

COMPANY OF THE TRON



CORE RULES

Welcome to Company of Iron

The Iron Kingdoms is a place where the power and presence of gods are beyond dispute and where conflict is a constant. Across western Immoren, a blend of magic and technology called mechanika has transformed both industry and warfare. In the civilized world, steam-powered automatons walk the city streets and perform heavy labor, while their more advanced counterparts, designed for war, take to the battlefields alongside mud-spattered soldiers. In the untamed wilderness, hulking warbeasts fill this role, wielding fang and claw to tear apart those who oppose them.

Dominating the field of battle are rare individuals called warcasters and warlocks, having mastered both arcane and martial combat and the control of warjacks and warbeasts as they boldly lead mighty armies in the ongoing struggle to claim victory over these ancient lands.

This is not their story. This is the story of those mud-spattered soldiers, bands of warriors who do not rely on towering machines, hulking beasts, heavy artillery, or god-like powers to help them survive. This is Company of Iron, where small teams of dedicated soldiers and their talented commanders fight on the fringes of war. In small scouting missions and border skirmishes, these soldiers do not fight for the fate of nations. They fight to protect the comrades who stand beside them.

Company of Iron puts you in command of a small squad of fearless warriors and elite champions in a game of fast and brutal tactical combat. You will undertake daring missions deep behind enemy lines, lightning-fast raids to gather supplies, and command search parties to recover lost allies.

In the maelstrom of a battle where every shot counts and every soldier is a hero, will you lead your forces to victory—or suffer the sting of defeat?

Rules Basics

This Core Rules book provides all of the basic rules needed to play a game of Company of Iron using the contents of the starter box. The Advanced Rules booklet contains additional rules you will use once you add models to your games beyond the starter set. Every game of Company of Iron is played using a scenario. A selection of unique scenarios, along with rules for the terrain that makes up the battlefield, can be found in the Scenario Guide.

Rules for individual models used in Company of Iron are listed on the models' stat cards. The starter set contains printed cards for the models included in the box. Stat cards for all playable models are available free online at privateerpress.com/rules and in the War Room app.

Resolving Rules Issues

These rules have been carefully designed to provide as much guidance as possible in all aspects of play. Still, you might encounter situations where the proper course of action is not immediately obvious. For instance, players might disagree on whether a model has line of sight to its intended target. If all players cannot agree on a solution, briefly discuss the matter and check this rulebook for an answer, but do not spend so much time doing so that you slow the game. In striving to resolve an issue, common sense and the precedents set by related rules should be your guides.

If you cannot solve the dispute quickly, roll for a resolution. Each player rolls a die, and the person with the highest result decides the outcome. Reroll any ties. In the interest of fairness, once a ruling has been made for a specific issue, it applies for all similar circumstances for the rest of the game. After the game ends, you can take the time to reference the rules and thoroughly discuss the issue to decide how best to handle that same situation in the future.

Sportsmanship & Sharing Information

Although Company of Iron simulates violent battles between rival forces, you should still strive to be a good sport in all aspects of the game. Remember, this is a game meant to provide entertainment and friendly competition. Whether winning or losing, you should still be having fun.

From time to time, your opponent may wish to see your stat cards to verify a model's stats or see how much damage a particular warjack has taken. Always represent this information honestly and share your records and information without hesitation.

Building a Company of Iron

The first step to playing a game of Company of Iron is to choose a Faction. Each Faction presents its own visual aesthetic and a variety of play styles and tactics, but all Factions make for fun and strategically interesting games. A player's army can include models from only one Faction.

This starter product contains two complete forces ready to face off in a game of Company of Iron. You can choose to play the technologically advanced forces of Cygnar or the brutish forces of the Thornfall Alliance.

Once you have played a few games with the included models, you can increase your options for army construction by purchasing more models from the Cygnar or Minions Factions or by building a new force from another Faction. Hundreds of other models produced for WARMACHINE and HORDES are playable in games of Company of Iron. However, **Company of Iron armies cannot include the following model types:**

- Models with the Focus Manipulation or Fury Manipulation rule, such as warcasters, warlocks, and certain other models
- Models that attach to warcasters or warlocks
- Large- or huge-based models
- Models that cannot move, such as models with the Immobile special rule

A Company of Iron army must contain at least three models. WARMACHINE and HORDES theme forces are not used when playing Company of Iron.

Point Costs

All models in Company of Iron have a **point cost** that indicates how many army points you must spend to include one of these models (or in the case of units, one basic unit) in your army. Some models and units have different costs associated with different play options. For example, many units have one cost listed for the minimum-strength unit and a separate cost for the maximum-strength unit. When you compose a list of the models in your army, or your “army list,” you must specify which point cost option you are using.

Although all models in Company of Iron act as independent models, models that are part of units are costed as a group according to the rules on their cards.

You can play a Company of Iron game using either **20-point or 25-point armies**. The point size chosen for the game is the maximum number of points each player can spend to build an army.

Field Allowance

The field allowance (FA) on a model’s stat card is not used in games of Company of Iron. In most cases, only one of each unit, solo, warjack, or warbeast can be included in an army. However, some models are purchased in groups. For example, Scrap Thralls cost 2 points for three Scrap Thrall solos. In these cases, all of the models in the group can be included in the army.

Models identified as weapon attachments (p. 13) are another exception to the “one each” limit. A unit can have up to three weapon attachments.

Characters

Some Company of Iron models represent unique individuals in the world of the Iron Kingdoms. These personalities carry proper names and are identified as **characters**. A character model’s stat card has a number following its stat bar name (e.g., Reinholdt 1, Janissa 1) and has FA C. Characters follow the rules for their basic model type as well as any rules that specifically reference characters.

Character units are unique units that may or may not be made up of named characters.

Many characters have evolved throughout the developing storyline of the Iron Kingdoms, and as a result you can choose from several versions of certain characters to include in your armies. Each version of the same character will have the same name on its stat bar, but the number following the name will change to denote the incarnation of that character (e.g., Eiryss 1, Eiryss 2, Eiryss 3). You can include only one character model with the same stat bar name in your army.

EXAMPLE: *The three Eiryss models below represent the same character in the game, so the name on the stat bars is the same. An army can include no more than one of these models.*



Mercenaries & Minions

If you are building your army from the Mercenary Faction, ignore the Mercenary rules on your models' stat cards that list the other Factions models will work for. Most Mercenary models can only be used in an army made up entirely of Mercenary models. Mercenary armies can be composed of any Mercenary models regardless of what Factions the models will work for.

Similarly, most Minion models can only be used in an army made up entirely of Minion models, and Minion armies can be composed of any Minion models regardless of what Factions the models will work for.

Some Mercenary and Minion models have the Partisan special rule. A model with the Partisan special rule can be included in an army of the specified Faction and is considered a model of that Faction instead of a Mercenary or Minion model.

EXAMPLE: *Eiryss, Mage Hunter of Ios is a Mercenary model with the Partisan [Retribution] special rule. This means Eiryss is a Mercenary model when she is in a Mercenary army, but she is a Retribution model when she is in a Retribution army.*

Requisition Costs

In addition to army points, Company of Iron models have **requisition costs**. These costs represent how many resources are available to a commander during a battle depending on the training level of his troops. For example, a force containing very elite troops will need less support than a force composed of conscripts.

Requisition costs adjust the size of a player's Command card hand (p. 5). For example, if a player in a 20-point game chooses to include a unit in his army that has a requisition cost of -1, that player's hand size would be reduced from five cards to four.

All models in the Company of Iron starter box have a **requisition cost of 0**. A complete list of all Company of Iron models and their requisition costs can be found at privateerpress.com/rules.

Choosing a Commander & Commander Upgrade Card

After building your Company of Iron army, you must select one of your models to be the **commander** of your force. This model must be a warrior model that is a unit leader, an Officer, or a solo (see "Model Types," p. 7).

After choosing a commander, select a **Commander Upgrade card** for it. Each Commander Upgrade card grants the chosen model additional abilities and bonus damage points.

Your commander must begin the game in play. If your commander is destroyed or removed from play during a game, any game effect based on the commander expires, including any battle plan from a Command card. After your commander is removed from the table, you must choose another model in your force to be the commander. The new commander can be any warrior model in your army and does not gain a Commander Upgrade card.



Summary of Play

Company of Iron is played on a 30" × 30" battlefield that includes a variety of terrain features. After determining the point value, building their armies, and choosing commanders, players choose a scenario for the game, which will also determine the player order and how forces are deployed. See the Scenario Guide for details of game setup, terrain types and placement, deployment of models, and more.

Battles are conducted in a series of **game rounds**. During a game round, players trade **priority** back and forth to activate each model in their armies. The player who has priority activates one of the models in their army. When activated, a model can move and then make one of a variety of actions, such as attacking or repairing a warjack. After a player finishes activating a model, priority switches to the other player, who then activates a model.

Once both players have activated each model in their army once, the current game round ends and a new one begins. At the beginning of every round after the first, both players roll a die to determine who will have priority and activate the first model of the round. Game rounds continue until one player wins by meeting one of the scenario's victory conditions.

WHAT YOU NEED

In addition to this book and your army of Company of Iron models, you also need a few basic items to play:

- A 30" × 30" table or playing surface where you can conduct your battles and several pieces of terrain.
- A tape measure or ruler marked in inches to measure movement and attack distances.
- A few six-sided dice.
- A handful of tokens, such as the official token sets offered by Privateer Press, to indicate continuous effects, orders, and so on.
- Stat cards for the models in your army. You can use the printed cards included in your starter box, you can print out free downloadable cards from our online card database at privateerpress.com/rules, or you can download War Room, the digital WARMACHINE and HORDES companion app from the iTunes, Google Play, or Amazon App stores. When using physical cards, we recommend you put them in card sleeves and use a dry erase marker to mark damage.
- The various gameplay markers provided in the starter box.
- A set of templates that measure the ranges and effects of certain weapons. These templates can be found at privateerpress.com/rules. Privateer Press also offers high-quality laser-cut acrylic versions of these templates.
- Command cards and Commander Upgrade cards. Each Company of Iron starter set contains a full deck of Command cards and six Commander Upgrade cards.

Dice & Rounding

Company of Iron uses six-sided dice, abbreviated **d6**, to determine the success of attacks and other actions. Most events, such as attacks, require rolling two dice, abbreviated **2d6**. Other events typically require rolling one to four dice. Die rolls often have modifiers, which are expressed as + or – some quantity after the die roll notation. For example, melee attack rolls are described as “2d6 + MAT.” This means “roll two six-sided dice and add the attacking model’s melee attack stat (MAT) to the result.”

Some events call for **rolling a d3**. To do so, roll a d6, divide the result by 2, and round up. This means that on a d3 roll of 1 or 2, the result is 1; on a roll of 3 or 4, the result is 2; and on a roll of 5 or 6, the result is 3.

Some instances call for a model’s stat or a dice roll to be divided in half. For distance measurements, use the actual result after dividing the number in question. For everything else, always round a fractional result to the next highest whole number.

Additional Dice & Boosted Rolls

Sometimes a special rule or circumstance will allow a model to roll an **additional die**. This is a die added to the number of dice a model would ordinarily roll. For example, when a model makes a ranged attack roll, it generally rolls 2d6 and adds its ranged attack stat (RAT). If the model gains an additional die on this attack, it rolls 3d6 and adds its RAT.

A die roll can include multiple additional dice as long as each additional die comes from a different rule or Command card.

Some effects grant models boosted attack or damage rolls. **Boosting** a roll allows you to roll one extra die. If a model has a rule that gives it the option to boost a roll, you must declare that it is boosting before rolling any dice for the roll. Each attack or damage roll can be boosted only once, but a model can boost multiple rolls during its activation. When an attack affects several models, the attack and damage rolls against each individual model must be boosted separately.

Even though they affect dice rolls similarly, boosting a roll is different than gaining additional dice. A roll can be boosted and also gain additional dice.

