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) Half 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.

“Onward” 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 (However, previously withdrawn units may NOT be returned to play):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 “Evacuate” 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 taken 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 no 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.

59-63 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.”

26. SOMEOONE 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 place in India as per deployment instructions.

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**FORAGE CHART (12.0)**

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