

**9 Points**

**Abilities:**

**Specialism: Leader**

Experience: ☐☐☒☐☐☐☒☐☐☐☒ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

**5 Points**

**Abilities:**

Experience: ☐☐☒☐☐☐☒☐☐☐☒ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

**6 Points**

**Abilities:**

**Specialism: Heavy**

Experience: ☐☐☒☐☐☐☒☐☐☐☒ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Basic Thrace

The Pauper Princes

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	TYPE	S	AP	D	ABILITIES				
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".
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Specialism: Medic

Reassuring	This model is never treated as being shaken when taking Nerve tests for other models in your kill team.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Jacobiaj Xyben

The Pauper Princes

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	TYPE	S	AP	D	ABILITIES				
Autopistol	12"	Pistol 1	3	0	1	-				
Blasting Charge	6"	Grenade D6	3	0	1	-				
Seismic Cannon (Long-wave)	24"	Heavy 4	3	0	1	All wound rolls of 6+ have an AP of -4.				
Seismic Cannon (Short-wave)	12"	Heavy 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".
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Yohrick Cavorla

The Pauper Princes

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	TYPE	S	AP	D	ABILITIES				
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	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".
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Seimon Helm

The Pauper Princes

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	TYPE	S	AP	D	ABILITIES				
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 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".
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Rauss Seifer

The Pauper Princes

9 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	TYPE	S	AP	D	ABILITIES				
Autopistol	12"	Pistol 1	3	0	1	-				
Blasting Charge	6"	Grenade D6	3	0	1	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				

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".
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Specialism: Demolitions

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Foyle Carleon

The Pauper Princes

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	TYPE	S	AP	D	ABILITIES				
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".
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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	ABILITIES
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".
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