, and causes a **Rout** by the losing side, which retreats.

• A player decides to **retreat** voluntarily in the End of Battle Round phase. The other player wins and carries out **Pursuit**.

• **When the third Battle Round ends**. The defending player remains in the space and the attacking player retreats. There is no Rout or Pursuit.

17.4 ACTIVATIONS

On their turn, a player may activate a fresh Infantry or Cavalry unit in the front line. A unit that is activated becomes spent and is moved to the corresponding box in the front line.

During an activation, a player may also spend a maximum of two Artillery points (see 17.6).

ACTIVATE AN INFANTRY UNIT

The unit fires on the enemy. The player rolls a number of dice equal to the current strength of the unit, and each result equal to or less than its effectiveness achieves a hit. Hits are applied by the player receiving them to their Infantry units in the front line (Cavalry units cannot receive damage). Each hit reduces the strength of the unit by one (see 5.3).

❖**Important:** Hits are freely applied by the enemy player, who may share them among several units or concentrate them on one unit, irrespective of its current strength.

Note: Infantry fire during battle is the only case where the player receiving hits can freely assign them. In all other combat situations (Skirmish, Assault, Pursuit, and Rout) there are rules for applying hits.

The activated Infantry unit becomes spent.

ACTIVATE A CAVALRY UNIT

The unit charges the enemy. The player must choose the target of the charge:

Target: Enemy CAVALRY unit in the front line:
If the unit is fresh, it countercharges, and both Cavalry units attack simultaneously: the fire rolls, application of hits, and morale rolls are resolved at the same time. Each unit rolls a number of dice equal to its current strength, and each result equal to or less than its effectiveness achieves a hit. Both units become spent.

If the unit is spent, but there is another fresh friendly Cavalry unit in the front line, then the latter can countercharge as described above. If there is no such unit, or it does not countercharge, then the attacked player has two options:

• The attacked unit flees, and is moved to the Demoralized Units box, where it is placed faceup. The attacking unit becomes spent. There is no fire and no damage.

• The attacked unit holds firm, and the firing is resolved in sequential order: the attacking unit rolls, and applies any hits and morale roll before the other unit fires. The attacking unit becomes spent.

Target: Enemy INFANTRY unit in the front line:
After declaring the charge, if the enemy has any fresh Cavalry unit in the front line, that player can countercharge with the unit and, in this case, both Cavalry units will face each other as described above.

If there is no countercharge, the Infantry unit must roll for morale with the following modifiers to its morale value:

• The unit is spent: –1
• Carlist unit in rough terrain: –1 / open terrain: –2
• The unit is at full strength*: +1
• The unit has only 1 strength remaining*: –1

✱ *A Partida unit is not considered to be at full strength, but the –1 for having only 1 strength is applied.*

If the unit passes the morale roll, it resists the charge and fires against the Cavalry unit. It rolls a number of dice equal to its current strength, but only hits on each result of 1. The Cavalry unit does not attack and becomes spent.

If the unit fails the morale roll, the Cavalry unit fires on it and adds +1 to its effectiveness. Hits are applied only to this Infantry unit, which does not fire. Both units become spent.

17.5 MORALE CHECK CAUSED BY HITS

Each time during an activation that a unit receives one or more hits, it must roll for morale.

❖**Important:** Morale rolls are only made in Battle, never in a Skirmish, Assault, Pursuit, or Rout.

The player rolls 2D6 and compares the result to the unit's morale. If the result is equal to or less than the morale value, the roll succeeds. If the result is more, the morale roll fails.

The following modifiers are applied to the unit's morale value:

• For each hit after the first that the unit receives during this activation: –1

• The unit has only 1 strength remaining: –1.

If the morale roll fails, the unit is immediately moved to the Demoralized Units box, where it is placed faceup.

17.6 ARTILLERY IN BATTLE

During an activation, in addition to activating an Infantry or Cavalry unit, a player can use up to two Artillery points to carry out one or more of the following actions:

• **Support** (cost: 1 Artillery point): when an Infantry (not Cavalry) unit is activated, one die is added to the fire roll. These can only be carried out once per activation.

• **Counterbattery** (cost: 1 Artillery point): one enemy Artillery point becomes spent, i.e., the enemy will not be able to use it during this Battle Round. These can be carried out twice per activation.

Once used, Artillery points are spent, moving to the correspondent adjacent box. All Artillery points are recovered during Reorganization at the End of Battle Round.

17.7 END OF BATTLE ROUND
When the round has finished the End of Battle Round is resolved:

1. VOLUNTARY RETREAT: First of all, the attacking player decides whether to retreat from the Battlefield. If the player does not, then the defending player makes the same decision. If a player retreats, the Battle ends at that moment with victory for their opponent, who will be able to carry out a Pursuit (see 17.8).

2. REINFORCEMENT: Each player may attempt to bring reinforcements to the Battle. First the attacker does this, then the defender.

• The attacking player may attempt to reinforce with units that are within a Fortress in the Battle space (see 18.2), and with units located on the roads connected with the space where the Battle is taking place (those that moved to the space after the first attacking group).

• The defending player may attempt to reinforce with units that are within a Fortress in the Battle space (see 18.2), and with units located in spaces adjacent to the space where the Battle is taking place, as long as there are no unbesieged enemy units located in those spaces.

Each player may attempt to reinforce with up to two units along a Main road and from a Fortress, and with up to one unit along a Secondary road. For each Infantry or Cavalry unit making an attempt, the player rolls 2D6 and compares the result with the unit's morale.

• If the Battle is taking place within the enemy zone then a modifier of -1 is applied to the unit's morale value.

If the result is equal to or less than the morale value, the roll is successful and the unit is moved to the Battlefield, and placed in the Reserve box. If the roll is failed, the unit does not move from its place and therefore it will not be able to reinforce the battle this turn.

Each unit that reinforces can be accompanied by any Artillery, Supply Train and/or Knapsack unit present in the same road or space. These units can never reinforce on their own, but must always accompany an Infantry or Cavalry unit.

3. REORGANIZATION:

• Each player may move Infantry and/or Cavalry units from the front line to the Reserve box. First the attacking player does this, then the defender.

> *Note: The front line may be left empty of Infantry without causing the Battle to end or a Rout, as long as an Infantry unit is next moved from the Reserve box to the front line.*

• Each player, if they have any empty box in the front line, may move Infantry and/or Cavalry units from the Reserve box to the front line. First the attacking player does this, then the defender. The units are placed fresh and can be activated in the next Battle Round.

