The Core Rules book covers all of the basic ideas in Company of Iron and allows you to play a game with the models included in the starter box. Many other models from the WARMACHINE and HORDES miniatures lines can be used in Company of Iron, however, and this Advanced Rules book presents additional rules and concepts not covered in the Core Rules.

Magic Ability & Spells
Some models have the Magic Ability special rule, which allows them to cast the spells listed on their card under that rule. Each of these spells is identified as either a special action (★Action) or a special attack (★Attack).

Magic Ability special actions are non-offensive spells and are not attacks. When casting a special action spell, if the target is in range, simply apply the spell’s effects. If the target is not in range, the spell does not take effect.

When casting a spell that is a special attack, follow the guidelines below for magic attacks.

Magic Attacks
Magic Ability special attacks are offensive spells and are magic attacks. These attacks are resolved using the model’s Magic Ability score, which appears in brackets. For example, a Greylord Ternion model has “Magic Ability [7]” and three spells it can cast, two of which are special attacks. When a spell’s description references the spellcaster, it refers to the model casting the spell.

Unlike ranged attacks, being in melee does not prevent a model from casting a spell. When a spell is cast, declare its target. A spell can target any model in the spell’s range that is in the spellcaster’s line of sight. A spell’s point of origin is the model casting the spell.

Many spells can target only certain types of models, such as warjacks or enemy troopers. Such restrictions are noted in the spell’s description. To abbreviate these targeting restrictions, when a spell’s description mentions an effect against a “target [model type],” the spell can be cast only on that type of model.

**EXAMPLE 1:** Captain Arlan Strangeway’s Evasive Action spell states, “Target friendly Faction warjack. If the warjack is in range, it gains Evasive for one round.” When Strangeway casts this spell, it can target only a friendly Faction warjack.

**EXAMPLE 2:** The Iron Lich Overseer’s spell Dark Fire states, “When a living enemy model is destroyed by Dark Fire, the spellcaster gains the destroyed model’s soul token regardless of the proximity of other models.” The spell can target non-living models, but only living models destroyed by Dark Fire grant the spellcaster soul tokens.

If the target is in range and the spell is an attack, make a magic attack roll. If the target is not in range, the spell automatically misses. If a magic attack has an AOE and the target is out of range, it automatically misses, and its point of impact will deviate from the point on the line to its declared target at a distance equal to its RNG. (See page 24 in the Core Rules for details on AOE attacks and deviation.)

Magic Attack Roll = 2d6 + Magic Ability Score

**Magic Attacks & Targets in Melee**
Targeting a model in melee with a magic attack works the same way as targeting a model in melee with a ranged attack (Core Rules, p. 24).

**MAGIC ATTACK ROLL MODIFIERS**
The most common modifiers affecting a model’s magic attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- **Long Range (Core Rules, p. 23):** A model making a magic attack against a target more than 8” away suffers –2 to the attack roll.
- **Back Strike (Core Rules, p. 21):** A back strike gains +2 to the attack roll.
- **Cloud Effect (p. 13):** A model inside a cloud effect gains concealment.
- **Concealment (Core Rules, p. 24):** A model with concealment in relation to its attacker gains +2 DEF against magic attacks. Concealment and cover are not cumulative.
- **Cover (Core Rules, p. 24):** A model with cover in relation to its attacker gains +4 DEF against magic attacks. Concealment and cover are not cumulative.
- **Elevation Bonus (Scenario Guide, p. 9):** An elevated model gains +2 DEF against magic attack rolls made by models on lower elevations.
- **Knocked Down Target (Core Rules, p. 8):** While knocked down, a model has cover against magic attacks unless the attacking model is within .5” of it.
- **Stationary Target (Core Rules, p. 8):** While stationary, a model has its base DEF reduced to 5.
- **Target in Melee (Core Rules, p. 22):** A model in melee gains +4 DEF against non-spray magic attacks.
**Spray Attacks**

Some ranged weapons and spells, such as flamethrowers and the Greylord Ternion’s Frostbite spell, make **spray attacks**. These devastating short-ranged attacks can potentially hit several models. A spray attack uses the **spray template**, which is marked with three possible ranges: SP 6, SP 8, and SP 10. When determining which models are hit by a spray attack, consider only the portion of the template corresponding to the RNG of the attack. Effects that modify RNG do not affect spray attacks.

A spray attack follows all normal targeting rules. When making a spray attack, center the spray template laterally over the target with the narrow end of the template touching the nearest edge of the point of origin’s base. The target itself need not be under the template. Every model with any part of its base covered by the appropriate section of the spray template can be hit by the attack.

Make separate attack rolls against each model under the template. Remember that each roll must be boosted individually. A model under the spray template cannot be hit by the attack if the attacker’s line of sight to it is completely blocked by terrain.

Spray attacks ignore concealment, cover, Stealth, intervening models, and the target-in-melee DEF bonus. Every model hit by a spray attack suffers a direct hit. Make separate damage rolls against each model hit.

A spray attack is a simultaneous attack (see “Simultaneous Effects,” Core Rules, p. 22).

**Warjacks**

A steamjack is a mechanical construct given the ability to reason by a magical brain, known as a **cortex**, housed within its hull. A steamjack does not possess high cognitive powers, but it can execute simple commands and make logical decisions to complete its assigned tasks. Throughout the Iron Kingdoms, steamjacks perform a variety of heavy or dangerous tasks that would be impossible for a human.

