

Litko Industrial Tower System: Core Set Intro

“Take your wargame vertical!”

The *Litko Industrial Tower System* (ITS) is set for release on November 1st 2007 through the *Litko* website (www.litko-aero.com), with participating retailers to follow. ITS will enable modern and sci-fi wargamers to quickly and easily build an industrial layout on par with those seen in magazines. It's not intended to be realistic, lifelike, or seemingly functional – It's simply intended to be terrain to game on. ITS will start at \$2.99 (USD) for individual modules, and will have bundle discounts for large sets that will allow you to make a layout such as the one in the above photo. The set is intended for 28mm figures.

ITS construction is based on a modular set of components. Don't think of the system as monolithic. It's as simple or as complex as you want to make it. The simple core set of building modules and accessories interlock and stack together to form towers for you to game on. The towers need to be glued together, but the construction is modular, as is the final layout.

Which brings us to the great advantage of this set – you can reconfigure your industrial layout *each time you play*. You're not stuck with a large layout that is rigidly assembled, nor one that looks like it's made from isolated structures – one here and one there, not looking like much thought was put into it. Take an ITS tower, move it over there, reset a walkway to connect other towers, install ladders on those towers to enable

movement, etc... you get it. The towers and walkways can be moved around ad infinitum.

There are 14 unique structural pieces, plus 6 walls. Keep in mind that the set is only sold in modules, so there are only about 10 different things you could buy... simplifying decision-making when planning a layout.

ITS parts are made of wood and are very easy to paint and finish. Litko does not supply a pre-painted version of ITS as it doesn't fit into the modularity aspect of the system. Free painting and detailing guides will be available for making your towers look their best. Downloadable PDFs will be available on the ITS web page as they become available.

“An encounter on the walkway.”



All modules and accessories feature tab-in-slot construction for easy assembly.

Floors

Floor modules consist of a platform, 4 risers, and 4 feet (except for the hex, which includes 6 risers and 6 feet). Each riser is designed with a single peg on the bottom to fit into the floor below. Two pegs fit into the floor above. Feet are used when the module is used as a base, or when it is placed on a larger platform – such as the small square floor being placed on top of the large square floor.

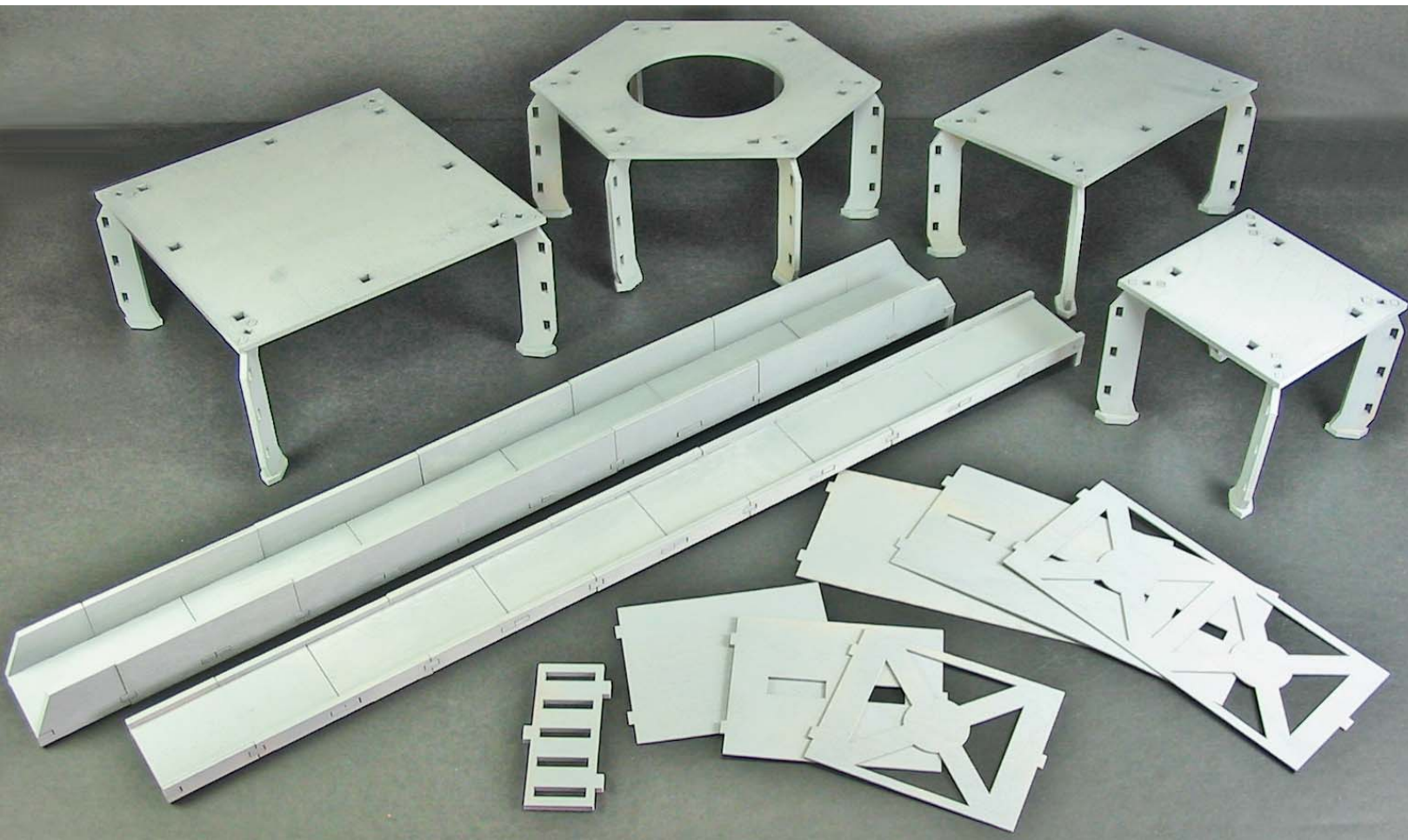
See the next page for a quick rundown of floor dimensions.