• All spent units become fresh, and each player recovers their spent Artillery points, which change from spent to fresh.

• Finally, each player may attempt to recover a single unit that is in the Demoralized Units box. The player selects the unit and rolls morale for it. If the roll is successful (rolls a number equal to or less than its morale value on 2D6), the unit is moved to the Reserve box. If the roll fails, it remains where it is. Both players do this simultaneously.

17.8 RESULT OF THE BATTLE
When the Battle ends, for whatever reason, it should be determined which player is the victor and which is defeated, and whether or not a Pursuit or Rout occurs.

Victorious units remain in the space and can carry out a regroup (see 17.10). Defeated units must retreat from the space (see 17.9), but before this the Pursuit or Rout is resolved (if any), which only affects the units on the Battlefield. Units from the defeated side which are on a road must also retreat, but they are not affected by the Pursuit or Rout. The defeated player may merge their units, as described in 17.9.

PURSUIT
When there is a voluntary retreat:

• If the retreating side has a Cavalry unit in the front line or in Reserve, or if the Carlist player retreats from rough terrain in the Carlist Zone, the winner rolls a die for each non-demoralized Infantry and Cavalry unit they have on the Battlefield, and hits on a result of 1 (Artillery does not fire). The defeated player does not lose Artillery, Supply Train or Knapsack units.

• In any other case, the winner rolls a die for each non-demoralized Infantry and Cavalry unit they have on the Battlefield, and hits as normal against the unit's effectiveness (Artillery does not fire). The defeated player loses half (rounded up) of their Field Artillery, which is captured by the winner (see 14.2), and 1 strength point from their Supply Train (which is not captured). The player does not lose Mountain Artillery or Knapsack units.

Hits are assigned as for a Skirmish, but hits by Infantry are only applied to enemy Infantry and hits by Cavalry are applied to enemy Cavalry before enemy Infantry. There are no morale rolls.

ROUT
When there is a Rout:

• If the retreating side has a Cavalry unit in the front line or in Reserve, or if the Carlist player retreats from rough terrain in the Carlist Zone, the winner rolls a die for each non-demoralized Infantry and Cavalry unit they have on the Battlefield, and hits as normal against the unit's effectiveness (Artillery does not fire). The defeated player loses half (rounded up) of their Field Artillery, which is captured by the winner (see 14.2), and 1 strength point from their Supply Train (which is not captured). The player does not lose Mountain Artillery or Knapsack units.

• In any other case, the winning player carries out a round of normal fire (rolling as many dice as the strength of each unit) with all of their non-demoralized Infantry and Cavalry units in the space (Artillery does not fire). The defeated player loses all of their Field Artillery and half (rounding up) of their Mountain Artillery, which is captured by the winner, and eliminates their Supply Train (which is not captured). The player does not lose a Knapsack unit.

Hits are assigned as for a Skirmish, but hits by Infantry are only applied to enemy Infantry and hits by Cavalry are applied to enemy Cavalry before enemy Infantry. There are no morale rolls.

17.9 RETREAT

Units may have to retreat from a space as a consequence of a Skirmish or Battle – or as a result of a Carlist evasion (see 12.2). Each unit that retreats must comply with the following rules:

• It must retreat to an adjacent friendly space or to an adjacent space where an enemy besieged Fortress is located. If there is no such space, then it must retreat to an adjacent enemy space.

• The space it retreats to cannot contain any enemy unit or Fortress, unless it is besieged.

• If more than one unit retreats, then each may retreat to a different space. The player is free to retreat units together, separately, or a combination of both.

Exception: Liberal retreat in the Carlist Zone (see below).

• If the unit belongs to the attacking player (i.e., the player who moved to the space to initiate the combat), then it must retreat via a road that any friendly unit used to enter the combat space. It does not need to be the road used by this unit; it is sufficient that any friendly unit entered the space via this road during this phase.

Note: There can be one or more attacking units on a road connected to the combat space (see 11.4). These units must also retreat if their side is defeated, in the same way as the other friendly units.

• If the unit has left a besieged Fortress (in a Sortie, or as a reinforcement after the arrival of a relief force: See 18.2), then it can only retreat back to the besieged Fortress. No unit belonging to a relief force can retreat to a friendly Fortress in the combat space.

• If the unit belongs to the defending player (i.e., it was already in the space at the beginning of the phase, or entered the space through an interception or as a reinforcement), then it must retreat via a road that was not used by enemy units to enter the combat space during this phase. If there is a friendly Fortress in the space, the unit may retreat inside the Fortress if there is still capacity (see 18.0).

Note: A defender unit can retreat via a road used by the enemy if a friendly unit subsequently arrived as a reinforcement along the road.

• If the combat space is in the Carlist Zone, all Liberal units must retreat together (they cannot retreat to multiple adjacent spaces).

Note: Retreating units cannot be intercepted (see 11.6).

ARTILLERY

Artillery units cannot retreat on their own, but must retreat together with a friendly Infantry or Cavalry unit. The Carlist player can retreat Artillery from the Carlist Zone to the Hidden Artillery box.

LIBERAL NAVAL EVACUATION

If they are in a space with a Port and they were the defenders, or if they disembarked in the space, then Liberal units can retreat by sea to another friendly space with a Port. No Liberal attacking unit that arrived in the space by land can retreat by sea.

❖**Important**: There can be no naval evacuation to/from Bilbao if Portugalete or Guecho is controlled or besieged – if there is a Liberal Fortress – by the Carlists.

REGIONS

Liberal units can retreat from a space on the Map of the North to an adjacent region (via a connection with that region). Carlist units cannot do this.

RETREAT AND OTHER COMBATS

Retreating units cannot reinforce a Battle that will be resolved in an adjacent space during the same phase (the units can be left facedown as a reminder). They cannot participate in an Assault if they retreat to a space where there is a besieged enemy Fortress. Neither can they carry out a Sortie if they retreat back to a besieged Fortress.

SURROUNDED UNITS

If a unit cannot retreat to any space while complying with the above rules, then the following steps must be carried out:

1. All units must retreat together (they cannot retreat to more than one adjacent space).

2. The player whose units are retreating must select a space for them to retreat to, even if it contains an enemy unit or Fortress and/or via a road used by an enemy unit to enter the combat space.

3. The units (as a group) receive a hit for each enemy Infantry or Cavalry unit present on the road they are retreating along, and in the space they are retreating to. They receive a minimum of one hit even if there is no enemy unit. The player loses half (rounded up) of their Field Artillery, which is captured by the enemy (see 14.2) and 1 strength point from their Supply Train (which is not captured). Mountain Artillery and Knapsack units retreat without problems.

