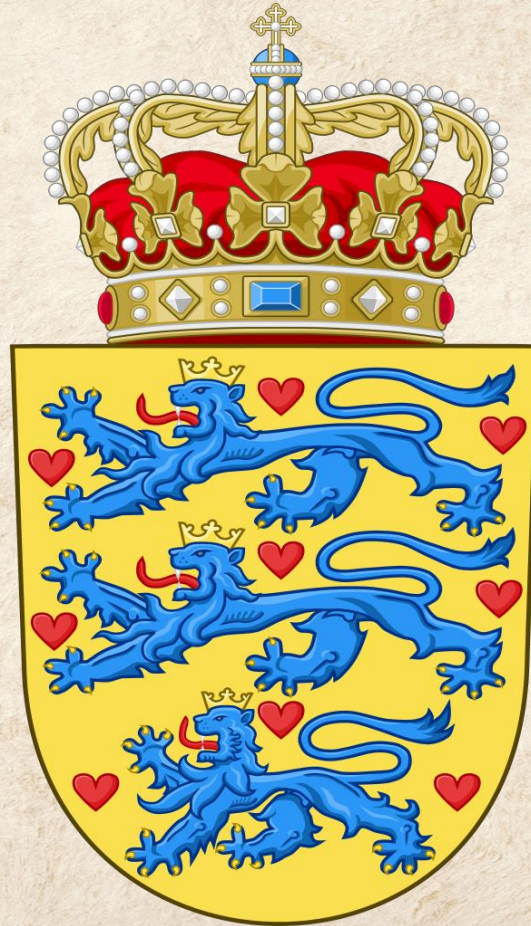


Royal Danish Armed Forces

April 9th. 1940



By Jesper M. Mogensen

National rules

- **Confusion:**
Danish units were without orders when the Germans invaded and uncertain whether to fight back or not.
The opponent may make a free run move with D3 infantry units on the first turn, before an order die is drawn.
- **Waiting in Ambush:**
Danish units may start the game hidden and with ambush orders.
They may not fire on opposing units making their D3 free first turn run moves.
- **Hold this position:**
Danish units fought from hastily made defensive positions to try and keep the German invaders away, waiting for reserves that never arrived.
The Danish army gets D2 linear obstacles, which are 6'' long and counts as hard cover.

