

DOMINION

The Wars for Tusculum Nova

By
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V 0.77

Core Rules

Measurement tool: You will need a tape measure that gives distances in cm as all measurements in this game can be in cm. Players can pre-measure any distance they wish at any time during the game. All measurements are taken from the nearest edge of a stand's base.

Six Sided Dice: These dice are referred to as d6 throughout the rulebook. If a player is required to roll multiple dice, it will be given in the format $x d6$ where x is the number of dice to be rolled (e.g. $2 d6$ means two six-sided dice.) Occasionally a unit may have a special rule that allows a d6 to be re-rolled. The second result must be used even if it leads to a worse outcome. A re-roll can only happen once, and a player may never re-roll a re-roll. Each player will need up to three separate colours of d6 – these are used for shooting. They have been labelled as grey, green and black but any three colours are fine as long as you and your opponent are aware of what they represent.

Command Deck: You will need to print off a Command card for every Regiment in your force. The cards assist in which order your regiments will activate. The cards form the Command Deck. When creating your force you will be able to calculate the Force Value of the Regiment. The higher the force value the heavier the Regiment.

Suppression/Wound Markers: You will need some form of marker to indicate the amount of damage a stand has received, there are many types available online, you can even use a d6 if you wish.

Playing surface: Dominion can be played on any sized table but an area 120cm by 120cm is the minimum recommended. Larger games involving dozens of units on either size may require a larger playing space to avoid overcrowding.

Models: A full catalogue of models for use in Dominion can be found in the Vanguard Miniatures Store. It is recommended that you begin with smaller forces (around 100 power each) to begin with until you are comfortable with the rules. After that, the sky is your limit!

Bases: Dominion uses two types of base for the stands they are 4cm x 4cm and 6cm by 4cm. They are available readily online.

Stands: Stands are organised into formations known as platoons with several platoons (typically 3) organized into a Company. Additional stands may be added to represent support units. Available formations include Infantry (which may feature their dedicated transports); vehicles (including tanks); large war machines such as Stalkers; and Air/Spacecraft. Some factions in the Dominion universe may use different terms for platoons and companies (for the Novan Elites, these are maniples and centuries, respectively). Regardless of what they are called, all units are treated the same in the rules.

Headquarters

There are two types of commanders; Regimental Commanders and Company Commanders.

- **Regimental Commander.** The Regimental Commander operates independently of the Companies and represents the high command of the House. When deploying your forces the Regimental Commander is attached to any of your Companies, the Commander can be switched between any Company in its own Regiment.
- **Company Commander.** This Commander will be present on one of the main platoon base. Select one base in the Company to be the Company Commander, this cannot be a support choice. It is advised that you mark the Company commander in on the stands, you can use a spare miniature or add a suitably impressive flag.

Turn Sequence

Turn Sequence. The game of Dominion is played by two players taking it in turns to activate their forces. Dominion uses the following sequence of play:

Command Phase.

Activation Phase.

End Phase.

Command Phase

Both players secretly organise their Command Decks into any order they wish. Turn the top cards over this first card to be drawn will be the first Regiment to activate for the player.

Activation Phase

Once players have drawn their first card they compare Force Values. The player with the lowest force value will choose who activates first. The Active player gives each of the Companies an order and carries out the order in any sequence he wishes. In the event of a draw each player rolls a d6 with the winner being able to choose the first player.

Once the player has activated all the Companies in the active Regiment their opponent can activate their Regiment. Once both players have activated all companies. They turn over their next card and again compare FV Values.

Once all regiments have been activated move to the End Phase.

Types of Activations

When a Regimental Commander activates all Companies in the Regiment may activate. Begin by assigning orders to each Company. Once this is completed the payer can activate each Company in any order he wishes. Each Company can carry out one of the following orders.

Double – The Company can move up to double its Movement (M) value. If a unit carries out a double action whilst remaining on a road it can move up to three times its movement value.

Advance – The Company may move up to its M value and shoot or vice versa.

Charge – The Company may move up to its M value and engage in a Close Assault (CA). This is the only method for engaging in CA.

Regroup – Roll a d6 for each point of suppression. Any d6 that scored a 4+ removes one suppression token.

Take Cover – (Infantry Only) The Company can make use of the ground it is in to create makeshift defences, each stand receives +1 to armour against shooting attacks. The bonus is lost as soon as the Company moves.

Ambush – The Company must remain stationary. During any subsequent enemy activation when an enemy company activates or moves within range of the ambushing unit it may immediately shoot at the enemy company or carryout a Charge Activation. Damage received from an ambush is resolved immediately. The Ambush activation may be maintained into the next turn use a suitable marker to indicate the Company is on Ambush.

Double – The Company may move up to double its M value.

Prepare to Repel – The Company must remain stationary. If any Company engages the Company with a Charge Order the Company can shoot at the charging company regardless of the range.

Terminology

Dominion uses certain terms to describe the units in the game.

Regiment. This is the largest formation described in the game. They are also described as Cohort and Networks depending on the faction.

Company. These are the formations that make up the Regiment. They are also described as Centuries and Interactions.

Platoons. These are the elements that make up the Companies and are represented by a single stand. They can also be described as Maniples or Squadrons.

Activating a Company

Suppression. When a Company with one or more Suppression Markers is activated and is more than 20cm away from an enemy stand, the activated stand can attempt to remove the markers. The Active Player may roll a d6 per Marker. For each 4, 5, or 6 rolled, one Marker may be removed. +1 is added to each result if a Regimental Commander is within 20cm of the Compan.

Units Stats

Each unit is represented by a stat line these can be found in the individual army lists. The stat line also includes any special rules for the unit.

Stat line.

Dominion uses stat lines to show stands characteristics when playing

Unit	Type	Move	Rge	RoF	CA	Arm	Special Rules
Affray	Infantry	10	30	3	3	4+	None

Stand. This indicates the name of the stand

Type. This indicates the type of the stand for purposes of special rules and movement.

M. Indicates the movement in cm the unit can move.

Rge. This indicates the distance in cm that the units weapons can fire.

RoF. The Rate of Fire (RoF) indicates the number d6 the unit will use when shooting.

CA. The Close Assault (CA) indicates the number of d6 the unit will use when engaging in a CA.

Arm. This indicates the score required for the stand receive damage.

Special Rules. Indicates any Special rule the stand may have.

Movement

Transports

A stand with the Transport special rule can transport a stand of the infantry type provided the infantry stand's base size is equal to or less than the base size of the transport stand. For example a Mauler IFV stand with a 6x4 base can transport a stand that is 6x4 or 4x4 of the Infantry type. If the Company has sufficient Transport stands to carry all the Infantry units in the Company then the Company can travel at the speed of the transport. When moving the Company can use the Transports M stat. The Company counts its type as that of the transport for movement purposes. Transports must maintain normal coherency.

If a Company selects an activation that allows for movement, each platoon can move a number of cm equal to its M value. No stand is obligated to move if the player does not wish to do so unless the stand has a special rule or be under an effect that requires them to do so.

Stands can be moved freely in any direction and can turn any number of times during their move. No part of the stand can move any further than the move distance measured. Stands may move freely through friendly stands but cannot end their movement with the stands overlapping.

Coherency. All units selected as part of a Company must remain within 5cm of each other unless a rule specifically states otherwise.

Zone of Control (ZoC). Each stand has a ZoC that extends 5cm from the edge of the base. Enemy stands cannot move into a stands ZoC unless the stand is engaging in charge activation that targets the stand.

Effects of Terrain. Terrain is a key part of any battlefield. It can provide cover from fire but can hinder the movement of stands. If a stand passes through terrain during its move refer to the terrain movement table. The table shows the cost in movement for moving in that terrain piece. The modifier is applied the moment the model comes into contact with the terrain. To benefit from roads the whole 10cm must be along the road terrain. If a model crosses the road it cannot claim the bonus. Players should agree at the beginning of the battle what each item of terrain on the table represents in the table.

Terrain	Infantry	Skimmers	Armour	Walkers	Aircraft	Stalker
Flat Terrain	No effect	No effect	No effect	No effect	No effect	No effect
Roads	+10 cm	No effect	+10 cm	+10 cm	No effect	No effect
Woods Villages or Towns	No effect	No effect	-10 cm	No effect	No effect	No effect
Fortifications or Large Building	-10 cm	-10 cm	-10 cm	-10 cm	No effect	-10 cm
Hills	No effect	No effect	No effect	No effect	No effect	No effect
Rivers	No effect	No effect	No effect	No effect	No effect	No effect

Table 1

Shooting

Shooting is often the first form of attack experienced in a battle. Shooting is carried out when the Activation is given to a Company that permits it to carry out a shooting attack. The shooting is carried out from one stand to another. A player may split their RoF at different targets if the firing stand has a different shooting special rule.

To Shoot at an enemy the shooting Company must fulfil two criteria.

You must be able to draw Line of Sight (LoS) to your opponent's stands.

You must be within weapons range (RGE) of your opponent's stands.

Line of Sight

To shoot the enemy you must be able to see them we call this Line of Sight (LoS). LoS is determined by drawing a straight line between the shooting Company and the target Company any stands that cannot draw a line from to any stand in the target Company cannot contribute D6 to the Attack Pool.

LoS and Terrain. If when being allocated hits and any part of the stands base is in a terrain piece the stand gains an additional cover bonus to their armour value. Table 2 indicates the armour bonus the stand gains. Terrain has no effect in Close Assault. A stands Arm value can never be modified to be greater than 6.