EXAMPLE: *The damage roll for a charge attack that hits is boosted, meaning it adds an extra die to its damage roll. Because this roll is already boosted, the model cannot boost the damage roll again in order to receive a total of two extra dice on the roll. A model that receives an additional die on an attack or damage roll can still also boost that roll, however.*

Rerolls

Some models have special rules that enable them to **reroll** attack or damage rolls or that cause another model to reroll its attack or damage rolls. These rerolls occur before applying effects that are triggered when an attack roll hits or misses or when a damage roll damages a model or fails to damage a model. The reroll results replace the original roll’s results. For example, if a reroll causes a hit model to be missed, it is missed. If a reroll causes a missed model to be hit, it is hit.

Multiple reroll effects can come into play on the same roll. For example, if a model has an ability that allows an attack to be rerolled and the player has two Command cards that grant a reroll, if the player is not satisfied with the result of the first reroll, they can play a card to reroll again. If still not satisfied, the player can play the second reroll card to reroll again. Resolve all rerolls before applying any effects of the roll.

See “Timing” on page 13 of the Scenario Guide for details on the timing of rerolls.

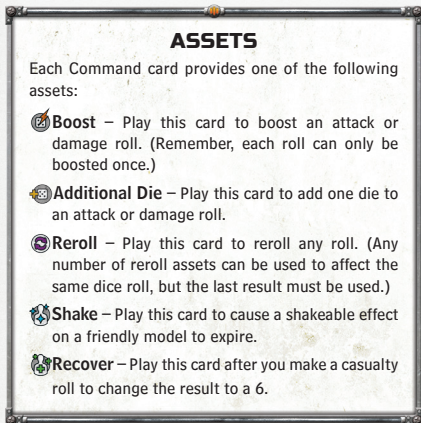
Command Cards

Games of Company of Iron use a special deck of cards called **Command cards**. These cards are used to aid your force in various ways.

The top half of each Command card grants a **battle plan**. Each player can use one battle plan each round at any time when they have priority, unless the card's text states otherwise. Keep the card with the rest of your stat cards after playing it to remember the bonus it grants, then discard it after its effect has expired.

The bottom half of each Command card grants one of five **assets**, which are also indicated by the icon in the top left corner of the card (see callout). A player can use the asset on a Command card at any time by discarding that card. An asset can only affect a friendly model. There is generally no limit to the number of assets a player can use during a round.

Unless specified by the card's text, all cards must be played before a roll to affect that roll.



In a 20-point game, players have a base Command card hand size of five cards; in a 25-point game, the base hand size is six cards. Each player's hand size is modified by the requisition cost (p. 3) of their army.

At the beginning of a round, each player draws Command cards until they have filled their hand, starting with the player with priority.

If one player's army has fewer points than the other player's at the start of a game, the player with fewer points gains a bonus for the game: Each time that player fills their hand at the beginning of a round, they can draw one extra card and then discard down to their hand size.

At the end of each round, players can discard as many Command cards as they choose before refilling their hands at the beginning of the next round.



Game Terms, Model Names & Rules References

When these rules define a game term, it appears in **bold**.

For the sake of brevity, the phrase "model with the special rule" is sometimes replaced with the rule's name. For example, a model with the 'Jack Marshal advantage is a 'jack marshal. Similarly, the phrases "attack with the X weapon" and "attack granted by the X special rule" can be replaced by the expression "X attack." For instance, the Thorn Gun Mages have the Both Barrels (★Attack) special rule, which allows them to gain +4 to the damage roll. This attack is referred to as a "Both Barrels attack" in the rule's text. In the same way, the attacks made by a warjack performing a slam power attack are called "slam attacks."

All models you control are **friendly models**. Models controlled by your opponent are **enemy models**. The rules of models are written as if speaking to the current controller of the model. When a model's rule references "you" or "yours," it refers to the player currently controlling the model.

In a model's rules, "this model" always refers to the model carrying the rule. When a rule references "Faction," it refers to the Faction of the model carrying the rule. On a Mercenary model, for instance, "friendly Faction warjack" means "friendly Mercenary warjack," while the same text on a Cygnar model means "friendly Cygnar warjack."

The names of the models and units in Company of Iron appear on two lines on their stat cards. The first line is the model's full name. The second line is the subtype line and describes what type of model it is. Each model also has a name on its stat bar;

the stat bar name is often a shortened version of the full model name. Rules can refer to a model by any of these identifiers. Additionally, a model can be identified by its own rules; for this to apply to a unit, however, all models in the unit must have the identifying rule.

EXAMPLE: *The Knights Exemplar unit has the name “Knights Exemplar” (listed on the first line) and is a “Protectorate Unit” (listed on the second line). This unit could be referenced specifically as Knights Exemplar, as a Protectorate unit, as a unit, or as Exemplars.*

EXAMPLE: *The Mechanithrall unit has the Undead advantage. This unit could be referenced as an undead unit.*

Unless specified otherwise, when a model’s rules reference another model by name, the model referenced is assumed to be a friendly model. For example, the Mercenary solo Rutger Shaw has a Partner rule that grants him the Dodge special rule while he is in the command range of the Mercenary solo Taryn di la Rovissi. Rutger gains Dodge only if his controlling player also controls Taryn. An enemy Taryn model does not grant Dodge to Rutger.

Rule Priority

The standard rules of Company of Iron lay the foundation for the game and provide all the typical mechanics used in play. Additional rules apply to specific models and modify the standard rules in certain circumstances. When applicable, the rules of individual models take precedence over the rules in this book and in the Advanced Rules, except in the case of certain interactions specifically described in the rulebooks and in the Rules Modifications appendix on page 28.

Unless otherwise specified, multiple instances of the same effect (that is, effects with the same name) affecting a model are not cumulative. If a model is affected by more than one instance of an effect, the effect does not expire until all instances of the effect expire.

EXAMPLE: *A spell that grants Force Barrier, such as the House Shyeel Artificer’s Force Wall spell, is not cumulative with the House Shyeel Battle Mages’ Force Barrier rule because those effects have the same name.*

Different effects are cumulative with each other, however, even if they apply the same modifier to a model. For example, a model in a cloud gains concealment, which grants +2 DEF against ranged attacks. Force Barrier also grants a model +2 DEF against ranged attacks but has a different name, so a model affected by both would gain +4 DEF.

Occasionally, two special rules conflict. Use the following guidelines, in order, to resolve special rules interactions.

1. If one rule specifically states its interaction with another rule, follow it.
2. Special rules stating that something “cannot” happen override rules stating that the same thing “can” or “must” occur. (Treat rules directing or describing actions or circumstances as if they use “must.” Examples include “Gain an additional die,” “Knocked down models stand up,” and “This model gains cover.”)

EXAMPLE: *A model has a rule stating it cannot be knocked down, and it is affected by another rule or effect that states it becomes knocked down. Because the rules make no specific mention of each other, follow the second guideline to resolve the interaction: the model is not knocked down.*

Active or Inactive Player

If a model is making an attack, its controller is the **active player**. If no model is making an attack, the active player is the player with priority. In both cases, the other player is the **inactive player**. When resolving effects that occur “after the attack is resolved,” the active and inactive players remain the same as during the attack until all effects triggered by the attack (see “Triggered Effects,” below) are resolved.

Triggered Effects

Some rules describe conditional effects, also referred to as **triggered effects**. These rules typically describe the trigger condition, the timing of the trigger, the resulting effect, and the timing of the effect’s resolution. If no specific timing is described, the effect is resolved upon the trigger condition being met.

If a triggered effect contains an optional part, indicating the player “can” do something, the player can choose not to resolve that part of the effect, but the trigger will still count as having resolved.

Whenever two or more special rules are triggered at the same time, such as “attack hit” or “end activation,” the active player chooses the order in which special rules on their models resolve and resolves them, then the inactive player chooses the order in which special rules on their models resolve and resolves them.

Some effects cause certain conditions of an attack, such as whether it hit or what models it disabled or destroyed, to change during resolution. When resolving triggered effects, recheck trigger conditions as you resolve each special rule. If a condition is no longer met, the effect does not resolve. Similarly, if an effect on one model causes a condition to change on another model, effects triggered by that condition will resolve for each of those models.

EXAMPLE: *Guðrun the Wanderer has the Hangover special rule, which causes him to remove all damage and become knocked down the first time he is disabled. If he is also affected by Sergeant Nicolas Verendrye's Field Medic (which grants Tough to living warrior models) when an enemy model disables him, his controller (the inactive player) has to decide whether to make a casualty roll or resolve Hangover. If Hangover is resolved first, Guðrun will remove all damage and become knocked down, and then no casualty roll is made. If the casualty roll is resolved first and the result is a 1 or 2, Guðrun's controller would be able to reroll the roll due to having Tough (⊗). If the result of the reroll is 3 or more, Guðrun removes 1 point of damage and so is no longer disabled. Hangover then will not resolve, as its condition is no longer met. If the Tough reroll is also a 1 or 2, Guðrun will remain disabled; the condition of a disabled model will still be met, and Hangover will resolve.*

Measuring Distances

A player can measure any distance for any reason at any time. A model is **within** a given distance when the nearest edge of its base is within that distance. If two models are exactly a certain distance apart, they are considered to be within that distance of each other. A model is **completely within** a given distance when its entire base is within that distance. If models' bases overlap, they are within 0" of each other.

When determining the effects of a rule that affects models within a specified distance of another model, the effect is a circular area that extends out from the edge of the specified model's base and includes the area under the model's base. Unless the rule says otherwise, that model is considered to be completely within the area described.



Models

Model Types

Each Company of Iron combatant is represented on the tabletop by a highly detailed and dramatically posed miniature figurine referred to as a **model**. There are three basic model types: **warjacks**, **warbeasts**, and **warriors**. **Troopers** (p. 13) and **solos** are warriors. Models are considered to be **living** unless otherwise noted.

All models in Company of Iron are independent models that activate individually. Even though a model in a unit activates individually, it will often have rules that interact with other models in its unit (see "Units," p. 12).

Model Status

The status of models can change over the course of a game. All models begin a game **battle-ready**, and are not battle-ready while knocked down, stationary, or injured.

Models cannot gain benefits from non-battle-ready models.

Injured

When a model is damaged, it can become **injured**. When a model becomes injured it also becomes knocked down, and no other rule can prevent it from becoming knocked down. Injured models do not grant abilities to other models and cannot benefit from abilities granted by other models that are not related to casualty rolls.

An injured model cannot be targeted by ranged or magic attacks unless the point of origin (p. 20) of the attack is within .5" of the target model.

If a model's casualty roll results in it becoming injured, it is considered to have been destroyed for triggering special rules that grant attacks and movement. For more on injured models and casualty rolls, see page 27.

SHAKEABLE EFFECTS

Changes to a model's status last an amount of time based on the rules for that status effect. Some status effects, such as knockdown and stationary, can be **shaken**, usually by using the Shake asset on a Command card. When a status effect is shaken, it immediately expires. Each status effect must be shaken individually. An effect is shakeable only if its rules state that it can be shaken.

Knockdown

Some attacks and special rules cause a model to become **knocked down**. While knocked down, a model does not have a melee range and cannot advance, make special actions, make attacks, or cast spells. A knocked down model does not engage other models and cannot be engaged by them. As a consequence, a model is never in melee with a knocked down model. A melee attack against a knocked down model automatically hits. A knocked down model gains cover unless the point of origin (p. 20) of the ranged or magic attack is within .5" of the target model. A knocked down model does not block line of sight and is never an intervening model.

A knocked down model can stand up at the start of its next activation. A model cannot stand up during an activation in which it was knocked down. Knockdown is not cumulative; a model cannot become knocked down while it is knocked down.

