



Playbook

The First Carlist War
in the North, 1834-1838



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25.0 SCENARIO: ENTIRE WAR (1834–38)

25.1 INITIAL SET UP

First, the **Liberal** player places all their units and counters on the map, in their Reinforcements Reserve, and in their Supply Train and Knapsack box. Then, the **Carlist** player does the same. You should deploy in secret, so that your opponent cannot see the identity of any of your blocks. However, your opponent will be able to see your counters, which are always visible on the map to both players.

The quantity of each type of unit to be deployed by each player is listed, with the name and abbreviation, effectiveness (E), morale (M), and strength (S). If the initial strength is less than the maximum strength, then the latter is shown in brackets.

❖ Note that all Carlist units that are deployed on the map start at 1 point less than their maximum strength, except the “Partidas”.

25.1.1 LIBERAL PLAYER

UNITS placed on the map (labeled “D”):

- 1 x Royal Guard Infantry (RG) E2 / M9 / S4
- 1 x Light Infantry (LG) E2 / M9 / S4
- 2 x Provincial Regiment Infantry (PR) E1 / M7 / S4
- 4 x Line Infantry (LN) E2 / M8 / S4
- 1 x Royal Guard Cavalry (RG) E2 / M8 / S3
- 1 x Cavalry of the Line (LN) E2 / M8 / S3
- 6 points of Field Artillery
- 1 x Supply Train S2(4)
- 2 x Knapsack S1(2)

COUNTERS placed on the map:

- 5 x Garrison (each with the name of its City)
- 4 x Fortress

REINFORCEMENTS RESERVE (bag) (labeled “34”):

- 1 x Royal Guard Infantry (RG) E2 / M9 / S4
- 1 x Light Infantry (LG) E2 / M9 / S4
- 2 x Provincial Regiment Infantry (PR) E1 / M7 / S4
- 2 x Line Infantry (LN) E2 / M8 / S4
- 1 x Light Cavalry (LG) E2 / M8 / S3
- 1 x Cavalry of the Line (LN) E2 / M8 / S3

SUPPLY TRAIN AND KNAPSACK BOX.

- 1 x Knapsack (labeled “34”)

PLACEMENT

1. Garrisons: place the corresponding Garrison in each of the 5 Cities, with its **Liberal** side face up.

2. Artillery: place 1 point of Field Artillery in each City, and an additional point of Field Artillery in any one City (so that there will be 2 points of Field Artillery in that City).

3. Fortresses: place 1 in the **Carlist** Refuge of Baztán (see special rule below) and 1 each in any 3 Main Towns, including within the Carlist Zone.

4. Infantry and Cavalry:

- **Liberal** Zone: place in any City or Main Town, no more than 4 units per space.
- **Carlist** Zone: place in any Fortress, no more than 1 unit per space.

5. Supply Train and Knapsack: place in any space where there is at least one friendly unit, no more than 1 unit of each type per space.

25.1.2 CARLIST PLAYER

UNITS placed on the map (labeled “D”):

- 1 x Navarrese Infantry (NAV) E3 / M10 / S3(4)
- 1 x Navarrese Infantry (NAV) E2 / M9 / S3(4)
- 1 x Guipuzcoan Infantry (GUI) E2 / M9 / S2(3)
- 1 x Alavese Infantry (ALA) E3 / M10 / S3(4)
- 1 x Biscayan Infantry (BIS) E2 / M9 / S3(4)
- 1 x Navarrese Cavalry (NAV) E2 / M9 / S2(3)
- 3 x Partida E1 / M7 / S11
- No Artillery, Supply Train, or Knapsack units

REINFORCEMENTS RESERVE (bag) (labeled “34”):

- 1 x Navarrese Infantry (NAV) E2 / M9 / S4
- 1 x Biscayan Infantry (BIS) E2 / M9 / S4
- 1 x Castilian Infantry (CAS) E2 / M9 / S4
- 1 x Basque Cavalry (BAS) E2 / M8 / S2

SUPPLY TRAIN AND KNAPSACK BOX:

- 1 x Knapsack (labeled “34”)

PLACEMENT

Infantry, Cavalry, and Partidas: place only in the **Carlist** Zone, in any space not occupied by an enemy Fortress. No more than 2 units per space.

25.1.3 MISCELLANEOUS MARKERS

- Place the **Year** marker on 1834 and the **Turn** marker on 1.
- **Command Points:** both players begin with 0.
- **Carlist Prestige:** place the marker on 0.
- **VPs:** place the marker on 0. Then the **Liberal** player gains 1 VP for each Main Town they control in the **Carlist** Zone (those in which they have place a Fortress counter)..

25.1.4 INITIAL CARLIST UPRISING

The **Carlist** player rolls four times on the **Carlist** Uprising in the Rest of Spain table. The four results must be different (repeat any result that has already been obtained), and any result of 6 or 12 is ignored.

25.1.5 ACTION POINT MARKERS

Each player should place the Action Point markers for 1834 listed in the Action Point Markers table (see 10.0) into an opaque container.

25.1.6 CARDS

Each player takes their 9 cards for 1834 and creates a draw deck

- The **Carlist** card **Don Carlos enters Spain** (C01) should be (randomly) placed among the first five cards of the Carlist draw deck.
- The **Liberal** card **Reinforcements: Army of Observation** (L01) should be (randomly) placed among the first five cards of the Liberal draw deck..

25.1.7 REINFORCEMENTS

Remember that in the **first** turn of the scenario, neither player receives the reinforcements listed on the Turn Track of the Main Map.

25.2 SPECIAL RULES

25.2.1 LIBERAL FORTRESS IN BAZTÁN

The Baztán space is a **Carlist** Refuge and a Fortress cannot be constructed in this type of space. However, the scenario begins with a **Liberal** Fortress in Baztán, which is an exception to the rule.

Note: This represents the fortified town of Elizondo. The Liberals kept control of it until April 1835 when they abandoned it because they could not guarantee its defense and supply line. The Carlists endeavored to maintain a blockade of the town throughout this period.

If the Fortress located in Baztán is captured by the **Carlist** player or demolished by the **Liberal** player then the counter is removed from the map, and a Fortress cannot be constructed again in the space as it is a **Carlist** Refuge.

Even while there is a **Liberal** Fortress, the **Carlist** player continues to benefit from all of the usual advantages of a **Carlist** Refuge in the Baztán space.

VPs: at the **End of Year** of 1835 and each later year, the **Liberal** player gains 1 **VP** if they still control the Fortress of Baztán.

25.3 1835 (END OF YEAR FOR 1834)

During the End of Year of 1834, the players add the following units to their Reinforcements Reserves (bags) and to their Supply Train and Knapsack boxes. All of these units are labeled “35”:

LIBERAL PLAYER:

- 1 x Royal Guard Infantry (RG) E2 / M9 / S4
- 2 x Provincial Regiment Infantry (PR) E1 / M7 / S4
- 4 x Infantry of the Line (LN) E2 / M8 / S4
- 1 x Supply Train
- 1 x Knapsack

CARLIST PLAYER:

- 1 x Navarrese Infantry (NAV) E2 / M9 / S3
- 1 x Alavese Infantry (ALA) E2 / M9 / S3
- 1 x Biscayan Infantry (BIS) E2 / M9 / S3
- 1 x Guipuzcoan Infantry (GUI) E3 / M10 / S4
- 1 x Castilian Infantry (CAS) E3 / M10 / S4
- 1 x Castilian Cavalry (CAS) E2 / M9 / S3
- 1 x Supply Train
- 1 x Knapsack

CARDS: each player prepares their draw deck as explained in 24.9, adding their 1835 cards.

25.4 1836 (END OF YEAR FOR 1835)

During the End of Year of 1835, the players add the following units to their Reinforcements Reserves (bags) and to their Supply Train and Knapsack boxes. All of these units are labeled “36”:

LIBERAL PLAYER:

- 1 x Light Infantry (LG) E3 / M9 / S4
- 1 x Infantry of the Line (LN) E2 / M8 / S4
- 1 x Supply Train
- 1 x Knapsack

CARLIST PLAYER:

- 1 x Cantabrian Infantry (CAN) E2 / M9 / S2
- 1 x Foreign Infantry (FOR) E2 / M9 / S2
- 1 x Knapsack

CARDS:

Each player prepares their draw deck as explained in 24.9, adding their 1836 cards.

- The **Liberal** card **Army of Operations of the North** (L16) should be (randomly) placed among the first five cards of the **Liberal** draw deck).

25.5 1837 and 1838 (END OF YEAR FOR 1836 AND 1837)

During the End of Year of 1836 and 1837, the players do not add units to their Reinforcements Reserves (bag) nor to their Supply Train and Knapsack boxes.

CARDS:

Each player prepares their draw deck as explained in 24.9, adding their 1837 and 1838 cards, respectively.

25.6 VICTORY CONDITIONS

The scenario can end in one of four different ways:

- If at any time the **Carlist** player controls two cities at the same time, the game ends at that instant with victory for that player.
- If the VP marker is in the **Automatic Victory** zone of one side during the Victory Check phase, the game ends on that turn with victory for the respective player.
- If the VP marker is in the **Decisive Victory** zone of one side during the End of Year, the game ends at that moment with victory for the respective player.
- At the end of 1838, the game ends and the winner is determined. If the VP marker is in the gray zone, the result is a draw. If it is in the Marginal Victory or Decisive Victory zone of one side (blue or red), the respective player is the winner of the game.

26.0 SCENARIO: ZUMALACÁRREGUI'S WAR (1834-36)

This scenario begins at the same point as the Entire War scenario. So, the initial set up, special rules, and the text for the years 1835 and 1836 from that scenario also apply to this scenario. As the scenario finishes at the end of 1836, the text for the years 1837 and 1838 does not apply.

VICTORY CONDITIONS

The scenario can end in one of four different ways:

- If at any time the **Carlist** player controls two cities at the same time, the game ends at that instant with victory for that player.
- If the VP marker is in the **Automatic Victory** zone of one side during the Victory Check phase, the game ends on that turn with victory for the respective player.
- If the VP marker is in the **Decisive Victory** zone of one side during the End of Year, the game ends at that moment with victory for the respective player.
- At the end of 1836, the game ends and the winner is determined.
 - » If the VP marker is at 4 or more on the **Carlist** side of the track: **Carlist** Victory.
 - » If the VP marker is at 0 or on the **Liberal** side of the track: **Liberal** Victory.
 - » In any other case (If the VP marker is at 1 to 3 on the Carlist side of the track) the result is a draw.

Note: this is equivalent to using the VP track, but deducting 2 VPs from the Carlist player at the end of the scenario.

27.0 SCENARIO: ESPARTERO'S WAR (1836-38)

27.1 CARLIST UPRISING IN THE REST OF SPAIN

First, +1 is added to the **Carlist** Uprising level in all regions, so that Catalonia and Valencia-Murcia are at level 2, and the seven other regions are at level 1.

Then, the **Carlist** player rolls three times on the **Carlist** Uprising in the Rest of Spain table. The three results must be different (repeat any result that has already been obtained), and any result of 6 or 12 is ignored.

If the **Liberal** player later deploys more Infantry and/or Cavalry units in any region than the **Carlist** Uprising level of that region, reduce the level by 1. This rule can be applied to no more than two regions (see 27.4).

27.2 INITIAL SET UP

First, the **Liberal** player places all their units and counters on the map, in their Reinforcements Reserve, and in their Supply Train and Knapsack box. Then, the **Carlist** player does the same. You should deploy in secret, so that your opponent cannot see the identity of any of your blocks. However, your opponent will be able to see your counters, which are always visible on the map to both players.

The quantity of each type of unit to be deployed by each player is listed. All units of both players are placed at full strength, although some will have their strength reduced later (see 27.5).

27.2.1 LIBERAL PLAYER

INFANTRY AND CAVALRY UNITS placed on the map (x 28):

- All units labeled "D" (x 14)
- All units labeled "34" (x 8)
- All units labeled "L1" (x 3)
- 3 units selected randomly from the 7 Infantry and Cavalry units labeled "35".

LOGISTICS UNITS placed on the map (x 4):

- 2 Supply Trains labeled "D" and "35"
- 2 Knapsacks labeled "D"

ARTILLERY (14 points):

- 10 points of Field Artillery and 4 points of Field and/or Mountain Artillery (see point 4 of PLACEMENT below)

MARKERS placed on the map (x 10):

- 5 x Garrison (each with the name of its City)
- 5 x Fortress

REINFORCEMENTS RESERVE (bag) (x 6):

- The 4 Infantry and/or Cavalry units labeled "35" that were not selected previously
- All Infantry units labeled "36" (x 2)

SUPPLY TRAIN AND KNAPSACK BOX (x 4):

- 1 Supply Train labeled "36"
- 3 Knapsacks labeled "34", "35" and "36"

Note: the player may set up these logistics units on the map (see point 6 of PLACEMENT below).

PLACEMENT

1. Garrisons: Place the corresponding Garrison in each of the 5 Cities with its **Liberal** side face up.

2. Fortresses: Place 2 in any space in the **Liberal** Zone adjacent to the **Carlist** Zone, 2 in any space in the **Liberal** Zone, and 1 in any Main Town in the **Carlist** Zone.

3. Infantry and Cavalry: Place in any region or space in the **Liberal** Zone, without exceeding the maximum number of units that the space can supply (region or City: up to 6; Main Town: up to 4; other space: up to 2). Also in the controlled Main Town (with a Fortress) in the **Carlist** Zone (up to 2).

4. Artillery: s Place 2 points of Field Artillery in each City (a total of 10). Also, 4 points of Field and/or Mountain Artillery (**Liberal** player's choice) in the **Liberal** Zone, in any friendly Fortress, or in any space or region where there is a friendly Infantry and/or Cavalry unit. The units can be placed together or separately, without exceeding the maximum of 4 points of Field Artillery and/or 2 points of Mountain Artillery per region or space.

5. Logistics units (Supply Train and Knapsack): Place in the **Liberal** Zone, in any friendly Fortress, or in any space or region where there is a friendly Infantry and/or Cavalry unit, no more than 1 unit of each type per space.

6. Deployment of other logistics units: The **Liberal** player can build and place on the map the logistics units from their Supply Train and Knapsack box. To do this, the player must obtain Replacement Points (RPs) by reducing the strength of other friendly units on the map. For each point of strength that an Infantry or Cavalry unit loses, the player receives 1 RP, and for each point of strength that a Supply Train or Knapsack unit loses, they receive 0.5 RPs to build logistics units (see 21.2). The units should be placed according to point 5 above.

27.2.2 CARLIST PLAYER

INFANTRY AND CAVALRY UNITS placed on the map (x 17):

- All units labeled "D" (x 6)
- All units labeled "34" (x 4)
- 4 units selected randomly from the 6 Infantry and Cavalry units labeled "35"
- All Partidas (x 3)

LOGISTICS UNIT placed on the map (x 1):

- 1 Knapsack labeled "34"

ARTILLERY (4 points):

- 4 points of Field and/or Mountain Artillery (see point 3 of PLACEMENT below)

MARKERS placed on the map (x 3):

- 3 x Fortress

REINFORCEMENTS RESERVE (bag) x 4:

- The 2 Infantry and/or Cavalry units labeled "35" that were not selected previously
- All Infantry units labeled "36" (x 2)

SUPPLY TRAIN AND KNAPSACK BOX:

- 1 Supply Train labeled "36"
- 2 Knapsacks labeled "35" and "36"

Note: the player may set up these logistics units on the map (see point 5 of PLACEMENT below).

PLACEMENT

- 1. Fortresses:** Place in any friendly space in the **Carlist** Zone
- 2. Infantry and Cavalry:** Place in any friendly space in the **Carlist** Zone, without exceeding the maximum number of units that the space can supply (any space: up to 4).
- 3. Artillery:** Place 4 points of Field and/or Mountain Artillery (**Carlist** player's choice) in any friendly Fortress, in any space where there is a friendly Infantry and/or Cavalry unit, or in the Hidden Artillery box. The units can be placed together or separately, without exceeding the maximum of 2 points of Field Artillery and/or 2 points of Mountain Artillery per space (with no limit in the Hidden Artillery box).
- 4. Logistics unit (Knapsack):** place in any friendly Fortress, or in any space where there is a friendly Infantry and/or Cavalry unit.
- 5. Deployment of other logistics units:** The **Carlist** player can build and place on the map the logistics units from their Supply Train and Knapsack box. To do this, the player must obtain Replacement Points (RPs) by reducing the strength of other friendly units on the map. For each point of strength that an Infantry or Cavalry unit loses, the player receives 1 RP, and for each point of strength that a Supply Train or Knapsack unit loses, they receive 0.5 RPs to build logistics units (see 21.2). The units should be placed according to point 4 above.

27.2.3 MISCELLANEOUS MARKERS

- Place the **Year** marker on 1836 and the **Turn** marker on 1.
- **Command Points:** both players begin with 1.
- **Carlist Prestige:** place the marker on 0.
- **VPs:** place the marker on 1 on the **Carlist** side of the track.

27.2.4 ACTION POINT MARKERS

Each player should place the Action Point markers for 1836 listed in the Action Point Markers table (see 10.0) into an opaque container.

27.2.5 REINFORCEMENTS

Remember that in the **first turn** of the scenario, neither player receives the reinforcements listed on the Turn Track of the Main Map.

27.3 CARDS

27.3.1 LIBERAL PLAYER

Take all your 1834 and 1835 cards, except L01, L05, L08, and L14 (remove these 4 cards from the game).

Take the 6 cards with an asterisk (L07, L09, L11, L12, L13, and L15), randomly select 4 and remove them from the game. The cards with an asterisk have no effect when they are removed from the game, except for the following:

- **Reinforcements (L11 and L12):** the **Liberal** player places the listed units on the map (together or separately), following the rules described in 27.2.1 (see point 3 of PLACEMENT).
- **Sortie (L13):** the **Carlist** player must eliminate 1 point of Artillery (Field or Mountain, **Carlist** player's choice) from the map or from their Hidden Artillery box.
- **Diego de León:** the **Liberal** player places the listed unit on the map, following the rules described in 27.2.1 (see point 3 of PLACEMENT). The **Carlist** card **Lance (C04)** is removed from the game.

Finally, the **Liberal** player prepares their draw deck by adding their 1836 cards.

- The **Liberal** card **Army of Operations of the North (L16)** should be (randomly) placed among the first five cards of the **Liberal** draw deck.

27.3.2 CARLIST PLAYER

Take your 1834 and 1835 cards, except C01, C03, C06, C07, and C08 (remove these 5 cards from the game). Also remove C04 is the effect of the **Liberal** card **Diego de León (L15)** has been applied (see above).

Take the 5 or 6 cards with an Asterisk (C04 if it has not already been removed, C05, C10, C11, C12, and C14), randomly select 3 and remove them from the game. The cards with an asterisk have no effect when they are removed from the game, except for the following:

- **Lance (C04):** the **Carlist** player should leave this card faceup on the table to show that it remains active until canceled.

Finally, the **Carlist** player prepares their draw deck by adding their 1836 cards.

27.4 REDUCTION OF UPRISING LEVEL

Check the deployment of units on the Rest of Spain Map. If the **Liberal** player has deployed in any region more Infantry and/or Cavalry units than the Uprising level of that region, reduce the Uprising level of the region by 1. This rule can be applied to **no more than two regions**.

27.5 ATTRITION

This rule reflects the damage suffered by the two armies during the previous years of the war. Roll a single die for both players and consult the following table:

Die result	Liberal		Carlist	
	No. units -1 strength	No. units -2 strength	No. units -1 strength	No. units -2 strength
1	7	4	3	2
2	7	5	4	2
3	8	6	4	3
4	8	6	4	3
5	9	7	4	4
6	9	8	5	4

The table shows the number of Infantry and/or Cavalry units of each side that must lose 1 or 2 strength points. The **Liberal** player applies their losses before the **Carlist** player does so.

Each player chooses which or their units suffer attrition, but no unit can suffer more than once i.e., a unit chosen to lose 1 or 2 strength points cannot be chosen again to lose strength.

If any unit is eliminated, it is move to the Reinforcements Reserve (to the bag), as normal.

No Artillery, Supply Train, or Knapsack unit can be chosen to suffer attrition.

The **Carlist** player cannot choose a Partida unit to suffer attrition.

27.6 1837 and 1838 (END OF YEAR FOR 1836 AND 1837)

During the End of Year of 1836 and 1837, the players do not add any units to their Reinforcement Reserves (bags) nor to their Supply Train and Knapsack boxes.

CARDS: each player prepares their draw deck as explained in 24.9, adding their 1837 and 1838 cards, respectively.

27.7 VICTORY CONDITIONS

The scenario can end in one of four different ways:

- If at any time the **Carlist** player controls two cities at the same time, the game ends at that instant with victory for that player.
- If the VP marker is in the **Automatic Victory** zone of one side during the Victory Check phase, the game ends on that turn with victory for the respective player.
- If the VP marker is in the **Decisive Victory** zone of one side during the End of Year, the game ends at that moment with victory for the respective player.
- At the end of 1838, the game ends and the winner is determined. If the VP marker is in the gray zone, the result is a draw. If it is in the Marginal Victory or Decisive Victory zone of one side (blue or red), the respective player is the winner of the game.

28.0 RULES CLARIFICATIONS

11.6 INTERCEPTION

A besieged unit cannot intercept the movement of the enemy units besieging it, even if all the enemy units abandon the space, ending the siege.

12.1 CONCENTRATION

The space where the concentration takes place must be in the **Carlist** Zone, but the units can move from adjacent space in the **Liberal** Zone.

A **Carlist** unit that moves by concentration is considered moved even if it remains in the activated space. That is to say, it will not be able to participate in another action during that same phase even if it does not move from that space.

12.2 EVASION

The space the **Carlist** units are evading from must be in the **Carlist** Zone, but they can retreat to a space in the **Liberal** Zone, complying with the retreat rules (see 17.9).

12.3 COUNTERMARCH

The enemy-occupied space that the **Carlist** units are trying to move through must be in the **Carlist** Zone, but the next space they move to can be in the **Liberal** Zone.

17.9 RETREATING ARTILLERY

The presence of Cavalry can prevent or reduce the loss of Artillery after defeat in a Skirmish or Battle. If this is the case, the Artillery must retreat together with a friendly unit, but it does not have to be a Cavalry – it can be any type.

17.9 LIBERAL NAVAL EVACUATION

If there is the chance for **Liberal** units to retreat by sea, they are not obliged to do so – they can retreat by land using the normal retreat rules.

19.3 BESIEGED UNITS

If there is any Infantry and/or Cavalry unit in a besieged friendly Fortress at the start of the supply step, the Garrison does not roll for losses, even if all Infantry and/or Cavalry units are eliminated and the Garrison is on its own. It begins to roll for losses during the next player's next Player Phase.

29.0 CARD CLARIFICATIONS

29.1 CARLIST CARDS

DON CARLOS ENTERS SPAIN (C01): If played in the last Player Phase of the last Turn of 1834, the penalty to **Liberal** Action Points is applied in the **Liberal** Player Phase of the first Turn of 1835. If when playing the card there are no units in their reinforcements reserve, the **Carlist** player receives 2 RP and spends them immediately.

SURPRISE ATTACK (C02): In a Battle, this card can only be played in the first round. In the second and third rounds of Battle (if there are any), the **Liberal** player will be the first to activate a unit, as normal for the defender.

TRAITOR IN THE FORTRESS (C08 and C19): If the **Liberal** Fortress is captured and there is Artillery, the **Carlist** player captures half of it (rounded up), as described in 18.3.

SHORT OF RATIONS (C13): The **Carlist** player can choose any space. It makes sense to choose one where it is certain that there is an enemy Supply Train and/or Knapsack unit, but the player can choose any, hoping for a lucky guess. If there is no enemy logistics unit, the card has no effect.

DETACHED CAVALRY SQUADRON (C17): The Detached Squadron counter is not counted when determining whether the combat is a Battle. It is not eliminated until any retreat is resolved, so it is counted when determining which side retreats in a Skirmish, and it can take part in a pursuit or rout in Battle, causing or suffering hits.

CABRERA (C20): If the Uprising level in Valencia and Murcia is already 3, the level cannot be increased in an adjacent region.

MAROTO (C28): If the player chooses to spend 3 RPs on the map, they cannot build a unit from the Reinforcements Reserve nor from the Supply Train and Knapsack box.

29.2 LIBERAL CARDS

ORÁA, THE GRAY WOLF (L06): If it cancels a **Carlist** interception, then this does not take place and the **Carlist** player loses the Command Point or the Operational card spent to carry out the interception. There can be no attempt to repeat the interception.

AMMUNITION SHORTAGE (L07): The card can be played in any round of the Battle.

REARGUARD ACTION (L10): If all the **Liberal** units are eliminated in the Skirmish or Battle, the **Liberal** player cannot play this card – in order to be able to play it, at least one undemoralized Cavalry unit must survive. In a Battle, it must be played before starting to resolve the pursuit or rout.

ULE, ULE, TO NAVARRE! (L18): If there is no Navarrese, Basque or Partida unit in the Expedition, the card has no effect. If there is no friendly **Carlist** Refuge space, the **Carlist** player should place the unit in any friendly unbesieged space adjacent to a **Carlist** Refuge.

UNIFIED PURSUIT COMMAND (L23): Any Pursuit marker remains attached to the **Carlist** Expedition and is not eliminated while the Expedition is active, even if it moves or if there is no **Liberal** unit in its region. If the Expedition moves, reduce the modifier by -1 (to a minimum of +1).

30.0 OPTIONAL RULES

❖ **Warning:** The game has been tested with its basic rules without adding any optional rule. The following rules are offered to players to use at their discretion. They modify the balance of the game in favor of one or other side, increase the detail of the historical simulation, add counterfactual events or, simply, spice up the gaming experience. We discourage their use in the first few games – later, experienced players can use them at their own risk.

30.1 PRO-CARLIST

30.1.1 ZUMALACÁRREGUI IN COMMAND

The **Carlist** player starts the year 1834 with 1 command point (instead of zero).

Note: A small advantage for the Carlist player that reflects Zumalacárrégui's superior initiative and command ability in the early stages of the war.

30.1.2 PUT MY ESPADRILLES ON

In the year 1834, when the **Carlist** player carries out an Obtain Replacements action, he will receive +1 RP.

Note: Another small advantage for the Carlist player that reflects the initial enthusiasm of Don Carlos' supporters and the influx of volunteers to Zumalacárrégui's army in the first year of the war. "Put my espadrilles on" is the title of a Carlist song.