4. After hits are assigned as in a Skirmish, if there is any enemy unit or Fortress in the space that the units have retreated to then they must retreat one additional space, complying with the normal rules.

MERGE UNITS

After a Battle (but not a Skirmish), after resolving the retreat, if there are three or more Infantry and/or Cavalry units in any space that a unit has retreated to, then the defeated player may merge these units by selecting one Infantry or Cavalry unit, eliminating it, and adding its strength to another unit in the same space which is of the same type and of equal or lower effectiveness. The maximum strength of this unit cannot be exceeded; if there is any excess strength, or if there is no unit the strength can be added to, then the strength is lost. The player can merge units in this way any number of times in each space. If there is no unit available to merge with, it is allowed to voluntarily eliminate any unit.

Note: This rule enables a player defeated in a Battle to prevent an advantageous enemy counterattack that creates another Battle and a potential Rout.

17.10 REGROUP

The victorious player in a Battle may regroup their units. There is no regroup after a Skirmish.

The victorious player can freely move their units between the Battle space and adjacent spaces, and vice versa, as long as there is at least one friendly unit or Fortress in each space at the start of the regroup, and there are no enemy units present in them (unless they are besieged). Therefore, the victorious units cannot regroup to a space where another Battle is going to be resolved during the same phase, but they will be able to reinforce such a Battle if the conditions are met (their side is the defender, and they are in a space adjacent to the Battle space). Artillery, Supply Train, and Knapsack units must accompany an Infantry or Cavalry unit in order to move. No more than 6 Infantry and/or Cavalry units can be placed in the same space using regroup.

Note: There is a Battle example in the combat examples section of the playbook (see 31.2).

18.0 SIEGE

When a group of units moves to a space where there is an unbesieged enemy Fortress, the enemy units present can remain inside the Fortress instead of fighting outside of it (see 11.4 and 15.0).

A Fortress can hold a certain number of Infantry and/or Cavalry units, depending on the space where it is located:

- **City** (permanent Fortress): A maximum of two units.
- **Other space**: A maximum of one unit.

In addition, a Fortress can hold a Field Artillery, a Mountain Artillery, a Supply Train and/or a Knapsack unit.

If the enemy moves to a space with a friendly Fortress, and there are more friendly units than the Fortress can hold, the player must decide in the combat step what to do with these units. The player may leave all the units outside, or leave some inside the Fortress and some others outside. The units that remain outside the Fortress must fight in a Skirmish or Battle. If it is a Skirmish, the units inside the Fortress are not counted when determining which side will retreat (but they are counted if they are already besieged and a relief force arrives: See 18.2). If it is a Battle, the units inside the Fortress are not deployed on the Battlefield, but they can arrive as reinforcements later (using the normal rules, up to two units per Battle Round).

If the defending units in a space with a friendly Fortress retreat after combat, they can do so into the Fortress (if there is still room) and/or to an adjacent space, as normal.

18.1 INITIATING A SIEGE

When the combat step has finished and there is an Infantry or Cavalry unit in a space with an enemy Fortress and all the enemy units – if any – are inside the Fortress, then a siege is initiated and a marker is placed in the space to record this.

When a siege is initiated, the besieging player has two options:

1. MAINTAINING A SIEGE

While the siege is being maintained, in the supply step of the besieged player's Player Phase it is checked whether the besieged units suffer attrition. In this way, the besieged units or the garrison can be eliminated. As soon as there are no defending units or garrison in a Fortress it surrenders and the besieging player takes control of it.

GARRISON

Each Fortress has an Intrinsic Garrison that is shown on the Fortress counter or, in the case of Cities, on the Garrison counter.

A Garrison is always considered to be in supply (unless besieged) and is not counted when checking supply to a space.

If it is besieged, while there is a friendly Infantry or Cavalry unit in the Fortress the Garrison cannot suffer losses, but if there is no such unit then losses must be rolled for (see 19.3), unless supply can be obtained from a Supply Train or Knapsack in the Fortress.

A Garrison has strength 1. Its effectiveness is 2 (Liberal) or 1 (Carlist) in a City, and 1 (both) in a Fortress. It serves to maintain control of the Fortress if there is no friendly Infantry or Cavalry unit present in the space. It is always the last unit in a space to suffer a hit for whatever reason. Its elimination means that the Fortress is captured by the enemy.

---

2. LAUNCHING AN ASSAULT

❖ **Important**: In order to launch an Assault, the besieging player must have a Field Artillery unit – of any value – in the space of the enemy Fortress.

❖ An Assault cannot be launched in the same phase in which a siege is initiated. The player must wait until their following phase and beyond.

In a siege initiated on the previous turn, the besieging player can launch an Assault in the combat step of their Player Phase without needing to activate the space (it is a free action).

An Assault is somewhat different to a Skirmish or Battle:

- First of all, **the Field Artillery value in the space of both players is compared**. If the defender has the same or higher strength than the attacker, the Assault only lasts one Assault Round. If the defender has less Field Artillery than the attacker, then the attacker can decide, after the first Assault Round, whether to resolve a second Assault Round.

- The defending player fires with all their Infantry and Cavalry units, and with the Garrison. The attacking player can fire with up to four Infantry and Cavalry units in an Assault against a City, and up to two units in an Assault against a Fortress in another space. The player must select the assaulting units at the beginning of the Assault and can change them from one Assault Round to the next.

• At the start of each Assault Round, after the units have been shown, the attacking player can play a Tactical card. In addition, the player may use any number of Operational cards, playing each one at the moment indicated in the card text. The defending player cannot play any card during an Assault.

• The defending units and the Garrison have **double defense**: They must receive two hits to lose one. Each hit by the attackers counts as half, so two hits are required to make a full hit. If half a hit remains at the end of an Assault Round, it is kept until the second Assault Round – if there is one – but is lost at the end of this phase. There is a marker to record half hits.

• In each Assault Round, all defending units and the Garrison fire first and the hits are applied to the attacking unit participating in the Assault. Then all assaulting units fire. Fire is resolved as in a Skirmish (see 16.0), but the units fire with their normal effectiveness (except cavalry. See below). **If the defender has the same amount or more Field Artillery than the attacker** then the defending units and the Garrison add +1 to their effectiveness and the assaulting units reduce their effectiveness by -1. Artillery does not fire (but Field Artillery is counted for the defender's and attacker's effectiveness, and for the number of Assault Round, as explained above). There is no retreat and no morale rolls for either side.

