



BISHOP

8
COST6
DF6
SP6
WP2
SZ

Unique, Living • Mercenary

Adaptive: When this model activates, it gains an **Adaptable** token.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Thrill of Battle: After killing a non-unique enemy, this model may drain a ♦ to declare the **Charge** action, ignoring special restrictions.



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BISHOP

Attack Actions Rg Skl Rst TN Dmg

Close Combat ⚔ 1" 6 Df - 3

- ❖ **Heave:** Place the target anywhere within 3" of this model.
- ❖ **You're Comin' With Me:** Move the target up to 3", then place this model in base contact with it.
- ❖ **Command the Slaughter:** Another friendly model within LoS may move up to 3".
- ❖ **Delay:** Target gains a **Slow** token.

Tactical Actions Rg Skl Rst TN Dmg

Chain Gang 3" - - - -

Another friendly model only. Once per turn. Move the target up to 3". Then, this model may move up to 3", which must end within 3" of the target.

Fight Dirty - 0 - 4 -

*Remove a token from this model. This model gains a **Fast** token.*

- ❖ **Survival Skills:** This model heals 1.