LoS Value	Terrain	Effect	Infantry	Armoured
Light	Flat Terrain, Roads and Rivers	No Effect	-	-
Medium	Woods, Village, Towns	Block LoS	+1	-
Heavy	Fortifications and Large Buildings	Blocks LoS	+2	+1

Table 2

Range

To shoot, an Active Company must have stands within range of the Target Company, the Range of the weapons are listed on the unit stats under Rge. Range is measured from nearest base edge of a stand to the nearest edge of base of an enemy stand. If this distance is within the Rge of the Active Company it fulfils the second criteria and may make a shooting attack.

Transports and shooting

When shooting at a Company that has stands with the Transport rule, any infantry that can claim a transport stand gains +1 to their armour The transport it claims must be able to transport the stand therefore a base of 6x4 will not be able to claim a 4x4 base transport.

LoS Exceptions

- 1) Stalkers tower over the armies assembled beneath them. If the model is a Stalker Type they can fire at whatever they want to as long as they are in Range.
- 2) If the Company is mostly of the Armoured type it can ignore a Company with that contains mostly Infantry type if it would block LoS.
- 3) Skimmers can ignore terrain for the purpose of LoS but if they do they cannot benefit from any terrain they occupy

Attack Pool. The unit stats RoF will indicate the number of d6 that are required to roll when firing. Select the firing Company and add the total number of RoF of the stands firing, this is the attack pool. If units have special rules for firing they are rolled separately.

Roll to Hit. Roll to hit by rolling the attack pool, Table 3 indicates the score required to cause a hit. Any d6 that score equal or above the value shown for the force scores a single hit.

Forces	D6 To Hit
Novan Elites	4+
Novan Regulars	5+
Skinners	5+
Cybershadows	4+

Table 3

Allocate Hits. Hits can only be allocated to stands if the d6 result is equal or greater than the Arm value of the stand it is allocated to. Hits that cannot be allocated are put to one side. Hits are allocated as follows.

- 1) Hits can only be allocated to a stand that it can damage and are first allocated to the nearest stand in the company, each stand is allocated a single hit until all stands in the company that are within range and LoS have received a hit.
- 2) If each stand has been allocated one hit and hits are remaining a second round of allocations is conducted. Continue with allocation rounds until all hits have been allocated.

Cover. Cover as detailed in Table 2 will increase the Armour value of the unit that can claim the cover.

Suppression. Suppression relates to the effect on the soldiers when they come under fire. A Suppression check is rolled whenever a hit is scored against a Company. After hits have been allocated the owning player rolls a d6 for the Company. The d6 needs to score over the total number of hits the stand has received, if it fails to do so the stand receives a suppression marker. A Company will automatically receive a suppression token if it is hit 6 times. A Company can receive multiple suppression tokens.

Suppression Markers. Receiving Suppression Markers effects the stand in the following ways:

- 1 Marker – Movement and RoF/CA are reduced by 50% rounding up.
- 2 or more Markers – Reduce RoF/CA by 1 to a minimum of 1 for each additional Suppression Marker.

Close Assault

CA will allow you to throw your models into frantic blade to blade combats that will, with luck, see your foes running from the field of battle. It follows the below sequence

Declare. Declare Target Company, when given a charge order the Active player must declare the target of the charge.

Engage. Move as many of the attacking Company stands at their full rate of movement towards the enemy stands. Stands must attempt to move into base contact with enemy stands. Once each stand has been allocated to an enemy stand any other friendly stands within 10cm of a friendly stand are placed into base contact with a friendly stand. these stands are known as supporting stands. Once the Active player has moved his stands into position the opposing player can then move any stands into support.

Supporting stands. A supporting stand must be in the same Company as a stand being engaged and in base to base contact. A stand that qualifies as a supporting stand contributes its RoF to the attack pool the stand it is supporting. These extra d6 do not benefit from special rules.

Attack Pool. As with shooting players roll a number of d6 indicated on the stands stat line they are engaged with, this is indicated in their CA stat.

Roll to Hit. Roll to hit by rolling the attack pool, Table 4 indicates the score required to cause a hit. Any d6 that score equal or above the value shown for the force scores a single hit.

Forces	D6 To Hit
Novan Elites	3+
Novan Regulars	5+
Skinnors	3+
Cybershadows	3+

Table 4

Allocate Hits. Hits can only be allocated to stands if the d6 result is equal or greater than the Arm value of the stand it is allocated to. Hits that cannot be allocated are put to one side. They are allocated as follows.

- 1) Hits can only be allocated to a stand that it can damage and are first allocated to the nearest stand in the company, each stand is allocated a single hit until all stands in the company that are within range and LoS have received a hit.
- 2) If each stand has been allocated one hit and hits are remaining a second round of allocations is conducted. Continue with allocation rounds until all hits have been allocated.

Defender. The defender now carries out his attack beginning from the Attack Pool step.

Remove casualties. When both sides have fought their combats remove all stands that have suffered damage. This is inclusive of any hits the stand has already received. This may result in both sides being wiped out.

Suppression. As per the shooting rules any stand that has received Close Assault hits that has not been removed from play now need to check if they are suppressed.

Find the winner. Both sides add up the total of the damage they took. The side that has the most damage loses the CA. The Company must carry out a Double move away from any enemy and all stands receive a suppression marker. If this move takes any stands off the table they are destroyed. The winning stands can move up to 10cm to complete their action, this move cannot be used to engage in another CA must stay outside the ZoC of enemy stands.

Drawn Combat. In the event of a draw both units remain locked in combat until their next activation. A player can voluntarily fall back from the combat but receives attacks from each stand in base to base combat equal to half the enemies CA. These attacks are dealt with in the same manner as a normal close assault. A Company in CA can only use Advance, Charge or Double Activation it may not shoot while in base contact.

End Phase

Once all Command Cards have been drawn players should move to the End Phase.

Each Stand unless noted otherwise has 1 damage, each stand that has damage is removed from play.

Stalkers

Stalkers are large war machines crewed by teams of Cybershadows they tower over the battlefield providing commanders with peerless fire power.

Shields. Stalkers and some vehicles have massive generators to create shielding to protect from enemy fire. Only once the shields have been removed can hits be allocated to the stand. Shields are ignored in CA.

Damage. Stalkers can take a lot of damage before they are finally destroyed. Stalkers have an additional Stat called Dam which indicated the amount of hits it can take until it is destroyed.

Spectacular Shot. There is a chance for a spectacular shot to cause additional damage to a Stalker. For each hit allocated to a Stalker roll a d6 on a 6 the hit does an additional D6 damage.

Destroyed Stalker. When a Stalker is reduced to 0 Damage rolls d6 on a Score of 5 or more the Stalker will explode causing d6 RoF Attacks to all Companies within 2D6 inches.

Stalkers and Suppression. Each Suppression marker affects all weapons on the Stalker.

Special Rules

Where a (x) is shown in Brackets after the special rule this is to signify the amount this special rule is applied. E.g. Shields (6) – for the stand has 6 shields.

AT. Hits from weapons with the AT rule gives a -1 to an Armoured or Stalkers Arm Value. Hits must be placed on Armour type first.

AP. Hits from weapons with the AP rule give +1 to an Armoured or Stalker Arm Value.

Artillery. Stand may sacrifice its M to double its range and RoF. LoS is not required to target enemy stands as long as a friendly company can see the target.

AA(x). This stand has the ability to shoot at Aircraft the X indicates the number and colour of the d6. When firing at Aircraft AA gives -2 to the aircrafts armour save.

Accurate. This stands shooting attacks are extremely accurate they gain +1 when rolling to hit.

Beam. For each hit roll D3+1 this indicates the number of d6 to roll. The results of the d6 are used for allocation and provide the value of the hits. Beam ignores the Resilient rule.

Bullet Magnet. All hits must be placed on these stands first regardless of normal allocation rules.

Close Assault Specialist. Re-roll failed to hits in CA. If a stand also has the AP rule this applies to the CA attacks. If stand is Armour type it ignores Inf v's Armour advanced rule.

EM. Can only be used against Stalkers. Roll a d6

1-3 - The target Stalker is receives 2 Suppression Markers.

4-6 - The target Stalker cannot be activated this turn.

Fast. If given and advance activation this unit can move up to half its move and fire. Once the firing is complete it may move up to the remainder of its move value.

High Command. The stand is a Regimental Commander, it cannot be targeted for shooting or Close Assault unless it is the nearest target.

Heavy Transport. This stand can carry up to 3 6x4 bases with the Infantry Type.

Independent. The unit has a cohesion of 30cm with a Command stand. It is still activated at the same time as the Company it was purchased for.

Ignores Cover. Any shooting or CA attacks this stand makes ignores any cover saves.

Jump Pack. The stand ignores terrain effects when moving.

Medic. One Infantry stand within 10cm can ignore one hit. Must be used in the activation the hit is received. Only once per turn.

Mechanic. One Armoured stand within 10cm can ignore one unsaved hit. Must be used in the activation the hit is caused. Only once per turn.

Melt. Each hit to Armoured stands and Stalkers cause 2 Hits, ignores the Resilient rule.

One Shot. This weapon can only be fired once per game.

Reload. This weapon can only fire every other activation as it is required to reload or recharge to fire again.

Resilient. A stand with the Resilient rule receives a save against any hits it receives. For each hit roll a d6 on a result of a 6 the hit is ignored.

