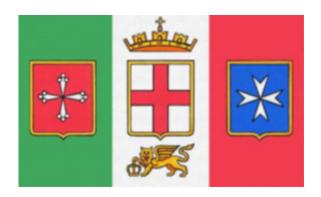
This document contains Model statistics for the **League of Italian States**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

These statistics have been made available as a free download to support the **Dystopian Wars** Game. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

This is a living document and will be periodically updated. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.



Version 1.0

League of Italian States Universal Rules

- In some places, the League of Italian States is abbreviated as LoIS in the Force Guide.
- · All LoIS Models are considered to have the Faster Torpedoes Model Assigned Rule unless otherwise noted.
- All LoIS Capital Models are considered to have the Isolated Systems (5+) Model Assigned Rule unless otherwise stated.
- All LoIS Models are considered to have the Close Quarters Gunnery Model Assigned Rule unless otherwise stated.

League of Italian States Commodore Rules

Commodore Traits

- League of Italian States Commodores may always take the Battle Drilled Ack Ack Defensive trait instead of making a roll on the Defensive Trait table.
- League of Italian States Commodores (including Competitive Commodores) may exchange any Defensive Trait they have generated for the following trait:
 - o Power to the Shields: Once per Game Turn This ability may be activated when the Commodores Model is declared the target of an Attack. The Commodores Model may increase the value of its shield generator by 1 during the Defensive Actions Step.

LEAGUE OF ITALIAN STATES

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

Brigante Squadron
The Squadron MUST contain:
1x Gladius Cruiser (Parent Model)
+3x Cinquedea Frigates (Attached Models)

Vigilante Squadron
The Squadron MUST contain:
1x Ballistae Sky Fortress (Parent Model)
+1x Pilum MKII Scoutship (Attached Models)

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400	League Of Italian St	ates			Affor	ıdatore	Po	oints	240
3	Battle (Zarriei	,				Grew Ty	/pe: Elite	
						Massive Na Minimum M Turning Te Turn Limit: Squadron S	mplate:	odel 2" Largo 0"	3
	RB	1	2	3	4	DR	GR	MY	HP
	Main Turret (P)	11	9	7	5	6	9	7"	9
	Raised Turret (P)	7	5	3		AP	AA	CC	łR
	Torpedo Turret (T)	8	8	- 1	1	7	6	5	6
		-17-	-	-	ı				100
	MAR:					l Reserves, Hig S; Uccisore, 6),			ventive Scien-
	Options:	The m	odel ha	s an Ex	ternal	Shield (3) Gene	rator		
ئزىجى:	Weaponary Arcs:	ONE M ONE R ONE R	lain Tu aised T aised T	rret (P) urret (f urret (f	has a P) has a P) has a	270-degree For 270-degree Aft a 270-degree Fo a 270-degree A a 90-degree F	Fire Arc ore Fire Arc ft Fire Arc	. OR Starboar	d
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League Of Italian S	tates			Ŋ	lars	Po	oints	195			
Battl	eship					Grew Ty	pe: Elite				
					Large Naval Gapital Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1						
RB	1	2	3	4	DR	GR	MV	HP			
Main Turret (P)	11	9	7	5	6	9	8"	8			
Torpedo Turret (T)	8	8	\$ -X	-	AP	AA	CC	łR			
P/S Broadsides (S)	6	5	4	-	7	7 6 5					
Raised Turret (P)	8 6 4 -										
MAR:	High i	Angle (F	Raised '	l'urret),	t), Hit and Run, Inventive Scientists						
Options:					Shield (3) Gene additional inte	erator ernal Entropy (8	3") Generator f	or +10 points			
Weaponary Arcs:	A BAO A BAO A BAO A BAO A BAO	Main Tu Raised 7 Raised 7 Torpedo	rret (P) Turret (Turret (Turret	has a P) has P) has (T) has	270-degree Foi 270-degree Aft a 270-degree F a 270-degree A s a 90-degree F ve a Broadside	Fire Arc ore Fire Arc ft Fire Arc ire Arc to Port	OR Starboard				