A **warjack** is a steamjack built expressly to wage war. Armed with fearsome ranged and close-combat weaponry, a warjack is more than a match for a dozen soldiers. Capable of limited thought, a warjack requires guidance on the battlefield from a ‘jack marshal. A well-controlled warjack can also make amazing power attacks, such as slamming its opponents into buildings, head-butting them into the ground, or even throwing them.
**'Jack Marshals**

'Jack marshals' are models that have the 'Jack Marshal advantage. They are specialists who command their warjacks through a combination of gestures and commands shouted across the battlefield. A 'jack marshal’s skills can guide a warjack to perform maneuvers it normally would not be able to manage on its own.

If an army’s Faction includes warjacks, the commander chosen at the start of a game gains the 'Jack Marshal ability.

A 'jack marshal can begin the game controlling a warjack and can control up to one Faction warjack at a time.

Once during each of its activations while in its controller’s command range, a warjack controlled by a 'jack marshal can gain one of the following benefits:

- **Crush!** – The warjack can make one additional melee attack during its activation this turn. Additionally, it gains +2 on all melee damage rolls during its activation this turn.
- **Hurry!** – The warjack can run, charge, or make a power attack (p. 8) during its activation this turn. Additionally, it gains +2 on charge attack rolls and slam attack rolls (p. 8) during its activation this turn.
- **Strike True!** – The warjack gains +2 on all attack rolls during its activation this turn.
- **Take Aim!** – The warjack must forfeit its Normal Movement to aim during its activation this turn. It gains +2 on all ranged damage rolls during its activation this turn.

A warjack cannot gain any of these benefits while its cortex is crippled (p. 4) or its controlling 'jack marshal is not battle-ready.

If a 'jack marshal is destroyed or removed from the table, its warjack becomes autonomous (below).

A 'jack marshal can take control of an autonomous friendly Faction warjack if it is not already controlling another warjack.

Some effects can cause your 'jack marshal to fall under your opponent’s control. In that event, while your 'jack marshal is controlled by your opponent, the warjack under its control remains under your control and becomes autonomous. If you regain control of your 'jack marshal, the 'jack marshal resumes control of the warjack unless another model has already taken control of it. If an effect causes your 'jack marshaled warjack to fall under your opponent’s control, when you regain control of your 'jack, the 'jack marshal resumes control of it unless the 'jack marshal has already taken control of another warjack. In that case the warjack becomes autonomous.

**Shake It Off**

Some battlefield circumstances are too complicated for a warjack to cope with on its own, but with the coaxing of a ‘jack marshal the warjack can overcome many setbacks. All ‘jack marshals gain the following special action:

**Shake It Off (★Action) – RNG CMD. Target friendly Faction warjack under this model’s control.**

If the warjack is in range, it can immediately shake one shakeable effect.

Effects that can be shaken (Core Rules, p. 7) include knockdown, stationary, Blind, and Shadow Bind.

**Warjack Special Rules**

Warjacks are classified according to base size. Company of Iron armies are limited to light warjacks, which have a medium base (40 mm). Each warjack is an independent model even though it is assigned to a specific 'jack marshal.

All warjacks have the following rules in common, even though these rules are not listed on their stat cards.

**Running & Charging**

A warjack must use the Hurry! 'jack marshal benefit in order to use its Normal Movement to run or charge.

**Autonomous Warjacks**

An autonomous warjack is a warjack that does not have a controller. A warjack must have a controller at the start of the game; it cannot begin the game autonomous. A warjack becomes autonomous when its controlling 'jack marshal is destroyed or removed from play or while its controller is under an opponent’s control.

An autonomous warjack acts normally but does not gain any 'jack marshal benefits.

During its activation, a 'jack marshal can take control of an autonomous friendly Faction warjack by forfeiting its Combat Action while base-to-base with the warjack. A 'jack marshal that is already controlling a warjack cannot take control of another warjack.

**Focus**

A warjack that is in the command range of its 'jack marshal can perform any one action on its stat card that would require it to spend focus.

If a rule would add one or more focus to a friendly warjack, the player using the rule can instead draw one Command card and then discard one card.

Ignore all other references to focus when playing Company of Iron.
Recording Warjack Damage

Warjacks have **damage grids** consisting of six columns of damage boxes labeled with the numbers 1 through 6. Different damage grids might be slightly different in shape and in the number of damage boxes, but they function the same way. When a model with a damage grid suffers damage, roll a d6 to determine which column takes the damage. Starting with the uppermost unmarked box in that column and working down, mark one damage box per damage point taken. Once a column is full, continue recording damage in the next column to the right that contains an unmarked damage box. If all the damage boxes in column 6 are marked, continue recording damage in column 1 or the next column that contains an unmarked damage box. Continue filling columns as required until every damage point taken has been recorded.

When a rule specifically states a model suffers damage to the “first” box of a given system (see “Warjack Damage Key” callout), find the lowest numbered column on the model’s card that has an unmarked damage box for that system. Within that column, mark the uppermost unmarked damage box of that system.

