Yorl Krauss			Th	e Paupe	r Prince	es			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	T	/PE	S	AP		D A		BILITIES		
Blasting Charge	6"		nade 06	3	0		1		-		
Power Pick	Melee	M	elee	User	-2]	D3		-		
Bolt Pistol	12"	Pis	tol 1	4	0		1		-		
Abilities:											
Cult Ambush	After de	ploym		before the				l a D6 for t up to 6".	this mod	el. On a	
Specialism:	Leader										
Resourceful Experience:		C	Commar □□□ F	nd Point a Flesh Wou	t the beg ands: □ [inning	of the	en, you ga battle roui	nd.		
Xandus Rezzek NAME	h M	The Paupe						5 Poin			
		we	DC		_		Α.	In			
Neophyte	6"	WS 4+	BS 4 +	S	T 3	W 1	A 1	LD 7	5 SV 5+	Point MAX	
Neophyte Hybrid		4+		S	T	W		7	SV	MAX -	
Neophyte Hybrid WEAPON	6"	4+ T)	4+	3	3	W	1	7	SV 5+	MAX -	
Neophyte Hybrid WEAPON Autopistol	6" RANGE	4+ Pis Gree	4+ /PE	\$ 3 \$	T 3 AP	W	1 D	7	SV 5+	MAX -	
Neophyte Hybrid WEAPON Autopistol Blasting Charge	6" RANGE 12"	4+ Pis Gree	4+ /PE tol 1	\$ 3 S	AP 0	W	1 D	7 A If the targerange.	SV 5+ BILITIES	hin half	
Neophyte Hybrid WEAPON Autopistol Blasting Charge	6" RANGE 12" 6"	4+ Pis Gree	4+ /PE ttol 1 enade	\$ 3 3 3	3 AP 0 0	W	1 D 1	7 A If the targerange.	5+ BILITIES - get is witt, add 1 to	hin half	
Neophyte Hybrid WEAPON Autopistol Blasting Charge	6" RANGE 12" 6"	Pis Green I	4+ (PE tol 1 enade D6 ault 2	\$ 3 3 3 3	3 AP 0 0 0	1 ttle rou	1 1 1 1 1 nd, rol	7 If the targerange, weapon	5+ BILITIES - get is witt, add 1 to n's Stren	hin half to the agth.	
Neophyte Hybrid WEAPON Autopistol Blasting Charge Shotgun Abilities: Cult Ambush	6" RANGE 12" 6" 12" After de	Pis Gree I Assa	4+ /PE tol 1 enade D6 ault 2 ent but 5+ th	s 3 3 3 before the is model of	3 AP 0 0 0 e first bat can immediate the statement of the statement o	1 ttle rouediately	1 1 1 1 1 md, roly move	If the targerange, weapon	5+ BILITIES - get is witt, add 1 toon's Street	hin half to the ngth.	
Neophyte Hybrid WEAPON Autopistol Blasting Charge Shotgun Abilities:	6" RANGE 12" 6" 12" After de	Pis Gree I Assa	4+ /PE tol 1 made D6 ault 2 ent but 5+ th	s 3 3 3 before the is model of	3 AP 0 0 0 e first bate can immediate I I	W 1	1 1 1 1 1 md, roly move	If the targerange, weapon	5+ BILITIES - get is with a add 1 to on's Strenthis model.	hin half to the ngth.	

Judh Ondergha	st	The Pauper Princes								Points
NAME	М	WS	WS BS		T	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	<u>í</u> + 1 +		3	1	1	7	5+	4
WEAPON	RANGE	TYF	Έ	S	AP		D	ABILITIES		
Autopistol	12"	Pisto	ol 1	3	0		1	-		
Blasting Charge	6"	Gren Do		3	0		1		÷	
Heavy Stubber	36"	Heavy 3		4	0		1		-	
Abilitios										

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 moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.