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400	League Of Italian St	ates			Mir	nerva	P	Points	120	3
	Battle 0	ruise	ľ			2.3	Grev	7ype: Elite	3	
	<u>%</u>					Medium Nav Minimum M Turning Te Turn Limit: Squadron S	diùm			
	RB	1	2	3	4	DR	GR	MV	HP	
	Main Turret (P)	11	9	7	5	5	6	10"	6	
	Raised Turret (P)	6	4	2		AP	AA	CC	łR	
	Node Launcher	-	(x)	(x)	1	4	4	3	4	
		-1	1	1						
	MAR:	Comba	t Patrol	, High	Angle (Raised Turret),	Hit and	Run, Strategic V	/alue (25)	
	Options:					Shield (2) Gene Entropy (8") Ge				
	Weaponary Arcs:	ONE N ONE R ONE R	lain Tu aised T aised T	rret (P) 'urret ('urret (has a P) has a P) has a	270-degree For 270-degree Aft a 270-degree F a 270-degree A y) has a 270-de	Fire Arc ore Fire A ft Fire Ar	ire re		
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*	League of Italian St	ates			Spu	ntone	Po	ints	105	3
	Guns	hip					Grew T	ype: Elite		10
		100	+			Medium Gap Minimum M Turning Te Turn Limit: Squadron Si	mplate:	odel 2" Med 0" 1-2	iùm	
	RB	1	2	3	4	DR	0R	Μ¥	HP	
	Raised Turret (P)	7	5	3	-	4	6	10"	5	
E SE	P/S Raised Turret Array (P)	11	8	5	<u> </u>	AP	AA	CC	łR	
		-	-	-	-	4	5	3	3	
		-	- N	-	-					
	MAR:	High A Sharp		Raised '	Turrets	, Hit and Run,	Inventive Scie	ntists, Direc	ted Fire (AA),	
	Options:	This I	Model h	as an E	xternal	Shield (2) Gen	erator for no a	dditional poi	nts cost	
	Weaponary Arcs:	ONE R	laised T	urret (P) has	a 270-degree Fo a 270-degree A ray (P) has a B	ft Arc of Fire	Fire		Litera
The state of the s									rest.	源

Ser.	,,,; <u>.</u>								سي ا	多。
40	League Of Italian St	ates	ŝ		Gla	ıdius	Po	oints	75	3
.)	Light 6	ruiser				22	Grew Ty	pe: Elite):
						Medium Nav Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	2" Medi 0" 2-3	ùm	
	RB	1	2	3	4	DR	6R	₩V	MP	
	Main Turret (P)	9	7	5	3	4	6	10"	4	
	Torpedo Turret (T)	5	5	18-44	1	AP	AA	CC	łR	
	Aft Turret (P)	6	4	2	-	4	4	3	3	
		0.	-	10-15) - · · ·					
	MAR:	High A	ngle (A	Aft Turi	ret), Hit	and Run, Inve	entive Scientist	8	Page 1	
	Options:	The So	quadron	may p	urchase	Shield (2) Gene the Squadron b points per mode	Support (LolS;	Uccisore, 2)		
	Weaponary Arcs:	ONE A	ft Turi	ret (P) l	as a 2	270-degree For 70-degree Aft F a 90-degree Fir	ire Arc	OR Starboard	1	
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6	League Of Italian St	ates			Cinc	quedea	P	oints	30	3
	Frig	ate					Grew T	ype: Elite		
						Small Naval Minimum Mo Turning Ten Turn Limit: Squadron Siz	11			
	RB	1	2	3	4	DR	GR	M₹	MP	
	Main Turret (P)	7	5	3	1	3	4	14"	2	
	Torpedo Turret (T)	3	3	-	-	AP	AA	CC	łR	700
		-	-	-	-	1	2	1	1	
184		-	-	<u>-</u> ::	-					
	MAR:	Elusiv	e Targe	et, High	Angle	(Main Turret), H	it and Run,	Small Target		
	Options:	None								
	Weaponary Arcs:					360-degree Fire s a 270-degree F				
1	الله الله الله الله الله الله الله الله								æ	が強い