A warjack is not destroyed until all the boxes in its damage grid are marked. **Warjacks do not make casualty rolls when they become disabled.**

Crippling Systems

When a model with systems, like a warjack, suffers damage, individual systems critical to its combat performance can be hindered or **crippled**. Blank damage boxes represent a warjack’s hull. The hull is not a system. Beneath the hull are the model’s vital systems, represented by **system boxes**. Each of these boxes is labeled with a letter designating the system it supports. System boxes are still damage boxes; when recording damage, mark both blank boxes and those containing system labels to record the correct amount of damage. While all the boxes corresponding to a system are marked, that system is crippled. The effects of crippled systems are as follows:

- **Crippled Arc Node**: The model loses the Arc Node advantage.
- **Crippled Cortex**: The model cannot gain ‘jack marshal benefits.
- **Crippled Movement**: The model has its base DEF changed to 5. It cannot run, charge, or make slam or trample power attacks. A model that has its Movement system crippled while advancing as part of a charge or slam power attack immediately stops advancing and its activation ends.
- **Crippled Field Generator**: A model with a crippled Field Generator cannot have damage removed from its force field damage track (see “Force Fields” below).
- **Crippled Interface Node**: A model with a crippled Interface Node (p. 5) cannot gain ‘jack marshal benefits.
- **Crippled Arm or Head Weapon System**: The model rolls one fewer die on attack and damage rolls for weapons in the crippled location. Additionally, a model cannot use weapons in a crippled location to make power attacks or special attacks. A model cannot make a chain attack or combo special attack, such as Combo Smite or Combo Strike, while either of the weapon systems with the special rule is crippled. If a weapon in the crippled location has the Buckler or Shield weapon quality, the model loses the ARM bonus for that quality while the location is crippled.

If 1 or more damage points are removed from a crippled system, the system is no longer crippled.
**Force Fields**

Some models, notably the Retribution warjacks produced by House Shyeel, have two damage tracks: a set of boxes representing their force fields and another representing their damage grids. Mark the force field boxes before marking the damage grids.

**EXAMPLE:** When a Chimera warjack takes damage to column 2, mark the damage first in the force field boxes and then in column 2 if the force field is filled (even if the column was chosen by the attacker as a result of a special rule, such as a Widowmaker Scout’s Marksman rule).

If an attack or effect causes simultaneous damage to each column of a warjack with a force field, mark damage to the force field boxes first (damage from the first column, damage from the second column, and so on). If all of the force field boxes are filled, mark remaining damage to the last columns.

Damage to a specific system is marked in that system; in this case, the force field is ignored.

**EXAMPLE:** If a warjack with a force field is hit by a Lancer’s Shock Shield attack, the warjack hit suffers 1 damage point to its first available Cortex system box. This damage is applied to an unmarked Cortex system box, not to the warjack’s force field.

**Interface Node**

Instead of a cortex, Convergence warjacks have an interface node. The (I) boxes of a Convergence warjack’s damage grid represent this interface node.

Because an interface node is not a cortex, Convergence warjacks are immune to effects that cause a warjack to suffer damage directly to its cortex (such as Cortex Damage and Shock Field) or that require a warjack to have a functional cortex. A model with a crippled interface node cannot gain ‘jack marshal benefits.

**Convergence Warjack MAT & RAT**

Convergence of Cyriss warjacks, also known as vectors, do not have MAT or RAT values. Instead, their MAT and RAT are equal to the current MAT and RAT of their ‘jack marshal. For example, a Convergence warjack under the control of a ‘jack marshal with MAT 6 and RAT 4 would have MAT 6 and RAT 4. Vectors do not directly benefit from MAT/RAT bonuses or suffer from MAT/RAT penalties, but any MAT/RAT alterations to a ‘jack marshal controlling a vector will be passed along to it. If a vector’s ‘jack marshal is destroyed or removed from play, the vector retains the MAT and RAT of the ‘jack marshal until a new ‘jack marshal takes control of it.

Note that spells and abilities that affect attack rolls will still affect vectors normally.

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**Warbeasts**

Living engines of rage, warbeasts would be considered terrible monsters by civilized nations, for each is capable of ripping even armed foes limb from limb. These creatures come in a variety of shapes and sizes and are drawn from diverse geographies and ecologies. They are smarter than animals but more primitive and savage than the races fighting across the face of Immoren.

Each army of the wilds brings distinct types of warbeasts to their battles and employs specialized techniques in recruiting and controlling them. They are equipped with a broad variety of melee and ranged weaponry and embody the primal power of their respective Factions. A single warbeast can annihilate dozens of warriors, and several warbeasts working together comprise a threat no enemy can ignore.

**Beast Wardens**

Beast wardens are models with the Beast Warden advantage. They are specialists who control their warbeasts through a combination of gestures and commands shouted across the battlefield. A beast warden’s skills can guide a warbeast to fight in ways it normally would not be able to manage on its own.

If an army’s Faction includes warbeasts, the commander chosen at the start of a game gains the Beast Warden ability.

A beast warden can begin the game controlling one Faction light warbeast, one Faction warbeast pack, or two Faction lesser warbeasts. A beast warden can never control more warbeasts than these limits at any time.

Once during each of its activations while in its controller’s command range, a warbeast controlled by a beast warden can gain one of the following benefits:

- **Crush!** – The warbeast can make one additional melee attack during its activation this turn. Additionally, it gains +2 on all melee damage rolls during its activation this turn.
- **Hurry!** – The warbeast can run, charge, or make a power attack (p. 8) during its activation this turn. Additionally, it gains +2 on charge attack rolls and slam attack rolls (p. 8) during its activation this turn.
- **Strike True!** – The warbeast gains +2 on all attack rolls during its activation this turn.
- **Take Aim!** – The warbeast must forfeit its Normal Movement to aim during its activation this turn. It gains +2 on all ranged damage rolls during its activation this turn.

