

MUSKETS & TOMAHAWKS ERRATAS

Faq & Errata

27.09.2020

Rulebook

Page 36

Add the following paragraph to "Flight":

"When a unit flees, it ignores all movement penalties related to terrain. However, it keeps any bonuses to its movement, whether granted by a trait, a road or any other reason".

Page 46 Artillery

Add the following sentence to the first paragraph in the second column: "When a cannon fires solid shot and misses on a roll of 0, the cannonball was defective or an accident occurred. The shot is cancelled but 3 Fire markers are still placed next to the cannon.

Page 50

In the cover table, the cover granted by the Wagon should be "Light" and not "None".

Quick Reference Sheet

The Reaction Test penalty for coming under volley fire should be -1 and not -2. The downloadable QRS on our website has been corrected.

Faq

What happens if I charge a fleeing unit?

It must automatically react by fleeing (see "Reacting to the Enemy", p.31).

Does a flight move have to be in a straight line?

A flight move must move the unit "as far away as possible from the unit that caused their flight" (see p.36). It will move around obstacles like impassable terrain or other units by the shortest possible route. Common sense must take the lead in this case.

Does a unit with the Elite trait automatically have to take its Reaction Tests with 3D10?

No, it can choose to only roll a single die. Depending on the circumstances, you might prefer to use one option or the other.

Can volley fire affect figures that are not in line of sight of, or spotted by, the shooters?

To trigger volley fire, there must firstly be a target. That means at least one enemy figure must be visible. Afterwards, every figure within the area of effect is affected - whether they are visible or not.

Does artillery firing solid shot suffer the penalty to their roll to kill if they need more than a 9 to hit?

Yes.

Page 12: War of 1812

Add "Your force cannot include any German units."

Page 19: German Mercenaries

Add the following option to German Mercenaries :

<i>Options</i>		
Grenadiers	65 pts /unit	The unit gains the Elite trait, and an Aggression of 4+. Its Discipline becomes Trained.

Page 22: Chasseurs or the French Cavalry

Neither the Chasseurs nor the French Cavalry should have the  icon.

Page 22: Chasseurs

Remove throwing weapons from the equipment of this unit.

Page 22: Compagnies Franches de la Marine

Add the following option :

<i>Options</i>		
Tomahawks	3 pts /unit	The unit gains throwing weapons.

Page 23: Canadian Militia Leader, Canadian Militia, nor Local Levies

Neither the Canadian Militia Leader, the Canadian Militia, nor the Local Levies should have the  icon.

Page 39: "Raid"

Replace the first paragraph with: "Place 4/6 deployment points on the table, divided between two adjacent table edges."

If my force is comprised of just two troop types, both representing exactly 50% of my troops, what type of force is it?
You can choose to define your force type via either of the two troop types.

How many options can a unit choose?

As many as you like as long as the options don't contradict each other.

In the "Battle" mission, does an Officer slain in melee count as 10 eliminated figures?

No, an Officer only counts as 5 figures, no matter how they were eliminated.