• Cavalry units (both defending and attacking) only hit on a result of 1 in all cases.

Note: There is an Assault example in the combat examples section of the playbook (see 31.3).

18.2 SORTIE AND RELIEF FORCE
SORTIE
Besieged units of the active player may carry out a Sortie in the combat step of their Player Phase without needing to activate the space (it is a free action). It is not mandatory to Sortie with all units if there is more than one. The Sortie causes a Skirmish in the space, in which the besieging units are the defenders and the besieged units are the attackers, who lose the defensive benefits of the Fortress (double defense and +1 to effectiveness thanks to Artillery). The Garrison cannot participate in a Sortie. Artillery may take part, but runs the risk of being captured if its side retreats (see 16.0). Carlist units cannot evade a Liberal Sortie (see 12.2).

RELIEF FORCE
If a group enters a space where there is a besieged friendly Fortress there will be a combat (Skirmish or Battle), in which the besieging units are the defenders and the arriving units are the attackers. If it is a Skirmish, the besieged units do not fire, but they are counted when determining which side retreats.

If it is a Battle, the besieged units cannot participate from the start, but they can enter the Battlefield as reinforcements later (using the normal rules, up to two units per round). There are markers to show these units, because if their side must retreat then they can only retreat back to the besieged Fortress (see 17.9).

18.3 CAPTURING A FORTRESS
If all besieged Infantry and Cavalry units and the Garrison are eliminated, the player besieging the Fortress immediately captures it. The player captures half (rounded up) of the besieged Artillery points (see 14.2) and eliminates the rest. Besieged Supply Train and/or Knapsack units are eliminated.

❖ **Important**: The player can decide to demolish the Fortress at that very moment, thus eliminating the marker, or to keep it. The permanent Fortress of a City cannot be demolished.

If the Fortress is kept, then the player should substitute the Fortress marker for one of their side or, if it is a City, turn over the Garrison counter.

Note: If the player has no available Fortress counter when capturing an enemy Fortress, then instead of substituting the enemy counter it is simply eliminated.

19.0 SUPPLY

At the end of their Player Phase, the player should check supply for all of their **Infantry** and **Cavalry** units on the map. First the general limit is checked (see below), then the supply itself is checked.

Units can obtain supply from:

• The space or region where they are.

• A friendly Supply Train or Knapsack unit that is in the same space.

When checking supply, Partida and Garrison (unless besieged), Artillery, Supply Train, and Knapsack units are not counted.

19.1 GENERAL LIMIT
There cannot be more than 6 Infantry and/or Cavalry units of each side in a space. There cannot be more than 6 Liberal and 4 Carlist Infantry and/or Cavalry units in a region. Garrison, Artillery, Supply Train, and Knapsack units do not count towards this limit, but Partidas units do.

If the general limit is exceeded, the player must eliminate Infantry and/or Cavalry units in the space or region until the limit is no longer exceeded. The supply of the other units must be checked.

19.2 SUPPLY SOURCES

REGION

A region supplies 6 Liberal Infantry and/or Cavalry units. A region does not supply any Carlist units (which must obtain supply from a Supply Train or Knapsack in the region, or else they must forage: See 23.3).

SPACE

Each space can supply a certain number of units, depending on whether the space is located in the Carlist or Liberal Zone, the type of space, and the side the units belong to.

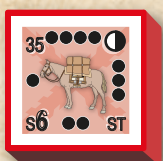| SUPPLY	
Carlist player	
Carlist Zone	**Liberal zone**
Any space: 4	Space adjacent to the Carlist Zone: 4
	Other space: 2

Note: It does not matter whether the space is friendly or enemy, i.e., Carlist units besieging an enemy Fortress receive supply from the space.

Liberal player	
Liberal zone	**Carlist zone**
Friendly City: 6	Friendly Main Town: 2
Friendly Main Town: 4	Space with Port: 2
Space with Port: 4	Friendly Fortress: 1
Other space: 2	Other space: 0

Note: Only one type of space (that which supplies more units) is counted – supply is not summed from more than one type. For example, a friendly Main Town with a Fortress in the Carlist Zone supplies 2 units (the Fortress is not counted). If the space is not friendly, it is considered to be an "other space", unless it is a space with a Port, which provides supply even when not friendly. For example, Liberal units besieging an enemy Fortress do not receive supply from a space in the Carlist Zone and they receive supply for 2 units in the Liberal Zone, but if it is a space with a Port, supply is obtained for 2 units in the Carlist Zone and for 4 units in the Liberal Zone.

Besieged units: Besieged units of either player never obtain supply from the space where they are.

• **Liberal Fortress with port**: A space with a Fortress and a Port controlled by the Liberal player provides supply even if besieged by the Carlist player.

Exception: Bilbao. If the Carlist player is besieging Bilbao, or controls or is besieging – if there is a Liberal Fortress – Portugalete or Guecho, the Port of Bilbao is cancelled (see 4.3).

SUPPLY TRAIN

A Supply Train unit can supply up to 6 friendly Infantry and/or Cavalry units in its space.

When a Supply Train supplies any number of units (up to a maximum of 6), it loses 1 point of strength.

KNAPSACK

A Knapsack unit can supply up to 2 friendly Infantry and/or Cavalry units in its space.

When a Knapsack supplies any number of units (up to a maximum of 2), it loses 1 point of strength.

❖ **Important**: Units can obtain supply both from the space where they are and from a Supply Train or Knapsack unit. If a player can supply their units in a space, it is mandatory to do so. Units cannot be left unsupplied if it is possible to do so. If not all units in a space can be supplied, but some of them can, then the player selects which units are left unsupplied to suffer attrition (see below).

Remember that Partidas and Garrison units (unless besieged), Artillery, Supply Train and Knapsack do not need supplies.

19.3 UNSUPPLIED UNITS

Infantry and Cavalry units without supply suffer **attrition**: Each unit automatically loses 1 point of strength.

Carlist units without supply in a region must, instead, forage (see 23.3).

BESIEGED UNITS

Besieged Infantry and Cavalry units and Garrisons without supply can also suffer attrition, but this is not automatic. The player must roll a die for each unit or Garrison*: On a result of 1 to 3 it loses 1 point of strength; on a result of 4 to 6 it does not lose anything.

There are a series of modifications to the die roll:

• Fortress in enemy zone: -1 (Liberal Fortress in Carlist Zone and Carlist Fortress in Liberal Zone)

• More Field Artillery besieging than besieged: -1

• No besieging Field Artillery: +1.

