The Army of Man  (working title)

A /tg/ Flames of War homebrew book
Why play a force from this book?

During the 1950s, a popular theme of science fiction movies was the idea of radiation (which was not understood well at the time) creating giant monsters bent on destroying humanity. Many of the iconic films in this genre involved normal animals or insects growing to tremendous size due to nuclear testing, with the most popular creatures being ants or cockroaches. The Army of Man allows a Flames of War player to pit their favorite army against these irradiated arthropods, or control a swarm of giant B-movie insects as they claw their way through humanity’s finest.

How do I play?

Exactly like you would a normal game of Flames of War, with some special rules added that dictate how the giant bugs move and attack. Although the “monster list” included in this book is designed for an swarm of irradiated ants, you can use whatever you like for this army, from aliens to dinosaurs to giant killer robots. The US Army list in this book is meant to represent the American forces typically portrayed in these movies, although feel free to use whatever country or army list list you like. While facing an army of otherworldly horrors should be a challenge for any nation, you may find that Late War lists work best for this type of game.

Note from the author:

Help! The army list is unclear/confusing/completely fucked!
All platoons except the Tank Platoon were copied from Devil’s Charge.
The Tank platoon comes from Bridge at Remagen.
The rules for helicopters and the M47 Patton come from Tropic Lightning.
If the list left something out or made an error, please consult these books.
A National Guard Infantry Company is rated **Confident Trained**

*All American National Special Rules still apply for this force.*
Headquarters

Rifle Company HQ
Company HQ 15 points
Options:
- Replace all Command Carbine teams with Command SMG teams for 20 points.
- Add up to three Sniper teams for +50 points per team.

Company HQ: 1 company command carbine team, 1 2iC command carbine team

Combat Companies

Rifle Platoon
3 Rifle Squads 200 points
2 Rifle Squads 145 points
Options:
- Replace Command Rifle team with Command SMG team for +5 points.
- Replace up to one team per Rifle Squad with a Bazooka Team for +5 points each.
- Add a transport section of two 2.5-ton trucks to the platoon for +5 points

Rifle Platoon: 1 command rifle team, 1 bazooka team, 2 or 3 squads of 3 rifle teams each

Weapons Platoons

Machine-gun Platoon
HQ section with:
2 Machine-gun Sections 130 points
Options:
- Add jeep with .50 cal AA MG and Jeeps with trailers for +10 points.

Machine-gun Platoons may make Combat Attachments to Rifle Platoons

Machine-gun Platoon: 1 command carbine team, 2 sections of 2 M1917 HMGs each

Mortar Platoon
HQ section with:
3 Mortar Sections 155 points
2 Mortar Sections 110 points
Options:
- Add jeep with .50 cal AA MG and Jeeps with trailers for +10 points.

Mortar Platoon: 1 command carbine team, 2 or 3 sections of 2 81mm Mortars each
Fortifications

Roadblock Strongpoint
Roadblock Strongpoint 170 points

Options:
- Add a second Operating Section for +55 points
- Add a second Weapons section for +90 points
- Add a Gun Section for +45 points
- Replace one or both M1917 HMGs with M2 .50 cal HMGs for +10 points each.

Roadblock Strongpoint: 1 HQ section, 1 or 2 operating sections, 1 or 2 weapons sections
Operating Section: 1 pioneer rifle team, 1 bazooka team, 1 trench line, 1 booby trap
Weapons Sections: 1 M1917 HMG, 1 minefield, 1 barbed wire entanglement
Gun Section: 1 M1 57mm (late) gun in a gun pit

A Roadblock Strongpoint is a Fortified Platoon
A company that includes a Roadblock Strongpoint is a Fortified Company
Booby Traps are Area Defences.

Support Platoons

Tank Platoon
5 M4A3 (late) 475 points
4 M4A3 (late) 380 points
3 M4A3 (late) 285 points

Options:
- Arm any or all tanks with an additional AA MG for +5 points per tank.