League Of Italian S	tates			P	ugio	P	oints	25		
Eso	ort					Grew T	ype: Elite			
					Small Naval Escort Model Minimum Move: 2" Turning Template: Small Turn Limit: 0" Squadron Size: Attachment Only					
RB	1	2	3	4	DR	6K	MV	HP		
Torpedo Turret (T)	4	4	-	T-	3	4	12"	2		
-	-	-	-	-	AP	AA	CC	łR		
	1	-		-	1	2	2	1		
	-	302	-	-						
MAR:	Attach Rùn	ment (I	1018: La	arge+Ma	ssive Naval, 3)	, Difficult Tarş	get, Elusive Ta	rget, Hit and		
Options:	None									
Weaponary Arcs:	ONE T	orpedo	Turret	(T) has	s a 270-degree	Fore Fire Arc				

League Of Italian S	States	8		Sc	utum	P	oints	25		
Cor	vette					Grew Ty	ype: Elite			
					Minimam Mo Tarning Tei Tarn Limit:	Small Naval Model Minimum Move: 2" Turning Template: Small Turn Limit: 0" Squadron Size: 2-5				
RB	1	2	3	4	DR	0R	MV	HP		
Main Turret (S)	5	4	-	1-	3	4	14"	2		
-	-	-	-	-	AP	AA	GG	łR		
-	-	-		-	1	1	2	1		
-	-	302	-	-						
MAR:		lt Targ		ected Fi	re (Concussion (Zharges), Elusi	ve Target, Hit a	and Run,		
Options:	None									
Weaponary Arcs:	ONE N	Main Tu	rret (S	has a	270-degree Fore	Fire Arc				

League Of Italian St	ates			Uco	eisore	P	oints	10	
Assault	Graft					Grew Ty	ype: N/A		
					Tiny Naval Model Minimum Move: 0" Turning Template: 360-Degree Turn Limit: 0" Squadron Size: Squadron Support Only				
RB	1	2	3	4	DR	GR	MY	HP	
Fore Torpedoes (T)	3		1	1	3	-	12"	1	
-	850	-	-	-	AP	AA	A CC IR		
-	-	-	1	•	0	1	1	0	
-	-	-	-	-					
MAR:	Difficu	lt Targ	et, Dire	cted Fi	re (Concussion	Charges), Elusi	ve Target, Hit	and Run	
Options:	None								
Weaponary Arcs:	The F	ore Tor	pedoes	(T) hav	e a Fixed Chan	nel Fore Fire	Arc		

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League Of Italian S	tates	8		Bal	listae	P	oints	150			
Sky F	ortress			l dy		Grew T	ype: Elite				
					Massive Aerial Gapital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 1						
RB	1	2	3	4	DR	GR	MV	HP			
Fore Guns (P)	12	10	8	6	5	8	8"	9			
P/S Broadsides (S)	6	5	4	-	AP	AA	66	łR			
Bomb Bay (T)	7	-	-	-	7	8	3	5			
· ·		3.2	- 4	-							
MAR:					l Reserves, Inv Bombardment (B		sts, Momentum	o, Spotter (24'			
Options:	Model	is fitte	d with	an Ext	ernal Shield (3)	Generator					
Weaponary Arcs:	The P	/S Bro	adsides	(S) has	O-degree Fore f ve a Broadside a a 2" Range a	Fire Arc	ee Fire Arc				

類	,5°								وسي	O. P.
to the	League Of Italian S	tates			H	asta	P	oints	120	
	Heavy Heavy	Bombe	r		940	2 4 7 1	Grew T	ype: Elite		
						Medium Aer Minimum M Turning Te Turn Limit: Squadron S	Degrees			
	RB	1	2	3	4	DR	GR	MV	HP	
	Fore Guns (P)	10	8	6	4	5	6	9"	6	
	Bomb Bay (T)	7	-	-	-	AP	AA	88	łR	
	Main Turret (P)	9	7	5	-	6	6	4	3	
		-	-	-	<u>-</u>					
	MAR:					ay, 1), Combat l eter W ing)	Patrol, Inventi	ve Scientist	s, Momentum,	
	Options:	The M	odel is	fitted	with an	External Shiel	ld (2) Generato	r		
	Weaponary Arcs:	TW0	Bomb B	ays (T)	have a	ixed Channel F 2" Range and 270-degree For	a, 360-degree	Fire Arc		
1000	Special Rules:					er Wing deploy te not being pa				
									ان ا	58

