



BISHOP

8

COST

6

DF

6

SP

6

WP

2

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.

BISHOP

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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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
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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.