Sherman Tank Upgrades:
Replace up to three tanks in the platoon with:
M4A1 (76mm) +25 points each
M4A3 (76mm) +30 points each
M4A3E8 Easy Eight +40 points each
M26 Pershing +125 points each
M47 Patton +150 points each

Replace up to one tank in the platoon with:
M4A3E2 Jumbo +50 points
M4A3 (105mm) -30 points

Replace any or all tanks in the platoon with:
M4 or M4A1 -20 points each
M4A3 -15 points each

Only one Tank Platoon in your force may be equipped with M47 Patton tanks.
Flamethrower Tank Platoon
4 M4 Sherman Crocodile 280 points
3 M4 Sherman Crocodile 210 points
2 M4 Sherman Crocodile 140 points

*M4 Sherman Crocodile tanks are not affected by the Fuel Tanks rule like normal flame-thrower tanks.*

A force with a Flamethrower Tank Platoon Always Attacks.

Cavalry Recon Platoon
HQ Section with:
3 Cavalry Recon Patrols 270 points
2 Cavalry Recon Patrols 180 points
1 Cavalry Recon Patrol 90 points

*Cavalry Recon Patrols each operate as separate Reconnaissance Platoons, each with their own command team.*

Before deployment you may dismount the entire platoon. If you do this, all Cavalry Recon Patrols in the platoon operate as a single platoon. Remove all vehicles and replace them with any two of the following teams for each patrol:
- Carbine teams
- M1918 LMG teams
- Up to one M2 .50 cal MG team per patrol
- Up to one Bazooka team per patrol
- Up to one M2 60mm mortar team per patrol

Designate one team as the platoon command team. The platoon remains a Reconnaissance platoon.

Cavalry Recon Patrol: 1 command M8 armored car, 1 mortar jeep, 1 recon jeep

Ammunition and Pioneer Platoon
HQ Section with:
3 A&P Squads 125 points
2 A&P Squads 90 points

Options:
- Add up to two bazooka teams for +15 points each
- Add pioneer supply truck for +25 points

Ammunition and Pioneer Platoon: 1 command pioneer rifle team, 2 or 3 squads of 2 pioneer rifle teams each
Militia Platoon
HQ Section with:
3 Militia Squads 120 points
2 Militia Squads 105 points

Options:
- Replace command rifle team with a command SMG team for +5 points
- Add a bazooka team for +5 points

A Militia Platoon is rated Confident Conscript.
Rifle teams in a Militia Platoon are rated Improvised Tank Assault 2.

With otherworldly terrors running amok in the American heartland, many citizens have taken up arms to defend their homes from the horrors of the universe. While some militia units include veterans or police officers, the vast majority have never seen combat before. These untrained masses can bolster your ranks of regular troops, although they will need support if they are to defeat the monsters terrorizing their country.

Militia Platoon: 1 command rifle team, 2 or 3 squads of 4 rifle teams each

Armored Rifle Platoon
HQ Section with LMG Squad, Mortar squad, and:
2 Rifle Squads 225 points
1 Rifle Squad 180 points

Options:
- Replace Bazooka team in HQ section with an M3 37mm gun for free

Armored Rifle Platoons are rated Confident Veteran.

HQ Section: 1 command rifle team, 1 rifle team, 1 bazooka team, 1 M3 half-track with .50 cal AA MG
LMG Squad: 2 M1919 LMG, 1 bazooka team, 1 M3 half-track with AA MG
Mortar Squad: 1 60mm mortar, 1 bazooka team, 1 M3 half-track with AA MG
Rifle Squad: 2 rifle teams, 1 bazooka team, 1 M3 half-track with AA MG

Field Artillery Battery
HQ Section with:
4 M2A1 105mm 140 points
2 M2A1 105mm 75 points

Options:
- Add 3/4-ton and 2.5-ton trucks for +5 points for the battery

Field Artillery Battery: 1 command carbine team, 1 staff team, 1 observer rifle team, 1 jeep, 1 or 2 gun sections of 2 guns each
Armored Field Artillery Battery
HQ Section with:
6 M7 Priest 300 points
3 M7 Priest 170 points
Options:
- add a jeep and an M2 half-track with .50 cal AA MG for +5 points
- Replace jeep with M2 half-track with AA MG for +5 points

Armored Field Artillery Battery: 1 command carbine team, 1 staff team, 1 observer M4 Sherman OP, 1 or 2 gun sections of 3 M7 Priests each

Anti-Aircraft Artillery Platoon
HQ Section with:
2 M1 Bofors and 2 M49 quad .50 cal AA 90 points
1 M1 Bofors and 1 M49 quad .50 cal AA 45 points
2 M1 Bofors and 2 M2 .50 cal AA 70 points
1 M1 Bofors and 1 M2 .50 cal AA 35 points
Options:
- Add jeep and 2.5-ton trucks for +5 points

M2 .50 cal AA guns are carried Portee on their trucks, counting as a Tank team.