Core Modules

ITS has 6 main modules, plus accessory parts, all shown in the picture below. There are 4 types of floors: small square, rectangular, large square, and hex. Two walkways, enclosed and non-enclosed, finish off the main components. Accessories for the core system include 3 types of walls (2 lengths each to fit all of the floor modules), plus ladders.

Walkways

There are two types of walkways – a standard walkway with low profile side spars, and a medium-walled walkway that offers some cover. Each module includes enough parts to build two short 8.5 inch walkways or a single 17 inch walkway. The walkways are built from an interlocking set of floor plates and side beams,



and can be built to any length you need.

A major feature of the walkways is the end-beam hook that latches loosely into the large cutouts in the floor platforms. These hooks keep the walkways in place, but allow some necessary slack in construction.

You saw both standard and walled walkways on the previous page. Each is constructed of six walkway floor plates, three end spars, ten side spars, and a single hook end. Each floor section

measures 38mm wide by 73mm long. Once the side beams are attached the usable width of the walkways are 32mm and are suitable for figures based on up to 30mm bases.

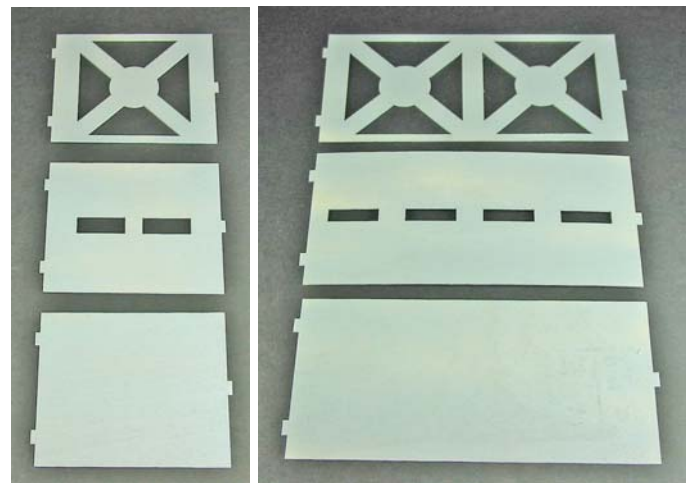
The side beam walls measure 24mm high and when attached to the walkway floors offer 18mm of cover to the figures on the walkway, about to the waist of a normal 25-28mm figure.

Walls

Adding walls to your set does a few things for you:

- They create line of sight issues for figures
- They add more depth and detail
- They allow you to quickly change the look of a tower or set of towers

Before getting into each of these items, we should tell you that walls can be added or removed at any time. They aren't intended to be glued in place; they simply slip into the tab holes located on each of the floor risers.



There are three types of wall, in two sizes each. By looking at the floor modules at left, we're pretty sure you can figure out which goes where. The less obvious one is the hex floor, which takes the smaller walls.

Now, we go back to our main points. The line of sight issues are pretty obvious – adding a wall creates a firing obstacle. Less obvious is that you can give this wall armor value. Let them withstand so much damage before being removed from play.



Small floor module

86mm square floor plate, four 73mm vertical risers, and four riser feet.



Wide floor module

86x148mm floor plate, four 73mm vertical risers, and four riser feet.



Large floor module

148x148mm square floor plate, four 73mm vertical risers, and four riser feet.



Hex floor module

148mm (flat to flat) floor plate, four 73mm vertical risers, and four riser feet. Use these to create scaffolded smoke stacks

The fact that the walls add more depth and detail to the ITS is clear – having a simple girder structure is less interesting than having one that has insides and outsides! The wall designs we have available give you the option of creating a more intricate girder, cover positions with firing options, or just a plain wall.

Lastly, the walls allow you to quickly change the look of your ITS. When you paint the main structures – your towers – you set a tone for the entire set. That tone can be modified by adding walls. The walls, after-all, will be making up most of the outsides of the towers. Paint them one color and the entire set tends to light up to that color, paint *the other side of the walls* something else, or add printed graphics and you can take out all of your walls, flip them over, put them back on and have a whole different look for your set.

Ladders



ITS ladders are designed to fit into the tab holes of the vertical risers. Each ladder measures 31mm wide by 64mm high. The ladder rung cutouts are 4mm high by 19mm wide, and are the perfect size for most figure bases to fit into, so you can actually position your figures on the ladders.

Putting it All Together

Using all these floor modules, walkways, walls and ladders, you can create a vast industrial landscape for your miniature games. There really are no limits to the variety and scope of the layouts you can construct with the Litko Industrial Tower System.