Shields (x). Shields allow a stand to ignore allocated hits equal to its shield value. Shields can be allocated hits of any value. Hits on shields do not cause suppression checks only damage to the actual Stalker/vehicle are counted. Any hit received on a model with shields can be ignored at the cost of one shield. Each Shield lost is can be recovered in the End Phase on a roll of 4+.

Shock Assault. The stand doubles its CA value on the activation it charges, any subsequent close assaults the stand is involved in are at the base CA value of the stand.

Scout. Before the first Command Card is drawn and on the first turn units with the scout rule can make a free move. This free move cannot be used to engage in a Close Assault.

Tank Killer. Hits from weapons gives a -2 to an Armoured Stand or Stalkers armour. And score additional damage to Stalkers on a 5+. Hits must be placed on Armour type first.

Transport. This stand may transport an Infantry stand of the same base size or less.

Heavy Transporter. This stand can carry up to 6 6x4 bases with the Infantry Type and 3 6x4 bases with the Armoured type.

Vaporise. If you score a Successful hit from a weapon with Vaporise . Roll 3D6 and apply the results as per the shooting rules as if they were normal hits.

Vent. When this weapon is used the model firing counts as having one suppression token until its next turn. A stand can only carry one weapon with vent rule.

Veteran. Stands with the Veteran rule can re-roll failed Shooting or CA attacks that score a 1. Veterans receive +1 to any roll when attempting to remove suppression.

Scenarios

This book includes some simple scenarios to give you something to fight over.

Terrain. Feel free to use as much or as little as you please but we recommend 2- pieces per 2ft-2ft area. The more you use the more depth you will find in your game.

Glory. Glory is the victory mechanic in the game and the player with the most at the end of the game is the victor. Keep track of the amount of glory you have acquired through the game.

To play a scenario, roll on the deployment table to decide the deployment then roll on the scenario table to decide the scenario to be played.

Setup

D6 Roll	Setup
1-2	Long
3-4	Short
5-6	Corners

Scenario

D6 Roll	Scenario
1-2	All out war
3-4	Breakthrough
5-6	Hidden tech

All-out War

The battle lines have been drawn this is nothing but the total defeat of the enemy.

Setup

Players roll off, the winner decides what side to deploy on and becomes Player 1. Starting with Player 2 each player deploys their units into their respective deployment zones. 3 Objectives are placed along the centre line and must be at least 30cm apart

Victory Conditions

Players score Glory at the end of each turn for the following:

Destroying a Company - 5 Glory
Removing a Cohort Commander - 5 Glory
Hold the Objective – 5 Glory

At the end of each turn calculate the Glory for each player and note them down at the end of turn 6 the player with the highest Glory is the winner.

Breakthrough

The lines have been stable for too long it's time to take some ground.

Setup

Players roll off, the winner decides what side to deploy on and becomes Player 1. Beginning with Player 2 each player should place two objectives on the table one must be in their deployment zones the others should be placed anywhere on the battlefield no more than 20cm from the table centreline but no closer than 40cm to another objective. Starting with Player 2 each player deploys their units into their respective deployment zones, 15 cm from their table edge.

Victory Conditions

Players score Glory at the end of each turn for the following:

Destroying a Company - 1 Glory
Removing a Cohort Commander - 5 Glory
Holding an objective – 5 Glory

At the end of each turn calculate the Glory for each player and note them down at the end of turn 6 the player with the highest Glory is the winner.

Hidden Tech

We have discovered there is valuable technology in the area, secure it!

Setup

Players roll off, the winner decides what side to deploy on and becomes Player 1. Starting with Player 2 each player deploys their units into their respective deployment zones. Each player places 3 Objectives on the table they must be no closer than 20cm to a table edge closer than 20cm from another objective and no closer than 20cm to a deployment zone. When a Company begins its activation on an objective roll a d6 on a 4+ you have discovered the hidden tech.

To win the player must leave their table edge with a Company that possesses the Tech. Any unit can carry the tech but cannot take a double activation. If a unit is destroyed it immediately drops the tech it can be picked up by any unit within 10cm.

Victory Conditions

Players score Glory at the end of each turn for the following:

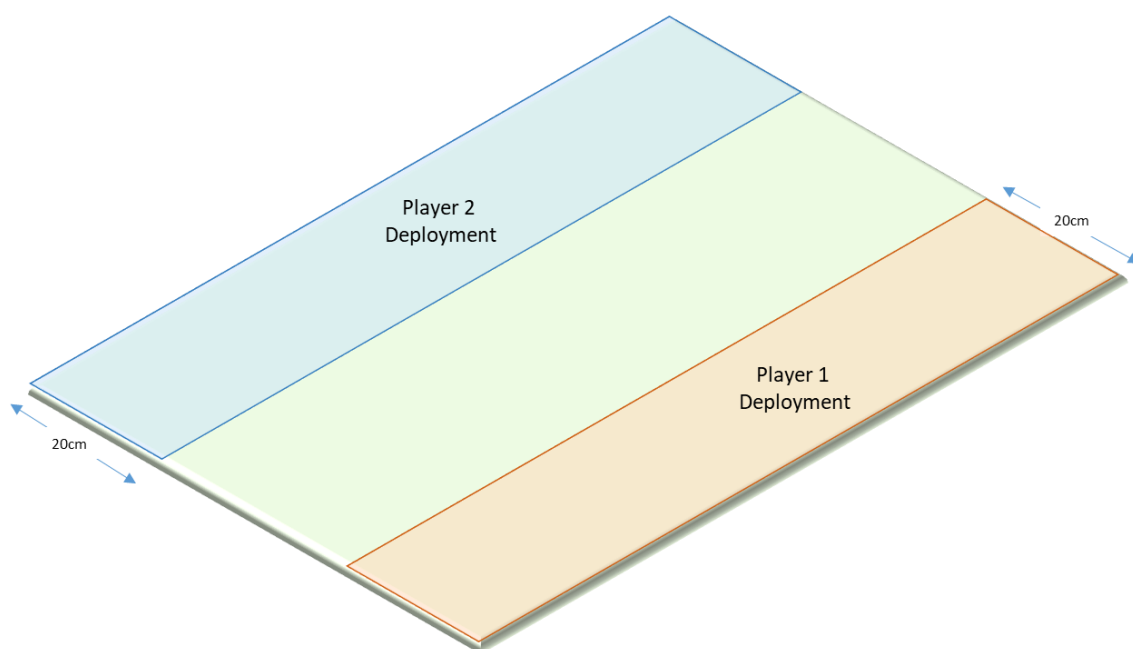
Destroying a Company - 1 Glory

Removing a Regimental Commander - 5 Glory

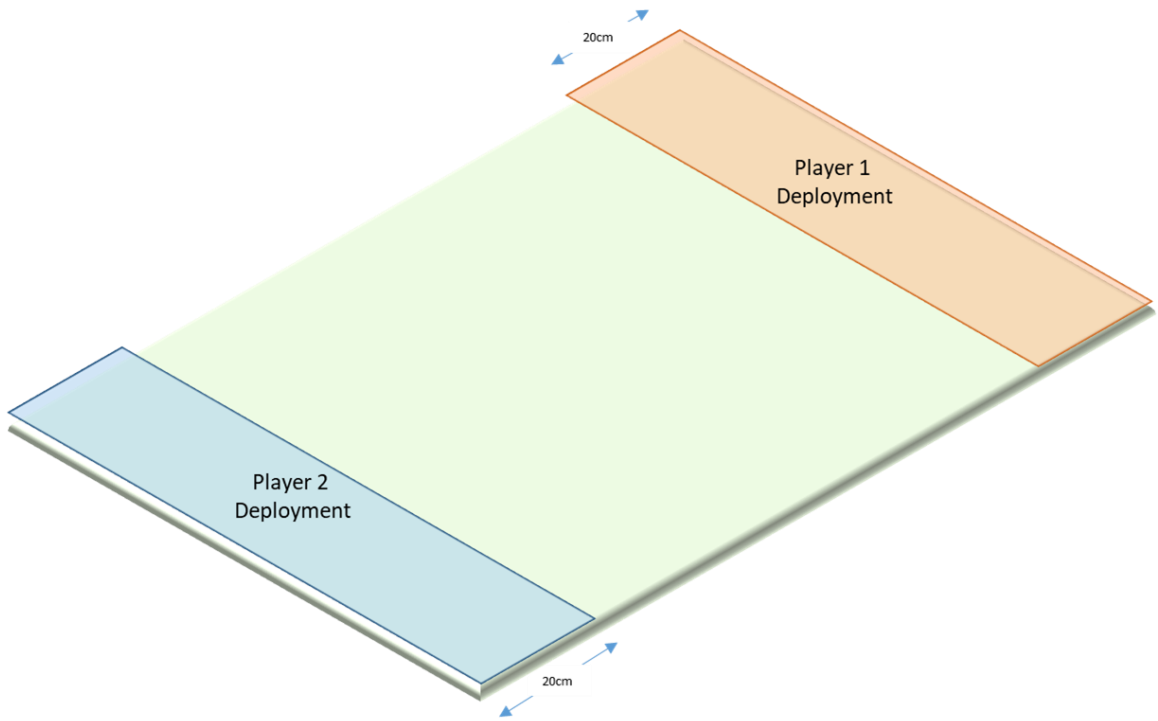
Holding the objective – 5 Glory

The player who leaves their table edge with the tech is the winner. Any other result is a draw.

