This document covers Company of Iron rules interactions not found in the Core Rules, Advanced Rules, or Scenario Guide. As new models and Commander Upgrade cards are released, any new rules added to Company of Iron for those models will be added to this document.
**ARC NODE**
Replace the Arc Node rule in the Core Rules (p. 9) with the following:

When this model activates, draw a Command card.

**CHOOSING A COMMANDER**
The model you choose to be your commander during army construction must belong to the Faction the army belongs to. When choosing a new commander after your commander is destroyed or removed from play, you can choose any model in your army, regardless of its Faction.

**SPENDING FURY**
During its activation, a model can use any one ability or benefit on its stat card that would require it to spend fury.

**CHANNELING**
Some models have rules that allow them to channel spells through other models or have spells channeled through them. Channeling allows another model to act as a passive relay for spells and extend their effective range. The spellcaster is still the model casting the spell, but the channeler becomes the spell’s point of origin (Core Rules, p. 20). This means that eligible targets and the spell’s range are measured from the channeler and that the channeling model must have line of sight to the spell’s target. Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell’s target.

A channeler that is injured, stationary, knocked down, or engaged by an enemy model cannot channel spells. A channeler can be the target of a non-offensive spell it channels but cannot be the target of an offensive spell it channels.

Make a magic attack for a channeled offensive spell normally. Remember, the channeler is just a relay. Being used to channel a spell is a passive effect that occurs during a spellcaster’s activation and has no impact on the channeler’s activation.

When a model with Channeler that is not a member of a unit activates, draw a Command card.

**CASUALTY ROLLS & TRIGGERED RULES**
When an injured model is chosen to be activated and is destroyed as a result of the casualty roll, it is considered to have been destroyed by an enemy attack, collateral damage, or a continuous effect.

**TRAMBLE POWER ATTACKS**
Some models can make *trample power attacks,* crashing their way through small-based models in their path. A trample combines a model’s Normal Movement and Combat Action. A model cannot make a trample power attack if it forfeited either its Normal Movement or its Combat Action.

Declare a trample power attack at the beginning of the model’s Normal Movement. Choose a direction in which you wish to trample, and turn the model to face that direction. The model then advances up to its current SPD plus 3” in a straight line in that direction. It moves through any small-based model in its path, but there must be room for the trampling model’s base at the end of the movement. It stops if it contacts a model with a medium or larger base, an obstacle, or an obstruction. If a model contacts a model with a medium or larger base, an obstacle, or an obstruction while moving as part of a trample power attack but is able to move through it for some reason, the trampling model does not stop but is still considered to have contacted the model, obstacle, or obstruction. The trampling model cannot change its facing during or after this movement. Do not resolve free strikes against the trampling model during this movement.

After the model has finished its trample movement, it makes a melee attack roll against each small-based model it moved through during this movement. Models hit by a trample attack suffer a power attack damage roll. These attacks are simultaneous (see “Simultaneous Effects,” Core Rules, p. 22). When a trampling model hits a model with a Buckler or a Shield or while a model is benefiting from the Shield Wall order, the hit model gains the shield, buckler, or Shield Wall ARM bonus only if the trampling model first contacted the model through its front arc. A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model’s back arc when it first contacted that model.

Resolve free strikes against the trampling model after resolving all trample attacks. Small-based models contacted by the trampling model during its trample movement cannot make free strikes against the trampling model. Wait to resolve free strikes against the trampling model until after resolving all trample attacks. Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model’s movement, it can do so whether or not the trampling model ended its movement in the eligible model’s melee range.
**DISMOUNTED DRAGOONS**
Among the armies of Immren are a few exceptional individuals who prefer to fight while mounted but who are equally comfortable climbing down out of the saddle and joining their comrades on foot. The following chart lists point costs for dismounted dragoon models in games of Company of Iron. These models start the game using the dismounted miniature and card and cannot become mounted during a game.

