SPECIAL FRENCH & BERBER TAC CARDS

Let us slay them!	**We cannot be harmed!**	**You FIGHT FOR your honour!**	**Jammed!**
Applies to Berber Forces	**Applies to Berber Forces**	**Applies to Berber Forces**	**Play on French Forces**
A Berber unit will automatically charge the nearest French unit and can reroll any dice which fail to score a hit in the 1st round of combat.	A Berber leader convinces his men that French bullets cannot harm them – the unit may now reroll failed Courage or morale Tests caused by shooting	One Berber leader inspires his men who automatically rally if they are falling back or fleeing	A Crew Served or Vehicle mounted weapon jams for one turn.
Merde! They got behind us!	**WATER STOP!**	**He'll win the Croix de guerre!**	**Independent Fire!**
Play on French Forces	**Play on French Forces**	**Applies to French Forces**	**Applies to French Forces**
A French unit believes the enemy has cut their line of retreat and begins to withdraw. The French Commander may attempt to halt the unit	A unit has to stop to drink – it will defend itself if attacked but otherwise does nothing else this turn.	The bravery of an officer inspires his men and his unit automatically passes its next Courage or morale test.	For one round of shooting the unit is allowed to pick their targets and may reroll any dice which fail to hit
Grenades!	**Forward With élan!**	**POOR QUALITY WEAPONS!**	**He cannot be killed - flee!**
Applies to French Forces	**Applies to French Forces**	**Play on Berber Forces**	**Play on Berber Forces**
A unit has grenades – they can be fired stationary as rifle grenades or move and thrown as hand grenades Can be used twice	A Unit charges the nearest enemy to fight them using cold steel - and can reroll any dice which fail to score a hit in the 1st round of combat.	A Berber unit or crew served weapon has looted but defective weapons which are prone to jamming and they cannot shoot on this turn	Unable to hurt a French Officer a Berber unit panics and begins to withdraw. The Berber Chief may attempt to halt the unit
Low on Ammunition!	**We can win!**	**Spread out and use the cover!**	**Confusion!**
Play on your Foe	**Play on your own Forces**	**Play on your own Forces**	**Play on your Foe**
A unit runs low on ammunition. Roll 1D6 – they have that number of shots left for the battle	Sure of its own battle winning qualities a unit will automatically pass 1 Courage or morale Test during the battle.	A unit makes the best use of the cover available to it – If it remains stationary in its current location it is treated as if in soft or light cover	A units orders are misunderstood and it automatically fails its order roll this turn

FRENCH /BERBER EVENT CARDS

These apply immediately. **One is drawn at the start of each phase**.

WILD ANIMAL!	Sand STORM!	Venomous reptile!	POOR VISABLITY!
A Wild Animal bursts out of cover - a Team or crew served weapon is startled by it and does nothing this turn. **Throw to determine which side and unit.** **Evens=French/Odds = Berbers**	**A Sand Storm starts – all movement is reduced to half rate & visibility is reduced to 24" – treat as smoke when spotting to locate the enemy – lasts for ½ of 1D6 turns rounding up.**	**A Team or crew served weapon disturbs a venomous snake and does nothing this turn as it slithers away.** **Throw to determine which side and unit** **Evens=French/Odds = Berbers**	**A cloud of Dust obscures an area of 6" in diameter - treat as smoke when spotting to locate any enemy in or behind it & counts as if they are in soft cover - lasts for ½ of 1D6 turns rounding up.**
Soft sand! **A Team or crew served weapon or vehicle enters an area of very soft and deep sand – it must fall back one move out of the area before it can move again.** **Throw to determine which side and unit** **Evens=French/Odds = Berbers**	What is that? **A Team or crew served weapon spots something and does nothing this turn until it is clear it is only a Mirage!** **Throw to determine which side and unit** **Evens=French/Odds = Berbers**	Nothing unusual happens	Nothing unusual happens
Nothing unusual Happens	Nothing unusual happens	Nothing unusual happens	Nothing unusual happens