The Danish Army

Generic Danish Platoon

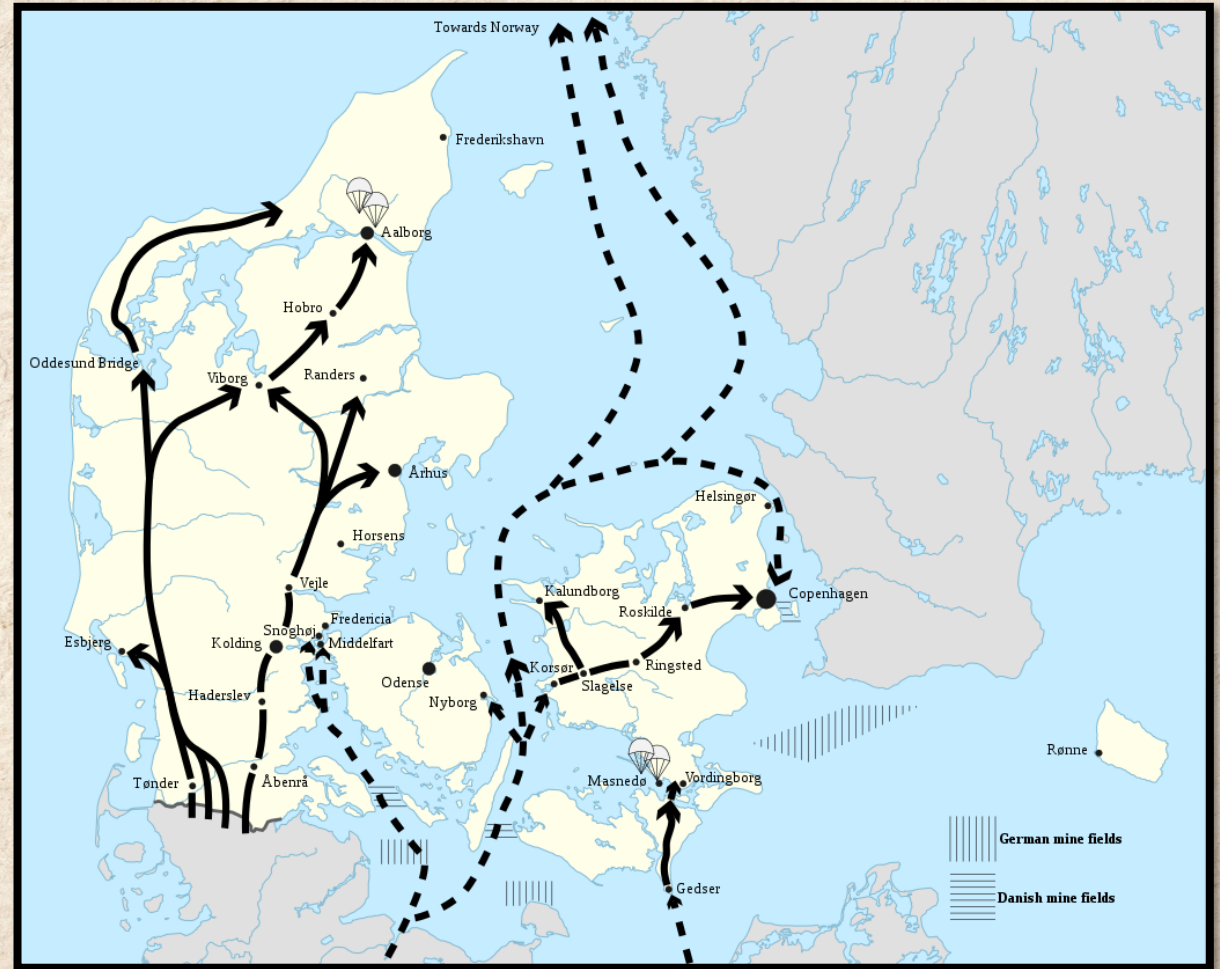
1 Lieutenant – First or Second.
2 Inexperienced Infantry Sections.

Headquarters

0-1 Captain or Major
0-1 Forward Observer
0-1 Medic
0-1 Chaplain.

Infantry & Vehicles

0-4 Infantry Sections
0-1 MMG or HMG Team
0-1 Mortar Team
0-1 Sniper Team
0-2 Anti-tank Teams
0-1 Artillery
0-1 Tows
0-1 Armoured Cars
0-6 Transports



HQ

Cost:

2nd. Lieutenant: 35pts (Inexperienced) 50pts (Regular) 65pts (Veteran)

1st. Lieutenant: 60pts (Inexperienced) 75pts (Regular) 90pts (Veteran)

Captain: 95pts (Inexperienced) 110pts (Regular) 125pts (Veteran)

Major: 135pts (Inexperienced) 150pts (Regular) 165pts (Veteran)

Team:

1 officer and up to 2 further men.

Weapons:

Pistol or rifle, as depicted on the models.

Options:

The officer may be accompanied by up to 2 men, at a cost of:

+7pts per man (Inexperienced)

+10pts per man (Regular)

+13pts per man (Veteran)

Veteran officers can be given the tough fighter special rule at +1pts per man.



Inexperienced Infantry

CONSRIPTS (VÆRNEPLIGTIGE)

Cost:

Inexperienced Infantry 42pts.

Composition:

1 NCO and 5 men.

Weapons:

Krag-Jørgensen rifles.

Options:

Add up to 5 additional men with rifles for 7pts each.

Up to 1 man can have a Madsen light machinegun for +20pts.

One soldier may have a VB launcher for +20pts.

The Squad can be given anti-tank grenades for +2pts per man.

The entire squad may be equipped with bicycles for +1pts per man.

Special rules:

Tank hunters (if anti-tank grenades taken)

Green



Regular Infantry

QUEENS LIFE REGIMENT (DRONNINGS LIVREGIMENT)
KINGS JUTLANDIC REGIMENT OF FOOT (KONGENS JYSKE FODREGIMENT)
SCHLESWIG REGIMENT OF FOOT (SLESVISKE FODREGIMENT)
DANISH LIFE REGIMENT (DANSKE LIVREGIMENT)
JUTLAND DRAGOON REGIMENT (JYSKE DRAGONREGIMENT)

Cost:

Regular Infantry 60pts.