<table>
<thead>
<tr>
<th>Model Name</th>
<th>Faction</th>
<th>Point Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Champion of the Order of the Wall</td>
<td>Protectorate</td>
<td>5</td>
</tr>
<tr>
<td>Darragh Wrathe</td>
<td>Cryx</td>
<td>5</td>
</tr>
<tr>
<td>Fane Knight Skeryth Issyen</td>
<td>Retribution</td>
<td>4</td>
</tr>
<tr>
<td>Fenris</td>
<td>Khador</td>
<td>5</td>
</tr>
<tr>
<td>High Exemplar Gravus</td>
<td>Protectorate</td>
<td>5</td>
</tr>
<tr>
<td>Horthol, Long Rider Hero</td>
<td>Trollblood</td>
<td>4</td>
</tr>
<tr>
<td>Major Katherine Laddermore</td>
<td>Cygnar</td>
<td>4</td>
</tr>
<tr>
<td>Man-O-War Drakhun</td>
<td>Khador</td>
<td>4</td>
</tr>
<tr>
<td>Tyrant Rhadeim</td>
<td>Skorne</td>
<td>4</td>
</tr>
<tr>
<td>Wolf Lord Morraig</td>
<td>Circle</td>
<td>4</td>
</tr>
</tbody>
</table>

**BOOSTER**
A model with the Booster rule can discard any card to boost one of its attack or damage rolls.

**EMPOWERED BEAST WARDEN**
An empowered beast warden can control twice as many warbeasts as a standard beast warden. A warbeast in its controlling empowered beast warden’s command range can discard a card to use its animus during an activation in which it doesn’t run. This model must be controlling at least one warbeast at the start of the game.

**EMPOWERED ‘JACK MARSHAL**
An empowered ‘jack marshal can control twice as many warjacks as a standard ‘jack marshal. This model must be controlling at least one warjack at the start of the game.

**FOCUSER**
This model’s command range is equal to its CMD + FOCUS stats. A model with the Focuser rule has a Magic Ability score equal to its Focus stat +2. It can cast each of its spells once during an activation in which it doesn’t run by discarding one card per spell cast.

Spells with “YES” in the OFF column are offensive.

**HARNESSER**
This model’s command range is equal to its CMD + FURY stats. A model with the Harnesser rule has a Magic Ability score equal to its Fury stat +2. It can cast each of its spells once during an activation in which it doesn’t run by discarding one card per spell cast.

Spells with “YES” in the OFF column are offensive.

**PAIRED MODELS**
Some warjacks and warbeasts are associated with a particular solo. Even though the Companion rule is not used in Company of Iron, these models are still purchased as a group when building an army.

Since they are purchased in a group, neither model counts as costing more than 10 points when determining how many activations they can take each round.

**SPELL STATISTICS**
Spells possessed by the models in this update use the same rules for stats as animi (see Advanced Rules, p. 7). A spell with a duration of UP lasts until the end of the spellcaster’s next activation.

**“WITHOUT BEING FORCED”**
Rules that allow a warbeast to do something, like charge or slam, without being forced also allow the warbeast to do that action without using the Hurry! benefit.
Monstrosities

Though telepathically linked to their controllers and serving the same purpose as warjacks, monstrosities are not machines but are instead living beings.

Monstrosities are large-based models (50 mm). Even though it is assigned to a specific 'jack marshal, each monstrosity is an independent model.

Monstrosities can be controlled only by Cephalyx 'jack marshals.

MONSTROSITY SPECIAL RULES

All monstrosities have the following special rules.

Living Models

Unfortunately for them, monstrosities are living models. They are not warjacks and do not have cortexes.

Damage Grid

Monstrosities have damage grids like warjacks.

Brain

A monstrosity cannot use 'jack marshal benefits while its Brain system is crippled.

Rage-Fueled

Each time a monstrosity suffers damage as a result of an attack or a continuous effect, draw a Command card and then discard a Command card.

Unthinking

Monstrosities do not have a CMD stat or a command range.

Power Attacks

Monstrosities can make power attacks. To make a power attack, a monstrosity must use a 'jack marshal benefit.

A monstrosity can make head-butt, slam, and trample power attacks. A monstrosity with at least one non-crippled weapon with the Open Fist weapon quality can make throw power attacks.