30.1.3 GET RID OF THE HEALERS, MY GENERAL

The **Carlist** card Uncle Thomas (C07) is not eliminated from the game in 1836, but remains in play for the whole game.

Note: This rule explores the possibility of Zumalacárrégui not being injured during the siege of Bilbao, or of receiving more effective medical care, and surviving beyond June 1835.

30.1.4 MORE AID FROM THE ABSOLUTIST POWERS

If the VP marker is in the **Carlist** victory zone (red boxes on the track), when the **Carlist** player carries out an Obtain Replacements action there is +1 to the roll on the Replacement Point Table, and the player receives +1 RP in the Replacement step of the End of Year.

Note: Carlism received support from the absolutist powers of Europe – mainly Prussia, Austria, Russia and Piedmont – but this help did not go beyond occasional monetary aid, and limited diplomatic pressure on the liberal powers. They did not send troops other than a few hundred volunteers who came on their own initiative. This rule reflects the idea that the successes of Don Carlos would lead to greater material aid by the countries sympathetic to the Carlist cause.

30.1.5 PRO-CARLIST REGIONS

In the regions of Valencia-Murcia and Catalonia, **Carlist** Expeditions have the following benefits:

- A +1 modifier to the roll for foraging (so that there is no danger of the Carlist Uprising level being reduced).
- +1 Replacement Point for Recruit with Expedition.

Note: After the North, it was in the region of the Maestrazgo and Catalonia where Carlism had a greater presence and control of territory. Expeditions sent from the North had more support there than in other regions.

30.1.6 EXPANSION OF THE CARLIST ZONE

The **Carlist** player can "expand" their zone by means of Fortresses. A space in the **Liberal** Zone that is adjacent to the **Carlist** Zone, and in

which there is a **Carlist** Fortress, is considered to form part of the **Carlist** Zone for the purposes of all rules, unless it is besieged.

In other words, if the **Carlist** Fortress is not besieged, then it is considered to be a space in the **Carlist** Zone for **Carlist** Special Movement (evasion, concentration, and countermarch), **Liberal** interception, reinforcements in Battle, supply, and replacements (for both sides).

The same applies to a **Carlist** Fortress adjacent to another **Carlist** Fortress that is adjacent to the **Carlist** Zone (the **Carlist** Zone expands by means of connected Fortresses, as long as none of them are besieged).

Note: Many Carlist commanders had no doubt that to expand their zone of influence it was necessary to control the territory in an effective and permanent way. Fortresses were an indispensable tool for this

30.2 PRO-LIBERAL

30.2.1 URBAN MILITIA

Liberal units besieged in a City have an additional modifier of +1 when rolling to check if they suffer attrition during the supply step.

Note: The Urban Militia (later National Militia) was a body of armed citizens inclined towards liberal values that defended towns under government control. Their performance was uneven, but sometimes they did well.

30.2.2 BREAKING THE BLOCKADE OF BILBAO

If Bilbao is besieged by the **Carlist** player but (both) Portugalete and Guecho are neither controlled or besieged by the **Carlist** player, the **Liberal** player can spend up to 2 RPs on units inside the City for each Obtain Replacements action, although the player can still not build any unit inside the City, as normally.

Note: During the sieges of Bilbao, the Carlists cut the Nervión estuary to prevent the arrival of reinforcements and equipment, although during the first few days the blockade was not total and the city received aid. Later, the Liberal navy and its British allies could have organized a naval operation to break the blockade and transfer reinforcements and equipment to the besieged.

30.2.3 ELITE CAVALRY

Liberal Cavalry units with an effectiveness of 3 are considered to be elite. In Battle, when they charge a **Carlist** Infantry unit it suffers an additional -1 penalty to its morale value when rolling for morale on receiving the charge.

Note: The Liberal army's cavalry grew and improved throughout the war, reaching a high level of efficiency, and contributing effectively to its side's victories.

30.2.4 DESTROYED EXPEDITIONS

If a **Carlist** Expedition is destroyed, in addition to the **Carlist** Prestige marker moving back two spaces, the **Carlist** Uprising level is reduced by -1 (it cannot go below the minimum level) in the region where the Expedition was destroyed.

Note: In the same way that the expeditions could stir up sedition in favor of Don Carlos, their elimination by government forces caused anxiety and despondency among the Carlists in the region where the fiasco took place.

30.2.5 RESERVE CORPS

In order for the **Carlist** player to get +1 action point to spend with an expedition, at the beginning of their phase there must be 6 or more regions (instead of 5 or more) with an uprising level of 2 or 3 (see 10.0).

Note: the Liberal general Narváez organized the Reserve Corps, with up to 14,000 infantry and 1,000 horsemen, which was an effective instrument against the Carlist guerrillas in the southern half of the Peninsula.

30.2.6 ESPARTERO IN COMMAND

At the end of the year of 1836 and 1837 the **Liberal** player:

- Gets 1 command point, which adds to the ones they already have (up to a maximum of 5).
- In the redeployment step they can redeploy a minimum of 3 units (when rolling 1D6 a result of 1 or 2 is considered 3).

Note: under the command of Espartero the liberal army improved its performance. He was not a brilliant strategist, but he showed determination and knew how to face the challenges of war.

30.2.7 LOSS OF CARLIST QUALITY

At the end of the year of 1836, at the beginning of the replacement step, the **Carlist** player must choose and eliminate from the game one of his elite infantry units (effectiveness 3). He can eliminate it wherever it is: in the Reinforcements Reserve or on the map.

If removed from the map, he takes an infantry unit from his Reinforcements Reserve (randomly) and places it at the same strength (or maximum strength, if lower) in the same space where he removed the elite infantry from.

If there are no infantry units in his Reinforcements Reserve to replace the eliminated unit, the **Carlist** player gets 3 additional RP that he can spend in the replacements step.

Note: This reflects the progressive loss of quality of the Carlist army, caused mainly by the lower proportion of volunteer and motivated troops as the war progressed.

30.2.8 EMERGENCY REINFORCEMENTS

Once per game, the **Liberal** player can obtain emergency reinforcements if any of the following conditions are fulfilled:

- The **Carlist** player controls a City.
- The VP marker is at 4+ in the **Carlist** area of the track.

In the reinforcements phase of any time – as long as either of the above circumstances applies – the **Liberal** player can place three units from their Reinforcements Reserve (from the bag) at full strength in any one region adjacent to the North. These units are received in addition to any other **Liberal** reinforcements that arrive on this turn.

Note: If any unit is Infantry of the Line, a Provincial Regiment unit does not need to be substituted, and the Line Infantry unit is placed in the region together with the other emergency reinforcement units.

❖ **Important:** If the Liberal player receives the emergency reinforcements, the Carlist Prestige marker moves forward two spaces.

30.3 NEUTRAL

30.3.1 THE FORTUNES OF WAR

A player may spend 1 Command Point to repeat any die roll, whether theirs or the other player's. The second roll is final and cannot be repeated. This can be done with any roll of one or two dice (except for firing), and can be at any point in the turn.

Note: This rule widens the options for using Command Points, and gives players the option to amend one of their bad rolls or force the opponent to repeat a good roll.

30.3.2 FORTRESS DESTROYED IN ASSAULT

When a player captures a Fortress (but not a City) during an Assault, the player rolls a die. If the result is 1, the Fortress has been destroyed by the assault and is eliminated from the map (remove the Fortress counter from the space).

If a Fortress is besieged and is captured due to attrition, it is not destroyed.

Note: Sometimes the bombardment to open a breach during a siege and assault the fortress caused so much damage that it left the fortress in a ruined state and indefensible. In such cases, the occupants would either abandon the fortress or reconstruct it.

30.3.3 CONTROLLING THE LUCK OF THE CARDS

During the End of Year, when preparing the draw deck, each player may choose a card from those forming the deck and place it among the first five cards, so that it will be drawn during the following year.

Note: During the end of Year of 1835, the Liberal card "Army of Operations of the North" (L16) should be placed among the first five cards of the deck, as usual. The Liberal player can also place another card of their choice among the first five if this optional rule is used. Both players can use this rule to increase control over their respective draw decks, and ensure that they can receive a specific card each year from 1835 to 1838. Perhaps it favors the liberal a little more, who has several reinforcement cards in their deck that are very useful to them.

30.3.4 LESS DRAW OPTIONS

The 1 spaces on the Victory Points track are now considered in each side's Marginal Victory zone (the same color as the nearest 2 space, red or blue). The result of the game will be a draw only if the VP marker ends in the zero space.

Note: With this rule, players reduce the chance of the game ending in a draw.

30.3.5 UNPREDICTABLE END OF YEAR

Playing a scenario that ends in 1838 (Entire War or Espartero's War), the game can end before or even after the last turn. At the end of the year of 1837, each player adds the optional card **The Embrace of Vergara** (C36 and L36) to their deck, as explained below.

After preparing the draw decks, as outlined in 24.9, each player separates the first two cards and the last two cards of their deck. They add their optional card **The Embrace of Vergara** to the rest of the cards and shuffles them.

Then put the first two cards back on top of the deck and the last two below, don't shuffle it. That way the deck is ready for the last year of the game.

If any player draws **The Embrace of Vergara** card from their deck, the turn and the year end at that same moment and the text of the card applies:

- If the player who plays first in that turn has taken the card, it goes on to resolve the end of the year.
- If the player playing second in that turn has taken the card, that player gets 1 VP and it goes on to resolve the end of the year.

If neither of the two cards appears before the end of turn 5, an additional last turn will be played, that is, that year will have 6 turns. In the 6th turn there will be no reinforcements for either side, but the rest of the

phases will be played as normal. If any player takes their **The Embrace of Vergara** card, the turn and the year will end at the same moment, as explained above.

Note: This rule aims to lessen a common effect in the last turn of games: The players carry out actions that, in normal circumstances, they would not do if the game were to continue. Applying this rule, from the third turn of 1838 the players must play without being sure when the game will end. The VP the second player gets compensates them for playing one less phase than their opponent.

30.3.6 MORE VICTORY POINT CARDS

The basic deck for each player includes a card that provides +1 VP if the conditions are fulfilled:

- **Liberal** player: **Punishment Expedition** (L14 - 1835)
- **Carlist** player: **Royal Expedition** (C24 - 1837)

There is a series of optional card that can be used to add different possibilities for gaining VPs. The players should agree on which option to use:

Option 1: one VP card per player

During the End of Year of 1834, when the draw deck for the following Year is prepared:

- The **Liberal** player takes card L14 and their two optional cards for 1835 (L31 and L32), shuffles them, randomly takes one card (without looking at it), and adds it to the draw deck. Remove the other cards from the game without looking at them.

During the End of Year of 1836, when the draw deck for the following Year is prepared:

- The **Carlist** player takes card C24 and their two optional cards for 1837 (C34 and C35), shuffles them, randomly takes **one** (without looking at it), and adds it to the draw deck. Remove the other cards from the game without looking at them.

Option 2: two VP cards per player

During the End of Year of 1834, when the draw deck for the following Year is prepared:

- The **Liberal** player takes card L14 and their two optional cards for 1835 (L31 and L32), shuffles them, randomly takes one card (without looking at it), and adds it to the draw deck. Remove the other cards from the game without looking at them.
- The **Carlist** player takes their three optional cards for 1835 (C31, C32, and C33), shuffles them, randomly takes **one** (without looking at it), and adds it to the draw deck. Remove the other cards from the game without looking at them.

During the End of Year of 1836, when the draw deck for the following Year is prepared:

- The **Liberal** player takes their three optional cards for 1837 (L33, L34, and L35), shuffles them, randomly takes **one** (without looking at it), and adds it to the draw deck. Remove the other cards from the game without looking at them.
- The **Carlist** player takes card C24 and their two optional cards for 1837 (C34 and C35), shuffles them, randomly takes **one** (without looking at it), and adds it to the draw deck. Remove the other cards from the game without looking at them.

Option 3: The players decide the number of VP cards

Each side has 6 VP cards (1 basic and 5 optional), 3 for 1835 and 3 for 1837. The players can agree how to use them in the game. They can take them randomly, or choose them directly. When appropriate (End of

Year of 1834 or 1836), 1, 2 or even all 3 cards can be added to the deck, although it will probably not be a good idea to use many VP cards. The decision, and its consequences, is in the players' hands.

Note: This rule increases the opportunities for gaining VPs through cards, and makes it less easy to predict which VP card your opponent has.

31.0 EXAMPLES OF COMBATS

31.1 EXAMPLE OF SKIRMISH



Note: Here the Skirmish from the example of Carlist movement that appears in the rulebook (see page 11) is resolved.

1) The **Carlist** player is the attacker, having moved a group of three Infantry units to Orduña.

2) Later, the player moved a second group of one Cavalry and one Artillery unit, but since it entered the space after the first group, it remains on the road and will not participate in combat.

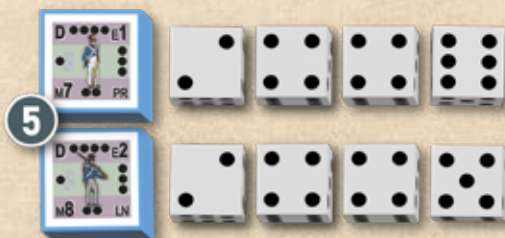
3) The **Liberal** player is the defender and has two Infantry units. As there is a **Liberal** fortress in Orduña, the player could leave one of these units inside it (only one because its maximum capacity is one Infantry or Cavalry unit), but decides that both units will remain outside the Fortress and take part in the combat, while will be a Skirmish, rather than a Battle, because one of the two sides (the **Liberal** in this case) has less than three Infantry and Cavalry units.

Note: The Liberal could leave one unit inside the Fortress to protect the unit from losses in combat, but opts to risk both units suffering losses but having more strength in the Skirmish, increasing the possibility of causing losses to the attacker. Sometimes – though not in this case –

leaving or not leaving a unit inside a Fortress can determine whether the combat is a Skirmish or a Battle.



4) Both players reveal their units (the **Carlist** Cavalry unit on the road remains hidden). Each player – first the attacker, then the defender – can play a Tactical card. The **Carlist** player does not play one, but the **Liberal** player plays the **False Retreat** card. In addition, either player can play Operational cards at any point if the conditions apply.



5) First, the defender fires. The **Liberal** player fires with the Provincial Regiment, which has 4 points of strength, and so 4 dice are rolled. Its effectiveness is 1, but in a Skirmish Infantry always has a -1 penalty to its effectiveness, so it is lowered to 0 (in this case, it does not matter because a result of 1 is always a hit). The unit does not cause a hit. Then 4 dice are rolled for the Infantry of the Line; the effect of the Tactical card that the player has played is used to increase its effectiveness from 2 to 3. With the penalty for being in a Skirmish, its effectiveness is reduced to 2. It causes 1 hit.



6) The **Carlist** player applies the hit received to the Biscayan Infantry unit, which loses 1 point of strength (the unit with most strength should take the hit, but when there are several with the same strength, the player chooses between them).



7) Now the attacker fires. The **Carlist** player rolls 2 dice for the Biscayan Infantry (its strength has been reduced from 3 to 2); it has an effectiveness of 2, which is reduced to 1. It does not cause a hit. Then the player rolls 5 dice with the two Navarrese and Alavese Infantry units; both have an effectiveness of 3, which is reduced to 2. They achieve 3 hits. The

Liberal player applies 1 hit to each unit, which are reduced from 4 to 3 strength, and the 3rd hit to the Provincial Regiment, whose strength is lowered from 3 to 2.



8) A Skirmish consists of a single round of fire. Now it is determined who retreats by counting the number of Infantry and Cavalry units of both sides; no unit on a road is counted, nor are Partida, Artillery, Supply Train, and Knapsack units (if any). The **Carlist** player has three units and the **Liberal** player has two, so the **Liberal** units must retreat.

9) The **Liberal** player chooses for the Infantry of the Line to retreat inside the Fortress in the space, while the Provincial Regiment retreats to Val-maseda (a friendly adjacent space). It cannot retreat inside the Fortress because its maximum capacity is one unit. The **Carlist** player moves the units on the road (one Cavalry and one Artillery) to the space of Orduña, and places a siege marker on the enemy unit inside the Fortress.

Note: Things have not gone well for the Liberal player, who has caused fewer losses to the enemy than expected, and whose units have been punished. The player decides to leave the best unit inside the Fortress, and retreat with the weakest one. The Carlist player has been lucky, only having received one hit. Now, the player has an important army located at Orduña, including Field Artillery, which increases the chances of the besieged suffering attrition, and permits the player to Assault the Fortress in later turns (a Fortress cannot be Assaulted in the same phase when the siege is established).

31.2 EXAMPLE OF BATTLE



1) The **Carlist** player is besieging Bilbao with an army composed of three Infantry units, one Cavalry unit, and a Field Artillery unit. Inside the besieged City, in addition to the Garrison, there are two **Liberal** Infantry units and a Field Artillery unit.

2) In their Player Phase, the **Liberal** player moves an army formed of four Infantry, one Cavalry, one Mountain Artillery, and one Supply Train unit from Llodio to Bilbao. The **Carlist** units are not within the **Carlist** Zone, so they cannot attempt to evade.

Note: Even if they were within the Carlist Zone, they still could not attempt to evade because they have more than three units in the space.

The combat must be resolved in the corresponding step. Since both players have at least three Infantry and/or Cavalry units, it will be a Battle.



3) First, both players transfer their units in the space to the Battlefield. The besieged units remain within the City, and do not participate in the first round of Battle. If there were a **Liberal** unit on a connected road – having arrived after the first group – it could not participate in the first round either, and would remain on the map.

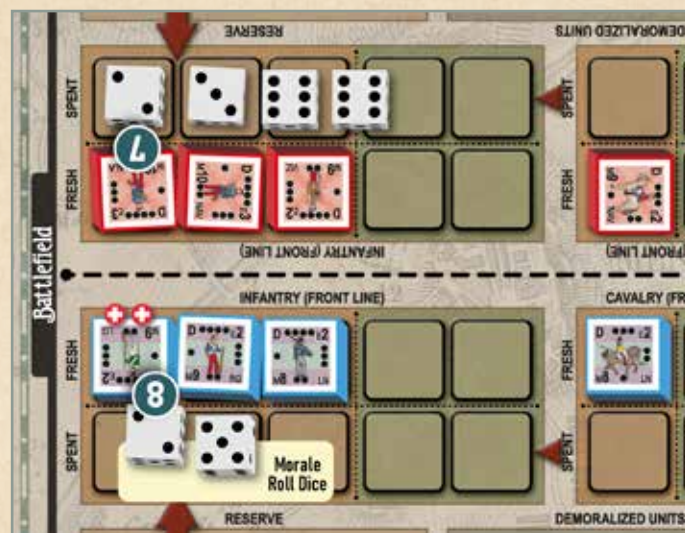
4) The **Liberal** player is the attacker, and deploys three Infantry units in the front line. The player has another Infantry unit, but Bilbao is a rough terrain space, and when a Battle is resolved in this terrain each player can only deploy a maximum of three Infantry units in the front line, so the player places the excess unit (of their choice) in the reserve box. The player deploys their only Cavalry unit in the first line – in rough terrain no more than one may be deployed – and their Mountain Artillery in the corresponding box; as it has 1 point of strength, the player places 1 Artillery point. All the units begin fresh. Finally, the player deploys the Supply Train in the appropriate box.

5) The **Carlist** player deploys their three Infantry and only Cavalry unit in the front line (the player has no excess unit to place in reserve). The player deploys their Field Artillery unit in the corresponding box, but as it only has 1 point of strength and in rough terrain Field Artillery produces half points (rounding down), the player does not place any Artillery points.



6) The first Battle Round begins. Both players can play a Tactical card, starting with the attacker. The **Liberal** player does not play a card. The **Carlist** player decides to play **Stone Walls**, a good defensive card. At that moment, the **Liberal** player plays the Operational card **Enemy Mistake**, which cancels the enemy card and so it will have no effect in this round. As both played cards have asterisks, both of them are removed from the game.

Note: A player can only play a single Tactical card in each round of Battle, but any number of Operational cards at any time, as long as the conditions listed on the card are fulfilled.



7) The round consists of successive activations, beginning with the defender. The **Carlist** player can activate a fresh unit in the front line, and

chooses the Alavese Infantry, which fires with its effectiveness of 3, and rolls 4 dice as it has 4 strength. It causes 2 hits, and is spent (the player moves it to the adjacent box to show that it is spent).

8) In Battle, the hits are freely applied by the player receiving them. In this case, the shots from the enemy Infantry must be applied to friendly Infantry units in the front line (not to Cavalry, nor to units in reserve). The **Liberal** player decides to assign the 2 hits to their Light Infantry unit; its strength is reduced from 4 to 2.

Note: The player could have shared the 2 hits between two units, one hit to each unit, but in this case both would have had to make a morale roll, as will be seen below.

Now the unit must make a morale roll, applying a modifier of -1 to the morale value for each hit beyond the first it has received in this activation (in this case a single -1, which reduces its morale from 9 to 8). The player rolls two dice, adding them together, and gets a 7, which is less than or equal to the reduced morale. The unit passes its morale roll.

Note: Both being able to freely apply hits and also units that suffer losses having to make morale rolls are exclusively part of Battles, and do not apply in any other circumstances in the game. For example, in a Skirmish or Assault there are rules for applying hits, and morale rolls are never made.



9) Now the **Liberal** player activates their Royal Guard Infantry unit, and fires with it. The player has 1 Artillery point and decides to spend it to support the Infantry unit, adding 1 die to its roll. So, it rolls 5 dice with effectiveness 2, and causes 2 hits.

10) The **Carlist** player decides to apply both hits to their Biscayan Infantry unit, which loses 2 points of strength. It has a -1 modifier to its morale, which becomes 8. The player rolls both dice and gets a 9, which is higher than the unit's reduced morale, so the unit fails the roll, and is moved to the **Carlist** Demoralized Units box.

Note: The Carlist player could have applied the hits to the spent Alavese Infantry unit, which has a higher morale, and is not going to fire in this Battle Round. However, the player preferred to assign the loss to a lower quality unit in order to preserve the elite one. When it fails the morale roll, the Biscayan unit retreats from the front line, and can no longer fire – a set back for the Carlist player.



11) It is the **Carlist** player's turn again, and the player fires with their only fresh Infantry unit, with strength 3 and effectiveness 3. It has no luck, only causing 1 hit.

12) The **Liberal** player applies the hit to their spent Royal Guard unit, which reduces its strength by 1 point, and succeeds in its morale roll.



13) The **Liberal** player activates their fresh Infantry of the Line unit to fire with 4 strength and 2 effectiveness. It causes 1 hit.

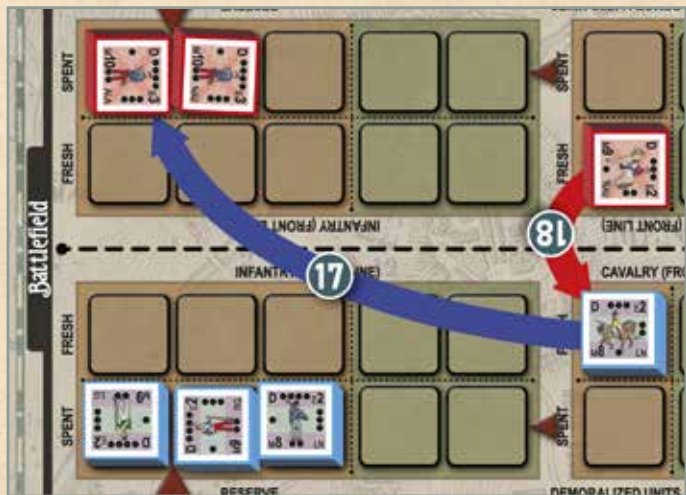
14) The **Carlist** player applies the hit to their spent Alavese Infantry unit, which reduces its strength by 1 point, and passes its morale roll.



15) It is the **Carlist** player's turn to activate. All of their Infantry units are spent, so they must activate their single fresh Cavalry unit. However, the player prefers to wait to see what their opponent will do, and decides to pass.

Note: A player who passes can no longer activate any of their units in this Battle Round, but they can countercharge with any fresh Cavalry unit.

16) The **Liberal** player activates their last fresh Infantry unit, the Light Infantry with 2 strength and 2 effectiveness, but it does not cause a hit.



17) The **Carlist** player has passed, so it's the **Liberal** player's turn again. They only have one fresh unit: the Cavalry of the Line. The player decides to activate it and charges against a **Carlist** Infantry unit.

Note: A fresh Cavalry unit can charge against a Cavalry or Infantry unit in the enemy front line.

18) However, the **Carlist** player chooses to countercharge straight away with their fresh Cavalry unit: The **Liberal** charge against the **Carlist** Infantry is cancelled, and both Cavalry units face each other.

Note: The Carlist player does not want to risk the enemy Cavalry charge being successful and causing losses to one of their elite units. The player opted to keep their Cavalry unit in reserve, passing instead of charging with it, and then when the Liberal Cavalry activated, it countercharged to protect the Infantry.



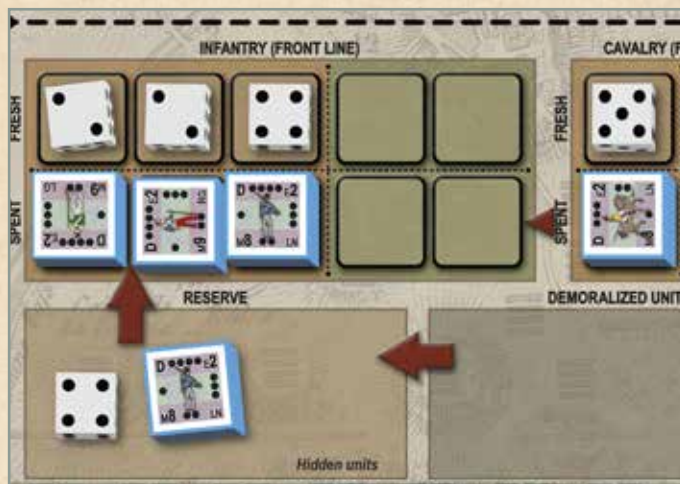
19) When a charging Cavalry unit faces a countercharging enemy Cavalry unit, both units attack simultaneously, and firing, hits, and morale rolls are resolved at the same time. The **Liberal** Cavalry causes a hit, as does the **Carlist** Cavalry. Both units pass their respective morale rolls.

Note: The Carlist Cavalry has a -1 modifier to its morale value, which is reduced from 9 to 8, as it only has 1 point of strength left after applying the enemy hit.



