

FIRST AFGHAN WAR VARIANT (S&T 179)

Scenario 2: Rebellion & Retribution Additional Forces

- (1) **Wild's Brigade:** the British player places the "Wild" HQ and 30, 53, 60 and 64 regiments on Peshawar as part of initial deployment. However, if the event "Rescue Mission Dispatched" occurs, the British receive three (not seven) Bengal/Bombay infantry regiments.
- (2) **Bamian Garrison:** place the Pottinger HQ and the Shah Shujah Gurkha regiment on Bamian instead of Kabul. The Shah Shujah 5th Regiment is placed in Kabul.
- (3) **The British Cantonment Marker.** This marker is initially placed on hex 0611. The cantonment counts as an entrenchment for defense and a town for supply. It is eliminated if at any time there are no British or British allied units in the hex.
- (4) **Army of Kabul:** the British/Bengal/Bombay units listed as being "at Kabul" are placed in the Cantonment hex during initial deployment instead (Elphinstone, etc.). Shah Shujah Division units are placed in Kabul normally. Additionally, these British/Bengal/Bombay units begin the game **demoralized**.
- (5) **Victory Points:** the Afghan player receives three victory points at the end of any British turn that there are one or more British/Bengal/Bombay units located in Kabul (that's three points regardless of the number of units). This does not apply to Shah Shujah, Prince Timur and mercenary units.

Variant Scenario Notes:

Brig. Wild was in charge of some units in the vicinity of Peshawar when news of the Afghan rebellion broke. Quickly responding, Wild and his men quickly marched into Afghanistan but were held up by enemy resistance as well as a lack of support. While Wild failed to link up with the withdrawing Kabul garrison, his mad dash across the frontier still has to go down as one of the more remarkable accomplishments of military history, being one of the few times that the Khyber Pass was forced against resistance—and this in the midst of winter.

Bamian was actually held by the Gurkhas under command of Eldred Pottinger, one of the more remarkable political agents of the era (he had previously held the city of Herat against a Persian-Russian siege). Pottinger and a handful of the garrison escaped Bamian following a ferocious Afghan assault.

The British Army at Kabul, along with families and camp followers, actually were encamped outside the walls in the "cantonment." For political reasons, the British command had decided not to set up shop within the city of Kabul itself. The initial demoralization of these forces represents the abysmal leadership of the army there, which precipitated the disastrous Retreat from Kabul. In game terms, it was a **British Attrition** random event applied against them.

GENERAL SYSTEM VARIANTS (*Sun Never Sets I & II, First Afghan War and French Foreign Legion*) / Roger Deal

1: As published, the rules make leaders out to be either invulnerable or eliminated with their commands, a clear oversimplification. I suggest the following:

After each combat, roll 2d6 for each leader present. On a '12' that leader is eliminated (KIA or so badly wounded as to be hors de combat for the rest of the campaign). On an "11" the leader is wounded. In this case roll an additional 1d6 the result being the turn he returns to active duty. While wounded, he continues in play but cannot apply his bonuses to any die rolls.

On the other hand, leaders alone in a hex are not automatically eliminated if an enemy combat unit enters the hex, instead, again roll 2d6 and add the leader's tactical rating (unless wounded!). On an "11" or "12" the leader is moved 2 hexes (represents the leader and a few followers evading capture)

To each event table, add one chance of "Leader Ill". If this occurs, one leader, selected at random, has his ability scores reduced by one for that turn. It is possible to have negative numbers.

2: It seems strange that one supply unit is required to feed one combat unit or forty. Instead, for each supply unit utilized, roll on the forage table with the result being the number of units supplied. It is possible to expend additional supply units, rolling on the Town column of the Forage table each time. If not all units are supplied this way, it is necessary to roll yet another time on the forage table, using the column for the terrain they actually occupy (represents problems of staff work in getting enough of the right kind of supplies to the troops).

