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"	<b>4</b> +	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	BILITIES	;			
Autopistol	12"	Pistol 1	3	0		1	-					
Blasting Charge	6"	Grenad D6	e 3	0		1	-					
Shotgun	12"	Assault 2	3	0		1	If the target is within half range, add 1 to the weapon's Strength.					
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".											

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		)	ABILITIES				
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		This model does not suffer the -1 penalty for shooting with a Heavy weapon after moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.										
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			8	Points					
NAME	М	WS	BS	S	T	V	V	A	LD	SV	MAX		
Neophyte Gunner	6"	4+ 4+		3	3	1	l	1	7	5+	4		
WEAPON	RANGE	TY	PE	S	AP		0		A	BILITIES	3		
Autopistol	12"	Pist	ol 1	3	0		1			-			
Blasting Charge	6"	Grenade D6		3	0		1		-				
Seismic Cannon (Long-wave)	24"	Hea	ıvy 4	3	0		1		All wound rolls of 6-have an AP of -4.				
Seismic Cannon (Short-wave)	12"	Hea	ıvy 2	6	-1		2		All wound rolls of 6+ have an AP of -4.				
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:													

Yohrick Cavo	rla		Th	e Paupe	r Princ	ces			8	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		D	Al	ABILITIES			
Autopistol	12"	Pis	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"	2200	ault 1	6	-1	I	D3		-			
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".										

Seimon Helm			Th	e Paupe	r Prin	ces			5	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Neophyte Hybrid	6"	<b>4</b> +	4+	3	3	1	1	7	5+	,		
WEAPON	RANGE	T۱	/PE	S	AP		D	A	ABILITIES			
Autopistol	12"	Pis	tol 1	3	0		1		-			
Blasting Charge	6"	010	nade 06	3	0		1	-				
Shotgun	12"		sault 2	3	0		1	U	get is wit , add 1 to on's Strei	the		
ABILITIES:												
Cult Ambush	After deployment but before the first battle round, roll a D6 for this model.											
Experience:   Convalescence:   New Recruit:												

Rauss Seifer			Th	ne Paupe	r Prin	ces			9	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	7 5+			
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES			
Autopistol	12"	Pis	tol 1	3	0		1		-			
Blasting Charge	6"		nade 06	3	0		1					
Flamer	8"		sault D6	4	0		1	Th				
ABILITIES:												
Cult Ambush	After	1 ,						roll a D6 f		nodel.		
SPECIALISM:	DEMO	LITIO	NS									
Breacher	You c	an add	1 to tl	his model's	s wound	rolls ag	ainst t	argets that	are obsc	cured.		
Experience: □□			□ I	Flesh Wou	nds: □□	□ Co	nvales	cence: 🗆 🗎	New Re	cruit: □		

Foyle Carleon	l		The	e Paupe		5 Poir					
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Neophyte Hybrid	6"	4+ 4+		3	3	1	1	7	5+	-	
WEAPON	RANGE	E TYPE		S	AP		D	ABILITIES			
Autopistol	12"	Piste	ol 1	3	0		1	-			
Blasting Charge	6"	Grer D		3	0		1		-		
Autogun	24"	Rap Fire		3	0		1		-		
ABILITIES:											
Cult Ambush	After deployment but before the first battle round, roll a D6 for this model.										

Cult Ambush	On a 5+ this model can immediately move up to 6".	
Experience: □□[	□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □	l

Davon Kheise	er		The	e Paupe			5	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Neophyte Hybrid	6"	<b>4</b> +	4+	3	3	1	1	7	5+	-	
WEAPON	RANGE	RANGE TY		S	AP		D	ABILITIES			
Autopistol	12"	Pist	ol 1	3	0		1	-			
Blasting Charge	6"	Grenade D6		3	0		1	-			
Autogun	24"	Ra <sub>l</sub> Fire		3	0		1		-		
ABILITIES:											
Cult Ambush	After d	. ,						oll a D6 fove up to 6		nodel.	
Experience: □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□											