20) The Battle Round has finished, because the **Carlist** player has passed, and the **Liberal** player has no fresh unit remaining in the front line. Now the End of Battle Round is resolved. First, voluntary retreat: The players may abandon the battlefield, with the attacker deciding first. The **Liberal** player does not want to retreat. Then the **Carlist** player decides to retreat, so the Battle end with a **Liberal** victory.

Note: The Carlist player is not interested in prolonging the Battle, because the first round has not been favorable, and the circumstances are not promising. Both sides have suffered similar losses, but the Carlist player has lost a unit from the first line, which has become demoralized. Before resolving another round, the players can bring reinforcements into the Battle. The defender can reinforce with units in adjacent spaces, but there is only a Carlist Partida unit in Guecho, which would be of little help (see image at the beginning of this example). The attacker can reinforce with units that have entered the space this turn (there are none on the connected roads), but also with those inside a besieged Fortress in the space; there are two Liberal units in Bilbao that could join the Battle. The Liberal player also has a unit in the Reserve box (which did not fit in the front line during deployment), which could now relieve a damaged unit. Although the arrival of reinforcements is never guaranteed (a morale roll must be made), the Carlist player prefers to avoid further losses. Furthermore, preserving the Carlist Cavalry, as can be seen below, will help to reduce losses from pursuit.



21) When a Battle ends with voluntary retreat by a player, there is pursuit. If the retreating side – in this case, the **Carlists** – has Cavalry in the front line or in reserve, then the winner rolls a die for each undemoralized 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 (if any). In this case, the **Liberal** player rolls 4 dice for their Infantry units in the front line and in reserve, and 1 die for their Cavalry units in the front line.

Note: The Infantry and Cavalry dice are rolled separately, because Infantry hits are only applied to enemy Infantry, and Cavalry hits are applied to enemy Cavalry before Infantry.

The **Liberal** player does not cause any hits. If the player had, then they would have been applied as in a Skirmish (one by one to the unit with highest strength).



22) The loser of the Battle retreats from the space. Their units can retreat together or separately to adjacent friendly spaces, without using any road which enemy units have used to arrive at the Battle. The **Carlist** player decides to retreat two units to Sodupe and another two, together with the Artillery, to Guernica. They could also have retreated to Guecho or Murguía, but not to Llodio as it is a road that the enemy used to arrive, nor to Durango which is an enemy space.

Note: The Carlist player prefers to divide their forces so as not to give the enemy the chance of attacking them again and causing another Battle. With less than three Infantry and/or Cavalry units in each space, any combat would be a Skirmish. The player would have preferred to retreat the units to spaces connected to each other, in order to take advantage of concentration, but this was not possible.

After a Battle, the defeated player can merge units if they have three or more Infantry and/or Cavalry in a space any unit has retreated to, but this is not the case here.

23) Finally, the winning player can regroup their units, moving them freely between the battle space and adjacent spaces, as long as there is at least one unit or Fortress in these spaces. The **Liberal** player decides to move a Line Infantry unit from Bilbao to Durango.

Note: The Battle was a victory, but in the end there are seven Infantry and Cavalry units in Bilbao. As the general limit in the supply step is six units, the Liberal player would have to eliminate one of them. In order to avoid this, the player uses a regroup to remove a unit from Bilbao, thus complying with the limit.

31.3 EXAMPLE OF ASSAULT



Note: An Assault caused by the situation created in the above example of a Skirmish (see 31.1) is resolved here.

- 1) In the combat step of the **Carlist** Player Phase, after resolving any Skirmishes and Battles, the player can launch Assaults where there is a besieged enemy Fortress. There is a **Liberal** Fortress in Orduña besieged by **Carlist** units, and the siege has not begun in this phase (an Assault cannot be launched in the same phase that a siege begins).
- 2) In order to launch an Assault, it is essential that the besieger – in this case the **Carlist** player – has Field Artillery in the space. The value of Field Artillery of both players is compared; there is no Artillery in the Fortress, so the defending player (the **Liberal**) has less Field Artillery than the attacker (the **Carlist**), which, as we will see, is important.
- 3) The defending player fires with all their units. The attacking player can fire with up to two units assaulting a Fortress (with up to four assaulting a City). The player must choose these two units, and the **Carlist** player selects their two elite Infantry units. After showing the units (those not participating in the Assault remain hidden), the attacking player can play a Tactical card (the defender cannot play a Tactical card in an Assault). In this case, the **Carlist** player decides not to do so.



- 4) First, the defender fires. The player has the Fortress' intrinsic Garrison, with 1 strength and 1 effectiveness, and a Line Infantry unit with 3 strength and 2 effectiveness. Only one hit is caused.

Note: If the defending player had the same amount or more Field Artillery than the attacker, the defender would add +1 to the effectiveness of all firing units.

5) The **Carlist** player must apply the hit to one of the units participating in the Assault, so the player assigns it to the Navarrese Infantry unit, which loses 1 point of strength.



6) Now the **Carlist** player fires with the two assaulting units, one with 2 strength and the other with 3 strength, and both with 3 effectiveness. They cause 3 hits.

Note: If the defending player had the same amount or more Field Artillery than the attacker, the attacker would deduct -1 from the effectiveness of all units firing.

7) The **Liberal** player must apply the hits, but in an Assault the defending units have double defense: Two hits are needed to cause one. So, the **Carlist** player has achieved one and a half hits; the half hit causes no loss, but is kept for the next Assault Round (if there is one). The **Liberal** player assigns the hit to the Line Infantry unit, which loses 1 point of strength.

Note: The Garrison is always the last to receive hits from any cause.



8) As the defender does not have equal or more Field Artillery than the attacker, the **Carlist** player can, if desired, resolve another Assault Round. The player decides to do so, and can now play a Tactical card, but declines again.

9) The **Liberal** player fires with the Garrison and with the Line Infantry unit, but this time causes no hits.

10) The **Carlist** player fires with the two elite Infantry units, and again causes 3 hits, i.e., one and a half.

11) However, this time the half hit remaining from the previous Assault Round is added, causing a total of 2 hits on the defender. The **Liberal** player applies these to the Infantry unit, which loses its 2 remaining points of strength, and is eliminated. The player moves the unit to their Reinforcements Reserve (to their bag).



12) An Assault lasts a maximum of two rounds, so this Assault is finished. The Fortress remains besieged, and the **Liberal** player only has the Intrinsic Garrison remaining. If it is eliminated for any reason (whether through attrition or in another Assault), the Fortress will fall, and will be captured by the **Carlist** player.

32.0 EXAMPLE OF TURNS

Next, two turns of a game are described, so that players can familiarize themselves with the turn structure, its phases, the different actions that can be carried out, etc.

Note: When a game is played, the identity of a player's blocks remains hidden from the opponent, except when they are revealed in combat. In this example, all units are permanently visible for the reader.

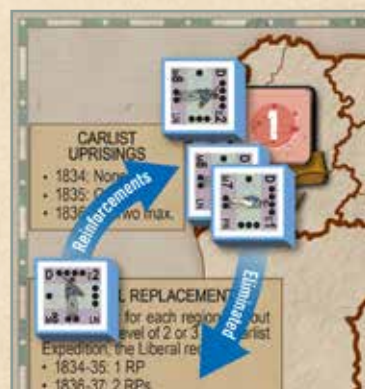
Dani, with the **Liberal** side, faces David, with the **Carlists**. **TURN 3 OF 1835** is beginning, i.e., the game has already progressed, the armies have grown, the uprising has spread throughout the rest of Spain, and **Carlist** Expeditions can leave the North.



The **Liberal** player controls two Fortresses in the **Carlist** Zone, in the Main Towns of Irún and Estella. The player has built fortresses in Santoña and Miranda de Ebro. The **Carlist** player is besieging the City of Pamplona, and has an active Expedition in the region of Asturias-Cantabria. The **Carlist** event Lance (**C04**) is active.

1) REINFORCEMENT PHASE

In this turn, both players receive reinforcements, as indicated in the Turn track. First the **Liberal** player deploys: two units from their Reinforcements Reserve, and 2 Artillery points. The first unit that Dani takes from the bag is a Line Infantry. According to the rules, when this type of unit is drawn as a reinforcement, it



must substitute a Provincial Regiment unit that is already on the map in the **Liberal** Zone; he selects a Provincial Regiment in the region of Galicia (on the Rest of Spain Map), eliminates it (transferring it to the Reinforcements Reserve), and deploys the Line Infantry there at full strength.

Note: Logically, the Liberal player will try to substitute a unit with less strength, as happens in this case; the Provincial Regiment substituted only has 1 point of strength.

The second **Liberal** unit is a Provincial Regiment that Dani places in Logroño. Finally, he distributes his 2 Artillery points in this way: 1 of Mountain Artillery in the region of Castile and León (where he already had 1 point of the same type, so he now has 2), and 1 of Field Artillery in San Sebastián, where it is added to the existing point for a total of 2. David takes from his bag a Biscayan Infantry unit and deploys it in Irurzun. As a general rule, the **Carlist** player always places their reinforcements at 1 point less than full strength, and so deploys the unit at 3 strength (its maximum is 4).

2) CARLIST UPRISING PHASE

The **Carlist** player rolls two dice and adds them together: a 6 and a 4, for a total of 10. He consults the **Carlist** Uprising Table and see that this result raises the **Carlist** Uprising by +1 in Aragón. The Uprising level increases from 2 to 3 in that region.

Also, as there is an active **Carlist** Expedition, David can try to increase the Uprising in its region. He subtracts the number of **Liberal** Infantry and Cavalry units in the region (in this case none) from the number of **Carlist** units. There are two units in the Expedition (the Supply Train does not count); the **Carlist** player rolls a die and must obtain a result equal to or less than this number. David gets a 5, so the Uprising does not increase.

3) ORDER OF PLAY PHASE

Until 1836 inclusive, the **Carlist** player has the initiative and decides the order of play. David decides that the **Liberal** player will be first to play this turn, and that the **Carlist** will go second. His opponent could dispute the initiative to modify the order of play, but would have to spend 1 Command Point to do this, and does not have any.

4) FIRST PLAYER PHASE (Liberal in this example)

1. Take a card



Dani takes a card from his draw deck, and it is an event, which is played immediately. The card is Mutiny, a negative event for the **Liberal**s; the **Carlist** player places the Mutiny marker in

Castile and León, preventing Dani from taking an action in this region during this phase.

The event allows another card to be taken, which is an Operational or Tactical, so Dani keeps it in his hand.

2. Complete Fortress construction

If there were a **Liberal** Fortress under construction, the counter would now be flipped to show a completed Fortress. But this is not the case.

3. Take an Action Point marker

Dani randomly takes a marker from his container, and is lucky to draw one with 4 Action Points (the highest value). He notes down these points on the corresponding track on the map, to keep track as he spends them during this phase.

4. Deploy/conceal artillery

Only the **Carlist** player can do this, so Dani skips this step.

5. Actions

This is the main step of the phase. Now, the active player can spend their Action Points to carry out actions.



First, Dani spends 1 Action point to activate Logroño. He moves the two Infantry units there together in a group. He throws a die to determine their movement capacity and gets a 6, which means 5 with +1 added for the small size of the group, for a total of 6 Movement Points. The group moves to Pamplona, where it stops as there are enemy units (those besieging the City).

Note: The Carlist player could have tried to intercept this movement in Puente la Reina. He has no Command Points, but some Carlist cards allow a free interception. Either David does not have any of these cards, or he does not want to use one now.

Then Dani spends another point to activate Vitoria, and moves an Infantry unit to Logroño. The other units in the space remain where they are.

Note: In this case, the distance is so short that even with the worst roll on the table, the unit would reach its objective. There is no Carlist unit that can intercept this movement. Dani prefers not to leave the City empty (with its Garrison only), which is a wise and prudent decision.

Dani spends 1 Action Point to activate Galicia, and moves two of his three units there to the adjacent region of Astu-



rias-Cantabria, where the **Carlist** Expedition is. The third unit remains in Galicia.

Note: When moving between regions, it is not necessary to roll on the Movement Table – a unit can always move from one region to an adjacent region. If it moves from a region adjacent to the North back to the Main Map, it does have to determine its movement capacity, as usual.

Finally, Dani decides to save his last Action Point, converting it into 1 Command Point, which he notes on the corresponding track on the Main Map. He has spent his 4 Action Points, and that ends this step.

6. Combat

In this step, any combat caused during the previous step is resolved in spaces where there are units of both sides. Combats are resolved in this order: 1st Skirmishes, 2nd Battles, 3rd Assaults, 4th Sorties. Skirmishes and Battles are automatically resolved; Assaults and Sorties only if the active player wishes.

After the movements carried out by the **Liberal** player, there is a Skirmish to resolve in Pamplona. In Asturias-Cantabria, Dani could try to attack the **Carlist** Expedition, but to do this he would need to successfully roll to locate it.

The active player – Dani in this case – decides in what order to resolve combats of the same type. He starts in Pamplona, where his two units that have moved there are faced by three **Carlist** units that are besieging the City. The combat is a Skirmish because the besieged **Liberal** units are not counted; although the **Carlist** player has three units, the **Liberal** only has two units, and so it is not a Battle.



Both players show their units, neither plays a Tactical card, and the defender fires first. David is unlucky, not causing any hits. In contrast, Dani has some lucky rolls, and causes 4 hits to the enemy. After the exchange of fire, the number of Infantry and Cavalry units of each side in the space is compared (Artillery, Supply Train, and Knapsack units do not count).

Although they were not able to fire, the besieged units are counted, so the **Liberal** player has four units (the two that have arrived plus the two besieged units) while the **Carlist** player has three. The side with fewest units must retreat, so the **Carlist** player moves his punished units to Irurzun. Dani has managed to raise the siege of Pamplona, and the Siege marker is removed from the space.

Note: If there had been four Carlist units besieging Pamplona, Dani would not have been able to liberate it using a Skirmish, because with two units plus the two besieged units, he would only have equaled the number of enemy units, and in case of ties the attacker retreats. Unless, of course, the firing causes the elimination of a Carlist unit, but this is

difficult to predict. He would have had to go there with an army of at least three units, and win the subsequent Battle (because both sides would have three or more Infantry and Cavalry units).

Afterwards, Dani tries to attack the **Carlist** Expedition in Asturias-Cantabria. To do this, he must locate it by obtaining a result of 6 on a die roll. He rolls and gets a 3, so he does not locate the Expedition and there is no Skirmish. As the roll has failed, he placed a Pursuit +1 marker in the region. In a later attempt to locate the **Carlist** Expedition, this bonus will be applied to the die roll.

There is no other Skirmish or Battle to resolve, and the **Liberal** player is not besieging any Fortress, nor does he have a Fortress besieged by the enemy, so no Assault or Sortie can be resolved. The combat step is finished.

7. Supply

Finally, the active player (in this case the **Liberal**) must check the supply of all their units. Supply is obtained from regions, from spaces, and from logistics units (Supply Train and Knapsack). There is a table that shows how many units each region, space, or logistics unit can supply, depending on the side and whether it is in the friendly or enemy zone. Besieged units cannot obtain supply from their space, only from logistics units (if there are any within the besieged Fortress).

Dani checks his units and verifies that none of them have a problem, as they are all supplied in the regions or space they occupy. This ends the phase.

5) SECOND PLAYER PHASE (Carlist in this example)

1. Take a card

David takes a card from his draw deck. It is not an event, so he adds it to his hand of cards.

2. Complete Fortress construction

If there were a **Carlist** Fortress under construction then it would be completed, but there is none.

3. Take an Action Point marker

David randomly takes a marker from his container, and gets 4 Action Points. He notes these on the corresponding track to keep a count as he spends them during this phase.

4. Deploy/conceal artillery



There are 2 points of Field Artillery in the **Carlist** Hidden Artillery box. Now David can deploy 1 Artillery Point from the box to the map, and decides to transfer 1 point to Irurzun.

5. Actions

The first thing David does is to convert 1 Action Point to 1 Command Point, noting it on the corresponding track.

Then he Recruits with Expedition in Asturias-Cantabria, which costs 1 Action Point. He receives as many RPs as the Uprising level in the region +1. The level is 1, so he gets 2 RPs, which he must spend immediately. He builds two regional units, one Cavalry and the other Infantry, both at 1 strength.

Note: Recruit with Expedition is more economical than Obtain Replacements (it costs half), but the RPs can only be spent on the

Expedition: on units that are already part of the Expedition, or building regional or logistics units.

Now David spends 1 Action Point to activate Irurzun. He selects a group of two Infantry units and 1 point of Field Artillery, and moves it to Estella, where its movement stops as there is an enemy unit.

Note: Carlist units have a fixed movement capacity, so the Carlist player never has to roll on a table to determine it. The modifiers for the size of the group, Field Artillery, and Cavalry are applied in exactly the same way as for the Liberal player.

He chooses another group of two Infantry units in Irurzun and moves it to Irún, where it halts as there is an enemy unit.

The Cavalry unit in Irurzun does not move, and remains in the space.

David only has 1 Action Point left. He decides to convert it into 1 Command Point, giving a total of 2 Command Point. This ends the actions step.

6. Combat

There are two Skirmishes to revolve, and David decides the order. He begins with Estella, where the Liberal unit could take shelter inside the Fortress to avoid combat, but Dani keeps it outside, so there is a Skirmish and both sides show their units.

David plays a Tactical card, **Surprise Attack**, which enables him to roll the dice and apply the hits before the defender does. Dani does not play a card. The Carlist player causes two hits, which the Liberal player must apply before rolling for his unit, which does not cause any hits. There are more Carlist than Liberal units, so the latter must retreat, and does so into the Fortress, which becomes besieged.

Note: Dani ran a risk by leaving his unit outside the Fortress, perhaps to learn the identity of the attackers, or because he thought it was a bluff by David, and that they were weak. It has turned out bad for him, as his besieged unit has lost



2 points of strength, making it easier for the enemy to capture the Fortress.

In Irún, Dani also decides to remain outside the Fortress, and when the units are revealed he discovers that the two Carlist units only have 1 point of strength each. Neither player plays a card. Dani is unlucky, not causing any hits. David does not have any success either, but as he has more units than the enemy (two Carlist units to one Liberal), Dani's unit must retreat, which it does into the Fortress, where it becomes besieged.

Note: This time Dani has correctly guessed that David's units were weak, and has done well to leave his unit outside the Fortress to fight in a Skirmish. A single hit would have been enough to eliminate an enemy unit and force the Carlist player to retreat. With two hits, no trace would have been left of the attackers. But the rolls did not comply.

7. Supply

All of David's units on the Map of the North are supplied. However, on the other map the regions never give supply to Carlist units, so the Expedition must obtain it from its Supply Train. When it provides supply, it loses 1 point of strength and, as it only has 1 left, it is eliminated and moved to the corresponding box on the map.

Note: Unlike Infantry and Cavalry units, an eliminated logistics unit (Supply Train or Knapsack) does not go into the Reinforcements Reserve (the bag), but has its own box on the map, where it will be available to build using RPs.

6) VICTORY CHECK PHASE

The last phase of the turn involved checking the Carlist Prestige Table and the Carlist Uprisings on the Rest of Spain Map. If the circumstances are appropriate, the Carlist player gains VP.

David is not besieging any City, but he has an active Carlist Expedition. Dani cannot counteract it as, to do so, he must have a Liberal army of at least four Infantry and/or Cavalry units in a space in the Carlist Zone, but he has none. The Carlist Prestige marker moves forward one space. It was in box 3, and so when it arrives in the 4th box, the Carlist player gains 1 VP, and the marker returns to the 0 box. The VP marker is moved forward 1 space towards the Carlist side of the track. It was in box 1 on the Liberal side, so now it is moved to box 0.



There are two regions on the Rest of Spain Map that have a Carlist Uprising level of 3 (the maximum). This is not enough for David to get 1 VP, because for this there must be at least 3 regions at this level.

This ends the phase and the turn. Now the game moves on to **TURN 4 OF 1835**.



1) REINFORCEMENT PHASE

In this turn, the **Liberal** player receives 1 unit from his Reinforcement Reserves, and the **Carlist** player receives 1 Artillery Point. Dani draws a Provincial Infantry unit, and places it in San Sebastián. David adds 1 point of Field Artillery to his Hidden Artillery box.

2) CARLIST UPRISING PHASE

David rolls the dice and gets a result of 5: The Uprising level in Castile and León increases by +1, from 2 to 3.

Note: This makes three regions that have an Uprising level of 3, which is a problem for Dani, because if the situation is still like this at the end of the turn, the Carlist player will gain 1 VP.



There is an Expedition in Asturias-Cantabria composed of 4 **Carlist** Infantry and Cavalry units, but the 2 **Liberal** Infantry units in the region must be subtracted from this number. So, David must get a result of 2 or less on the die to increase the Uprising level. He gets a 1, which is a success, and the Uprising level in the region increases from 1 to 2.

3) ORDER OF PLAY PHASE

David decides that he will play first this turn, and the **Liberal** player will go second. Dani decides not to challenge for initiative

Note: The Liberal player has 1 Command Point, so he could spend it to challenge for initiative and change the order of play proposed by the Carlist player. However, David also has Command Points, so he could counteract Dani's attempt. Whether for this reason or another, Dani prefers not to spend his Command Point, and the order of play remains as is.

4) FIRST PLAYER PHASE (Carlist in this example)

1. Take a card

David takes a card from this draw deck, and it is a negative event for him: **Court Intrigues**. His Action Points are reduced in half in this phase. The event allows him to take another card; this time it is not an event, and he adds the card to his hand.

2. Complete Fortress construction

There is no **Carlist** Fortress under construction, so this phase is skipped.

3. Take an Action Point marker

David draws a 2 Action Point marker (the lowest value) from his container, which is halved due to the event affecting him this phase. He notes only 1 Action Point on the corresponding track on the map.

Note: This is bad luck for the Carlist Player, who has received the lowest possible number of Action Point just as he is playing a double turn, which he is supposed to be taking advantage of.

4. Deploy/conceal artillery

David takes 1 point of Field Artillery from his Hidden Artillery box, and places it in Irún, where he has two Infantry units besieging the **Liberal** fortress.

5. Actions

David spends his only Action Point on Recruit with the **Carlist** Expedition. He gets 3 RPs to spend on it (the Uprising level of the region +1). The builds a Supply Train at 2 strength (the cost for each point of strength of logistics units is 0.5 RPs), and increases the strength of two units by 1 point each.



Then David decides to use 1 Command Point as it were an Action Point.

Note: This is an interesting use of Command Points, although only 1 Command Point can be spent in this way per phase.

With this point, he activates Durango. He moves a group of two units, one Infantry and one Cavalry, to Estella, where they join those already besieging the enemy Fortress. The rest of the units and the Artillery remain in Durango.

6. Combat

There is no Skirmish or Battle to resolve. As there are a couple of sieges, David can launch Assaults if he has Field Artillery in the space, which is true in both cases.



However, before he can resolve an Assault, Dani plays an Operational card: **Sortie (L13)**. Its effect is to eliminate 1 point of **Carlist** Field Artillery in a space with a besieged **Liberal** Fortress. Dani chooses Estella, so the only point of **Carlist** Field Artillery there is eliminated, and David Will not be able to launch an Assault, as he intended, in this phase.

Note: Operational cards can be played at any time, in a player's own phase or in their opponent's, as long as the conditions described in the text are fulfilled. This can cause unexpected situations, as in this case.

David is not interested in launching an Assault against the Fortress of Irún, so this phase is finished.

7. Supply

All the **Carlist** units on the Main Map are supplied. The Expedition is not supplied, so the Supply Train loses 1 point of strength to supply the units in its region.

5) SECOND PLAYER PHASE (Liberal in this example)

1. Take a card

Dani draws a card. It is not an event, so he adds it to his hand.

2. Complete Fortress Construction

There is no **Liberal** Fortress under construction, so this step is ignored.

3. Take an Action Point marker

Dani gets a marker with 2 Action Points, which he notes on the track.



4. Deploy/conceal artillery

This step is only for the **Carlist** player, so it is ignored.

5. Actions

First, Dani spends 1 Action Point to Suppress Uprising in Castile and León. He has 3 Cavalry units in the region, and each unit beyond the first give +1 to the result, so he'll roll the die with a +2 modifier. He gets a 5, which is modified to 7. A result of 6 or more reduces the Uprising level by 2, so the level in Castile and León is reduced from 3 to 1.

Note: Dani had to reduce the Uprising level of at least one of the three regions that had value 3 to avoid the enemy gaining 1 VP at the end of the turn.

With his 2nd Action Point, Dani activates San Sebastián. He wants to move the three Infantry units there together in a group, leaving the Artillery behind.

Note: The Artillery can remain on its own without being eliminated because there is a friendly Fortress in the space.

He rolls to determine the movement capacity and gets a 1, which only provides 2 Movement Points to the group (there is no modifier for size). The units spend their two points to move along a Secondary Road to Irún.



David wants his units in Irún to evade, and to make sure that they succeed he plays an Operational: **Messenger Intercepted (C14)**, which enables automatic evasions without needed to roll. However, the perfidious Dani also plays an Operational card: **Oráa, the Gray Wolf (L06)**, which cancels the **Carlist** evasion. The units remain where they are, and a Skirmish is resolved in Irún.

Dani has no Action Points left, but could now spend 1 Command Point as if it were 1 Action Point. However, he prefers to conserve it and so this step is finished.

6. Combat

There is a Skirmish to resolve in Irún. Dani plays the Tactical card **False Retreat (L05)** and annihilates the weakened enemy units without suffering any loss, and raises the siege of Irún. The 1-point **Carlist** Field Artillery unit remains alone in the space (with no friendly Infantry or Cavalry unit) and is eliminated. The **Liberal** player captures half of the enemy Artillery points, rounding up, so she places a **Liberal** Field Artillery unit at 1 strength in the space.

Note: This has all gone well for Dani; he has eliminated the two Carlist Infantry unit, and has captured 1 points of Artillery, as well as raising the siege of his Fortress. It is a serious blow for David. Losing Artillery is painful for the Carlist player, who is always lacking in it.



Now Dani tries to locate the **Carlist** Expedition in order to attack it. There is a +1 Pursuit marker which adds +1 to his roll, but gets a 2, so the attempt is unsuccessful, and the modifier is increased to +2.

The **Liberal** player could carry out a sortie in Estella, where Dani has a besieged Infantry unit, but he is not at all interested in doing this, so the combat step ends.

7. Supply

There are **Liberal** units without supply in some spaces.

First, Irún. The Main Town supplies two Infantry and/or Cavalry units, but Dani has four, so two of them or his choice are without supply and each one must lose 1 point of strength. Dani selects the two Provincial Infantry units, and they both suffer a loss.