✱ *Garrison: Remember that the Garrison can only suffer attrition through being besieged if there is no friendly Infantry or Cavalry unit in the Fortress (see 18.1).*

20.0 REINFORCEMENTS

The reinforcements received by each player are shown on the Turn Track on the Main Map. Note that those received in 1834-35 are different to those received in 1836-38.

❖ **Important**: In the first Turn of each scenario neither player receives any type of reinforcements.

Each turn, the Liberal player always deploys reinforcements before the Carlist player.

20.1 LIBERAL PLAYER

In the Reinforcements Phase of a Turn when the Liberal player receives reinforcements, the player takes one or two units – as indicated – randomly from their Reinforcements Reserve (from the bag). Then the player places them, one by one, at full strength in the Liberal Zone:

• In a friendly City or Main Town, which cannot be besieged unless it has a Port (except Bilbao: See 4.3).

• In a region of the Rest of Spain Map (even where there are enemies).

🔵 In addition, in the Reinforcements Phase of a Turn when the Liberal player receives Artillery, the player takes one or two Artillery points – as indicated – which can be either Field or Mountain (player's choice). Then the player places them in the Liberal Zone:

• In a friendly Fortress, which cannot be besieged unless it has a Port (except Bilbao: See 4.3).

• In a region of the Rest of Spain Map where there is a friendly Infantry or Cavalry unit (even where there are enemies).

> **LINE INFANTRY**: If the Liberal player takes a Line Infantry (LN) unit as a reinforcement, then the player must substitute a Provincial Regiment (PR) unit which is in any region or space in the Liberal Zone for this LN unit. The PR unit is transferred to the Reinforcements Reserve (to the bag). The LN unit is placed at maximum strength, irrespective of the strength the PR unit had. The substituted PR unit cannot be in a besieged Fortress, unless it has a Port (except Bilbao: see 4.3). If there is no PR unit that can be substituted, then the LN unit is placed directly onto the map using the normal rules, without substituting another unit.
>
> ❖**Important**: This is not applied when building a unit using Replacement Points (RPs), the rule only affects reinforcements.
>
> *Note: This reflects the gradual experience of the Liberal troops. The substituted PR unit may return as reinforcements representing the continuing influx of raw recruits to the theatre of operations.*

20.2 CARLIST PLAYER

🟥 In the Reinforcements Phase of a Turn when the Carlist player receives reinforcements, the player takes one unit randomly from their Reinforcements Reserve (from the bag), and places it **at 1 point below maximum strength** (a minimum of 2 strength) in any friendly, unbesieged space in the Carlist Zone.

🔴 In addition, in the Reinforcements Phase of a Turn when the Carlist player receives Artillery, the player places 1 Field or Mountain (player's choice) Artillery point in the Hidden Artillery Box.

❖**Important**: If a player's Reinforcements Reserve is empty when that player comes to take a unit of reinforcements, the player instead receives 2 RPs and can spend them immediately (see 21.1). The Liberal player receives a máximo of 2 RPs per reinforcements phase, even if they cannot take two reinforcing units. If there is no Artillery counter available when a player comes to take an Artillery point, then the Artillery reinforcements are lost.

> **SUPPLY TRAIN AND KNAPSACK BOX**: The players can only use the units indicated in the scenario (the rest are still out of play). They are always visible in the box and are not taken as reinforcements, but must be built using Replacement Points (RPs).

21.0 REPLACEMENT POINTS

Replacement Points (RPs) are used to recover strength points lost by unit located on the map, and to build available units in the Reinforcements Reserve, as well as Supply Train and Knapsack logistics units. RPs not spent in a phase are not kept but lost.

21.1 UNITS ON THE MAP
The RP costs for each strength point are as follows:
• Infantry and Cavalry: 1
• Supply Train and Knapsack: 0.5

The strength of each Infantry and Cavalry unit can only be increased by 1 point per phase. This limitation does not apply to Supply Train and Knapsack units. RPs cannot be spent on either type of Artillery. A unit that is part of a Carlist Expedition can only receive RPs when a Recruit with Expedition action is carried out (see 10.6 and 23.4). Any unit receiving RPs cannot participate in any other action in the phase, as normal.

> *Note: Remember that taking part in any type of combat is not an action.*

To be able to receive RPs, a unit must be:

• Liberal: In any space or region in the Liberal Zone, or in any space with a Port in the Carlist Zone. The unit cannot be besieged, unless it is in a space with a Port (except Bilbao: See 4.3). The unit can be besieging an enemy Fortress.

• Carlist: In any space (but the cost can vary. See below). The unit cannot be besieged, but it can be besieging an enemy Fortress. A unit in a Carlist Expedition can only receive RPs from a Recruit with Expedition action (see 23.4).

❖**Important**: If the Carlist unit is not in the Carlist Zone, the RP cost per strength point is doubled. This does not affect Expeditions (see 23.4).

21.2 BUILDING UNITS
When a player constructs a unit using RPs, then player can:

• Take a unit randomly from their Reinforcements Reserve (from the bag) and place it onto the map at 1 strength, spending 1 RP. The unit's strength cannot be increased further in the same phase.

• Directly take a Supply Train or Knapsack unit (these are always visible) and place it onto the map at any strength (spending the corresponding RPs).

❖**Important**: The Carlist player cannot build Partidas (PAR) with RPs, and can only build regional units (REG) by using a Recruit with Expedition action (see 23.4).

A unit built using RPs is placed on the map:
• Liberal: In the Liberal zone:
  » In a friendly City or Main Town which is not besieged, unless it has a Port (except Bilbao: See 4.3).
  » In a region of the Rest of Spain Map (even if there are enemies there).

• Carlist: In any friendly space in the Carlist Zone. The space cannot be besieged.

22.0 CARLIST UPRISING PHASE

The Rest of Spain Map is divided into regions. Each region has a Carlist Uprising level of between zero and three.

There are two regions – Valencia-Murcia, and Catalonia – where the Carlist Uprising level cannot fall below 1, reflecting the intensity of Carlism in these regions.

The Carlist Uprising level cannot be less than 0 (or 1 in Valencia-Murcia, and in Catalonia) or more than 3. Any change below or above these numbers is simply ignored.

