
Denmark 1940

When Denmark was invaded in 1940, its forces comprised regiments of infantry and cavalry, with cavalry regiments containing mounted, bicycle, and motorcycle units. The Life Guards and the Guard Hussars constituted the regular, standing element of the army, while 11-month conscripts made up the majority of troops.

Infantry or Bicycle Platoon – Regular (0) or Green (-5)			
HQ	<i>Senior Leader</i> Lieutenant w. Rifle	<i>Inferior* Senior Leader</i> Sergeant w. Rifle	
Sections 1-3	<i>Junior Leader</i> Corporal w. Rifle	<i>LMG Team</i> 2 crew for Madsen m/24***	<i>Rifle Team</i> 6 Riflemen**
Support Elements	Marksman***	<i>Rifle Grenadier Team</i> 4 men	

Note: Bicycles are purchased separately.

Cavalry Troop – Regular (-3) or Green (-6)			
HQ	<i>Senior Leader</i> Lieutenant w. Rifle		
Sections 1-3	<i>Junior Leader</i> Corporal w. Rifle	<i>Rifle Team</i> 8 Riflemen	
LMG Section	<i>Junior Leader</i> Corporal w. Rifle	<i>Tripod LMG Team</i> 3 crew for Madsen m/24***	<i>Tripod LMG Team</i> 3 crew for Madsen m/24***

* The senior NCO in Life Guard platoons is always a normal Senior Leader.

** A Danish platoon may be fielded with bicycles at no extra cost, but lose one rifleman from each Section, and the ability to use hand grenades.

*** See National Rules and/or Weapon Notes

Morale Tracks

Platoon	1	2	3	4	5	6+
Guards	2	3	3	4J	5	5
Conscripts	2	2	3	4	4J	5

Danish National Rules

Designated Grenadier: Each Danish infantry section had a designated grenadier tasked with lugging a whopping ten grenades around in addition to his rifle. An infantry Section can only throw one grenade per Phase, but never runs out. In addition, if a Section's Junior Leader has been wounded or killed, grenades may be thrown at a cost of 1 Chain of Command Point.

Schleswig Stumbling Block: While the Danish army as a whole was incompletely mobilised and hastily deployed, the elements that actually faced the Germans fought valiantly until the moment Copenhagen surrendered.

- The Danes can Ambush using entire Sections rather than individual Teams.
- If a Danish player rolls a single 6 on their Command Dice, they may remove one Shock from a Team that is within 6" of a Jump-Off Point at the *end* of their current active Phase.

Weapon and Support Notes

Tripod LMGs: The Madsen m/24 was a magazine-fired weapon that could be fired from either a bipod or tripod mount. The latter was used by one of an infantry company's four platoons, which was a designated 'LMG Platoon', by all motorcycle-riding troops, and by the LMG section in cavalry troops. Players who wish to model a more granular distinction could rate tripod-mounted m/24s as having 8D6 of firepower, but have the LMG Team unable to move At the Double and to treat all Obstacles as one tier worse.

Regardless, observe the following rule:

LMG armour-piercing ammo: Tripod-mounted m/24s were each issued with one magazine of armour-piercing ammunition. Once per game, when activated with two Orders, a tripod-mounted m/24 can be fired at a vehicle, with +1 to hit and an AP rating of 2.

Marksman: The marksman acts as a weaker Sniper, hitting only on 4+ and having no extra chance to wound Leaders, but otherwise having the same unlimited range, ignoring cover, and doubling Shock.

Scout Group: A Scout Group, if fielded, can move Tactically with 2D6. Ordinary Scout Teams may not.

Motorcycle with Madsen m/38: Some motorcycles were fitted with mounts for a Madsen 20mm autocannon that could be fired without having to dismount it (though the option remained open). A motorcycle-mounted cannon can be fired without taking a Phase to dismount, but suffers a -1 penalty to hit against both armour and infantry while still reducing cover.