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A warbeast cannot gain any of these benefits while its Spirit is crippled (p. 7) or its controlling beast warden is not battle-ready.

If a beast warden is destroyed or removed from the table, its warbeast becomes wild (below).

A beast warden can take control of a wild friendly Faction warbeast if it is not already controlling another warbeast.

Some effects can cause your beast warden to fall under your opponent’s control. In that event, while your beast warden is controlled by your opponent, the warbeast under its control remains under your control and becomes wild. If you regain control of your beast warden, the beast warden resumes control of the warbeast unless another model has already taken control of it. If an effect causes your warbeast to fall under your opponent’s control, when you regain control of your warbeast, the beast warden resumes control of it unless the beast warden has already taken control of another warbeast. In that case the warbeast becomes wild.

**Inner Beast**
The training of a warbeast involves many tasks, from preparing it to tolerate wearing heavy armor to teaching it the difference between friend and foe. Warbeasts are also conditioned in ways that awaken the dormant arcane power of the creatures. This power, called an animus, is a refined, arcane expression of the beast’s innate strength (see “Animi,” p. 7).

Beast wardens have a deep understanding of the creatures they control, and this knowledge allows them to command a warbeast to manifest its animus during a battle. All beast wardens gain the following special action:

**Inner Beast (★Action)** – RNG CMD. Target friendly Faction warbeast under this model’s control. If the warbeast is in range, it can cast its animus during its next activation.

**Shake It Off**
Some battlefield circumstances are too complicated for a warbeast to handle on its own, but with the guidance of a beast warden the beast can overcome many challenges. All beast wardens gain the following special action:

**Shake It Off (★Action)** – RNG CMD. Target friendly Faction warbeast under this model’s control. If the warbeast is in range, it can immediately shake one shakeable effect.

Effects that can be shaken (Core Rules, p. 7) include knockdown, stationary, Blind, and Shadow Bind.

**Warbeast Special Rules**
Warbeasts are classified according to base size. Company of Iron armies are limited to lesser warbeasts, warbeast packs, and light warbeasts. Lesser warbeasts and warbeasts that are part of a warbeast pack have small bases (30 mm). Light warbeasts have medium bases (40 mm).

All warbeasts have the following rules in common, even though these rules are not listed on their stat cards.

**Running & Charging**
A warbeast must use the Hurry! beast warden benefit in order to use its Normal Movement to run or charge unless it has a special rule stating it can run or charge without being forced.

**Wild Warbeasts**
A wild warbeast is a warbeast that does not have a controller. A warbeast must have a controller at the start of the game; it cannot begin the game wild. A warbeast becomes wild when its controlling beast warden is destroyed or removed from play or while its controller is under an opponent’s control.

A wild warbeast acts normally but does not gain any beast warden benefits.

During its activation, a beast warden can take control of a wild friendly Faction light or lesser warbeast by forfeiting its Combat Action while base-to-base with the warbeast, or it can take control of a wild friendly Faction warbeast pack by forfeiting its Combat Action while base-to-base with one of the models in the warbeast pack. However, a beast warden that is already controlling a light warbeast cannot take control of another light warbeast; a beast warden that is already controlling two lesser warbeasts cannot take control of another lesser warbeast; and a beast warden that is already controlling a warbeast pack cannot take control of another warbeast pack.

**Fury & Forcing**
A warbeast that is in the command range of its beast warden can perform any one action on its stat card that would require it to be forced.

If a rule would remove one or more fury from a friendly warbeast, the player using the rule can instead draw one Command card and then discard one card.

Ignore all other references to fury and forcing when playing Company of Iron.
Recording Warbeast Damage
Warbeasts have life spirals consisting of six branches of damage boxes (represented by circles) labeled with the numbers 1 through 6. Different life spirals will be slightly different in shape and in the number of damage boxes, but they function the same way. When a model with a life spiral suffers damage, roll a d6 to determine which branch takes the damage. Starting with the outermost unmarked box in that branch and working inward, mark one damage box per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise that contains an unmarked damage box. Continue filling branches as required until every damage point taken has been recorded.

When a rule specifically states a model suffers damage to a particular aspect (see below), find the lowest numbered branch on the model’s card that has an unmarked damage box for that aspect. Within that branch, mark the outermost unmarked damage box of that aspect.

Animi
Warbeasts have dormant arcane spells called animi that can be tapped by the beast wardens who control them (see “Inner Beast,” p. 6). A model that casts an animus is considered to be casting a spell, so if a rule prohibits a model from casting a spell, that model also cannot cast an animus.

An animus can target only one model, even if its rule allows it to target a model/unit. A model can have only one friendly animus in play on it at any time. If another friendly animus is cast on the same model, the older friendly animus expires and is replaced by the new one.

Animus Statistics
Animi are spells defined by the following six statistics. If a stat is listed as “*,” the animus does not use the stat in a normal way and contains special rules relating to that aspect of the spell. For example, an animus that has an AOE but does not use one of the standard 3”, 4”, or 5” templates would have “*” as its AOE stat and would include rules explaining how its AOE is measured.