3: It seems strange that a force can suffer attrition for marching as little as four miles. Try this: Before moving each stack, the owning player states how far he wishes to move. ("As far as I can" is acceptable). He then rolls on the march table. No matter what he rolls, he can move no further than he intended, but he only suffers attrition if he intended to make a forced march.

Q&A

FRENCH FOREIGN LEGION

In the scenario 2 set-up, was Oran already controlled by the French ?

Answer: French do not control Oran.

As you say that Abd al Qadr would have to take some fortresses, maybe a solution would be to require the French to control the countryside, while requiring Abd al Qadr to control fortresses ?

Answer: Make towns worth 3 VP. In fact, this should be standard in all the games in the series (towns are worth 30% of fortresses).

French Foreign Legion, Dahomey. I presume 'of' is supposed to be 'or'; no big deal, but... The French set up second and so all the fortresses and towns are unoccupied. I presume the Dahomian forces cannot set up in the two coastal fortresses where the French can?

Answer: Yes; Dahomians may not set up in any hex on or adjacent to the coast.

Should this really say "any town or fortress except Whydah/Porto Novo"? (I don't see the reason for specifying Kana in the setup instructions since it is just a town like any other. Did I miss something?)

Answer: This is correct.

I started to move and the sequence of play says there is an "Attack from March" which seemed the thing to do against a little village with a Dahomey delaying force in it, but I don't think there are any rules for Attack from March. Was this cut out? (Noticed the term appears on the modifiers list on the mapboard, too) Same for Ambush?

Answer: Cut for space reasons, alas.

I tried an attack and the artillery fires first, but my artillery counter had a weapons type of 'A'. I can't find an artillery weapons type of 'A' -- 'A' is "advanced breechloaders with magazines" but there is a picture of a cannon on the counter. Is the type supposed to be F?

Answer: Actually, it is an advanced (fully automatic) machinegun.

The terrain effects chart shows a completely filled jungle hex and a completely empty clear terrain hex. What about the hexes where it looks like a clear path is hacked through the jungle. Still jungle or clear?

Answer: If there is any jungle in the hex, it is considered to be all jungle.

No 'hill' or 'jungle' on that list of die roll modifiers on the map. They are listed in the terrain effects chart.

Answer: Use TEC modifiers.

Set-up information is mixed up for some of the scenarios- Desert Hawks (Algeria 1840) has scrambled counter descriptions for instance (incorrect color identification of units).

Answer: Use the setup information on the back of the counters; this gives the game & year of reinforcement group.

I was comparing the combat tables between French Foreign Legion and The Sun Never Sets, and I see quite a few artillery types have shifted columns. That is, you now roll on a lower (weaker) column for these types. Is change that specific to FFL, or should those columns shifts be retroactively applied to TSNS and 1st Afghan, too?

Answer: Applies only to FFL.

I am thinking about playing the "On to Algiers" scenario of FFL, and have some questions about optional rules (I already have The Sun Never Sets and First Afghan War). The Optional rules from Sun Never Sets that are not included in FFL are: Sieges; Intelligence & Fog of War; Attack from March; Ambush; Evasion; Atrocity & Fair Play; and Capturing Weapons. My first question is can these all be used for FFL as written in SNS (changing references to "British" to "French" where appropriate)?

Answer: Yes.

My second question involves the Fair Play rule. I have noticed that the reverse side of the atrocity markers in FFL say "Assimilation" rather than "Fair Play" - is assimilation the French equivalent of fair play?

Answer: Yes. French were big on assimilating colonized peoples, at least in theory.

Errata and Clarifications

FIRST AFGHAN WAR (S&T 179) *(From S&T 185)*

Treat partial desert hexes (i.e. a mix of desert & clear) as desert.

8.6 Headquarters [correction]. Each HQ can add its Tactical Factor to the die roll of one friendly unit (or group of units of the same weapon and morale types) in the force per round [not per battle].

