

# JESSE BERGLUND -- ADEPTICON 2000



## TWILIGHT KIN

EVIL

### Impalers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	15	14/16	[165]
Crushing Strength (1), Elite (Melee), Fury Keywords: Elf, Twilight									

### Cronebound Gargoyles\*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Cronebound, Gargoyle									
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Cronebound, Gargoyle									

### Cronebound Butchers\*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	13/15	[120]
Crushing Strength (2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									
Regiment(3)	6	4	-	5	3	2	9	13/15	[120]
Crushing Strength (2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									
Regiment(3)	6	4	-	5	3	2	9	13/15	[120]
Crushing Strength (2), Fury, Stealthy Keywords: Abomination, Cronebound, Nightmare									

### Cronebound Abyssal Horsemen

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	14/16	240
Brew of Haste									
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Cronebound, Hellequin									
Regiment(10)	8	3	-	5	3	3	18	14/16	240
Sir Jesse's Boots of Striding									
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Cronebound, Hellequin									

### Summoner Crone

Hero (Inf)  
Spellcaster: 3

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	11/13	95
Crown of the Wizard King									
Library Host Shadowbeast (10)									
Individual, Inspiring, Stealthy, Wicked Miasma Spells: Drain Life (6), Host Shadowbeast (10) Keywords: Elf, Twilight									

Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	2	0	1	10/12	60	
Lute of Insatiable Darkness										25
Elite (Melee), Individual, Inspiring										[85]
Keywords: Elf, Twilight										
Mikayel, Lord of Nightmares [1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	3	-	5	3	0	6	-/16	[230]	
Crushing Strength (2), Dread, Elite (Melee), Individual, Inspiring, Iron Resolve, Mighty, Stealthy, Sword of Umbra										
Keywords: Elf, Twilight										
The Crew of the Black Hydra [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Blade Dancers (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	7	3	-	3	2	1	15	-/12	[130]	
Elite (Melee), Enraged, Thunderous Charge (1), Wild Charge (1)										
Keywords: Elf, The Soulless Shards, Twilight										
Troop(10)	7	3	-	3	2	1	15	-/12	[130]	
Elite (Melee), Enraged, Thunderous Charge (1), Wild Charge (1)										
Keywords: Elf, The Soulless Shards, Twilight										
Regiment(20)	7	3	-	3	2	3	20	-/16	195	
Helm of the Drunken Ram										15
Elite (Melee), Enraged, Thunderous Charge (1), Wild Charge (1)										[210]
Keywords: Elf, The Soulless Shards, Twilight										
Soulbane (F)										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	4	2	0	7	13/15	135	
Blade of the Beast Slayer										20
Crushing Strength (1), Dread, Elite (Melee), Enraged, Individual, Inspiring, Mighty, Rallying (1 - The Soulless Shards), Stealthy, Wild Charge (1)										[155]
Keywords: Elf, The Soulless Shards, Twilight										

Total Unit Strength: 22  
Total Core: 2300 (100%)

Total Units: 15



## SPECIAL RULES AND SPELLS:

<b>Blade of the Beast Slayer</b>	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Crown of the Wizard King</b>	The unit gains an additional 6" range on all of its spells that target Friendly units.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
<b>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.

<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Enraged</b>	In addition to their basic attacks, each unit in this Formation gains a number of additional attacks equal to their current points Damage.
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Helm of the Drunken Ram</b>	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
<b>Host Shadowbeast</b>	Spell: 12", Friendly, Individuals only, CC - For each hit scored, the target unit gains +1 attacks when attacking in Melee for the rest of the Turn. Multiple, subsequent castings from different sources are not cumulative.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
<b>Rallying</b>	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
<b>Regeneration</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Sword of Umbra</b>	While attacking enemy Heroes, Monsters or Titans in melee, this unit doubles its number of Attacks.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Wicked Miasma</b>	This unit's Drain Life spell may target Friendly Core Cronebound units within 18" instead of 6", for its damage removal component.
<b>Wild Charge</b>	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.