EXAMPLE: *A model becomes knocked down while your opponent has priority, and before it gets a chance to stand up it is affected by an attack that would normally cause it to be knocked down. It is not affected by the second instance of knockdown, so it can still stand up during its next activation.*

To stand up, a knocked down model forfeits either its Normal Movement or its Combat Action. A model that forfeits its Combat Action to stand can use its Normal Movement to make a full advance but cannot run, charge, or perform a power attack that activation. When a model stands, it ceases to be knocked down.

Knockdown can be shaken (see callout on p. 7).

Stationary

Some attacks and special rules cause a model to become **stationary**. While stationary a model does not have a melee range and cannot advance, make special actions, make attacks, cast spells, or perform orders. A stationary model does not engage other models and cannot be engaged by them. As a consequence, a model is never in melee with a stationary model. A melee attack against a stationary model automatically hits. A stationary model has a base DEF of 5.

Stationary can be shaken (see callout on p. 7).

Model Stats & Special Rules

Every model and unit has a unique stat card that translates its combat abilities into game terms. Company of Iron uses a set of stats to quantify and scale the attributes fundamental to gameplay for each model. In addition, a model can have special rules that further modify its performance.

A model or unit's **stat card** provides a quick in-game reference of its stats and special rules. The card's front lists the model's name and model type, field allowance, and point cost; its model and weapon stats; and a graphic for tracking damage if the model can suffer more than 1 damage point. The text for special rules appears on the card's back.

Model Statistics

Model statistics, commonly called **stats**, are a numerical representation of the model's basic combat qualities; the higher the number, the better the stat. These stats are used for various die rolls throughout the game. A stat bar on a model's card presents model statistics in an easy-to-reference format.



SPD, Speed – A model's movement rate. A model moves up to its SPD in inches when making a full advance.

STR, Strength – A model's physical strength. STR is used to calculate melee damage.

MAT, Melee Attack – A model's skill with melee weapons such as swords and hammers or with natural weapons like fists and teeth. A model uses its MAT when making melee attack rolls.

RAT, Ranged Attack – A model's accuracy with ranged weapons such as guns and crossbows or with thrown items like spears and knives. A model uses its RAT when making ranged attack rolls.

DEF, Defense – A model's ability to avoid being hit by an attack. A model's size, quickness, skill, and even magical protection all contribute to its DEF. An attack roll must be equal to or greater than the target model's DEF to score a hit against it.

ARM, Armor – A model's ability to resist being damaged. This resistance can come from natural resilience, worn armor, or even magical benefits. A model takes 1 damage point for every point by which a damage roll exceeds its ARM.

CMD, Command – A measure of a model's leadership. Every model with a CMD stat has a command range equal to its CMD in inches. A model is always completely within its own command range.

Base Stats, Current Stats & Modifiers

Rules in Company of Iron can refer to a model's base stats or to its current stats. A model's **base stats** are typically those given in its stat bar. Some special rules can change the base stat of a model to a specific value, however. Apply this change before applying any other modifiers to the stat. If a model is affected by multiple rules that change a base stat, the base stat becomes the lowest value.

A model's **current stats** are its base stats with any modifications due to special rules. Unless a rule specifies otherwise, always use a model's current stats.

When a model's stat is modified, start with the base stat and then apply modifiers in the following order.

1. Apply modifiers that double the stat.
2. Apply modifiers that halve the stat.
3. Apply bonuses that add to the stat.
4. Apply penalties that reduce the stat.

A model's base and current stats can never be reduced to less than 0. (Note that this limitation applies only to the stats themselves and not to values calculated when making rolls.)

EXAMPLE: Stationary models have a base DEF of 5, and cover grants +4 DEF. Therefore, a stationary model behind cover has a current DEF of 9 (base DEF 5 + 4 DEF for cover).

EXAMPLE: A Winter Guard Infantry model with MAT 5 affected by Blind (-4 MAT) has a current MAT of 1. If the model was also affected by Ashen Veil it would suffer -2 to its attack rolls, so what would have been $2d6 + 1$ becomes $2d6 - 1$ even though the stat itself is not less than 0.

Model Special Rules

Most Company of Iron combatants are highly specialized and trained to fill unique roles on the battlefield. To represent this, models have **special rules** that take precedence over the standard rules. Special rules include advantages, immunities, orders, special actions, special attacks, spells, weapon qualities, and other rules that appear on a model's stat card.

Some special rules have a range (RNG). A rule's range is the maximum distance in inches it can be used to affect another model or unit (see "Measuring Range," p. 20). A RNG of "CMD" indicates the special rule has a range equal to the model's Command stat. A model with a special rule that has a RNG is the point of origin of the rule's effect (see "Point of Origin & Origin of Damage," p. 20). If the target model is within range, it is affected by the special rule. If the target model is outside the

range, it is not affected but the special rule has still been used. Spells and attacks have their own rules for measuring range and determining the effects of making an action if the target is out of range. If a model can be a valid target for its own special rule, then it is always within range of its special rule.

EXAMPLE: In the Tyrant Commander & Standard Bearer unit, the Tyrant Commander has two Battle Plan special rules with RNG 5 that can target warrior model/units. Because the Tyrant Commander is a warrior model, it can target itself with its Battle Plans and is always within range.

Advantages

Advantages are common special rules that many models have. A model's advantages are represented by icons beneath its stat bar. The text of these advantages does not appear on the cards but is listed below. Advantages are always in effect.



These icons show that Eiryss, Mage Hunter of Ios has the Advance Deployment, Pathfinder, and Stealth advantages and a base size of 30 mm.

⚡ Advance Deployment – This model can be placed after normal deployment, up to 3" beyond your established deployment zone (Scenario Guide, p. 1). Each Company of Iron scenario specifies a limit on how many models with Advance Deployment can use this advantage.

💧 Amphibious – This model treats shallow water as open terrain (Scenario Guide, p. 8) while advancing. While completely in shallow water, this model gains concealment (p. 24) and does not block line of sight.

📍 Arc Node – This advantage is not used in games of Company of Iron.

⚡ Assault – This model can make one ranged attack as part of a charge during its activation. This ranged attack must occur after the model ends its movement but before it begins its Combat Action and must target the model charged. A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge. If the target is not in the charging model's melee range after ending its movement, the charge fails, but the model with Assault ⚡ can still make the Assault ranged attack before its activation ends. A model can make an Assault ranged attack while in melee.

🐎 Cavalry – This model gains boosted charge attack rolls.

⊗ **Combined Melee Attack** – This model gains a +1 cumulative bonus on melee attack and melee damage rolls for each other battle-ready model in its unit engaging the target. This cumulative bonus cannot exceed +3.

⊗ **Combined Ranged Attack** – This model gains a +1 cumulative bonus on ranged attack and ranged damage rolls for each other battle-ready model in its unit within 1" of it that also has LOS and is in range to the target. This cumulative bonus cannot exceed +3. Models cannot gain a bonus from this advantage when targeting a model in melee.

⊗ **Construct** – This model is a construct and is not a living model.

⊗ **Eyeless Sight** – This model ignores cloud effects (Advanced Rules, p. 13) when determining line of sight. This model ignores concealment (p. 24) and Stealth (Ⓜ) and never suffers Blind.

⊗ **Flight** – This model treats all non-impassable terrain as open terrain (Scenario Guide, p. 8) while advancing. It can move through obstructions and through other models if it has enough movement to move completely past them. While charging, slam power attacking, or trample power attacking, this model does not stop its movement when it contacts an obstacle, an obstruction, or another model. This model ignores intervening models when declaring its charge target.

⊗ **Gunfighter** – This model can make ranged attacks targeting models it is in melee with and can make free strikes with its ranged weapons. If it does not have a melee weapon, it gains a melee range of 0.5".

This model can make charges. If it makes a charge, the model can make its initial attacks with its ranged weapons, but these attacks can target only models in its melee range. The charging gunfighter's first melee or ranged attack after ending its charge movement must target the model it charged. If the charging gunfighter did not fail its charge and cannot make its first melee or ranged attack against the charge target, the charging gunfighter can make its first attack against any eligible target. Remember, your first attack after charging is a charge attack only if you make it with a melee weapon, and a model in melee cannot aim.

Gunfighter does not allow a model to make melee and ranged attacks during the same activation.

⊗ **Incorporeal** – This model treats all non-impassable terrain as open terrain (Scenario Guide, p. 8) while advancing. It can move through obstructions and through other models if it has enough movement to move completely past them. While charging, slam power attacking, or

trample power attacking, this model does not stop its movement when it contacts an obstacle, an obstruction, or another model. Other models, including slammed, pushed, or thrown models, can move through this model without effect if they have enough movement to move completely past it. This model does not count as an intervening model. This model is immune to continuous effects and cannot be moved by a push, slam, or throw. Non-magical attacks against this model roll one fewer die in the damage roll. This model cannot make free strikes and cannot be targeted by free strikes.

⊗ **Jack Marshal** – This model is a 'jack marshal and can command warjacks (Advanced Rules, p. 3).

⊗ **Officer** – This advantage is used in games of Company of Iron only when choosing your commander (p. 3).

⊗ **Parry** – This model cannot be targeted by free strikes.

⊗ **Pathfinder** – This model treats rough terrain as open terrain (Scenario Guide, p. 8) while advancing. While charging, slam power attacking, or trample power attacking, this model does not stop its movement when it contacts an obstacle.

⊗ **Soulless** – This living model does not generate a soul token (Advanced Rules, p. 12) when it is destroyed.

Ⓜ **Stealth** – Ranged and magic attacks targeting this model from a point of origin (p. 20) greater than 5" away automatically miss. This model is not an intervening model (p. 19) when determining line of sight from a model more than 5" away.

⊗ **Tough** – If this model makes a casualty roll (p. 27) while battle-ready and would become incapacitated, it can reroll the casualty roll.

⊗ **Undead** – This model is an undead model and not a living model.

Immunities

Immunities are advantages that protect models from some types of damage and effects. A model has a much lower chance of suffering damage from a damage type to which it is immune. If the damage has multiple damage types, a model that is immune to any of the types is considered immune to all the damage. (See "Damage Types," p. 26.)

⊗ **Immunity: Cold** – Cold damage (❄) attacks against this model roll one fewer die on the damage roll.

⊗ **Immunity: Corrosion** – This model is immune to the Corrosion continuous effect (Ⓜ) (see below), and corrosion damage (Ⓜ) attacks against this model roll one fewer die in the damage roll.

Immunity: Electricity – Electrical damage ⚡ attacks against this model roll one fewer die in the damage roll. Additionally, when lightning arcs as a result of a special rule, it cannot arc to or from models with Immunity: Electricity ⚡.

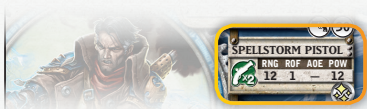
Immunity: Fire – This model is immune to the Fire continuous effect 🔥 (see below), and fire damage 🔥 attacks against this model roll one fewer die in the damage roll.

Immunity to Continuous Effects

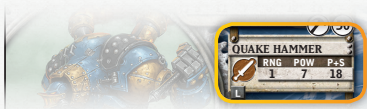
Some special rules also grant immunities to some or all continuous effects (Advanced Rules, p. 13). A model that is immune to a continuous effect never suffers the effect; the continuous effect is never applied to that model. If a model gains immunity to a continuous effect while suffering that effect, the continuous effect immediately expires.

Weapon Statistics

On a model's weapon stat bar, a sword icon or a horseshoe icon denotes a **melee weapon**, and a pistol icon denotes a **ranged weapon**. A model with multiple identical weapons has a single weapon stat bar with the number of weapons indicated on the icon. A weapon's stat bar lists only the stats that apply to its use. Those that are not applicable are marked with "—".



