

# DOMINION

THE WARS OF TUSCULUM NOVA

## Building a Force for DOMINION

The aim of this Document is to take you through an example of force building. In this example I will be creating a 185 Power force using the boxed sets available from Vanguard Miniatures.

The main part of the army is made up of the Maniples-Main section once I have enough to unlock the Commander I can start adding the big guns.

My first purchase will be the [Elite Century on foot](#) providing 3 Elite Infantry Maniples.

1) Elite Infantry Maniple x 3      **15 Power**

I would like some support for this Century so next on the shopping list is the [Elite Support Pack 1](#). This gives me a selection of upgrades to enhance the Century. For this Century I want to keep a hard hitting core but have a bit of armour to deal with any tanks I come up against.

Scorpion Maniple AT x 1      **6 Power**

This brings my total force to 21 Power so far. Next I purchase a [Mechanised Century](#) and a [Elite Armoured Support Pack](#). This provides me with the option to take two more Centuries.

2) Elite Mechanised Maniple x 3      **15 Power**  
 3) Scorpion Maniple AT x 2 and AP x 1      **18 Power**

To the Scorpion Century I add

Scorpion Maniples AP x 2      **12 Power**

To the Mechanised Century I add

Siege Affray Maniple      **5 Power**  
 Striker IFV's      **7 Power**

As I have now assembled 3 Centuries I can now purchase the Commander and gain access to the Command-Main and Command-Support.

Cohort HQ      **6 Power**

To Summarise so far

<b>Century 1</b>		
<b>Main -</b>	Elite Infantry Maniple x 3	
<b>Support -</b>	Scorpion Maniple AT x 1	<b>21 Power</b>
<b>Century 2</b>		
<b>Main -</b>	Elite Mechanised Maniple x 3	
<b>Support -</b>	Siege Affray Maniple Striker IFV's	<b>27 Power</b>
<b>Century 3</b>		
<b>Main -</b>	Scorpion Maniple AT x 2 and AP x 1	
<b>Support -</b>	Scorpion Maniples AP Scorpion Maniples AP	<b>30 Power</b>
<b>Cohort Commander</b>		<b>6 Power</b>
	<b>Total</b>	<b>84 Power</b>

So we have the basis of a small force and if you wanted a quick game this would be sufficient to play with, but as gamers we often like to take it further and expand our options and force size and as said at the beginning we are creating a 175 Power force.

With a core force built we now have access to the Command Main and Support. We can use the Main to create new Centuries or add Support to our Centuries.

The first part of the force



I'm going to start with a new Century, lets go big with a purchase the [Tank Maniples set](#)

4) Challenger SHT x 3                      **30 Power**

I'll add another Century

5) Guardian Maniple x 3                      **24 Power**

Those two additional Centuries have knocked us up to 5 Centuries and a total power of 132.

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Now we have access to Command-Support we can flesh out the other Centuries as we can select 7 Support per Century

**Century 1 gains**

Hailstorm Battery	<b>8 Power</b>
Hailstorm Battery	<b>8 Power</b>
Forefront Maniple	<b>6 Power</b>
Forefront Maniple	<b>6 Power</b>

**Century 2 gains**

Hunter Maniple	<b>5 Power</b>
Hunter Maniple	<b>5 Power</b>

**Century 5 gains**

Sniper Maniple	<b>9 Power</b>
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The additions to Century 1 give it the ability to hit at range while holding back to secure any home objectives the Forefront Maniple provides the unit with a big boost to it CA score providing more D6. The Hunters give Century 2 a heavier anti tank punch good if the enemy has some Challenger.. The Sniper give the Guardian Century a great AT ability if they come up against it.

The force now totalling 185 points is ready to play. You have two fast moving Tank Centuries with a dedicated anti tank capability. Two Infantry based Maniples with one that is capable of matching the speed of the Armoured Maniples. The other can stay with the Challenger Century in a defensive position peppering the enemy and closing movement. In total the force cost 66 GBP.