- COST – This stat is not used in games of Company of Iron.
- RNG, Range – The maximum distance in inches from the animus’ point of origin to its target in order for a non-offensive animus to take effect. A RNG of “SELF” indicates the animus can target only the model casting it. Remember, the spellcaster needs line of sight to a model to target it.
- POW, Power – The POW forms the basis of the animus’ damage roll. This damage is magical. An animus with POW “—” does not inflict damage.
- AOE, Area of Effect – The diameter in inches of the template an AOE animus uses. A model with any part of its base covered by the template potentially suffers the animus’ effects. See “Area-of-Effect (AOE) Attacks” on page 24 of the Core Rules when resolving an offensive spell with an AOE.
- DUR, Duration – Determines how long the spell effect remains in play. Animi generally have a duration of one turn (TURN) or one round (RND) or have no duration past the resolution of their effect. Animi with a duration of “—” remain in play only long enough to resolve their effects.
- OFF, Offensive (Yes/No) – An offensive animus is a magic attack (p. 1).

Threshold & Frenzy
Some circumstances can enrage a warbeast to the point that it harms itself. If a rule would cause a warbeast to frenzy, roll 2d6 and compare the result to the warbeast’s Threshold (THR). The warbeast takes 1 damage point for every point that the roll exceeds its THR. A model cannot suffer more damage than it has damage boxes.

A warbeast is not destroyed until all the damage boxes in its life spiral are marked. Warbeasts do not make casualty rolls when they become disabled.

Crippling Aspects
Life spirals are divided into three aspects that can be crippled as a warbeast suffers damage: Body, Mind, and Spirit. As a warbeast’s aspects are crippled, its performance on the battlefield suffers. While all the boxes corresponding to an aspect are marked, that aspect is crippled. The effects of crippled aspects are as follows:

- Crippled Body: The warbeast rolls one fewer die on damage rolls.
- Crippled Mind: The warbeast rolls one fewer die on attack rolls. Additionally, the model cannot make chain attacks, power attacks, or special attacks.
- Crippled Spirit: The warbeast cannot gain beast warden benefits or use its animus.

If 1 or more damage points are removed from a crippled aspect, the aspect is no longer crippled.
Ignore all other references to Threshold when playing Company of Iron.

Warbeast Packs

Warbeast packs are units of small-based warbeasts that fight together and support each other on the battlefield.

Although a warbeast pack is a unit, each model in the unit is a warbeast, not a warrior. As models in a unit, these warbeasts are all troopers, the unit commander is the Leader, and the other models in the unit are Grunts.

Models in a warbeast pack can run or charge during their activations if they begin that activation in the command range of their beast warden. Models in a warbeast pack cannot make power attacks. All models in a warbeast pack must use the same beast warden benefit during a round.

Only one of the models in a warbeast pack can use its animus each turn.

Warbeasts in a pack have a set number of damage points but do not have life spirals. A pack warbeast’s damage points are considered a single aspect with a single branch for the purposes of game rules. A rule that heals 1 damage in each aspect, for example, would heal 1 damage point to a pack warbeast, and a rule that fills in unmarked damage of the last branch damaged would fill in all remaining damage, disabling the pack warbeast.

Power Attacks

Power attacks are attack options available to warjacks, warbeasts, and certain other models. Warjacks and warbeasts can make power attacks as follows:

- Light warjacks and warbeasts can make head-butt and slam power attacks.
- Light warbeasts with at least one weapon with the Open Fist weapon quality can make throw power attacks.
- Light warjacks with at least one non-crippled weapon with the Open Fist weapon quality can make throw power attacks.

The power attacks available to non-warjack and non-warbeast models are described in their special rules.

Unless otherwise noted, a model can make a power attack only during its activation. A model cannot make a power attack during an activation in which it charges.

When a model makes a power attack, do not apply the special rules on its weapons unless they specifically reference power attacks.

A model cannot make a power attack as an additional attack.

Power Attack Damage Rolls & Collateral Damage

Though power attacks are melee attacks, they do not resolve damage rolls the same way. Instead of rolling 2d6 and adding both the attacker’s STR and the POW of the weapon being used, roll 2d6 and add only the attacker’s STR.

Models that are contacted by a model affected by a power attack can suffer collateral damage. Collateral damage is also determined by rolling 2d6 and adding the STR of the attacking model. Collateral damage cannot be boosted and is not considered to be damage from an attack or model. An effect triggered by being “damaged by an enemy attack,” for example, would not be triggered by collateral damage.

\[
\text{Power Attack Damage Roll} = 2d6 + \text{STR} \\
\text{Power Attack Collateral Damage Roll} = 2d6 + \text{STR}
\]

Head-Butt

A model making a head-butt power attack smashes its head into a model to drive it to the ground. A head-butt power attack has a 0.5˝ melee range. The attacking model makes a melee attack roll against its target. If the attack hits, the target becomes knocked down (Core Rules, p. 8) and then suffers a power attack damage roll.

A model cannot head-butt a model with a larger base.

Slam

A model making a slam power attack rams another model with the full force of its body to send the target model flying backward and knock it to the ground. A slam combines a model’s Normal Movement and Combat Action. A model cannot make a slam power attack if it forfeited either its Normal Movement or its Combat Action that activation.

A slam power attack has a 0.5˝ melee range. A model making a slam power attack during its activation can attempt to slam any model that is in its line of sight at the beginning of its Normal Movement. Declare a slam and its target before moving the slamming model.

After declaring a slam, turn the slamming model to directly face the slam target. The slamming model then advances its SPD plus 3˝ directly toward its target. The slamming model cannot voluntarily stop its movement unless its target is in its melee range, but it can end this movement at any point with its target in its slam power attack’s melee range. It stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, thrown, or placed during its slam movement. If a model contacts a model, an obstacle, or an obstruction while moving as part of a slam power attack but is able to move through it...
for some reason, the slamming model does not stop but is still considered to have contacted the model, obstacle, or obstruction.

