

## **AN IMPOSSIBLE WAR: THE FIRST CARLIST WAR IN THE NORTH, 1834-1838**

### **ERRATA AND CLARIFICATIONS (2026-01-08)**

#### **IMPORTANT ERRATA**

##### **COMPONENTS**

- The game includes 8 dice (4 for each player) instead of 4.

##### **UNITS**

By mistake, several Carlist unit stickers have the abbreviation in their Spanish version instead of English:

- VIZ (instead of BIS) in 3 Biscayan stickers.
- EXT (instead of FOR) in the Foreigners sticker.
- VAS (instead of BAS) in the Basque cavalry sticker.

##### **PLAYBOOK**

- 25.3 1835 (END OF YEAR FOR 1834)  
The Carlist reinforcing Navarrese (NAV) and Biscayan (BIS) units have strength 4 (instead of 3, as it is written by mistake).

#### **MINOR ERRATA AND CLARIFICATIONS (do not affect the game play)**

##### **RULEBOOK**

- 5.1 BLOCKS AND COUNTERS (illustration)  
Although it's easy to deduce, in the case of artillery, the unit on the left is field artillery and the one on the right is mountain artillery. Regarding logistical units, the one on the left is a supply train and the one on the right is a backpack.

##### **PLAYBOOK**

- 25.3 YEAR 1835 (END OF YEAR 1834)  
Reminder: at the end of the year 1834 the Carlist player places his three regional units (REG) in the corresponding box of the map (he may have placed them before, but he will not be able to recruit them with an expedition until 1835 and later years).