



COMPANY OF IRON



RULES ADDENDUM

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This document covers Company of Iron rules interactions not found in the Core Rules, Advanced Rules, or Scenario Guide. As new models and Commander Upgrade cards are released, any new rules added to Company of Iron for those models will be added to this document.

CHOOSING A COMMANDER

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

SPENDING FURY

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

CHANNELING

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

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

Make a magic attack for a channeled offensive spell normally.

Remember, the channeler is just a relay. Being used to channel a spell is a passive effect that occurs during a spellcaster's activation and has no impact on the channeler's activation.

CASUALTY ROLLS & TRIGGERED RULES

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

TRAMPLE POWER ATTACKS

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

Declare a trample power attack at the beginning of the model's Normal Movement. Choose a direction in which you wish to trample, and turn the model to face that direction. The model then advances up to its current SPD plus 3" in a straight line in that direction. It moves through any small-based model in its path, but there must be room for the trampling model's base at the end of the movement. It stops if it contacts a model with a

medium or larger base, an obstacle, or an obstruction. If a model contacts a model with a medium or larger base, an obstacle, or an obstruction while moving as part of a trample power attack but is able to move through it for some reason, the trampling model does not stop but is still considered to have contacted the model, obstacle, or obstruction. The trampling model cannot change its facing during or after this movement. Do not resolve free strikes against the trampling model during this movement.

After the model has finished its trample movement, it makes a melee attack roll against each small-based model it moved through during this movement. Models hit by a trample attack suffer a power attack damage roll. These attacks are simultaneous (see "Simultaneous Effects," Core Rules, p. 22). When a trampling model hits a model with a Buckler **(+1)** or a Shield **(+2)** or while a model is benefiting from the Shield Wall order, the hit model gains the shield, buckler, or Shield Wall ARM bonus only if the trampling model first contacted the model through its front arc. A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model's back arc when it first contacted that model.

Resolve free strikes against the trampling model after resolving all trample attacks. Small-based models contacted by the trampling model during its trample movement cannot make free strikes against the trampling model. Wait to resolve free strikes against the trampling model until after resolving all trample attacks. Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model's movement, it can do so whether or not the trampling model ended its movement in the eligible model's melee range.

DISMOUNTED DRAGOONS

Among the armies of Immoren are a few exceptional individuals who prefer to fight while mounted but who are equally comfortable climbing down out of the saddle and joining their comrades on foot. The following chart lists point costs for dismounted dragoon models in games of Company of Iron. These models start the game using the dismounted miniature and card and cannot become mounted during a game.

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

ADJUSTMENTS TO MODEL-SPECIFIC RULES

Battle Wizard

Use the following text for the Battle Wizard special rule instead of the text on the model's card:

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

Berserk

Use the following text for the Berserk special rule instead of the text on the model's card:

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

Inhuman Resolve

Use the following text for the Inhuman Resolve special rule instead of the text on the model's card:

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

Limited Employment

Use the following text for the Limited Employment special rule instead of the text on the model's card:

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

Move to Assist

Use the following text for the Move to Assist special rule instead of the text on the model's card:

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