22.1 CARLIST UPRISING INCREASE TABLE

At the start of the Carlist Uprising phase, the Carlist player rolls 2D6, sums the result of both dice, and then consults the table below to apply the result:

CARLIST UPRISING IN THE REST OF SPAIN	
2D6	**Effect on the Carlist Uprising level**
2	+1 in Asturias-Cantabria
3	+1 in Andalusia
4	+1 in New Castile
5	+1 in Castile-León
6	No increase
7	+1 in Valencia-Murcia
8	+1 in Catalonia
9	+1 in Galicia
10	+1 in Aragón
11	+1 in Extremadura
12	+1 in a region chosen by the Carlist Player

If it is a region where the Carlist Uprising level is already 3, then the Uprising level increases by +1 in another adjacent region chosen by the Carlist player. If the level is 3 in all adjacent regions, then the Uprising level increases by +1 in any other region chosen by the Carlist player.

22.2 UPRISING INCREASE WITH EXPEDITIONS

After rolling on the Carlist Uprising table, if there is any active Expedition then the Carlist player can attempt to increase the Uprising level in each region where there is an Expedition, as long as there are more Carlist than Liberal units there.

The number of Liberal Infantry and Cavalry units in the region is subtracted from the number of Carlist Infantry and Cavalry units forming the Expedition. The Carlist player rolls a die, and if the result is equal to or less than this number, the Uprising level increases by +1. An Expedition cannot increase the Uprising level in a region where the level is already 3.

23.0 REST OF SPAIN MAP

The units of the Liberal player can move on this map at all times. The units of the Carlist player cannot enter the Rest of Spain Map before 1835.

❖ **Important:** The Carlist player can only have a single active Carlist Expedition in 1835, and a maximum of two Expeditions from 1836 onwards.

CARLIST EXPEDITION: All the Carlist units in a single region of the Rest of Spain Map constitute a Carlist Expedition.

The Main Map is connected to three regions of the Rest of Spain Map: Asturias-Cantabria, Castile-León, and Aragón. The spaces in the North connected to these regions have roads (Main and Secondary) that function as connections with the regions. The cost of movement along these roads is increased by +1 point in both directions.

Movement and combat in the regions of the Rest of Spain have their own rules as follows:

23.1 REGIONAL MOVEMENT

Units of both sides can "coexist" in the same region, although there can be a combat under certain circumstances (see 23.2).

In a player's Player Phase, that player may activate all the units they have in a region for 1 Action Point.

The Carlist units in a region form a Carlist Expedition and must move together (they cannot leave any units behind nor can they move to more than one adjacent region or space). They can move to any adjacent region or space, regardless of whether there are enemy units in the regions they are leaving or entering. If they move to a region where there are one or more friendly units, then both Expeditions are united into a single Expedition.

Liberal units in a region may move together or separately to any adjacent region or space, regardless of whether there are enemy units in the regions they are leaving or entering.

Artillery, Supply Train and Knapsack units cannot move on their own and must accompany a friendly Infantry or Cavalry unit (just like movement between spaces). If these units remain alone in a region they are captured or eliminated, as described in 11.3.

Note: Units moving to a region cannot be intercepted. Neither can units intercept from a region (see 11.6).

MOVEMENT BETWEEN MAPS

• **From the Map of the North to an adjacent region:** The group must pay the movement cost for the road that connects both maps (remember the +1). The group stops after entering the region.

• **From a region to the Map of the North:** The group enters along one of the roads that connects the region to a space on the Map of the North, paying the movement cost (remember the +1) and, if it has remaining capacity, it can continue moving using the normal rules. A unit cannot move to a region in the same phase it moves to the Map of the North from a region.

Note: As soon as a Liberal group declares that it is going to move from a region to the Map of the North and rolls on the movement table, it must either move to the Map of the North or remain in the region where it is (it cannot move to another region after having determined its movement capacity).

MOVEMENT BETWEEN REGIONS

A unit can move once per phase between two regions of the Rest of Spain Map. When moving between regions, neither capacity nor movement points are taken into account: A unit activated in a region can always move to an adjacent region. When moving from a region to the Map of the North the movement capacity of the unit is taken into account.

23.2 COMBAT IN REGIONS

In the combat step of their Player Phase, the Liberal player can attempt to attack with their units in a region against the Carlist units in the same region. This attack has no cost – it is free. The Carlist player can never attack Liberal units in a region.

In order to attack, the Liberal player must first locate the enemy. This is done by rolling a die, and a result of 6 must be obtained. If the roll fails then a "Pursuit +1" marker is placed in the region. A later attempt to locate the Carlists in this region will have a modifier of +1 to the roll. If this fails, then another +1 is added so that the marker shows +2, and so on until +5 is reached, which means that the roll will be automatically successful (unless a card effect is applied).

If the Liberal player is successful in locating the enemy, then a combat will take place. Combat in a region is always resolved as a Skirmish, whatever the number and type of units present. There are some particularities:

• The Skirmish is resolved in open terrain, all units fire (there is no maximum number), and they do so with a +1 modifier, i.e., Infantry hits with its effectiveness (–1 of the Skirmish and +1 of the present modifier, so they cancel each other), Cavalry with its effectiveness +1 (because it is considered open terrain and in the Skirmish it had no penalties), and Artillery on 1, 2, or 3 (since in the Skirmish it hit with results of 1 or 2, now modified with +1).

• The rolls are resolved simultaneously (i.e., the Carlist defender does not fire first). After a round is resolved, the Liberal player decides whether to continue fighting or to abandon the combat. If the player opts to continue, the Carlist player decided whether to continue fighting (and another round is resolved) or whether to abandon the combat.

When the combat ends (by the decision of one of the players, or because all units of one side or both sides have been destroyed) the units of both players remain in the region (there is no retreat). The Liberal player

places a "Pursuit +1" marker in the region or, if there is already a marker, adds +1 to it (see above). If all Carlist units in a region are eliminated, the Expedition is considered to be destroyed, and the Carlist Prestige marker is moved backwards two spaces (see 9.1).

In order to eliminate the Pursuit marker, the Carlist player must activate their units and abandon the region. In the same way, when there is no Carlist or Liberal unit in a region, the Pursuit marker is removed.

EXAMPLE OF MOVEMENT BETWEEN REGIONS
(WITH LIBERAL ATTEMPT TO ATTACK)

1. On the Rest of Spain Map, the Carlist player has an active Expedition in Castile-León composed of two units. The Liberal player has an army of four units in Aragón.

2. In the Liberal player's phase, that player spends 1 Action Point to activate Aragón, selects a group of three units, and moves it to Castile-León.

