

The SUN NEVER SETS ERRATA

(October 3rd 1997)

Standard Rules

[2.44] Weapons Types (correction). Advanced Breechloaders are indicated by the letter "B" (not "A").

[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.

[27.8] 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, regardless of the outcome of combat. (The intent of this rule is to prevent players from using riverine and fleet units as invincible fortresses.)

[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, supply and railroad engineer 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.

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

Sudan Scenario 1: Jihad!

3.2 Scheduled Reinforcements (correction). The Hicks Expedition appears on the March/April 1883 turn (not September/October 1883).

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).

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

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.

6.0 Special Rules (addition). The Mahdists begin the game with 15 Victory Points.

Sudan Scenarios 1 (Jihad) and 2 (Khartoum)

6.0 Special Rules (addition). The Graham leader is part of the 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.

4.2 Scheduled Reinforcements and Replacements (omission). The Egyptians may replace two Railroad Engineer units in the course of the game.

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