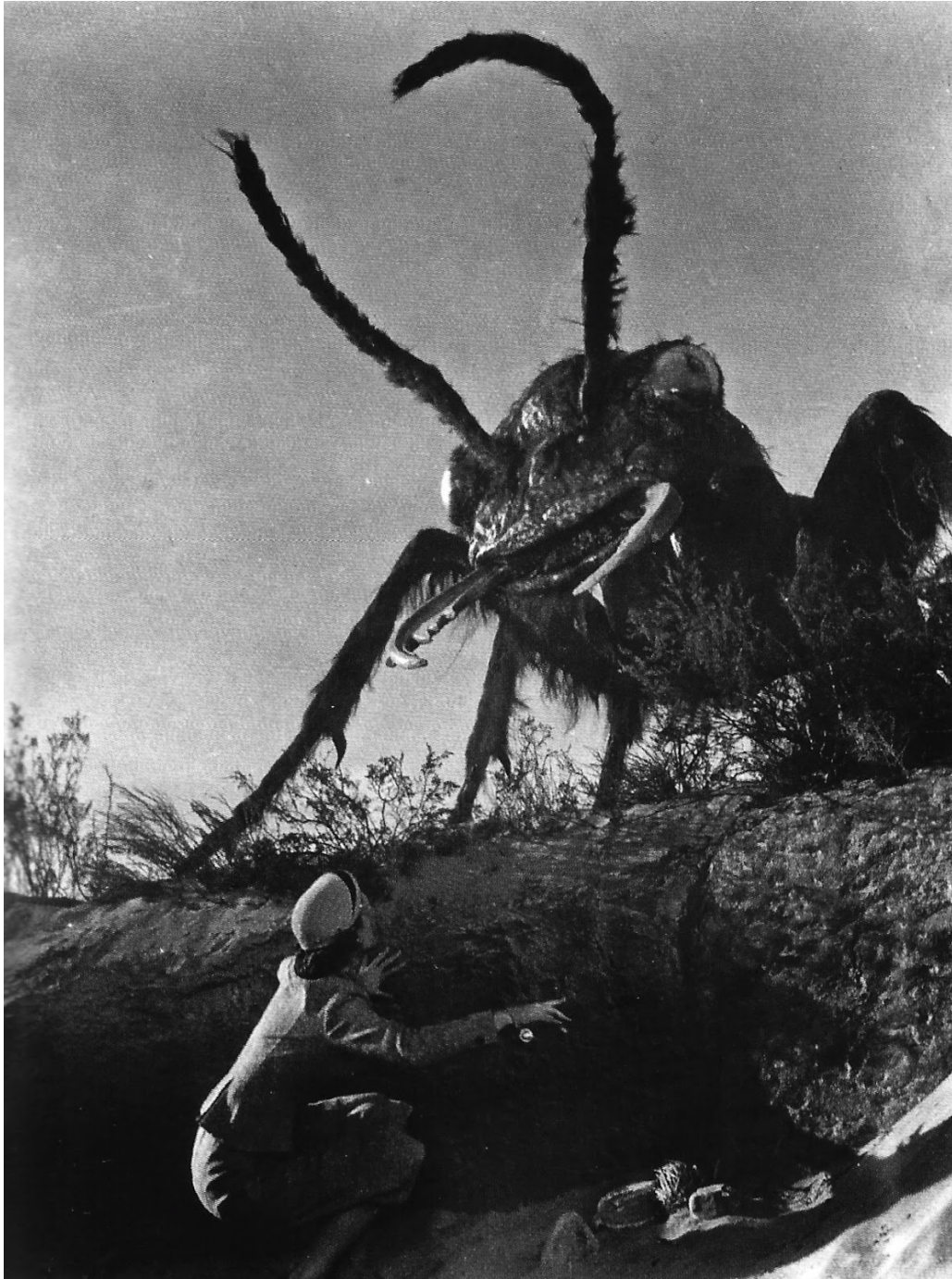


# The Army of Man (working title)



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!

