



Infantry Platoon

This document is based on the anonymous "Chain of command Danish-V1" file, but updated with information from a post by Per Finsted.

Platoon Force Rating

Regular +4 or Green -2

Command Dice: 5

PLATOON HEADQUARTERS	
Løjtnant, Senior leader with pistol	
Platoon Sergeant, Senior Leader with M/1889 rifle	
Marksman with accurate M/1889 rifle	
Batman* with M/1889 rifle	
Messenger* with M/1889 rifle	
RIFLE SECTIONS 1 TO 4	
Korporal, Junior Leader with rifle	
LMG TEAM	RIFLE TEAM
Madsen M24 LMG Gunner with M/1910 pistol Loader with M/1889 rifle	Grenadier with M/1889 rifle and grenades 5 Riflemen with M/1889 rifles
RIFLE GRENADE TEAM	
Observer <i>Inferior Junior Leader</i> with M/1889 rifle 4 Rifle Grenadiers M/1889 rifles and M/1923 grenade launchers	

SUPPORT LIST
LIST ONE
Satchel Charge
Medical Orderly
Engineer Mine Clearance <i>Team, 3 men</i>
Engineer Wire Cutting <i>Team, 3 men</i>
Engineer Demolition <i>Team, 3 men</i>
Minefield
Barbed Wire
Adjutant
Car with no crew
Unlimited rifle grenades for one Rifle Grenadier
Anti-Aircraft Machineguns
LIST TWO
Roadblock
Pre-game barrage
20mm Machine Cannon team: 20mm Madsen autocannon, Junior Leader and six crew with M/1889 rifles or carbines.
Tempo Geländewagen 1200 4x4 all-terrain Car, no crew
Anti-Aircraft Artillery
LIST THREE
Madsen M/1929 tripod MMG with five crew
Sniper <i>Team</i>
Motorcykelkanongruppe (Motorcycle Cannon Section): Six men and a Junior Leader with one 20mm Madsen autocannon and three Nimbus motorcycles with sidecars.
Pre-Game barrage
Rekylgeværgruppe (Bicycle LMG Section) Junior Leader with M/1889 rifle M/1924 LMG with seven Crew
Forward Observer Team with 81mm mortar battery off-table.
Off-table Machine Gun Support
LIST FOUR
37mm Bofors M/1937 Anti-Tank gun with six crew and a Junior Leader
Rifle section with Junior Leader
Bicycle MMG Section: Junior Leader with M/1889 rifle M/1929 MMG with tripod with seven crew with M/1889 rifles
Motorcyklistgruppe: Junior Leader with M/1889 rifle LMG with four crew 4 motorcyclists with M/1889 rifle 3 Nimbus motorcycles with sidecars
Landsverk M39 Lynx Armoured Car
75mm Krupp 1902 field gun with six crew including Junior Leader
Landsverk L-180 Armoured Car

DANISH NATIONAL CHARACTERISTICS

Koncentreret ild (Concentrated fire)

With a strategy based solely for the defence and with limited manpower as a nation the Danish Army placed much emphasis on the accuracy of long-range musketry as a means of holding an enemy at a distance. To reflect this, a Danish infantry sections firing at Effective range may treat the target as Close range when activated by a Leader using two Command Initiatives.

Fløjte kommandoer (Whistle commands)

With limited communications equipment and a strategy based on defensive actions Danish leaders made much use of hand signals and whistles to coordinate section actions. The command range of Danish Leaders is increased by 3 inches when the sections or teams they are commanding are stationary and within line of sight.

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table.

Hand Grenade Availability

In Chain of Command each Junior Leader may order up to two and each Senior Leader up to four hand grenades to be thrown during a given game. However, each Danish squad includes a Grenadier who is responsible for carrying extra hand grenades. This gives each leader the ability to order up to two additional hand grenades to be thrown during the game, as long as the Grenadier is within command range. Thus, a JL may order four and an SL may order five hand grenades to be thrown in each game. The Danish army does not have smoke hand grenades. The Grenadier is part of the section's Rifle Team.