13.5 Afghan reinforcements, replacements, desertions [clarification]. Afghan headquarters may be taken as reinforcements, counting as one unit each if they have not already appeared in a scenario. Mohammed Dost may not be taken as a reinforcement in Scenario 2. Eliminated Afghan HQs may not be taken as replacements. A player may choose to remove an Afghan HQ from play due to a desertion result. An HQ removed via desertion may be reintroduced into play later as a reinforcement.

Scenario 1, 5.1 British Initial Deployment [correction]: the two European "horse artillery" batteries should read "light artillery."

Afghan Event #51 [correction]. Change "Assimilation" to "Fair Play."

Map Supply Chart [deletion]: ignore reference to "Completed Railroad."

Counter Sheet. As mentioned in the rules, the British 1/2 and 2/2 artillery units should have a weapons class of "F", not "M".

The two markers with British flags in the lower right corner of the counter sheet should read "Fair Play" on the front and "Atrocity" on the reverse.

Note that the forage table printed with First Afghan War was updated when reprinted in Sun Never Sets (viz: the atrocity marker is on different lines, being more favorable on the player aid card found in SNS). Use the updated version if available.

FRENCH FOREIGN LEGION (S&T 200)

Desert Hawks: Algeria 1840 Scenario (error): 1840 units have a yellow stripe, 1841 units have a white stripe, 1842 units have an orange stripe, and 1844 units have a green stripe (as stated in the 1830 scenario). The red stripe units are the special 1830 reinforcements (the 67th Regiment). Note that all units have the correct reinforcement group printed on the back.

Dahomey Scenario (error): Amazons have a blue stripe (not pink).

Dahomey Counter Mix (error): "L" French infantry should be "B".

Tonkin Scenario (error). 5.1 The French gain 1 Victory Point per Vietnamese/Chinese (not French!) unit eliminated in battle.

Random Events Table (omission). French event 52-55, Troop Withdrawal: add: "This event may happen only once per game."

Weapons types as they appear on the FFL counters and as they are on the CRT:

Artillery types: L = LMA, F = FMA, M = LBL, B = FBA, R = RL,

Machinegun types: G = EMG, A = LMG

Infantry/mounted infantry/camel corps types: M = ML, R = RML, B = BL, A = MBL, S = SS

Cavalry types: C = CV

Other types: N = No weapons

There are no major rivers in FFL

Additional Optional Victory Point Rules for FFL Tonkin (from S&T magazine discussion area on Consimworld.com):

Looking back, I might have made Ha Giang, Lao Kai and Dien Bien Phu worth 2 VP each to the French, 3 to the Vietnamese.

So here is another rule you can try out: A besieged fortress does not count for Victory Point purposes at the end of the game. (When using this rule, a player may not initiate the siege of an enemy fortress on the last turn of the game--this to prevent last minute sneakiness.)

Errata and Clarifications

SUN NEVER SETS

Most of the errata is clarifications of rules, due to the relatively new system used to simulate 19th century colonial warfare.

GAME RULES

[5.31] Movement (clarification). After a column has received a march result that allows it to move, it can drop off units in the column's starting hex.

ANSWER: Yes. "Dropped off" units can be expended for attrition.[6.11] Land Unit March (clarification). A leader (HQ) may use his Strategic rating only once per Movement segment to provide a die roll modifier to the March Table. If there is more than one force in the same hex, then a single leader may provide the die roll modifier to only one of them. A leader who adds his Strategic rating to a March attempt may be dropped off at any point during the March, including the initial hex of movement. A leader who is dropped off may not use his Strategic rating to modify another March die roll in the same turn.

[8.4] Procedure for CRTs (clarification). In the Melee Phase of combat, all "rifle" (musket, rifle, breach-loading, including mounted infantry and camel corps, if applicable) units of the same morale class combine for one volley under the "Other" type (OT) units per the chart.