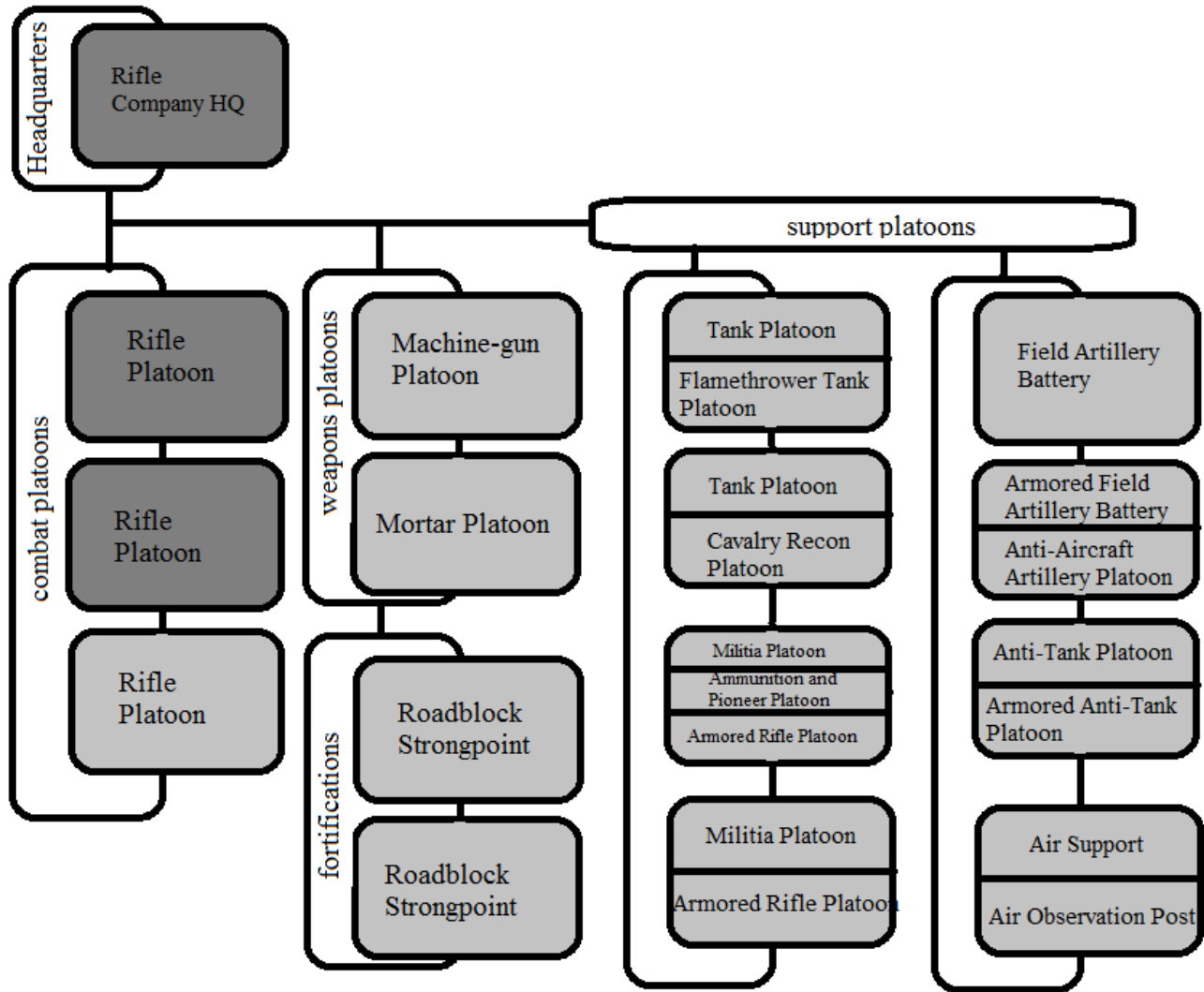
*All platoons except the Tank Platoon were copied from Devil's Charge.*

*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.

# National Guard Infantry Company



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





### **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

Team	Range	ROF	Anti-tank	Firepower	Notes
Carbine team	8"	1	1	6	Automatic rifles.
Rifle team	16"	1	2	6	Automatic rifles.
SMG team	4"	3	1	6	full ROF when moving
Bazooka team	8"	1	10	5+	Tank assault 4.
Staff team	16"	1	2	6	Automatic rifles, moves as a Heavy Gun team.

