

1802 BATTLE OF FORT BEDOURETE SPECIAL RULES

- 1) Toussaint is activated on every turn without needing a command card. If he begins the turn with a unit, it can move with him and engage in both ranged combat and melee. If Toussaint moves into a unit's square, it can't move unless activated by a command card, but can engage in both ranged combat and melee.
- 2) Haitian veterans, line infantry, cavalry and artillery pieces ignore one flag. All Haitian units retreat 2 hexes per flag. Otherwise treat all Haitian units like their equivalent French pieces.
- 3) Haitian Parisian sans-culotte riflemen unit cannot melee with French regular units. Instead it retreats 2 hexes if attacked by these units.
- 4) French colonial militia units cannot kill Toussaint in either ranged combat or melee. Otherwise treat like Portuguese units.
- 5) If Toussaint is in an adjacent hex to a French colonial militia unit, the Haitian player may throw one dice to persuade it to defect. If the player throws an infantry or cavalry symbol, remove the French colonial unit from the board and replace with a Haitian militia unit of equal strength. If the player throws a swords symbol, Toussaint is captured and the Haitians lose the game.

Victory Conditions

6 flags for each side: 1 per destroyed unit and 1 for sole occupation of the hexes which make up Fort Bedourete.

Haitians lose the game if Toussaint is either killed or captured.