Sample Ranged Weapon Stat Bar for Two Identical Weapons



Sample Melee Weapon Stat Bar



Sample Melee Weapon Stat Bar

RNG, Range – The maximum distance in inches between the attack's point of origin and the target before the attack will automatically miss (see "Making Attacks," p. 20). Measure range from the edge of the point of origin's base nearest to the target, up to the maximum range of the attack (see "Measuring Range," p. 20). Spray attacks use special range descriptors beginning with "SP" (Advanced Rules, p. 2). Remember, the attacking model needs line of sight to a model to target it. A RNG of "*" indicates the model's special rules contain information about determining the RNG. Some special rules can affect a weapon's range. If a weapon's RNG is reduced to 0 or less by some effect, the weapon cannot be used to make attacks.

ROF, Rate of Fire – The number of initial attacks a model can make with this ranged weapon during its activation.

EXAMPLE: *The Double Crossbow on the Circle Orboros' Reeve Hunter has ROF 2. When the model makes ranged attacks with this weapon during its activation, it can make two attacks. The Mini-Slugger on Cygnar's Captain Maxwell Finn has ROF d3. When Finn's controlling player declares he is going to make ranged attacks with it, he first rolls a d3 and then can make up to the number of attacks indicated.*

AOE, Area of Effect – The diameter in inches of the template an area-of-effect (AOE) weapon uses for determining which models are hit by the attack. When using an AOE weapon, center the template on the determined point of impact. All models within the template are affected and potentially suffer the attack's damage and effects. (See page 24 for detailed rules on AOE attacks. Templates for AOE can be found at privateerpress.com/rules.)

POW, Power – The value used when making damage rolls. A weapon or attack marked with a POW of "—" does not cause damage. Some special rules can affect a weapon's POW. A weapon's POW can never be reduced to less than 0.

P+S, Power plus Strength – The P+S value provides the sum of the model's base STR and the melee weapon's POW for quick reference.

Weapon Qualities

Weapon qualities are special rules that are marked as icons on a weapon's stat block.



These icons show that Maximus' fellblade melee weapon has Damage Type: Magical ⚡ and Weapon Master 🐾.

Blessed – Attacks with this weapon ignore bonuses from spells, including animi, that add to a model's ARM or DEF.

Buckler – This weapon has an integral buckler that gives the model a cumulative +1 ARM bonus; for example, a model with two of them gains a bonus of +2 ARM. A model does not gain this bonus while the weapon system with the buckler is crippled or when resolving damage that originates in its back arc (p. 13).

Chain Weapon – Attacks with this weapon ignore the Buckler and Shield weapon qualities and Shield Wall.

Continuous Effect: Corrosion – A model hit by this attack suffers the Corrosion continuous effect (p. 13).

Continuous Effect: Fire – A model hit by this attack suffers the Fire continuous effect (p. 13).

Critical Corrosion – On a critical hit (p. 21), the model hit by this attack suffers the Corrosion continuous effect (p. 13).

Critical Disruption – This weapon quality is not used in games of Company of Iron.

Critical Fire – On a critical hit (p. 21), the model hit by this attack suffers the Fire continuous effect (p. 13).

Damage Type: Cold – This weapon causes cold damage (p. 26).

Damage Type: Corrosion – This weapon causes corrosion damage (p. 26).

Damage Type: Electricity – This weapon causes electrical damage (p. 26).

Damage Type: Fire – This weapon causes fire damage (p. 26).

Damage Type: Magical – This weapon causes magical damage (p. 26).

Disruption – This weapon quality is not used in games of Company of Iron.

Open Fist – This weapon is an Open Fist. A warjack can use a weapon with an Open Fist to make some power attacks (Advanced Rules, p. 8).

Shield – This weapon is a shield that gives the model a cumulative +2 ARM bonus; for example, a model with two of them gains a bonus of +4 ARM. A model does not gain this bonus while the weapon system with the shield is crippled or when resolving damage that originates in its back arc (p. 13).

Weapon Master – When attacking with this weapon, add an additional die to its damage rolls.

Damage Capacity

A model's **damage capacity** determines how many damage points it can suffer. If a model's stat card does not show a damage capacity, as is the case with most trooper models, the model can suffer only one point of damage. The stat cards for models with damage capacity of more than one point include a row of **damage boxes** for tracking the damage they receive. The damage boxes for some models, such as warjacks, are arranged in a damage grid; the damage boxes for warbeasts are displayed as life spirals (Advanced Rules, p. 7).

Every time a model with multiple damage boxes suffers damage, mark one damage box for each damage point taken (see "Recording Damage," p. 26). For recording damage to warjacks and warbeasts, see Advanced Rules, pages 4 and 7.

Units

Units are groups of models that share a stat card and can have rules that allow them to work together in some way. If a model in a unit has a special rule that requires a model to be in formation or does not affect models that are out of formation, it means a model must be in the command range of the model with the rule in order to benefit from the effect. If a model in a unit has a rule that is triggered by another model in the unit suffering damage or being destroyed, the model that is damaged or destroyed must be in the CMD range of the model with the rule in order to trigger the rule.

EXAMPLE: *Vysaar, a member of the Blackfrost Shard unit, has the Cloak of Mist special rule, which grants models in the unit Stealth. In order for the other two members of the unit to benefit from this rule, they must be within Vysaar's command range.*

EXAMPLE: *The Knights Exemplar unit has the Battle-Driven rule, which says, "When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder for one round." Only models that have the damaged model in their CMD range when the damage is suffered gain the benefit of the rule.*

EXAMPLE: *The Farrow Brigand Warlord grants Prey to the unit he is attached to. In order for a model in the unit to benefit from the rule it must begin its activation in the command range of the Warlord.*

If a special rule targets a model/unit, it affects a model normally. However, it only affects the models in the chosen unit who are in, or begin an activation in, the range of the rule.

EXAMPLE: Archduke Alain Runewood's Path to Victory special rule says, "RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to charge attack rolls. Path to Victory lasts for one turn." When resolving this rule, the Runewood player would first choose which unit to target. The target unit can be any unit card in the player's army. The player chooses their Sword Knight unit. For the rest of the player's turn, any model from the chosen unit who begins an activation within 5" of Runewood gains +2 to charge attack rolls during that activation. Since Path to Victory lasts for one turn, after the player has activated their last model for the round, the effect expires.

Granted & Tactics Special Rules

Models in a unit gain the benefits of **Granted** special rules only while the model with the special rule is in play.

Tactics are special rules granted to units by some unit attachments. The unit retains these special rules even if the model that granted them is destroyed or removed from play.

Unit Model Types

All models in a unit are **troopers**.

Each unit has a **Leader**. This model may have different rules and weapons from the other members of the unit.

Grunts are the basic troopers in a unit.

Attachments are troopers that can be added to some units. They include **command attachments** and **weapon attachments**. A unit can have only one command attachment but can have up to three weapon attachments. Attachments are easily identified by the "Attachment" rule on their card, which specifies the unit or units to which they can be attached.

Base Size & Facing

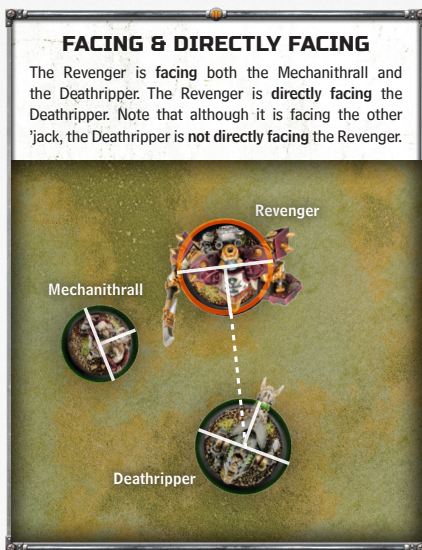
The models used in Company of Iron have certain physical properties that are important to gameplay, namely base size and facing.

The physical size and mass of a model are reflected by its **base size**. There are two base sizes in Company of Iron: **small bases** (30 mm) and **medium bases** (40 mm). Generally, most human-sized warrior models have small bases, and larger creatures and light warjacks have medium bases.

A model's **facing** is typically determined by its shoulder orientation. The 180° arc in the direction its shoulders face defines the model's **front arc**; the opposite 180° defines its **back arc**. Many players find it helpful to make a small mark on either side of each model's base to indicate where the front arc ends and the back arc begins instead of relying on the positioning of its shoulders. If a model lacks shoulders, you must mark its base or discuss its facing with your opponent before the game starts.

A model's front arc determines its perspective of the battlefield. A model typically directs its actions, determines line of sight, and makes attacks within this arc. Likewise, a model is usually more vulnerable to attacks from its back arc due to a lack of awareness in that direction. A model that has any part of its base within another model's front arc does not count as being in that model's back arc.

A model is **facing** another model when the second model is within the first model's front arc. A model is **directly facing** another model when the center of its front arc aligns with the center of the second model's base.



Gameplay

The Game Round

Company of Iron battles are fought in a series of **game rounds**. Each game round, players alternate activating one model at a time, in priority order. Once all models have been activated, the current game round ends. A new game round then begins. Game rounds continue until one side wins the game.

Duration

When tracking the duration of game effects, a **turn** is measured from the first activation of a model in a player's army until the end of the activation of the last model in that player's army. This means many models can activate while the effect is in play, but the effect will not persist into the following round.

A **round** is measured from the first activation of a model at the beginning of a new round until the end of the last model's activation. Effects with a duration of one round that are created by a model's rules continue past the end of a round. A game effect created by the affected model's own rules expires at the end of that model's next activation or at the end of the round in which it was triggered, whichever occurs last. A game effect created by a model other than the affected model has the same duration, unless it is also affecting the model that created the effect.

EXAMPLE: *Ayisla's Veil (★Action) is a special rule on Lady Aiyana that grants Stealth ① to her and to Master Holt while he is base-to-base with Aiyana. Since this effect is caused by Aiyana's own rules, it lasts until the end of her next activation. Holt continues to be affected until that point as well, even if he activates before her in the next round, because Aiyana is still being affected.*

EXAMPLE: *The wraithlock pistols of the Pistol Wraith have the Chain Attack: Death Chill rule, which causes a model hit with both pistols to become stationary for one round. Since this rule is not created by the affected model and is not affecting the Pistol Wraith, the stationary effect lasts until the end of the affected model's next activation or the end of the round in which it was triggered.*

EXAMPLE: *Two Knights Exemplar trooper models have their Battle-Driven rule triggered. Trooper A has already activated, so its Battle-Driven benefit will last until the end of its activation next round. Trooper B has not activated in the current round, so that model's Battle-Driven benefit expires at the end of the current round.*

Priority & Activating Models

The player who has **priority** chooses one model to activate. After choosing a model, the player completes that model's Maintenance Phase, followed by the model's Activation Phase.

If you have priority and you have fewer unactivated models on the table than your opponent, you can pass priority back to the other player without choosing a model to activate.

All models you control must be activated once per turn. A model cannot forfeit any part of its activation unless allowed to do so by a special rule (see "Forfeiting Normal Movement," p. 15, and "Forfeiting Combat Actions," p. 18). A model must be on the table to activate.

An injured model (p. 7) that is chosen to activate must make a casualty roll before its Maintenance Phase begins. Add +1 to the roll if any friendly battle-ready models are base-to-base with the injured model.

Maintenance Phase

During the **Maintenance Phase**, perform the following steps in order:

1. Resolve any effects on the activating model caused by rules that say they occur during the Control Phase. (There is no Control Phase in Company of Iron.)
2. Check for expiration of continuous effects (Advanced Rules, p. 13) on the activating model. Resolve the effects of those that remain in play.
3. Resolve all other effects of the activating model that occur during the Maintenance Phase.

Each Maintenance Phase corresponds only to the model being activated. Effects on other models are resolved during their own Maintenance Phases.

Some effects are resolved at the beginning of the Maintenance Phase. These effects must be resolved before any other Maintenance Phase effect. If multiple effects are resolved at the beginning of the Maintenance Phase, the active player chooses the order in which they are resolved.

After resolving any effects that happen in the Maintenance Phase, move on to the model's Activation Phase.