League Of Italian S	tates		Pi	lum 1	Mk1+Mk2	P	oints	80		
Scoù	tship					Grew T	ype: Elite			
					Medium Aerial Gapital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 2-3					
RB	1	2	3	4	DR	CR	MV	HP		
Fore Guns (P)	re Gans (P) 8				4	5	10"	5		
Bomb Bay (T)	7	-	- 1	-	AP	AA	66	łR		
Node Launcher	-	(x)	(\mathbf{x})	-	5	4	3	3		
) <u>-</u> ()	-	-	-						
MAR:	Invent	ive Sci	entists,	Momen	tum, Spotter (2	24")				
Options:	ONE M	lodel in	the Sq MkH I	uadron oses -1	may upgrade t			nal +10 Points. Generator		
Weaponary Arcs:	ONE E	omb Ba	y (T) h	as a 2'		nnel Fire Arc. 360-degree Fire egree Fore Fire				

League Of Italian States For					rtuna	Po	oints	40		
Torpedo	Bomb	er				Grew Type	pe: Defensive			
				Medium Aerial Low Lev Minimum Move: Turning Template: Turn Limit: Squadron Size:		rel Flyer Model 2" 45-Degrees 0" 2-4				
RB	1	2	3	4	DR	6R	MV	₩P		
Fore Torpedoes (T)	7	6	5	-	4	5	10"	3		
	i i	-	-	-	AP	AA	CC	łR		
	-	-	-	-	2	2	4	2		
-	1-4	-	-	-						
MAR:	Hit an	Hit and Run, Hunter (Diving, +1), Momentum								
Options:	None									
Weaponary Arcs:	The F	The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc								

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League Of Italian S	8		Sti	letto	P	oints	25			
Light In	Light Interceptor					Grew Type: Defensive				
				Small Aerial Model Minimum Move: Turning Template: Turn Limit: Squadron Size:		4" 45-Degrees 0" 2-5				
RB	1	2	3	4	DR	6R	MY	HР		
Fore Guns (S)	4	3	-	-	3	4	14"	2		
	-	-	-	-	AP	AA	66	łR		
	-	1	-	-	1	2	1	0		
	-	1	-	1						
MAR:	MAR: Elusive Target, Hit and Run, Hunter (Aerial +1), Momentum, Small Target, Swift Manoeuvres (+1)									
Options:	None									
Weaponary Arcs:	The F	ore Gur	s (S) h	ave a 9	0-degree Fore F	ire Arc				

SUPPORT AIRGRAFT SQUADRON RULES										
AIRGRAFT	MOVE	AD	AA	MARS	DR	HP				
FIGHTER PLANE	16"	0	2	Big Fùel Tanks, Hùnter (Aerial, +1)	2	1				
TORPEDO BOMBER	14"	3	1	Faster Torpedoes, Hunter (Diving, +2)	2	1				
DIVE BOMBER	12"	3	1	Hunter (Surface, +1)	2	1				

Italian Aces: The following Support Aircraft Squadrons in the League of Italian States Force may upgrade ONE of their Wings to be an Ace for + 5 points: Fighter Plane, Torpedo Bomber.

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63	League Of Italian States Forward La					anding Field		Points	115	3.4
	Universal F			Grew Type: Non-Gombatant						
				Massive Gapital Universal Fortification Minimum Move: 0" Turning Template: 0 Turn Limit: 0" Squadron Size: 1						
	RB	1	2	3	4	DR	GR	MV	HP	
	Quad Turret (S)	8	6	4	2	5	8	0"	6	
		-1			-	AP	AA	66	IR	
		6-0	-	-	<u>-</u> -	7	5	2	8	
		-	1	-	-					
	MAR:	Garrier (9, 2X4 Wings), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable								
	Options:	None								
٠٠٠٠٠	Weaponary Arcs:									
類、	الم								ري	Sec.