

This document contains model statistics for the League of Italian States Faction. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.

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LEAGUE OF ITALIAN STATES

UNIVERSAL RULES FOR THE LEAGUE OF ITALIAN STATES

- The League of Italian States is commonly referred to as LoIS in this force guide.
- All LoIS models are considered to have the Faster Torpedoes Model Assigned Rule unless otherwise stated.
- 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 COMMODORES

Command Abilities

Each Game Turn, the controlling player may have their Commodore perform ONE of the following Command Abilities:

- **Safe Passage** (Within 8" of the Commodores Vessel) - Re-roll one Treacherous Terrain Test for a model in their fleet.
- **Fix it Lads** (Within 8" of the Commodores Vessel) - Re-roll one Damage Repair Test for a model in their fleet.
- **Stand Up and Be Counted** (Within 8" of the Commodores Vessel) - Re-roll one die after a failed Morale Test.

Commodore Doctrines

In addition to their Command Abilities, all League of Italian States Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the League of Italian States.

- **Prepare to Repel Boarders** - A single model in the fleet can add 1D3+1 to their initial Ack Ack (AA) value when determining AA available to repel Boarders.
- **Power to the Shields** - Once per Game, in response to a single declared Attack, the Commodores vessel may choose to bolster it's defences by adding an extra Shield dice to its total against the Attack at the start of the Defensive Actions step.

LEAGUE OF ITALIAN STATES BATTLE GROUPS

By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.

This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.

The Card stated must still be included in the player's Tactical Action Card Deck as normal.

If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.

No model may be chosen as part of more than ONE Battle Group.

In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

NAVAL BATTLE GROUP

<u>Massive</u>	<u>Large</u>	<u>Medium</u>	<u>Small</u>	<u>Tiny</u>	<u>Support Aircraft Squadrons</u>
None	1x Mars Battleship 1x Affondatore Carrier	1x Minerva Battle Cruiser 3x Gladius Cruisers	4x Cinquedea Frigates 5x Scutum Corvettes	6x Uccisore* Torpedo Boats 6x Uccisore* Torpedo Boats	None

Deployed by the Gladius and Affondatore

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

AERIAL BATTLE GROUP

<u>Massive</u>	<u>Large</u>	<u>Medium</u>	<u>Small</u>	<u>Tiny</u>	<u>Support Aircraft Squadrons</u>
1x Ballistae Sky Fortress	None	3x Pilum Scoutships (Any mark)	5x Stiletto Interceptors	None	None

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

LEAGUE OF ITALIAN STATES **SPECIALIST GROUP SQUADRONS**

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

Brigante Squadron

The Squadron MUST contain:

1x Gladius Cruiser (Parent Model)

+3x Cinquedeas 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 NAVAL FORCES

League of Italian States				Affondatore			Points	240
Battle Carrier				Crew Type - Elite				
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

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Carrier (6), 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.

Weaponry 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				
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 Broadships (S)	6	5	4	-	7	6	5	5
Raised Turret (P)	8	6	4	-				

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: 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 Calcification (8") Generator for +10 points.

Weaponry 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 Broadships (S) have a Broadside Fire Arc

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League of Italian States Stats

League of Italian States		Minerva				Points	120	
Battle Cruiser					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	7	5	5	6	10"	6
Raised Turret (P)	6	4	2	-	AP	AA	CC	IR
Node Launcher *	-	(x)	(x)	-	4	4	3	4

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: 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 Calcification (8") Generator.

Weaponry 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 (Calcification) has a 270-degree Fore Fire Arc

***Important Note – This model may NOT make use of the Inventive Scientist re-roll when it channels Generator effects through the Node.**

League of Italian States		Gladius				Points	75	
Light Cruiser					Crew Type - Elite			
RB	1	2	3	4	DR	CR	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

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: 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.