Composition:

1 NCO and 5 men.

Weapons:

Krag-Jørgensen rifles.

Options:

Add up to 5 additional men with rifles for 10pts each.

Up to 1 man can have a Madsen light machinegun for +20pts.

One soldier may have a VB launcher for +20pts..

The Squad can be given anti-tank grenades for +2pts per man.

The entire squad may be equipped with bicycles for +1pts per man.

The entire squad may be mounted on motorcycles for +5pts per man. LMGs are assumed to be mounted on a motorbike and sidecar, if this option is taken.

Special rules:

Tank hunters (if anti-tank grenades taken)



Cavalry Section

GUARD HUSSARS REGIMENT (GARDERHUSARREGIMENTET)

Cost:

Regular Infantry 60pts.

Composition:

1 mounted NCO and 4 cavalrymen.

Weapons:

Cavalry carbines.

Options:

Add up to 7 additional men with rifles for 12pts each.

One soldier may have a VB launcher for +20pts.

The Squad can be given anti-tank grenades for +2pts per man.

Special rules:

Tank hunters (if anti-tank grenades taken)

Cavalry carbines count as rifles when fired dismounted, and pistols when fired from horseback.



Veteran Infantry

THE ROYAL GUARD (DEN KONGELIGE LIVGARDE)

Cost:

Veteran Infantry 78pts.

Composition:

1 NCO and 5 men.

Weapons:

Krag-Jørgensen rifles.

Options:

Add up to 5 additional men with rifles for 13pts each.

Up to 1 man can have a Madsen light machinegun for +20pts.

One soldier may have a VB launcher for +20pts.

The Squad can be given anti-tank grenades for +2pts per man.

Can be given the tough fighter special rule at +1pts per man.

The entire squad may be equipped with bicycles for +1pts per man.

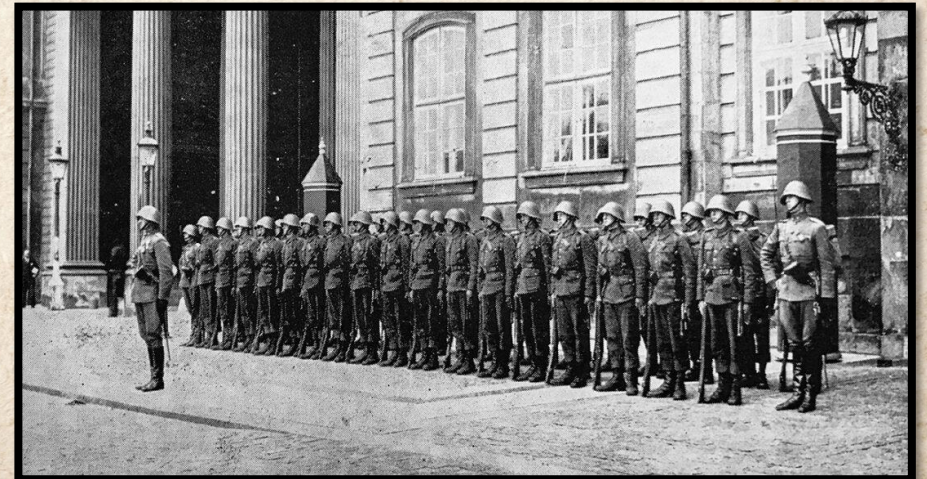
Special rules:

Tank hunters (if anti-tank grenades taken)

Always alert:

As bodyguards of the royal family the royal guard has been trained to spot dangers and being alert.

The royal guard can always react to assaults, even from within 6''



Medic

Cost:

23pts (Regular)

30pts (Veteran)

Team:

1 medic and up to 2 further men.

Weapons:

Pistol or none, as depicted on the models.

Options:

The medic may be accompanied by up to 2 men, at a cost of:

+10pts per man (Regular)

+13pts per man (Veteran)

Forward Observer

Cost:

Artillery Forward Observer 100pts (Regular) 115pts (Veteran)

Team:

1 Forward Observer and up to 2 further men.

Weapons:

Pistol, SMG or rifle, as depicted on the models.

Options:

The forward observer may be accompanied by up to 2 men, at a cost of:

+10pts per man (Regular)

+13pts per man (Veteran)



Chaplain

Cost:

Chaplain: 20pts (Inexperienced) 25pts (Regular) 30pts (Veteran)

Team:

None.