Basc Thrace			Th	ie Paupe	r 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	5+	-
WEAPON	RANGE	TY	/PE	S	AP		D	ABILITIES		
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"	Grenade D6		3	0		1	-		
Autogun	24"	Rapid Fire		3	0		1	-		
Abilities:										
Cult Ambush	After de	ployme		before the					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: 🗆 [ПС	onvales	cence: 🗆	New Re	cruit: 🗆

Jacobiaj Xyben			Th	ie Paupe	r Prince	es				8	Points
NAME	M	WS	BS	S	T	W	F	1	LD	SV	MAX
Neophyte Gunner	6"	4+	4+ 4+ 3 3 1 1 7		7	5+	4				
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				
Seismic Cannon (Long-wave)	24"	Hea	ıvy 4	3	0		1	Al		d rolls of AP of -4	
Seismic Cannon (Short-wave)	12"	Hea	ivy 2	6	-1		2	Al		d rolls of AP of -4	
Abilities:											
Cult Ambush	After de	ployme		before the						this mod	el. On a
Experience:			□□	Flesh Wou	ınds: 🗆 l		Conva	lesce	nce: 🗆	New Re	cruit: 🗆

Yohrick Cavorla	L		Th	ie Paupe	r Prince	es			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	A	BILITIES	
Autopistol	12"	Pist	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Grenade Launcher (Frag)	24"		ault 06	3	0		1		-	
Grenade Launcher (Krak)	24"	Assa	ult 1	6	-1]	D3		-	
Abilities:										
Cult Ambush	After de	ployme		before th			- 1		this mod	el. On a
Experience:				Flesh Wou	ınds: 🗆 l		Convales	cence:	New Re	cruit: 🗆

Seimon Helm			The	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	5+	-	
WEAPON	RANGE	Ţ	YPE	S	AP		D	ABILITIES			
Autopistol	12"	Pis	tol 1	3	0		1		-		
Blasting Charge	6"		enade D6	3	0		1	-			
Shotgun	12"	Ass	ault 2	3	0		1	If the target is within he range, add 1 to the weapon's Strength.			
Abilities:											
Cult Ambush			5+ th	is model	can imm	ediatel	y move	l a D6 for up to 6".			
Experience: $\Box\Box$				lesh Wot	ınds: ⊔ l		onvale	scence:	New Ke	cruit: \square	
Rauss Seifer			The	e Paupe	er Prince	es			9	Points	
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX	
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4	
WEAPON	RANGE	T	YPE	S	AP		D	A	BILITIES		
Autopistol	12"	Pis	tol 1	3	0		1		-		
Blasting Charge	6"		enade D6	3	0		1		-		
Flamer	8"		sault D6	4	0		1	This wea	pon auto s its targe		
Abilities:											
Cult Ambush	After de	ploym						l a D6 for up to 6".	this mod	lel. On a	
Specialism:	Demoli	tions									
Breacher	You	can ad	d 1 to thi	is model'	s wound	rolls ag	gainst t	argets that	are obsc	ured.	
Experience: 🗆 🗆 🗆			□□ F	lesh Wou	ınds: □ [onvale	scence: 🗆	New Re	ecruit: 🗆	
Foyle Carleon			The	e Paupe	er Prince	es			5	Points	
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX	
Neophyte	6"	4+	4+	3	3	1	1	7	5+	_	
Hybrid											

Foyle Carleon		The Pauper Princes 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	TYPE	S	AP		D	A						
Autopistol	12"	Pistol 1	3	0		1	-						
Blasting Charge	6"	Grenade D6	3	0		1		-					
Autogun	24"	Rapid Fire	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: \square \square \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

Davon Kheiser			The	Paupe	r 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	5+	-	
WEAPON	RANGE	RANGE TYPE		S	AP		D	ABILITIES			
Autopistol	12"	Pisto	l 1	3	0		1	-			
Blasting Charge	6"	Grenade D6		3	0		1	-			
Autogun	24"	Rapid 1	Fire	3	0		1	-			
Abilities:											
Cult Ambush	After deployment but before the first battle round, roll a D6 for this model. On a										
Experience:			□ Flo	esh Wou	ınds: □ [□	onvales	cence: 🗆	New Re	cruit: 🗆	