Anti-Tank Platoon
HQ Section with:
3 M1 57mm (late) 100 points
3 Bazooka teams 60 points
Options:
- Add a bazooka team to any or all Gun Sections for +15 points per team
- Add Jeep with .50 cal AA MG and 1.5-ton trucks for +10 points

Anti-Tank Platoon: 1 carbine command team, 3 gun sections of 1 gun or bazooka team each

Armored Anti-Tank Platoon
HQ Section with:
3 gun sections 140 points
2 gun sections 90 points
Options:
- Add a bazooka team to any or all Gun Sections for +15 points per team

Armored Anti-Tank Platoon: 1 command carbine team, 1 jeep, 3 gun sections of 1 M1 57mm gun (late) and 1 M2 half-track with .50 cal AA MG each
**Air Support**
Priority Air Support
P-47 Thunderbolt 190 points
Limited Air Support
P-47 Thunderbolt 150 points

**Options:**
- Equip P-47 Thunderbolts with 5.5” rockets for +30 points

**Air Observation Post**
H-13 Sioux AOP 75 points

*The H-13 Sioux AOP is a helicopter, and uses the Helicopter Special Rules.*

**Helicopter Special Rules**
The first helicopter to enter US military service was the H-13 Sioux. It was primarily used for reconnaissance and medevac missions, as it was neither powerful nor durable enough to carry weapons into combat.

*Helicopters operate as vehicles rather than aircraft, but can never hold or prevent the enemy from holding an objective. However, they still may not operate at night.*

**Moving Helicopters**
*Helicopters do not have a movement distance. Simply place the helicopter where you want it in the movement step.*

**Shooting at Helicopters**
*Helicopters are shot at like vehicles in the opponent’s shooting step, rather than being shot at like aircraft in the owning player’s shooting step.*

**Measure to the Fuselage**
*Always ignore the rotors when measuring to and from a helicopter model.*
## US Arsenal

### Infantry Teams

<table>
<thead>
<tr>
<th>Team</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Carbine team</td>
<td>8&quot;</td>
<td>1</td>
<td>1</td>
<td>6</td>
<td>Automatic rifles.</td>
</tr>
<tr>
<td>Rifle team</td>
<td>16&quot;</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>Automatic rifles.</td>
</tr>
<tr>
<td>SMG team</td>
<td>4&quot;</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>full ROF when moving</td>
</tr>
<tr>
<td>Bazooka team</td>
<td>8&quot;</td>
<td>1</td>
<td>10</td>
<td>5+</td>
<td>Tank assault 4.</td>
</tr>
<tr>
<td>Staff team</td>
<td>16&quot;</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>Automatic rifles, moves as a Heavy Gun team.</td>
</tr>
</tbody>
</table>

*Pioneer teams are rated a Tank Assault 3.*

### Transport Teams

<table>
<thead>
<tr>
<th>Vehicle Weapon</th>
<th>Mobility Range</th>
<th>Front ROF</th>
<th>Side Anti-tank</th>
<th>Top Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jeep</td>
<td>Jeep</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Optional passenger-fired AA MG or .50 cal AA MG</td>
</tr>
<tr>
<td>3/4-ton or 2.5-ton truck</td>
<td>Wheeled</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Optional passenger-fired AA MG or .50 cal AA MG</td>
</tr>
<tr>
<td>M5 high-speed tractor</td>
<td>Standard Tank</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Optional .50 cal AA MG</td>
</tr>
</tbody>
</table>