Note: When moving from a region to an adjacent region it is not necessary to check the movement capacity of the group; the units can move in any event. Moving from a region to the Map of the North is different, requiring the movement capacity of the group to be taken into account.

3. The Liberal player moves the Infantry unit that remained in Aragón to Valencia-Murcia.

Note: When the Liberal player activates a region, the units can be moved together or separately. In this case, a unit is being moved to Valencia-Murcia because the Liberal player wants to have troops there to improve the options for Suppress Uprising (which is at the highest level) in future turns.

4. In the combat step of the phase, the Liberal player tries to attack the Carlist Expedition. To be able to do this, first the player must locate the enemy by rolling a die and obtaining a 6. The result of the roll is 3, so the attempt fails, but the player places a Pursuit +1 marker, which means that a later attempt to locate the Expedition in the region will have a +1 modifier to the die roll (and so will be successful on a 5 or 6).

5. In the Carlist player's phase, that player spends 1 Action Point and activates Castile-León. The player moves the Expedition from that region to Aragón. When it leaves the region, the Pursuit marker is removed.

> *Note: Unlike the Liberal player, when the Carlist player activates a region all the units (forming the Expedition) must move together, no unit can remain behind, nor can units move separately to different places. The Expedition could have recruited rather than moving, but the Carlist player does not want to risk the enemy locating the Expedition, and so the player opts to extract it from the region.*

23.3 SUPPLY IN REGIONS

Liberal units are always supplied in any region, but the general limit of 6 Liberal Infantry and/or Cavalry units is applied in each region (see 19.1).

Carlist units do not receive supply in any region, and the general limit is 4 Carlist Infantry and/or Cavalry units in each region, including Partidas (see 19.1). The units can only receive supply from a Supply Train or Knapsack unit. Partida, Artillery, Supply Train, and Knapsack units are always supplied in any region.

Carlist units without supply must forage. A die is rolled for each Infantry and/or Cavalry unit without supply, and it loses 1 strength point on a result of 1 to 3.

> ❖ **Important**: If there is a result of 1 on any die when foraging, then the Carlist Uprising level of the region is reduced by -1 (the number of 1 results does not matter – a single 1 result is enough, and the Uprising level does not decrease by more than -1).

23.4 CARLIST UPRISINGS

The Carlist Uprising level in each región can go from 0 to 3, except in Catalonia and Valencia-Murcia, where it cannot go below 1 (see 22.0).

The level of the Carlist Uprising in the Rest of Spain increases in the Carlist Uprising phase (see 22.1). Each Expedition can also increase the Carlist Uprising level in the region where it is (see 22.2). Some cards increase or reduce the Carlist Uprising level.

Uprisings can provide VPs to the Carlist player (see 9.1). In addition, Uprisings provide replacements for Carlist Expeditions (see below), although they can be reduced due to the foraging effect of those same expeditions (see 23.3). The Liberal player has an action available for reducing the Carlist Uprising level in a region (see below).

SUPPRESS UPRISING

❖ Liberal player only (**Cost**: 1 Action Point)

> ❖ **Important**: If there is any Carlist Expedition in a region, the Liberal player cannot attempt Suppress Uprising in that region.

In their Player Phase, the Liberal player can attempt to reduce the Carlist Uprising level in a region by spending 1 Action Point and rolling 1D6:

1. If there is no Liberal Infantry or Cavalry unit in the region, or if no unit takes part in the action:

   • If the result is equal to or less than the Carlist Uprising level, then the attempt has no effect.

   • If the result if higher than the Carlist Uprising level, then the level is reduced by -1.

2. If there is at least one Liberal Infantry or Cavalry unit in the region that takes part in the action:

   • For each Liberal Infantry or Cavalry unit after the first that participates in the action, the Liberal player adds +1 to the roll.

   > *Example: if three Liberal Infantry and/or Cavalry units take part in a Suppress Uprising action, the Liberal player adds +2 to their roll.*

   • If the result is less than the Carlist Uprising level, then the attempt has no effect.

   • If the result is equal to the Carlist Uprising level, then the level is reduced by -1, and one Liberal Infantry or Cavalry unit loses 1 strength point.

   • If the result is more than the Carlist Uprising level, then the level is reduced by -1.

   • If the result is 6 or more, then the level is reduced by -2.

> *Note: The Liberal player can carry out the Suppress Uprising action in the same region as many times as desired (spending 1 Action Point each time), but each unit can only participate in a single action per phase, as normal.*

RECRUIT WITH EXPEDITION

❖ Carlist player only (**cost**: 1 Action Point)

If there is any active Expedition at the start of their Player Phase, the Carlist player can recruit with it. If an Expedition has already moved during the phase, then it cannot recruit, and if it recruits, then it cannot move (as no unit can take part in two actions, and the units in an Expedition cannot be moved separately).

An Expedition that recruits receives a number of RPs equal to the Carlist Uprising level +1 in the region where it is. Only Infantry, Cavalry, Supply Train, and Knapsack units that form part of the expedition can receive RPs. No unit, except for Supply Train and Knapsack units, can increase its strength by more than 1 point. Artillery units cannot receive RPs. The cost for each strength point is the same as for units in the Carlist Zone (see 21.1), i.e., it is not doubled.

A Supply Train or Knapsack unit can be built at any strength (by spending the corresponding number of RPs). Available regional (REG) Infantry and Cavalry units can also be built at 1 strength by spending 1 RP each. No other type of unit can be built.

❖ **Important:** Carlist Expeditions cannot receive RPs from an Obtain Replacements action. Neither can Carlist units on the Map of the North receive RPs from a Recruit with Expedition action.

24.0 END OF YEAR

When the last turn of the year has been completed, the End of Year is resolved.

24.1 LIBERAL FORTRESSES IN THE CARLIST ZONE

The value of the Liberal Fortresses within the Carlist Zone is calculated. Each Fortress in a Main Town space is worth 2 points, and any other Fortress is worth 1 point. The Liberal player sums the value of their Fortresses, and consults the following table:

LIBERAL FORTRESS POINTS			
Year	+1 Carlist VP	0 VPs	+1 Liberal VP
1834	0-3	4-7	8+
1835	0-1	2-5	6+
1836	0	1-4	5+
1837	0-1	2-5	6+
1838	0-3	4-7	8+

The table shows the effect of the Liberal Fortress Points value for each year. Either one of the players will receive +1 VP, or there will be no effect.

LIBERAL FORTRESS IN BAZTÁN:

From 1835 onwards, the Liberal Player receives +1 VP if still controlling the fortress of Baztán.