'Jack Marshal Destruction

If a Cephalyx 'jack marshal is destroyed or removed from the table, the monstrosity it was controlling becomes autonomous. Autonomous monstrosities activate normally but do not have a controller. A monstrosity must have a controller at the start of the game; it cannot begin the game autonomous.

During its activation, a Cephalyx 'jack marshal can take control of an autonomous friendly Faction monstrosity by forfeiting its Combat Action while B2B with it. A 'jack marshal that is already controlling a monstrosity cannot take control of another monstrosity.
Adjustments to Model-Specific Rules

**Assisted**

Use the following text instead of the text on the model’s card:

**Assisted** – This model is not a warrior model and cannot advance. Once each round after another model in its unit completes its activation, this model can be moved up to 5” if the other model began its activation within 2” of it. This model is automatically hit by melee attacks. It cannot become stationary or knocked down and never suffers Blind.

**Battle Wizard**

Use the following text instead of the text on the model’s card:

**Battle Wizard** – Once per round, when this model destroys or injures one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

**Battlegroup Controller**

Use the following text instead of the text on the model’s card:

**Battlegroup Controller** – This model has the following special rules: Empowered ’Jack Marshal, Focuser, and Booster.

**Berserk**

Use the following text instead of the text on the model’s card:

**Berserk** – When this model destroys or injures one or more models with a melee attack during its Combat Action, immediately after the attack is resolved it must make one additional melee attack against a model in its melee range. This model can make attacks against friendly models.

**Carried**

Use the following text instead of the text on the model’s card:

**Carried** – This model is not a warrior model and cannot advance. Once each round after another model in its unit completes its activation, this model can be moved up to 5” if the other model began its activation within 2” of it. This model is automatically hit by melee attacks. It cannot become stationary or knocked down and never suffers Blind.

**Catastrophic Explosion**

Use the following text instead of the text on the model’s card:

**Catastrophic Explosion** – When this model is destroyed, choose a point d6 + 3” from this model and roll deviation from that point, with direction 4 on the deviation template pointing directly toward the rear edge of your deployment zone. Center a 4” AOE on the point of impact. Models in the AOE suffer an unboostable POW 12 fire damage roll and the Fire continuous effect.

**Charmer**

Use the following text instead of the text on the model’s card:

**Charmer** – Friendly warbeasts in this model’s control range never frenzy.

**Companion**

This rule is not used in games of Company of Iron.

**Destruction-Spawned**

Use the following text instead of the text on the model’s card:

**Destruction-Spawned** – This model does not begin the game in play. When a friendly Exalted solo with Soul Taker: Gatekeeper is destroyed, replace the Exalted solo with a Kovaas unless another friendly model has been replaced with a Kovaas during this game. If the Exalted solo had soul tokens on it when it was destroyed, place up to three of those soul tokens on the Kovaas replacing it. Effects on the destroyed Exalted solo expire.

**Disorientation**

Use the following text instead of the text on the model’s card:

**Disorientation** – This model can sacrifice its Normal Movement to be placed anywhere completely within 8” of its current location.

**Distant Deployment**

Use the following text instead of the text on the model’s card:

**Distant Deployment** – This model can be placed at the same time as your models with Advance Deployment up to 8” beyond your deployment zone.

**Draconic Consort**

Use the following text instead of the text on the model’s card:

**Draconic Consort** – This model has the following special rules: Empowered Beast Warden, Harnesser, and Booster. This model can control only non-character Faction lesser warbeasts.

**Farrow Warlock**

This rule is not used in Company of Iron.

**Focal Point**

This rule is not used in games of Company of Iron.

**Fury-Linked**

This rule is not used in games of Company of Iron.

**Gatorman Warlock**

This rule is not used in Company of Iron.
**Haunting Melody**
Use the following text instead of the text on the model’s card:

**Haunting Melody** – While in the spellcaster’s command range, living enemy models cannot use orders. Affected models that make a melee or ranged attack targeting this model roll an additional die and drop the highest. Haunting Melody lasts until the end of this model’s next activation.

