

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

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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)


League Of Italian States					Affondatore		Points		240			
Battle Carrier					Crew Type: Elite							
					Massive Naval Capital Model							
					Minimum Move:				2"			
					Turning Template:				Large			
					Turn Limit:				0"			
					Squadron Size:				1			
RB		1	2	3	4	DR	CR	MV	HP			
Main Turret (P)		11	9	7	5	6	9	7"	9			
Raised Turret (P)		7	5	3	-	AP	AA	CC	IR			
Torpedo Turret (T)		8	8	-	-	7	6	5	6			
-		-	-	-	-							
MAR:		Carrier (6, 1X5 Wings), Fuel Reserves, High Angle (Raised Turret), Inventive Scientists, Squadron Support (LoIS; Uccisore, 6), Strategic Value (75)										
Options:		The model has an External Shield (3) Generator										
Weaponary Arcs:		ONE Main Turret (P) has a 270-degree Fore Fire Arc ONE Main Turret (P) has a 270-degree Aft Fire Arc ONE Raised Turret (P) has a 270-degree Fore Fire Arc ONE Raised Turret (P) has a 270-degree Aft Fire Arc ONE Torpedo-Turret (T) has a 90-degree Fire Arc to Port OR Starboard										


League Of Italian States					Mars		Points	195
Battleship					Crew Type: Elite			
					Large Naval Capital Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	7	5	6	9	8"	8
Torpedo Turret (T)	8	8	-	-	AP	AA	CC	IR
P/S Broadside (S)	6	5	4	-	7	6	5	5
Raised Turret (P)	8	6	4	-				
MAR:	High Angle (Raised Turret), Hit and Run, Inventive Scientists							
Options:	The model has an External Shield (3) Generator The model may purchase an additional internal Entropy (8") Generator for +10 points							
Weaponary Arcs:	ONE Main Turret (P) has a 270-degree Fore Fire Arc ONE Main Turret (P) has a 270-degree Aft Fire Arc ONE Raised Turret (P) has a 270-degree Fore Fire Arc ONE Raised Turret (P) has a 270-degree Aft Fire Arc ONE Torpedo-Turret (T) has a 90-degree Fire Arc to Port OR Starboard The P/S Broadside (S) have a Broadside Fire Arc							


League Of Italian States					Minerva		Points		120	
Battle Cruiser					Grew Type: Elite					
					Medium Naval Capital Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1					
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	GG	IR	
Node Launcher		-	(x)	(x)	-	4	4	3	4	
-		-	-	-	-					
MAR:		Combat Patrol, High Angle (Raised Turret), Hit and Run, Strategic Value (25)								
Options:		The model has an External Shield (2) Generator The model has an Internal Entropy (8") Generator								
Weaponary Arcs:		ONE Main Turret (P) has a 270-degree Fore Fire Arc ONE Main Turret (P) has a 270-degree Aft Fire Arc ONE Raised Turret (P) has a 270-degree Fore Fire Arc ONE Raised Turret (P) has a 270-degree Aft Fire Arc ONE Node Launcher (Entropy) has a 270-degree Fore Fire Arc								

League of Italian States					Spuntone		Points		105	
Gunship					Crew Type: Elite					
 					Medium Capital Naval Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1-2					
RB		1	2	3	4	DR	CR	MV	HP	
Raised Turret (P)		7	5	3	-	4	6	10"	5	
P/S Raised Turret Array (P)		11	8	5	-	AP	AA	CC	IR	
-		-	-	-	-	4	5	3	3	
-		-	-	-	-					
MAR:		High Angle (Raised Turrets), Hit and Run, Inventive Scientists, Directed Fire (AA), Sharp Turn								
Options:		This Model has an External Shield (2) Generator for no additional points cost								
Weaponary Arcs:		ONE Raised Turret (P) has a 270-degree Fore Arc of Fire ONE Raised Turret (P) has a 270-degree Aft Arc of Fire The P/S Raised Turret Array (P) has a Broadside Arc of Fire								

