Yorl Krauss			Th	e Paupe	er Prince	es			9	Point				
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX				
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+	1				
WEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES					
Blasting Charge	6"	Grei D		3	0		1		-					
Power Pick	Melee	Ме	elee	User	-2	I)3	-						
Bolt Pistol	12"	Pist	ol 1	4	0		1		-					
Abilities:														
Cult Ambush	After de	ployme			After deployment but before the first battle round, roll a D6 for this model. On 5+ this model can immediately move up to 6".									
							111010	. F						
Specialism:	Leader					,	move	· F						
-				is on the l			ot shake	n, you ga		ditiona				
Resourceful		С	ommar		it the beg	inning	ot shake of the b	n, you ga attle rour	nd.					
Resourceful	As long	С	ommar □□ F	nd Point a lesh Wou	it the beg inds: □	inning □ □ C	ot shake of the b	n, you ga attle rour	nd. New Re					
Resourceful Experience: □□□ Kandus Rezzek	As long	С	ommar □□ F	nd Point a	it the beg inds: □	inning □ □ C	ot shake of the b	n, you ga attle rour	nd. New Re	cruit: [Poin t				
Resourceful Experience: Xandus Rezzek NAME Neophyte	As long	С	ommar □□ F Th	nd Point a lesh Wou e Paupe	nt the beg ands: 🗆 l	inning □ □ C es	ot shake of the b onvales	n, you ga attle rour cence: □	nd. New Re	cruit: [
Specialism: Resourceful Experience: Xandus Rezzek NAME Neophyte Hybrid WEAPON	As long As long	C.	ommar Th BS 4+	nd Point a lesh Wou e Paupe	er Prince	inning Ces W	ot shake of the b onvales	n, you ga attle rour cence:	nd. New Re 5 SV	cruit: [Point MAX				

Xandus Rezzekl	n		Th	e Paupe		5	Point						
NAME	M	WS	BS	S	T	W	A	LD	LD SV MA				
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7 5+					
WEAPON	RANGE	TYP	BILITIES										
Autopistol	12"	Pisto	ol 1	3	0		1	-					
Blasting Charge	6"	Gren Do		3	0		1	-					
Shotgun	12"	Assau	ılt 2	3	0		1	If the target is within ha 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 Ondergha	ıst	t The Pauper Princes										
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	4			
WEAPON	RANGE	TY	PE	S	AP		D ABILITIES					
Autopistol	12"	Pist	col 1	3	0		1		-			
Blasting Charge	6"	Grenade D6		3	0		1	-				
Heavy Stubber	36"	36" Heavy 3 4 0 1								·		
Abilities:												
Cult Ambush	After de	ploym		before th					this mod	el. On a		
Specialism:	Heavy											
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:] 🗆 🗖 I	Flesh Wou	ınds: 🗆	□□С	onvales	cence: 🗆	New Re	cruit: 🗆		

Basc Thrace		Th	ie Paupe	r 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	TYPE	S	AP)	ABILITIES					
Autopistol	12"	Pistol 1	3	0		l		-				
Blasting Charge	6"	Grenade D6	3	0		l	-					
Autogun	24"	Rapid Fire 1	3	0		L		-				
Abilities:												
After deployment but before the first battle round, roll a D6 for this model. On 5+ this model can immediately move up to 6".												
Specialism:	Medic											
Reassuring		nodel is never	mod	lels in yo	ur kill t	eam.						
acobiaj Xyben		Th	ie Paupe	r Prince	es.			8	Point			
NAME	M	WS BS	S	Ţ	W	LD SV MA						
Neophyte Gunner	6"	4+ 4+	3	3	1	1	7	5+	4			
WEAPON	RANGE	TYPE	S	AP)	A	BILITIES				
Autopistol	12"	Pistol 1	3	0		1		-				
Blasting Charge	6"	Grenade D6	3	0		l		-				
Seismic Cannon (Long-wave)	24"	Heavy 4	3	0		1			l rolls of 6+ hav AP of -4.			
Seismic Cannon (Short-wave)	12"	Heavy 2	6	-1	2	2	All woun an	d rolls of AP of -4				
Abilities:												
	After de		is model	can imm	ediately	move	e up to 6".					
	10000	□□□□□ F	icsii wou									
Experience: 🗆 🗆 🗀					es			8	Point			
Experience: 🗆 🗆 🖸			ie Paupe		es W	A	LD	8 SV	Point MAX			
Experience: Yohrick Cavorla NAME Neophyte	ı	Th	ie Paupe	er Prince			LD 7					
Experience: Cohrick Cavorla NAME Neophyte Gunner	A. M	Th	e Paupe	er Prince	W 1	A	7	SV	MAX 4			
Experience: Yohrick Cavorla NAME Neophyte Gunner WEAPON	M 6"	Th WS BS 4+ 4+	s 3	er Prince T 3	W 1	A 1	7	SV 5+	MAX 4			
Experience: Ohrick Cavorla NAME Neophyte Gunner WEAPON Autopistol	M 6" RANGE	Th WS BS 4+ 4+ TYPE	s 3	er Prince T 3	W 1	A 1	7	SV 5+ BILITIES	MAX 4			
Experience: Cohrick Cavorla NAME Neophyte Gunner WEAPON Autopistol Blasting Charge Grenade Launcher (Frag)	M 6" RANGE	Th WS BS 4+ 4+ TYPE Pistol 1 Grenade	s 3 3	T 3 AP	W 1	1 1	7	SV 5+ BILITIES	MAX 4			
Cult Ambush Experience: Yohrick Cavorla NAME Neophyte Gunner WEAPON Autopistol Blasting Charge Grenade Launcher (Frag) Grenade Launcher (Krak)	M 6" RANGE 12" 6"	Th WS BS 4+ 4+ TYPE Pistol 1 Grenade D6 Assault	s s s s s s s s	T 3 AP 0	W 1	1 1	7	SV 5+ BILITIES	MAX 4			