Weaponry 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

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League of Italian States Stats

League of Italian States		Cinquedea				Points	30	
Frigate					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	7	5	3	-	3	4	14"	2
Torpedo Turret (T)	3	3	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Elusive Target, High Angle (Main Turret), Hit and Run, Small Target
 Options: None
 Weaponry 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		Scutum				Points	25	
Corvette					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	5	4	-	-	3	4	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	1	2	1

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Difficult Target, Directed Fire (Concussion Charges), Elusive Target, Hit and Run, Terror Tactics (1)
 Options: None
 Weaponry Arcs: ONE Main Turret (S) has a 270-degree Fore Fire Arc.

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League of Italian States Stats

League of Italian States				Pugio				Points	25
Escort					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Torpedo Turret (T)	4	4	-	-	3	4	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	2	2	1	

SMALL NAVAL ESCORT MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (LOIS: Large+Massive Naval, 3), Difficult Target, Elusive Target, Hit and Run
 Options: None
 Weaponry Arcs: ONE Torpedo Turret (T) has a 270-degree Fore Fire Arc.

League of Italian States				Uccisore				Points	10
Assault Craft					Crew Type - N/A				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Torpedoes (T)	3	-	-	-	3	-	12"	1	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	0	1	1	0	

TINY NAVAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Squadron Support Only

Model Assigned Rules: Difficult Target, Directed Fire (Concussion Charges), Elusive Target, Hit and Run
 Options: None
 Weaponry Arcs: The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc

LEAGUE OF ITALIAN STATES

AERIAL FORCES

League of Italian States				Ballistae				Points	150
Sky Fortress					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (P)	12	10	8	6	5	8	8"	9	
P/S Broadships (S)	6	5	4	-	AP	AA	CC	IR	
Bomb Bay (T)	7	-	-	-	7	8	3	5	

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 1

Model Assigned Rules: Carrier (6), Fuel Reserves, Inventive Scientists, Momentum, Spotter (Expert), Strategic Value (50)

Options: Model is fitted with an External Shield (3) Generator.

Weaponry Arcs: The Fore Guns (P) have a 90-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc
 THREE Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

League of Italian States				Pilum MkI+MkII				Points	80
Scoutship					Crew Type - Elite				
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	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Inventive Scientists, Momentum, Spotter (Expert)

Options: The model is fitted with an External Shield (2) Generator.
 ONE Model in the Squadron may upgrade to a Pilum MkII for an additional +10 Points.

- The Pilum MkII loses -IAP, has an additional Internal Calcification (8") Generator and a Node Launcher

Weaponry 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 (Calcification) has a 270-degree Fore Fire Arc

***Important Note – This model may NOT make use of the Inventive scientist re-roll when it channels Generator effects through the Node.**

League of Italian States				Hasta				Points	120
Heavy Bomber					Crew Type - Elite				
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	CC	IR	
Main Turret (P)	9	7	5	-	6	6	4	3	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bay), Combat Patrol, Inventive Scientists, Momentum, Squadron Support (LoIS: SAS-Fighters, 4)

Options: The Model is fitted with an External Shield (2) Generator.

Weaponry 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

League of Italian States				Fortuna				Points	40
Torpedo Bomber					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Torpedoes (T)	7	6	5	-	4	5	10"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	4	2	

MEDIUM AERIAL LOW LEVEL FLYER MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Hit and Run, Hunter (Diving, +1), Momentum

Options: None

Weaponry Arcs: The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc

League of Italian States				Stiletto			Points	25
Light Interceptor					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun(S)	4	3	-	-	3	4	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	0

SMALL AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Hit and Run, Hunter (Aerial +1), Momentum, Small Target, Swift Manoeuvres (+1)

Options: None

Weaponry Arcs: The Fore Guns (S) have a 90-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
Reconnaissance Plane	16"	0	2	Big Fuel Tanks, Spotter (Expert)	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 and Reconnaissance Plane.

LEAGUE OF ITALIAN STATES FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

League of Italian States		Forward Landing Field				Points	115	
Universal Fortification					Crew Type - Non-Combatant			
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

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc
ONE Quad Turret (S) has a 270-degree Aft Fire Arc