**Herding**
Use the following text instead of the text on the model’s card:

**Herding** – This model is a Beast Warden.

**Inhuman Resolve**
Use the following text instead of the text on the model’s card:

**Inhuman Resolve** – When a living friendly Faction model in this model’s command range is destroyed by an enemy attack, after the attack is resolved this model can remove 1 damage point. If this model becomes incapacitated from a casualty roll, it is disabled but remains in play. It becomes knocked down and its activation immediately ends. While this model is disabled, it cannot activate. If this model is disabled at the end of the round, it is destroyed.

**Lesser Warlock**
Use the following text instead of the text on the model’s card:

**Lesser Warlock** – This model has the following special rules: Empowered Beast Warden, Harnesser, and Booster.

**Limited Employment**
Use the following text instead of the text on the model’s card:

**Limited Employment** – This model/unit can only be used in an army composed entirely of Cephalyx models, including models that become Cephalyx models as a result of other models’ special rules.

**Mobile Artillery**
Use the following text instead of the text on the model’s card:

**Mobile Artillery** – This model can use Mobile Artillery once per game at the beginning of its activation. This activation, this model gains +3 SPD and cannot perform a Combat Action.

**Move to Assist**
Use the following text instead of the text on the model’s card:

**Move to Assist** – If one or more friendly Faction warrior models were damaged by enemy attacks while in this model’s command range since the beginning of the round, during this model’s Maintenance Phase it can make a full advance.

**Parlay**
Use the following text instead of the text on the model’s card:

**Parlay** – While in this model’s command range, enemy models gain an additional die on attack rolls that target this model or its commander with attacks. Discard the highest die of each roll. Parlay lasts until the end of this model’s next activation.

**Parlay**

**Herding** – This model is a Beast Warden.
Reload [1]
Use the following text instead of the text on the model’s card:

**Reload [1]** – This model can discard 1 card to make one additional ranged attack with this weapon during its Combat Action.

Reserve Accumulator
Use the following text instead of the text on the model’s card:

**Reserve Accumulator** – Once per round, if this model is within 5” of its commander, you can mark one unmarked accumulator circle on this model’s card to draw one Command card.

Shifting
Use the following text instead of the text on the model’s card:

**Shifting** – Place this model anywhere completely within 8” of its current location.

Shifting Powers
Use the following text instead of the text on the model’s card:

**Shifting Powers** – Choose one of the following effects at the start of this model’s activation:

**Spawn Horror (★Action)**
Use the following text instead of the text on the model’s card:

**Spawn Horror (★Action)** – Remove three corpse tokens from this model to place a non-character Faction lesser warbeast into play under your control. Place the warbeast completely within 3” of this model and choose a friendly Faction beast warden. This warbeast comes under the beast warden’s control unless the beast warden is already controlling its maximum number of warbeasts, in which case the warbeast becomes wild.

Spell Barrier
Use the following text instead of the text on the model’s card:

**Spell Barrier** – While this model is B2B with its controller, its controller cannot be targeted by enemy spells.

Spell Slave (★Action or Attack)
Use the following text instead of the text on the model’s card:

**Spell Slave (★Action or Attack)** – This model must be in its commander’s command range to make the Spell Slave special action. When it does, it casts one of the spells on its commander’s card. When casting an offensive spell, Spell Slave is a magic attack. Use this model’s Magic Ability score when making magic attack rolls.

Spirit Nexus
Use the following text instead of the text on the model’s card:

**Spirit Nexus** – Once per round, one friendly Faction model B2B with this model can sacrifice its Combat Action during its activation to attempt to commune with the spirits. When a model does so, roll a d6. On a roll of 1 or 2, the spirits become angry and the communing model suffers d3 damage points. On a roll of 4 or more, draw a Command card.

Teleportation
Use the following text instead of the text on the model’s card:

**Teleportation** – If all three Shifting Stone models in this unit are in the Leader’s or Officer’s command range, place one friendly Faction model whose base is within the triangular area between the stones anywhere completely within 8” of its current location. The placed model must forfeit its Normal Movement after being placed this round. A model can be placed only once per round as a result of Teleportation, and only one model in this unit can use Teleportation each round.

Wellspring
Use the following text instead of the text on the model’s card:

**Wellspring** – When this model activates, draw a Command card.