[8.4] Procedure for CRTs (optional). Technically, you can fire units of the same weapon and morale class as separate volleys. But for ease of play (and to prevent "bean counting") players MUST fire all units of the same weapons and morale class together.

[8.43] Combining Fires (clarification). Even though certain weapons types use the same line on the CRT (e.g., "M", "G" and "F" types) they are still fired separately from each other. Demoralized units of the same weapons type but different morale may fire together if they are all demoralized. Also, note units of the same weapon and morale classes but with different unit symbols may fire together (e.g., Veteran breechloader armed infantry and camel corps may fire together in the same volley).

[8.5] Combat Results Tables (clarification). Combat losses are applied immediately after each volley is fired within a round.

[8.82] Retreat and Enemy ZOC (clarification). Units eliminated from retreating through a ZOC count for Victory Points.

[8.93] Pursuit (clarification). Horse artillery types are NOT considered mounted units for game purposes (see also [19.2] & [22.2]).

[12.6] Supply Units (clarification). Supply units otherwise count as normal units. They may be taken as losses due to combat, march attrition, etc., and, when lost in combat, count as units eliminated for Victory Points.

[13.0] Reinforcements, Replacements & Withdrawals (clarification). It is recommended that players carefully read section [13.36]. Placement of reinforcements/replacements on the map is NOT considered movement. Placement does not require a march die roll. It takes place during the Reinforcement/Replacement segment, not the Movement segment. Also note that section [13.35] indicates that units placed via naval landing do not count against Naval Transfer capacity [29.3].

[13.41] Withdrawals (clarification). Riverine units may withdraw by moving off map by a river hex adjacent to the appropriate map edge (see also rule [27.0]). Fleets may withdraw by moving off all sea or coastal map edge hexes.

[13.43] Withdrawals (addition). A unit must be on the map in order for it to be withdrawn. For example, the Evacuation event is in effect on a turn in which the British player is supposed to receive scheduled reinforcements. The British player could not gain the Victory Points for withdrawn units by simply refusing to bring the reinforcement on. The units would first have to enter the map and then be moved off.

[17.2] Sapper Assault (clarification). Sapper Assaults are made prior to the initiation of the Tactical Superiority die roll. The results of "defences blown" against an enemy fortress apply throughout the remainder of the Battle segment.

[23.3] Atrocity Effects (clarification). Line of Supply may not be traced to a fortress with an Atrocity marker on it (see 12.24).

[24.2] Captured Weapons (clarification). "Melee weapon armed unit" (second sentence) should be "Sword and Spear (S) weapon class unit."

[24.4] Captured Weapons (clarification). Die roll modifiers do apply when using captured weapons (e.g., firing unit's morale, leaders, terrain). Note that an infantry unit with a captured artillery can fire twice per battle-once in the artillery round and once in the melee round.

[26.1] Civilians (correction). Rule should read as follows: Civilians are treated as military units, except that they have no combat capabilities. They count as four (4) units for purposes of Forage (including extracting losses due to results from the Forage Table). They count as four (4) factors for purposes of riverine and naval transport. Civilians count as one unit for other game purposes, including march attrition and combat losses.

[27.14] Riverine Movement (example). In the Sudan game, the fortress of Berber is occupied by Mahdist units. British riverine units could not enter hexes 1912 or 1913 because they share a hexside with Berber. British riverines could enter hexes 2011 and 2013 (because these two hexes do not share a river hexside).

[27.16] Riverines (clarification). Riverines may not enter coastal (or all-sea) hexes in Sun Never Sets (they may in future games in the series).

[27.4] Riverine Transport (omission). Civilians count as four factors for purposes of river transport.

[27.47] and [27.48] Embarking/Disembarking (clarification). Embarking/Disembarking does not require a March Table die roll.

[27.51] Riverine Combat (change). Riverine units may be attacked by enemy land units in adjacent hexes even if the enemy units' hex is not connected to the riverine's hex by an adjacent river hexside. Riverine units may still only attack enemy units in adjacent hexes connected by a river hexside.