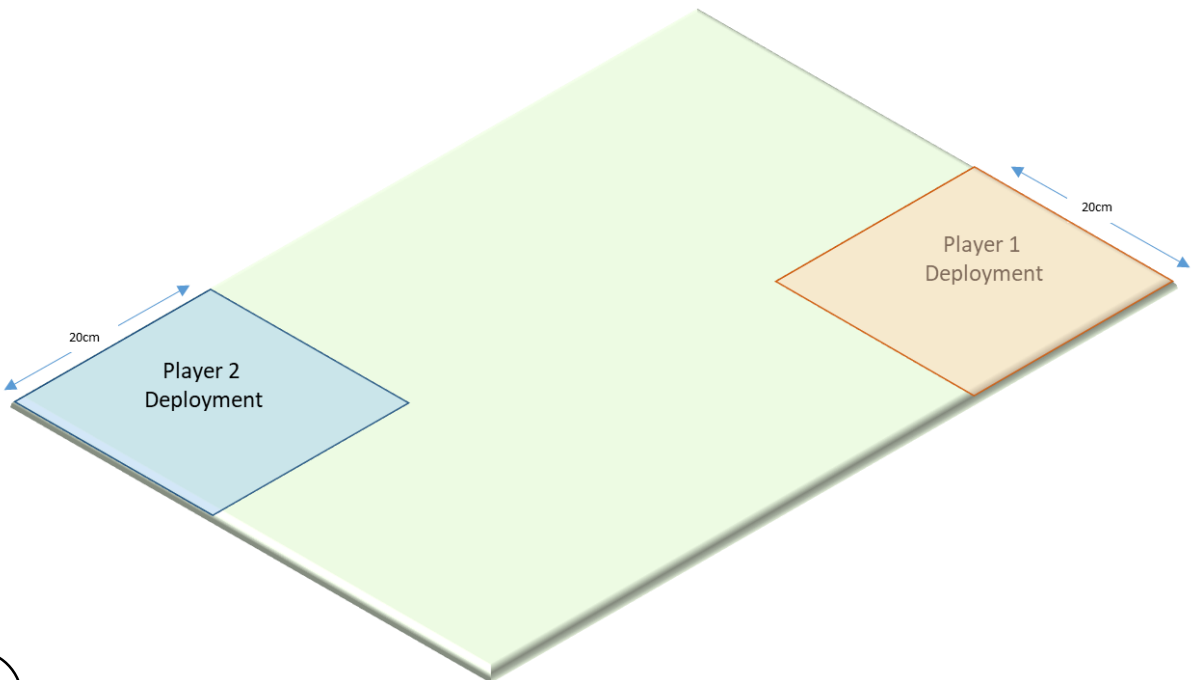
Long



Short



Corners



Building an Army

Building an force in Dominion is a fun part of the game, working out combinations to best defeat your opponent and mitigate the weaknesses of your force. There are two styles to force building.

Regimental.

This system uses the Regimental Cards that offer restrictions on what can and cannot be taken within the structures of the forces we have designed and example will be given to show how to build a force of this type below. In this system you are limited to a maximum of 1 cohort for every 100 power.

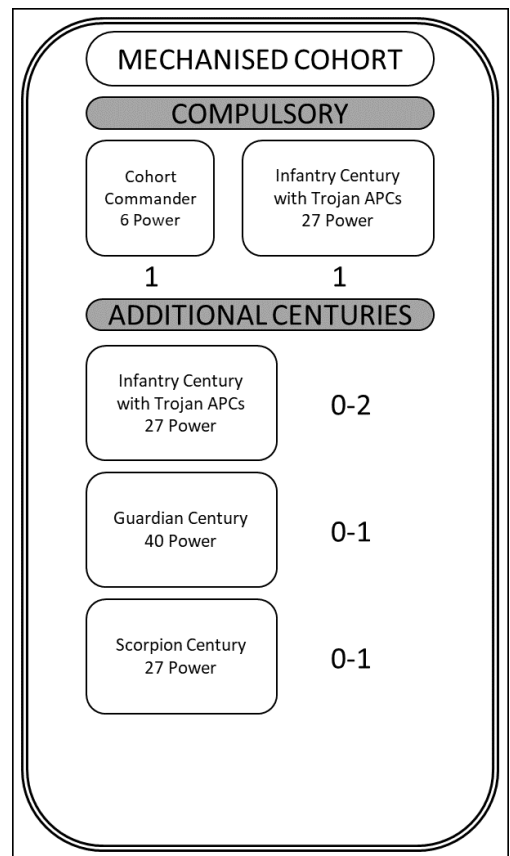
Free play.

This format allows players to collect and build a force simply using the models they have available in their collection. Due to the strains a free play force would have on the logistics and command structure of the army Free play forces cannot benefit from the faction specific suppression rules and cannot use any sub faction rules that may be released at a later date. A combined lists of costs can be found on page 34. This system is also limited to a maximum of 1 cohort per 100 power.

Army Building.

To start you and your opponent need to agree a power level for the game. It is recommended that new players starting at 300 Power until you become accustomed to the rules. When you have agreed the Power level of the game you begin with selecting your initial Cohort. This example will use the Novan Elite Mechanised Cohort.

The card is broken down into Compulsory choices (must be taken) Additional Centuries (can be taken). In this Cohort I need to take a Cohort Commander (6 Power) and an Infantry Century with Trojan APCs (27 Power). I have satisfied the minimum requirements of this Regimental card and if I wish I can start on another Cohort. In this case I will continue by selecting some additional centuries. I am just going to select one more and that will be the Guardian Century (40 Power) which will add a significant amount of fire power to my force and bring my total to 73 Power.



On the reverse of the Regimental Card is detailed the support options that can be selected for the Cohort.

You can only select 5 support options per Century.

Each Regimental Commander allows you access to the aircraft options. This commander can select 1-3 Javelin Fighter stands.

On the rear of this card we can see that Centuries in this Cohort have access to 8 options. Each Company can be allocated support options, those added stands become part of the Company they are purchased for.

To the Infantry Century I will add 2 more Infantry Maniples in Trojan APC for 18 Power I will also add a Hunter Maniple for 6 Power. To the Guardian Maniple I will add a Thunderbolt Turma AT for 12 Power.

The Cohort now costs 109 Power.

MECHANISED COHORT

COHORT COMMANDER

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Lightning Turma	0-2	8
Hunter Maniple	0-1	6
Siege Armoured Maniple (must take transport)	0-2	10
Reaper AA	0-1	6
Thunderbolt Turma	0-2	10
Scorpion Maniple	0-2	9
Guardian Sniper Maniple	0-2	20
Elite Affray Maniple with Trojans APCs	0-2	9

Calculating Force Value

Once you have created your first Cohort you will need to create the Command Card for it. Each army list will have a table for the Force Value of each stand. Simply identify the Company and tally the values for each stand in the Company including its support. For the example Cohort the card on the left has the value of each Company including the support stands. The Affray Elite Company has the following 5 Affray stands in Trojans for 20 FV and a Hunter Maniple with 4 for a total of 24 FV.

The Total value of the cohort indicates the total Force Value of the Cohort, in this case the FV is 40.

COMMAND CARD

UNIT

	FV
Commander <i>Cohort Commander</i>	2
Company 1 <i>Affray Elites with Trojan APC</i>	14
Company 2 <i>Guardian Century</i>	14
Company 3	
Company 4	
Company 5	
TOTAL	30

Example of a Play

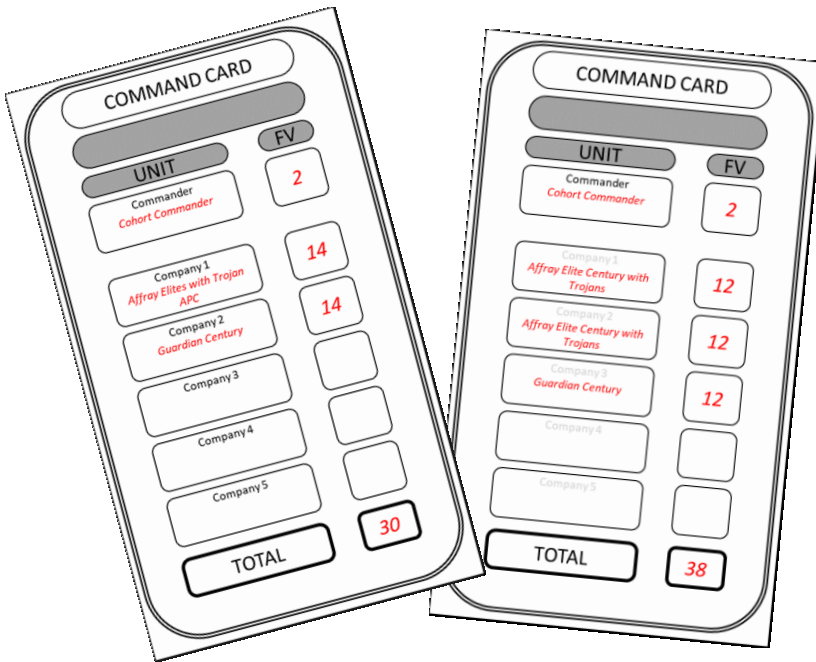
This example starts midway through the game at the beginning of turn 3.