*Pioneer teams are rated a Tank Assault 3.*

## Transport Teams

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

## Tank Teams

Vehicle Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Notes
M4 or M4A1 75mm gun	Standard Tank 32"	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone <i>Smoke, stabilizer</i>
M4A3 75mm gun	Standard Tank 32"	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Tank telephone <i>Smoke, Stabilizer</i>
M4A3 (late) 75mm gun	Standard Tank 32"	7 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone <i>Smoke, Stabilizer</i>

M4A1 (76mm) <i>76mm gun</i>	Standard Tank 32"	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone <i>Stabilizer</i>
M4A3 (76mm) <i>76mm gun</i>	Standard Tank 32"	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Protected ammo, Tank telephone <i>Stabilizer</i>
Observer M4 <i>75mm gun</i>	Standard Tank 32"	6 1	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG <i>Smoke</i>
M4A3E8 <i>76mm gun</i>	Standard Tank 32"	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo, Tank telephone, Smooth ride, Wide tracks <i>Stabilizer</i>
M4A3E2 Jumbo <i>75mm gun</i>	Slow Tank 32"	12 2	8 10	2 3+	Co-ax MG, Hull MG, .50 cal AA MG, Jumbos lead the way, Tank telephone <i>Smoke, Stabilizer</i>
M4A3 (105mm) <i>105mm gun bombardments</i>	Standard Tank 24" 48"	7 1 -	4 9 4	1 2+ 4+	Co-ax MG, Hull MG, .50 cal AA MG, Detroit's finest, Protected ammo <i>Breakthrough gun, Slow traverse, Smoke</i>
M4 Sherman Crocodile <i>75mm gun flame-gun</i>	Standard Tank 32" 6"	6 2 5	3 10 -	1 3+ 5+	Co-ax MG, Hull MG, .50 cal AA MG <i>Smoke, Stabilizer Hull-mounted, Flamethrower, Fuel trailer</i>
M26 Pershing <i>90mm gun</i>	Standard Tank 32"	10 2	6 14	2 3+	Co-ax MG, Hull MG, .50 cal AA MG, Tank telephone <i>Smoke</i>
M46 Patton <i>90mm gun</i>	Standard Tank 32"	12 2	7 14	1 3+	Co-ax MG, Hull MG, .50 cal AA MG. Unreliable. <i>Smoke</i>

### Artillery (Self-Propelled)

Vehicle Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Notes
M7 Priest 105mm gun bombardment	Standard Tank 24" 72"	1 1 -	0 9 4	0 2+ 4+	.50 cal AA MG Hull mounted, Breakthrough gun, Smoke, Smoke bombardment.

### Reconnaissance

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

### Vehicle Machine Guns

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"	3	2	6	ROF 1 if other weapons fire.
.50 cal vehicle MG	16"	3	4	5+	ROF 1 if other weapons fire.

### Gun Teams

Weapon	Mobility	Range	ROF	AT	Firepower	Notes
M2 .50 cal MG	Man-packed	16"	3	4	5+	.
M1919 LMG	Man-packed	16"	5	2	6	ROF 2 when pinned down or moving
M1917 HMG	Man-packed	16"	6	2	6	ROF 3 when pinned down or moving
M2 60mm mortar bombardment	Man-packed	24" 32"	2 -	1 1	3+ 6	Minimum range 8"
M1 81mm mortar	Man-packed	24"	2	2	3+	Smoke, Minimum range 8", Smoke bombardment.