[27.52] Riverine Combat Strengths (example). For example, a gunboat that has a combat strength of 2 and both an artillery and a machinegun weapons rating could fire each of them with a strength of 2 each.

[27.541] and [27.542] Gunboat Casualties (clarification). British and French gunboats (the units with the "gun" symbol within the boat outline) are not affected by 1 and (1) results. All other riverine units are.

[27.545] Riverines and Terrain (clarification). Terrain has no effect on riverines units, unless there are other non-embarked land units in the same hex defending (excluding leaders).

(example). The Khartoum hex on the Sudan map is occupied solely by a British riverines plus a leader. Mahdist units in Omdurman (across the Nile) attack them. The riverines receive no die roll modifiers for occupying a fortress or being behind a river. If one or more British infantry battalions were to occupy Khartoum along with the riverines, then the British would receive the die roll modifiers for terrain.

[27.65] Riverine Movement across Cataracts (example). A British riverine unit occupies Wadi Halfa on the lower Nile and it is a Nile Flood turn. The British player rolls on the March Table to move the unit. A result of No March means the riverine stays in place; a result of March means the riverine could move to one hex beyond of the 2nd Cataract; a result of Forced March means the riverine could move to one hex beyond the 3rd Cataract; a result of Mad Dash means the riverine could move to one hex beyond the 4th Cataract. (And remember, results of + Attrition do not affect riverines and units embarked on them.)

[27.8] Riverines and [28.0] Fleets (addition). If all un-embarked land units in a hex containing riverines/fleets are eliminated or retreated due to combat, then any riverine/fleet units in the hex must also be retreated. If the only units in a river/coastal hex are riverines/fleets (or riverines/fleets plus leaders), they may be attacked by enemy land units. After combat has been resolved, the riverines/fleets MUST be retreated as described above IF the result was an attacker victory or a draw. (The intent of this rule is to prevent players from using riverine and fleet units as invincible fortresses.)

[28.2] Fleets and Combat (clarification). Note that victorious fleets may advance after combat into coastal hexes (this represents naval landing parties).

[28.32] Fleets (addition). If a demoralized Fleet receives another demoralization combat result, it remains in play. However, the side inflicting the subsequent demoralization immediately gains the number of Victory Points which it would otherwise receive for eliminating an enemy combat unit.

[29.3] Naval Transfer Capacity (addition). Civilian and supply units count as four factors for naval transfer. The player may transfer an unlimited number of leader units in the March to Peking and Sudan games.

March to Peking Scenario 4.1 Initial British Deployment (clarification). Note that since British riverines may only move along river (and not coastal) hexsides [27.1], the initial British and French riverines must be placed in hexes 0928/1027/1127.

Zulu War Scenario 1.0 (clarification). The British player sets up second but moves first.

Sudan Game, all scenarios (clarification). All references to "Darfur" should read "Foga." (Foga is the fortress in hex 0124; Darfur is the region it is in.)

Sudan Game, Special Rules, all scenarios (clarification). The reference to "Victories won by Italians..." should read "Enemy units eliminated in combat by Italians..."

Sudan Game, all scenarios (clarification). The British player may evacuate Egyptian units if the Evacuation event is in effect; he does not receive any Victory Points for Egyptians being evacuated (other than civilians).

Sudan Scenario 1: Jihad! 3.4 Optional Historical Reinforcements (addition). If using the historical reinforcement schedule, then the British Event Orders from the Colonial Office-Evacuate! automatically goes into effect on the January/February 1884 British turn regardless of current Victory Point levels (do not roll for a random event on the January/February 1884 British player turn).

Sudan Scenario 1: Jihad! 4.0 Mahdist Setup (clarification). "South of Khartoum" includes all hexes ending in xx21 (inclusive) to the south edge of the map not containing any British-Egyptian units.