The slamming model cannot change its facing after advancing as part of a slam.

A slamming model that ends its slam movement within 0.5” of its target has made a successful slam. If the slamming model advanced at least 3”, it makes a melee attack roll against its target. A model that slam power attacks a model with a larger base suffers –2 to its attack roll. If the attack hits, the target is slammed d6” directly away from the attacker, becomes knocked down, and then suffers a power attack damage roll (see “Slammed,” p. 11). If the slamming model has a smaller base than the model it slammed, the slammed model is slammed half the distance rolled.

If a slamming model makes a successful slam but moved less than 3”, the model still makes a melee attack roll against its target. If the target is hit, it suffers a power attack damage roll but is not slammed. These are still slam attack rolls and slam damage rolls.

A model that does not end its slam movement with its target within its slam melee range has failed its slam power attack. If a model fails its slam power attack during its activation, its activation ends.

Slams Outside of Activation

When a model makes a slam power attack outside its activation, such as with the Counterslam special rule, follow the rules above but ignore any references to the model’s activation, Normal Movement, or Combat Action. If the model fails its slam, it does not make any attack.

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**Throw**

A model making a throw power attack picks up and throws another model. A warjack or warbeast must have at least one non-crippled weapon with the Open Fist weapon quality to make a throw power attack. A throw power attack has a melee range equal to the melee range of its non-crippled weapon with Open Fist. A model cannot throw power attack a model with a larger base; that is, a model with a larger base cannot be targeted.

The attacking model must first attempt to grasp the model it intends to throw by making a melee attack roll against it. If the attack hits, that model is grasped and tries to break free before it is lifted off the ground. Both models roll a d6 and add their current STR. An attacker with two non-crippled weapons with Open Fist rolls 2d6 instead. If the grasped model’s total is greater, it breaks free and the attack ends.

If the attacker’s total equals or exceeds the grasped model’s total, the grasped model is thrown (see “Thrown,” p. 11).

When your model throws another model, you can choose either to throw the model directly away from the attacker or to throw it at another model within the attacker’s line of sight. The throw distance is equal to half the attacker’s current STR in inches. If you choose to have your model throw a model at another model, ignore the model being thrown when determining line of sight to the target. The target can have a larger base than the attacker. If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see “Thrown,” p. 11). In this case, do not roll deviation. If the other model is within the...
EXAMPLE OF A THROW POWER ATTACK

It is the Gorax Rager’s activation, and the Circle player wants to throw the Cygnar Charger at the Lancer.

First the Gorax Rager must roll to hit the Charger. The Gorax’s MAT is 5 and the Charger’s DEF is 13, so the Gorax needs to roll an 8 or better. It rolls a 9 and hits the Charger.

Next, both models roll to see if the Charger can break free. The Gorax Rager rolls 2d6 (due to its two Open Fists) and gets a 7, then adds its STR of 9 for a total of 16. The Charger rolls a d6 and gets a 4, then adds its STR of 9 for a total of 13. The Charger does not break free.

The Gorax Rager then can choose to throw the Charger either directly away or at a target. In this case, the Gorax chooses to throw it at the Lancer, hoping to destroy the Mechanik Chief in addition to damaging the Charger.

Because the Gorax Rager’s STR is 9, the thrown model can travel up to 4.5˝. The Lancer is 4˝ away from the Charger, so the Lancer is in range of the throw.

The Gorax Rager makes another melee attack roll against the Lancer’s DEF of 13 to hit the Lancer with the thrown model. Needing an 8 to hit, the Gorax rolls a 7. The throw misses!

A missed throw behaves like a missed AOE attack and deviates from the center of the Lancer’s base. Centering the deviation template on the Lancer, the Gorax Rager rolls a 2 for direction and a 2 for distance. The actual point of impact is just to the right of the Lancer.

The Charger then moves in a straight line from its current position to the actual point of impact. During this move its base crosses the base of the Mechanik Chief, but since the Mechanik Chief’s base is smaller than the Charger’s, the Charger does not contact it.

The Charger stops when it comes into contact with the Lancer’s base because the Lancer’s base is equal to or larger than the Charger’s. When it stops, the Charger’s base is overlapping the Bodger’s base, so the Bodger is contacted and must be moved according to the rule of least disturbance (p. 12). Both the Charger and the Bodger are knocked down.

The Charger suffers a damage roll from the power attack, and an additional die is added to the damage roll because the Charger contacted a model with an equal or larger base. Both the Bodger and the Lancer suffer a collateral damage roll of 2d6 plus the Gorax Rager’s STR of 9.

The Gorax wasn’t able to crush the Mechanik Chief, but at least the warbeast eliminated a pesky Bodger with its throw.

throw distance, the attacker makes a melee attack roll against it. On a hit, move the thrown model from its current location directly toward the other model’s base until it contacts the target.

If the target was in the throw range and the attack roll resulted in a miss, determine the thrown model’s actual point of impact by rolling for deviation. Referencing the deviation rules (Core Rules, p. 25), roll a d6 for direction and a d3 for distance in inches. Measure deviation from the center of the missed model’s base. The deviation distance cannot exceed half the distance between the thrown model and the model that was missed.

When moving the thrown model, it moves through the throwing model without contacting it.

The thrown model suffers a power attack damage roll.
Other Ways Models Move

Models can be moved in a number of ways that do not involve advancing.