Command Phase

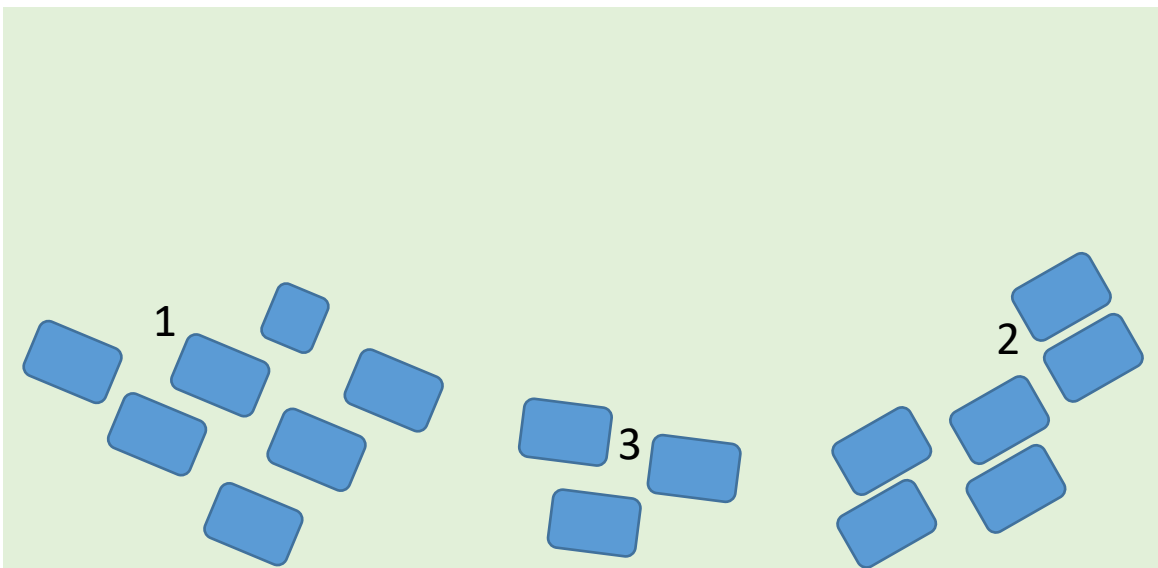
Both players have organised their command deck and placed their forces in order

Activation phase

Both players turn over their top card and reveal it to their opponent, Alan has turned over his Mechanised Cohort card with a FV of 30 while his opponent Dave's first card is his Mechanised Cohort with a FV of 38. As Alan has the lowest FV he chooses Dave to activate first.

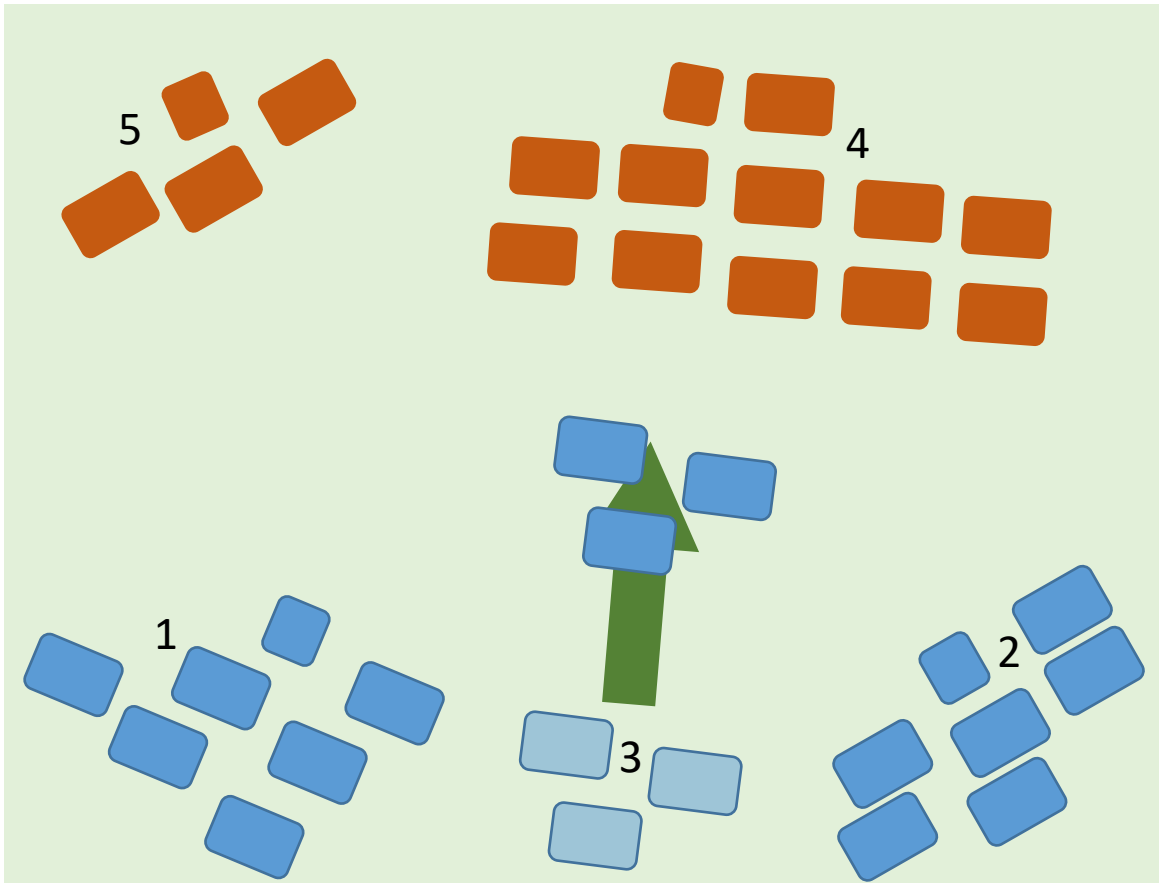


Dave orders his first Infantry in Trojans Century with an attached Cohort Commander (1) to Advance, his Second (2) is given and **Ambush** Order and the Guardian Century (3) is given an Advance.

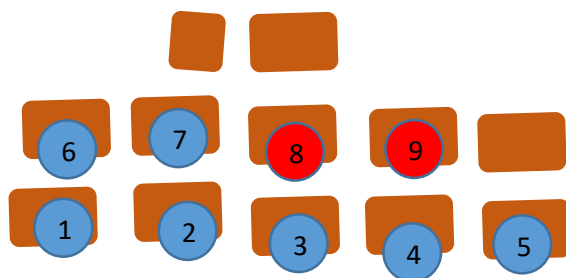


Dave now selects the order in which his companies will carry out their attacks. He decides that he will place the Second Century into Ambush first and places a token to indicate they are in Ambush.

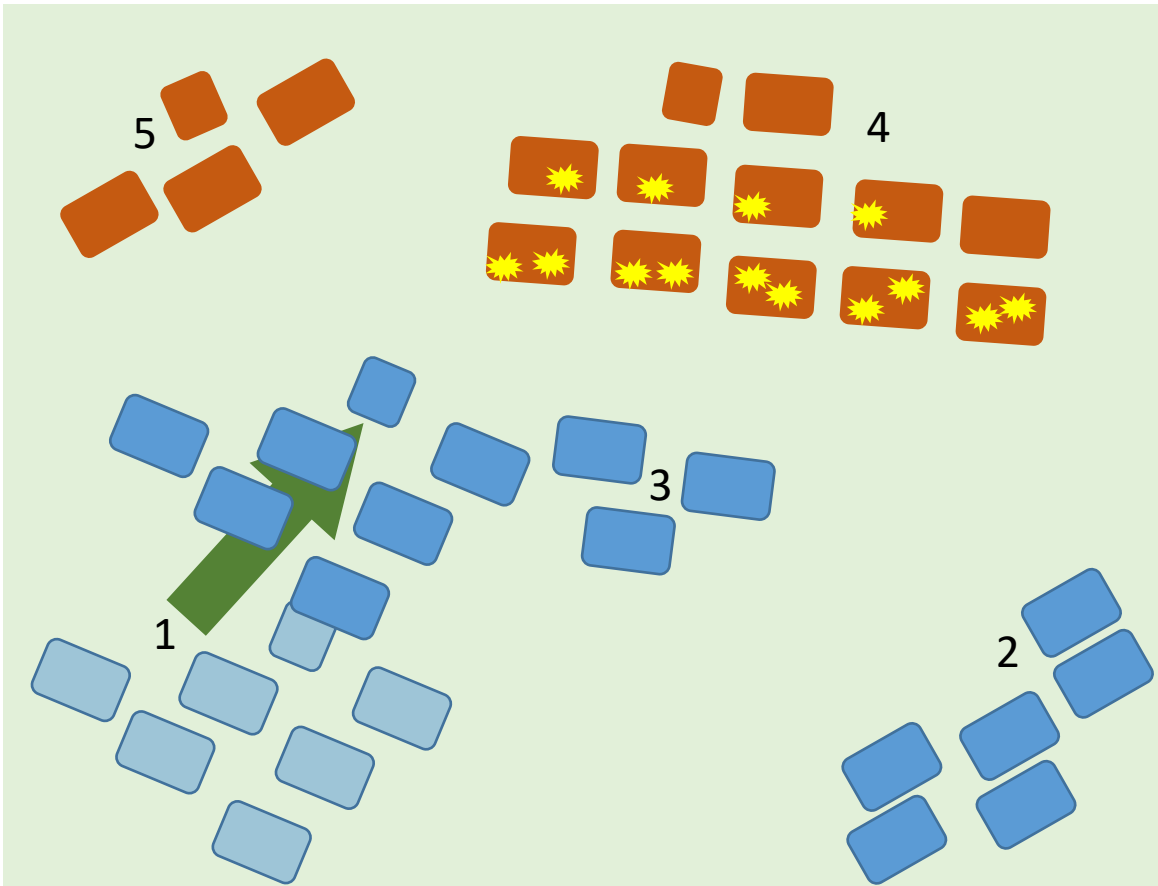
Dave's second move is the Advance his Guardians to engage the approaching Affray Elites. He moves them forward up to their full M of 30cm they open fire at Alan's large Affray Elite Century (4).