### Tank Teams

<table>
<thead>
<tr>
<th>Vehicle Weapon</th>
<th>Mobility Range</th>
<th>Front ROF</th>
<th>Side Anti-tank</th>
<th>Top Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M4 or M4A1 75mm gun</td>
<td>Standard Tank 32&quot;</td>
<td>6 2</td>
<td>4 10</td>
<td>1 3+</td>
<td>Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone Smoke, Stabilizer</td>
</tr>
<tr>
<td>M4A3 75mm gun</td>
<td>Standard Tank 32&quot;</td>
<td>6 2</td>
<td>4 10</td>
<td>1 3+</td>
<td>Co-ax MG, Hull MG, .50 cal AA MG, Detroit’s finest, Tank telephone Smoke, Stabilizer</td>
</tr>
<tr>
<td>M4A3 (late) 75mm gun</td>
<td>Standard Tank 32&quot;</td>
<td>7 2</td>
<td>4 10</td>
<td>1 3+</td>
<td>Co-ax MG, Hull MG, .50 cal AA MG, Detroit’s finest, Protected ammo, Tank telephone Smoke, Stabilizer</td>
</tr>
<tr>
<td>Model</td>
<td>Type</td>
<td>Tank Size</td>
<td>Armor</td>
<td>Speed</td>
<td>Loader</td>
</tr>
<tr>
<td>------------------------</td>
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<td>--------</td>
</tr>
<tr>
<td>M4A1 (76mm)</td>
<td>76mm gun</td>
<td>Standard Tank</td>
<td>32”</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>M4A3 (76mm)</td>
<td>76mm gun</td>
<td>Standard Tank</td>
<td>32”</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>Observer M4</td>
<td>75mm gun</td>
<td>Standard Tank</td>
<td>32”</td>
<td>6</td>
<td>1</td>
</tr>
<tr>
<td>M4A3E8</td>
<td>76mm gun</td>
<td>Standard Tank</td>
<td>32”</td>
<td>7</td>
<td>2</td>
</tr>
<tr>
<td>M4A3E2 Jumbo</td>
<td>75mm gun</td>
<td>Slow Tank</td>
<td>32”</td>
<td>12</td>
<td>8</td>
</tr>
<tr>
<td>M4A3 (105mm)</td>
<td>105mm gun bombardments</td>
<td>Standard Tank</td>
<td>24”</td>
<td>7</td>
<td>1</td>
</tr>
<tr>
<td>M4 Sherman Crocodile</td>
<td>75mm gun flame-gun</td>
<td>Standard Tank</td>
<td>32”</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>M26 Pershing</td>
<td>90mm gun</td>
<td>Standard Tank</td>
<td>32”</td>
<td>10</td>
<td>2</td>
</tr>
<tr>
<td>M46 Patton</td>
<td>90mm gun</td>
<td>Standard Tank</td>
<td>32”</td>
<td>12</td>
<td>2</td>
</tr>
</tbody>
</table>
## Artillery (Self-Propelled)

<table>
<thead>
<tr>
<th>Vehicle Weapon</th>
<th>Mobility Range</th>
<th>Front ROF</th>
<th>Side Anti-tank</th>
<th>Top Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M7 Priest 105mm gun bombardment</td>
<td>Standard Tank 24&quot; 72&quot;</td>
<td>1 1 - 0 9 4</td>
<td>0 2+ 4+</td>
<td>.50 cal AA MG Hull mounted, Breakthrough gun, Smoke, Smoke bombardment.</td>
<td></td>
</tr>
</tbody>
</table>

## Reconnaissance

<table>
<thead>
<tr>
<th>Vehicle Weapon</th>
<th>Mobility Range</th>
<th>Front ROF</th>
<th>Side Anti-tank</th>
<th>Top Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M8 Armored Car 37mm gun</td>
<td>Wheeled 16&quot;</td>
<td>1 2 - 0 7</td>
<td>0 4+</td>
<td>Co-ax MG, .50 cal AA MG, Recce.</td>
<td></td>
</tr>
<tr>
<td>Recon Jeep</td>
<td>Jeep - - -</td>
<td>-</td>
<td>-</td>
<td>AA MG, Recce.</td>
<td></td>
</tr>
<tr>
<td>Mortar Jeep 60mm mortar bombardment</td>
<td>Jeep 24&quot; 32&quot;</td>
<td>- 2 1 - 1 1</td>
<td>- 3+ 6</td>
<td>Recce. Hull mounted, Portee, Minimum range 8&quot;</td>
<td></td>
</tr>
</tbody>
</table>