Weapons:

None.

Options:

None.

Special rules: Chaplain

Self-defence only: Clergymen are not soldiers and will not take part in hostile actions - they cannot fire any weapon, nor assault enemy units. If your chaplain is equipped with a pistol, it can only be used in close quarters if the enemy assaults him (including firing it at the assaulting enemies as a reaction, if applicable).

Non-combatant: The chaplain is there to support the soldiers, not win battles. A chaplain unit cannot be used to claim or contest objectives.

Inspiring presence: Upon receiving his order dice (except for Down), a chaplain may select one friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the chaplain may remove 1 pin from the selected unit.

Medium Machine Gun

Cost:

Medium Machine Gun Team: 35pts (Inexperienced) 50pts (Regular) 65pts (Veteran)

Team:

5 men.

Weapons:

1 Medium Machine Gun.

Special rules:

Team weapon.

Fixed.



Weapons	Range	Shots	Pen	Special
Medium machine gun team	36''	5	n/a	Team (5 men)

Heavy Machine Gun

Cost:

Heavy Machine Gun Team: 49pts (Inexperienced) 70pts (Regular) 91pts (Veteran)

Team:

5 men.

Weapons:

1 Heavy Machine Gun.

Special rules:

Team weapon.

Fixed.

Weapons	Range	Shots	Pen	Special
Heavy machine gun team	36''	3	1+	Team (5 men)

Mortar

Cost:

Medium Mortar Team: 35pts (Inexperienced) 50pts (Regular) 65pts (Veteran)

Team:

3 men.

Weapons:

1 Medium Mortar.

Options:

May add a spotter for +10pts.

Special rules:

Team weapon.

Fixed.

Indirect fire.

He 2".



Weapons	Range	Shots	Pen	Special
Medium mortar team	12-60''	1	HE	Team (3 men)

Anti-tank

Cost:

Anti-tank rifle team: 26pts (Inexperienced) 35pts (Regular)

Team:

2 men.

Weapons:

1 Anti-tank rifle.

Special rules:

Team weapon.

Long shooting range 48''.



Weapons	Range	Shots	Pen	Special
Anti-tank rifle team	48''	1	2+	Team (2 men)

Sniper

Cost:

Sniper Team: 52pts (Regular) 67pts (Veteran)

Team:

2 men.

Weapons:

Sniper has a bolt-action rifle and a pistol, spotter has a pistol.

Special rules:

Team weapon.

Sniper.

Weapons	Range	Shots	Pen	Special
Sniper team	36''	1	n/a	Team (2 men)

Light Field Artillery

75MM KRUPP 1902, LIGHT ARTILLERY

Cost:

Light Artillery: 40pts (Inexperienced) 50pts (Regular)

Team:

3 men.

Weapons:

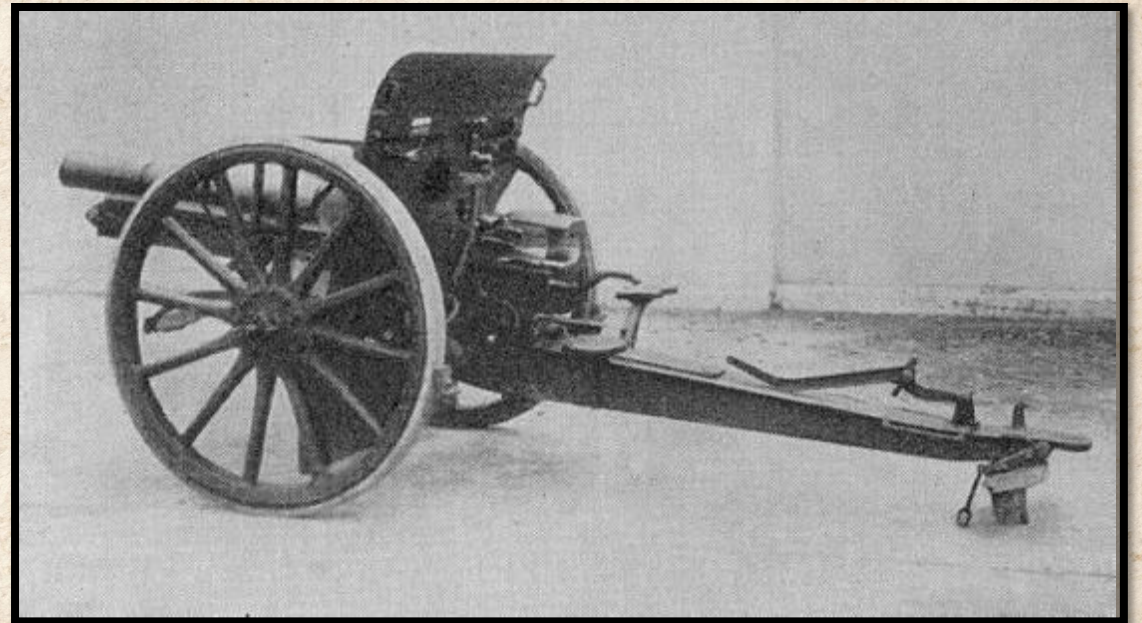
1 light howitzer.

