



LEAGUE OF ITALIAN STATES

BACKGROUND & TACTICS



Naval Commanders from the League of Italian States use their Hunter Fleets like rapiers. Fast moving, agile and hard to target, the League's vessels are perfect for hit and run tactics, slicing through the enemy formations, picking off their prey and speeding away before the cumbersome foe can bring their weapons to bear.

Central to this tactic is the ability of the Italian gunnery crews to fire their weapons halfway through the vessels manoeuvre. Cunning Commanders can put this to incredible use, ordering their Squadrons to move into position, open fire, and then steam away behind intervening cover or out of the enemies' firing arcs.

As a trade-off for this flexibility, the League's ships lack the heavy armour plating which protects the vessels of their allies and rivals. This can leave critical systems comparatively vulnerable if the fleet comes under heavy fire.

To offset their fragile nature, the League has invested considerable resources into outfitting their vessels with the most advanced technologies, often acquired from the Covenant through their extensive spy network.

Every vessel of Cruiser grade or above is fitted with a Shield Generator, slimmed in size through Covenant technology to fit within their streamlined hulls. The larger Mars Battleships and Affondatore Carriers take advantage of the increased hull space to equip powerful Amplified Shield Generators that can deflect huge amounts of incoming fire.

Additionally, every Generator has a dedicated team of experts keeping it maintained and operating at full capacity at all times, providing matchless protection to these deadly but fragile craft.

Any vessel too small to fit a Shield Generator within its hull compensates by being very difficult for the enemy to target with their gunnery. The Scutum and Uccisore present particularly challenging prey, even for vessels of equivalent size.

An Italian Commander needs to take particular care of the larger and more deadly Cinquedeas Destroyers, as they are more vulnerable targets. However, by using their incredible speed and Hit & Run ability to the full, they can nip in and out of the Hunter Fleet, crippling their opponents with well-coordinated fire before taking seeking cover behind sturdier shielded vessels.

In battle the Hunter Fleets operate best as a highly coordinated pack. The Uccisore Assault Craft and aeroplane support act as an agile mosquito swarm, large numbers of diminutive craft distracting the opposition with repeated stings. Meanwhile smaller packs of Frigates and Destroyers hunt down and tear apart isolated targets whilst the Cruisers offer supporting fire. The Fortuna Class forgoes the usual bombs in favour of powerful long range Torpedoes, thinning the enemy's numbers before the Hunters close in for the kill.

Finally, the Affondatore and Mars use their high speed to position heavy firepower exactly where it is needed to do crippling damage to the core of the enemy Fleet. With powerful medium range, multi-level Turrets mounted on swift hulls, these vessels can reap a heavy toll on the largest vessels in the enemy fleet, leaving them stricken and unable to retaliate as the Hunter Fleet steams back out of reach.

Italian Commanders need to keep a clear and even head throughout the battle, eroding the enemy's defences, maiming and debilitating their vessels with repeated lightning strikes, but being careful never to over extend and leave their ships exposed. With this strategy mastered, Commanders of the Hunter Fleets can run circles around their ponderous foes, sundering their hulls and silencing their guns before they can even land a blow.



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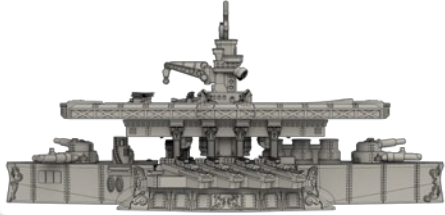



LEAGUE OF ITALIAN STATES

STATISTICS DOCUMENT



The League of Italian States has a long tradition of naval power, and the warships fighting under its flag in the Sturginium Age are some of the oceans, Italian Captains look to outpace their adversaries while utilising advanced Generators to deflect enemy fire. Once their deadly long-range guns and torpedoes have smashed the enemy, it is time to once again use their speed to move out of reach of retaliation.

