Yorl Krauss			Th	e Paupe	er Princ	ces			9	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+	1
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3
Blasting Charge	6"		nade 06	3	0		1		-	
Power Pick	Melee	Me	elee	User	-2	I)3		-	
Bolt Pistol	12"	Pist	tol 1	4	0		1		-	
ABILITIES:										
Cult Ambush	After			out before + this mod						nodel.
SPECIALISM:	LEADE	R								
Resourceful		-		nodel is or mmand P					_	
Experience: □□			□ F	lesh Wou	nds: □□	Co	nvalesce	nce: 🗆	New Re	cruit: 🗆
Xandus Rezz	ekh		Th	e Paupo	er Princ	ces			5	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Hybrid	6"	4 +	4+	3	3	1	1	7	5+	-
Trybrid										

Xandus Rezze	ekh	j	The Paup	er Prin	ces			5	Points	
NAME	M	WS B	s s	T	W	A	LD	SV	MAX	
Neophyte Hybrid	6"	4+ 4	+ 3	3	1	1	7	5+	-	
WEAPON	RANGE	TYPE	S	AP		D	Al	;		
Autopistol	12"	Pistol 1	3	0		1	-			
Blasting Charge	6"	Grenad D6	e 3	0		1	-			
Shotgun	12"	Assault	3	0		1	If the target is within ha range, add 1 to the weapon's Strength.			
ABILITIES:										
Cult Ambush	After d	After deployment but before the first battle round, roll a D6 for this model On a 5+ this model can immediately move up to 6".								

Judh Ondergl	nast		Th	e Paupe	er Prin	ces			6	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4		
WEAPON	RANGE	TY	PE	S	AP)	Al	BILITIES	3		
Autopistol	12"	Pist	ol 1	3	0		1		-			
Blasting Charge	6"		nade 06	3	0		1					
Heavy Stubber	36"	Hea	.vy 3	4	0		1					
ABILITIES:												
Cult Ambush	After o	. ,		out before + this mod						nodel.		
SPECIALISM:	HEAVY	1										
Relentless				preceding	-	ent ph	ase, or f	ng with a Heavy weapon for shooting an Assault				
Experience: □□[□ F	lesh Wou	nds: □□	□ Cor	valesce	ence: 🗆 🗎	New Re	cruit: 🗆		

Basc Thrace			The	e Paupe	r Prin	ces			5	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	-
WEAPON	RANGE	T\	/PE	S	AP		D	Al	BILITIES	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Autogun	24"		ipid re 1	3	0		1		-	
ABILITIES:										
Cult Ambush	After							oll a D6 f ve up to 6		nodel.
SPECIALISM:	MEDIC)								
Reassuring	This m	odel is	never t		being sh dels in yo			ng Nerve	e tests fo	r other

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

Jacobiaj Xybe	n		Th	e Paupe	r Prin	ces		8 Poin						
NAME	M	WS	BS	S	T	W	ı	A	LD	SV	MAX			
Neophyte Gunner	6"	4+	4+	3	3	1		1	7	5+	4			
WEAPON	RANGE	TYI	PE	S	AP		D		AE	BILITIES				
Autopistol	12"	Piste	ol 1	3	0		1			-				
Blasting Charge	6"	Grer D		3	0		1		-					
Seismic Cannon (Long-wave)	24"	Heav	vy 4	3	0		1		All wound rolls of 6+ have an AP of -4.					
Seismic Cannon (Short-wave)	12"	Heav	vy 2	6	-1		2		All wou	nd rolls in AP o				
ABILITIES:														
Cult Ambush After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".														
Experience: Convalescence: New Recruit:														

Yohrick Cavo	rla		Th	e Paupe	r Princ	ces			8	Points
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	3
Autopistol	12"	Pist	tol 1	3	0		1			
Blasting Charge	6"		nade 06	3	0		1		-	
Grenade Launcher (Frag)	24"		sault D6	3	0		1		-	
Grenade Launcher (Krak)	24"		ault 1	6	-1	I	D3		-	
ABILITIES:										
Cult Ambush	After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

Seimon Helm			The	e Paup	er Prin	ces			5	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Hybrid	6"	4 +	4+	3	3	1	1	7	5+	-
WEAPON	RANGE	T	/PE	S	AP		D	Į.	BILITIES	S
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"		enade D6	3	0		1		-	
Shotgun	12"		sault 2	3	0		1	rang	rget is wit e, add 1 to on's Stre	o the
ABILITIES:										
Cult Ambush	After				the first del can in				for this r	nodel.
Experience:			□□ Fl	esh Wou	nds: □□	□ Cor	ivales	cence: 🗆	New Re	cruit: [
Rauss Seifer			The	e Paup	er Prin	ces			9	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANGE	T	/PE	S	AP		D	ı	BILITIES	S
Autopistol	12"	Pis	tol 1	3	0		1		-	

Rauss Seifer			The	e Paupe	r Prin	ces			9	Point	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Neophyte Gunner	6"	4 +	4+	3	3	1	1	7	5+	4	
WEAPON	RANGE	TY	PE	S	AP)	AE	BILITIES	3	
Autopistol	12"	Pist	ol 1	3	0		1	-			
Blasting Charge	6"	Gree	nade 06	3	0		1	-			
Flamer	8"	Ass	ault 06	4	0		1	This weapon automatically hits it target.			
ABILITIES:											
Cult Ambush	After	After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
SPECIALISM:	M: DEMOLITIONS										
Breacher	You can add 1 to this model's wound rolls against targets that are obscured.										
Experience: □□			□ F	esh Wou	nds: □□	Cor	valesc	ence: □ 1	New Re	cruit: □	

Foyle Carleon	1		Th	e Paupe	r Prin	ces			5	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	-
WEAPON	RANGI	E TY	PE	S	AP		D	AE	BILITIES	
Autopistol	12"	Pist	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1			
Autogun	24"		pid re 1	3	0		1		-	
ABILITIES:										

Cult Ambush

After

After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".

Davon Kheise	er	T	he Paupe	er Princ	ces			5	Points	
NAME	M	WS B	s s	T	W	A	LD	SV	MAX	
Neophyte Hybrid	6"	4+ 4-	+ 3	3	1	1	7	5+	-	
WEAPON	RANGE	ТҮРЕ	S	AP		D	Al	BILITIES		
Autopistol	12"	Pistol 1	3	0		1	-			
Blasting Charge	6"	Grenade D6	3	0		1	-			
Autogun	24"	Rapid Fire 1	3	0		1		-		
ABILITIES:										
Cult Ambush	After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
Experience: □□			Flesh Wou	nds: □□[Cor	nvalesce	ence: 🗆 🗎	New Re	cruit: 🗆	