In Estella, there is a besieged Infantry unit. Besieged units do not obtain supply from the space, so they can only get it from a logistics unit. There is no Supply Train or Knapsack in Estella, so the **Liberal** unit there must roll for attrition. A penalty of -1 is applied for being in the enemy zone, and a further -1 because the besieger has more Field Artillery than the besieged, so he can only avoid a loss by rolling a 6. Dani gets a 1, and the unit loses 1 point of strength.

Note: The Garrison of a Fortress never rolls for attrition, unless there is no friendly Infantry or Cavalry unit in the Fortress.

6) VICTORY CHECK PHASE

The **Carlist** player is not besieging any City, but has an active Expedition. However, on this occasion the **Liberal** player has an army of at least four Infantry and/or Cavalry units in a space in the **Carlist** Zone, specifically in Irún. This army counteracts the **Carlist** Expedition, and the Prestige marker is not moved forward.

This is end of turn 4 and of this example.

33.0 HISTORICAL BACKGROUND

❖ *"But the Carlist War is, first and foremost, an impossible war. Without the support of a single unit of the regular army, there was no question of those revolting in the North, nor in any other place, having the least chance. And that's how it was. Defeated on all fronts, the Carlists set out to undertake a type of war that was well known to them from having practiced it in the fight against the French and the Constitutionals. And here is the importance of the nucleus of officials who joined Carlism. A guerrilla war, without external support, could sustain itself for some time, but could never aspire to victory. This is what Zumalacárregui understood, hence his efforts to organize a disciplined group to serve as the nucleus of a new army." Alfonso Bullón de Mendoza*

THE CARLIST ARMY OF THE NORTH

CREATION AND RECRUITMENT

When, after the death of Fernando VII, the **Carlist** uprising took place in October 1833, not a single unit of the regular army joined the rebellion. The **Carlists** had to create a new army starting from scratch, though there would be many officers and junior commanders who joined the cause.

The soldiers were always officially designated as "volunteers", but very soon this name did not fit reality, and the proportion of authentic volunteers grew less and less as Carlism resorted to forced recruitment. Some of the men enlisted for economic reasons and, as mercenaries, they had no problem in deserting to the enemy if they saw better conditions for pay there.

The typical recruit was a man of between 17 and 40, single or widowed without children. There were grounds for exemption from service, which were restricted as the war lengthened and it became more difficult to find new recruits.

The limited extent of the territory it controlled, and the needs of the army, forced Carlism to resort to the enlistment of hundreds of deserters and **Liberal** prisoners. Battalions of "Castilians" were created from them,

this term being understood to denote those from all of Spain, except for the Basque Provinces and Navarre.

ORGANIZATION

Infantry

This was the only arm that was developed fully. All of the **Carlist** infantry can be considered light, although they also fought as line infantry.

It consisted of battalions. The theoretical troop strength of a battalion was 800 men, a figure that was almost never achieved, as between 500 and 600, or even less, was normal. Because of this, the **Liberals** tended to consider the enemy to be more numerous than they were.

Battalion: A unit composed of eight companies, each one with a theoretical troop strength of 100 men. The heart of the battalion was its two elite or precedence companies, which were called grenadiers and "hunters" in the line infantry, and carabiniers and "shooters" in the light infantry. The **Carlists**, who did not distinguish between the two types of infantry, used the terms interchangeably.

The companies of precedence were made up of the best soldiers, and were used in the most important and dangerous actions. Losses were replaced by selecting the best men of the battalion, conserving their elite status. The **Carlist** army resorted to them often, and sometimes grouped together the companies of precedence of several battalions to create an elite unit.

The Carlist soldier: He was more lightly equipped than the **Liberal** soldier: bandolier or leather belt that was fastened behind and had space for the ammunition in front, a fabric instead of a leather knapsack, blanket, bayonet, and flintlock. He was always poorly dressed, with his distinctive garment being the characteristic beret, normally blue in color.

Cavalry

This never reached a high level of development, and was always inferior to the **Liberal** cavalry, although at the start of the war it achieved some successes, thanks in part to its employment of the lance, which had fallen into disuse.

The **Carlist** cavalry was organized into squadrons, each with a theoretical strength of 100 riders.

It was an indispensable arm for extending **Carlist** territory beyond the mountainous north, and the commanders tried unsuccessfully to increase its size. Above all, they lacked horses, and they scarcely had experienced riders among the Basque and Navarrese recruits.

Artillery

The **Carlists** had to create this from scratch, and were always blatantly inferior compared to the enemy. They obtained their cannons by capturing them from the enemy, and manufacturing them in hidden ironworks.

Artillery barely played a role in battle, but it was crucial when taking fortified locations. However, when they besieged cities the **Carlists** always had less artillery than the defenders, which partly explains their failures. An additional problem was the shortage of gunners and artillery officers.

Types of artillery pieces: The artillery was divided into field artillery and mountain artillery.

Field artillery included the heavy pieces of higher caliber: cannons, howitzers (with a more curved trajectory than the former), and mortars (with a parabolic trajectory, very useful in sieges).

Mountain artillery was composed of light pieces that could be carried on the backs of mules, or dragged by a single draft animal, which enabled them to be used in rough terrain.

Partidas

Partidas refers to small parties that operated around the **Carlist** Army of the North. Further away, in different places in Spain, there were more important contingents that were also known as "Partidas".

They were a series of groups that, without belonging organically to the **Carlist** army, depending to a greater or lesser extent on it. The Partidas were irregular units with very diverse functions: isolating enemy positions during a blockade, carrying out reconnaissance work, arresting deserters, sending messages, and combating smuggling.

Their size varied enormously, although they rarely exceeded a hundred men.

Healthcare: This was a precarious and improvised service on both sides. The lack of care caused two thirds of those seriously injured to die.

The **Carlists** organized some – generally inadequate – hospitals, and also distributed the injured men to private homes, where the standard of care was variable. Like many other aspects, it would improve throughout the war, with the Medical Corps being created in 1837.

In the **Liberal** army, the health service did not exist when the war began and it took a while to organize, with the Military Medical Corps not being created until 1836.

WEAKNESSES

The **Carlist** Army of the North had a strong provincial base, derived from the provincial organization of the territory. This "provincial" factor gave internal cohesion to its battalions, but also provoked rivalries and confrontations between Navarrese and Basques, among those of the three Basque Provinces, and between all the former and the so-called "Castilians" (**Carlists** from the rest of Spain integrated into the Army of the North). The factionalism affected both troops and leaders.

An additional problem was that the Basque units, and particularly the Navarrese, disliked leaving their land of origin, which had serious consequences for the **Carlist** expeditions, which were weakened by mass desertion.

The **Carlist** army suffered much from the problem of desertion, which was endemic to the armies of the age, though it affected the **Liberal** army less, at least until the last stages of the war.

A courtly network of colorful personalities was created around the Pretender, and this became a millstone for Carlism. An increasingly sizeable court that moved from one location to another brought huge costs and, even worse, intruded into military operations.

One of Zumalacárregui's first decisions was to halve the pay of the army. Even then, they were always paid late and only in part. A lack of equipment and weapons was usual, although it was balanced through looting, fostered by the initial victories. The shortage of footwear, in particular, was a major problem.

STRENGTHS

Unlike pay, rations were supplied on time, and the **Carlist** army was quite well fed throughout the conflict. Without a doubt, it had a better time than the civilian population, whose shortages increased as the war dragged on.

The **Carlist** soldier was, man to man, better than the **Liberal**, especially at the beginning when the proportion of "authentic" volunteers was higher and the commanders, especially Zumalacárregui, knew how to adapt better to the war in the north.

Fighting in an area that supported Carlism (whether willingly or imposed) conferred various advantages: information and a network of informers provided by the inhabitants, speed of travel, facilities for obtaining food and lodging for the troops, the collaboration of the locals in transporting the baggage... It was difficult to be surprised, and retreating was easier. Furthermore, there was the option of dispersing and concentrating forces rapidly.

Lacking a complex political and military infrastructure, and not controlling any important city that had to be protected, Carlism benefited from extreme freedom of movement.

THE LIBERAL ARMY

ORIGIN AND RECRUITMENT

The **Liberal** army of Isabel II was, in its origin, the army of Fernando VII. Long gone was the professional army of 1808, destroyed in the Spanish War of Independence (Peninsular War) and mistreated by political instability, the Spanish American wars of independence, and the king himself, who disbanded it in 1824 to remake it to his liking.

It was an army of dregs, composed of a mass draft from the lower classes who hated military service, led by commanders chosen not so much for their competence but for their political sympathies firstly for absolutism and then, from 1830, for liberalism.

The war necessitated the urgent recruitment of new drafts, the cobbling together of new corps, the creation of the Urban Militia, and the use in combat of the Royal Carabiniers of the Coasts and Borders. Later, a system of annual replacements would be organized to continue feeding the insatiable needs of the army.

ORGANIZATION

The **Liberal** army was organized as an army in use, similar to those of the Napoleonic era, although with some distinctive features.

Royal Guard

This had a disproportionate presence in the army. Rather than being a small unit for the personal protection of the king, it grew on the initiative of Fernando VII – who mistrusted line units – until it reached a size of 14 infantry battalions, as well as 4 cavalry battalions and 3 artillery batteries: almost 20,000 men.

Infantry

In addition to the line infantry and light infantry, which were the backbone of the army, there were numerous provincial regiments of much lower quality, although they improved over the course of the conflict.

The Liberal soldier: His uniform was similar to that of the line troops of the Napoleonic era, and his equipment was heavier than that of the Carlists: bandolier, belts, knapsack, stock around the neck and shako on the head, as well as saber, bayonet, and flintlock musket.

Cavalry

There was line and light cavalry. It was always superior in numbers than the enemy horse, and the **Liberal** government, conscious of its importance in preventing the spread of Carlism, enlarged it further. They also improved its quality until it reached a remarkable effectiveness, and it adopted the lance in imitation of the enemy.

Artillery

The **Liberal** superiority in this arm was absolute, although the maintenance of the pieces was insufficient, and there was a lack of artillery officers. The ruggedness of the terrain where operations were carried out made the use of high-caliber cannons difficult, and at the start of the war there was no mountain artillery in Spain – it would begin to be made along the way.

Foreigners

By virtue of the treaty of the Quadruple Alliance of April 1834, the **Liberal** government sought aid from the other three signatories, who began to send troops from 1835 onwards.

Great Britain authorized of 10,000 volunteers who formed the British Legion, which was completely separate from the British Army. Its performance was mediocre. British aid was much more important in regards to sending equipment, and the support of its navy.

France assigned its Foreign Legion, which did form part of its army. Although it only had half the strength of the British, its performance was much more effective. Once in Spain, it formed an artillery battery and two squadrons of Polish cavalry.

Portugal sent regular troops who fought well: one auxiliary division of 6,000 men including infantry, cavalry, and sappers.

Free Corps

These were irregular units formed of volunteers, some being deserters or Carlist prisoners. They were dedicated to fighting Carlism using their own methods, carrying out incursions into enemy territory. Their quality varied widely, with some free corps of no military value and while others were excellent.

The war in the sea: On the death of Fernando VII, the Spanish Navy no longer existed. The powerful navy of the 18th century had entered into a decline with Carlos IV, but its eventual ruin arrived during the Spanish War of Independence. The majority of ships were not lost in combat, but due to lack of maintenance and being abandoned.

Despite this, the **Liberals** were absolute masters of the sea. The **Carlists** lacked a naval force, and the government had the support of the British as well as the French and Portuguese navies. They blockaded the coast to prevent the uprisings receiving aid, they transported troops by sea and sometimes, even, the British supported land operations with their naval artillery and marine infantry.

WEAKNESSES

Recruitment enabled many men to be gathered, but soldiers had to be made out of them. It was necessary to feed, clothe, equip, arm, pay, and instruct them. All of this was far beyond the economic and organizational capacity of the State. "In other words, although new masses of men had been generated, there weren't the essential, nor logistics or sanitary, structures. It was, then, an army without a doctrine, without technical help for the commanders, and without capacity to endow the soldier

with what is necessary to live and fight in acceptable conditions." (Julio Albi de la Cuesta).

There was a huge difference between the theoretical troop strength and the reality, owing to losses through illness or wounds, being in different locations, and the necessity of setting up garrisons. For example, the general Luis Fernández de Córdoba claimed that of 120,000 men, only 36,000 were available for operations.

Clothing and equipment were always a problem, especially footwear – essential for armies of the 19th century, as they moved on foot. It was scarce and its quality was generally bad.

Mutinies in the **Liberal** ranks were recurrent throughout the war, including the assassination of officers. This was a symptom of the degree of demoralization and indiscipline which the army reached.

Desertion was a serious problem all during the conflict, and was worse than in the enemy camp. "In the lower ranks of our regiments, the rebel **Carlists** find constant and numerous reinforcements through desertion." (Luis Fernández de Córdoba).

As most operations were carried out in enemy territory, they lacked the advantages that the **Carlists** had, and suffered many limitations, as will be seen later.

STRENGTHS

The tremendous hardship of daily life made men very resistant. "He who writes this has seen Spanish battalions, after marching 45 miles under a fiery sun and over uneven ground, sometimes hilly, arrive perfectly fresh at their destination, with barely a straggler, and half an hour later those same men go to dance with the country girls." (Frederick Hardman).

On the whole, the troops displayed – often in extreme conditions – all the qualities of sobriety, resistance, stoicism, and valor that were traditionally attributed to them. "The Spanish soldier could be the best in the world, if we knew how to get the most out of him [...] then it would take no more than good officers and good leadership." (Joseph Bernelle).

The **Liberal** cavalry always had numerical superiority, and would eventually have qualitative superiority too. After some initial blunders, it was thoroughly reformed until it became a very effective arm.

The **Liberal** superiority in artillery was not reflected on the battlefields, but it did have an essential role in the sieges against cities, especially Bilbao.

Number of combatants and losses: At its high point in 1836, the **Carlist** Army of the North had 35,000 men under arms. The **Liberal** army deployed in that theater of operations reached 120,000 soldiers.

In both cases we are referring to maximum forces, but the total number of troops mobilized was much higher in order to replace continual losses caused by combat, desertion, and illness.

Losses are difficult to calculate precisely, but they were very high. There are some approximate figures available for deaths caused by the First **Carlist** War across Spain (not just in the North): for both sides they are around 150,000 fatalities, as a minimum. This is close to the number of those who fell in combat during the Spanish Civil War of 1936-39 (not counting victims of repression, illness, and deprivation), when the Spanish population was double what it had been in 1833-40. This gives an idea of the efforts the adversaries made, and the catastrophe it meant for the country.

TACTICS

During the First **Carlist** War, the two armies facing each other had mediocre training, and a limited capacity to carry out complicated maneuvers. They lacked junior officers, especially experienced non-commissioned officers, and the pressure and urgency of operations prevented them from dedicating more time to training the troops. Military science was directly inherited from the Napoleonic era, with one of the most popular theoretical works being that of the Baron de Jomini.

The infantry could adopt one of three formations: guerrilla, line, and column.

Guerrilla formation was reserved for light infantry and consisted of an open formation of marksmen who deployed in front of their unit. Their mission was to harass the enemy, who responded with their own guerrillas. The skirmishers could be reinforced or, instead, could retreat to the shelter of their unit.

The line or battle was formed of soldiers shoulder to shoulder and three or, less often, two deep. The advantage was the higher number of guns firing, and the subsequent firepower. But it also had drawbacks: Maintaining the formation demanded discipline and high morale, retaining the line while moving required ability, it needed large open spaces, and it was vulnerable to cavalry attacks.

The column presented a narrow front and was very deep. For example, a battalion in column could be 30 men wide and 24 deep. It needed less training than the line, was more agile, could defend itself better against cavalry, could move in rough terrain, and reinforced the morale of the soldier embedded in the group. However, the quantity of guns firing was much reduced, and it increased losses from enemy artillery.

What was normal for the **Carlists** was to deploy in guerrilla formation supported by some units organized in groups. It was a suitable formation given the idiosyncrasies of the soldiers, their training, and the type of war they normally fought – that of the mountains. Rough terrain also prevented the **Liberals** from taking advantage of their numerical superiority. The **Carlist** commanders knew the danger of operating in flat terrain.

The **Carlist** troops usually suffered from a lack of ammunition, so they did not fire for long, instead attacking with the bayonet at every opportunity.

The cavalry troubled the **Carlist** soldiers, who were little used to facing it in the North, and were little trained in closed formations and in tactics for facing enemy riders. The **Liberals** were aware of this weakness, and charged with cavalry whenever possible, including with small units. To deal with this, the **Carlists** put into practice a novel countermeasure: Instead of withdrawing the guerrillas as normal, they reinforced them to create a dense group of men capable of repulsing an enemy charge.

The **Carlist** army never managed to adapt to the evolving conflict: A mountain war at the time of Zumalacárregui, it gradually became more and more of a conventional war, with open battles and defense of static positions. The army's training for first period was excellent, and its performance remarkable. But for conventional operations and maneuver in wide fields of battle, it had serious limitations.

The **Liberal** army also had to adjust to a war it was not prepared for. Given that the **Carlists** did not hesitate to charge with bayonets against formations in line, but faltered against a column, the **Liberals** opted for the latter type of formation more often. Furthermore, the column was easier to use with comparatively untrained troops, and could better adjust to the rough terrain that was common in the North.

The **Liberal** commanders likewise opted to order bayonet charges very often. It was a comfortable recourse for mediocre generals leading

troops with scant capacity for maneuvering, facing an enemy with similar limitations.

Bayonet charges: The reality of bayonet charges was a far cry from pre-conceived ideas and how it is shown in cinematic fiction. Hand-to-hand fighting was rare in reality, because a bayonet attack was only possible against troops who could not make proper use of their weapons, because they had discharged their guns due to indiscipline, were disorganized, or were being attacked on the flank.

Artillery fire was usually responsible for disorganization, but not during the **Carlist** War, where its role on the battlefield was not significant.

If the order were given to charge with bayonets, what happened was more a clash of wills than physical force. Contrary to what is assumed, it was easier and required less discipline to obey such an order than to remain still taking enemy fire.

The charge could end in one of two ways: Either the troops being attacked became demoralized and fled, or – if the defender stood firm – the attacker would interrupt the charge and retreat. Impact was extremely rare, and even when it occurred, it was more an exchange of discharges at very close range than a clash of steel.

The most serious losses always took place when one side routed, with the other side taking advantage of this to cause losses at no risk.

CHARACTERISTICS OF THE WAR IN THE NORTH

Having briefly described the armies and listed their defects and virtues, it is worth explaining the distinctive features that account for the difficulties the **Liberals** had, and the advantages enjoyed by the **Carlists** in the theater of operations of the North.

Beyond the very poor state of their troops, the **Liberals** had to act in an area of operations that was extremely complicated. The population was totally hostile by conviction or enforced by the severity of Zumalacárregui. Spies were discovered – and shot – and it was necessary to send aides with strong escorts to contact dispersed forces, of which nothing was known. There was a serious risk of any message being intercepted. In short, the **Liberal** commanders were operating blind, without information, while the enemy knew all their movements. “Out of 20 messengers, 19 of them are going to present their messages to the rebels.” (Luis Fernández de Córdoba).

The **Carlists** benefitted from interior lines. The area they controlled had complex terrain, that made it dangerous and difficult to occupy. From it, they could rapidly move to any location, while the **Liberals** were scattered across a perimeter of 500 km, with many weak points. In comparison, from the valley of Améscoas, the **Carlists** were only 60 km from Vitoria, Pamplona and Logroño, and about 100 km from Bilbao and San Sebastián.

In addition to knowing the territory, which was friendly, the light equipment of the **Carlist** soldiers also facilitated their movement. For the **Liberals**, in contrast, there were only difficulties: Their arrival provoked the flight of the population, which hid or took away any food and livestock, so that the troops had to take with them everything they needed. If the soldiers themselves carried the rations they did not last long, and the troops' operating capacity was very limited. To increase their logistical capacity they needed to use hundreds of pack animals, which reduced mobility and were limited by an insufficient budget.

Maneuvering with small, and therefore more agile, forces carried the risk that the **Carlists** would concentrate against and annihilate them. This made it necessary to operate en masse, and this reduced mobility, and made it difficult to satisfy the needs of so many men on campaign. The rugged terrain of the theater of operations of the North prevented the **Liberals** from benefitting from their main advantages: They could not take advantage of their numerical superiority in what was usually rough terrain, the cavalry could not act with the effectiveness it showed on the plains, and the artillery was of hardly any use in battle.

Most of the operations of the **Liberal** army were frustrating because they provided no tangible benefit. They ousted the enemy from their positions, but afterwards the **Liberals** abandoned these same locations at a high price. It is not surprising that the **Liberal** soldiers sung:

*Praise the generals
who guide us in battle,
only in Spain can they
bear such a name.
In crags and thickets
see the enemy position,
then they send us to attack,
they open a thousand graves
to take a few heights
and then leave them again.*

The **Carlists**, on the other hand, would run away from combat when they were not interested in it, and sought it out when the conditions were right.

If the **Liberals** wanted to depend on fortified points – as they did in fact do – they needed to increase the garrisons, disperse their forces, and be obliged to supply fortresses and defend them from sieges.

All in all, the **Liberals** who fought in the North suffered the same hell as Napoleon's French 25 years before.

34.0 HISTORICAL NOTES ON THE CARDS

CARLIST CARDS

1834

C01 Don Carlos Enters Spain

Carlos María Isidro de Borbón, younger brother of Fernando VII, had been expelled from Spain shortly before the death of the king for refusing to acknowledge the Pragmatic Sanction, which abolished the Salic Law of Succession, and made his niece the heir to the throne. He remained in Portugal, where he declared himself Carlos V on the death of this brother. In June 1834, after the defeat of the Miguelites in the Portuguese Civil War, harassed by the Spanish army sent to Portugal, Don Carlos was evacuated to Great Britain in a British warship. He fled from there and, after crossing France, he entered Spain across the Navarrese border on July 9, boosting the morale of his supporters. After learning about the arrival of the Pretender, the **Liberals** wasted effort and resources trying to capture him, without success. For weeks, 12,000 men dedicated themselves to fruitlessly pursuing Don Carlos and his small escort.

C02 Surprise Attack

The **Carlist** army was a master at surprising the enemy in the area of operations of the North, where conditions were conducive to this. Zumalacárregui made surprise one of his preferred tactics, anticipating his opponents, trapping them in ambushes, and launching night attacks to demoralize and exhaust the enemy. The **Carlists**, by contrast, were rarely surprised in their own territory, although the expeditions sent further afield did suffer serious setbacks.

C03 Capture of the Enemy Code

In August 1834, a **Liberal** column under the command of General Carondelet, which was returning to Estella after an operation, was surprised and destroyed by Zumalacárregui. In addition to much loot, the **Carlists** captured the enemy code. The **Liberals** were slow to notice this, which gave a temporary advantage to their enemy, which was able to decipher the coded messages that were intercepted.

CC04 Lance

The **Carlist** cavalry adopted the lance, a weapon that had been popular during the Napoleonic Wars, but had fallen out of use. One of the reasons was probably lack of resources (it was simpler and more economic to manufacture lance tips than sabers). The **Carlists'** use of the lance surprised the **Liberal** riders, who felt at a disadvantage because of its greater reach. However, it required strength and good training, and there were those who continued to prefer the saber. This temporary advantage was also due to the deficiencies of the enemy cavalry. But the latter would soon be reorganized, reformed, and armed with lances, and so it recovered its dominance of the battlefield.

C05 River Defense

When defending themselves from **Liberal** columns, the **Carlists** always took advantage – whenever possible – of the natural defenses provided by the terrain they knew so well. This was the case of the combat at the bridge of Arquijas. Zumalacárregui ordered it to be destroyed, and for a stand in the river Ega. Four **Liberal** attacks were repulsed.

C06 The Grandfather

The **Carlist** army started the war without any type of artillery. A few pieces were captured and a crucial role was played by Vicente Reina, an artillery officer who began to manufacture cannons for the rebels. In January 1835, Zumalacárregui learned of the existence of an old iron cannon on a Biscayan beach. He gave the order to move it to Navarre, the **Carlists** named it "The Grandfather", and it became very popular. It was widely used in various sieges, until it was decommissioned and retired from service. The author Benito Pérez Galdós mentioned it in his **National Episodes**.

C07 Uncle Thomas

Tomás de Zumalacárregui is the key personality of the first part of the **Carlist** War in the North. Born in Ormaiztegui (Guipúzcoa) in 1788, he participated as a volunteer in the Spanish War of Independence, and afterwards remained in the army, taking part in the Absolutist uprising against **Liberal** regime in 1823. Later, he dedicated himself to the organization and training of troops, especially the light infantry. His career, in any case, had not stood out, and no one suspected the leading role

he was going to play. He took command of the defeated **Carlist** Northern forces in November 1833, created an effective army from scratch, and in the following months managed to defeat successive **Liberal** generals sent against him. He was a master at making the most of his forces, his resources, and the territory where he operated, squeezing the last drop out of his advantages as well as the enemy's weaknesses. His troops loved him, nicknaming him "Uncle Thomas". Injured in the leg during the siege of Bilbao, Zumalacárregui insisted on being attended by a healer, and died as a consequence of the treatment on June 24, 1835. It was an irreplaceable loss for the **Carlist** cause.

C08 Traitor in the Fortress

As in all civil wars, there was no lack among the ranks of both sides of soldiers and officers who sympathized with the enemy cause. Two **Liberal** officers stationed at the fort of Echarri-Aranaz contacted Zumalacárregui, offering to place it in his hands. The plan was to take advantage of one of the nights when they were on guard to open the gates and enable the **Carlists** to enter. This is what they did, but the soldiers at the head of the assault column bungled, giving time for the alarm to be raised and for the gates to be closed. A furious Zumalacárregui ordered the execution of two soldiers selected by chance from among those leading the failed attack.

C09 Hostile Territory

It was a major challenge for the **Liberal** army to operate in the area controlled by the **Carlists**, and on many occasions it became a nightmare. It was logistical hell, with a population that was mostly hostile, complex terrain and, above all, a relentless enemy that took advantage of any opportunity to launch ambushes and attack by surprise. The **Carlists** were well informed, and moved easily and rapidly, while the **Liberals** were in the dark, and had serious problems maintaining communication between the various columns moving separately.

1835

C10 Suffocating Smoke

Improvised fortifications were frequent in the First **Carlist** War, especially in towns. The building themselves were utilized, with crenellated walls joining them together. They were poor defenses, but sufficient for a war of such limited means. The **Carlists**, always lacking artillery, devised economical, and at the same time expedient, methods to oust the enemy from their fortified positions: they set light to fires of wood and straw with liquor and chilli peppers, which generated a suffocating and unbearable smoke. It was a cruel but effective method.