RANGE BAND	1	2	3	4
Main Turret (P)	10	8	6	4
Raised Turret (P)	6	4	2	-
Torpedo Turret	6	6	-	-
-	-	-	-	-

Points Cost: 220			
DR	CR	Mv	HP
5	8	7"	8
AP	AA	CC	RR
5	5	4	-

AFFONDATORE CLASS FLEET CARRIER

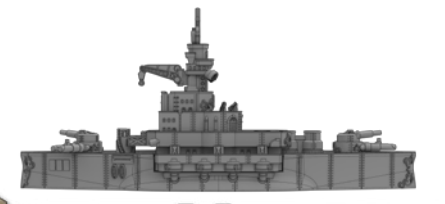

Minimum Move: 2"
Turning Template: Large

Squadron Size: 1 Model
MASSIVE CAPITAL CLASS NAVAL MODEL

Model Assigned Rules: Assault Craft Support (6), Elite Crew, Fuel Reserves, Inventive Scientists, Tiny Flyer Compliment (6).

This model has an internal **Amplified Shield Generator**.

- The **TWO** Main Turrets (P) have a **270** degree Arc of Fire.
- The **TWO** Raised Turrets (P) have a **270** degree Arc of Fire.
- The **ONE** Torpedo Turret has a **90** degree (in the Port **OR** Starboard) Arc of Fire.

RANGE BAND	1	2	3	4
Main Turret (P)	10	8	6	4
Raised Turret (P)	6	4	2	-
Torpedo Turret	6	6	-	-
Broadsides (S)	5	3	2	1

Points Cost: 180			
DR	CR	Mv	HP
6	9	7"	8
AP	AA	CC	RR
6	5	4	-

MARS CLASS BATTLESHIP

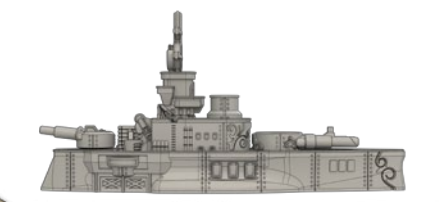

Minimum Move: 2"
Turning Template: Large

Squadron Size: 1 Model
LARGE CAPITAL CLASS NAVAL MODEL

Model Assigned Rules: Elite Crew, Hit & Run, Inventive Scientists, Streamlined Hull.

This model has an internal **Amplified Shield Generator**.

- The **TWO** Main Turrets (P) have a **270** degree Arc of Fire.
- The **TWO** Raised Turrets (P) have a **270** degree Arc of Fire.
- The **ONE** Torpedo Turret has a **90** degree (in the Port **OR** Starboard) Arc of Fire.
- The Broadsides have a Broadside Arc of Fire.

RANGE BAND	1	2	3	4
Fore Turret (P)	8	6	4	2
Aft Turret (P)	6	4	2	-
Torpedo Turret	4	4	-	-
-	-	-	-	-

Points Cost: 80			
DR	CR	Mv	HP
4	5	9"	4
AP	AA	CC	RR
4	4	3	-

GLADIUS CLASS CRUISER

Minimum Move: 2"
Turning Template: Medium

Squadron Size: 2-3 Models
MEDIUM CAPITAL CLASS NAVAL MODEL

Model Assigned Rules: Assault Craft Support (2), Elite Crew, Hit & Run, Inventive Scientists, Streamlined Hull.

This model has an internal **Shield Generator**.


- The **ONE** Fore Turret (P) has a **270** degree Arc of Fire.
- The **ONE** Aft Turret (P) has a **270** degree Arc of Fire.
- The **ONE** Torpedo Turret has a **90** degree (in the Port **OR** Starboard) Arc of Fire.

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STATISTICS DOCUMENT

RANGE BAND	1	2	3	4
Fore Torpedoes	-	6	6	6
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-

Points Cost: 55			
DR	CR	Mv	HP
4	5	10"	4
AP	AA	CC	RR
3	3	4	-

FORTUNA GLASS BOMBER

Minimum Move: 4"

Turning Template: 45 degree

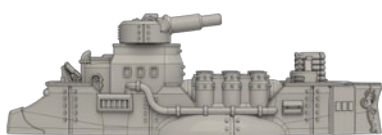
Squadron Size: 2-4 Models

MEDIUM CLASS FLYING MODEL

Model Assigned Rules: Hit & Run, Momentum, Spotter, Water Hunter.

This model has an internal **Shield Generator**.