**Placed**

Sometimes models are placed in a new location as a result of a special rule or spell. Placing a model is not considered to be moving or advancing the model. Because a placed model did not advance, it cannot be targeted by free strikes. A model that is placed within an area, however, is considered to enter the area. There must be room for the model’s base in the location the model is placed. A model cannot be placed in impassable terrain or with its base overlapping an obstacle, an obstruction, or another model’s base. The player placing the model chooses its facing.

**Unintentional Movement**

Models can move without advancing as a result of being pushed or slammed or from other effects. Determine the distance a model moves in this way by measuring how far the leading edge of its base travels. Unless otherwise specified, a model’s facing does not change when it moves unintentionally. Remember, unintentional movement is not advancing, so things like free strikes that occur as a result of advancing do not apply to movement caused by pushes, slams, or throws.

**Pushed**

Sometimes models can be pushed as a result of an attack, a special rule, or a spell. A pushed model moves at half rate through rough terrain, suffers the effects of any hazards (Scenario Guide, p. 11) through which it moves, and stops if it contacts an obstacle, an obstruction, or another model.

**Slammed**

Sometimes models are slammed as a result of a spell or attack. When a model is slammed, it is moved a certain distance directly away from the point of origin of the slam (usually the attacker), then becomes knocked down (Core Rules, p. 8). The distance the slammed model is moved is determined by the spell or attack that caused the slam. The model then suffers a damage roll determined by the spell or attack that caused the slam. A slammed model moves at half rate through rough terrain, suffers any damaging effects through which it passes, and stops if it contacts an obstacle, an obstruction, or a model with an equal or larger base. A slammed model moves through models with smaller bases than its own. If a slammed model lands on top of another model, follow the rule of least disturbance (see callout) to move the non-slammed model into a legal position.

Add an additional die to the damage roll the slammed model suffers if it contacts an obstacle, an obstruction, or a model with an equal or larger base.

If a slammed model contacts a model with an equal or smaller base or moves through a model with a smaller base, the contacted model becomes knocked down and suffers a collateral damage roll determined by the spell or attack that caused the slam. A contacted model with a larger base does not suffer collateral damage and is not knocked down. Resolve any collateral damage simultaneously with the damage resulting from the spell or attack that caused the slam (see “Simultaneous Effects,” Core Rules, p. 22).

If a slammed model cannot be knocked down, it must still forfeit its Normal Movement or Combat Action if it activates later in a turn in which it was slammed.

**BEYOND THE PLAY AREA**

In most circumstances, if an effect (such as being thrown or slammed) would cause a model to move or be placed beyond the table edge, the model stops at the table edge and remains in play. The table edge does not count as an obstacle; models do not take additional damage for stopping there.

**Thrown**

Sometimes models are thrown as the result of a spell or attack. When a model is thrown, refer to the spell or attack that caused the throw to determine the model’s point of impact. Usually the model is thrown directly away from the attacking model. When resolving a throw power attack, however, it may be necessary to roll for deviation to determine the thrown model’s point of impact (see “Throw,” p. 9). Move the thrown model from its current location in a straight line directly toward the point of impact. During this movement, a thrown model moves through models with smaller bases without contacting them. Unlike when a model is slammed, rough terrain does not affect this movement, but the thrown model still stops if it contacts an obstacle, an obstruction, or a model with an equal or larger base.

After moving, the thrown model becomes knocked down (Core Rules, p. 8) and contacts all models with which it is base-to-base and all models whose bases it overlaps. If a thrown model lands on top of another model, follow the rule of least disturbance (see callout) to move the non-thrown model into a legal position. The thrown model then suffers a damage roll determined by the spell or attack that caused the throw.
Add an additional die to the damage roll the thrown model suffers if it contacts an obstacle, an obstruction, or a model with an equal or larger base. If a thrown model contacts a model with an equal or smaller base, the contacted model becomes knocked down and suffers a collateral damage roll determined by the spell or attack that caused the throw. A contacted model with a larger base than the thrown model does not suffer collateral damage and is not knocked down. Resolve any collateral damage simultaneously with the damage resulting from the spell or attack that caused the throw (see “Simultaneous Effects,” Core Rules, p. 22).

If a thrown model cannot be knocked down, it must still forfeit its Normal Movement or Combat Action if it activates later in a turn in which it was thrown.

**Falling**

A model falls if it is slammed, thrown, or pushed or otherwise moves off an elevated surface to another surface at least 1 full inch lower. A falling model becomes knocked down (Core Rules, p. 8) and suffers a damage roll. A fall of up to 2” causes a POW 12 damage roll. Add an additional die to the damage roll for every additional 2” the model falls, rounded up.

**Fall Damage Roll** = \(2d6 + 12 + d6\) for every 2” of the fall after the first

For example, a model falling 2” suffers a damage roll of 2d6 + 12, but a model falling 5” suffers a damage roll of 4d6 + 12, and one falling 7” suffers a damage roll of 5d6 + 12!

If a falling model lands on top of another model, follow the rule of least disturbance (see callout) to move the non-falling model into a legal position.

**Corpses & Soul Tokens**

Living models have souls that can be claimed as **soul tokens**. Living and undead models have corpses that can be claimed as **corpse tokens**. Some special rules allow models to gain corpse tokens and soul tokens when a model is destroyed; other special rules allow models to claim and spend certain tokens. A model generates only one of each type of token as a result of the destruction of a model, the nearest eligible model claims the token. If a model has a limit on how many of a specific token it can have and is at that limit, it is not considered an eligible model for claiming the token.