Looking at the stats of his Guardians he has no special rules and each stand has a RoF of 6. he selects 18 D6 and rolls them requiring a roll of 3 or more. 12 D6 manage to score 3 or more so Dave has scored 12 hits looking at the armour of the target Dave sees that only D6 that score a 4 (the Arm of the Affray and Trojans) or more can be allocated 3 of the D6 are placed to one side leaving 9 hits to be allocated. However the Affray can all claim a transport which pushes their armour value to 5 this discounts another 2 D6 leaving only 7 hits that can be allocated to the Affray and 2 that can be given to the Trojan APCs They are allocated as follows. The D6 that scored 5 or 6 are blue the 4s are Red.

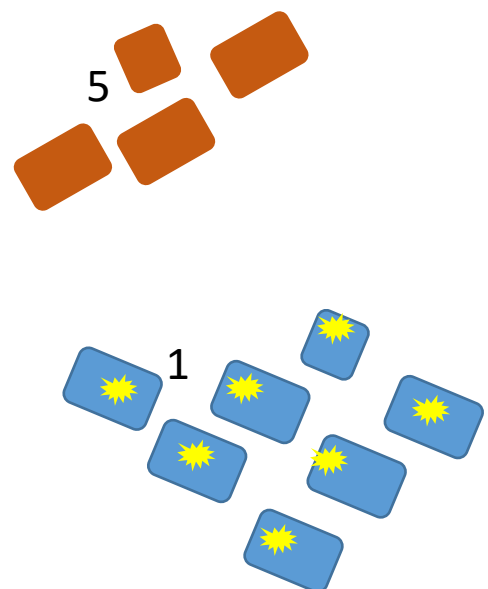


Once the Guardians have finished firing Alan must check for suppression. As 12 hits were initially scored the Century automatically receives 2 Suppression Markers. Dave can now activate his last Affray Century with the Commander.

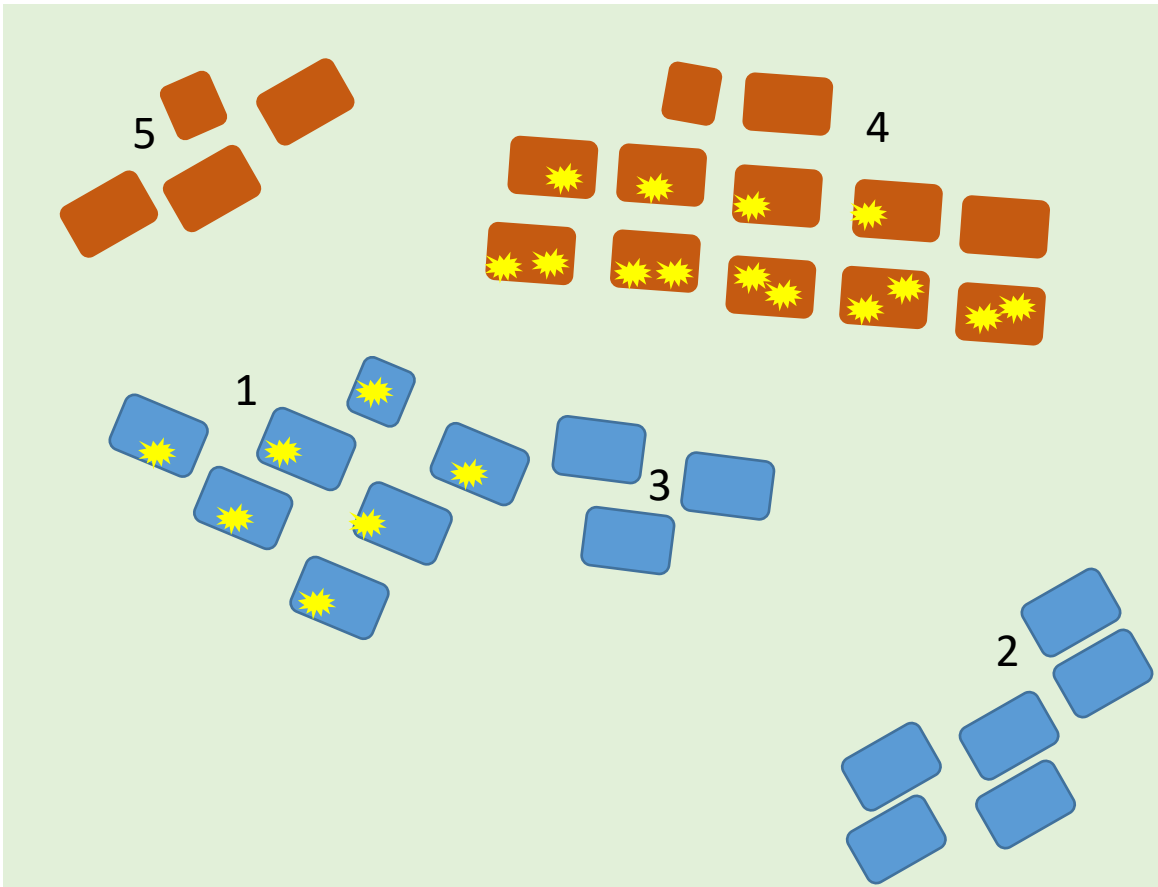


Dave decides he will try and finish off the Large Affray Century. He advances Century 1 forward and carries out the shooting procedure. He manages to score a further 5 hits which are allocated as before. Alan must once again roll for suppression he rolls a 6 and as this is higher than the number of hits received the Century will receive no further Suppression markers.

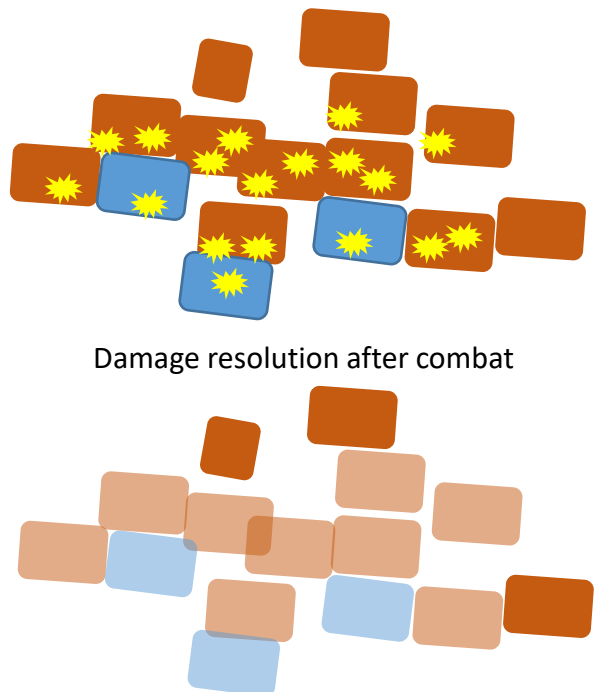
Now Dave has completed his full activation its Alans turn. Alan has some tough decisions to make as at the end of the turn his Affray Century will be will be decimated. He selects a Charge order for the Affray Century and an advance for the Guardians (5). He activates the Guardian Maniple first in an attempt to pay out some revenge to the Guardians. As he check for LoS the Affray Maniple is in the way and with their transports have the Armoured type so they cannot be ignored. Forced into shooting Century 1 he scores a mighty 10 hits with 7 being enough to be allocated to the stands. When Dave checks for suppression he automatically receives 1 for having six and manages to roll a 5 negating the 4 last hits.



Now it is time for Alans gamble. With the Affray Century taken care of the Guardians are now his target. Declaring the charge he moves towards the Guardian Century. Bad planning from Dave has left the Ambushing Century out of range to engage the Charging Century and the ambush remains in place.



Alan moves his stands into base contact. As the Charging player Alan checks what stands are in base to base, he has 5 Affray stands and 2 Trojans giving him 17 but with 2 suppression markers the Affrays C/A is reduced to 50% and -1 leaving each Affray providing 2. The Trojans are unaffected as they are at the minimum of 1. Alan has 11 D6 to roll for CA. There are also the supporting stands of 1 Hunter 1 Commander and 3 Trojans, with the suppression tokens they are providing 5 RoF to the attack. Alan rolls his 16 attacks and scores 7 hits 3 of which are enough to cause damage. Each Guardian stand receives 1 damage. When Dave returns the favour he rolls 6D6 scoring only 1 hit, it is allocated to a stand I base to base contact. Damage is resolved immediately and any stand with a damage is removed as a casualty. This leaves the Commander with a Trojan APC and Hunter Maniple in a sticky situation.



At the end of Alans activation both players now turn over the next card and over the battle field many other glorious fights are taking place.

Once these activations have been resolved and both players Command Decks are depleted they move on to the End Phase.

Checking back on our little skirmish we look at the units that have damage on them.

We see that only one Century remains with damage on it and the stands are removed from play. This leaves the Cohorts extremely weakened with Dave having an Affray Elite Century and Alan left with a remaining Guardian Century in this sector of the map.



Once damage has been resolved in the End Phase players reset their command decks and move to the next turn beginning with a new Command Phase.

