

The Battle of the Dust Plain

A Gudugan Pudugan scenario

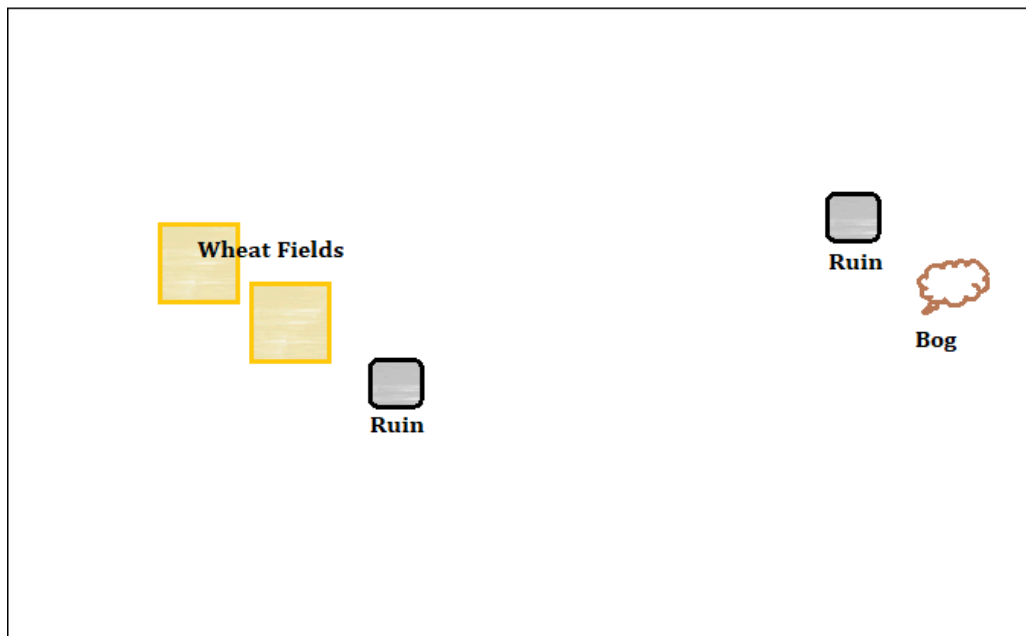
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Introduction

The Long War between Pampampur and Ikadesh has been dragging on for many years, and a multitude of great battles took place. Now the Pampampuri are dead set on bringing the army of Ikadesh to heel.

The two armies would have met halfway between the two city-states, but a great sandstorm scattered their ranks, and now their *Banar* must arrive as best as they can to the field of battle.

Map



The map is sparse of features, there are only a few ruins and difficult terrain here and there (map symbols are explained on the image).

Deployment

Both armies start the battle off table. Roll for Command Incentive as per the core rules: each *Banar* has to be activated to move (with a single move action) on the table.

Pampampur deploys along the northern, Ikadesh on the southern table edge. *Banar* activated to move on the table arrive directly in connection with the table edge.

Orders of Battle

Ikadesh - *Bahtruk* Gar Bus

Banar I - Chin Yeg - Bold

3x Missile Cavalry

Banar II - Tolok Má Tok - Average

2x Missile Infantry

2x High Infantry

Banar III - Massi the Strong - Average

2x Low Infantry

2x High Infantry

1x Grave Beasts

Banar IV - Deftera the Red - Bloodraging

3x Battle Cavalry

Total units 15, breaking point 8 units

Pampampur - *Bahtruk* Oman Onan Daman

Banar I - Papu Apug - Bloodraging

3x Battle Cavalry

Banar II - Sir Pertik - Bloodraging

3x Battle Cavalry

Banar III - Diri Gan the Orange - Bloodraging

4x Low Infantry

Banar IV - Gorbek the Scarred - Bold

2x Grave Beasts

3x High Infantry

Total units 15, breaking point 8 units

Special Rules

Both Bold and Bloodraging commanders' *Banar* have to be activated in the standard way to enter the table.

Victory Conditions

Use standard victory conditions from the core rules.

Scenario Notes

This scenario looked like an absolute mess for both armies from the start, but then I started drawing random Kabudans from the pre-selected list, and it turned even worse. The Pampampur army commander basically has absolutely no control over what their troops are doing, three quarters of them will just charge wildly into the enemy (or their own ranks). Let battle commence!