C11 Delay in Fortification Works

Occasionally, the construction of fortifications could suffer delays for one reason or another: lack of materials or manpower, the inexperience of the army's engineers, and technical or simply unforeseen problems.

C12 Stone Walls

The **Carlist** knew the land well, and when they were defending against a **Liberal** attack they would occupy vantage points. One example of this is the stone walls that marked the boundaries between farms, and which were common in the northern provinces.

C13 Short of Rations

When operating in enemy territory, the **Liberal** army was forced to transport necessary supplies with them, since the local population took away or hid food and livestock. It was normal for rations to last less than expected, whether due to shortages or the indiscipline of the troops, who consumed them too quickly.

C14 Messenger Intercepted

Liberal communications were complicated by the permanent threat of partidas, pickets, and **Carlist** spies. Any message sent ran the risk of being intercepted. The escorts were strengthened, but even then the danger continued. Zumalacárregui and his subordinates took advantage of any captured information to react quickly, whether moving away from larger forces, or making surprise attacks on isolated **Liberal** columns.

C15 Intrigues at Court

Don Carlos entered Spain practically alone, but he gradually created around himself a court of advisers, soldiers, clerics, and nobles, who became more or more influential and numerous. Paradoxically, **Carlist** military successes increased the arguments, ambitions, and grudges of the courtiers, sowing doubt in the insecure Pretender, who distanced himself from Zumalacárregui. The general presented his resignation, but it was not accepted. The intrigues weakened military strategy, and in time contributed to the defeat of Carlism.

1836

C16 France Opens the Border

The attitude of the French government to the war developing in Spain was rather ambiguous. Although it signed the Quadruple Alliance and allied formally with the **Liberal** government, the circumstances made its position swing in one direction than another. So, in March 1836, to ingratiate itself with the absolutist powers, France reopened its border with the **Carlist** zone for trade. Although, in theory, war materials were excluded, this decision dealt a mortal blow to the **Liberal** blockade.

C17 Detached Cavalry Squadron

The **Carlist** cavalry, much smaller in numbers than the **Liberal** cavalry, and always short of resources, often broke up into small provisional units in order to attend, as far as possible, to the needs of its army. It is for this reason that, on numerous occasions, the presence is mentioned of a "detached squadron", organized on the march for a specific action.

C18 Eguía

Nazario Eguía (1777-1865), born in Durango (Vizcaya), was Commander-in-chief of the **Carlist** Army of the North from October 1835 to June 1836. He took part in the War of the Pyrenees and the Spanish War of Independence, becoming Chief of Staff to Wellington and then Field Marshall. He was an enthusiastic absolutist, enjoying the confidence of Fernando VII, who acted harshly against the **Liberals**. In 1829, he was the victim of an assassination attempt with a parcel bomb that caused the loss of his right hand and the fingers of his left. He had talent for organization and discipline, and improved the cavalry and artillery during his command. Trained as an engineer, he directed fortification works in the **Carlist** territory. However, his difficult character and irritable temperament won him enemies, and he would end up causing himself

to be replaced. Although he participated in various field actions, his greatest successes were in siege warfare; during the first half of 1836, he captured various fortified locations, such as Guetaria, Valmaseda, Plencia and Lequeitio.

C19 Traitor in the Fortress

At the end of June 1836, the **Carlists** besieged the fortress of Peñacerrada, a sought-after strategic point between Vitoria and Logroño. The rapid **Liberal** reaction forced them to retreat, but a month later they returned to surround the place. The **Carlist** general Villarreal had a hidden card: The head of the garrison was willing to let the enemy enter. This was the priest of Dallo who, in addition to being a cleric, was the commander of the Public Security Companies of Álava. He tried to weaken the defenses by withdrawing most of the troops from the fortress, but when other commanders objected to this order, he was unable to stay calm, and fled to reunite with the Carlist army, thus frustrating the operation.

C20 Cabrera

Ramón Cabrera (1806-1877), born in Tortosa (Tarragona) and known as "The Tiger of the Maestrazgo", was one of the great personalities of the First **Carlist** War, and the main military leader of Carlism in the east of Spain. He abandoned the religious life to join Don Carlos' cause in 1835. Both sides acted with cruelty, without giving quarter to the enemy. One of the reprisals by the **Liberals** was to execute Cabrera's mother, which made him even more bloodthirsty. After operating at the start with guerrillas, Cabrera created an army and kept control of an extensive area in the Maestrazgo, with its capital in Morella. His military and organizational virtues were undeniable. He did not accept the Convention of Vergara, and continued the fight in the east until July 1840, when he was forced to flee to France. In 1848, during the Second Carlist War (the War of the Matiners), Cabrera organized guerrilla bands in Catalonia, Aragón and Valencia, but he was defeated again. He went into exile in Great Britain, where he married a rich heiress. In 1869, the pretender Carlos VII proposed that he take part in a new insurrection, but Cabrera, now estranged from the more extreme ideas of Carlism, refused the offer.

1837

C21 Inept Generals

The **Carlist** expeditions that left the North suffered constant harassment by **Liberals** columns sent in search of them. Nevertheless, the efforts of their pursuers were hindered by lack of coordination between the different forces, and the ineptitude of most commanders. This all contributed to facilitating the survival of the expeditions.

C22 Interior Lines

Within their territory, the **Carlists** enjoyed a central position which, together with their superior information and mobility, allowed them to rapidly travel to concentrate their forces against part of the enemy. A good example of this is what happened in March 1837, when the **Liberals** planned an ambitious concentric advance with three columns that would leave from Pamplona, Bilbao and San Sebastián. The **Carlist** delaying maneuvers frustrated the progress of the first column, which permitted the Infante Sebastian – commanding the **Carlist** army at that time – to quickly send reinforcements against the enemy forces departing San Sebastián, and defeat them at the battle of Oriamendi, so that he could

later send troops against the **Liberal** column of Bilbao which, learning of the defeat, was already heading back.

C23 Uranga

José Ignacio de Uranga (1788-1860), born in Azpeitia (Guipúzcoa), fought in the Spanish War of Independence and against the Constitutional government between 1821 and 1823. In 1833, he rebelled in favor of Don Carlos, and held positions of responsibility, taking part in many operations. In May 1837, because of the departure of the Royal Expedition, Uranga became the highest authority of the **Carlist** territory of the North. During his command, he was very active and achieved notable successes, both on the battlefield and in siege warfare. He captured Lerín in a single stroke, although he abandoned it after razing its fortifications. He managed to seize Peñacerrada, and decisively defeated a **Liberal** force of Spanish and British in Andoain. He went on a foray through the eastern valleys of Navarre, and then captured Peralta and the fort of El Perdón. Despite these triumphs, after the return of the Royal Expedition in November 1837, Uranga was relieved, and returned to his previous duties.

C24 Royal Expedition

At the beginning of 1837, the **Carlist** cause was at a crossroads. It was firmly established in the territory it controlled in the North, and the attempts of the **Liberal** government to subdue it had failed; but no capital had fallen into the hands of the Carlists, and it proved difficult to expand their domains. Furthermore, the Basque Provinces and Navarre showed symptoms of weariness and exhaustion. For this reason, it was decided to organize a great expedition that, with Don Carlos at its head, would march on Madrid to put an end to the war. The political circumstances were auspicious, as indicated by the conversations that the pretender had with his sister-in-law, the regent Maria Christina who, after the Mutiny of La Granja in August 1836, feared for her safety and that of her daughter Isabel. The Royal Expedition departed on May 16, 1837 with 12,000 men, entered Aragón and occupied Huesca, where it defeated the first **Liberal** column sent against it. It continued the march, winning another battle in Barbastro, then entered Catalonia, where it suffered a defeat in Gra. The battered expeditionaries turned to the south, and entered the Maestrazgo controlled by Cabrera, where they reorganized. A **Liberal** army defeated them again in Chiva, without managing to destroy them, but keeping them away from Madrid. Espartero approached with another army, but had to turn around to face another expedition – that of Zaratiegui – sent from the North. The Royal Expedition started to march east, gaining one of its most noted victors in Villar de los Navarros, and opening the road to Madrid. On September 12, Don Carlos was at the gates of the capital, which were practically defenseless. However, to the surprise of his subordinates, rather than attacking, he gave the order to retreat. Taking such a large city, even though its garrison was meager, was not an easy take, and Espartero's army was a day's march away. Even more importantly, Maria Christina had changed her mind, and was no longer willing to reach an agreement with her brother-in-law. The demoralized expedition, harassed by the enemy, embarked on the return to the North, where it arrived on October 24. There are various analyses and hypotheses about this event, which could have been far-reaching, although there remain unknowns that will perhaps never be resolved.

C25 Basque-Navarre Territory Exhausted

As the war was prolonged, the economic and human resources of the Basque Provinces and Navarre became drained, and these areas not only needed to sustain the **Carlist** army, but were also the stage for the fighting and for **Liberal** incursions. Furthermore, the arrival of many refugees with **Carlist** sympathies from the rest of Spain, further increased the pressure on the **Carlist** deputations.

1838

C26 Mutiny

In 1838 there was growing unrest on the **Carlist** Army of the North. There were various causes: The exhaustion due to the prolonged nature of a war that had already lasted five years; the wounds opened by the purges carried out at the end of the failed Royal Expedition; and, most of all, the unsustainable situation created by the lack of pay for months. In the first half of the year, serious cases of insubordination and mutiny began to occur, which was unprecedented on the **Carlist** side. The mutiny of Estella, which broke out when Don Carlos was in the vicinity, was particularly striking, and became an example for other units to follow. These were symptoms of the gradual disintegration of Carlism.

C27 Desertions

There had been desertion throughout the war, but it was a problem that affected the **Liberal** side more and, in fact, was an important source of recruitment for Don Carlos' side. However, the **Carlist** decline caused the number of deserters to increase substantially during the last few months of the conflict.

C28 Maroto

Rafael Maroto (1783-1853), born in Lorca (Murcia), intervened in the War of the Oranges and in the Spanish War of Independence, as well as in the Spanish American wars of independence. On returning to Spain, he held various positions in the army of Fernando VII, at whose death he decided to follow Don Carlos. He commanded troops in the North until, in August 1836, he was named head of the **Carlist** Army of Catalonia. There he discovered that the resources he had were limited and, after various defeats, he decided to abandon his post. For this failure, he was exiled to Bordeaux, where he was in June 1838 when he was called to take on the leadership of the **Carlist** Army of the North, at a time of great difficulty. He managed to reorganize the army efficiently, improving its clothing and its pay (thanks to the arrival of funds sent by the absolutist powers), giving it back its confidence and ability, and making himself popular among the troops. Nevertheless, winning the war was an unattainable objective, which Maroto knew and so he decided to look for a negotiated solution. As there was an important segment of Carlism opposed to any type of agreement, he reinforced his power by promoting officers close to his outlook. Militarily, he chose to avoid direct confrontation through delaying maneuvers, and he would not hear about new expeditions. This inactivity caused tension with his detractors, and Carlism's internal crisis, ever growing, ended by forcing him to carry out a purge, with arrests and the execution in Estella of several distinguished commanders in February 1839. From that moment onwards, with no opposition, he would go about forging a pact with the **Liberals**. The victory of Espartero at the battle of Rmales (April and May 1839) was a hard blow for the prestige of Maroto who, even then, managed to retain power until the signing

of the Vergara Convention in 1839. For this, he would be considered a traitor at the heart of Carlism.

C29 Panic

The **Liberal** army suffered cases of demoralization and the fleeing of troops even during the last stretch of the war, showing that its weaknesses were never dealt with. In the operation of El Perdón on September 19, 1838, the regiment of Zaragoza became panicked, fled, and allowed the **Carlists** to launch a flanking attack that put to flight the rest of the enemy forces, gaining an overwhelming victory that caused serious losses to the **Liberals**.

C30 Repulsed Charge

Although, in general, the **Carlist** infantry dealt badly with encounters with the enemy cavalry, and on more than once the **Liberal** riders had resounding success against enemy infantry, there were also occasions when the troops performed well and were able to completely repulse charges, even on open ground.

LIBERAL CARDS

1834

L01 Reinforcements: Army of Observation

In Portugal between 1828 and 1834, a war similar to the **Carlist** War developed in which the **Pedristas** (**Liberals**) and **Miguelistas** (absolutists) faced each other. In 1834, the Spanish Army of Observation, under the command of General Rodil, crossed the border to help the **Pedristas**, and tried to capture Don Carlos, who was spending time in Portugal with the **Miguelistas**. The campaign was a success, although there was hardly any fighting, and Don Carlos was able to flee. The expeditionary army returned to Spain, and in July it was sent to the North, where Rodil became overall commander. The reinforcements consisted of 6,000 men, including cavalry.

L02 Mutiny

Throughout the war, the **Liberal** side was affected by successive political and social crises, which were reflected in the army. There was a growing rivalry between moderates and progressives, which gave rise to intrigues, tensions, and putsches. Social discontent grew, and revolts broke out that included an anticlerical component, causing the burning and sacking of churches and convents, and the murder of clergy, something that would characterize popular riots in Spain during the next 100 years. The indiscipline extended to military units, who took part in frequent mutinies, insubordination, and uprisings, including the killing of senior officers and civil authorities. It was a period in which part of the army was in a deep and lamentable state of breakdown and disorder. In order to restore discipline, the ringleaders were executed, and a portion of the mutineers were sent to prison.

L03 Desertions

One of the main problems for the **Liberal** army was desertion, encouraged by the sympathy that many recruits and officers had for **Carlist** ideas. Political instability and the lack of pay and supplies also contributed. Many prisoners of war joined the **Carlist** army, where their performance was generally good. The **Liberal** commanders tried to fight desertion by

using every means, combining clemency with severe punishment, even against the families of deserters. Even so, it was a blight that they suffered until the end of the war, even when Carlism began to break down.

L04 Fortified Line

When it became evident that Carlism had managed to settle in an area that would be very difficult to conquer, the **Liberal** opted for establishing a chain of fortifications to control the rebels, limit their movements, confine them, and cause their economic and military suffocation. Successive generals theorized about this, and tried to put it into practice by building a fortified line at the perimeter of the **Carlist** zone, designed to blockade the enemy. It was only partially successful, because although it caused serious damage to Carlism – as confirmed by the latter's attacks to break the blockade – the line was never fully consolidated, nor was it impermeable. Furthermore, the **Carlists** kept the connection to France open, which enabled them to obtain resources.

L05 False Retreat

On a few occasions, the **Liberal** commanders employed this trick to flush the **Carlists** out from their positions and counterattack them by surprise. For example, in 1834 during an operation to relieve Elizondo, which was blockaded, Luis Fernández de Córdoba ordered the buglers to play the retreat, having warned the troops not to take notice. The **Carlists** confidently abandoned their firm positions to initiate pursuit, and were successfully charged by the enemy infantry.

L06 Oráa, the Gray Wolf

Marcelino Oráa (1788-1851), born in Beriáin (Navarra), had been a guerrilla fighter with Espoz y Mina during the Spanish War of Independence. Because of this, he was an expert on the Basque-Navarrese terrain and was regarded by the **Carlist** commanders – who nicknamed him the "Gray Wolf" – as one of the most skillful **Liberal** generals. He took part in many campaigns, battles and actions in the North, with varying fortune, until in 1837 he was transferred to the Maestrazgo front. His failed siege of Morella, defended by Cabrera, caused his dismissal as commander of the Army of the Center, although he would later continue his military and political career.

L07 Ammunition Shortage

At the start of the war, the **Carlist** army was short of gunpowder. In the territory it controlled there was neither sulfur nor saltpeter, both essential ingredients in its manufacture, so they had to import it from France. There were cases when the infantry entered into combat with only two or three cartridges per man, and more than once the **Carlists** were forced to retreat due to a shortage of ammunition. With time, the production of armaments and gunpowder improved, and ceased to be such a pressing problem.

L08 Destruction of Carlist Factory

The **Liberal** army carried out punishment operations, and took advantage of its incursions into enemy territory to destroy **Carlist** infrastructure, which was far from easy as it was dispersed and in remote locations. For example, in September 1834, Luis Fernández de Córdoba burnt down several armament and gunpowder factories to the north of Navarre.

However, the flexibility of the war industry organized by Zumalacárregui enabled them to resume production before long.

L09 Enemy Mistake

At the battle of Mendaza (December 12, 1834), Zumalacárregui prepared a trap, leaving a force hidden to fall on the enemy flank when it was engaged with the main line. However, these troops set off too early, revealing the plan to the **Liberals**, who were able to react and ended up winning the battle.

1835

L10 Rearguard Action

The cavalry proved very useful during the First **Carlist** War. Still retaining its offensive capability on the battlefield, it could charge enemy cavalry and infantry, but it was no less important for covering retreats. After some blunders during the opening of the war, the **Liberal** cavalry improved and was reinforced. It was decisive in numerous actions and battles with bad outcomes for its side, slowing enemy pursuit and reducing its own side's losses.

L11 Reinforcements: French Foreign Legion

By virtue of the Treaty of the Quadruple Alliance, France gave its Foreign Legion to Isabel II. This was a force of 5,000 men, only infantry. In Spain, it formed an artillery battery and two excellent squadrons of Polish lancers. The quality of the French troops was high, as they demonstrated on the battlefield. They arrived in August 1835, taking part in actions in Catalonia, Aragón and the North. The changing attitude of France towards Spain caused its losses not to be replaced, and neither did the Spanish government attend to its needs in terms of pay, food and equipment. Due to this, the Legion gradually disappeared, until the final discharge of the troops in December 1838.

L12 Reinforcements: British Auxiliary Legion

British aid was primarily material, and was very important given the economic plight of the **Liberal** government. London did not want to send troops from its regular army, but authorized the recruitment of 10,000 volunteers to form the British Auxiliary Legion, which arrived in Spain in July 1835. Most of the men lacked military experience, and came from the underworlds of the large cities. There were hardly any officers from the army. Because of all of this, the performance of the unit was mediocre, although it should be pointed out that it was abandoned by the Spanish authorities, poorly fed, and received no reinforcements. Its troop strength declined due to illness, combat, and desertion, until it was dissolved in December 1837.

L13 Sortie

It was not uncommon during sieges for the besieged to make sorties to cause damage to the enemy, destroying cannons and trenches, capturing prisoners, and causing casualties. During the **Carlist** siege of Puente la Reina in July 1835, the **Liberal** garrison made a sortie in which it captured two mortars and two howitzers, also disabling another mortar and a howitzer. It killed many artillerymen, including Vicente Reina, the father of the **Carlist** artillery.

L14 Punishment Expedition

The **Liberal** forces tried to maintain their presence in **Carlist** territory to cause damage to the enemy infrastructure, although this was not easy. In April 1835, General Fernández de Córdoba entered Améscoas, taking advantage of the absence of the enemy, and began destroying everything in his wake: stores of cereals and bullets, mills, weapon factories, and hospitals. He achieved two objectives: On one hand, to cause material damage to the enemy, and on the other, to gain a propaganda success punishing the heart of Carlism. The **Liberal** column rapidly retreated to Vitoria to avoid the response of Zumalacárregui.

L15 Diego de León

Born in Córdoba in 1807, he was the most distinguished officer in the **Liberal** cavalry, nicknamed "The First Lance of the Kingdom". As a squadron commander, he requested transfer to the Army of Operations of the North at the end of 1834. There he would stand out among the Lancers of the Royal Guard for his valor and resolution, earning the Cross of San Fernando for his actions at Los Arcos. Later, he took command of the regiment of the Hussars of the Princess, which became the best in the army. Promoted to general, Diego de León would later be commander-in-chief of all the **Liberal** cavalry. After the war had ended, he participated as a member of the Moderate party in a putsch against the regent Espartero in October 1841. He was arrested, judged, and condemned to death by execution.

1836

L16 Army of Operations of the North

From the start of the war, the **Liberal** side had functioned a system based on two different armies: the operational and the reserve army. This separation had simply caused all types of problems. A royal order of July 18th, 1836, put an end to this system and reunited the two armies into a single one, called the Army of Operations of the North. This achieved better coordination and better use of resources.

L17 Reinforcements: Portuguese Auxiliary Division

The **Liberal** government of Portugal, winner in the civil war between the Pedrists and Miguelists, was a signatory of the Quadruple Alliance, and collaborated with the Spanish government by sending regular troops, which fought well. The Portuguese Auxiliary Division was organized with 6,000 men, and included, infantry, cavalry, artillery, and sappers. The Spanish authorities take charge of maintaining it, and they were better served than the French and British. Portugal tried to protect its troops, keeping them in reserve and trying to prevent them from fighting except as a last resort. Sometimes, the Portuguese government ordered them to move to protect its border from the **Carlist** expeditions.

L18 Ule, Ule, to Navarre!

This was the cry heard among the Navarrese battalions when they were far from the territory controlled by the **Carlists** in the North, and demanded to return to their homeland. The Basque troops, and above all the Navarrese, disliked leaving their provinces, which caused numerous problems for the **Carlist** commanders when they organized expeditions. Desertion was constant, and complete units became insubordinate and decided to return North of their own accord.

L19 Reinforcements: Hussars of the Princess

This was one of the most famous cavalry regiments with the best reputation in the **Liberal** army. Created in March 1833, initially its performance was not brilliant, as it was defeated by the Carlist lancers. Later, it would be reorganized and, under the command of leaders like Diego de León and Juan de Zavala, it would be transformed into an elite unit, the most decorated cavalry regiment of the entire war.

L20 Discovery of Hidden Artillery

The **Carlists** got used to burying their artillery pieces, recovering them when needed. To move them from one place to another, they counted on the help of the population, who used their carts and draft animals to transport the cannons in relays, by night and day if necessary. The **Liberals** searched for the hidden artillery, and sometimes managed to discover some pieces. For example, in March 1835, Espoz and Mina found two mortars and a howitzer hidden in the area of Baztán. They did not hesitate to resort to brutal methods, such as arson and firing squads, to force the locals to speak.

1837

L21 France Closes the Border

Despite its sympathies for the **Liberal** side, the attitude of the French government was not always coherent, and it was influenced by the different positions within it, the political instability of **Liberal** Spain, and pressure from the absolutist powers – Russia, Austria, and Prussia – who sympathized with the cause of Don Carlos. At the start of 1837, the border with the **Carlist** area was again closed to trade, which was a hard blow for the rebels.

L22 Chapelgorris

The Guipúzcoan Volunteer Battalion was one of the most famous and effective voluntary units on the **Liberal** side. They were called chapelgorris (red berets) for wearing this article of clothing, like the **Carlists**. They had a strength of between 700 and 800 light infantrymen. Different sources praised their bravery and effectiveness in battle, though they also mentioned their lack of discipline in the rearguard. As well as Guipuzcoans, the unit included deserters and foreigners.

L23 Unified Pursuit Command

On July 3rd, 1837, logically but belatedly, a unified command was set up to direct the hunt for **Carlist** expeditions. Until this moment, responsibility for pursuing them had fallen to the military command of each region, so that when an expedition passed from one region to another, the leader of the pursuing column passed on the responsibility to that of the next territory the expedition had entered. The effectiveness of the **Liberals** in pursuing the enemy improved, but their results were never better than mediocre.

L24 Espartero

Baldomero Espartero (1793-1879), born in Granátula de Calatrava (Ciudad Real), was of humble origin, although he had access to higher education. When the Spanish War of Independence broke out in 1808, he enlisted as a soldier and would never abandon his military career. He took part as an officer in the Spanish American wars of independence, where

he would continue his ascent to the rank of general. After returning to Spain, he married a rich heiress from Logroño, and became a landowner. When Fernando VII died, his **Liberal** convictions urged him to support the cause of Isabel II. His virtues were undeniable: He had experience of a type of war that was similar to what was going to develop in the North, and his personal bravery was beyond all doubt (he would be wounded on numerous occasions). However, he never stood out as a strategist, and fighting in the front line was not always the best choice for a general. He flipped between successes and failures, though on balance this was more positive than other commanders. Towards the end of 1836, he became commander-in-chief of the Army of the North. He liberated Bilbao from the **Carlist** siege, an action that brought him great fame, and later he undertook a series of campaigns against the enemy. The pressure of **Liberal** arms, and the internal breakdown of Carlism resulted in the Convention of Vergara, and the end of the war in the North. The victorious Espartero would be a key figure in Spanish politics in the following years.

L25 Cavalry Harasses Expedition

Cavalry was the most effective weapon for confronting **Carlist** expeditions when they abandoned the safety of their territory in the North. Marching infantry could be very vulnerable, especially in open terrain and without sufficient friendly cavalry to protect it. Thus, there were many occasions when the **Liberal** cavalry took advantage of circumstances to charge the enemy and cause havoc, while hardly suffering losses of its own.

1838

L26 Sappers

Siege operations were of great importance in the **Carlist** War, as fortifications were the most effective method of controlling territory and denying it to the opponent. Sappers were troops specialized in this type of war, and for reason their numbers in the **Liberal** army grew. They performed well in assaults on **Carlist** fortresses in the last stages of the conflict, such as Peñacerrada and the forts of Ramales.

L27 Miscreants, Outlaws and Thieves

The **Carlist** expeditions, sent without logistics support nor lines of supply, were forced to live off the land through requisitions, robbery, and looting, which made Don Carlos' cause unpopular. When a party of those operating in the regions united to form an expedition, the **Carlist** commanders established that the result was even worse, qualifying its members as "cowards, rebels, miscreants, outlaws, and thieves."

L28 The Abyss of Expeditions

No **Carlist** expedition achieved permanent success, at most being ephemeral conquests and inconsequential victories. Despite this, most of the military leaders who succeeded Zumalacárregui insisted on continuing to send them, suffering serious losses in return for little gain. The last expeditions – those of Don Basilio, the Count of Negri, and the Priest Merino – were particularly ill-fated, as they were annihilated by **Liberal** columns in surprise attacks.

L29 Veteran Troops

The years of war and successive campaigns converted some veteran **Liberal** units into effective troops. An example of this was the action

at Belascoáin bridge, where a **Liberal** attack across the River Arga had success against well-protected enemy positions.

