

CARLISTS ARMY SHEET (1833-1840) v3.0

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry	18-24	Musket (12")	4	3	3	Light Infantry, Square	20
Volunteer Infantry	18-24	Musket (12")	3	3	3	Light Infantry, Square, Unpredictable	17
Navarre Guides	18-24	Musket (12")	4	3	4	Light Infantry, Square	24
Infantry Detachment	3-6	Musket (12")	2	2	2	Light Infantry	10
Guerrilla Detachment	6-9	Musket (12")	2	2	2	Light Infantry, Unpredictable	10

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Hussars	8-12	Sabre	-	4	3	Carbines, Light Cavalry	22
Lancers	8-12	Lance	-	4	3	Carbines, Light Cavalry	22
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13

ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Mountain Gun	1	Cannon (36")	1	2	2	Canister, Light Artillery	14

ARMY SPECIAL RULE

Limited Ammunition: Infantry units from this army become low on ammunition after they have made a fire or melee attack for the first time. Subtract 1 from the fire value of units that are low on ammunition.

UNIT OPTIONS

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Entrenchments: Infantry and artillery units that are deployed at the start of a battle can have the entrenchments special rule for an extra 5 points each.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any	Act on Initiative. You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.	7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the attacking unit. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
King	Inspired Leadership. Play at the start of your action phase. All friendly brigades whose leader is within 24" of your army leader activate automatically in that phase, instead of only the first brigade to be activated.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Extra Ammunition: Play this card in your fate phase. Until your next fate phase, do not subtract 1 from the fire value of units that are low on ammunition.	5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss).
Jack	Religious Rhetoric. Play this card when you test the status of an unpredictable unit, instead of rolling the dice. Add 1 to the unit's melee value and tenacity for the rest of the battle (you may wish to place the figure of an armed clergyman beside the unit as a reminder).	4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
10	Capture. Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.	3	Confusion. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.	2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
8	Inspiration. Play this card after a friendly unit fails a valour test or brigade fails a fortitude test. The test is passed.	Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Canister

A unit that has the canister special rule **can either fire normally or it can use the following special rules:**

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

Entrenchments

This unit counts as being entrenched until it moves, assaults, retreats or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

Light Artillery

Subtract 1 from hit rolls for fire or melee attacks made by this unit if it is the main attacker.

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for this unit.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defendable terrain.
- It can occupy defendable terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Unpredictable

The commanding player must take an unpredictability test for this unit the first time it fights, fights back or suffers a loss. To take the test, the commanding player rolls a D6. On a 1 subtract 1 from the unit's melee value and tenacity for the rest of the battle and on a 6 add 1 to the unit's melee value and tenacity for the rest of the battle. On a 2-5 its melee value and tenacity do not change.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".
- It cannot assault.
- Add 1 to the attack value of artillery that shoot at it.
- Halve its fire attack value and add 1 to its melee attack value.
- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.
- A square that loses a melee automatically routs.

DESIGN NOTES

Carlist Infantry: At the start of the war Carlist infantry were not trained to fight in close order formations, although they quickly learned how to do so. To represent this, only allow Carlist infantry to use march column formation and open order formation for battles taking place in 1833 or 1834.

Carlist Artillery: The Carlists had very few artillery pieces, and those they did have were primarily light-weight mountain guns. To represent this, limit the Carlists to 1 artillery battery for every 2 brigades in the army, of which at least half of the batteries must be mountain guns.