Rifle Grenades

The Model 1923 Grenade Launcher has a minimum range of 18" and a maximum range of 60". It may target any unit which can be seen by friendly troops, but it counts any target which it can see as being in close range, and any it cannot see as being at effective range. Any enemy unit can be targeted if the player can logically argue that the team is aware of the enemy's location. In the first round of fire at a target (even one it has fired at previously) it will roll half of the normal firepower dice. The JL commanding the rifle grenade team can order the entire team to fire using just one command initiative. Each grenadier has four rifle grenades. If more rifle grenades are needed, such may be purchased using support points. The grenades reduce all cover except Bunker Cover by one level.

Marksman

The platoon Marksman is the best shot in the platoon. He engages targets at Effective range as if they were at Close range but has no other advantages. Unlike a sniper, the Marksman can be activated by any Senior Leader. He is by default in a Team of his own but may be ordered by an SL to join any section or team. If within 4" of a Section or Team which loses men killed, the player must roll a D6 to see if he has been hit. A roll of 6 will mean that the Marksman has been killed rather than one of the other men.

The Madsen LMG and MMG

The Madsen M/1924 LMG and the M/1929 MMG resemble each other. The former is equipped with a 20-round magazine, the latter with a 30-round magazine.

The M/1929 MMG is mounted on a M/1932 tripod which has an extension enabling its use as an anti-aircraft weapon. The Motorcyklistgruppe have a similar extension for the LMG which can be installed on the motorcycle if needed. The Danes are therefore considered to also have anti-aircraft machineguns if they have obtained the M/1929 MMG or the Motorcyklistgruppe support option.

In addition, each M/1929 MMG is supplied with 300 armor-piercing bullets for use against enemy armor. The Motorcyklistgruppe carries 800 such bullets. A burst of these bullets has AP 1 when fired from a distance of 24" or less. The MMG is considered to have 10 such bursts per game, and the Motorcyklistgruppe's LMG 40.

The Madsen Autocannon - 20 mm maskinkanon Model 1938

The Danes had two ways of transporting this versatile 20mm autocannon - horse and motorcycle. The horse-drawn Machine Cannon Section consisted of a leader plus ten men, two horses, 2 limbers and three ammunition carts. The autocannon could be fired from its light limber, but this was less accurate due to recoil than dismounting the weapon.

The more famous Nimbus motorcycle version was operated by a leader and six men in three motorcycles with sidecars. One motorcycle carried the squad leader, the motorcyclist and one loader. The second carried the cannon itself, the gunner and his assistant. The third transported ammunition, light limber for the autocannon and two ammunition men. The cannon could be fired from the stationary motorcycle, but this was less accurate due to recoil than dismounting the weapon.

Mounted onto its light limber, the Madsen Autocannon can be manhandled at 2d6 speed. If carried, the weapon weighs in at around 100 kg so only 1d6 speed is possible and three men are required to move it. Mounting or dismounting the weapon takes one activation.

Off-Table Machine Gun

An off-table machine gun is available to shoot-in an attack from, as the name suggests, a position off table. The weapon activates on a Command Dice roll of 5, firing with 7D6 and hitting as though at long range. When this weapon first fires, the Danish player must place a marker on the table edge. This may not be moved for the rest of the game and all firing uses this as the point from which there must be a Line of Sight to the target and determines what cover the target is in from that point. When the Off-Table Machine Gun is activated on a 5, the dice may not be used to increase the number of Chain of Command points.

Anti-Aircraft Machineguns and Artillery

These supports are off-table but help in mitigating the effect of enemy air power.

Bicycle-mounted Troops

The Danish Army fielded all kinds of troops on bicycles, even including MMG sections.

Bicycle troops may deploy onto the table either mounted or dismounted for no variation in unit cost. They will deploy from Jump-Off Points whether mounted or on foot.

