

SUN NEVER SETS II RANDOM EVENTS TABLE

Use for both *Abyssinia* and
Second Afghan War.

BRITISH EVENTS

- 11-12. ORDERS FROM THE COLONIAL OFFICE—
EVACUATE! (All scenarios): This applies ONLY
if the Native player currently has at least 20
more victory points than the British. (1) The
British player gains “1” victory point for each
unit he withdraws from the map (immediately
upon withdrawal): (2) Halve the point value
for British holding geographical objectives
at the end of the game. (3) Regardless of the
final victory point total, the British Player
may win no higher than a Local Victory. (4)
Negate the “Onward” event if already in play.
- “Evacuate” remains in effect until the end of the
game, or unless the “Onward” event happens
after this event goes into effect (at which point
the “Evacuate” event is negated): If this event
is negated (by the Onward event occurring
subsequently), the British player still keeps
the Victory Points for any withdrawal units. If
this event is in effect and is rolled again, then
there is no additional effect. Also note that
if this event has been negated by an Onward
event, it may go into effect again if rolled.
- 13-16. ORDERS FROM THE COLONIAL OFFICE—
ONWARD! (All scenarios): This applies ONLY
if the British player currently has at least 20
more victory points than the Natives. (1) The
British player gains twice the point value for
holding geographical objectives at the end of
the game. (2) The British receives 8 additional
replacement points which they may use for
any unit type. (3) Negate the “Evacuate”
event if it is in effect. (However, previously
withdrawn units may NOT be returned to play):
- “Onward” remains in effect until the end of the
game, or unless the “Evacuate” event happens
after this event goes into effect (at which
point the “Onward” event is negated): The
additional 8 replacement points may be used
at any time in the game subsequently and are
not lost if this event is negated (by the Onward
event occurring subsequently): If this event is
in effect and is rolled again, then there is no
additional effect (no additional replacement
points are received): Also note that if this
event has been negated by an Evacuate
event, it may go into effect again if rolled.
- 21-26. ORDERS FROM THE COLONIAL OFFICE—
RESCUE MISSION DISPATCHED! (All
scenarios): This applies ONLY if the Native
player currently has at least 20 more victory
points than the British. Otherwise, treat
as “No Event.” The British player rolls two

dice and totals the result. He then picks
at random that number of units from the
Reinforcement Pool. If there are not sufficient
units in the Pool, then any shortfall is take
as Replacement points (which may be used
for any type of British unit): This Event
may go into effect only once per game.

- This event does not negate the effects
of “Evacuate” or “Onward.”
31. INCREASED REPLACEMENTS (All
scenarios): The British player rolls one
die. He adds the number rolled to his total
replacements (divided among any types):
32. DELAYED REPLACEMENTS (All scenarios): The
British may not take any replacements this turn.
- 33-36. WAR CORRESPONDENTS MOBILIZE (All
scenarios): The British Player rolls one die.
On a 1-4 he gains one die roll in victory points
(favorable war coverage); on a “5” he loses one
die roll in victory points (unfavorable coverage);
on a “6” the Native player may examine
any one British stack on the map (secret
information on the front page of the Times):
- 34-36. NATIVE ATTRITION (All scenarios): The
British player designates one enemy occupied
hex on the map; the Native player rolls one die
for each unit. Results depend on type of unit.
HQ: “1” = eliminated. Combat units: = “1-2”
unit is demoralized (already demoralized unit
is eliminated). Supply unit: “1” = eliminated,
“2-3” unit is demoralized (already demoralized
unit is eliminated). All other results = no effect.
41. INTELLIGENCE DEPARTMENT (All scenarios):
The British player designates one Native
occupied hex on the map and may examine all
units in it (or in associated column displays):
42. DASHING HEROICS (All scenarios): The
British player receives a +1 die roll modifier
for all fires for one Battle this turn.
43. MUDDLING THROUGH (All scenarios):
British add +1 to any one March or Forage
die roll this turn (British player’s choice):
- 44-46 FRIENDLY TRIBES (All scenarios): The British
place one of the following in any hex containing
a British HQ: a BRITISH supply unit, or pick two
units at random from the Friendly Native pool.
- 51-53 INTELLIGENCE CONTACTS HOSTAGES
(Abyssinia only): The British player may
examine any one Abyssinian stack of units.
- 54-56 ABYSSINIAN CIVIL WAR (Abyssinia only):
The British player rolls one die and picks
that number of Friendly Native units from
the pool (if available): These are placed in
one hex with three hexes of a British HQ.
- 61-63 FLOODS ON INDUS (Second Afghan
War only): No units may cross the Indus
major river hexsides this game turn. This
applies to both the British and Natives.
- 64-66 RUSSIANS PLAY GREAT GAME (Second
Afghan War only): The British player rolls one

die. On a 1-3 the Afghans roll a second die and
pick that number of units from the deadpile.
On a 4-6 the British roll a second die and
gain that number of replacement points..