Special rules:

Gun shield.

Fixed.

Howitzer.



Weapons	Range	Shots	Pen	Special
Light howitzer	48''(24-60)	1	HE	Team (3 men)

Medium Field Artillery

105MM SCHNEIDER & CIE M.1930, MEDIUM ARTILLERY

Cost:

Medium Artillery: 60pts (Inexperienced) 75pts (Regular)

Team:

4 men.

Weapons:

1 Medium howitzer.

Options:

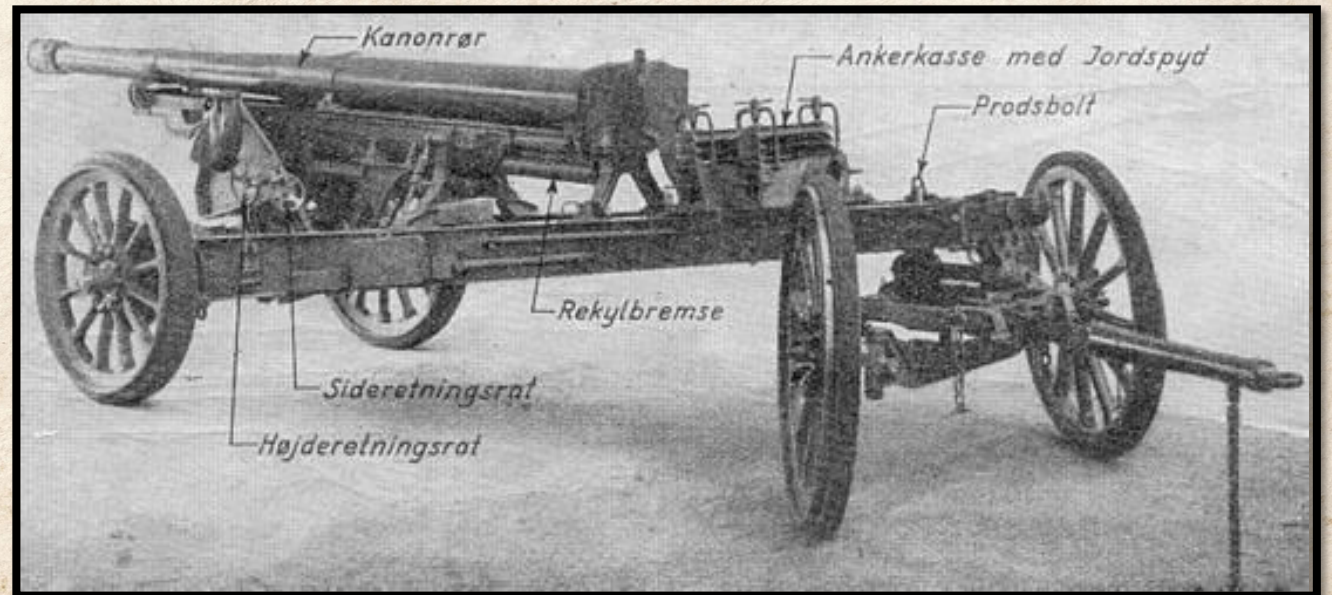
May add a spotter for +10pts.

Special rules:

Gun shield.

Fixed.

Howitzer.



Weapons	Range	Shots	Pen	Special
Medium howitzer	60''(30-72)	1	HE	Team (4 men)

Heavy Field Artillery

150MM SCHNEIDER & CIE M.1929, HEAVY ARTILLERY

Cost:

Heavy Artillery: 92pts (Inexperienced) 115pts (Regular)

Team:

5 men.