- The Fore Torpedoes have a **90** degree Arc of Fire.



RANGE BAND	1	2	3	4
Main Turret (P)	6	4	2	-
Torpedo Turret	4	4	-	-
-	-	-	-	-
-	-	-	-	-

Points Cost: 40			
DR	CR	Mv	HP
3	5	12"	2
AP	AA	CC	RR
2	3	1	-

CINQUEDEA GLASS DESTROYER

Minimum Move: 2"

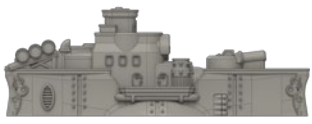
Turning Template: Small

Squadron Size: 2-4 Models

SMALL CLASS NAVAL MODEL

Model Assigned Rules: Hit & Run, Pack Hunter, Small Target.

- The **ONE** Main Turret (P) has a **360** degree Arc of Fire.
- The **ONE** Torpedo Turret has a **270** degree Arc of Fire.



RANGE BAND	1	2	3	4
Main Turret (S)	5	3	1	-
Fore Torpedoes	4	-	-	-
-	-	-	-	-
-	-	-	-	-

Points Cost: 30			
DR	CR	Mv	HP
3	4	12"	2
AP	AA	CC	RR
1	1	3	-

SCUTUM GLASS ESCORT FRIGATE

Minimum Move: 2"

Turning Template: Small

Squadron Size: 2-4 Models

SMALL CLASS NAVAL MODEL

Model Assigned Rules: Elusive Target, Hit & Run, Small Target, Water Hunter.

- The **ONE** Main Turret (S) has a **270** degree Arc of Fire.
- The Torpedoes have a Fixed Channel.


NOTE: This model may also be chosen as an Escort model if desired during Fleet List Creation. Taken as an Escort the model follows the standard rules for Escorts in the main **Dystopian Wars** rulebook.

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STATISTICS DOCUMENT

RANGE BAND	1	2	3	4
Fore Torpedoes	3	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-

Points Cost: **			
DR	CR	Mv	HP
3	-	12"	1
AP	AA	CC	RR
0	0	0	-

UGGISORE GLASS TORPEDO ASSAULT CRAFT

Minimum Move: 0"

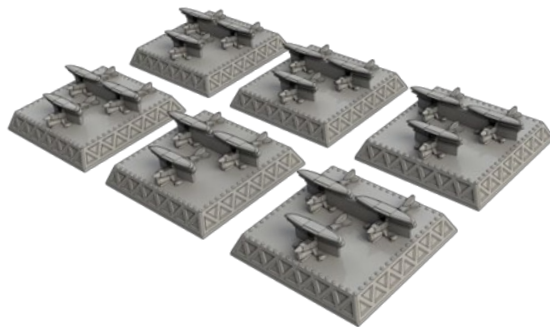
Turning Template: 360 Degree

Squadron Size: Variable

TINY CLASS NAVAL MODEL

Model Assigned Rules: Hit and Run, Pack Hunter, Tiny Target.

- The Torpedoes have a Fixed Channel.



TINY FLYER TOKENS

RANGE BAND	Move	AD	Ack Ack
Fighter Plane	16"	0	2
Recon Plane	16"	0	1
Dive Bomber	12"	3	1
Torpedo Bomber	12"	3	1

TINY FLYER TOKEN ASSIGNED RULES

BIG FUEL TANKS (*Fighter Planes*)

For each hit this Tiny Flyer Wing suffers, that is **NOT** a *Destroyed* result, roll 1D6. On a 5 or 6 ignore the hit.

FASTER TORPEDOES (*Torpedo Bombers*)

Any model using *Defensive Fire Concussion Charges (CC)* against *Ordnance* from this Tiny Flyer Wing **MUST** re-roll all successes and accept the new results.

SUPERIOR ENGINE (*Torpedo Bombers*)

This Tiny Flyer Wing increases its maximum movement allowance by 2".

WELL TRAINED (*Fighter Planes*)

If *attached* as a *Combat Air Patrol*, this Tiny Flyer Wing **CAN** use *Linked Fire* with its Parent Model but **ONLY** against a *Boarding Assault*.

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