When deploying onto the table, bicycle troops may add 3" to the distance from the Jump-Off Point they may deploy whether they are mounted on bicycles or not. So, Regular troops may deploy up 9" away.

Troops mounted on bicycles will add 1D6 to all normal movement. They may only move mounted in open terrain or hard ground; in all other terrain they may take their bicycles with them but must move as though dismounted. Troops dismounting from bicycles may do so at no penalty.

Troops mounted on bicycles may not move "at the double" in their first Phase of movement from being stationary. They may never adopt a Tactical stance when mounted on their bicycles or when pushing their bicycles through poor terrain. Bicycle mounted troops wishing to adopt a Tactical stance must first abandon their bicycles. Once abandoned, the bicycle may not be

remounted or used in any way for the remainder of the current Turn. Troops wishing to remount their bicycles may do so at the start of a new Turn. They do not need to move to the point where the bicycles were abandoned to do so.

Troops on bicycles may never fire any weapon while mounted. Troops on bicycles engaged in Close Combat will count as being hit in the rear and will not gain any advantage for LMGs in the first phase of combat. After the first Phase of Close Combat they automatically dismount.

Motorcycle Troops

They must deploy onto the table edge if mounted. If they have dismounted to fight, they may use Jump-Off Points, adding an addition 3" to the distance from the Jump-Off Point they may deploy. So, Regular troops may deploy up 9" away. Troops dismounting from motorcycles may do so at no penalty. Troops mounting motorcycles require one Action to do so.

Troops on motorcycles may never fire any weapon while moving unless it is a light machine gun mounted on a sidecar. This fires in the same manner as any vehicle mounted LMG. Other troops must dismount in order to fire their weapons. Troops on motorcycles engaged in Close Combat will count as being hit in the rear and will not gain any advantage for LMGs in the first phase of combat. After the first phase they will automatically dismount to fight.

Forward Observer and 81mm Mortar Section

The Forward Observer Team of this period may well be using a field telephone line. With three mortars present in the section, a Danish mortar bombardment covers a square area 15" by 15" with the aiming point at the center.

NATIONAL ARSENAL TABLE					
INFANTRY WEAPONS					
Weapon	Firepower	Close	Effective	NOTES	
M/1889 Rifle or Carbine	1	0-18"	Over 18"	Standard WWII bolt-action rifle	
Madsen M/1924 LMG	4	0-18"	Over 18"		
Madsen M/1929 MMG (on tripod)	7	0-24"	Over 24"	Cannot move and shoot during same Phase. Lose three firepower dice when reduced to one crew	
Sniper Rifle	1	All		See Sniper rules	
9mm Pistol	1	0-9"			
Grenade	2 in open, 3 in enclosed	4-11"		Reduce cover by 1	
Rifle Grenade	2	Within LOS	No LOS	Reduce cover by 1 unless has overhead cover	
81 mm Mortar	4		Any Range	Dice for hits on all Teams within barrage area. All units Pinned. LOS blocked.	
ARMORED VEHICLES					
VEHICLE	ARMOR	A.P.	H.E.	SPEED	NOTES
Landsverk M39 Lynx Armored Car					
Landsverk L-180 Armored Car					
SCOUT VEHICLES					
Motorcycle with Madsen 20mm Automatic Cannon	-	3	6 Close 0-24" Reduce Cover by 1	Wheeled	Small, Low Profile, Open Top -1 to hit when mounted on motorcycle of light limber
Motorcycle with LMG	-	-	MG 6d6	Wheeled	Small, Low Profile, Open Top
ANTI TANK AND OTHER GUNS					
37mm Bofors M/1937 Anti-Tank Gun	Gunshield	4	3		
Madsen 20mm Automatic Cannon	-	3	6 Close 0-24" Reduce Cover by 1		-1 to hit when mounted on motorcycle of light limber
75mm Krupp 1902 field gun	Gunshield	3	6		