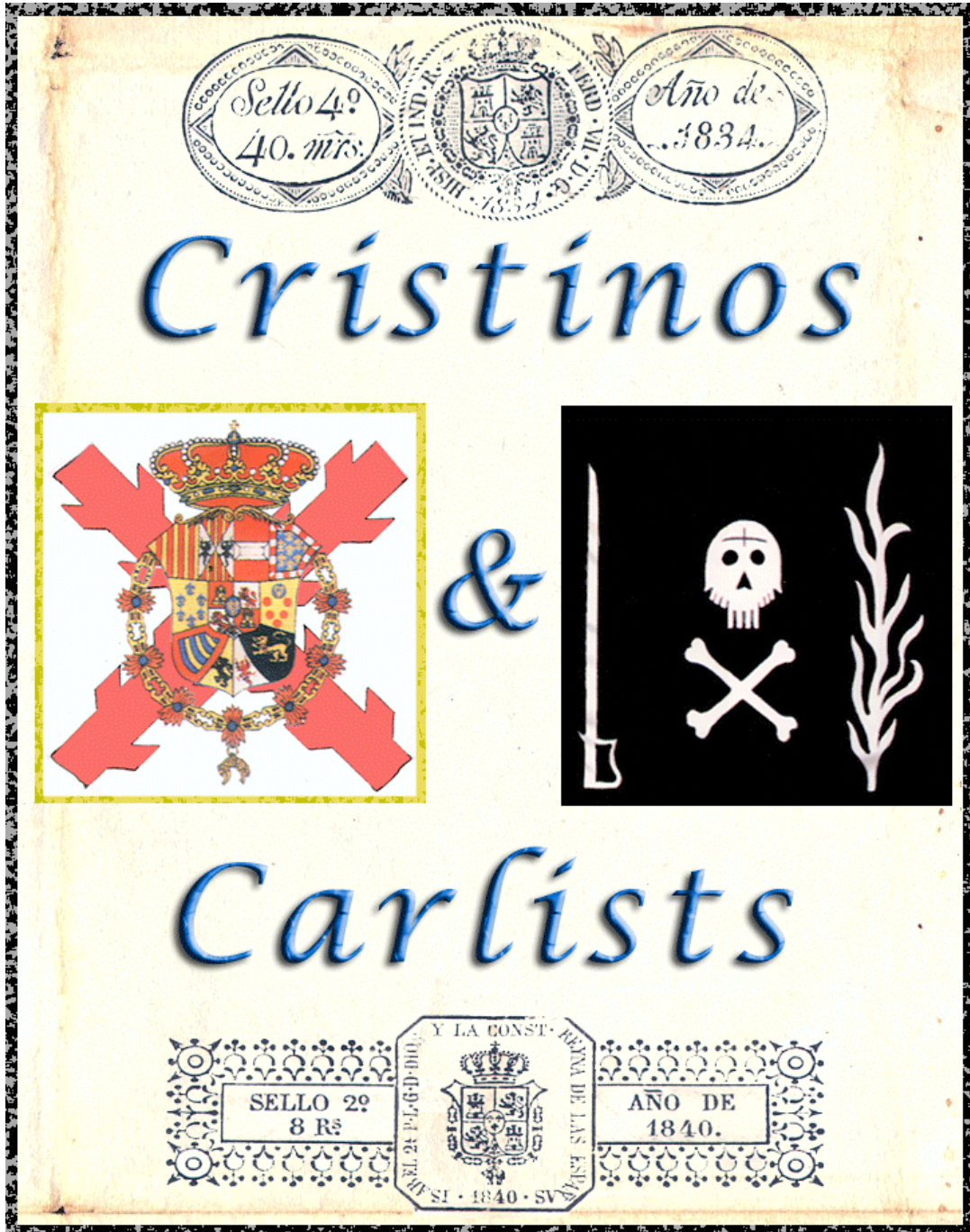


# *The First Carlist War (1833-1840)*



*Addendum to the  
Capitán rules*

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## *1.- The First Carlist War (1833- 1840) and the Capitán Rules*

*The first Carlist war was the last of the European Napoleonic wars. The war starts at the dead of the King Fernando VII. The two armies involved, the Cristinos or governmental army, supporting the liberal regency of Maria Cristina (the wife of Fernando VII, and mother of the Queen Isabel II), and the Carlist, who support the conservative candidate to the kingdom Carlos V (brother of Fernando VII), start a full scale civil war with international support. The British, French and Portuguese send troops to support the Cristino forces.*

*We say that it was the last of the Napoleonic wars because:*

*The weapons*

*This was the last of the wars that all the troops use the flintlock musket, the percussion system was introduced in other countries, but the great excess of production of flintlocks made that the armies of the wars used this weapon. Some selected units use the magnificent Baker rifle (perhaps this was the last great scale war in Europe that see the baker rifle in action)*

*The artillery still uses the guns of the Napoleonic Gribeauval system. There was a great development of the mountain artillery, for the need of pack artillery to fight in the mountains of the north.*

*The tactics*

*The Carlist Wars was not a war of great battles, but all the troops were trained in the Napoleonic formations, line, column, square, and with the Napoleonic battalion organization, centre companies, and grenadier & light companies.*

*The command system was the same of the Napoleonic wars, with officers extracted from the nobility and “buenas familias” (bурgees families). And a great distance between officers and other ranks.*

*The “little war”*

*Like in the peninsular war the guerrilla actions, and small scale actions were the majority of the actions fought in the war. The Carlist trying to get the capital Madrid, and the cristinos trying to block the Carlist operations in the north, and in the Catalanian and east provinces.*

*So for all of that CAPITÁN rules fit 100% to the 1<sup>st</sup> Carlist War, we only made minor changes to get the “flavour” of the war, and of course some new special abilities.*





## 2.- *Fire restrictions to the Carlist*

*The lack of munitions was a continuous headache for the carlist troops, to simulate that situation, all the troop units of the carlist can only fire three times per game. This rule doesn't apply to the command units and units that are elite.*

## 3.- *Bravery of Carlist units*

*The carlist troops were formed of volunteer soldiers fighting for what they consider his own and ancestral rights, so his bravery was a legend. The carlist units can't be annihilated, the rule 8.11 doesn't apply in the combat with carlist units.*

## 4.- *“Tiradores de caballería” - “Cavalry flankers”*

*Many of the cavalry squadrons of the cristinos and carlist forces have a company (half squadron) of “tiradores”, troopers armed with carbines, that were used as flankers, to harass enemy troops.*

*Units of the type “tiradores de caballería”, can make a march move and shoot. When they shoot his activation has finished. The negative factors of shooting cavalry doesn't apply.*

## 5.- *Dismounted cavalry*

*Any cavalry unit at the starting of his activation can dismount, for the rest of the game they are infantry. The shooting dice is increased by one more (if they have a D8, when they dismount they have a D10). You can use the same figures, if you don't have dismounted ones.*





## 6.- Mountain Guns

Mountain guns are guns type I, and:

- 1.- The mountain guns always have limber. Limbered they move 25cm.
- 2.- There is no restriction to change face.
- 3.- For terrain effects a mountain gun is like infantry.
- 4.- In the same activation a mountain gun can unlimber and shoot (short and large), a +2 is applied to the deviation die. At the next activation the restriction of the artillery rule 13 doesn't applies.