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:

Cult Ambush

Seimon Helm			Tł	ne Paup	er Princ	es			5	Point		
NAME	М	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			
Autopistol	12"	Pis	tol 1	3	0		1		-			
Blasting Charge	6"		nade 06	3	0		1	-				
Shotgun	12" Assault 2 3 0 1 range, a weapon									o the		
Abilities:												
Cult Ambush	After de	eploym		before th				l a D6 for up to 6".	this mod	lel. On		
Experience: 🗆 🗆 🗖] 🗆 🗖 I	lesh Wo	ınds: □	□□С	onvale	scence:	New Re	cruit: [
Rauss Seifer			Tł	ne Paup	er Princ	es			9	Point		
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX		

NAME M WS BS S T W A LD SV Neophyte Gunner 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 - Flamer 8" Assault D6 4 0 1 This weapon auto hits its target hits its target hits its target hits battle round, roll a D6 for this model can immediately move up to 6".	Points	9				Prince	Paupe	The			Rauss Seifer
Gunner 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 autohits its targe Abilities: Cult Ambush After deployment but before the first battle round, roll a D6 for this model.	MAX	SV	LD	A	W	T	S	BS	WS	M	NAME
Autopistol 12" Pistol 1 3 0 1 - Blasting Charge 6" Grenade D6 3 0 1 - Flamer 8" Assault D6 4 0 1 This weapon auto hits its targe. Abilities: Cult Ambush After deployment but before the first battle round, roll a D6 for this most	4	5+	7	1	1	3	3	4+	4+	6"	- •
Blasting Charge 6" Grenade D6 3 0 1 Flamer 8" Assault D6 4 0 1 This weapon automatic hits its target. Abilities: Cult Ambush After deployment but before the first battle round, roll a D6 for this model.	s .	BILITIES	A	D		AP	S	E	TY	RANGE	WEAPON
Flamer 8" Assault D6 4 0 1 This weapon auto hits its target Abilities: Cult Ambush After deployment but before the first battle round, roll a D6 for this most account of the property of the		-		1]	0	3	ol 1	Pist	12"	Autopistol
Flamer 8" D6 4 0 1 hits its target Abilities: Cult Ambush After deployment but before the first battle round, roll a D6 for this model.		•		1]	0	3			6"	Blasting Charge
Cult Ambush After deployment but before the first battle round, roll a D6 for this mod	,			1 Т	J	0	4			8"	Flamer
Cult Ambush * '											Abilities:
	del. On a	this mod							oloymo	After de	Cult Ambush
Specialism: Demolitions									ions	Demolit	Specialism:
Breacher You can add 1 to this model's wound rolls against targets that are obscu	ured.	are obscu	gets that	inst tar	lls aga	ound r	model's	1 to this	an add	You c	Breacher

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		7	5+	-							
WEAPON	RANGE	RANGE TYPE S AP D ABILITIES											
Autopistol	12"	Pist	col 1	3	0		1		-				
Blasting Charge	6"		nade 06	3	0		1		-				
Autogun	24"	Raj Fir	pid ·e 1	3	0		1						
Abilities:	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: 🗆	□□С	onvales	cence: \square	New Re	cruit: 🗆			

Davon Kheiser		The Pauper Princes 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	RANGE TYPE S AP D ABILITIES											
Autopistol	12"	Pist	tol 1	3	0		1		-				
Blasting Charge	6"	Grenade D6		3	0		1		-				
Autogun	24"		pid :e 1	3	0	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:]□ <mark>□</mark> F	lesh Wou	ınds: 🗆	□□С	onvales	scence:	New Re	cruit: 🗆			