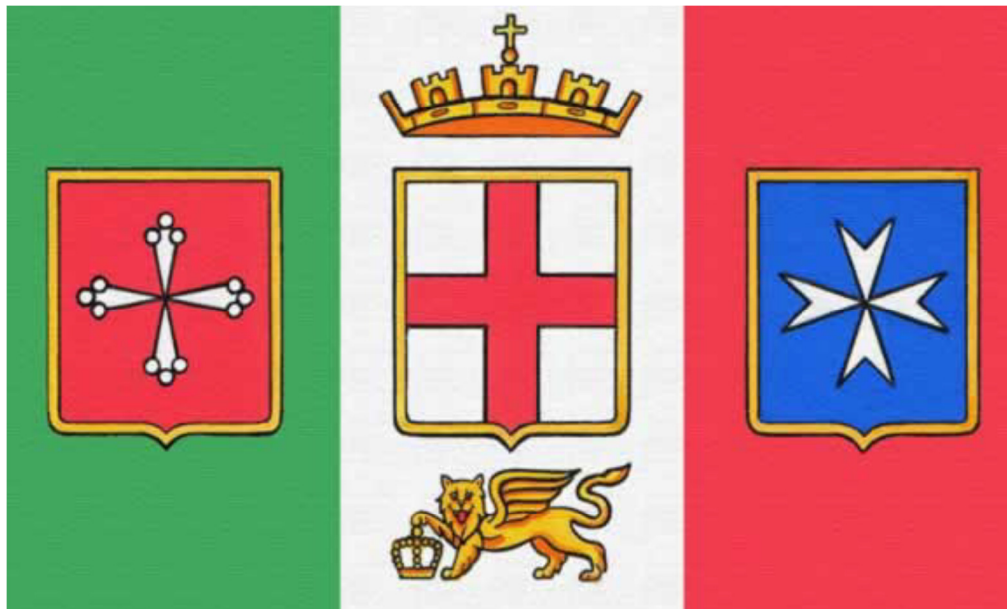


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This document contains Model statistics for the **League of Italian States**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

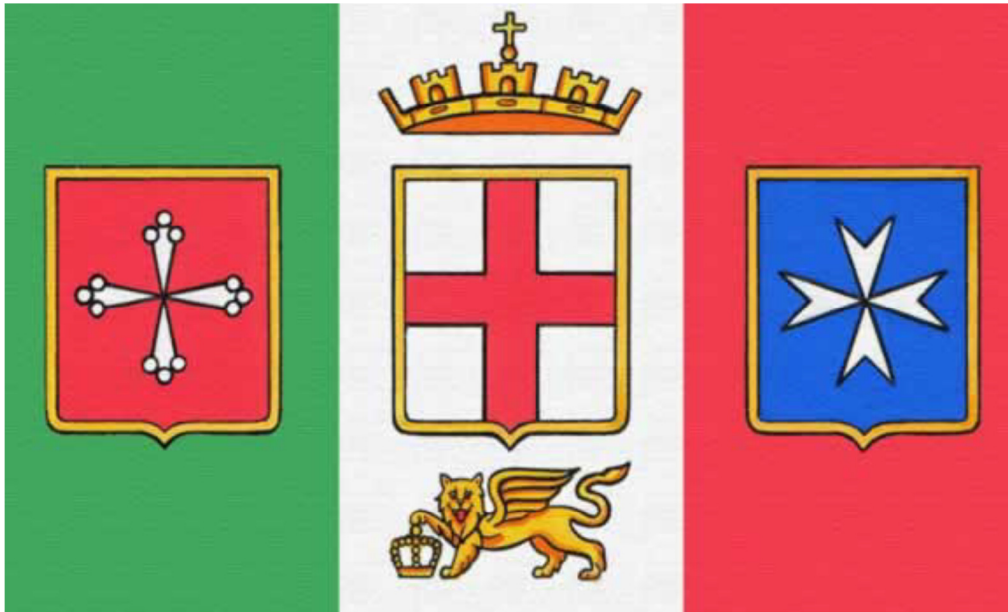
These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.



Version 1.0

LEAGUE OF ITALIAN STATES



Fleet Quality = 2

LEAGUE OF ITALIAN STATES MODEL ASSIGNED RULES

Hit and Run

Italian vessels are renowned as being the fastest and most manoeuvrable in the world. Their rapier like ships can close rapidly with the foe, unleash their devastating firepower and then disengage before their opponents can co-ordinate retaliation.