**EXAMPLE:** A Pistol Wraith that has its maximum of three soul tokens destroys a Holy Zealot while the Zealot is within a Reclaimer Gatekeeper’s command range. Both the Pistol Wraith and the Reclaimer Gatekeeper have special rules that allow them to claim soul tokens. The Pistol Wraith is closer to the Zealot than the Reclaimer Gatekeeper is, so it would normally claim the Zealot’s soul. Because the Pistol Wraith already has its maximum number of soul tokens, though, it is not eligible to claim any more. The Reclaimer Gatekeeper claims this soul token instead.

**Replacing Models**

When replacing one model with another, place the new model so the area covered by the smaller of their bases is completely within the area covered by the larger. If the two bases are the same size, place the new model in the same location as the one being replaced. There must be room for the model’s base in the location the model is placed. The player choosing the placed model’s new location chooses its facing.

If a model replaces another model that has already activated during the round, the newly placed model is also considered to have activated.

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**RULE OF LEAST DISTURBANCE**

Some rules can cause the bases of moving models to overlap those of other models temporarily, such as when a model is thrown or slammed. Once the model has stopped moving, models must be repositioned so that no bases overlap. This is done using the rule of least disturbance. The model that was moving stays in its final position; other models are moved out of the way to make room. If the model that was moving overlaps the base of a model that cannot be moved, the moving model is repositioned.

To determine which models to move and where to move them, first identify the fewest models that would need to be moved to make room. Then find the locations to move them that create the least total distance moved. If multiple options yield the least distance—if one model is centered over another, for example—randomly determine the option to use. A model’s facing does not change when the model is moved as a result of this rule.
Removing Damage

Some special rules, spells, and other effects remove damage points from a model. When a model with a damage grid or life spiral has damage removed, remove the damage points from anywhere on the model’s damage grid or life spiral. Remember, if a model has damage points removed while disabled, it is no longer disabled.

Models’ special rules cannot remove damage from injured models.

Elite Cadres

Some models grant special rules to other models of a certain type in an army. Models that gain special rules from an Elite Cadre rule retain them even if the model that granted those special rules is destroyed or removed from play.

Special Combat Situations

The chaos of a battlefield will constantly produce the unexpected. The following rules cover a variety of effects certain weapons or models can create.

Cloud Effects

A cloud effect produces an area of dense smoke, magical darkness, thick mists, or the like that remains in play for a specified length of time. Use an AOE template of the appropriate diameter to represent the cloud. Every model with any part of its base covered by the cloud’s template is within the cloud and is susceptible to its effects.

In addition to being affected by a cloud’s special rules, a model completely within the perimeter of a cloud effect gains concealment (Core Rules, p. 24). The cloud effect does not block line of sight from models within it to those outside of it or from models outside it to models within it, but it completely obstructs line of sight from models outside of it to anything beyond it. Thus, a model can see into or out of a cloud effect but not through one. A cloud effect provides no protection from melee attacks.

Continuous Effects

Continuous effects remain on a model and have the potential to damage or affect it in some way on subsequent turns. A model can have multiple continuous effects on it at once, but it can have only one of each continuous effect type on it at a time.

Resolve continuous effects on models you control during that model’s Maintenance Phase. Roll a d6 for each continuous effect. On a roll of 1 or 2, the continuous effect expires without further effect. On a 3, 4, 5, or 6, the continuous effect remains in play.

Remove a continuous effect only when it expires, when an effect causes it to end, or when the affected model is removed from the table.

EXAMPLE OF A CLOUD EFFECT

The Charger has line of sight to Winter Guard Infantry A and C. Winter Guard C is completely within the cloud effect, so it gains +2 DEF from concealment against any ranged or magic attacks from the Charger. Winter Guard A does not gain this concealment, as its base is partially out of the cloud effect. The cloud effect blocks line of sight between the Charger and Winter Guard B.

Resolve the effects of any continuous effects that remain in play as described in their rules.

The following common continuous effects are represented on a weapon’s stat bar as weapon qualities:

- **Continuous Corrosion** – A model hit by this attack suffers the Corrosion continuous effect, which slowly erodes its target. Corrosion does 1 point of corrosion damage to the affected model during each of its Maintenance Phases until it expires. Models with Immunity: Corrosion never suffer this continuous effect.

- **Continuous Fire** – A model hit by this attack suffers the Fire continuous effect, which sets it on fire. A model on fire suffers a POW 12 fire damage roll during each of its Maintenance Phases until the continuous effect expires. Models with Immunity: Fire never suffer this continuous effect.

- **Critical Corrosion** – On a critical hit, the model hit suffers the Corrosion continuous effect.

- **Critical Fire** – On a critical hit, the model hit suffers the Fire continuous effect.

Control of Enemy Models

Some special rules can allow a player to take temporary control of the opponent’s models. If your opponent takes control of one of your models during play, it becomes an enemy model for as long as it is under your opponent’s control. If you take control of one of your opponent’s models, it is friendly for as long as it is under your control. For details on how this affects ‘jack marshals and beast wardens, see pages 3 and 6.

Use of “Any Time” Special Rules

Special rules that state they can be used “at any time during this model’s activation” can be used before moving, after moving, before making an attack, or after an attack but not while moving, attacking, or resolving another triggered effect. A model cannot interrupt movement or an attack to use one of these special rules.
Deviation Template

ORIGIN OF ATTACK

3” AOE Template

3 in. AOE

3 in.