League Of Italian States					Gladius		Points		75	
Light Cruiser					Crew Type: Elite					
					Medium Naval Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 2-3					
RB		1	2	3	4	DR	GR	MV	HP	
Main Turret (P)		9	7	5	3	4	6	10"	4	
Torpedo Turret (T)		5	5	-	-	AP	AA	CC	IR	
Aft Turret (P)		6	4	2	-	4	4	3	3	
-		-	-	-	-					
MAR:		High Angle (Aft Turret), Hit and Run, Inventive Scientists								
Options:		The model has an External Shield (2) Generator The Squadron may purchase the Squadron Support (LoIS; Uccisore, 2) MAR for an additional +10 points per model								
Weaponary Arcs:		ONE Main Turret (P) has a 270-degree Fore Fire Arc ONE Aft Turret (P) has a 270-degree Aft Fire Arc ONE Torpedo-Turret (T) as a 90-degree Fire Arc to Port OR Starboard								


League Of Italian States					Ginquedea			Points		30	
Frigate					Crew Type: Elite						
					Small Naval Model						
					Minimum Move:				2"		
					Turning Template:				Small		
					Turn Limit:				0"		
					Squadron Size:				2-4		
RB		1	2	3	4	DR	GR	MV	HP		
Main Turret (P)		7	5	3	-	3	4	14"	2		
Torpedo Turret (T)		3	3	-	-	AP	AA	GG	IR		
-		-	-	-	-	1	2	1	1		
-		-	-	-	-						
MAR:		Elusive Target, High Angle (Main Turret), Hit and Run, Small Target									
Options:		None									
Weaponary Arcs:		ONE Main Turret (P) has a 360-degree Fire Arc. ONE Torpedo Turret (T) has a 270-degree Fore Fire Arc									

League Of Italian States					Hasta		Points		120		
Heavy Bomber					Crew Type: Elite						
					Medium Aerial Capital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 1						
RB		1	2	3	4	DR	CR	MV	HP		
Fore Guns (P)		10	8	6	4	5	6	9"	6		
Bomb Bay (T)		7	-	-	-	AP	AA	CG	IR		
Main Turret (P)		9	7	5	-	6	6	4	3		
-		-	-	-	-						
MAR:		Area Bombardment (Bomb Bay, 1), Combat Patrol, Inventive Scientists, Momentum, Squadron Support (1X4 Fighter Wing)									
Options:		The Model is fitted with an External Shield (2) Generator									
Weaponary Arcs:		The Fore Guns (P) have a Fixed Channel Fore Fire Arc TWO Bomb Bays (T) have a 2" Range and a, 360-degree Fire Arc ONE Main Turret (P) has a 270-degree Fore Fire Arc									
Special Rules:		Dedicated support: the Fighter Wing deployed by this squadron may be attached as CAP to this Squadron despite not being part of the Local Air Support allowance.									

League Of Italian States					Pilum Mk1+Mk2		Points		80		
Scoutship					Crew Type: Elite						
					Medium Aerial Capital 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)		8	6	4	-	4	5	10"	5		
Bomb Bay (T)		7	-	-	-	AP	AA	CC	IR		
Node Launcher		-	(x)	(x)	-	5	4	3	3		
-		-	-	-	-						
MAR:		Inventive Scientists, Momentum, Spotter (24")									
Options:		The model is fitted with an External Shield (2) Generator. ONE Model in the Squadron may upgrade to a Pilum MkH for an additional +10 Points · The Pilum MkH loses -1AP, has an additional Internal Entropy (8") Generator and a Node Launcher									
Weaponary Arcs:		The Fore Guns (P) have a Fore Fixed Channel Fire Arc. ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc ONE Node Launcher (Entropy) has a 270-degree Fore Fire Arc									

SUPPORT AIRCRAFT SQUADRON RULES						
AIRCRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	16"	0	2	Big Fuel Tanks, Hunter (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.

League Of Italian States					Forward Landing Field		Points		115			
Universal Fortification					Crew Type: Non-Combatant							
					Massive Capital Universal Fortification							
					Minimum Move:				0"			
					Turning Template:				0			
					Turn Limit:				0"			
					Squadron Size:				1			
RB		1	2	3	4	DR	CR	MV	HP			
Quad Turret (S)		8	6	4	2	5	8	0"	6			
-		-	-	-	-	AP	AA	CC	IR			
-		-	-	-	-	7	5	2	8			
-		-	-	-	-							
MAR:		Carrier (9, 2X4 Wings), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable										
Options:		None										
Weaponary Arcs:		ONE Quad Turret (S) has a 270-degree Fore Fire Arc ONE Quad Turret (S) has a 270-degree Aft Fire Arc										