

MUSKETS & TOMAHAWKS

Faq & Errata

23.02.2026

Rulebook

P. 19 - Spotting

Add at the end of the introduction:

Spotting is essential: in order to fire (with any weapon) or charge a unit, it must be visible and therefore must have been spotted.

P. 24 - Movement and Bonus

Specify:

A unit that has no enemy within 24» benefits from a +2» movement bonus. However, it may end its movement within 24» of an enemy.

P. 29 - Overwatch

A unit in Overwatch loses this status if it receives another order. It also loses Overwatch if it is forced to fall back or flee.

Page 36 - Flight

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 - Solid Shot

The Solid Shot rule (Muskets & Tomahawks, p.46) is replaced with the following:

An artillery piece can only fire a cannonball in a straight line drawn down the barrel towards the cannon's muzzle. However, the cannon can turn before firing like any other unit (i.e. by accepting the associated penalty).

Cannonballs have a range of 120" and variable Strength. This Strength isn't based on the distance to the target.

Before shooting, place a marker on the spot you're trying to hit. This can be any point on the battlefield, and doesn't need to be a unit. Trace a line 6" long and 1" wide from the impact point directly away from the cannon. Every figure even partially in this area is hit by the cannonball. More than one unit can be affected.

Now make a single roll to hit. On a roll of 0, the ball or the powder is defective and the shot isn't actually fired – but the gun still takes its Fire markers. The success or failure of the roll to hit determines the attack's Strength, as described below.

- Make a roll to kill for each figure in the line from the closest unit to the cannon. The cannon's Strength is 2+ if the roll to hit succeeded, or 5+ if it failed.
- Next, make a roll to kill for each figure in the line from the second-closest unit to the cannon. The cannon's Strength is 2+ if the roll to hit succeeded, or 7+ if it failed.

- Finally, make a roll to kill the remaining figures in the line. The cannon's Strength is 6+ if the roll to hit succeeded, or 9+ if it failed.

Once the shooting action is over, place 3 Fire markers next to the cannon.

Page 50 - Wagon

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

Page 56 - Traits

Add Gunners

Each figure in a unit with this trait counts as four figures when determining the cost of the Order command ability (see Muskets & Tomahawks, Order, p.17). Note that this unit always counts as being in dispersed formation. This also corrects the version of Shakos & Bayonets.

P. 58 - Close Order (correction)

Replace the paragraph with:

A unit may adopt Close Order formation in rough or very rough terrain. However, the benefits described below only apply if the entire unit is in open terrain.

P. 59 - Volley Fire

Add after the first paragraph:

To trigger a Volley Fire, the unit must have spotted at least one enemy unit. An unspotted unit may only be hit if there is at least one spotted unit among the targets of the fire.

Quick Reference Sheet

The downloadable 2026 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.

Redcoats & Tomahawks

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 Agression 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

Neither the Compagnies Franches de la Marine should have the  icon.

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."

Faq

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.