L30 Zurbano

Martín Zurbano (1788-1845), born in Varea (Logroño), studied at a seminary, and also dedicated himself to agriculture and contraband. He fought as a guerrilla in the Spanish War of Independence, and participated in the **Liberal** resistance against the invasion of the Hundred Thousand Sons of Saint Louis, for which he was imprisoned. In 1835, he created a free troop on the **Liberal** side, the Battalion of Volunteers of Rioja-Alavesa. He used this to carry out guerrilla tactics against the **Carlists**: surprise assaults, destruction of factories, the capture of senior commanders... He became famous, and the **Carlist** authorities offered rewards for his head. After the end of the war, his loyalty to Espartero provided him with successive important military posts, but after his fall he had to go into exile for a while. In 1844, he took part in a failed Esparterist uprising, for which he was arrested and executed together with his two sons in Logroño.

35.0 A VERY BRIEF HISTORY OF THE FIRST CARLIST WAR IN THE NORTH (1833-1839)

CAUSES OF THE WAR

The causes of any war, especially when it is a civil war, tend to be complex and need to be analyzed from multiple perspectives. This is the case for an episode of Spanish history as momentous as the First **Carlist** War. *An Impossible War* is a historical simulation game that focuses on the military aspects of the conflict, rather than in its background and aftermath. Nevertheless, before narrating the events of the war, it is worth explaining, even if briefly, the causes that led to it.

The initial cause was the death of King Fernando VII, and the subsequent conflict of interests between his daughter Isabel and his brother Carlos. With the arrival of the Bourbons in Spain, the old Siete Partidas ("Seven-Part Code") was replaced by the Salic Law, which prevented women from inheriting the throne. However, after the birth of his daughter, Fernando VII annulled the law through the Pragmatic Sanction, which allowed Isabel to reign, and demoted Carlos, who had been his heir until then. The war would pitch the supporters of both contenders to the Spanish throne against each other.

Even so, the succession conflict was only an excuse for two ideologies to face each other: the traditionalist reaction or Ancien Regime, against the **Liberal** revolution, something that was common to most countries in 19th century Europe. It was a collision of two forms of viewing life, two systems that were exclusionary in multiple areas: political, juridical, social, economic, cultural, and religious.

The conflict between Carlism and Liberalism is usually regarded as a fight between the countryside and the city, but this is too simplistic. There were defenders of both ideas both in the rural and in the urban environment, though it is true that the **Carlists** never had permanent control of any city. Similarly, there were reactionaries and **liberals** in all social classes, though a classification can be made, even if very general: Liberalism comprised the nobility, the high clergy, the bourgeoisie, officials, and large landowners. Carlism attracted artisans, smallholders, peasants and the urban proletariat, as well as rural notables who saw their status endangered.

Liberal economic policy disadvantaged the lower classes. Free trade and the opening of customs, the raising and monetization of taxes, anti-union measures, and confiscations favored those with high incomes.

There were two additional factors: On one hand, the purging of military personnel advocating for absolutism in the final year of the reign of Fernando VII turned them into supporters of his brother Carlos. And religion should not be ignored as an ideological factor of prime importance, since the lower clergy were mostly defenders of Carlism and tradition. And in the Basque Provinces and Navarre, the defense of the *Fueros* (historic charters) was important, although it was not a fundamental cause of the war.

Finally, the causes of the success of Carlism in the North should be noted. Firstly, there is the issue of autonomy, which limited military control of the territory by the Queen's government. It should also be mentioned that, even though it was initially a failure, the rebellion had been well planned. The figure of Zumalacárregui was central to the beginnings and consolidation of Carlism in the North. And there were geographic factors, since the complex topography of the area favored the rebels.

1833 - THE BEGINNINGS

Fernando VII died on September 29, 1833. In the following days, a multitude of armed uprisings broke out across Spain in favor of his brother, Don Carlos, who was in exile in Portugal at that time. No unit of the Army, purged of absolutist officers in the previous years, would join the revolt. Nevertheless, there was an important reactionary layer, and the Royal Volunteers, militias created by Fernando VII to suppress the **liberals**, would be at the genesis of the **Carlist** Army.

Vitoria and Bilbao were ungarrisoned, so the revolt easily succeeded in both cities, and spread through the three Basque Provinces and the north of Navarre, although it would be stifled with disconcerting ease in a matter of weeks. General Sarsfield entered from Burgos and, almost without opposition, scattered the thousands of **Carlist** volunteers, and recovered Vitoria and Bilbao at the end of November. At the same time, operating from Pamplona, Brigadier Lorenzo occupied Logroño, and on October 11 at Los Arcos defeated Field Marshal Santos Ladrón, who had rebelled in favor of Don Carlos in Navarre, and who would be executed.

If the **Liberals** had fully exploited these initial successes, perhaps they would have been able to avoid the later war, but it was not to be, and the uprising was able to recover and consolidate itself. Commander Iturralde led the bulk of the surviving **Carlist** forces in Navarre. On November 14, several officers forced his substitution by Colonel Tomás de Zumalacárregui, and on December 7, the Basque Provinces recognized him as Commander in Chief.

The First **Carlist** War in the North is inseparable from this Guipuzcoan military figure. Given his dull career until this moment, nobody would have guessed his many virtues, and the capacity he would have for creating an efficient army and developing a type of warfare adapted to the terrain, to the skills of his men, and to the weaknesses of the enemy. He dedicated the first few weeks to training his troops and enlarging his units, opting for guerrilla warfare and avoiding wearing down his men. On December 29, he found himself for the first time in a position to stand up to the forces in the regent of Nazar and Asarta. It was not, strictly speaking, a battle but rather a limited engagement, both in terms of numbers of combatants as well as the absence of maneuvers worth mentioning, and the brevity of the fighting. Most of the fighting during the war would be like this. Having achieved his goal of demonstrating that his forces were capable of fighting effectively, Zumalacárregui

ordered a retreat to prevent unnecessary losses, and took refuge in the natural fortress of the Améscoas valley.

1834

During the whole of this year, and until spring of the next, Zumalacárregui would play cat and mouse with the **Liberal** commanders. It was a style of warfare that the **Carlists** would never abandon, but it was especially successful in the first phases of the conflict. There were marches, countermarches, and raids, disorienting the enemy, keeping him out of reach, and attacking only when the circumstances were favorable. An example of this was the capture of equipment from the weapons factory at Orbaiceta, and a night assault at Zubiri, which showed the **Liberals** that they could never be relaxed in the Northern theater.

In February, Sarsfield was dismissed and replaced by General Quesada. He soon suffered a reverse at Alsasua, where a column under his command was attacked by surprise by Zumalacárregui, and was forced to retreat after suffering substantial losses.

A CRUEL WAR

If anything characterized the First **Carlist** War, it was the cruelty and lack of humanity showed by both sides. From the start, it was normal not to give quarter, to execute prisoners, and to commit reprisals. The civilian population was not spared and, in addition to the miseries of war itself, they suffered from threats and bloody punishments to extract information from them. In 1835, British mediation led to both sides signing the Elliot Convention, in which they promised to respect the life of prisoners, and make periodic exchanges. This meant a humanization of the conflict, even though it did not affect theaters of operations outside of the North.

As the weeks passed, the **Liberals** proved unable to catch their elusive and well-informed enemy, who continued to launch raids. At the end of June, Quesada was relieved and replaced by General Rodil, who had just carried out a victorious intervention in Portugal, helping the **Liberals** fighting in the Portuguese Civil War. He brought with him 6,000 men from the expeditionary force.

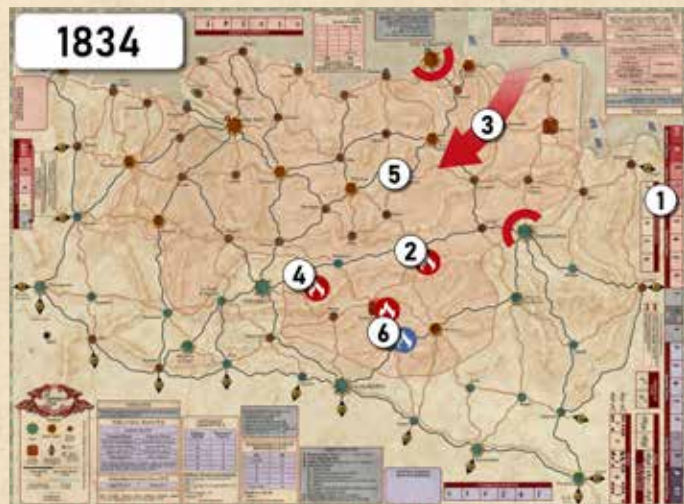
Don Carlos had fled from Portugal after the defeat of the absolutists, taking refuge in Great Britain. He journeyed to France, and on July 9 entered Spain, which meant an undoubted injection of morale for his supporters. When the Government found out, it ordered Rodil to pursue the Pretender, which he tried without success. At the same time, he promoted the construction of fortifications to suffocate the **Carlists** by limiting their movements. Finally, he tried to defeat Zumalacárregui, but failed like his predecessors. The supporters of the Queen achieved some limited success, at the costs of many losses, but there were more failures. Rodil, whose cruelty towards the civilian population only increased their resentment of the **Liberals**, was dismissed in October.

He was replaced by General Espoz y Mina, a famous guerrilla from the Spanish War of Independence, who was ill and was not going to be capable of facing the type of forces he had commanded twenty years earlier. On his arrival, he received the news of a major **Liberal** defeat at Alegría de Álava on October 27 and 28, and in November Villafranca fell into **Carlist** hands. Zumalacárregui's men engaged in the killing of prisoners on both occasions.

On December 12, the first battle of the war worthy of the name took place at Mendaza. Zumalacárregui faced General Fernández de Córdoba, to whom the ill Mina had entrusted the command. There were some 8,000 **Carlists** with two cannons against 12,000 **Liberals** with four pieces. Although its numbers were limited, this was one of the very few occasions when

artillery was used in open battle. Don Carlos' general had prepared a trap, but a subordinate's haste ruined the plan, and the **Liberals** managed to defeat the **Carlists** and force them to retreat.

Bad weather delayed operations, and on the 15th, Zumalacárregui prepared to resist the inevitable enemy attack, so he ordered a defense on the other side of the river Ega, and severed the bridge at Arquijas. Córdoba planned a coordinated attack with three columns, which failed, and meant a **Carlist** defensive victory.



- ❶ **Carlist** capture of the weapons factory at Orbaiceta.
 - ❷ Engagement at Alsasua (**Carlist** victory).
 - ❸ Entry of Don Carlos into Spain.
 - ❹ Engagement at Alegria de Álava (**Carlist** Victory).
 - ❺ Taking of Villafranca by the **Carlists**.
 - ❻ Battles of Mendaza (**Liberal** victory) and Arquijas (**Carlist** victory).
- **Carlist** blockade of San Sebastián and Pamplona (both cities endured this throughout the war).
- 🔴 **Carlist** victory.
- 🔵 **Liberal** victory.

1835

The year began with the same script as the previous months: The **Liberal** army tried to engage in combat to finish off the rebels, but Zumalacárregui avoided it except when it was on his terms. Even when the **Liberals** proclaimed victory for occupying the battlefield, they suffered serious losses, and abandoned it without major benefit. This was what happened at Ormaiztegui and at the second battle of Arquijas.

MUTINIES

The **Liberal** army suffered from these throughout the conflict, a clear symptom of the breakdown of discipline, political conflicts, and the shortage of pay, food, and supplies. Troops on campaign did not tend to mutiny, as it was something that happened when the soldiers were quartered in cities, whether close to the front or at the rear. There were many cases of senior officers being killed by the mutineers. Surprisingly, on more than one occasion mutinies were settled through an agreement. Later, the use of punishment prevailed, with Espartero being particularly expeditious with this. Discipline was better on the **Carlist** side, at least until, late in the war, fatigue, slim prospects of success, and disputes between factions gave rise to the first mutinies.

The war did not stop during winter. Zumalacárregui moved quickly and, with his meager artillery, captured Los Arcos. Then he made his way to the Baztán valley, where the town of Elizondo was in **Liberal** hands, and

had been blocked by the **Carlists** for some time. Mina came to relieve it, and a tough encounter took place in bad weather conditions. With great difficulty, the **liberals** managed to take refuge in Elizondo.

Zumalacárregui chose to quickly withdraw. He captured Echarri-Aranaz, made feints against other strongpoints, and threatened to break the system of fortifications that the **Liberal** commanders, incapable of finishing off the rebellion, had begun to construct in order to contain it.

Taking advantage of the absence of enemy forces, General Córdoba entered the **Carlist** sanctuary of Amescoas and destroyed everything in his path, before moving to Vitoria to escape the vengeance of Zumalacárregui.

In April, Espoz y Mina resigned, and nominated as his successor General Valdés, who despite his extensive experience also failed. He made the mistake of entering Amescoas too early, looking to deal a fatal blow to the enemy. In so doing, he offered Zumalacárregui the terrain and circumstances that he could make the most of.

The large **Liberal** column, harassed by **Carlist** guerrillas, isolated, and misinformed, climbed the Urbasa mountain range, where the soldiers suffered from the rigors of the terrain, the weather, and a shortage of supplies. The operation had failed, and they were moving in the direction of Estella when, descending to the gate of Artaza, they were attacked by the enemy, who caused numerous losses and were about to cause a headlong rout. The heroic action of a few well-led units, the shortage of ammunition, and the exhaustion of the **Carlists**, allowed the Queen's supporters to force a way past and flee to Estella, pursued along the way. It was one of the worst **Liberal** defeats, and Valdés never recovered from it.

Taking advantage of the enemy's weakness, Zumalacárregui continued to strike, forcing Valdés to evacuate several strongpoints, towns, and important areas: Irurzun, Estella, the Baztán valley... The **Liberal** command recognized its inability to maintain its presence inside **Carlist** territory. Valdés asked the Government to urgently activate the Treaty of the Quadruple Alliance in order to receive military aid from Great Britain, France and Portugal. He recognized that he was powerless to win the war.

The **Carlist** siege of Villafranca offered Valdés a new opportunity to organize a concentric operation, which failed completely, and caused the surrender or evacuation of other locations: Villafranca itself, Durango, Vergara, Éibar, Ochandiano... It was a great disaster.

The victorious **Carlists** needed to make the most of the moment and decide on their next objective. It was not enough to dominate the Basque and Navarrese territory. All the provincial capitals were under enemy control, and Don Carlos aspired to the Spanish throne, not only to part of the country. Zumalacárregui was a supporter of capturing Vitoria, as a first step towards marching towards Old Castile and on to Madrid. However, the Pretender and his court proposed another objective: Bilbao. Its conquest would provide much loot, a first-class port, and prestige, which would perhaps result in the longed-for recognition by the absolutist powers.

On June 13th, the city – well defended and with significantly more artillery than the attackers – was put under siege. On the 15th, while inspecting the bombardment, Zumalacárregui was wounded. He died on the 24th, an irreplaceable loss for the **Carlist** cause.

He was replaced by González Moreno, who decided to withdraw his forces from the siege of Bilbao, which allowed the **Liberals** to relieve the city, and break the blockage on July 1st. Meanwhile, Valdés had resigned, and was replaced by Luis Fernández de Córdoba as the **Liberal**

commander-in-chief. Both generals would face each other in the largest battle of the war: Mendigorria.

On July 13th, Moreno laid siege to Puente la Reina. Córdoba came to its aid, and the two armies fought each other on July 16th in front of Mendigorria. There were approximately 24,000 **Carlists** against 36,000 **Liberals**. The **Carlists** were defending high ground, though with the Arga River at their back, which would make any retreat difficult. Furthermore, they were unaccustomed to mass combat in open battle. The general attack by the **Liberals** forced the **Carlist** line to yield, causing a disorderly retreat. The passivity of the attacking cavalry, and the sacrifice of certain elite defending units, prevented the defeat becoming a disaster.

After the victory, which gave a respite to the **Liberal** cause, Córdoba proposed to put his plans into action. Since suffocating the rebellion by force was unobtainable, he opted for blockade: preventing traffic with the enemy territory, suffocating the **Carlists**, and forcing them to come out into open ground, where they could be beaten. It was not easy, because the French border was never totally close, and the fortified lines were not impermeable.

Despite a victory over Espartero in Biscay, Moreno was dismissed in October, and replaced by Eguía, whose strategy would be defensive, ordering the construction of fortifications to secure **Carlist** territory.

In fall, Córdoba carried out various operations with a similar script: a fleeting success, followed by a complicated withdrawal harassed by the enemy, without permanent gains, except to distract the **Carlists**.



- 1 Engagement at Ormaiztegui (**Liberal** failure).
 - 2 Second Battle of Arrijas (**Liberal** failure).
 - 3 Capture of Los Arcos by the **Carlists**.
 - 4 Engagement at Elizondo (**Carlist** victory).
 - 5 Capture of Echarri Aranaz by the **Carlists**.
 - 6 **Liberal** punishment operation in Las Améscoas.
 - 7 Battle of Artaza (**Carlist** victory).
 - 8 Siege of Bilbao: death of Zumalacárregui and end of the siege.
 - 9 Battle of Mendigorria (**Liberal** victory).
- ✗ Locations lost by the **Liberals** in spring 1835.
- 🔥 Indecisive Action or battle.
- **Liberal** blockade of **Carlist** territory (a fortified line was maintained throughout the war).

1836

At the beginning of the year, the commander of the **Liberal** army organized an operation from Vitoria, probably under pressure from the

Government and public opinion, which demanded victories. Three columns left, the main one in the direction of the heights of Arlabán, close to the border with Guipúzcoa. The numerical inferiority of the enemy enabled it to occupy its positions, but with the arrival of reinforcements the **Carlists** attacked. After heavy fighting, Córdoba ordered the retreat to Vitoria. Although the result of the battle was not clear, what is certain is that the **Liberals** had abandoned the field without achieving a decisive victory, and this caused quarrels among their commanders.

While the enemy was building defensive lines around rebel territory, Eguía organized a methodical campaign aimed at conquering locations still in the possession of the **Liberals**: Guetaria, Valmaseda, Mercadillo, Plencia, Lequeitio... fell in the first four months of the year.

In May, Córdoba launched a new attempt on Arlabán. This time he executed a brilliant maneuver that managed to outflank and defeat the **Carlists**, but again the arrival of reinforcements led to a battle of attrition. The **Liberals**, always limited by logistics, returned to Vitoria after five days of campaigning. Although it seemed positive, nothing decisive was achieved with that type of battle.

In June Eguía, who despite his successes had earned enemies at court, was relieved by Villarreal, who had undoubted virtues, but who performed better at the front of a division than leading an entire army.

THE EXPEDITIONS (1834-36)

Since the start of the war, Carlism had faced a dilemma: whether to grow and expand its territory in the North in a methodical and orderly way, or to embark on an adventure away from its area of operations. In either case, it was imperative to go beyond the Basque and Navarrese territory to fulfil the national aspirations of Don Carlos.

The benefits expected of the expeditions were numerous: alleviating the pressure on resources in the Northern theater of operations, creating additional fronts, distracting enemy forces, extending **Carlist** dominion to other regions, and increasing the prestige of its cause to gain supporters within Spain and aid from outside.

There were competing opinions within Carlism on this matter, and important leaders like Zumalacárregui, González Moreno and Eguía did not back the idea breaking off columns from the Army of the North. Nevertheless, favored by the court, the strategy of the expeditions was the one that prevailed between 1836 and 1838.

The detractors of the expeditions saw many drawbacks: they dispersed **Carlist** potential and weakened its main army, they advanced without support and resources, in the middle of the enemy, and were obliged to traverse the country hurriedly without being able to establish themselves; requisitions and enforced recruitment provoked the hostility of the population and, although they brought reinforcements, they did not make up for the loss of veterans.

From the start, it was revealed that the harm of the expeditions far exceeded their advantages, but despite this the high command persevered in sending them. The **Carlist** expeditions that left the North between 1834 and 1836 are mentioned below, with some brief notes about each one:

- During Zumalacárregui's tenure, only two small expeditions were sent, barely worthy of the name: those of Cuevillas and Sanz in the summer of 1834. They were very modest in size and returned within a few days, without having achieved anything.
- González Moreno, successor to Zumalacárregui, sent an expedition in August 1835, that of Guergué, with the destination of Catalonia. It had 2,500 infantry and 125 riders, and its mission was to bring order to the **Carlist** forces and invigorate the war in the region. Pursued by **Liberal**

columns, lacking in resources, and weakened by the disorganization of the Catalans, and the desertion of the Navarrese expeditionaries, Guergué failed, and in December he began the return to the North.

- In January 1836, Batanero led a small expedition of 200 foot and 60 horse that returned in March after ceaseless marches and without any benefits.

- In June 1836, the expedition of Gómez left. This was probably the most famous of the war, except for the Royal Expedition. Villarreal ordered him to march to Asturias to organize a **Carlist** center, moving to Galicia if necessary, but no further. He left with 2,700 infantry and 180 cavalry, easily defeating an inexperienced **Liberal** force, and occupying Oviedo. There he fostered the commitment of local sympathizers, which was to their detriment, because as soon as the expedition marched off, the **Liberals** recovered control and punished them. The same thing would happen again to Gómez' column and other expeditions: The **Carlists** arrived and conquered the location, but the threat of the enemy forced them to leave, leaving the supporters who had declared for them defenseless. Gómez abandoned Asturias, entering Galicia. In his wake, he handed over weapons to stir up the guerrillas, but his efforts came to nothing due to the rapid **Liberal** reaction. He returned to Asturias to start an adventure that would see him traverse 6,000 km in a little less than six months, from north to south and then again to the north, passing through León, the two Castiles, Valencia, Andalusia and Extremadura. The tour was full of combats, both successful and unfavorable, and he replaced his losses with voluntary and forced recruits.

In December, the expedition returned to the North with 2,000 infantry and 450 cavalry, although less than half had belonged to the original group. It had occupied more than 25,000 **Liberal** soldiers, but had not achieved any permanent success. Its conquests were ephemeral, the units formed deserted or were destroyed, and many supporters of Carlism became demoralized.

Gómez was received coldly, then arrested, and he would spend two and a half years in prison, accused of disobedience and personal enrichment. Much later, Carlism would make a hero out of the general, and praise his epic expedition.

- While Gómez toured Spain, in July 1836 the expedition of Don Basilio left with two battalions of infantry and a squadron of cavalry, returning in August with his forces doubled thanks to forced recruitment, and with abundant booty. He even came close to the Royal Palace of La Granja in Segovia while the Queen was there, which caused much anxiety.

- In September 1836, the Sanz' expedition left with four battalions of infantry and two squadrons of cavalry. Its destination was going to be Aragón and Valencia, but in the end it went to Asturias, from where it returned in November, after losing half of its men due to fighting and hardship.

In the spring and summer of 1836, the **Liberal** side lived through a turbulent period caused, on one hand, by the growing rivalry between moderates and progressives and, on the other hand, by social discontent. Revolutionary assemblies rose up, there were mutinies, senior officials were assassinated, and the Government of Mendizábal fell, as well as that of his successor Istúriz. In August, the mutiny of the sergeants of La Granja took place, which forced the Regent to reinstate the Constitution of 1812. The moderate **Liberals** were worried, some fled into exile, and others sent messages to Don Carlos.

It was a golden opportunity for Carlism, which could have reached an agreement with the less revolutionary segments among the **Liberals**.

However, the Pretender lacked political intelligence, and did not want to make concessions. The political crisis caused the resignation of Córdoba, and the naming of Espartero as commander-in-chief in September, a position that he would hold for the rest of the war.

Villarreal organized two successive expeditions against the strategic enclave of Peñacerrada, in the triangle between Vitoria, Logroño and Miranda de Ebro. However, the arrival of reinforcements and the frustrated actions of a traitor prevented the capture of the fortress. This failure forced Carlism to look for a new objective, and to design a strategy that would solve the growing exhaustion of its territory.

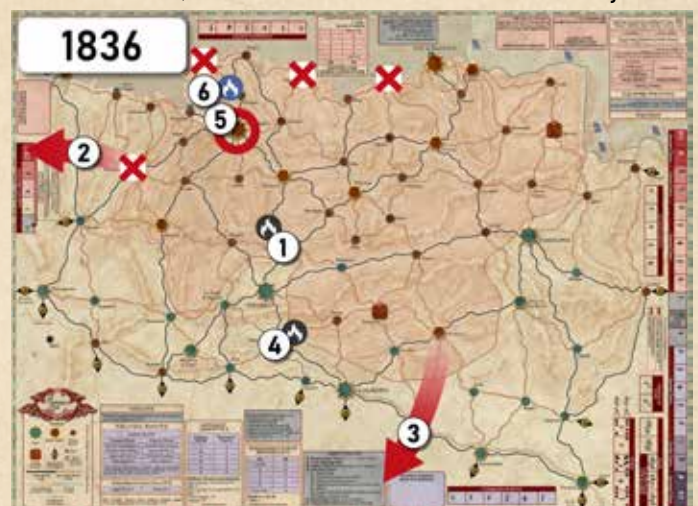
It was chosen to attack Bilbao, whose capture would solve the financial problems, and contribute to the desired foreign recognition. Preparations for the siege began with the accumulation of troops, artillery, and equipment. 15 battalions, 19 artillery pieces of various calibers, and 750 carts arrived to take part. The garrison of Bilbao had 4,300 men, and the city could also count on significantly more artillery than the attackers.

The plan for the siege combined continuous bombardment with assaults against the defensive perimeter. Slowly the external forts began to fall, although the defenders continued resisting, and managed to halt the enemy advance until new defenses were ready. On learning of the siege Espartero, who was in Villarcayo, moved to Castro Urdiales and, from there, given the difficulty of advancing by land, his army was transported by sea to Portugalete at the end of November.

The relief force attempted to move towards the south, but the **Carlists** became entrenched behind the Cadagua River, and there the advance stalled. It was decided to change to the other bank of the river, and the **Liberal** soldiers passed to the right bank of the River Nervión. However, even there it did not seem possible to overcome the enemy defenses. Time passed, the troops became increasingly demoralized and tired, and Bilbao was in serious danger.

Most officers preferred not to press on, but Espartero imposed his opinion, and on December 24th he launched a new attack on the Luchana River. The conditions were atrocious, with snow and blizzards, but after several hours of heavy fighting the **Liberals** managed to break the **Carlist** line, capturing several artillery pieces, and saving Bilbao.

It was a high-profile triumph that converted the Biscayan capital into a symbol of **Liberal** resistance against the reactionaries, and raised the prestige of Espartero far above any other of the Queen's generals. It was a terrible defeat for the **Carlists**, a new failure before Bilbao, which increased the demoralization of a population that was ever more tired of the war. Don Carlos relieved Villarreal, and named his nephew, the Infante Sebastian, as the new commander-in-chief of his army.



