

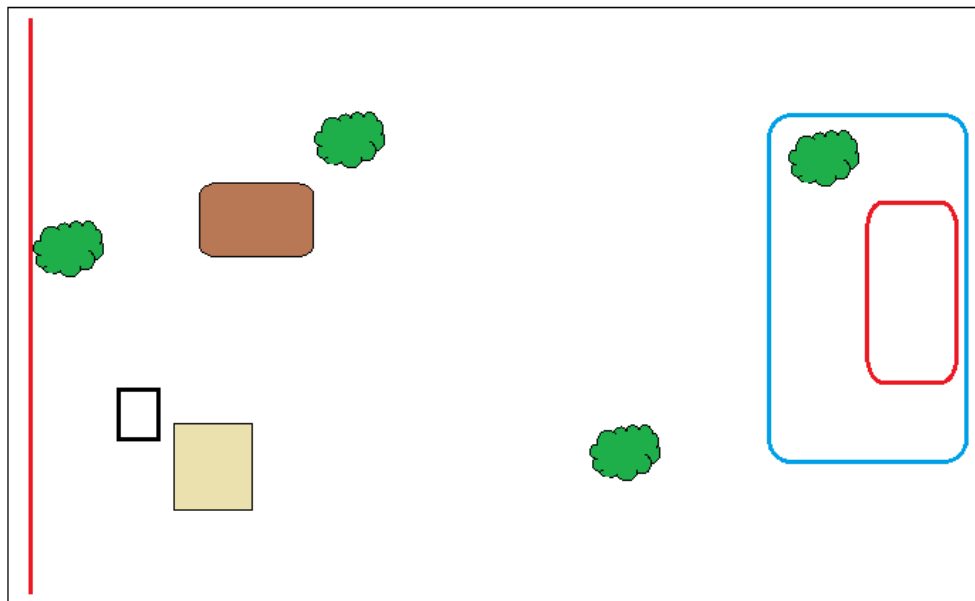
The Battle of Beruda Gop

A Gudugan Pudugan Scenario
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Introduction

The Army of the Tyrant of Ikadesh had led a punitive expedition against the Expelled tribesmen living to the east after one raid too many. However, the campaign failed and the remainder of the army must now fight its way back to safety.

Map



Legend

Red line:	Ikadesh extraction line (about 2" from the table edge)
Red rectangle:	Ikadesh deployment
Blue rectangle:	Expelled deployment
Green boughs:	Woods
Brown rectangle:	Hill
Black square:	Ruined hamlet
Beige square:	Field of crops

Deployment

Ikadesh deploys within the zone bordered by the red rectangle. (Please note that as always, the size of the objects on the map above is a suggestion, and if your figures don't fit in that exact size, you are free to expand the zone.)

The Expelled may deploy anywhere on the table, without the boundaries of the blue rectangle.

Special rule

Routing is not possible in the direction of the western table edge. If a unit routs while nearest to that edge, select the second nearest table edge and make the involuntary move in that direction.

Orders of Battle

Ikadesh - Bahtruk Hi Ruma of Tasshin

Banar I - The Mighty Legion - Kabudan Gar Bus the Unwise (Average)

2x High Infantry

2x Low Infantry

Banar II - The White Eagles - Kabudan Tapla Ibap (Average)

4x High Infantry

Banar III - Outrider Force - Kabudan Gathsi, Spear of the Enemy (Average)

2x Missile Infantry

1x Chariot

The Expelled - Bahtruk Toe Lin

Banar I - Kabudan Pilav Patak (Average)

3x Cavalry

Banar II - Kabudan Zzuda Gan Zur (Average)

2x Cavalry

2x Missile Cavalry

Banar III - Kabudan Hire Ito (Bold)

2x Cavalry

2x Missile Cavalry

Banar IV - Kabudan Mosele Tok (Average)

3x Missile Cavalry

Victory Conditions

If Ikadesh manages to reach the extraction line with at least six units (regardless of the surviving units' remaining strength), that player wins the battle.

The Expelled win if they manage to destroy at least six of the enemy's units or chase them off the field.

Notes

This scenario of asymmetrical forces is mostly inspired by Crassus' defeat by the Parthians at the battle of Carrhae.