Yorl Krauss			Th	e Paupe	er Prince	es			9	Points		
NAME	M	M WS BS S T W A LD										
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+	1		
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
Blasting Charge	6"		nade 06	3	0		1		-			
Power Pick	Melee	Me	elee	User	-2		D3		-			
Bolt Pistol	12"	Pist	ol 1	4	0		1		-			
Abilities:												
Cult Ambush	After de	ploymo		before th					this mod	el. On a		
Specialism:	Leader											
Resourceful	As long			is on the l						ditional		
Experience: 🗆 🗆 🗖]□□ F	lesh Woo	ınds: □ l		Convales	cence: 🗆	New Re	cruit: 🗆		
Xandus Rezzek	h		Th	e Paupe	er Prince	es			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	TY	PE	S	AP		D	A	BILITIES			

NAME	M	WS BS	S	T	W	A	LD	SV	MAX	
Neophyte Hybrid	6"	4+ 4+	3	3	1	1	7	5+	-	
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES		
Autopistol	12"	Pistol 1	3	0		1		-		
Blasting Charge	6"	Grenade D6	3	0		1	-			
Shotgun	12"	Assault 2	3	0		1	If the target is within har range, add 1 to the weapon's Strength.			
Ahilities:										

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: \square \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

Judh Ondergha	st		The	e Paupe	er Prince	es			6 Poin				
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	TYF	PE	S	AP		D	A	BILITIES				
Autopistol	12"	Pisto	ol 1	3	0		1		-				
Blasting Charge	6"	Grenade D6		3	0		1		-				
Heavy Stubber	36"	Heav	vy 3	4	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".

Specialism: Heavy

This model does not suffer the -1 penalty for shooting with a Heavy weapon after Relentless moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.

Basc Thrace			Tł	ne Paupe	er Prince	es			5	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	, , ,				
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES				
Autopistol	12"	Pist	ol 1	3	0		1		-				
Blasting Charge	6"		nade 06	3	0		1		-				
Autogun	24"	Raj Fir	•	3	0		1	-					
Abilities:													
Cult Ambush	After de	ploym		t before th nis model				l a D6 for up to 6".	this mod	el. On a			
Specialism:	Medic												
Reassuring	This model is never treated as being shaken when taking Nerve tests for other models in your kill team.												
Experience:] 🗆 🗀]	Flesh Wou	ınds: 🗆		onvale	scence: 🗆	New Re	cruit: 🗆			

Jacobiaj Xyben			Th	e Paupe	er Prince	es				8	Points		
NAME	M	WS	BS	S	T	W		A	LD SV MA				
Neophyte Gunner	6"	4+	4+	3	3	1		1	7	5+	4		
WEAPON	RANGE	TY	PE	S	AP		D		A	BILITIES			
Autopistol	12"	Pist	tol 1	3	0		1			-			
Blasting Charge	6"		nade 06	3	0		1			-			
Seismic Cannon (Long-wave)	24"	Hea	ivy 4	3	0		1		All woun an	d rolls of AP of -4			
Seismic Cannon (Short-wave)	12"	Hea	vy 2	6	-1		2		All woun an	d rolls of 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:]□□ F	lesh Wou	ınds: 🗆		Conv	ales	scence:	New Re	cruit: 🗆		

Yohrick Cavorla	ι	Т	he Paupe	er Prince	es			8	Points			
NAME	M	WS BS	S	T	W	A	LD SV MA					
Neophyte Gunner	6"	4+ 4-	3	3	1	1	7	4				
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES				
Autopistol	12"	Pistol 1	3	0		1		-				
Blasting Charge	6"	Grenade D6	3	0		1		-				
Grenade Launcher (Frag)	24"	Assault D6	3	0		1		-				
Grenade Launcher (Krak)	24"	Assault 1	6	-1	I	D3		-				
Abilities:												
Cult Ambush	After de	ployment b	at before th	e first ba	ttle rou	nd, roll	a D6 for	this mod	lel. On a			

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: $\Box\Box$	□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □

Seimon Helm			Th	e Paupe	er Princ	es			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	TY	'PE	S	AP		D	ABILITIES							
Autopistol	12"	Pis	tol 1	3	0		1		-						
Blasting Charge	6"		nade 06	3	0		1		-						
Shotgun	12"	Ass	ault 2	3	0		1	U	get is wit e, add 1 t on's Stre	o the					
Abilities:															
Cult Ambush Experience: □□□		• •	5+ th	is model	can imm	ediatel	y move	•							
Rauss Seifer					er Princ		_			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	ļ	BILITIES						
Autopistol	12"		tol 1	3	0		1		-						
Blasting Charge	6"		nade 06	3	0		1		-						
Flamer	8"		ault 06	4	0		1	This wea	pon auto ts its targ	•					
Abilities:															
Cult Ambush	After de	eploym						l a D6 for up to 6".	this mod	lel. On a					
Specialism:	Demoli	tions													
Breacher	You	can add	l 1 to thi	s model's	wound	rolls a	gainst ta	rgets that	are obsci	ared.					
			□□ F	lesh Wou	ınds: 🗆		Convale	scence: 🗆	New Re	ecruit: 🗆					
Experience: 🗆 🗆 🗖					The Pauper Princes 5 Points										
			Th	e Paupe	er Princ	es			5	Points					
Experience: Foyle Carleon	M	WS	The	e Paupe S	er Prince	es W	A	LD	5 SV	Points MAX					

Foyle Carleon			Th	e Paupe	er Prince	es			5	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	7 5+			
WEAPON	RANGE	TYI	PE	S	AP		D	A				
Autopistol	12"	Pist	ol 1	3	0		1					
Blasting Charge	6"	Grer D		3	0		1					
Autogun	24"	Rap Fir		3	0		1		-			
Abilities:												

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

Davon Kheiser			The	e Paupe	er Prince	es			5	Points		
NAME	M	WS	BS	S	T	W	A	LD SV MA)				
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	-			
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
Autopistol	12"	Pist	tol 1	3	0		1		-			
Blasting Charge	6"		nade 06	3	0		1	-				
Autogun	24"	Ra Fin	pid :e 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:			l□□ Fl	esh Wou	ınds: 🗆	□□с	onvales	cence: \square	New Re	cruit: 🗆		