Activation Phase

A model's **Activation Phase** is divided into its Normal Movement (below) and its Combat Action (p. 18). A model's Normal Movement must be resolved before progressing to its Combat Action. After resolving its Combat Action, the model ends its activation and priority switches to the other player unless there is an effect that must be resolved at the end of the model's activation. For a detailed breakdown of model activation, see page 13 in the Scenario Guide.



Movement

Normal Movement & Advancing

The first part of a model's activation is its **Normal Movement**. Models generally move only during this portion of their activations, though some special rules permit movement at other times.

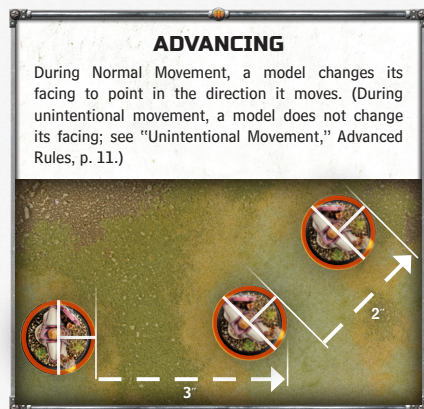
Advancing refers to movement a model intentionally makes, not to unintentional movement caused by other effects such as being pushed or slammed (Advanced Rules, p. 11). All intentional movement—whether running, charging, or making a full advance—is considered to be advancing regardless of whether it takes place during a model's Normal Movement.

A model can change its facing at any time during its advance, but when it advances it must always move in the direction it is facing. Make all measurements from the front of an advancing model's base. Determine the distance a model advances by measuring how far the leading edge of its base travels. Changing facing by rotating in place is still advancing even though the model's position on the table does not change. A model's base cannot pass over another model's base while advancing. This means that if a gap between the bases of two models is too small for another model's base to fit between them, the third model cannot move through the space.

When a model resolves its Normal Movement, it must choose one of the following options:

- Forfeit its Normal Movement
- Aim
- Full advance
- Run
- Charge

Additionally, some models can choose to perform a power attack encompassing its Normal Movement and Combat Action (Advanced Rules, p. 8).



Forfeiting Normal Movement

Some rules require a model to forfeit its Normal Movement or allow it to do so voluntarily for some benefit. When a model voluntarily forfeits its Normal Movement, resolve the effect for which its Normal Movement was forfeited.

A model cannot voluntarily forfeit its Normal Movement if it is also required to forfeit it, and a model cannot forfeit its Normal Movement for multiple effects.

EXAMPLE: *A Paladin of the Order of the Wall's Stone-and-Mortar Stance rule allows it to forfeit its Normal Movement or its Combat Action to gain defensive benefits. If the Paladin is knocked down, however, it cannot forfeit its Normal Movement to stand up and also gain the effects of Stone-and-Mortar Stance for forfeiting that movement.*

Aim

The model does not advance, not even to change its facing; then its Normal Movement ends. For the rest of the model's activation, it receives a +2 bonus to every ranged attack roll it makes. A model in melee (p. 22) cannot use its Normal Movement to aim.

Full Advance

The model advances up to its current speed (SPD) in inches.

Run

The model advances up to twice its current SPD in inches. When a model uses its Normal Movement to run, it must forfeit its Combat Action before advancing, and its activation ends as soon as it completes its run movement.

If a model cannot run due to some effect and is required to use its Normal Movement to run, instead of running it forfeits its Combat Action and makes a full advance, then its activation ends.

Charge

A charging model rushes into melee range with a target and takes advantage of its momentum to make a more powerful first strike. A model that does not have a melee range or cannot make attacks also cannot charge. A model that forfeits its Combat Action cannot use its Normal Movement to charge that activation. A model cannot target a friendly model with a charge.

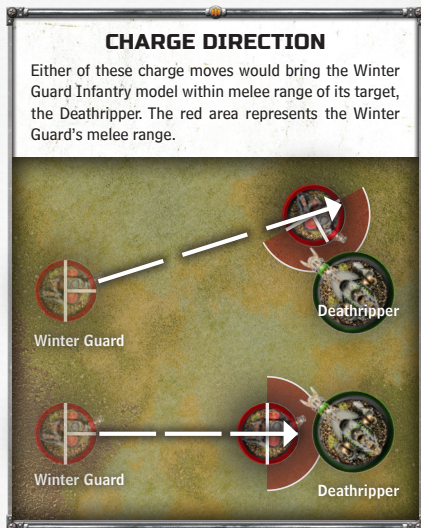
Declare a charge and its target before moving the model. A model must have line of sight to another model to target it (p. 19). After declaring a charge, the charging model turns to face any direction that will bring its target into its melee range when it moves, ignoring terrain, the distance to the charge target, and other models. The charging model then advances up to its current SPD plus 3" in that direction, in a straight line. The charging model cannot voluntarily stop its movement until its target is in its melee range, but after that point it can end this movement at any time. Once the charging model has the charge target in its melee range, it must keep the charge target in its melee range for the rest of the charge. The charging model stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, thrown, or placed during its charge movement. If a model contacts a model, an obstacle, or an obstruction while charging but is able to move through it for some reason (such as a special rule on the model), the charging model does not stop but is still considered to have contacted the model, obstacle, or obstruction. At the end of the charge movement, the charging model turns to directly face its target.

Some effects require a model to charge. If a model is required to charge and either it cannot or there are no legal charge targets in its line of sight, the model activates but must forfeit its Normal Movement and Combat Action.

A charging model that is engaging its charge target at the end of its charge movement has made a **successful charge**. The charging model must use its Combat Action to make either initial melee attacks or a special attack with a melee weapon.

The charging model's first melee attack after ending its charge movement must target the model it charged. If the charging model advanced at least 3", its first attack with a melee weapon targeting the model it charged is a **charge attack**. If that attack hits, the damage roll against the charge target is automatically boosted. After resolving its charge attack, the charging model completes its Combat Action normally.

If a charging model moved less than 3", its first attack with a melee weapon is not a charge attack. Its first attack must still be made against the charge target, however.



If a charging model ends its charge movement without its charge target in its melee range, it has made a **failed charge**. If a model makes a failed charge during its activation, its activation ends.

If the charging model did not fail its charge but for some reason cannot make its first melee attack against the charge target, it can make its first melee attack against another eligible target. In that case, its first melee attack damage roll is not automatically boosted.

Charges Outside of Activation

When a model charges outside its activation, such as with the Countercharge special rule, follow the rules above for charging but ignore any references to the model's activation, Normal Movement, or Combat Action. When a model makes a charge outside its activation, it makes only one attack. A model that charges outside its activation cannot make a special attack. If the model fails its charge, it does not make any attack.

Movement Restrictions

Some effects place restrictions on how a model moves or advances. There are four types of these restrictions. In the following descriptions, Model A is moving with some restriction relative to Model B.

- **Model A Must Move Toward Model B:** Model A can move along any path such that the distance between Model A and Model B is always decreasing or remaining the same during the movement.
- **Model A Must Move Directly Toward Model B:** Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them

A MODEL CAN CHARGE WHAT IT SEES

A model needs only line of sight to another model to charge it, even if there are circumstances that will cause the charge to fail. Sometimes tactical benefits from the extra distance of a charge outweigh the negatives of failing the charge (such as when using the Assault advantage to reposition close enough for a ranged attack). Each of the examples below is a valid charge, even though the attacker is not able to reach the charge target.

CHARGE EXAMPLES

<p>The Trencher Infantry model's charge to the Skarlock Thrall is blocked, as the base of the Trencher model cannot fit between the bases of the Bile Thrall models.</p>	<p>Charge is hindered by rough terrain. Though the Trencher Infantry model's charge is not stopped by the rough terrain, it moves at only half its normal rate through that area and ends its movement without its charge target in its melee range.</p>	<p>Charge target is out of charge range.</p>

decreases during the movement. A model that moves directly toward a point cannot change its facing after moving.

- **Model A Must Move Away From Model B:** Model A can move along any path such that the distance between Model A and Model B is always increasing or remaining the same during the movement.
- **Model A Must Move Directly Away From Model B:** Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them increases during the movement. A model that moves directly away from a point cannot change its facing after moving.

In all these cases, the model affected by the movement restriction can still forfeit its Normal Movement, change its facing, or choose not to move at all.

A model can be affected by more than one movement restriction. For example, a model required to advance toward one model and away from another would need to move in a manner to satisfy both requirements. If a moving model cannot satisfy all restrictions on the movement, it cannot move at all.

End of Activation Movement

Some special rules enable a model to advance a certain distance at the end of its activation. If two or more special rules would grant a model such movement, the model's controlling player chooses one of them to apply. The model's movement is then resolved using the rules for that special rule. For example, if a unit with Reposition [3"] gains Reposition [5"] from another model's special rules, the controlling player must choose which special rule to apply.

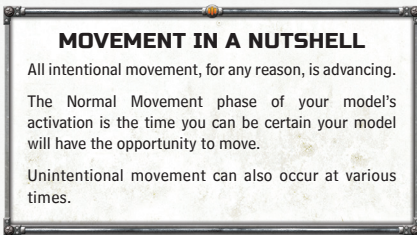
Base-to-Base & Contact

Models whose bases are touching are in **base-to-base (B2B) contact**. If a model has a special rule that allows it to move through another model, while it is moving through the other model they are considered to be in B2B contact.

One model contacts another when it changes from not being base-to-base with it to being base-to-base with it. Additionally, when a model is already B2B with another model and would move toward it, it is considered to contact that model again.

Entering

A model **enters** an area when it moves from not being within the area to being within the area, when it is put into play in the area, or when it is placed in the area. A model can suffer the effects of entering any particular area only once each time it advances.



Orders

Some units, or models within units, have special rules called **orders**, such as the Hog Wild (Order) special rule on the Farrow Brigands unit. Orders listed in the rules of a specific model in a unit are only available to other models in that unit that are in, or that activate in, the command range of the model with the order.

A model can use one order during an activation. A model cannot use an order and run or charge during the same activation unless the order includes a run or charge.

In Company of Iron, an order affects only the model that is activating, regardless of any rules text referencing other models. For example, the Hammerfall High Shield Officer grants the models in its unit the Double Time order. The rule's text says, "After all models in this unit have completed their Combat Actions, each can make a full advance." The activating model does not wait until the rest of the models in its unit have activated to make a full advance; it makes the full advance after it has completed its own Combat Action.

Orders without a duration expire at the beginning of the model's next activation.

Combat Actions

After completing its Normal Movement, a model makes its **Combat Action**. A model must choose one of the following options when making its Combat Action:

- Forfeit its Combat Action.
- Make one **initial attack** with each of its melee weapons.
- Make a number of initial attacks with each of its ranged weapons equal to the weapons' rate of fire (ROF).
- Make one special attack (★Attack) or special action (★Action) allowed by its special rules.
- Make one power attack (Advanced Rules, p. 8) allowed by its special rules.

Unless its rules state otherwise, a model cannot make both melee and ranged attacks in the same Combat Action. In other words, a model cannot make a ranged attack after making a melee attack, and it cannot make a melee attack after making a ranged attack. A model making more than one attack can divide its attacks among any eligible targets.

Forfeiting Combat Actions

Some rules require a model to forfeit its Combat Action or allow it to do so voluntarily for some benefit. When a model voluntarily forfeits its Combat Action, resolve the effect for which its Combat Action was forfeited.

A model cannot voluntarily forfeit its Combat Action if it is also required to forfeit it, and a model cannot forfeit its Combat for multiple effects.

Basic Attacks

A **basic attack** is simply an attack made with a weapon that is not a special attack, a power attack, or a chain attack.

Special Actions (★Actions) & Special Attacks (★Attacks)

Special actions and **special attacks** let models make actions that are unavailable to other models.

Special attacks listed as a rule of a melee weapon are melee special attacks. Special attacks listed as a rule of a ranged weapon are ranged special attacks. Special attacks listed as a rule of the model itself are neither melee attacks nor ranged attacks. The rules for these special attacks indicate the nature of any additional attacks that can be made afterward, if any.