Sudan Scenario 1: Jihad! 6.0 Special Rules (addition). Sudan Scenario 2 Special Rule 6.3 (Italians) also applies to this scenario.

Sudan Scenario 2: Khartoum 3.1 British Setup (historical note). Note that neither side sets up any units in the fortress of Tokar. This represents the fall of this city at the opening of this campaign. The Mahdists (with a little luck on the March Table) should be able to sweep into Tokar on turn 1.

Sudan Scenario 2: Khartoum 4.0 Mahdist Setup (change). "south of Shendi" should read "south of Adarama"; this includes all hexes ending in xx15 (inclusive) to the south edge of the map not containing any British-Egyptian units.

Sudan Scenarios 1 (Jihad) and 2 (Khartoum) 6.0 Special Rules (addition). The Graham leader is part of both the 1st and 2nd Suakin Expeditions. If withdrawn from the map, Graham is reintroduced with the 2nd Suakin Expedition (this is an exception to [13.42]).

Sudan Scenario 3: Omdurman 3.1 Mahdist Setup (change). Mahdist units may not be set up in Wadi Halfa, Suakin and/or Kassala.

Sudan Scenario 3: Omdurman 4.2 British Scheduled Reinforcements.

(clarification) Note that British scheduled reinforcements and replacements may arrive at Wadi Halfa, on the Red Sea Coast via naval landing, or any combination of the two.

(clarification). the second group of British scheduled reinforcements should obviously read [Mar/Apr 98]; the third group of British scheduled reinforcements should read [Jul/Aug 98]; (the counters are printed correctly).

Sudan Scenario 3: Omdurman 5.2 Mahdist Victory Points (omission). The Mahdists gain 1 Victory Point for each British "Arab" (green on red) unit they eliminate.

GAME TABLES AND CHARTS

British Event #11-13 (Evacuate!) (clarification). If this event is negated (by the Onward event occurring subsequently), the British player still keeps the Victory Points for any withdrawn 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.

British Event #14-16 (Onward!) (clarification). 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.

British Event #31 (Increased Replacements!) (clarification). Note this means that the British player can take as reinforcements units from forces which he could not otherwise replace (e.g., Egyptians in the Sudan scenarios 1 and 2).

Native Event #61-66 (Jihad!) (clarification). The die rolls are made after the combat has been declared but prior to the Tactical Superiority die rolls being made. Once declared, an attack can not be called off. Egyptian units eliminated due to this event do not count as Victory Points. Egyptian leaders are eliminated by a die roll of 1; otherwise, treat as No Effect).

March Table (clarification). If you roll a Forced March + Attrition you still lose a unit even if you move less than your normal movement allowance. (This reflects the general attrition of a campaign. You can choose to eliminate a supply unit as the "attrited" unit so you do not have to lose a combat unit.)

Negotiations Table (clarification). Note that the Native player does NOT gain any Victory Points for eliminating British leaders if a Betrayal result occurs. Victory Points for eliminated leaders are only for Leaders eliminated as a result of battle, as specified in the scenarios.

Victory Point Chart on the Sudan map erroneously has two "60" spaces; the second one, obviously, should be "70."

COUNTER MIX (This is in addition to the Counter Errata section on page 3 of the rules).

All games:

- * All riverine units should have a movement of "R" (a couple have numerical ratings erroneously printed).

March to Peking:

- * All Chinese "T-L" infantry have a movement of 4.

- * The "H-K-Y" units on the fourth row, nos. 5-9, should be "C-Y" (Chwang-Yung); they are backprinted correctly.

Sudan:

- * The Mahdist "Mulazamin" cavalry units should be "C" weapons class, not "L".

- * The Italian "Arab" cavalry unit should be a "C" weapons class, not "B"; it should have a movement of "8", not "6".

- * The British 10th Hussars cavalry units should be a "V" class morale, not "R".