Weapons:

1 Heavy howitzer.

Options:

May add a spotter for +10pts.

Special rules:

Gun shield.

Fixed.

Howitzer.



Weapons	Range	Shots	Pen	Special
Heavy howitzer	72''(36-84)	1	HE	Team (5 men)

Anti-tank Field Artillery

MADSEN 20/23 MACHINE CANNON M/38

Cost:

Machine cannon: 35pts (Inexperienced) 45pts (Regular)

Team:

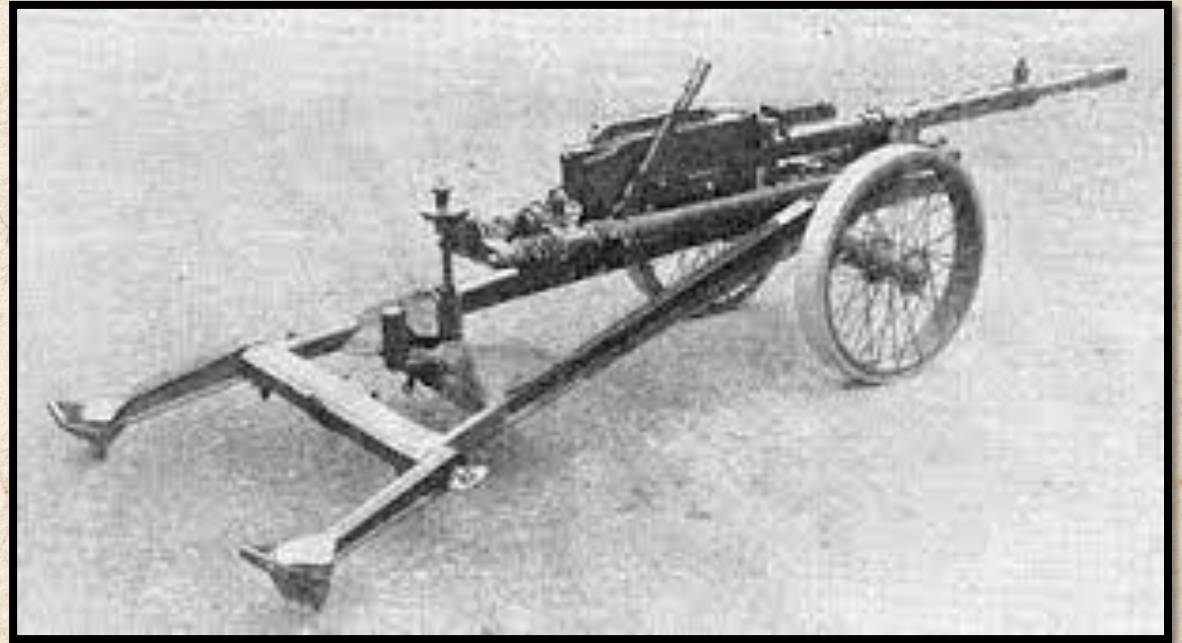
3 men.

Weapons:

1 Light automatic cannon.

Special rules:

Fixed.



Weapons	Range	Shots	Pen	Special
Light automatic cannon	48''	2	2+	Team (3 men)

Anti-tank Field Artillery

BOFORS 37MM LIGHT ANTI-TANK GUN

Cost:

Anti-tank gun: 40pts (Inexperienced) 50pts (Regular)

Team:

3 men.

Weapons:

1 Light anti-tank gun.

Special rules:

Gun shield.

Fixed.



Weapons	Range	Shots	Pen	Special
Light anti-tank gun	48''	1	4+	Team (3 men)

Anti-aircraft Field Artillery

MADSEN 20/23 MACHINE CANNON M/38

Cost:

Anti-aircraft gun: 40pts (Inexperienced) 50pts (Regular)

Team:

3 men.

Weapons:

1 Light automatic cannon on a rotating platform.

Special rules:

Fixed.

Flak.



Weapons	Range	Shots	Pen	Special
Light automatic cannon	48''	2	2+	Team (3 men)

Tows

Cost:

Truck: 31pts (Inexperienced) 39pts (Regular)

Weapons:

None.