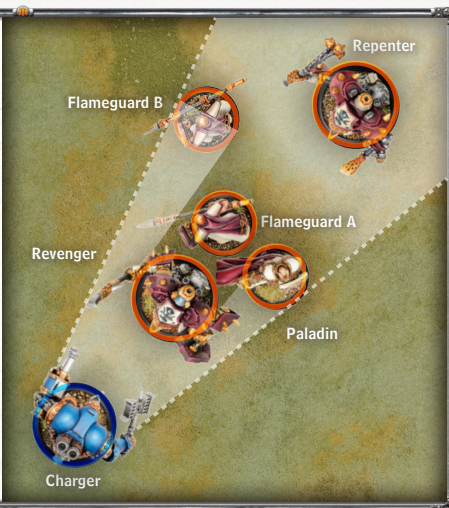
Additional Attacks

After resolving its initial attacks, a special attack, or a power attack, a model might be able to make **additional attacks** if it has a special rule allowing it to do so.

LOS & TARGETING

The Charger obviously has LOS to the Repenger. Because the Repenger has a medium base, it blocks LOS to other models with medium and small bases. The Charger has LOS to Temple Flameguard B because you can draw an unobstructed line from its front arc to the edge of Temple Flameguard B's base that does not cross the Repenger's base. On the other hand, the Charger does not have LOS to Temple Flameguard A, because you cannot draw a line between their bases that does not cross the Repenger's base. Because it has a smaller base than the Repenger, the Paladin of the Order of the Wall does not block LOS to it. The Charger can draw LOS to the Repenger as if that model were not there.

The Charger has LOS to the Paladin of the Order of the Wall because its base is not completely obscured.



A model can make additional attacks only during its Combat Action. Each additional attack is a basic attack that can be made with any weapon the model possesses that is allowed by the special rule granting the attack, including multiple attacks with the same weapon. Completely resolve each attack before making another attack. A model cannot make a special attack or a power attack as an additional attack.

Line of Sight & Targeting

Many game situations, such as charging or making attacks, require a model to **target** another model. A model must have **line of sight (LOS)** to another model to target it. Simply put, having LOS means a model can see another model. When a model "chooses" another model, it need not have LOS. A model's controller can check its LOS at any time.

There are several steps to determining whether one model has line of sight to another, as listed below. If any step results in a model's potential LOS being blocked, return to the first step and try a different line. If no line can be found to pass all steps, the model does not have LOS to the desired model and cannot target it. In the following descriptions, Model A is determining LOS to Model B:

1. Draw a straight line from any part of Model A's volume to any part of Model B's volume that is within Model A's front arc.
2. The line must not pass through a terrain feature that blocks LOS.
3. The line must not pass over an intervening model's base that is equal to or larger than Model B's.

4. The line must not pass over an effect that blocks LOS, such as a cloud effect.

If you can draw any straight line between the bases of two models that crosses over any part of the base of a third model, the third model is an **intervening model**.

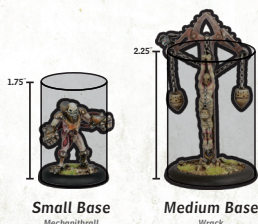
Line of sight can also be blocked by terrain. To determine whether a model's LOS to another model is blocked by terrain, consider each model's **volume**. Every model occupies a volume of space above the bottom of its base determined by its base size (see callout below).

DETERMINING MODEL VOLUME

A model is considered to occupy a standard volume determined by its base size, regardless of the actual size or pose of the miniature.

A small-based model occupies the space from the bottom of its base to a height of 1.75".

A medium-based model occupies the space from the bottom of its base to a height of 2.25".



LOS & ELEVATION

The Charger is on a hill that grants elevation. (See page 8 in the Scenario Guide for more on elevation).

The Charger has line of sight to the Manhunter because the Manhunter is on a lower elevation and there are no intervening models that would block line of sight within 1" of it.

The Charger does not have line of sight to the Battle Mechanik because the Iron Fang Pikemen are intervening models that are within 1" of it.



Measuring Range

When measuring range, measure from the edge of the point of origin's base nearest the target to the maximum range of the attack or special rule. If the nearest edge of the target model's base is within the maximum range of the attack or special rule, the target is **in range**.

Point of Origin & Origin of Damage

The **point of origin** of an effect or attack is the location or model from which the attack or effect originates. Typically this is the model causing the effect or making the attack, but not always. For example, when an AOE is centered behind a model, the point of origin of the damage is the center of the AOE, not the model that made the attack. Both line of sight and any attack roll modifiers that depend on line of sight (such as concealment) are checked from the point of origin of the attack. Range is also checked from the point of origin, including the placement of spray templates.

For most attacks, the **origin of damage** will be the same as the point of origin of the attack. The origin of damage for a direct hit with an AOE attack is the attack's point of origin, but the origin of damage for any other damage caused by an AOE attack is the point of impact.

Finally, some non-AOE attacks have special rules, such as Electro Leap, that allow them to damage models in addition to the attack's target. The origin of damage in those cases is the model or point from which the range to other affected

models is measured. For example, the origin of damage for the target of a ranged attack with Electro Leap is the attacking model, but the origin of damage for the model affected by the Electro Leap is the target model.

The origin of damage for an AOE that is not considered to be part of an attack, such as from a hazard (Scenario Guide, p. 11), is the center of the AOE.

Combat

Making Attacks

A model's Combat Action is the part of its activation dedicated to making attacks, although special rules might also permit a model to make attacks at other times. An attack roll determines if an attack hits its target. A damage roll determines how much damage an attack deals.

There are three main types of attacks: melee attacks, ranged attacks, and magic attacks.

When a model makes an attack, start by declaring its target. A model cannot target a friendly model with an attack.

EFFECTS THAT PREVENT TARGETING

Certain rules and effects prevent a model from being targeted. A model that cannot be targeted by an attack still suffers its effects if it is hit by the attack, such as a result of being inside an AOE. Other rules and effects, such as Stealth (S), can cause an attack to miss automatically but do not prevent the model from being targeted by the attack.

If the target of an attack is in range, make an attack roll to determine if the attack hits. If the target is out of range, the attack automatically misses. If the attack has an area of effect (AOE) and the target is out of range, the attack deviates (see “Area of Effect Attacks,” p. 24).

Attack Roll

An attack’s success is determined by making an **attack roll**. Roll 2d6 and add the model’s appropriate stat for the attack type. Roll an additional die if the attack is boosted. Special rules and certain circumstances might modify the attack roll as well.

Melee Attack Roll = 2d6 + MAT

Ranged Attack Roll = 2d6 + RAT

A model is **directly hit** by an attack if the attack roll against it equals or exceeds the model’s defense (DEF). If the attack roll is less than the target’s DEF, the attack misses.

Some attacks have critical effects. If the attack hits and any two dice in the attack roll show the same number, it is a **critical hit**. When an attack roll for an AOE results in a critical hit, every model under the template suffers the critical effect.

A roll of all 1s is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker’s MAT or the target’s DEF. Sometimes a special rule causes an attack to hit automatically; such automatic hits are also direct hits.

Attacks That Hit or Miss Automatically

Some rules cause attacks to hit automatically or miss automatically. If a rule causes an attack to **hit automatically**, you do not have to make an attack roll. If you choose to make a roll (because you want to try for a critical hit, for example), the attack no longer hits automatically. If the attack roll fails, the attack misses.

If a rule causes an attack to **miss automatically**, do not make an attack roll. The attack just misses.

If one rule causes an attack to hit automatically and another rule causes it to miss automatically, the automatic miss takes precedence over the automatic hit. For instance, an effect that allows attacks to hit automatically would not override special rules such as Stealth (I) that would cause an attack to miss automatically.

Some effects can also reduce the number of dice a model can roll for an attack. If the number of dice a model can roll for an attack is reduced to zero, the attack automatically misses.

Effects Triggering on a Hit

Resolve effects that trigger on a hit before making a damage roll.

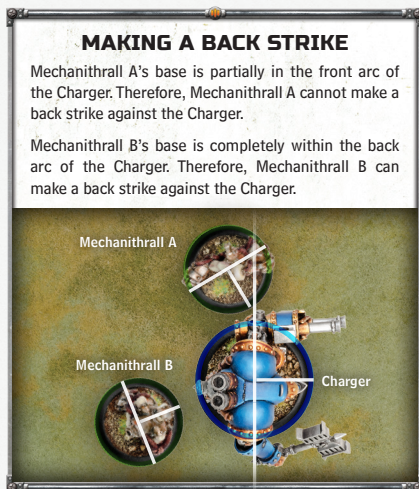
EXAMPLE: *A Satyx Raider rolls a critical hit with her Lacerator against a model with Tough (X), knocking it down before the damage roll is made. If the damage roll disables the knocked down model, it will not get a chance to make a Tough reroll to avoid being incapacitated because it is already knocked down.*

Switching Targets

Some models have the ability to cause another model to be directly hit by an attack in their place. Others can cause themselves to be directly hit by an attack in place of another model. Switching targets occurs as soon as a hit or a miss has been determined, including the resolution of all rerolls.

Back Strikes

A **back strike** grants a +2 bonus to the attack roll of a melee, ranged, or magic attack. For a model to receive the back strike bonus, the point of origin of the attack must be completely in the back arc of the target of the attack.



Attacking Injured Targets

If a melee attack targets an injured model (p. 7), the attack automatically hits and the target is automatically boxed (p. 27).

If a ranged attack by an attacker within .5" targets an injured model, the attack automatically hits and the target is automatically boxed. Injured models cannot be targeted by ranged attacks by models more than .5" away.

If an injured model suffers any damage or a damage roll would be made against it, it is automatically boxed.

Simultaneous Effects

When resolving simultaneous effects, completely resolve all attack and damage rolls before applying any of the target's special rules triggered by suffering damage, being destroyed, or being removed from play.

EXAMPLE: *A Repenter makes a Flame Thrower spray attack against some Scrap Thralls. The attack generates several damage rolls that all resolve simultaneously. Scrap Thralls destroyed by the attack do not explode due to their Thrall Bomb special rule until after all the attack and damage rolls generated by the spray attack are resolved.*

Attack-Generating Special Rules

When a model is granted more attacks as a result of an attack it made, it gains only one attack. If two or more special rules would grant the model another attack as a result of making an attack, its controlling player chooses which special rule to apply. The attack is then resolved using those rules. These attacks can in turn earn more attacks of their own.

Melee Attacks

Melee attacks include power attacks (Advanced Rules, p. 8) and attacks made with melee weapons such as spears, swords, hammers, flails, axes, claws, and fists. A model can make a melee attack against any target that is in its line of sight.

A model using its Combat Action to make attacks with its melee weapons can make one initial attack with each of its melee weapons. Some models have special rules that allow additional melee attacks during their Combat Actions (see "Additional Attacks," p. 18).

MELEE ATTACK ROLL MODIFIERS

The most common modifiers affecting a model's melee attack roll (2d6 + MAT) are summarized here for easy reference. Additional detail can be found on the pages listed.

- **Back Strike (p. 21):** A back strike gains +2 to the attack roll.
- **Free Strike (p. 23):** A free strike gains +2 to the attack roll (and a boosted damage roll if the attack hits).
- **Intervening Terrain (p. 24):** A model with any portion of its volume obscured from its attacker by an obstacle or an obstruction gains +2 DEF against melee attack rolls.
- **Knocked Down Target (p. 8):** A melee attack against a knocked down model hits automatically.
- **Stationary Target (p. 8):** A melee attack against a stationary model hits automatically.

Melee Range

A model's melee range is equal to the longest melee range of any of its melee weapons. Additionally, each individual weapon can be used to attack only targets within its own range. For example, the Ogrun Bokur has two melee weapons: its Polearm has a range of 2" and its Shield has a range of 0.5". The Ogrun Bokur's melee range is 2" because that is the longest range of its melee weapons, but it cannot attack targets with the Shield that are beyond its range of 0.5".