24.2 CARLIST WAR FATIGUE

In 1836, 1837, and 1838 the Liberal Player receives +1 VP.

24.3 DECISIVE VICTORY

If the VP marker is in the Decisive Victory Zone of one side, then the game ends at this moment with victory for that player.

24.4 END OF SCENARIO

If a scenario that ends this year is being played, or if the year is 1838, then the game ends, and the following is resolved:

• The Carlist player checks the space where the Carlist Prestige marker is (0, 1, 2, or 3), subtracts the negative modifier to Prestige, if any, and adds the number of regions on the Rest of Spain Map that have a Carlist Uprising level of 3. Then the player rolls a die – if the result if equal to or less than the number calculated, then the player receives +1 VP.

• The winner is determined as indicated in the scenario.

If the game has not ended, then the rest of the End of Year is resolved.

24.5 WINTER
CARLIST UPRISING

The Carlist player rolls on the Carlist Uprising Table, and applies the result as described in 22.1.

For each active Expedition, if any, the Carlist player attempts to increase the Carlist Uprising level in its region, as described in 22.2.

SIEGE ATTRITION

Both players must check the supply of besieged units, as described in 19.0

24.6 NEW UNITS

The players should consult the scenario they are playing and, where appropriate, each player should add the Infantry and Cavalry units shown to their Reinforcements Reserve (into the bag), and the Supply Train and Knapsack units shown to their Supply Train and Knapsack Box.

24.7 REPLACEMENTS

Each player receives a certain number of replacements:

1. The Liberal player receives replacements for each region of the Rest of Spain Map that does not have a Carlist Uprising level of 2 or 3, and that does not contain a Carlist expedition. There are a total of 9 regions.

• In 1834-1835, the player receives 1 RP for each region.

• In 1836-1837, the player receives 2 RPs for each region.

2. The Carlist player receives 1 RP for each Main Town they control (even if besieged), and 3 RPs more if they control a City (even if besieged).

The players spend their RPs in the normal way (see 21.0), first the Liberal player, and then the Carlist player.

❖ **Important:** In this case, Infantry and Cavalry units can increase their strength by more than 1 point.

CARLIST PARTIDAS

If any Partida unit has been eliminated, the Carlist player receives it back at this point, and should place it in any friendly space in the Carlist Zone. The space cannot be besieged.

24.8 REDEPLOYMENT

Both players – first the Liberal, then the Carlist – can redeploy, one by one, some of their units on the map.

• The Liberal player can redeploy 1D6 units.

• The Carlist player can redeploy 3 Partidas units and 5 other units. The player can also hide their Artillery.

UNITS

Each player can redeploy any unbesieged, friendly unit.

Exception: The Liberal player can redeploy units that are besieged in a friendly Fortress with a Port (see Naval Redeployment below).

This includes Artillery, Supply Train, and Knapsack units, which can be moved on their own when redeployed, but must end in a friendly Fortress, or in a space or region where there is at least one friendly Infantry or Cavalry unit (see 11.3). The Carlist player can hide any unbesieged Artillery points that are in the Carlist Zone (see 14.3). Hiding Artillery does not count towards the number of redeployed units, but moving them on the map does count.

GEOGRAPHIC LIMITS

The Carlist player can only redeploy units that are on the Map of the North (never those in regions). The Liberal player can redeploy units that are on the Map of the North, and also those in regions of the Rest of Spain Map.

ORIGIN AND DESTINATION

A unit can redeploy from any space or region (complying with the above geographic limits), but must end within its zone. This means that a Liberal unit must end its redeployment in the Liberal Zone, and a Carlist unit in the Carlist Zone. A unit may move through the enemy zone, but it can never end its redeployment there. Enemy redeployment cannot be intercepted.

STACKING LIMIT

No more than 6 Infantry and/or Cavalry units can be placed in the same space or region using redeployment.

LAND REDEPLOYMENT

❖ Both sides

A unit may move through an unlimited number of spaces, but cannot enter any space occupied by an enemy Fortress or unit (unless besieged by friendly units, in which case the redeploying unit can enter the space and continue moving, or remain there if it is in the friendly zone). A Liberal unit can move from any region to another adjacent region even if there is an enemy unit in either of them. If a Liberal unit is in a region adjacent to the North, it can transfer to the Map of the North and continue moving on it. A Liberal unit can move from the Map of the North to any region adjacent to the north.

NAVAL REDEPLOYMENT

❖ Liberal only

A Liberal unit can move from a space with a Port or from a coastal region to another space with a Port or coastal region. The unit can leave any space, but the space it moves to cannot contain any enemy Fortress or unit, unless the enemy Fortress is besieged, or the enemy units are besieging a friendly Fortress. The unit can move to and from a besieged friendly Fortress in a space with a Port, but cannot exceed the Fortress capacity (1 or 2 units: See 18.0).

❖**Important:** The Port of Bilbao is cancelled if the City is besieged by the Carlists, or if Portugalete or Guecho is controlled by or – if there is a Liberal Fortress – besieged by the Carlists (see 4.3).

A Liberal unit cannot combine Naval Redeployment with Land Redeployment (it can only carry out one of the two).

24.9 CARDS

The players should prepare their draw decks for the following year.

• Remember that cards with an asterisk that have been played are permanently eliminated from the game.

• Each player should add their discard pile to the cards remaining in their draw deck, and look through them to remove any card that should be eliminated starting from the following year, or which can no longer be played due to the effect of an Event card played by the opponent.

• Each player should add the cards for the following year to their draw deck, and then shuffle it.

• If a player has in their hand any card that is eliminated starting from the following year, then it should be removed from the game, and replaced with a card from the draw deck. If it is an Event, then it should be discarded and replaced with another card, repeating this process until the player gets a Tactical or Operational card. Then the player should return any discarded Event card to the draw deck, and shuffle it.

Note: If this happens in 1835, the Liberal player should place the Operational Army of the North card (L16) randomly back among the first five of their draw deck.

24.10 ACTION POINT MARKERS

The players should prepare their Action Point markers for the following year, placing the markers indicated in 10.0 in the container.

Once the End of Year has been completed, the next Year begins.

Morzabal

MENDIGORRIA

2

2

12

2

Camino bajo de Larraga

Cerro de
la Corona

Balsa

Balsa

Bellica 3rd Generation

13

13

Prado Marin

Camino alto de Larraga

Viñas y Sembrados

14

14

Camᵒ del Artajona

Balsa

14

5