## Vehicle Machine Guns

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle MG</td>
<td>16&quot;</td>
<td>3</td>
<td>2</td>
<td>6</td>
<td>ROF 1 if other weapons fire.</td>
</tr>
<tr>
<td>.50 cal vehicle MG</td>
<td>16&quot;</td>
<td>3</td>
<td>4</td>
<td>5+</td>
<td>ROF 1 if other weapons fire.</td>
</tr>
</tbody>
</table>

## Gun Teams

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M2 .50 cal MG</td>
<td>Man-packed</td>
<td>16&quot;</td>
<td>3</td>
<td>4</td>
<td>5+</td>
<td></td>
</tr>
<tr>
<td>M1919 LMG</td>
<td>Man-packed</td>
<td>16&quot;</td>
<td>5</td>
<td>2</td>
<td>6</td>
<td>ROF 2 when pinned down or moving</td>
</tr>
<tr>
<td>M1917 HMG</td>
<td>Man-packed</td>
<td>16&quot;</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>ROF 3 when pinned down or moving</td>
</tr>
<tr>
<td>M2 60mm mortar bombardment</td>
<td>Man-packed</td>
<td>24&quot; 32&quot;</td>
<td>2 -</td>
<td>1 - 1</td>
<td>6</td>
<td>Minimum range 8&quot;</td>
</tr>
<tr>
<td>M1 81mm mortar</td>
<td>Man-packed</td>
<td>24&quot;</td>
<td>2</td>
<td>2</td>
<td>3+</td>
<td>Smoke, Minimum range 8&quot;, Smoke bombardment.</td>
</tr>
<tr>
<td>bombardment</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
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<td>---</td>
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<td>---</td>
<td></td>
<td></td>
</tr>
<tr>
<td>M2 .50 cal AA gun</td>
<td>Heavy</td>
<td>16”</td>
<td>4</td>
<td>4</td>
<td>5+</td>
<td>Anti-aircraft, Turntable</td>
</tr>
<tr>
<td>M49 quad .50 cal AA gun</td>
<td>Heavy</td>
<td>16”</td>
<td>6</td>
<td>4</td>
<td>5+</td>
<td>Anti-aircraft, Turntable</td>
</tr>
<tr>
<td>M1 Bofors gun</td>
<td>Immobile</td>
<td>24”</td>
<td>4</td>
<td>6</td>
<td>4+</td>
<td>Anti-aircraft, Turntable</td>
</tr>
<tr>
<td>M1 90mm gun</td>
<td>Immobile</td>
<td>40”</td>
<td>2</td>
<td>13</td>
<td>3+</td>
<td>Heavy Anti-aircraft, Turntable</td>
</tr>
<tr>
<td>M3 37mm gun</td>
<td>Light</td>
<td>24”</td>
<td>3</td>
<td>7</td>
<td>4+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>M1 57mm gun</td>
<td>Medium</td>
<td>24”</td>
<td>3</td>
<td>10</td>
<td>4+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>M2A1 105mm howitzer bombardment</td>
<td>Immobile</td>
<td>24”</td>
<td>1</td>
<td>9</td>
<td>2+</td>
<td>Breakthrough gun, Gun shield, Smoke, Smoke bombardment</td>
</tr>
</tbody>
</table>

### Aircraft

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Weapon</th>
<th>To Hit</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>P-47 Thunderbolt</td>
<td>MG</td>
<td>2+</td>
<td>6</td>
<td>5+</td>
<td>Optional</td>
</tr>
<tr>
<td></td>
<td>Bombs</td>
<td>4+</td>
<td>5</td>
<td>1+</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Rockets</td>
<td>3+</td>
<td>6</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>
Insect Special Rules

An Army of the Insects is rated Fearless Trained.

Perhaps it was the surface testing of nuclear bombs, or a spill of toxic chemicals. Perhaps they were created as a superweapon by the government, only to escape and turn on their masters. They might have even been the product of Soviet sabotage, designed to spread chaos and ensure a communist victory in Korea. Nobody knows how these bugs came to terrorize this quiet mountain town in the heartland of the United States, but their purpose seems fairly clear. If the bugs cannot be defeated or if they escape the valley in which the outbreak has been so far contained, then the future of mankind looks very bleak indeed.