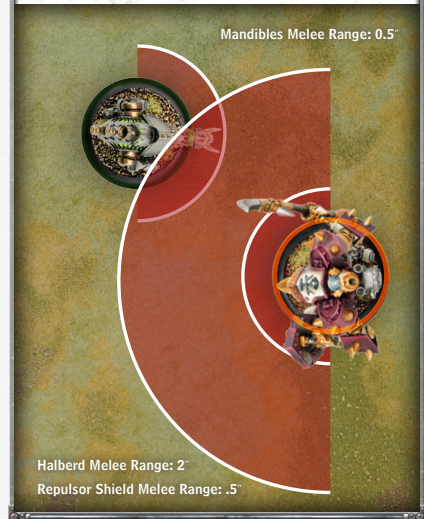
Models with no melee weapons have no melee range.

Engaged & Engaging

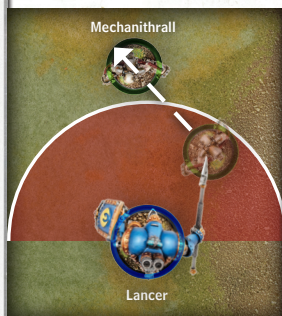
When a model is within an enemy model's melee range and in that model's line of sight, it is engaged by that model. When a model has an enemy model in its melee range and line of sight, it is engaging that model. When a model is either engaged or engaging, it is in melee, which prevents it from making ranged attacks.

MELEE RANGE & ENGAGED MODELS

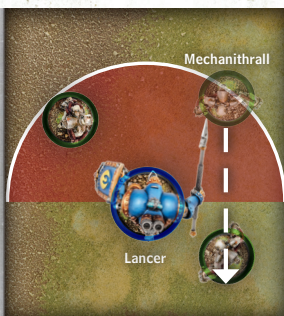
If a model is in melee range and LOS, it has engaged its opponent in melee combat. When opposing models are in each other's melee ranges, they are both engaged. However, a model with a weapon that has a longer melee range than its opponent can take advantage of its greater melee range to engage the opponent without becoming engaged itself. Though both models are considered to be in melee, a model is engaged only if it is in its opponent's melee range.



FREE STRIKE EXAMPLES



The Mechanithrall advances out of the Lancer's melee range but not its LOS, giving the Lancer a free strike against it.



The Mechanithrall advances out of the Lancer's melee range and its LOS, giving the Lancer a free strike against it.



The Mechanithrall advances out of the Lancer's LOS but not its melee range, giving the Lancer a free strike against it.

Free Strikes

When an engaged model advances out of an enemy's melee range or line of sight, the enemy model can make a free strike against it just before it leaves. The model makes one normal melee attack with any melee weapon that has sufficient melee range to reach the moving model and gains a +2 bonus to its attack roll. If the attack hits, the damage roll is boosted. When the free strike is made, treat the free striking model as being in the advancing model's back arc. Free strikes do not benefit from the back strike bonus (p. 21).

Ranged Attacks

Ranged attacks are attacks made with ranged weapons such as bows, rifles, pistols, cannons, flamethrowers, crossbows, harpoon guns, mortars, and thrown spears. A model can make a ranged attack against any target in its line of sight. A model in melee (p. 22) cannot make ranged attacks.

A model using its Combat Action to make attacks with its ranged weapons can make a number of initial attacks with each of its ranged weapons equal to the weapon's rate of fire (ROF). Some models have special rules that allow additional ranged attacks during their activations (see "Additional Attacks," p. 18).

Long Range

The conflicts in Company of Iron represent desperate fights between small forces in complex terrain that is not well suited to large battles. Often these fights happen at dusk or in overgrown areas, making targets difficult to see at a distance.

A model making a ranged or magic attack against a target more than 8" away suffers -2 to the attack roll.

RANGED ATTACK ROLL MODIFIERS

The most common modifiers affecting a model's ranged attack roll (2d6 + RAT) are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- **Long Range:** A model making a ranged attack against a target more than 8" away suffers -2 to the attack roll.
- **Aiming (p. 15):** A model that uses its Normal Movement to aim receives a +2 bonus to every ranged attack roll it makes this activation. A model in melee cannot aim.
- **Back Strike (p. 21):** A back strike gains +2 to the attack roll.
- **Cloud Effect (Advanced Rules, p. 13):** A model inside a cloud effect gains concealment.
- **Concealment (p. 24):** A model with concealment in relation to its attacker gains +2 DEF against ranged attacks. Cover and concealment are not cumulative.
- **Cover (p. 24):** A model with cover in relation to its attacker gains +4 DEF against ranged attacks. Cover and concealment are not cumulative.
- **Elevation Bonus (Scenario Guide, p. 8):** An elevated model gains +2 DEF against ranged attack rolls made by models on lower elevations.
- **Knocked Down Target (p. 8):** While knocked down, a model has cover against ranged attacks unless the attacking model is within .5" of it.
- **Stationary Target (p. 8):** While stationary, a model has its base DEF reduced to 5.
- **Target in Melee (p. 22):** A model in melee gains +4 DEF against non-spray ranged attacks.

CONCEALMENT & COVER IN ACTION

The Charger has several targets from which to choose, but many of them are actually well defended. The forest grants concealment (+2 DEF) to the Iron Fang Pikeman A, and the crates grant cover (+4 DEF) to Winter Guard Infantry models A and B. The Charger cannot draw line of sight to the Iron Fang Pikeman B at all because there is a forest between them (see "Forests," Scenario Guide, p. 9). Winter Guard C is behind the crates, but because it is more than 1" from them, it does not receive the cover bonus.



Concealment & Cover

Terrain features, spells, and other effects can make it more difficult to hit a model with a ranged or magic attack. A model within 1" of an **intervening terrain feature** can gain either a concealment bonus or a cover bonus—depending on the type of terrain—to its DEF against ranged and magic attacks. If you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through a terrain feature, that terrain feature is intervening. Concealment and cover bonuses are not cumulative with themselves or each other, but they are cumulative with other effects that modify a model's DEF. In order to benefit from concealment or cover, the target model must be within 1" of that terrain feature along at least one straight line between it and the attacker. See the Scenario Guide for details on terrain features and how they provide concealment or cover.

A model with **concealment**, either granted by being within 1" of a terrain feature that provides concealment in relation to its attacker or from another effect, gains +2 DEF against ranged and magic attack rolls. Concealment provides no benefit against spray attacks (Advanced Rules, p. 2). Examples of terrain features that grant concealment include low hedges and bushes.

A model with **cover**, granted either by being within 1" of a terrain feature that provides cover in relation to its attacker or from another effect, gains +4 DEF against ranged and magic attack rolls. Cover provides no benefit against spray attacks. Examples of terrain features that grant cover include stone walls, giant boulders, and buildings.

Targeting a Model in Melee

A model in melee gains +4 DEF against non-spray ranged and magic attacks.

Ignore this target-in-melee DEF bonus when the point of origin (p. 20) of the ranged or magic attack is in melee with the model the attack roll is being made against.

Area-of-Effect (AOE) Attacks

An attack with an area of effect (AOE) is sometimes referred to as an **AOE attack**. A ranged attack with an AOE is still a ranged attack, a magic attack with an AOE is still a magic attack, and a melee attack with an AOE is still a melee attack. The attack covers an area with a diameter equal to its AOE. Templates for AOE attacks can be found at privateerpress.com/rules.

An AOE attack follows all normal targeting rules. A successful attack roll indicates a direct hit on the intended target, which suggests a direct hit damage roll of $2d6 + POW$. Center the AOE template over the **point of impact**—in the case of a direct hit, the center of the base of the model directly hit. In the case of a missed attack, the point of impact deviates (see "Deviation," next).

Once the point of impact has been established, every model other than the model directly hit that has any part of its base covered by the AOE template is hit, but not directly hit, by the attack and suffers a **blast damage** roll of $2d6 + 1/2 POW$. Make separate damage rolls against each model in the AOE; each roll must be boosted individually.

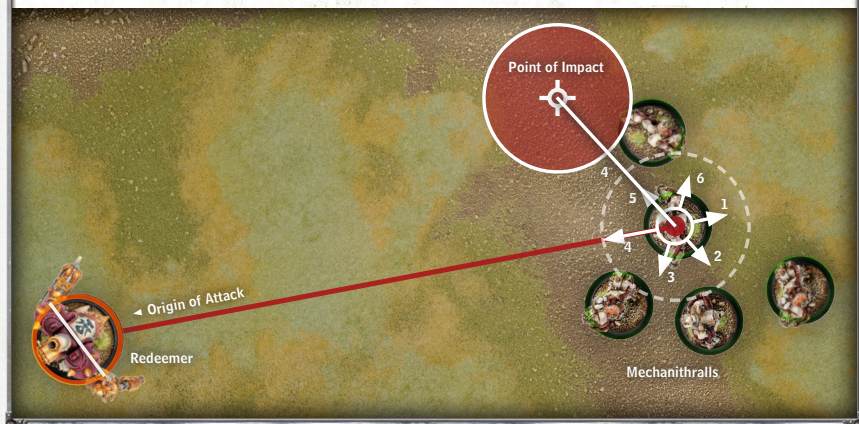
AOE Direct Hit Damage Roll = $2d6 + POW$

AOE Blast Damage Roll = $2d6 + 1/2 POW$

Damage rolls resulting from an AOE attack are simultaneous (see "Simultaneous Effects," p. 22).

DEVIATION EXAMPLE

A Redeemer makes a ranged attack with its Skyhammer targeting the Mechanithrall in the middle of the unit 12" away. If it hits the target, the Skyhammer will catch four Mechanithralls under the template! The Redeemer's ranged attack roll misses, however, and since the attack is an AOE attack, the Redeemer's controller must roll deviation to determine the attack's point of impact. The roll is a 5 for direction and a 4 for distance. Measure 4" in the determined direction from the center of the attack's original target in order to locate the point of impact. Models under the template are hit, but not directly hit; they suffer blast damage and are subject to the attack's special effects. The Redeemer does not hit as many Mechanithralls as it wanted, but it still catches one under the template.



Deviation

An AOE attack that misses its target **deviates** a random direction and distance. An AOE attack targeting a model beyond its range (RNG) automatically misses, and its point of impact deviates from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG away from the attack's point of origin. An AOE attack that misses a target in range deviates from the center of the intended target's base.

Determine the deviation of the AOE's point of impact by referencing the **deviation template** (Advanced Rules, p. 14) and rolling a d6 to determine the direction the point of impact deviates. For example, a roll of 1 means the attack goes long and a roll of 4 means the attack lands short. Then roll a d6 to determine the deviation distance in inches. Determine the missed attack's actual point of impact by measuring the rolled distance from the original point of impact in the direction determined by the deviation roll.

- If the target is within range of the attack, the point of impact can deviate only up to half the distance from the attack's point of origin to its intended target.
- If the intended target is beyond the range of the weapon, determine deviation from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG. In this case, the point of impact can deviate only up to half the RNG of the attack.

When determining deviation distance, use the exact value for these maximum distances; do not round them. For instance, an attack made at a target 5" away from the attack's point of origin will deviate a maximum of 2.5" even if the attacker rolls a 3, 4, 5, or 6 for deviation distance.

Terrain features, models, and other effects do not block deviating AOE attacks. Deviating AOE attacks always take effect at the determined point of impact. If the deviated point of impact would be off the table, reduce the deviation distance so the point of impact is on the edge of the table instead.

Deviating AOE attacks never cause direct hits even if the point of impact is on top of a model.