- ❶ Engagement at Arlabán (Liberal failure).
- ❷ Expedition of Gómez.
- ❸ Expedition of Don Basilio.
- ❹ Operations against Peñacerrada (Carlist failure).
- ❺ Second siege of Bilbao.
- ❻ Battle of Luchana (Liberal victory and end of siege of Bilbao).
- ✗ Places captured by Eguía in spring 1836.

1837

In the winter of 1837, both sides needed to reorganize and this caused a pause in operations. The Carlists had been defeated in Luchana, and had been forced to raise the second siege of Bilbao, but the victorious Liberals were in no better a situation, short of food, supplies, and pay.

There were those among the Liberal commanders who favored abandoning the strategic defense of Córdoba, taking men from the static positions, and using these reinforcements to maneuver against Carlist territory. General Sarsfield devised a plan in which three columns carried out a concentric movement to annihilate Carlism in Guipúzcoa: Evans, with the British legion from San Sebastián, Espartero from Bilbao, and Sarsfield himself from Pamplona. It seemed an interesting offensive, but soon reached the ears of Carlist spies. It also had serious drawbacks: Each contingent would have to act on its own and without help, isolated in enemy territory, coordinated seemed difficult, and the enemy benefited from a central position, from which it could rapidly concentrate against any of the enemy columns.

The operation should have begun on March 10th, but Sarsfield left Pamplona a day late. There was only a Carlist battalion opposite, but it was able to detain the column, composed of more than 10,000 men. Frustrated by the slow advance, and the poor weather conditions, Sarsfield decided to return to Pamplona.

Evans left on time from San Sebastián with a force of 12,000 British and Spanish. He dislodged the enemy from their positions in the nearby mountains, at the cost of heavy fighting and many losses for both sides. The next day, he advanced in the direction of Hernani, slowed down by the rain and mud. On March 15th, the weather improved and he attacked the Carlist line, which was centered on a fort on Mount Oriamendi. The assault was a success, taking the fort, and Hernani was in sight, but the Liberals did not advance to occupy it.

At dusk, reinforcements arrived with the Infante Sebastian who, on the morning of the 16th, launched a counterattack that took the enemy by surprise, after having passed a cold night in open country. The flanks of the Liberal line collapsed, and Evans ordered the retreat. The Carlists had gained a great victory.

The third column of Espartero left Bilbao, defeated a small Carlist contingent, and entered Durango, where it halted using the excuse of bad weather and lack of supplies. News of the defeat at Oriamendi made him return, harried by troops sent by Sebastian. All in all, Sarsfield's plan had been a complete failure, and the Carlist army had received a morale boost.

THE ROYAL EXPEDITION

In the spring of 1837, after the victory at Oriamendi, the Carlists decided to organize a strong column that, with Don Carlos at its head, would march on Madrid and decide the war. It was influenced by two circumstances: On one hand, the Pretender had spent time in secret conversations with his sister-in-law María Christina, who feared for her safety due to the mutiny at La Granja and the political and social

instability; on the other hand, the fatigue and exhaustion of the Carlist territory were evident, and it was necessary to withdraw troops to alleviate the weight of the war.

The Royal Expedition was organized in an improvised way, with a shortage of supplies and equipment, and an excess of churchmen, servants and baggage. It was composed of some 12,000 men, including almost all the cavalry available in the North, but not a single piece of artillery, not even a mountain gun. 14,000 infantrymen remained in the North under the command of General Uranga.

On May 16th, the expedition departed in the direction of Aragón, instead of taking the more direct route to Madrid. The Liberals reacted immediately, sending several columns in pursuit. Don Carlos' troops were attacked first in Huesca, then in Barbastro, and were victorious in both encounters, though a few days later, while it was crossing the Cinca River, the Liberal cavalry surprised the Carlist rearguard, causing it serious losses.

In June, the expedition entered Catalonia, and was defeated in Gra on the 12th by General De Meer, although the latter could not exploit his triumph. The Carlists took refuge in the Maestrazgo, where they reorganized under the protection of Cabrera. They rested there until their pursuers attacked them again on July 15th, defeating them at Chiva, although again without being able to carry out a thorough pursuit. The expeditionaries withdrew, moving away from Madrid, which was still their objective.

Espartero planned to approach with another army to finish off Don Carlos, but he had to turn back to deal with Zaratigui's expedition, which at that time was prowling around Old Castile. The Royal Expedition marched off, returning to Aragón. On August 24th, it gained a major victory in Villar de los Navarros, clearing the road to Madrid.

On September 12th, the expeditionaries arrived at the gates of the capital city, which had hardly any organized defenders, although Espartero's army was a day's march away. Cabrera and the infante Sebastian awaited the order to enter Madrid, but it never arrived. Instead, Don Carlos ordered a withdrawal. The reasons for this are still being disputed. In addition to the military, there were also political circumstances; the Government had returned to the hands of the moderates, and the regent Maria Christina had forgotten her fears, so she was no longer interested in negotiating with her brother-in-law.

The expedition, low in morale, and pursued without respite by the Liberal columns, withdrew back to the North, where it arrived on October 24th, after having travelled more than 3,000 km. It had suffered thousands of losses, many of them irreplaceable veterans, and the men were returning in a lamentable condition. Even worse, there was a feeling of having lost the last opportunity to win the war, the population was facing a panorama of endless hardships, and at the heart of Carlism the disputes between factions had gotten worse.

ZARATIEGUI'S EXPEDITION

On Uranga's initiative, this expedition left on July 18th with 3,700 infantry and 220 riders, short of ammunition and footwear, and without money. Its mission was to distract the enemy to help the Royal Expedition achieve its objective. Shortly after departing, it encountered the Portuguese Legion, and defeated it despite its good performance. Then the expedition entered Burgos, receiving some reinforcements.

On August 4th, it arrived at Segovia, easily occupying the city and sacking it. It continued towards La Granja, crossed the Puerto de Navacerrada, and on August 12th was three hours march from Madrid, causing alarm to the Liberal government. However, Zaratigui did not attempt to overcome the

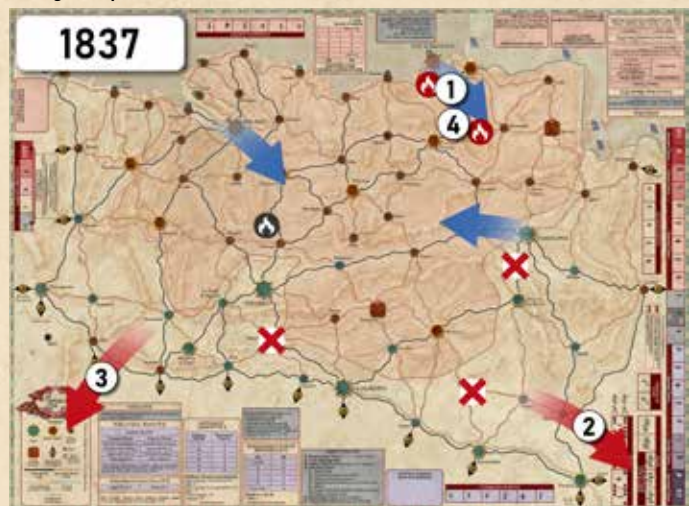
enemies blocking his route to the capital, where Espartero had arrived with more troops, and he decided to fall back north.

The expedition was reached by 5 squadrons of enemy cavalry, but the 7th Navarra Battalion was able to repel them. Returning to Segovia, Zaratiegui chose to continue, pursued by a Liberal column. The two forces clashed at Nebreda, with the Carlists being defeated. Later, after occupying Aranda, the expedition turned towards Valladolid, which had been abandoned by the Liberals, except for a fort, which was besieged and surrendered. It was there until September 24th, and when it left it ran into an enemy force sent in search of it. Zaratiegui decided to withdraw. When he learnt that the Royal Expedition had returned to the North, he marched to Aranda to avoid the enemy cutting off Don Carlos's route, which he achieved in extremis, defeating a Liberal division and united both expeditions there.

On leaving with the Royal Expedition, Don Carlos left the Carlist forces remaining in the North in the hands of General Uranga, who managed military affairs with notable success. He traversed the length and width of the territory, capturing fortresses and beating the enemy. He took Lerín in a night-time raid, though he evacuated the locale after obtaining plunder and razing its fortifications, as he considered it indefensible; after two failed attempts, he captured Peñacerrada on the third try, and this he garrisoned; he heavily defeated the Liberals in Andoáin, which was the last combat of the British Legion; he disarmed the Navarrese valleys of the Pyrenees; and he occupied the fort at El Perdón.

With the return of Don Carlos, Uranga returned to his previous duties, and the Pretender himself took command of the army, naming as head of the General Staff Guergué, who had been Uranga's deputy in the previous months.

On the Liberal side, meanwhile, the last months of the year were used by Espartero to restore discipline in his army by firing squad. He considered the possibility of restoring the fortified lines of Córdoba, which had been broken by the Carlists, but the closeness of Winter and the bad condition of his troops, short of almost everything as always, made him give up the idea.



- ➔ Offensive planned by Sarsfield in March 1837.
- ❶ Battle of Oriamendi (Carlist victory).
- ❷ Royal Expedition.
- ❸ Zaratiegui's Expedition.
- ❹ Battle of Andoáin (Carlist victory).
- ✗ Places and forts captured by Uranga in spring and summer 1837.

1838

In spite of the bitter experience of the expeditions sent up to this time, Guergué based his strategy on persevering with them. Those that left the North during 1838 are described below.

EXPEDITIONS (1838)

- The first was commanded by Don Basilio, who had already led another expedition in 1836, without much success. It left on December 28th, 1837, with 2,000 infantry and 150 cavalry, and its mission was to consolidate the uprising in Alcarria. Crossing the Ebro, it lost 50 men who drowned, and another 200 who refused to cross.

As had happened before, the expedition roamed around half of Spain, covering 3,000 km and passing through the two Castiles, Andalusia, Murcia, Extremadura and León. In Cuenca, it was joined by a column led by a subordinate of Cabrera, and later by several of the partidas operating in the south of the country. These latter reinforcements were not beneficial, because they were irregular bands composed of bandits more than guerrillas, and averse to any discipline.

Throughout its tour, the expedition had successive encounters with the Liberal troops giving chase, with negative results for Don Carlos' men. The last combats were disastrous, practically annihilating the expedition, and in May Don Basilio, with hardly any survivors, escaped to the territory controlled by Cabrera.

- On March 14, the expedition of the Count of Negri left Orduña with a significant force of 8 Castilian infantry battalions, 4 squadrons of cavalry, and 2 pieces of mountain artillery. It was called the "Expeditionary Corps of Old Castile" in reference to the area in which it intended to operate and settle.

Nevertheless, like the rest of the expeditions, it was beset from the start by the Liberals, and could do nothing more than wander through Santander, Burgos, Soria, Segovia, Valladolid and Palencia, submitting the men to an ordeal of interminable marches through mountainous areas in terrible weather.

On April 27th, Espartero reached them at the gate of Brújula (Burgos), where the expeditionaries surrendered without a fight. The Count of Negri and a handful of men took refuge with Cabrera, as Don Basilio had done.

- Finally, it was worth noting that the Priest Merino made two sorties during the summer with some Castilian battalions. The first time, he returned early and almost alone. The second was no better, and he ended up marching to the Maestrazgo exactly like the leaders of the other expeditions.

Merino lost all the prestige he had gained in the Spanish War of Independence, and his performance in the Carlist War was ill-fated, squandering large quantities of men and resources.

Although the expeditions took place in the first part of the year, the fights continued in the North, mainly initiated by the Liberals to remove the enemy blockade of some places under their control, or to try to cause damage in Carlist territory. There were operations around Valmaseda and Pamplona, and incursions into the north of Navarre, including looting, arson, and destruction of crops.

In May, serious and novel events took place on the Carlist side: Various battalions mutinied, injuring officers and killing some employees of the Assembly of Navarre. Some units made for Estella, where Don Carlos was, and made their demands with gunfire and threats. The troops had not been paid for months, and their wages were the first thing they asked for, in addition to other claims. The Carlist authorities and commanders

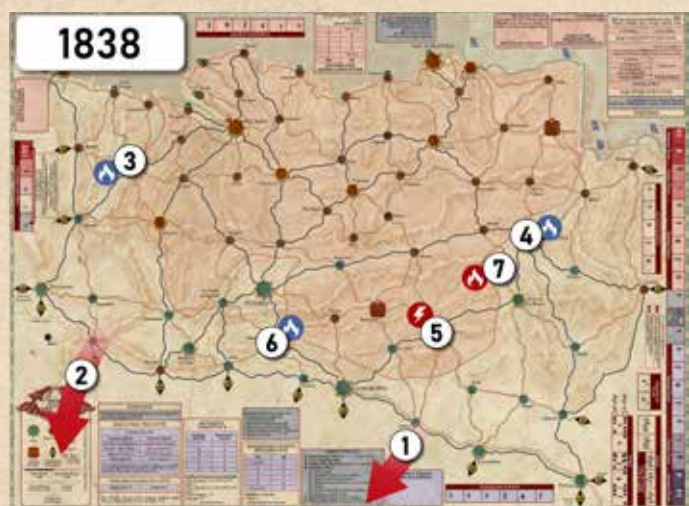
were forced to give in, and paid with what money they could obtain. The bad example spread, and soon other battalions showed signs of indiscipline and lack of respect for authority.

These events stoked up political conflict between the moderate and radical segments of Carlism, increasing tension, mutual accusations, intrigues, personal attacks, and even murders.

In June, Espartero headed to Peñacerrada with the objective of recovering control of its strategic fortress, and looking for a battle with the bulk of the enemy army. The fortress was taken by assault, and later the desired encounter with Guergué took place, in which the latter was defeated. Don Carlos decided to dismiss him, and named Maroto as the new leader of the **Carlist** General Staff.

Maroto had a difficult challenge ahead: on one hand, to revitalize the **Carlist** army, giving it back its prestige and effectiveness; on the other hand, to devise a new strategy and put it into practice to win the war. He was successful in reorganizing the troops, improving their clothing and pay thanks to financial aid from the absolutist powers, which was unlocked with his arrival in charge. However, achieving a military victory was out of his reach. Therefore, he proposed exploring a negotiated exit, and to do this he began to consolidate his own power, in opposition to the cabal which surrounded Don Carlos, which belonged to the most extreme segment of Carlism – the “apostolic” – that was against any settlement.

While he reformed and reinforced his army, Maroto had no intention of confronting the enemy, preferring to distract it with marches and countermarches. Neither did he have any interest in undertaking new expeditions, and none would leave the North for the rest of the war. His passivity attracted criticism, which got worse when some of his opponents within Carlism carried out successful operations in the north of Navarre. On the **Liberal** side, at the end of the year the moderates tried to boost General Narváez as a counterweight to Espartero, who belonged to the progressive party. However, the attempt failed, Narváez resigned and, after a threat of insurrection, he ended up fleeing abroad. Espartero was lord and master of the **Liberals**.



- ❶ Expedition of Don Basilio.
- ❷ Expedition of the Count of Negri.
- ❸ Engagements around Valmaseda (**Liberal** successes).
- ❹ Engagements around Pamplona and the north of Navarre (**Liberal** successes).
- ❺ **Carlist** Mutiny at Estella.
- ❻ Capture and battle of Peñacerrada (**Liberal** victory).
- ❼ Engagement at El Perdón (**Carlist** victory).

1839 - THE END

At the beginning of 1839, the clash between the Marotists and the Apostolics and their fight for power at the heart of Carlism had reached the point of no return. In January, Maroto had his first contacts with Espartero in order to negotiate the end of the war. In the second half of February, events of great significance took place.

Maroto ordered the arrest of a series of generals and War Office officials, all of them members of the opposing faction, who were subsequently shot without trial as traitors in Estella. Don Carlos took a few days to react by publishing a communication against Maroto, in which he declared him a traitor. The response from the general was to advance with troops loyal to him against the royal barracks in Tolosa. Faced with this threat, the Pretender yielded, retracted what he had written, approved of what Maroto had done, and accepted all of his demands, including exiling several of his collaborators and forming a cabinet that suited the general. Don Carlos lost what authority he had, and Maroto obtained absolute power.

Espartero saw how his rivals were lost in internal fighting, while he prepared his troops, still lacking in resources, to strike the enemy. He had decided to harden his approach to war, ordering the expulsion to the Carlist zone of families with sons serving Don Carlos, strengthening the blockade strangling the rebels, and burning fields of crops. He chose the enemy's west flank, Santander, to launch his offensive.

From April 17th to May 12th, the battle of Rmales took place, the last important encounter of the First Carlist War in the North. The **Liberals** had to overcome the obstacles scattered on the roads by the Carlist in order to attack and take the heights close to Rmales. Afterwards, they bombarded and assaulted the forts around the locations, which were set on fire and abandoned. It was a bitter fight that caused a high number of losses to both sides, although Maroto did not set foot on the battlefield, adopting a defensive posture and not sending all the reinforcements he had available. It was an unmitigated defeat for the Carlists which, together with the lack of money to pay wages, put Maroto in a difficult situation.

The next four months were slow agony for Carlism, strewed with conspiracies and mutinies, while the **Liberals** continued their campaign of destructive incursions led by Diego de León and Zurbano. Espartero, with the bulk of the army, slowly but inexorably advanced east from Rmales.

At the end of June, Maroto tried to negotiate peace through British intercession, and wring some concessions from the **Liberals**, but they were not willing to compromise beyond respecting the posts and ranks of the Carlist soldiers. Throughout July and August, the Carlist army was disintegrating, with a proliferation of mutinies, and many units out of control. Furthermore, each province began to look for its own way out, starting with the Guipuzcoans and then the Biscayans, to the cry of “peace and privileges”. The situation was chaotic, and Maroto's threat to return to the fight if none of his petitions were accepted was scarcely credible.

Finally, on August 29th, the agreement was sealed under the **Liberal** conditions, and on the 31st the Convention of Vergara took place between Espartero and Maroto. Don Carlos and his faithful left for exile in France, crossing the frontier on September 14th. The last flag of Carlism in the North was lowered on September 25th in the fortress of Guevara, which was blown up.

EPILOGUE

The First **Carlist** War in the North had finished, but it would continue in the east of Spain for another year. The conflict would not stay finished and Carlism, as an ideological movement, would remain alive and active.

In 1846, a new low-intensity war (the War of the Matiners or Second **Carlist** War) would begin, mainly affecting Catalonia. The insurrection was finally stamped out in 1849.

In 1872, the Third **Carlist** War broke out. It was new general conflict that would again have an epicenter in the North, Catalonia, and the Maestrazgo. After a bloody fight, the **Carlists** were defeated again in 1876.

Finally, Carlism took part in the Spanish Civil War of 1936-1939 on the side of the revolt, otherwise known as the Nationalists. And it was after that conflict, when it was on the winning side, that Carlism would see its twilight and decline until it became, at the end of the 20th century, a residual ideology.

36.0 DESIGN NOTES

Despite the large number of titles published in the last few decades, there remain many battles, campaigns and wars that are poorly or not at all represented in wargames. Some conflicts are very popular, while less important or well-known events scarcely receive attention. If we look at Spanish warfare, the quantity of events to translate onto the table is enormous. The **Carlist** wars of the 19th century, for example, have been eclipsed by the Spanish Civil War of 1936-1939, despite being equally significant and equally bloody.

When I designed *An Impossible War*, I brought together my interest in the First **Carlist** War with my passion for wargames, in an attempt to translate the historical events into a game. Covering the entire geography of the conflict seemed to me to be too ambitious, so I have instead focused on the main theater of the war, which is also the best known: the North, denoting Navarre, the Basque Provinces (Álava, Biscay and Guipúzcoa), and the border areas of the provinces of Santander, Burgos and Logroño. Nevertheless, ignoring more general events would have resulted in an incomplete game. Hence the inclusion of a map of regions of the rest of peninsular Spain, which reflects the **Carlist** uprisings, and allows units to be moved from the map of the North. The **Carlist** player can, therefore, organize expeditions, and the **Liberal** player can deploy troops to give chase and suppress the rebellion.

The war in the North began in October 1833 with the **Carlist** uprising, and ended in August 1839 with the Convention of Vergara, but the game unfurls from 1834 to 1838. I have avoided the first three months of the conflict, which Zumalacárregui dedicated to organizing and reinforcing his scarce forces, and also the last half year of the war, with the **Carlist** side in a state of decomposition, and its commanders more preoccupied with finding a final agreement than leading military campaigns.

My initial idea was to design a short, simple block game like those of Columbia Games or Worthington Games. However, I soon began to add rules and mechanisms to better reflect the peculiarities of the **Carlist** War. The rulebook is still approachable, but it is a few steps beyond my original intention. The duration of the game is reasonable, but also somewhat longer than I had planned. I sincerely hope that this moderate increase in complexity and duration is justified by the substantial improvement in the historical simulation of the conflict.

I chose wooden blocks for the military units because I very much like the fog of war that they bring, especially in "open front" conflicts prior

to the 20th century. There are also cardboard counters to represent artillery and fortifications, as well as the various markers required by the rules of the game.

I like cards in wargames, not only in card-driven games – where they are essential – but also in any game that can benefit from their possibilities. The cards in *An Impossible War* are not the engine of the game, but an element that provides unpredictability and replayability, as well as greater historical flavor.

The First **Carlist** War was an asymmetric conflict with a series of specific features that explain its duration, the successes of Carlism, and the inability of the government's army to end the uprising. I have tried to reflect all of this in the game using mechanics and rules that mirror the idiosyncrasy of the war. So, each side has its own strengths and weaknesses, which the player must learn how to manage. Large field battles were rare, and instead there were many skirmishes, so a distinction is made between the two types of encounters. Fortifications were widely used to control territory, and so sieges play an important role.

The victory conditions are based on victory points, as in most wargames. Players obtain them in different ways, mainly by controlling territory (cities and main towns) and by decisively defeating the enemy in battles. In addition, each side has its own path for gaining victory points. For example, the **Carlist** player must try to besiege cities, and the **Liberal** must destroy the expeditions sent from the North to regions of the rest of Spain. The **Liberal** fortresses in the **Carlist** Zone, which reflect the government's presence in rebel territory, must be taken into account by both players.

Finally, I should not fail to mention the importance that I give to historical background in wargames. The playbook includes an extensive section dedicated to the history of the First **Carlist** War in the North (1833-1839), the theater of operations, the characteristics of both sides and the tactics they used, as well as historical notes on the cards. With all this, I trust that the players will have a suitable introduction to the facts behind the game, and will be able to understand its historical context.

TOPONOMY

Place names are not immutable. They change over time and, sometimes, have different versions depending on language, which do not look alike. It is quite normal for many Basque and Navarrese towns, where the Spanish and Basque languages coexist. In recent times, a single official name has been established for each place, which makes it difficult to locate some toponyms that have a long tradition.

The map for the game *An Impossible War* is based on an original map made during the war of the theater of operations of the North. I decided to retain the versions of the names captured in that map with the same orthography, correcting several typos.

MAIN AND SECONDARY ROADS

The main roads that appear on the game map are the most important communication routes and follow their actual route. They also appear on historical maps consulted during game design.

Secondary roads do not always reflect a single route, nor does their layout have to be the one indicated on the map. Given the scale of the game, these links show that the spaces are connected and that contingents of the time could move through them, albeit sometimes taking detours or tortuous paths.

MAP OF REGIONS

The auxiliary map of regions of the rest of mainland Spain serves to introduce into the game, even if in a simplified way, two already mentioned essential aspects of the First **Carlist** War: on the one hand, that it affected the entire country, with uprisings and guerrilla activity or with a firm war; and on the other, that the **Carlists** sent successive expeditions from the North to the rest of Spain.

The map is based on Javier de Burgos' territorial division of 1833, which divided Spain into 49 provinces and 15 regions. For design reasons, it has been necessary to unite some regions (such as Castile and León or Valencia and Murcia), as well as separate the province of Santander from Old Castile and unite it with Asturias, to create a third region connected to the North. Instead of Santander, I have preferred to use the term Cantabria, more common and traditional in that area together with "The Mountain".

TERMINOLOGY

There are different ways to refer to the opposing sides in Spanish. So, the **Liberals** were also known as cristinos (after the regent Maria Christina), isabelinos (after Queen Isabel II), governmentals, or revolutionaries (since in the eyes of the **Carlists**, Liberalism was a revolution against the Ancien Régime). The **Carlists** were also known as royalists, legitimists, absolutists, traditionalists, or rebels. I have chosen the terms **Carlists** and **Liberals** as they seem to be the most well-known, and lack any pejorative connotation.

Just like with the place names, in some case I have opted for names that are correct, and were used at the time, but are infrequent today. For example, Provincias Vascongadas (Basque Provinces), a term that was in common use over the centuries, but which is now archaic, and has acquired an unfounded political connotation.

SIMBOLOGY AND VEXILLOLOGY

When the First **Carlist** War began, the army of Queen Isabel II used, with some variations, the flags established by the Royal Ordinances of 1762. The most common design had a white background with the red Cross of Burgundy, and we commonly associate this with Spanish armies of the 16th and 17th centuries. It was carried by line infantry, light infantry, provincial militia, and some of the artillery. The first battalion of each regiment used a standard called a coronela (of the Colonel), with a white background and the royal weapons at its center (some without the red cross). There was no single design, and standards included the weapons of the regiment, numbers, military trophies, dedications, symbols...

In addition to white, some units used other colors in their flags: crimson, purple and blue for the Royal Guard, crimson for the cavalry, blue and purple for the artillery, purple for the engineers... The Militia, first called Urban, and then National Guard, and finally National Militia from 1836, used very diverse standards (purple, white, crimson, blue...), and several battalions adopted red and yellow flags. But the British Auxiliary Legion was the only unit that exclusively used red and yellow for its standards.

As for the **Carlist**, in the first moments of the uprising they used the white flags of the recently disbanded battalions of the Royal Volunteers, which followed the general design of the army, with the anagrams or symbols of Fernando VII. Later, when Zumalacárregui created the **Carlist** Army of the North, the standards would follow the same ordinances as the **Liberals**, with coronelas and sencillas (simples), adding the number and motto of the unit, shield of the province, etc.

In addition to the "regulation" flags, the **Carlists** – especially the guerrillas – used another type of standard, with different colors, mottos,

and religious images. Up until the signing of the Elliot Convention in 1835, they used black flags, symbolizing that they gave no quarter to the enemy. The standard "of the Generalissima" is famous, as it was embroidered in 1833 by the wife of Don Carlos, and given by him to his Honor Guard. It would be reused in the Second **Carlist** War, and was at the foot of the platform during the "Victory Parade" of 1939. Its obverse is red with the royal arms, and its reverse if white with the image of the Virgin of Sorrows and the motto "Generalissima of the Army of Carlos V".