A League of Italian States Model may choose to make Attacks and use Disruption Generators after completing its Drift move and before performing its remaining move. If it chooses to do so then the Models Activation will end after completing its Remaining Move. If a Model in a Squadron elects to Hit and Run then all other Models in the Squadron must do so.

LEAGUE OF ITALIAN STATES BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the League of Italian States player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

CORE BATTLE GROUP

Large Squadrons	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.

RECON BATTLE GROUP


Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<i>“We are ready to react at a moment’s notice.”</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.


RAIDER BATTLE GROUP	
Large Squadrons	I Affondatore Battle Carrier Squadron & 3 Pugio Escorts * <i>(* Lead Squadron)</i>
Medium Squadrons	I Hasta Heavy Bomber Squadron
SPECIAL RULE	<p><i>"Outflank them and destroy them!"</i></p> <p>This Battlegroup is not deployed in the Deployment of Battle Groups section of Pre Game Set up. Instead after the determine initiative step of the Game Turn roll a D6 and add the turn number. On the result of a 5 or higher the Battlegroup will enter the battlefield via one of the short board edges. All Models are considered to move onto the battlefield, taking the edge as their point of origin.</p> <p>If playing the Escalating Engagement Scenario this Battlegroup must be held in Reserve and is deployed according to the Scenario Rules.</p>

MERCENARY NAVAL BATTLE GROUP	
Large Squadrons	I Mars Battleship <i>(Lead Squadron)</i>
Medium Squadrons	I-2 Gladius Cruiser Squadrons
Small Squadrons	I-2 Cinqueda Frigate Squadrons
SPECIAL RULE	<p><i>"We fight for the Imperial Bond! (mostly)"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Covenant of Antarctica • Empire of the Blazing Sun • Prussian Empire • Republique of France


MERCENARY AERIAL BATTLE GROUP	
Large Squadrons	I Balistae Sky Fortress <i>(Lead Squadron)</i>
Medium Squadrons	I Pilum Medium Flyer Squadron
Small Squadrons	I Stiletto Interceptor Squadron
SPECIAL RULE	<p><i>"We fight for the Imperial Bond! (mostly)"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Covenant of Antarctica • Empire of the Blazing Sun • Prussian Empire • Republique of France


LARGE NAVAL MODELS


 MARS BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		195
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	8	7	5	5	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret Battery</i>		<i>F/P/S</i>	<i>Hunter (Aerial)</i>	11	8	5
<i>Standard Turret Battery</i>		<i>A/P/S</i>	<i>Hunter (Aerial)</i>	11	8	5
<i>Gunnery Broadside</i>		<i>P+S</i>	<i>Massed Fire</i>	6	5	-
<i>Standard Torpedoes</i>		<i>P/S</i>	<i>Hunter (Sub-Surface)</i>	8	8	-
MARs	<i>Elite Crew, Inventive Scientists (1)</i>					
Special Rules	<p>Hated Foe - This vessel is worth an additional +4VPs if destroyed by an Ottoman Empire element in addition to all other VP bonuses. When targeting Ottoman enemies, each Medium or Large Model destroyed by this vessel is worth +1VP in addition to all other VP bonuses.</p> <p>Squadron Support: This Squadron may have 0-3 Naval Pugio Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.</p>					

 AFFONDATORE BATTLE CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		220
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	9	7	5	5	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret Battery</i>		F/P/S	<i>Hunter (Aerial)</i>	10	8	4
<i>Standard Turret Battery</i>		A/P/S	<i>Hunter (Aerial)</i>	10	8	4
<i>Standard Torpedoes</i>		P/S	<i>Hunter (Sub-Surface)</i>	8	8	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Combat Deployment (Uccisore, 6), Elite Crew, Inventive Scientists (1)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Pugio Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


MEDIUM NAVAL MODELS


 MINERVA BATTLECRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	6	4	4	4	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret Battery</i>		F/P/S	<i>Hunter (Aerial)</i>	11	8	5
<i>Standard Turret Battery</i>		A/P/S	<i>Hunter (Aerial)</i>	11	8	5
MARs	<i>Disruption Node Generator, Elite Crew, Inventive Scientists (1)</i>					


 GLADIUS CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	4	3	4	3
Weapon		Arc	MAR	PB	EF	LR
Standard Torpedoes		P/S	Hunter (Sub-Surface)	5	5	-
Standard Turret		F/P/S	Hunter (Aerial)	5	4	3
Standard Turret		A/P/S	Hunter (Aerial)	3	2	-
MARs	Combat Deployment (Uccisore, 2), Elite Crew, Inventive Scientists (1)					
Special Rules	Massed Deployment – This Squadron must deploy their entire compliment of Uccisore Torpedo Boats at the same time, becoming an Activation in their own right.					


