

# The Fall of Tonueil!

A complex official scenario for 4 or more players, 1080 to 1175 points.

*Empire: The proud capital of Tonueil is under siege by the evil might of the Delgon and their foul Dhogu allies. You have realised that you cannot save the city, but Cren Blaak is leading a valiant mission to save several important councillors that the Delgon are keen to capture.*

*Delgon: The Enguan capital of Tonueil is under siege and will inevitably fall to our might, giving us total control of this region of Anyaral. Our spies have located several of the Engu leaders who are cowering near the docks. You must capture these leaders if possible, or kill them if you must.*

## Forces

### Delgon & Delgon

Pick three 300 points Delgon forces, and add the below extra models:

#### Delgon

1 x Dehran

4 x KalDehran

#### Delgon

3 x Belderak Bombard

## Set Up

### Empire:

- Your forces are split into three detachments and deployed as instructed.
- The councillors have been placed through the city.
- One Elite model in each of your Empire detachments can be promoted to have the "Commander(4)" ability.

### Delgon:

- Your forces are split into three separate detachments and deployed as instructed.
- You will also receive several belderaks and Dehran.
- One Elite model in each of the detachments can be promoted to have the "Commander(4)" ability.

## Victory Conditions

### Empire Special Orders:

- Your forces will flee if more than half your Commanders are killed.
- You are aiming to rescue as many councillors as possible by getting them onto the boats and away from the city.

### Delgon Special Orders:

- You are aiming to capture as many of the councillors as possible by holding them adjacent to one of your models at the end of the game.
- You will only flee if you are careless enough to let Dehran be disabled and you have lost more than half your Commanders.
- If any Critical models are disabled then you may still achieve a victory, but you shall be summoned to talk to Garabon himself and I doubt that he will be forgiving.

## Special Rules

When your Initiative Counters are drawn you may select up to three models to activate directly. A model may use the Solo ability, but only if all activated models have that ability.

### Empire:

- All Engu Troops gain the "Rescuer(2)" ability.
- You may activate boats if they have at least one Engu model on board. Boats may be moved 6" per turn. If hit directly by a mortar a boat will be sunk unless it can make a 4+ save. If sunk, then all models are considered lost (except Tahela, which

are excellent swimmers).

**Delgon:**

- All non-beast models in your force gain the "Captor(1)" ability.
- You may not target the councillors with your belderaks, unless they are on board a boat and look likely to escape.
- You may not control the boats, but you may target them with your belderaks.

*Abilities*

**Captor (x) [L]:** Activate up to X adjacent *Enemy Civilians*.

**Commander (x) [L]:** Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**Rescuer (x) [L]:** Activate up to X *Friendly Civilians*.

*Source: Twilight Day 2019*

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