Point of Impact & Origin of Damage

An AOE attack's point of impact determines the origin of damage and effects for models not directly hit by the attack. For instance, suppose an AOE ranged attack targets a trooper in a unit that has used the Shield Wall order. If the attack hits, the target trooper will benefit from Shield Wall if the attacker is in the trooper's front arc, as will other troopers that have the AOE's point of impact in their front arc. Troopers that have the AOE's point of impact in their back arc will not benefit from Shield Wall, though, as the damage is originating in their back arc. Should the attack miss and deviate long, moving into the target trooper's back arc, the target trooper still will not benefit from Shield Wall. (For more information on point of origin and origin of damage, see page 20).

POINT OF IMPACT EXAMPLE

Three Iron Fang Pikemen are benefiting from the Shield Wall order when Pikeman B is hit by an AOE attack. Center the AOE template on Pikeman B; it is directly hit. Pikeman A is hit by the attack, but since the center of the template is within Pikeman A's front arc, it benefits from Shield Wall's +4 ARM. Pikeman C is also hit by the attack, but since the center of the template is in Pikeman C's back arc, it does not benefit from Shield Wall.



Damage

Some models can take a tremendous amount of damage before they fall in combat. What might be an incapacitating or mortal wound to a regular trooper will often merely dent a warjack's hull or be deflected by a warbeast's natural armor.

Damage Rolls

Determine how much damage a model takes by making a **damage roll**. In the case of ranged attacks, magic attacks, melee attacks made with weapons with a horseshoe icon, and most other damaging effects, roll 2d6 and add the Power (POW) of the attack. For melee attacks made with weapons with a sword icon, roll 2d6 and add the P+S of the attack, which is the POW of the weapon used for the attack + the Strength (STR) of the attacking model. A boosted damage roll adds an additional die to this roll. Special rules for certain circumstances might modify the damage roll as well.

Damage Roll = 2d6 + POW (+ STR if melee)

Compare this total against the Armor (ARM) of the model suffering the damage. That model takes **1 damage point** for every point that the damage roll exceeds its ARM. A model cannot suffer more damage than it has damage boxes.

A weapon or attack with POW “—” does not cause damage.

Damage Types

Some weapons inflict a specific **damage type** that might affect some models differently than others. Rules text sometimes refers to damage or damage rolls by these specific types; for example, a reference to a damage roll that causes electrical damage will describe it as an “electrical damage roll ⚡.”


A model with immunity to a certain damage type has a much lower chance of taking damage of that type (see “Immunities,” p. 10). A single attack can inflict damage of more than one type. If a model is immune to any of those types, it is considered to be immune to the entire attack.

Some damage types are identified by their attack type. For example, damage caused by a ranged attack might be referred to as “ranged attack damage.”

Damage types and immunities include:



Damage Type: Magical

Magical damage can more easily affect models with the Incorporeal  advantage (p. 10) as it does not incur the penalty of rolling one fewer die on damage rolls. Note that attacks made with weapons that cause magical damage are not magic attacks (Advanced Rules, p. 1); magical ranged weapons make ranged attacks, and magical melee weapons make melee attacks. Damage from spells is magical damage.

Recording Damage

A model's stat card indicates its damage capacity (p. 12) or the total amount of damage it can suffer before being disabled. If a model has no damage boxes on its card, its damage capacity is 1 damage point. If a model has damage boxes, record damage left to right by marking one damage box for each damage point taken. When all its damage boxes are marked, a model becomes disabled.

CASUALTY ROLLS

To make a casualty roll for a model, roll a d6.

- On a roll of 1 or 2, the model is **incapacitated** and remains disabled.
- On a roll of 3 or 4, remove 1 damage point from the model; the model is no longer disabled and **becomes injured**.
- On a roll of 5 or 6, remove 1 damage point from the model; the model is no longer disabled and **becomes knocked down**.



Injured token



Knockdown token

Disabled, Injured, Boxed & Destroyed

A model becomes **disabled** when all its damage boxes are marked or, if it does not have damage boxes, when it suffers 1 damage point. When a model becomes disabled, immediately resolve any effects triggered by being disabled. If 1 or more damage points are removed from a disabled model, it is no longer disabled.

After resolving any effects triggered by being disabled, make a **casualty roll** for the model (see callout).

Injured models (p. 7) remain in play but cannot activate normally. A player who chooses to activate an injured model must make another casualty roll first, adding +1 to the roll if any friendly battle-ready models are B2B with the injured model.

After resolving a casualty roll, if the model is still disabled it becomes **boxed**. When a model is boxed, resolve any effects triggered by being boxed.

After resolving any effects triggered by being boxed, if the model is still boxed it is **destroyed**, triggering any relevant effects. Remove the destroyed model from the table.

If an effect causes a model to leave play or cease being disabled, such as when damage is removed due to a casualty roll, do not resolve any additional effects that were triggered by the model being disabled. The model does not become boxed or destroyed, so effects triggered by the model becoming boxed or destroyed do not occur.

Likewise, if an effect causes a boxed model to leave play or no longer be boxed, do not resolve any additional effects triggered by the model being boxed. For example, if an effect causes a boxed model to be removed from play, no additional effects triggered by the model being boxed take place, and the model is not destroyed. In this case, the removed model does not generate a soul token (Advanced Rules, p. 12) because it was not destroyed.

Removed from the Table & Removed from Play

Some rules cause a model to be **removed from the table**, such as when it is destroyed or temporarily leaves the game for some reason. The model is taken off the table and set aside; it can return to the game at a later point.

Some rules cause a model to be **removed from play**; sometimes this is instead of being destroyed, and at other times it is in addition to being destroyed. A model removed from play is taken off the table and set aside for the rest of the game; it cannot return to the game for any reason.

When a model is removed from play or removed from the table, any effects on it expire.

Appendix: Rules Modifications

Most rules on models' stat cards work as written, but because the rules were originally designed for WARMACHINE & HORDES, some concepts must be adjusted. This appendix explains how to modify or interpret certain rules to function as intended in Company of Iron.

Adjustments to Model-Specific Rules

The following special rules on models are modified as described.

Adding & Returning Models

Some models have special rules that can return models to the game that were destroyed or add new models to an army. These rules do not affect models in a game of Company of Iron. Instead, any rule that allows a player to *add one Grunt* to a unit or *return* models to a unit instead allows the player to draw one Command card and then discard one card for each model that would be added or returned. All other requirements for these rules must be met, and if a rule is triggered during a Maintenance Phase, it can be used only once during each round. Each destroyed model can trigger only one return-to-play rule each game.

EXAMPLE: *The Press Gangers unit has the Shanghai special rule. As written, this rule would add a model to a nearby Sea Dog unit every time a living enemy warrior model is boxed within the melee range of two members of the unit. Since this is a rule that "adds" models, it instead allows a player to draw a Command card and then discard a Command card each time the rule triggers.*

EXAMPLE: *As written, the Monolith Bearer's Greater Destiny special rule returns previously destroyed models to the Holy Zealot unit. Since this rule "returns" models, it instead allows the player to draw a Command card for each member of the Holy Zealot unit that had been destroyed since the beginning of the opponent's turn and then discard the same number of cards.*

EXAMPLE: *The Revenant Crew of the Atramentous unit has the Deathbound special rule, which allows you to return d3 models to the unit if there are fewer models in the unit during your Maintenance Phase than there were at the start of the game. Because it is triggered during the Maintenance Phase, this rule can be used only once each round in Company of Iron, and each destroyed figure triggers the rule only once each game. This means that if you choose to use Deathbound at a point when only one model has been destroyed, you can draw only*

one Command card. Also, since each model can trigger this kind of rule only once, that model is no longer considered when determining if the rule can be used later in the same game. Since the rule requires returned models to be placed within 3" of the Leader model, the rule cannot be used if the Leader has been destroyed or removed from play.

Models cannot be added or returned to units that are no longer in play, so these special rules have no effect after the last model from a unit is taken off the table. Since a model that was removed from play cannot be returned to the game, these models do not allow a player to draw any Command cards when a rule that returns a model to play is used.

Ambush

Each Company of Iron scenario specifies how many models can use the Ambush special rule in a game.

Use the following text for Ambush instead of the text on the model's card:

Ambush – You can choose not to deploy this model at the start of the game. If it is not deployed normally, you can put it into play at the beginning of any round after the first. When you do, choose any table edge except the back of your opponent's deployment zone. Place this model in contact with the chosen table edge.

Beast Master & Wild Communion

The Beast Master and Wild Communion rules are not used in Company of Iron. A model with one of these rules instead gains the Beast Warden advantage (Advanced Rules, p. 5).

Burrow

Only one model in a unit with the Burrow special rule can be deployed using the rule.

Use the following text for Burrow instead of the text on the model's card:

Burrow – You can choose not to deploy this model at the start of the game. If it is not deployed normally, place the burrow marker anywhere in your deployment zone at the same time you would place your models with Advance Deployment. When you have priority, you can choose to activate the burrow marker instead of one of your in-play models. If you activate the marker, there is no Maintenance Phase. When you activate the marker, you can either cause this model to surface or move the burrow marker up to 3". If this model surfaces, place it anywhere completely within 3" of the burrow marker. If there is no room to place this model, remove it from play. Once this model has been placed or removed from play, remove the burrow marker from the table. This model must activate immediately after being placed but must forfeit its Normal Movement or Combat Action that activation.

Custom Warjack

The Custom Warjack special rule is not used in Company of Iron.

Ranking Officer

When playing Company of Iron, ranking officers can also be added to friendly Faction units. When a ranking officer is attached to a friendly Faction unit, ignore the Ranking Officer rule on its card.

Rules That Change Spell COST

Rules that change the COST of a spell, such as the Arcane Suppression animus, instead change the number of dice rolled in affected spell attacks. If the rule affects an enemy spell, the spellcaster rolls one fewer die in the attack roll. If the rule affects a friendly model, the spellcaster rolls an additional die in the attack roll.

Selective

Because theme forces are not used in Company of Iron, use the following text for Selective instead of the text on the model's card:

Selective – This model 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.

Since Your Opponent's Last Turn

If a rule affects the state of the game "since your opponent's last turn," it instead affects the state of the game since the beginning of the current round.

EXAMPLE: *The Monolith Bearer's Greater Destiny rule says, "This model can use Greater Destiny once per game at the start of its unit's activation. Immediately return all models to this unit that were destroyed during your opponent's last turn to play." When this rule is triggered, the Monolith Bearer's controller draws a number of Command cards equal to the number of Holy Zealots destroyed since the beginning of the current round, and then discards the same number of cards.*

Adjustments for Casualty Rolls

The following rules are modified to interact with casualty rolls.

Cannot Become Knocked Down

Certain special rules on models, such as No Sleeping on the Job and Defensive Line, include effects that prevent models from becoming knocked down. These rules function as written when a model makes a casualty roll of a 5 or 6, but they do not affect injured models. Regardless of any other rules, when a model becomes injured, it also becomes knocked down. Similarly, if the casualty roll an injured model makes at the beginning of its activation results in it remaining knocked down, the model begins that activation knocked down regardless of any other rules.

Cannot Have Damage Removed

Certain special rules, such as Grievous Wounds and Strangle Gas, include effects that prevent damage from being removed from a model. In Company of Iron, these rules do not prevent damage from being removed from a model. Instead, a model affected by these rules suffers a -1 penalty to its casualty rolls. This means that on a roll of 1, 2, or 3, the model is incapacitated; on a roll of 4 or 5, it is injured; and on a roll of 6, it is knocked down.

Knocked Down This Turn

Certain special rules, such as Reveille and Call to Action, include effects that cause knocked down models to stand up. In these rules, ignore any provision stating that models "knocked down this turn" are not affected.

Tough Rolls

References to Tough rolls in model rules are handled in one of two ways.

- If the rule prevents a model from making a Tough roll, it instead prevents the model from using the Tough reroll.
- If a rule increases the success rate of a Tough roll—for example, if it says, "when a model makes a Tough roll of 4, 5, or 6"—the affected model's casualty rolls receive a +1 bonus. This means that on a roll of 1, the model is incapacitated; on a roll of 2 or 3, it is injured; and on a roll of 4, 5, or 6, it is knocked down.

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