Damage Value:

6+ (soft-skin)

Transport:

Up to 12 men.

Tow:

Light howitzer, light or medium anti-tank gun, light anti-aircraft gun.

Options:

May have a pintle-mounted MMG covering the forward arc for +15pts.



Tows

Cost:

Horse-drawn limber: 8pts (Inexperienced) 10pts (Regular)

Weapons:

None.

Damage Value:

6+ (soft-skin)

Tow:

Any gun or howitzer.



Armoured Cars

NIMBUS MOTORCYCLE

Cost:

Motorcycle: 27pts (Inexperienced) 35pts (Regular)

Weapons:

1 forward facing LMG.

Damage Value:

6+ (Soft skin)

Options:

Replace the LMG with a rifle for -10pts.

Replace the LMG with a anti-tank rifle for +15pts (Max one per army)

Special rules:

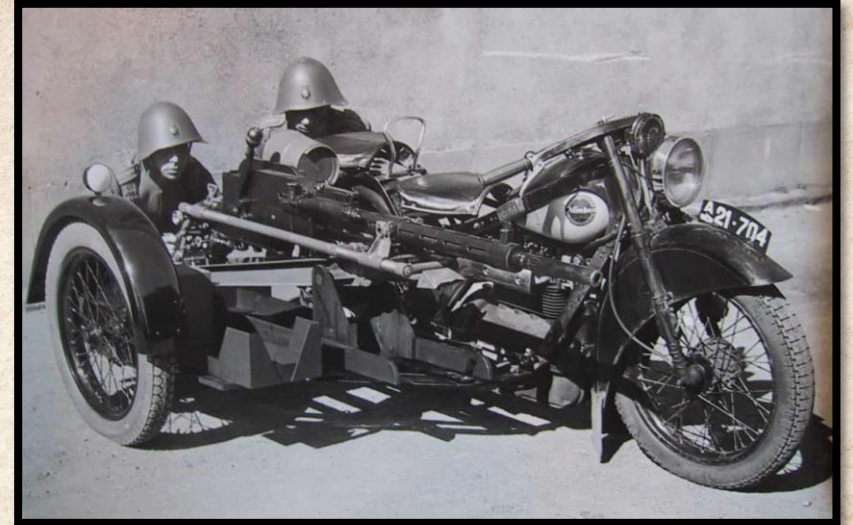
AT rifle has long shooting range (48 inches).

Extra selection.

Recce.

Turn on the spot.

Team (2 men)



Armoured Cars

LANDSVERK LYNX LIGHT ARMOURED CAR

Cost:

Armoured car: 96pts (Inexperienced) 120pts (Regular)

Weapons:

1 turret-mounted light automatic cannon with coaxial MMG, one forward facing and one rear facing hull MMGs.

Damage Value:

7+ (Armoured car)

Options:

Recce (Dual direction steering)



WeaponsType/	Tape/Range	Trans/Shots	DV/Pen
Landsverk Lynx			
Turret-mounted light automatic cannon	48''	2	2+
Co-axial MMG	36''	5	n/a
Forward/rear facing hull-mounted MMG	36''	5	n/a

Armoured Cars

LANDSVERK L-180 HEAVY ARMoured CAR

Cost:

Armoured car: 84pts (Inexperienced) 105pts (Regular)

Weapons:

1 turret-mounted light automatic cannon with coaxial MMG, and forward facing hull MMG.

Damage Value:

7+ (Armoured car)

Options:

Recce.



WeaponsType/	Tape/Range	Trans/Shots	DV/Pen
Landsverk L-180			
Turret-mounted light automatic cannon	48''	2	2+
Co-axial MMG	36''	5	n/a
Forward facing hull-mounted MMG	36''	5	n/a

Transport

TEMPÅ GELÄNDWAGEN 1200

Cost:

Truck: 17pts (Inexperienced) 21pts (Regular)

Weapons:

None.

Damage Value:

6+ (soft-skin)

Transport:

3 men.

Tow:

May tow light guns.



Transport

Cost:

Truck: 31pts (Inexperienced) 39pts (Regular)

Weapons:

None.

Damage Value:

6+ (soft-skin)

Transport:

Up to 12 men.

Tow:

Light howitzer, light or medium anti-tank gun, light anti-aircraft gun.

Options:

May have a pintle-mounted MMG covering the forward arc for +15pts.