Advanced Rules

Advanced Rules can be introduced over time when you become more familiar with the Core Rules.

Suppression

Suppression and Factions. Each faction interacts with the suppression roll in different ways.

Novan Elites - Novan Elites stands can ignore the first Suppression Check they are required to make each turn.

Novan Regulars - if a Novan Regular stand is required to take a Suppression check and the Company contains a Political Officer the stand can ignore the check in exchange for 1 damage as the Political Officer “encourages” them to keep fighting.

Skinners - Skinners add +1 to their Suppression check for every stand of Skinners there are in the same Company. Stands with the bullet magnet special rule do not count for this purpose.

Cybershadows - Cybershadows gain a +1 roll to all Suppression checks.

Close Assault

Infantry v Armour. Infantry have the unique ability to get in close with tanks and target specific areas such as tracks, view ports and cupolas. When Infantry type stands are involved in a CA with Armour type stands and would gain a bonus for being in cover from shooting gain the Anti-Tank rule, If the Armour has the Resilient special rule it is ignored.

Infantry Supporting Armour. If Infantry stands are supporting stands for Armour type stands (as defined in the shooting rules) in a close assault their opponent cannot use the Infantry v Armour rule.

Anti Aircraft

Anti-Aircraft platforms have the specific task of ensuring the Company is protected from Air attacks. If an aircraft mission is targeted at its Company or another Company within 30cm it can make a shooting attack equal to its AA(x) value. If this attack brings the Aircraft to its CE value the enemy’s mission is thwarted and the mission is failed. The Aircraft cannot be used again.

Allies

When building a force for Dominion you can use 1 Regiments from another force for every 3 Regiments of the core force.

Drop Pods/Teleportation

Drop Pods and teleportation are methods used to drop infantry formations into combat. Units equipped with Drop pods or for Teleportation must be kept off the table until they are activated. Stands that use drop pods or teleportation cannot be placed within 5cm of an enemy stand, if there is no other option the stand is destroyed.

Drop Pods. To use drop pods activate the equipped Company and assign a Drop activation. The owning player selects the landing zone and places the Company Command Pod on the chosen location with all other pods being placed within 10cm of the command pod. If any drop pods are placed in terrain roll a d6 on a 6+ the Pod and the stand on board are destroyed. Once all drop pods have been placed the stands can be placed immediately on the table and can immediately a fire or charge.

Teleportation. The same process is used for teleportation as for Drop pods. Teleportation however is notoriously hazardous, for each stand that teleports roll a d6 on a 5+ the stand suffers one CE. If any stand is placed within 10cm of an enemy unit the enemy unit may fire once at the drop/teleporting unit. The Drop/teleport unit counts as Arm 6. No special rules apply for this attack. charge. Once the teleportation is resolved the stands can immediately a fire or

Aircraft

Aircraft provide a commander with a rapid response to any threat. Fast jets provide air superiority; bombers can carpet an area with bombs and Air Transport deliver troops to the heart of the fighting. Regimental Commanders are often allocated wings of fighters that await orders from a safe distance. Aircraft are purchased as part of a Regiment, they are attached to that Regiment for the game. If that Regiment is destroyed a player can allocate them to another Regiment but the aircraft must miss a turn. If during any mission the Aircraft receives hits it is driven off and cannot complete its mission.

Aircraft Types

Aircraft are divided into the following categories and can be allocated mission as detailed in Table 5.

Type	Mission allowed
Fighters	
Bombers	
Air Transports	

Table 5

Aircraft and Close Assaults. An Aircraft cannot be engaged in CA unless it is an Air Transport or has the Jump Pack rule.

Using Aircraft. All aircraft are allocated a mission in the Command Phase after Command decks have been organised. Roll a d6 for each of the aircraft stands that have been allocated a mission, on a 1 the aircraft fails to arrive this turn. If they roll a 2+ they are on station. There is no requirement to give an aircraft a mission. On a successful roll the aircraft is available and are placed as detailed in the specific mission rules.

Missions. The following missions are available to aircraft. Once the Aircraft has carried out its order it is removed from the table, and cannot be used in the next turn. Air Transports are exempt from this rule if they have carried out an Insert mission.

Attack. Whenever a player activates a Regiment with aircraft attached they may additionally choose for the Aircraft to carry out its mission. Place the aircraft stand next to its target and carry out a normal shooting attack using the RoF statistic.

CAS. Aircraft allocated a CAS order will provide protection to an assigned Company within the Regiment. Place the Aircraft stand near the protected Company to indicate it is acting as CAS. If any enemy declares an attack of any type the protected Company player can choose if the Aircraft will make an immediate attack with its RoF against Ground units or AA value against Air units. The attack is made before the attacking Company rolls any attacks. The hits from the CAS attack is dealt with in the same manner as an Ambush activation. The Aircraft stand is removed once the CAS is resolved.

Intercept. Aircraft allocated an intercept order are placed on the edge of the table. If an opponent uses an aircraft the intercept aircraft can carry out an attack run. A stand can only carry out one intercept order per turn, once it has carried out the order it is removed from the table and cannot be used next turn. To Intercept carryout a normal shooting attack. If the target aircraft suffers damage it is destroyed, any stands it was carrying are also destroyed.

Insert. Air Transports can use a special order called an Insert order. Air Transports are purchased as part of a Company; there must be sufficient transports available to transport the whole Company. The Company may be kept off the table at the start of the game. If you successfully bring the Air Transport to on station add an activation d6 to the Activation Bag. When a player draws one of their activation d6 they may activate the Air Transports, follow the below procedure

Draw a straight line from your table edge to any point in the battlefield you wish to place your Company.

If this line passes within 30cm of an Enemy Company with an AA unit they may make an attack, and score damage equal to the Air Transports CE the Transport fails its save it is destroyed. The passenger stands are immediately placed on the table and receive a Suppression Marker.

Place the Aircraft in the target location and activate the Company, you may only select an Advance, Charge or Ambush order. The Air Transport is classed as normal transport using the rules at Para 6.5. Once deployed they count as skimmers for the purposes of terrain. If any stand using the Insert Activation is placed within 10cm of an enemy unit all stands in the enemy unit may fire once at the inserted unit. The inserted unit counts having a 6+ save for this attack. No special rules are apply for this attack.

**Forces
of the
Novan Elites**

Novan Elite Army List

Century	Consists of
Affray Elite Century in Trojans	3 Affray Elite Maniples with 3 Trojan Maniples
Guardian Century	3 Guardian Maniples
Praetorian Century	3 Praetorian Maniples
Close Assault Century	3 Close Assault Affray Maniples
Siege Armour Century	3 Siege Armour Maniples
Forefront Century	3 Forefront Maniples
Airmobile Affray Century	3 Affray Elites + 3 Air Transports

Transport Options

Transport and upgrade options are also available to Free play lists

Stand	Transport Maniple	Cost (per stand)
Praetorian	Trojan APC	4
	Mauler IFV	6
	Eagle Transport	-
	Bulwark Transport	-
	Striker IFV	7
Close Assault	Trojan APC	4
	Mauler IFV	6
	Eagle Transport	-
	Bulwark Transport	-
Siege Affray	Mauler IFV	6
	Eagle Transport	-
	Bulwark Transport	-
	Striker IFV	7
	Stormer Heavy Transport	8
Forefront	Eagle Transport	-
	Bulwark Transport	-
Upgrade Affray Elite Trojan APCs	Mauler IFV	2
	Eagle Transport	-
	Bulwark Transport	-
	Striker IFV	3

Upgrades

Stand	Upgrade	Cost
Scorpion	Scorpion AT	2
Thunderbolt	Thunderbolt AT	2
Affray Elite	AT Support Weapons	9
	Support Weapons	4
	Infantry Artillery Support	4
Challenger SHT	Dominator SHT	-4
	Punisher SHT	13

Force Values

Unit	FV
HQ	
Cohort Commander	2
Wing Commander	1
Dominator HQ	5
Guardian HQ	4
Armour	
Guardian MBT	4
Scorpion (all)	3
Challenger SHT	5
Guardian Sniper	4
Hunter	4
Hammer Siege Tank	4
Reaper AA	3
Hailstorm	4
Dominator SHT	5
Puisher SHT	5
Transports	
Trojan APC	-1
Mauler IFV	-1
Stormer Transport	-1
Striker IFV	-1
Infantry	
Affray Maniple	3
Praetorian Maniple	3
Siege Affray	4
Forefront Affray	2
CA Affray	3
Gladiator Armentum	3
Support Weapons (all)	2
Skimmers	
Thunderbolt (all)	2
Lightning	2
Aircraft	
Javelin Fighter	-

MECHANISED COHORT

COMPULSORY

Cohort
Commander
6 Power

1

Infantry Century
with Trojan APCs
27 Power

1

ADDITIONAL CENTURIES

Infantry Century
with Trojan APCs
27 Power

0-2

Guardian Century
39 Power

0-1

Scorpion Century
27 Power

0-1

MECHANISED COHORT

COHORT COMMANDER

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Lightning Turma	0-2	8
Hunter Maniple	0-1	6
Siege Armoured Maniple (must take transport)	0-2	10
Reaper AA	0-1	6
Thunderbolt Turma	0-2	10
Scorpion Maniple	0-2	9
Guardian Sniper Maniple	0-2	20
Elite Affray Maniple with Trojans APCs	0-2	9

