



# BISHOP

## FIELD TROOP



### MOTIVATION

**FEARLESS 3+**

*SP Gun*  
**Counterattack 5+**

### SKILL

**VETERAN 3+**

*SP Gun*  
**Assault 5+**

• TANK UNIT • MIKE TARGET •



### IS HIT ON

**CAREFUL 4+**

### ARMOUR

**FRONT**  **3**

**SIDE & REAR**  **2**

**TOP**  **1**

### TACTICAL

8"/20CM

### TERRAIN DASH

10"/25CM

### CROSS COUNTRY DASH

14"/35CM

### ROAD DASH

16"/40CM

### CROSS

3+

### WEAPON

### RANGE

### ROF HALTED MOVING

### ANTI-TANK

### FIRE-POWER

### NOTES

Bishop (25 pdr)

56"/140CM

**ARTILLERY**

3

4+

*Forward Firing,  
Smoke Bombardment*

or Direct Fire

20"/50CM

2

1

9

3+

*Forward Firing, Slow Firing, Smoke*

Bishop (MG)

16"/40CM

3

2

2

6



# BISHOP

FIELD TROOP



## BISHOP FIELD TROOP

4x Bishop (25 pdr)

**18 POINTS**

2x Bishop (25 pdr)

**9 POINTS**

## FORCE SUPPORT

You may field a:

- Bishop Field Troop

Instead of each:

- Priest Field Troop (MB137)  
as your Armoured Fist Support.

## SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Mike Target:** When a Spotting Team Ranges In this Unit, it may immediately roll to Range In another Unit with Mike Target.

**Smoke:** Can fire Smoke ammunition.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**Slow Firing:** +1 To Hit for Moving ROF.