Everything explained above is just a brief introduction to the complex topic of vexillology. What is certain is that the most common flag for both sides was the same: white with the red Cross of Burgundy. To differentiate the sides and avoid confusion, I have kept this flag for the **Carlists**, and used the red and yellow for the **Liberals**.

Carlos III established the red and yellow flag as the naval ensign in 1785, although it also began to be used on land fortifications in the following years. From 1808, with the outbreak of the Spanish War of Independence, it became popular among the people and the volunteers, and its colors became associated with the Cortes of Cádiz and the National Militia. In 1843, just after the end of the First **Carlist** War, it became the single national flag for all branches of the armed forces. Given this connection with the **Liberal** regime, it seemed appropriate to use it for this side in the game.

The **Carlists** also used the red and yellow flag in the Third **Carlist** War (1872-76). Despite this, at the time of the 2nd Republic (1931-36), Carlism reclaimed the red Cross of Burgundy as a symbol, and still today it is associated with that ideology. Therefore, since it was the most used flag on the **Carlist** side during the First **Carlist** War, I have kept it for this side in the game.

LEADERS

In many wargames, generals play a key role and are reflected in their own counters or in combat units, contributing decisively to the game with their virtues or defects. In *An Impossible War* I have chosen that the leaders do not appear in the blocks, giving more prominence to the players, who must act as supreme commanders of their respective armies, without waiting for the historical leaders to solve the difficulties for them.

Even so, some generals appear on cards that show their abilities. And there are structural aspects of both armies that reflect the idiosyncrasies of their leaders. Especially the **Carlist**, forged in the image and likeness of his creator, Zumalacárregui.

VICTORY CONDITIONS

What do the victory conditions of *An Impossible War* express? They measure the performance of each player leading their side, comparing it with the historical result.

An **automatic or decisive victory** reflects a huge success of that side (or a debacle of the opposite side), circumstances that would have radically changed the course of the war, leading to a faster and different end to it.

- **Liberal victory:** the **Carlist** Army of the North disintegrates and surrenders unconditionally. Don Carlos flees into exile. The uprising in the rest of Spain quickly dissolves and the **Liberals** may dedicate all their efforts to eliminate the **Carlist** redoubts in the East and Catalonia. Carlism suffers the blow and there may not be further uprisings, or they may be minor.
- **Carlist victory:** the **Liberal** army fails in its attempt to contain Carlism in the North and the army of Don Carlos prepares to extend its domain and threaten Madrid. The uprisings multiply throughout Spain. In the East

and Catalonia the **Carlist** armies strengthen and expand their territory. For the **Liberal** Government it becomes evident that in the best of cases it will be necessary to agree with the Pretender and in the worst the war will be lost.

A **marginal victory** at the end of a scenario means that the player has improved his side's historical result at that point of the war, even if it is not an outright victory.

- **Liberal victory:** *Carlism has not been completely defeated, but it has been contained. The few prospects of success and internal conflicts cause its implosion and the exile of Don Carlos. The surrender of the **Carlist** Army in Vergara is agreed and the North is pacified. The **Liberal** Government will be able to send the bulk of its forces to the East and Catalonia. Carlism, as an ideology, remains alive and latent, waiting for a new opportunity.*

*Note: this would be the historical result in August 1839, the **Liberal** player has managed to shorten the war.*

- **Carlist victory:** *Carlism is far from being subdued in the North, while there are active guerrillas throughout Spain and the armies of the East and Catalonia become a growing threat. The **Liberal** side suffers internal dissensions and, since the outcome of the war is uncertain, supporters of reaching an agreement with Don Carlos increase. A marriage between Isabel II and the eldest son of the Pretender is a serious possibility.*

A **draw** means that neither player has managed to improve their side's historical result or shorten the war. It will continue in the North for a few more months. It will most likely end as it historically did.

THE ART OF AUGUSTO FERRER-DALMAU

His work and his trajectory attest to Augusto Ferrer-Dalmau (Barcelona, 1964) being one of the greatest painters of military history topics. His brushes have reflected many episodes in Spanish history, and the **Carlist** wars are among his favorites. He has **Carlist** ancestors, hence his interest in the topic. His work shows, in addition to his virtuosity, a special eye for detail and particular care for the historical accuracy of the uniforms, equipment, and weapons.

To be able to count on the art of Ferrer-Dalmau for *An Impossible War* is a privilege and a dream come true. I am very grateful to him and his collaborators for their kindness and generosity in allowing us to include several of his spectacular works in the game.

THE 19TH CENTURY ENGRAVINGS

The cards and other game components are illustrated with engravings that were made during the war or a few years afterwards. In an era before photography, it was the engraving that enabled history events to be shown and made known to the general public via periodicals, books, and other publications.

It is good to use images contemporary to the events, since they transmit the flavor of that age in a direct way. Thanks to the initiative of the Zumalakarregi Museum, a cultural center dedicated to the study and dissemination of the 19th century in the Basque Country, we have the 19th Century Album, a website that contains 4,000 illustrations on Basque topics. I am sincerely grateful to the those in charge of the museum for their kindness, and for providing the images used in the game.

DEVELOPMENT OF THE GAME BY BELLICA 3G

Paco Ronco took part in the first game that was played with the prototype of *An Impossible War*. Months later, with the game having been developed further, he played it again and offered to publish it with Bellica 3G. I accepted immediately, thankful for this vote of confidence and, above

all, excited by the prospect of Paco getting involved in the project as developer.

I was not wrong. Through the years that we have worked together on the game, I have not stopped learning and enjoying the whole process. Paco has a long track record as a fan of historical simulation games, and as a designer, developer, and publisher. It has been a privilege to be able to benefit from this encyclopedic knowledge, and I have no doubt that without his help the result would have been much poorer.

Another source of satisfaction has been to get to know Daniel Peña, one of Paco's closest collaborators. He has proven to be an expert playtester, with an enviable capacity to analyse. Together they have been the wrecking ball that has crushed the game without mercy, detecting errors and problems, and forcing me to correct them, again and again, until after many months of work we reached a satisfactory result.

Many other people have been involved in the playtesting phase (see the credits), and without them it would have been impossible to finish the game, but Paco and Dani have been the keystone supporting the whole business. I believe the three of us have enjoyed the path travelled and, arriving at this point, I am proud to consider them as friends.

37.0 ADVICE FOR NEW PLAYERS

GENERAL RECOMMENDATIONS

We play to enjoy ourselves and to share gaming time with other people. Historical simulation games enable us, in addition, to recreate events from the past; they are a tool for better understanding and a door to learning more about them.

The first few games of *An Impossible War* should be free of anxiety, pressure, and competitiveness. It is worth a player reading the rules at least once or their opponent explaining them. The initial turns should be played calmly, paying attention to the sequence of play, in order to assimilate the concepts and mechanics, and become familiar with the map, units, and cards.

The novice player should not be afraid to make mistakes with the rules, nor to commit strategic errors. This is normal and happens to most of us when we play a wargame for the first time. The important thing is to have a good time while learning the rules. When a player is familiar with how the game works, then they will make fewer mistakes, and can concentrate on trying to defeat their opponent.

There are as many styles of play as players, which should be respected. However, I recommend that very competitive players lower their standards a little when one (or both) of the players is approaching *An Impossible War* for the first time. Misusing greater experience to crush a novice will rarely make them enjoy the game, and could even cause them to reject it.

Many players would appreciate this courtesy until they have a basic knowledge of the game. There will be time later to compete seriously and, although they will suffer defeats, the feeling will be different.

ADVICE FOR THE CARLIST PLAYER

An Impossible War is an asymmetric wargame. For a chance at victory, it is important to really know the strengths and weakness of your side in order to make the most of the former, while minimizing the latter.

You are outnumbered

As the **Carlists**, you are always going to be at a numerical disadvantage: You have a lot fewer units and receive fewer reinforcements than the

Liberals. Therefore, you are not interested in a war of attrition, in which the losses for both sides are similar. It suits you to avoid combats where you have little or nothing to gain, and you should only pick a fight on your own terms. Battles tend to be bloody, so you should not overuse them. Of course, if your opponent makes the mistake of bringing about a Battle that is advantageous for you, do not hesitate to pick up the gauntlet; winning a Battle and routing the enemy means gaining 1VP and a taste of glory.

Never forget that you can control whether or not a Battle takes place. While there are no more than two of your blocks in a space, there cannot be a battle. If there is a friendly Fortress you can have up to three, because one can take shelter inside if the enemy arrives and so would avoid taking part in the combat.

Fortresses: keep them or demolish them?

Your meager number of troops will make you wonder if it is worthwhile dedicating a bunch of them to act as garrisons. When you capture a Fortress, you should analyze whether it suits you to keep it, or if it is better to destroy it. If you keep it, then you will have to garrison it with a unit; if the **Liberals** besiege the Fortress later, you could end up losing both the Fortress and the unit. If you demolish the Fortress, you will lose the benefits it confers, but the enemy will be forced to reconstruct it if the player wants to have it available in the space.

You have qualitative superiority

In general, your units are better, but those that really make a difference and constitute the backbone of your army are the four elite Infantry with 3 effectiveness (two begin in 1834, and the other two arrive as reinforcement in 1835). Managing these units correctly is key. With them you can cause damage in Skirmishes, win Battles, and successfully Assault Fortresses. The problem is that you only have these; if you group together two or three, you will create an effective army, but you will not enjoy qualitative superiority elsewhere on the map.

You have another advantage that partly compensates for your lack of troops: Your units are more agile and reliable than the enemy's units, and you can quickly move from one end of the **Carlist** Zone to the other. It will cost the **Liberal** player to remain out of reach of the elite **Carlist** units, especially when you play a double turn (this will be discussed later).

The problems for the Liberals

The **Liberal** player has more troops, but much more ground to protect. To begin with, there are the five Cities, as well as the Fortresses that the player already has and those they will construct later. There are also the Main Towns to the rear. The player will have to dedicate units to Suppressing Uprisings and pursuing Expeditions that leave the North. This is not to mention that the player must have a maneuvering army to protect from enemy incursions, and to be able to guarantee penetrating the **Carlist** Zone.

As the **Carlists**, you do not have so many demands, and defending your area is simpler. In particular, you should bear in mind that widening your conquests will increase the pressure on your limited resources. It is up to you to manage them correctly, and decide on your priorities. It is good to have units blocking **Liberal** access to the **Carlist** Zone. This way, you will slow their advance, and force them to consume more supply from their logistics units (this will be mentioned below). Sometimes, it can be worthwhile sacrificing a unit with low strength for this purpose; this is one of the functions of the *Partidas*, for example. Interception is a good weapon for halting the movement of a **Liberal** group, and can be very useful if used well.

Carlist Prestige and Victory Points

Besieging Cities is necessary for increasing your Prestige and scraping together VPs. If the circumstances are right, you could even attempt to capture some of them, which would be a hard blow to the enemy. However, keep a watch out for the right moment, as keeping a conquered City means defending it from the inevitable **Liberal** counterattack, and it could turn out to be a bad investment. In any case, losing a City is a disaster for the **Liberal** player, who should always try to prevent it.

Another of your objectives is to "clean" your zone or enemy Fortresses. Never lose sight of the fact that **Liberal** Fortresses in the **Carlist** Zone can provide VPs at the end of each Year, and in this game every VP counts. In addition, there is the particular case of the **Liberal** Fortress that begins in Baztán in 1834, and it needs to be eliminated before the end of 1835. Your work will be made easier by it being in a **Carlist** refuge, but plan the operation well so that it does not become a problem.

From 1836 onwards, war fatigue will cause you to lose 1 VP each End of Year (for a total of up to 3). To win, you must compensate for this inevitable loss using the different ways of gaining VPs, and by controlling as many Main Towns as you can, or even a City.

Carlist Expeditions

Expeditions are an interesting tool, but require careful management. Their benefits are obvious: They increase Prestige; they enable cheap recruitment (including the option of adding regional units to your army); they offer the chance to increase the Uprising level and prevent the enemy from suffocating it there where they find it; and they distract **Liberal** resources.

Nevertheless, they also present problems: The units that you take away from the North in an Expedition will not be available on the Main Map, where there are no units to spare; you do not get supply in the regions, so you must take or build a logistics unit, or risk foraging, which is not recommended; the **Liberal** players will give chase to your expeditionaries, forcing you to keep them moving. Losing an Expedition means a serious penalty to Prestige. Bear in mind that in the last Years of the game, there are some **Liberal** cards that are very effective against Expeditions.

Initiative and double turns

Initiative is a key aspect of the game. Until and including 1836, you will have the initiative, and you should not fail to take advantage of this. Your opponent will be able to challenge for it, but if you keep at least 1 Command Point it will be impossible to take it away from you if you do not wish it. Choosing who plays first or second each Turn is advantageous in itself, but the main benefit is to be able to play a double turn, i.e., to be the second player one Turn and then the first player the next Turn.

The opportunities offered by two consecutive turns can be devastating; for example, reaching an enemy force that is far away, besieging a Fortress and then Assaulting it, reinforcing an Expedition or moving it away from the enemy, ensuring the construction of a Fortress... You should choose the best moment for a double turn and make the most of it.

Your own and your opponent's logistics

Logistics is one of your main advantages, and a nightmare for the **Liberal** player. You will not need to worry about supply in the **Carlist** Zone and adjacent spaces; beyond it is more limited, but sufficient to send small detachments to hassle the enemy and occupy undefended Main Towns. You do not get supply in the regions, therefore – as already mentioned – Expeditions must be accompanied by a Supply Train or Knapsack unit.

Liberal units are not so fortunate. The regions, Cities, and Main Towns of the **Liberal** zone are their logistics base, but as soon as they leave, they

are much more limited. The **Carlist** Zone is hellish for them, and logistics units are essential for them to operate, which limits their options. You should take advantage of this weakness; sometimes a lack of supply can cause as much damage to the **Liberals** as combat.

Rough and open terrain

Most of the terrain in the North is rough (brown), and this favors you. It limits the effectiveness of **Liberal** cavalry in Skirmishes, and dilutes superior **Liberal** numbers in Battle. Open terrain (green) is more dangerous: The abundant **Liberal** Cavalry can cause you damage, their Artillery is useful, and in Battle more units can be deployed, which usually favors the enemy.

Final advice

- In the initial set up of the scenario, place your units so that you can take advantage of the **Carlist** concentration rule.
- When you carry out an Obtain Reinforcements action, you can build multiple units at 1 strength that will be useful for blocking the entry roads to the **Carlist** Zone.
- Eliminated Partidas become available again at the End of Year, so do not hesitate to sacrifice them when worthwhile.
- You can deploy your Hidden Artillery directly to a space in the **Carlist** Zone where there is a besieged enemy Fortress.
- The **Liberal** player cannot intercept to or from the **Carlist** Zone. Make the most of this advantage to pass by your opponent's troops without risk.
- In the last Turn of the Year, it is worth controlling as many Main Towns as possible, since each of them gives you 1 RP at the End of Year. You may want to play second on that Turn so that the enemy cannot counter your movements.
- From 1837 onwards, the initiative passes to the **Liberal** player. This is inevitable and you should bear it in mind, because your opponent will then be able to plan double turns.
- At the end of the scenario you can gain 1 VP. Therefore, in the last game year you want your prestige to advance, even if it does not reach the last space of the track.

ADVICE FOR THE LIBERAL PLAYER

You head the government side, so it is your role to confront the **Carlist** uprising, and you have the difficult mission of prevent it from expanding and suppressing it to the best of your ability.

You have numerical superiority

Your superiority in numbers is clear, but you will discover that there are still occasions when you lack units. You have a long perimeter to defend with five Cities that will be primary objectives for the enemy. Leaving them without protection would be a gift to the **Carlist** player, and so you should avoid this. Keep at least one block in each City, but it is better if there are two. As the Cities are logistics centers, it will not be uncommon for there to be armies in them; when you move them, never leave the space empty.

Your Fortresses are your most effective way of controlling territory, and so you should defend them, especially those in Main Towns, and even more so those in the **Carlist** Zone. As the game goes on, you will need units to Suppress Uprisings in the rest of Spain, while will leave you with a reduced number for operations. Your maneuvering armies have various tasks: protecting your territory from **Carlist** incursions, entering the enemy zone to defend your Fortresses, capturing or building others, holding back **Carlist** Prestige, pursuing Expeditions...

You will inevitably have to disperse your forces, but doing so will make it more difficult to move them with your limited Action Points. You cannot use concentration, which makes it easier for the **Carlist** player to group together troops and save resources.

The quality of your troops is lower

You must play knowing that your units are worse than the **Carlist** ones, particularly your Provincial Regiments, which are mediocre fighting both in Battle and in Assaults. However, the penalty that applies in Skirmishes evens things up, and so they are useful in this type of combat, so take this into account. The **Carlist** has some select units that you should fear and respect, because they can cause you some heartache. In any case, as you have many more units, you are interested in situations where both sides suffer similar losses.

Your movement is worse

Your army has two Achilles heels. The first is your limited mobility. **Liberal** units are less agile than **Carlist** ones and, even worse, their movement capacity is unpredictable. Occasionally, a bad roll can frustrate your plans. Try to move in small groups as often as possible to obtain the bonus, and take Field Artillery only when necessary.

Logistical hell

Your other major problem is logistics. You do not need to worry in the regions, and it is acceptable in your zone on the Main Map. But your problems will begin when you enter the **Carlist** Zone. It will be essential for you to operate with logistics units, and if you ignore supply you will be punished in the form of losses. A unit without supply will be destroyed before long.

Supply Trains enable large armies to be provisioned. In 1834 you only have one, another arrived in 1835, and a third in 1836. It is worth placing them where they will be useful, and they should be at full strength when it is time to go out on campaign with them. It is normally best to build or reinforce them at the End of Year. Remember that they cannot receive replacements if they are in the **Carlist** Zone.

Knapsack units are more limited, but are also useful. They allow you to operate with up to two units; remember, however, that a Main Town in the **Carlist** Zone supplies two units, so with a Knapsack you could have up to four units supplied in such a space. In addition, a Knapsack inside a besieged Fortress enables you to avoid the first attrition rolls.

Counteracting Carlist Prestige

It is worthwhile slowing down the advance of **Carlist** Prestige. Preventing there being a besieged City or active Expedition is complicated. To do so, it is worth entering the **Carlist** Zone with an army; you should try to capitalize on this incursion by constructing or capturing a Fortress, or attacking the enemy if the time is right and they do not evade.

Liberal Fortresses in the Carlist Zone

The Fortresses you have in the **Carlist** Zone are important. It is beneficial in itself to have a presence in the enemy territory. Controlling Main Towns provides VPs. But, above all, these Fortresses are counted at the End of Year, and can provide VPs (or prevent the **Carlist** from getting them). Monitor this aspect of the game.

It is neither easy nor cheap to construct **Liberal** Fortresses in the **Carlist** Zone. To do so, you must enter enemy territory, initiate the construction of the Fortress, and complete it in a third Turn. This gives the enemy time to try to prevent it. Basically, you have two options: Take an army that will not be easy to beat, or try to construct in different places far from each other so that the **Carlist** cannot prevent them all.

Regions of the rest of Spain: Uprisings and Expeditions

The Rest of Spain Map will mainly cause you problems, and will force you to spend resources. Uprisings increase inexorably, and sooner or later you will have to dedicate Action Points to Suppress Uprising in order not to lose VPs. The difference between having or not having blocks in a region when rolling is significant, so it is worth deploying some units there. It tends to be a good idea to play replacements and construct several 1 strength units; to Suppress Uprising the strength of the units making the attempt does not matter.

However, to hunt Expeditions you will need troops of a certain type. Cavalry is particularly effective fighting against them. It is not easy finding an Expedition to be able to attack it, but you must prevent it living peacefully in the regions; pursue it and trust that, sooner or later, the die will favor you. Destroying an Expedition is satisfying and profitable.

Initiative

The **Carlist** player has the initiative for the first three Years, and this is a factor that you should taking into account. Your opponent will call the shots, and can prepare a double turn when it is most convenient. Try not to leave any gifts that the enemy could take advantage of with a double turn; for example, a poorly defended City.

Skirmishes and Battles

It is worth learning to manage Skirmishes and Battles. Sometimes, it is enough to carry out a Skirmish where you have numerical superiority in order to relieve a **Liberal** Fortress from a **Carlist** siege. Do not forget that besieged units count when determining the winner of a Skirmish.

You should consider Battles. They cause more losses than Skirmishes, and sometimes are unavoidable; for example, if there is a **Carlist** army besieging a City and you want to relieve it. Generally speaking, the **Carlist** player will not want many Battles (a war of attrition puts your opponent at a disadvantage), but a Battle featuring the elite **Carlist** units can cost you dear. Suffering a rout will be particularly painful for you, so try not to offer the chance of a Battle that is too advantageous for the enemy.

Rough and open terrain

The difficulties you will suffer in the **Carlist** Zone have already been mentioned. It should be added that practically all terrain is rough (brown),

which limits your numerical advantages, and the effectiveness of Cavalry and Artillery. However, things are different in the **Liberal** Zone. To begin with, there is no **Carlist** evasion, so the enemy cannot try to avoid combat. You can intercept, and there is much open terrain (green), where the weight of numbers counts, Artillery is useful, and your Cavalry can cause carnage.

Final advice

- You should accumulate 2 points of Field Artillery in each City as soon as possible. This will make it impossible for the **Carlist** player to have more Artillery, which reduces the enemy's chances of launching a successful Assault.
- Do not forget your special sea movement, and the possibility of organizing a disembarkation, which can relieve a Fortress in a space with a Port that is being besieged by a small number of **Carlist** units.
- It is worthwhile creating a network of Fortresses in the rear to protect your Main Towns, and prevent the **Carlist** player from easily occupying them (even if only temporarily to gain RPs and force you to dedicate resources to retaking them).
- Be aware of certain **Carlist** cards: **Surprise Attack** and **Traitor in the Fortress** (C08 y C19), for example. And bear in mind that your own **Mutiny** (L02) card will be with you for the whole game.
- In 1836, you will receive an elite Light Infantry unit as a reinforcement, which is as good as the best **Carlist** units, so make the most of it.
- If you think you have spare Artillery, remember that you can also deploy it in the regions, where each point has a 50% chance of causing damage in combat against an Expedition.
- From 1837 onwards, the initiative passes to you, and this is something you should take advantage of. For example, to construct Fortresses, hunt Expeditions etc. Always keep 1 Command Point so that the **Carlist** cannot challenge for initiative.
- Don't forget that the **Carlist** player can gain 1 VP at the end of the scenario. To reduce this possibility, in the last year of the game it is interesting to reduce the level 3 uprisings and stop the advance of **Carlist** prestige.



VICTORY POINT SHEET

Below is a table where players can record the VPs each side gains for reasons beyond controlling main village and city spaces on the map.

That way, it's easy to keep track of VPs; it is enough to calculate those obtained by capturing main town (1 VP) and city (3 VP) spaces and add those noted in this table.

	CARLIST PV	LIBERAL PV
Rout		
Card		
Carlist Prestige		
Level 3 Carlist uprisings		
Liberal fortresses in Carlist zone		
Liberal fortress in Baztán		
Carlist war fatigue		
End of scenario		
TOTAL		

SUMMARY OF OPTIONAL RULES

Below is a brief summary of the optional rules. If the players decide to use any of them, they can mark the ones that are active in the game.

PRO-CARLISTS

30.1.1 ZUMALACÁRREGUI IN COMMAND

+1 **Carlist** Command Point at the start of 1834.

30.1.2 PUT MY ESPADRILLES ON

During 1834 +1 RP when carrying out an Obtain Replacements action.

30.1.3 GET RID OF THE HEALERS, MY GENERAL

The card **Uncle Thomas** (C07) is not eliminated from the game.

30.1.4 MORE AID FROM THE ABSOLUTIST POWERS

If the VP marker is in the **Carlist** zone: +1 to the die roll on the RP table and +1 RP in the End of Year.

30.1.5 PRO-CARLIST REGIONS

In Valencia-Murcia and Catalonia: +1 to the die roll for foraging and +1 RP for Recruit with Expedition.

30.1.6 EXPANSION OF THE CARLIST ZONE

A space adjacent to the **Carlist** zone where there is an unbesieged **Carlist** fortress is considered to be in the **Carlist** zone.

PRO-LIBERAL

30.2.1 URBAN MILITIA

Liberal units besieged in a city have +1 to the die roll when rolling for attrition.

30.2.2 BREAKING THE BLOCKADE OF BILBAO

If Bilbao is besieged but Portugalete and Guecho are not controlled or besieged by the **Carlist**: 2 RP may be spent in Bilbao.

30.2.3 ELITE CAVALRY

Carlist units have -1 when rolling for morale when receiving a charge from **Liberal** elite cavalry (effectiveness of 3).

30.2.4 DESTROYED EXPEDITIONS

If an expedition is destroyed, the **Carlist** uprising in its region is reduced by -1.

30.2.5 RESERVE CORPS

For the **Carlist** player to get +1 action point (to spend with an expedition) at the start of his phase there must be 6+ regions with an uprising of 2 or 3.

30.2.6 ESPARTERO IN COMMAND

End of the year of 1836 and 1837: +1 command point and redeploy a minimum of 3 units (when rolling 1D6, 1 or 2 = 3).

30.2.7 LOSS OF CARLIST QUALITY

End of the year of 1836: eliminate an elite **Carlist** infantry and replace it with an infantry from the Reinforcements Reserve.

30.2.8 EMERGENCY REINFORCEMENTS

If the **Carlist** controls a city or the VP are at 4+ of the **Carlist** zone: in a Reinforcements Phase the **Liberal** receives 3 units from their Reinforcements Reserve. +2 **Carlist** Prestige.

NEUTRAL

30.3.1 THE FORTUNES OF WAR

1 Command Point may be spent to repeat any die roll.

30.3.2 FORTRESS DESTROYED IN ASSAULT

If a fortress is taken by assault, roll 1D6. If the result is 1 the fortress is destroyed.

30.3.3 CONTROLLING THE LUCK OF THE CARDS

In the End of Year each player may choose one of their cards and put it among the first five of their draw deck.

30.3.4 LESS DRAW OPTIONS

In the Victory Points track the 1 spaces are considered a Marginal Victory.

30.3.5 UNPREDICTABLE END OF YEAR

End of Year of 1837: put the card **The Embrace of Vergara** (C36 and L36) in each player's draw deck of. If drawn, game over.

30.3.6 MORE VICTORY POINT CARDS

More VP cards are added to players' decks (see options).

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