INFANTRY COHORT

COMPULSORY

Cohort
Commander
6 Power

1

Infantry Century
15 Power

1

ADDITIONAL CENTURIES

Infantry Century
15 Power

0-2

Challenger Century
36 Power

0-1

Scorpion Century
27 Power

0-1

Hailstorm Century
30 Power

0-1

INFANTRY COHORT

COHORT COMMANDER

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Gladiator Armentum	0-3	5
Hailstorm Maniple	0-3	10
Challenger SHT	0-1	12
Reaper AA	0-1	6
Hunter Maniple	0-1	6
Siege Armoured Maniple	0-2	9
Praetorian Maniple	0-2	5

ARMoured COHORT

COMPULSORY

Guardian
HQ
10 Power

1

Guardian Century
39 Power

1

ADDITIONAL CENTURIES

Guardian Century
39 Power

0-2

Challenger Century
36 Power

0-1

Scorpion Century
27 Power

0-2

Infantry Maniple
Must take
transports
15 Power

0-1

ARMoured CENTURY

GUARDIAN HQ

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Guardian Tank Maniple	0-3	13
Siege Armour Maniple (must take transport)	0-1	9
Reaper AA	0-1	6
Sniper Maniple	0-2	20
Elite Affray Maniple (must take transport)	0-2	5
Hailstorm Maniple	0-2	10

HEAVY ARMoured COHORT

1 Per 3 other Cohorts

COMPULSORY

Dominator
HQ
7 Power

1

Challenger Century
36 Power

1

ADDITIONAL CENTURIES

Challenger Century
36 Power

0-2

Dominator Century
21 Power

0-1

Guardian Century
39 Power

0-2

HEAVY ARMoured COHORT

1 Per 3 other Cohorts

DOMINATOR HQ

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Guardian Maniple	0-2	15
Challenger	0-2	17
Reaper AA	0-1	5
Affray Elite Maniple	0-2	5
Thunderbolt Turma	0-1	10
Hunter Maniple	0-2	7

LIGHT ARMOUR COHORT

COMPULSORY

Guardian
HQ
10 Power

1

Scorpion Century
27 Power

1

ADDITIONAL CENTURIES

Scorpion Century
27 Power

0-2

Infantry Century
in Trojan APCs
27 Power

0-1

LIGHT ARMOUR COHORT

GUARDIAN HQ

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Hailstorm Maniple	0-2	10
Scorpion Maniple	0-2	9
Reaper AA	0-1	6
Hunter Maniple	0-2	6
Affray Elite Maniple (cannot select Eagle Dropship as transport)	0-2	5
Lightning Turma	0-2	8
Siege Armoured Maniple (must take transport)	0-2	10
Thunderbolt Turma	0-2	10

CLOSE ASSAULT COHORT

COMPULSORY

Cohort
Commander
6 Power

1

Close Assault
Century
10 Power

1

ADDITIONAL CENTURIES

Close Assault
Century
10 Power

0-2

Siege Armour
Century
27 Power

0-1

Guardian Century
39 Power

0-2

CLOSE ASSAULT COHORT

COHORT COMMANDER

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Forefront Maniple	0-3	8
Lightning Turma	0-2	5
Reaper AA	0-1	5
Siege Armoured Maniple	0-2	10
Thunderbolt Turma	0-3	5
Lightning Turma	0-2	8
Sniper Maniple	0-1	20
Guardian Maniple	0-2	13
Close Assault Maniple	0-3	3

ARTILLERY COHORT

COMPULSORY

Guardian
HQ
10 Power

1

Hailstorm Century
30 Power

1

ADDITIONAL CENTURIES

Hailstorm Century
30 Power

0-2

Thunderbolt
Century
30 Power

0-1

ARTILLERY COHORT

GUARDIAN HQ

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Hailstorm Maniple	0-3	10
Thunderbolt Turma	0-3	8
Reaper AA	0-2	6

JETBIKE ASSAULT WING

COMPULSORY

Wing
Commander
11 Power

1

Lightning Century
24 Power

1

ADDITIONAL CENTURIES

Lightning Century
24 Power

0-2

Thunderbolt
Century
30 Power

0-1

Airmobile Affray
Century
(Affray must select Eagle
Gunship or Bulwark Transport)
15 Power + Transport

0-2

JETBIKE ASSAULT WING

WING COMMANDER

Unit	Number	Cost
Javelin Fighters	1-3 stands	10 each

SUPPORT

Stand	Qty	Cost
Lightning Turma	0-3	8
Thunderbolt Turma	0-3	10
Airmobile Affray	0-3	5 plus transport

Novan Elites Cohort Free Play List

Commander

Your Force Must contain 1 Cohort Commander

Commander	Cost
Cohort Commander	6
Dominator HQ	7
Guardian HQ	10
Wing Commander	11

Core Force

Your Force can contain up to 4 Centuries (It must contain at least 2)

Commander	Cost
Affray Elite Century	15
Close Assault Century	10
Guardian Century	39
Siege Affray Century	30
Forefront Century	12
Challenger Century	36
Lightning Century	24
Thunderbolt Century	30
Hailstorm Century	30

Support

Each Century can select up to 5 Support Stands

Maniple	Cost	Maniple	Cost
Affray Elite Maniple	5	Challenger SHT	12
Praetorian Maniple	5	Guardian Sniper Maniple	20
Siege Affray Maniple	10	Gladiator Armentum	5
Forefront Affray Maniple	4	Hunter Maniple	6
CA Affray Maniple	3	Reaper AA	6
Guardian Maniple	13	Hailstorm Maniple	10
Scorpion Maniple	9	Dominator SHT	7
Thunderbolt Turma	10	Punisher SHT	25
Lightning Turma	8		

Novan Elite Stats

Unit	Type	Move	Range	SH	CC	Arm	Special	Base Size
HQ								
Cohort Commander	Infantry	30	30	3	5	4	Elite, Commander, Resilient, Medic	4x4
Wing Commander	Skimmer	40	60	4	2	4	Commander, Elite, Scout, Fast, Medic	4x4
Dominator HQ	Armoured	10	30	4	2	5	Elite, Commander, Resilient, Mechanic,	4x4
Guardian HQ	Armoured	30	60	4	2	4	Elite, Commander, Mechanic	4x4
Troops								
Affray Maniple	Infantry	10	30	3	3	4		6x4
Praetorian Maniple	Infantry	10	30	3	4	4	Elite	4x4
Siege Affray	Infantry	10	30	6	6	5	Elite, Resilient	4x4
Forefront Affray	Infantry	20	0	0	6	4	CA Spec	4x4
Artillery Support	Infantry	10	30	2	1	4	Artillery	4x4
AT Support Weapons	Infantry	10	60	2	1	4	AT	4x4
Support Weapons	Infantry	10	30	3	1	4		4x4
CA Affray	Infantry	10	0	0	5	4	CA Spec	6x4
Vehicles								
Guardian MBT	Armoured	30	60	6	2	5		6x4
Scorpion	Armoured	30	60	4	2	4		6x4
Trojan APC	Armoured	30	30	1	1	4	Transport	6x4
Scorpion AT	Armoured	30	60	2	2	4	AT	6x4
Thunderbolt	Armoured	40	60	4	2	4	Fast, Scout	4x4
Thunderbolt AT	Armoured	40	60	2	2	4	Fast, AT, Scout	4x4
Lightning	Armoured	40	30	4	4	4	Fast, Scout	6x4
Challenger SHT	Armoured	10	60	6	4	5	Resilient	4x4
Mauler IFV	Armoured	20	30	3	1	5	Transport	6x4
Guardian Sniper	Armoured	30	90	2	1	5	Tank Killer, Accurate	6x4
Stormer Transport	Armoured	20	60	3	3	5	Transport	4x4
Gladiator Armentum	Walker	10	30	3	3	5	Elite, CA Spec	4x4
Hunter	Armoured	30	60	2	1	4	AT	6x4
Javelin Fighter	Armoured	100	30	4	0	5	AA	6x4
Reaper AA	Armoured	30	30	4	1	3	AA	6x4
Hallstorm	Armoured	30	60	4	1	4	Artillery	6x4
Striker IFV	Armoured	20	30	4	2	5	Transport (1), Resilient	6x4
Dominator SHT	Armoured	10	30	4	6	5	Resilient	4x4
Puisher SHT	Armoured	10	90	4	2	5	Resilient, AT	4x4

Command Card

Command Card

Command Card

Command Card

Command Cards

COMMAND CARD	
UNIT	FV
Commander	<input type="text"/>
Company 1	<input type="text"/>
Company 2	<input type="text"/>
Company 3	<input type="text"/>
Company 4	<input type="text"/>
Company 5	<input type="text"/>
TOTAL	<input type="text"/>

COMMAND CARD	
UNIT	FV
Commander	<input type="text"/>
Company 1	<input type="text"/>
Company 2	<input type="text"/>
Company 3	<input type="text"/>
Company 4	<input type="text"/>
Company 5	<input type="text"/>
TOTAL	<input type="text"/>

COMMAND CARD	
UNIT	FV
Commander	<input type="text"/>
Company 1	<input type="text"/>
Company 2	<input type="text"/>
Company 3	<input type="text"/>
Company 4	<input type="text"/>
Company 5	<input type="text"/>
TOTAL	<input type="text"/>

COMMAND CARD	
UNIT	FV
Commander	<input type="text"/>
Company 1	<input type="text"/>
Company 2	<input type="text"/>
Company 3	<input type="text"/>
Company 4	<input type="text"/>
Company 5	<input type="text"/>
TOTAL	<input type="text"/>