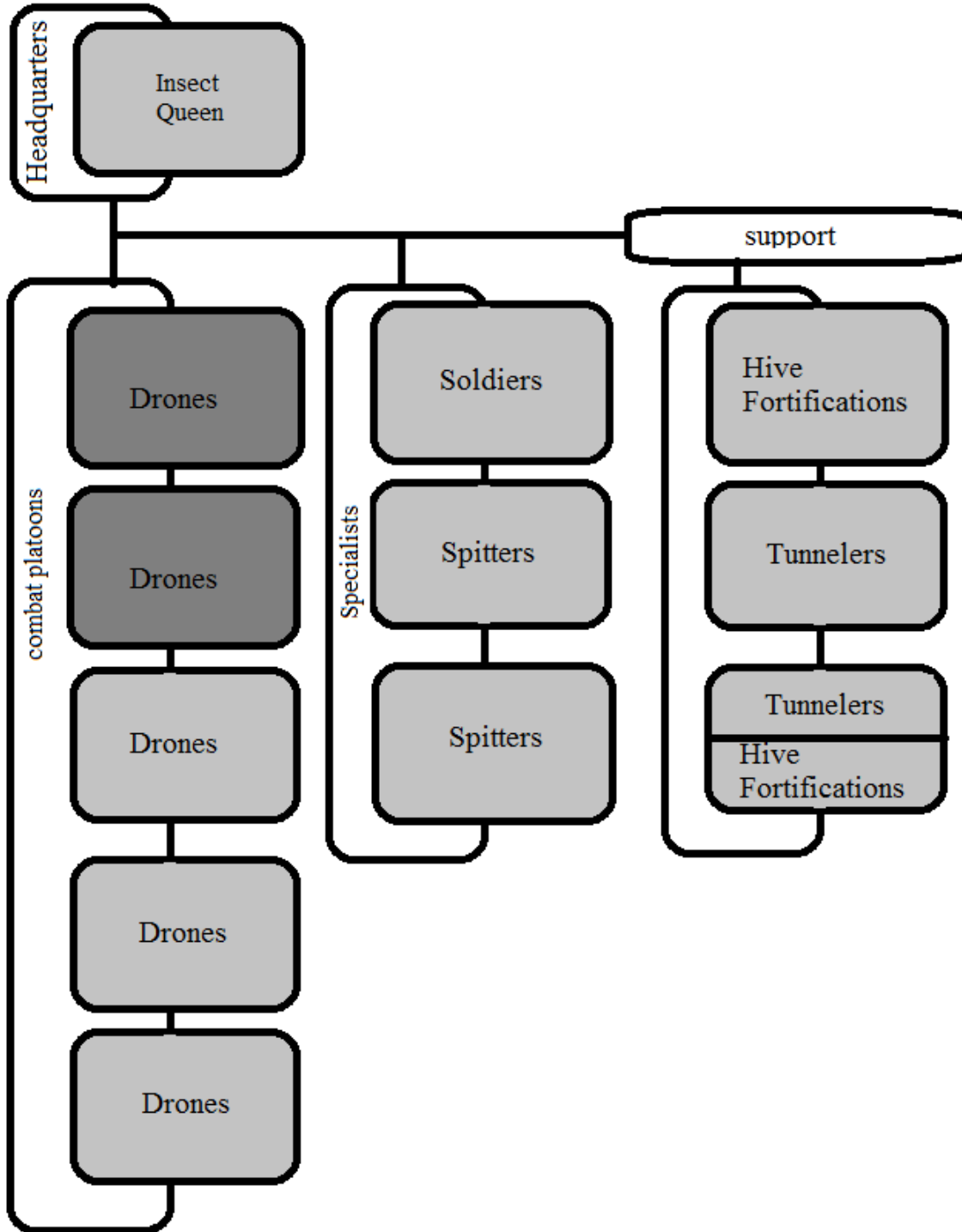
<i>bombardment</i>		40"	-	2	6	
M2 .50 cal AA gun	Heavy	16"	4	4	5+	Anti-aircraft, Turntable
M49 quad .50 cal AA gun	Heavy	16"	6	4	5+	Anti-aircraft, Turntable
M1 Bofors gun	Immobile	24"	4	6	4+	Anti-aircraft, Turntable
M1 90mm gun	Immobile	40"	2	13	3+	Heavy Anti-aircraft, Turntable
M3 37mm gun	Light	24"	3	7	4+	Gun shield.
M1 57mm gun	Medium	24"	3	10	4+	Gun shield.
M2A1 105mm howitzer <i>bombardment</i>	Immobile	24" 72"	1 -	9 4	2+ 4+	Breakthrough gun, Gun shield, Smoke, Smoke bombardment.

### Aircraft

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-47 Thunderbolt	MG Bombs Rockets	2+ 4+ 3+	6 5 6	5+ 1+ 3+	Optional

# Army of the Insects

(Infantry Company)



## **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

4 Spitters	150 points
2 Spitters	80 points

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
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#### **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

Team	Wounds	Range	Front <i>ROF</i>	Side <i>Anti-tank</i>	Top <i>Firepower</i>	Notes
Drone	1	-	- -	- 3	- -	
Soldier	3	-	1 -	1 4	1 -	
Hive Guard	3	-	2 -	2 6	1 -	moves as a Heavy Gun Team.
Spitter	2	6"	1 3	1 -	1 5+	rated as Tank Assault 3.
Tunneler	3	-	1 -	1 4	1 -	

## Aircraft

Name	Weapon	To Hit	Anti-tank	Firepower	Notes
Winged Soldier	-	-	-	-	can only be used for Fighter Interception.