The following special rules specifically apply to the army of giant ants detailed in the following list, but can easily work for a force of robots, dinosaurs, or whatever you wish your monsters to be. Instead of an Insect Queen, you could have an alien commander, and instead of ant hives you could have walls of living metal created by the robot menace. Many of the weapon profiles are left intentionally vague, and you can always add your own if you wish! As long as everything is clear with your opponent when they are building their own list, the only limitation to your B-movie army is your imagination!

Inhuman Morale

Platoons in an Army of the Insects always pass Motivation Tests and Platoon Morale Checks. They can never be Pinned Down, and cannot be driven off from an Assault by Defensive Fire. However, it is still possible to force a Company Morale Test if they lose half of their platoons AND do not have an Insect Queen on the table.

Destroying Buildings

Insects may attack Buildings during their Assault Step. They are not affected by Defensive Fire unless the Building is occupied. Every assaulting team automatically scores a hit on a building. Place a die next to the building to record how many hits it has taken. Every room in the building requires 5 hits to destroy. When a room is destroyed, it is replaced by a Ruin. It is still considered inside the building, but is now Difficult Going. Teams within the room (including Insects on top of it) when it is destroyed are hit on a roll of 6. Any teams that are hit are immediately destroyed, while those that escape are placed adjacent to the nearest opening, at least 2” away from enemy teams. If there is nowhere for them to escape to, they are destroyed. Multiple rooms may be destroyed in a single Assault. When all the rooms on the ground floor of a building are destroyed, the building collapses. remove the building and replace it with an area of Ruins of roughly the same size.

Gargantuan

Insects are not affected by Slow, Difficult, or Very Difficult Going, although they may not traverse Very Difficult Going At The Double. They still require a skill test to cross Obstacles. Linear Obstacles that are only Slow or Difficult Going do not affect Insects.
Insects may not Go To Ground or Dig In.

Insects only need to pass a single skill test to gap Anti-Tank Obstacles, flinging them aside or crushing them with ease.

Insects do not receive Concealment or Bulletproof Cover from terrain (other than buildings) if more than 50% of their model is exposed.

All Insects count as Mountaineers. Insects may move onto the rooftops of buildings, and once on top they may attack the building itself but not the teams inside.

Every insect has a set number of Wounds, noted in its profile. Some Insects have armor values, but are still treated as Infantry teams. For unarmored Insects, hits from any weapon must pass a Firepower Test to deal a Wound. Flamethrowers automatically deal a Wound for every hit they allocate to an Insect. If a weapon with a firepower of 3+ to 1+ passes its Firepower Test, the affected Insect is automatically destroyed.

Relentless
Any Insect platoon may attempt a Relentless move at the start of its Shooting step instead of shooting. If a platoon attempts to make a Relentless move, it may not shoot even if it fails to make a Relentless move.

Roll a skill test for each platoon:
- If the test is successful, the platoon may move another 4”
- Otherwise the platoon cannot move this step

All of the normal rules apply for this movement. Platoons cannot make Relentless moves if they moved At The Double.

Insect Intelligence (or lack thereof)
Insects can’t swim, so they must pass a Skill Test to cross water features that are Very Difficult Going or Impassable. If they fail, they drown and are automatically destroyed. They may use fords and road bridges as normal.

Mines and Booby Traps are too well-hidden for the bugs to notice. Insects may freely cross Mined Obstacles, but are automatically hit by the mines. On a roll of 4+, they receive a Wound. They may not attempt to gap minefields. Insects that cross a Booby Trap automatically receive a wound on a roll of 4+.

Wave Attacks
Platoons with the Wave Attack rule may undertake Wave Attacks in which new companies replace the existing ones as they are destroyed.
In the starting step, after a platoon with the Wave Attacks special rule is Destroyed, but before Company Morale Checks, roll a die. On a score of 4+, the platoon is replaced in the next wave. Otherwise, the company is permanently destroyed.

The new platoon arrives in your Deployment zone at the original strength of the Destroyed platoon. No team in the platoon may be placed within 12” of an enemy team or within 16” of an enemy Recce team. Any teams that cannot be placed are removed but do not count as Destroyed. Treat the new platoon as having arrived from Reserves, but the old platoon still counts as being Destroyed for Company Morale Checks and when counting Victory Points.