Landsverk Armoured Cars: The Lynx and L-180 both had a second driver facing to the rear, and the Lynx had both a high reversing gear and an additional MG facing rear as well. When reversing, these vehicles move the full number of inches rolled rather than subtracting one inch per die. In addition, the Lynx can move Flat Out with 3D6.

Support Options

Infantry		
Name	Effect	Cost
Medic	Can cancel out wounds on Leaders. See p. 88.	1
SMGs	(Life Guards only) All Junior Leaders receive a Bergmann M/32 SMG.	1
Adjutant	Deployment is not Hesitant if all Senior Leaders have deployed.	1
Replen Point	May fully replenish 3 <i>different</i> types of ammo. See p. 47.	1
Upgrade Inferior SL	The Inferior Senior Leader in an infantry platoon becomes a normal SL.	1
Motorcycles for one Section	See 1940 Handbook	1
Bicycles for one Platoon	(Infantry only) All troops in the platoon may ride bicycles, but lose the Grenadier from their rifle sections (who is <i>not</i> replaced with an ordinary rifleman).	1
Scout Group	Maximum of 1. Junior Leader and 4 men, all armed with rifles.	2
Infantry Section		4
Cavalry Rifle Section		3
Cavalry LMG Section		5
Support Units		
Name	Effect	Cost
Madsen m/29 MMG	5 crew, no Leader. Starts entrenched.	3
Luftvaernskanon m/32	5 crew and Junior Leader. 5 AP, 6 HE, Static.	4
Fodfolkskanon m/34	5 crew and Junior Leader. 4 AP, 3 HE, Medium.	3
Madsen m/38	5 crew and Junior Leader. 4 AP, 5 HE, Light. May be mounted on 3 motorcycles.	4
Engineering		
Name	Effect	Cost
Explosive Charge	Given to an Engineer Team. See p. 77.	1
Barbed Wire	6" wide by 2" deep, blocks all infantry movement. Tracked vehicles may cross as though Soft Ground; the wire is then treated as Broken Ground for infantry. Up to two may be purchased; buy two get one free.	1
Entrenchments	Provides one Team with Hard cover; two are needed for a full Section (regardless of number of Teams). Up to four may be purchased.	1
Minefield	6" square area; obstructs all movement. Up to two may be purchased.	2
Engineer Team	3 men, no Leaders. Can clear fixed defences. See p. 77.	2
Roadblock	2" deep and as wide as the road, blocks all vehicles from crossing.	2
Bombardment	All enemy deployment is Hesitant during the first Turn of the game. Owing to the rather desperate situation for the Danes, the bombardment must either be directed at a specific Jump-Off Point, or else enemy units can deploy on a 5+.	2

Mortars								
Name		Effect					Cost	
Extra Mortar Ammo		Up to two may be purchased. Decide at the beginning of the barrage whether to use them.					1	
Smoke Barrage		One use per game. Lays smoke in an 18” square for three Phases, blocking all line of sight. See pp. 60-62.					2	
HE Barrage		One use per game. Lands HE on an 18” square for three Phases, Pinning all enemies and blocking all line of sight. See pp. 60-62.					4	
Transports								
Name		Notes					Cost	
Car or Jeep		Carries one Team. Wheeled vehicle, soft-skin.					1	
Truck or Lorry		Carries two Teams or one Section. Wheeled vehicle, soft-skin.					2	
Triangel-Kornbeck		Carries two Teams or one Section. Average speed half-tracked vehicle, soft-skin.					2	
Light Armour								
Name		Armour	AP	HE	Speed	Turret	Notes	Cost
Forsoegs FP-1&2		2	-	MMG	Wheeled	Average	No hull MG	2
Landsverk L-180		2	4	5	Wheeled	Average	Rear driver	4
Landsverk Lynx		3	4	5	Wheeled	Average	Rear driver, Rear hull MG	4
Tracked AFVs								
Name		Armour	AP	HE	Speed	Turret	Notes	Cost
Vickers-Carden-Loyd Patrol Tank		2	-	MMG	Average	Average	No hull MG, 1MT, Small, Low-profile	3