NATIVE EVENTS

- 11-13. NATIVES ARE RESTLESS (All scenarios):
The Native player does not roll on the
Reinforcement/Replacement table this player
turn. Instead, he automatically implements
the effects of “Uprising” for the scenario.
- 14-16. NATIVES GO HOME (All scenarios):
The Native player does not roll on the
Reinforcement/Replacement table this player
turn. Instead, he automatically implements
the effects of “Desertion” for the scenario.
- 21-22. MOB RUNS AMOK (All scenarios): The
Native player designates any one British
controlled fortress on the map and places
an Atrocity marker on it (this gives neither
player any victory points): Also, roll one
die for each British unit in the hex: On a
“1-2” it is demoralized. Roll for each British
Leader in the hex: on a “1” it is eliminated.
23. VISION (All scenarios): If the Native
Commander in Chief is in play, then all
Native units this player turn are considered
to have a Morale of “Fanatic.”
23. SPIES (All scenarios): The Native player
designates one British occupied hex on
the map and may examine all units in it
(or in associated column displays):
25. EARTHQUAKE (All scenarios): Roll one die.
On a 1-3 the earthquake happens; on a 4-6
there is no effect. Remove all fieldworks from
the map. Units may not use road movement
or passes this turn and following player turn
(they can enter such hexes paying other terrain
cost): Units defending in fortresses this and
following player turn receive a 0 defensive
benefit (still immune from retreat): Comment:
because walls come crashing down.
26. SOMEONE BLUNDERED (All scenarios):
Add +2 to any one Native Tactical
Superiority die roll this player turn.
- 31-33. PARTICULARLY FOUL WEATHER
(All scenarios): Subtract an additional
-1 die roll modifier from all March and
Forage die rolls. This is in effect for
this and the following player turns.
- 34-36. BRITISH ATTRITION (All scenarios): The
Native player designates one enemy occupied
hex on the map; the British player rolls one die
for each unit. Results depend on type of unit.
HQ: “1” = eliminated. Combat units: = “1-2”
unit is demoralized (already demoralized unit
is eliminated). Supply unit: “1” = eliminated,
“2-3” unit is demoralized (already demoralized
unit is eliminated). All other results = no effect.

- 41-43: FRIENDLY NATIVES NOT SO FRIENDLY (All scenarios): The Native player designates one hex on the map containing Friendly Native units (i.e., British controlled); the British player rolls one die for each Friendly Native unit in it. Results depend on type of unit. HQ: "1" = eliminated. Combat units: = "1-2" unit is eliminated. Supply unit: "1-3" = eliminated. All other results = no effect.
- 44-45. BANDITS (All scenarios): The Native player picks one unit at random from his Reinforcement pool. This is placed in its home country in any hex not containing an enemy unit (it may otherwise be placed in a ZOC, besieged fortress, etc.).
46. PALACE INFIGHTING (All scenarios): The Native player may move only units which begin the movement phase stacked with the Command in Chief HQ this turn. They may move together or separately.
- 51-52 THEODORE INSPIRES TROOPS (Abyssinia): Pick one Abyssinian unit from the Pool and place it with the Theodore HQ if on the map. For this turn, the Theodore HQ has a Tactical and Strategic values = 2/3.
- 53-55 THEODORE GOES MAD (Abyssinia): For this turn, the Theodore HQ has Tactical and Strategic values = 0/0. Optional

- rules: also, place an Atrocity marker in the hex containing Theodore.
- 56 ABYSSINIAN CANNON EXPLODES (Abyssinia): The Abyssinian player must roll one die for each artillery unit he controls. On a "1-2" it is eliminated.
- 61-62. JIHAD (Second Afghan War): If the British currently have 20 or more Victory Points than the Afghans, and/or occupy two or more fortresses in Afghanistan, the Afghan player immediately implements an Uprising reinforcement die roll.
- 63-64. MORALE COLLAPSE (Second Afghan War): If the British currently have 20 or more Victory Points than the Afghans, the Afghan player immediately implements Desertion reinforcement die roll.
- 65-66. AFRIDIS RAID FRONTIER (Second Afghan War): The Native player rolls one die and picks that number of units from the pool. Any Afghan units which are picked are returned to the Pool (and no replacement units are picked). Hostile Native units are placed in India as per deployment instructions.

12.32 Forage Limits

Terrain	Forage Limit
Un-besieged Fortress	Unlimited
Town, Besieged Fortress	14
Clear, Hill, Well, Oasis hex; Minor River, Major River, Lake Hexside	10
Mountain, Jungle, Marsh	5
Desert, Broken, Mud Flats, Sand; Atrocity marker	1(2)
Road, Pass, Bridge, Coast, Drift, Railroad	Other Terrain
Sea	n/a

FORAGE CHART (12.0)

	Die Roll =>					
	1(-)	2	3	4	5	6(+)
Un-Besieged Fortress	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited
Town, Besieged Fortress	4	8	12	16	20	24
Clear, Hill (Rough), Well, Oasis hex, Minor River, Major River, Lake Hexside	2	4	8	12	16	20
Mountain, Jungle, Marsh	0	2(4)	4	6	8	10
Desert, Broken, Mud Flats, Sand; Atrocity Marker	0	0(2)	0(2)	2(4)	4	6
Road, Pass, Bridge, Coast, Drift, Railroad	Other Terrain					
Sea	n/a	n/a	n/a	n/a	n/a	n/a