You do not need to wait for a platoon to be destroyed to initiate this rule. In your starting step, before taking Company Morale Checks, you may elect to destroy any or all platoons with the Wave Attack rule that are below half strength, and immediately roll to see if new platoons arrive in the next wave.
Headquarters

**Insect HQ**

Insect Queen 25 points

**Options:**
- Add up to two additional Hive Guards for +20 points each

*A force with an Insect Queen is a Fortified Company.*

At the heart of every insect hive is their Queen, who is the only member of the hive capable of laying eggs. If she is destroyed, the hive will surely collapse. However, the Queen is always defended by her gargantuan Hive Guards, who tower over even our largest battle tanks.

Insect HQ: 1 Insect Queen, 1 Hive Guard

**Combat Platoons**

**Drones**

- 12 Drones 250 points
- 8 Drones 175 points
- 4 Drones 120 points

*Drones use the Wave Attacks special rule.*

Horse-sized Drones make up the bulk of a giant insect swarm, and would serve as workers in a normal colony. While they do not have any armor or weapons, their jaws are capable of crushing men with ease.

**Specialists**

**Soldiers**

- 12 Soldiers 480 points
- 8 Soldiers 320 points
- 4 Soldiers 175 points

*Soldiers use the Wave Attacks special rule.*

The Soldiers are not as numerous as their Drone counterparts, but they make up for this with their tougher armor and stronger jaws, in addition to being nearly twice as large.

**Spitters**
Spitters are much rarer bugs, with only a handful being found in each hive. They are no tougher than an ordinary Drone, but make up for this by possessing a powerful acidic spray, which has been shown to be just as dangerous as a flamethrower.

**Support**

**Hive Fortifications**

Hive Fortifications 200 points

**Options:**
- Add up to two additional Burrows for +75 points each
- Add a Tunnel for +45 points

Hive Fortifications: 1 HQ section, 1 to 3 burrows
Burrow: 2 Hive Guards, 1 bunker, 1 barricade

In the areas that have already fallen to the bugs, they have set up nests where they can store food and lay eggs. These nests are often surrounded by concentric rings of barricades and burrows, where the defenders of the hive lie in wait for unsuspecting humans to come across them. Clearing out the underground portion of the hives will be a tremendous undertaking, so for now all we can do is secure or destroy the tunnels going in and out.

*Units arriving from Reserve may be placed adjacent to a Tunnel rather than arriving as normal. A Tunnel counts as a Bunker for shooting and assaulting, although it may not be garrisoned by troops.*

A *Hive Fortification is a Fortified Platoon.*

A company that includes a *Hive Fortification is a Fortified Company.*

**Tunnelers**

8 Tunnelers 275 points
4 Tunnelers 250 points

*Tunnelers must always deploy in Ambush, regardless of the mission. Tunnelers do not use the normal Ambush rules. They may arrive from Ambush anywhere, provided it is more than 4” away from the nearest enemy team and 12” away from the nearest enemy Fortified Platoon.*

Among the most fearsome members of the insect hives are the Tunnelers, ordinary Soldiers that specialize in quickly digging tunnels from their underground burrows into
our positions. While we have quickly learned to equip our fortified positions with sensitive listening devices to hear for their approach, soldiers in the field do not hear them burrowing underfoot until it is too late.

**Air Support**

Limited Air Support

Winged Soldiers         25 points

*Winged Soldiers may only be used for Fighter Interception.*

Some Soldiers are born with wings, and while they can do little to support their comrades on the ground, they can still soar through the air and munch on any unsuspecting fighter planes or helicopters that draw too close to the hive.
### Insect Arsenal
#### Infantry Teams

<table>
<thead>
<tr>
<th>Team</th>
<th>Wounds</th>
<th>Range</th>
<th>Front ROF</th>
<th>Side Anti-tank</th>
<th>Top Firepower</th>
<th>Notes</th>
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</thead>
<tbody>
<tr>
<td>Drone</td>
<td>1</td>
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<td>1</td>
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<tr>
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<tr>
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<td>6&quot;</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>rated as Tank Assault 3.</td>
</tr>
<tr>
<td>Tunneler</td>
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<td>1</td>
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#### Aircraft

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapon</th>
<th>To Hit</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
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<tbody>
<tr>
<td>Winged Soldier</td>
<td>-</td>
<td>-</td>
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