 SPUNTONE GUNSHIP						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		105
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	5	4	4	3	4
Weapon		Arc	MAR	PB	EF	LR
Standard Turret Battery		360°	Hunter (Aerial)	14	10	-
MARs	Elite Crew, Inventive Scientists (1)					
Special Rules	Sharp Turn – Models in this Squadron may turn during their Drift Move.					

SMALL NAVAL MODELS


 CINQUEDEA FRIGATE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-4
				Move	DR	HP
14"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		360°	<i>Hunter (Aerial)</i>	5	2	-
<i>Standard Torpedoes</i>		F/P/S	<i>Hunter (Sub-Surface)</i>	4	-	-
MARs		<i>Elite Crew, Small Target</i>				

 SCUTUM CORVETTE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
				Move	DR	HP
14"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	<i>Massed Fire</i>	4	-	-
MARs		<i>Small Target, Special Forces (1)</i>				

 PUGGIO ESCORT						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		n/a
				Move	DR	HP
12"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Torpedoes</i>		F/P/S	<i>Hunter (Sub-Surface)</i>	3	-	-
MARs		<i>Escort, Small Target</i>				

 UCCISORE TORPEDO BOAT						
Small Naval Model						
PLAYTEST DOCUMENT				Points		N/a
PLAYTEST DOCUMENT				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	2	1	0	1	0	n/a
Weapon		Arc	MAR	PB	EF	LR
<i>Torpedoes</i>		F	<i>Hunter (Sub-surface)</i>	3	-	-
MARs	<i>Small Target</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Uccisore)</i> MAR. Low-Value Resource – The opponent scores IVP for every TWO models destroyed.					


LARGE AERIAL MODELS

 BALISTAE SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		180
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	9	7	6	5	9
Weapon		Arc	MAR	PB	EF	LR
Gunnery Fixed Weapon		F	<i>Massed Fire</i>	14	10	6
<i>Standard Broadships</i>		P+S	-	6	5	-
Bombs		360°	<i>Hunter (Surface)</i>	14	-	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Elite Crew, Inventive Scientists (1)</i>					


MEDIUM AERIAL MODELS

HASTA HEAVY BOMBER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	6	6	6	5	4	5
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	-	9	7	4
Standard Turret		F/P/S	-	6	4	-
Bombs		360°	<i>Hunter (surface)</i>	12	-	-
MARs	<i>Elite Crew, Inventive Scientists (1)</i>					
Special Rules	Momentum: This Model has a 4" Drift move.					

PILUM SCOUT AIRSHIP						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	5	5	3	3	4
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	<i>Hunter (Aerial)</i>	7	5	-
Bombs		360°	<i>Hunter (Surface)</i>	6	-	-
MARs	<i>Elite Crew, Inventive Scientists (1)</i>					
Special Rules	Prototype generator: One Model in the squadron may gain a <i>Disruption Node Generator</i> MAR. This Model reduces its CP to 3.					

 <h2 style="text-align: center;">FORTUNA TORPEDO BOMBER</h2>							
Medium Aerial Model							
PLAYTEST DOCUMENT					Points		45
					Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP	
10"	4	3	2	3	2	2	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Torpedoes</i>		F	<i>Hunter (Sub-Surface)</i>	6	6		
MARs	<i>Elite Crew, Inventive Scientists (1)</i>						
Special Rules	Fast Torpedoes: When defending against Torpedo Attacks from this Model Active Defence is resolved using the Heavy Dice Mechanic.						

SMALL AERIAL MODELS

 <h2 style="text-align: center;">STILETTO INTERCEPTOR</h2>							
Small Aerial Model							
PLAYTEST DOCUMENT					Points		25
					Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP	
14"	4	2	1	2	0	1	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>	4	1	-	
MARs	<i>Small Target</i>						