

DENMARK ARMY LIST

This unofficial army list expands on the Danish Army list in *Germany Strikes: Early War in Europe* to allow players to field a full range of historical Danish units in Bolt Action. To use this Army list players will require the Bolt Action Version 2 Core Rulebook from Warlord Games and the book *Germany Strikes: Early War in Europe*.

Author's Note: This list is intended to add to, not replace, the Danish Army list in *Germany Strikes: Early War in Europe*. However, based on the historical information I was able to find, when using this army list I recommend making the following changes to the Danish Army List in *Germany Strikes: Early War in Europe*.

- *Inexperienced & Experienced Infantry Sections*: Reduce "add up to 6 additional men" to 4.
- *Experienced Infantry Section*: Remove NCO SMG option.
- *Cavalry Section*: Reduce "add up to 7 additional men" to 4.
- *Reinforced Platoon Selector*: Reduced Artillery from 0-2 guns to 0-1 guns.



Invasion of Denmark

Following the outbreak of war Denmark hoped to remain neutral, signing a non-aggression pact with Germany in

May 1939. However, once Hitler decided to invade Norway that hope became untenable. Denmark sat across German supply lines, and its airfields would be vital to supporting Luftwaffe operations in Norway. Defending Denmark was an almost impossible task as its territory and population were too small to hold out for any sustained period. The country was also largely flat and open, with few significant natural barriers from which resistance could be mounted.

The Danish military planned to delay any German invasion at the border, while reserves were brought up and defensive positions established. The Danish army had a mobilized strength of 55,000 and hoped to hold out for 3-4 days awaiting French or British support. However, these plans were undermined by the unwillingness of the Government to do anything that might provoke Germany, leading to the demobilization of 30,000 reserves in early 1940 and a prohibition on any defensive deployments near the border. Constrained Defence budgets in the 1930's also meant the Danish military suffered from a lack of modern equipment and heavy weapons.

When the invasion came defending Danish forces were outflanked by amphibious and airborne landings, and quickly overrun by superior German forces. The Danish defence was thrown into further chaos by the early German capture of the capital, Copenhagen, in a surprise amphibious landing.

While all Danish forces had surrendered within six hours of the invasion, this does not detract from the gallant actions of those Danish units that opposed German forces, despite knowing the overwhelming odds against them.

REINFORCED PLATOON

- 1 Lieutenant – First or Second.
- 2 Inexperienced Infantry sections.

Plus:

- 0-4 Infantry Section
- 0-1 Captain or Major
- 0-1 Medic
- 0-1 Forward Observer
- 0-1 Machine Gun Team
- 0-1 Mortar Team
- 0-1 Sniper team
- 0-1 Anti-tank team
- 0-1 Field Artillery, Anti-Aircraft or Anti-Tank gun.
- 0-1 Armoured Car
- 0-1 Tank, Tank Destroyer, or Anti-Aircraft vehicle.
- 0-1 Transport vehicles or tow (soft skin or armoured) **per** infantry and artillery unit in the reinforced Platoon.

ARMY SPECIAL RULES

CONFUSION

As per Danish army list in Bolt Action *Germany Strikes: Early War in Western Europe*.

WAITING IN AMBUSH

As per Danish army list in Bolt Action *Germany Strikes: Early War in Western Europe*.

WE COME AS FRIENDS (NEW)

To justify their invasion of Denmark, Germany claimed to have entered the country to protect it from British invasion. In line with this justification, and not expecting strong Danish resistance, the Germans did not make use of preparatory artillery

bombardments and Luftwaffe bombers dropped more leaflets than bombs.

Danish units are never subject to a Preparatory Bombardment and all enemy Forward Artillery and Air Observers suffer a -1 to rolls on the Artillery Barrage or Air Strike charts (a roll of 1 is still a miscalculation or rookie pilot).



INFANTRY

HEADQUARTERS UNITS

Officer:

See **Officer** entry in Bolt Action *Germany Strikes: Early War in Western Europe*.

Options	All command team members may be mounted on bicycles for +1 per man or motorcycles for +5 per man.
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Medic:

See **Medic** entry in Bolt Action *Germany Strikes: Early War in Western Europe*.

Options	All Medic team members may be mounted on bicycles for +1 per man.
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Forward Observer: While none of the Danish Army's heavy artillery saw action during the invasion, German amphibious forces were required to pass the guns of several forts, most notably Fort Middelgrund in Copenhagen. Despite flying Battle Flags the Germans sailed past the Fort without a shot being fired as the recently arrived troops could not operate the guns.

See Danish Forward Artillery Observer entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

outbreak of war they were underprepared for the coming invasion.

See **Inexperienced Infantry Section** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.



INFANTRY SECTIONS & TEAMS

Experienced Infantry Section: The core of the Danish army was approximately 7,000 full-time soldiers split across Infantry, Guards, Cavalry, Artillery and Engineer units. These regular soldiers formed the nucleus of units that were supplemented every year by an annual intake of conscripts. Regular Infantry were well trained, but were still equipped with the outdated Krag-Jorgensen M/89 rifle, first adopted in 1889.



See **Experienced Infantry Section** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

Inexperienced Infantry Section: In June 1940 half the Danish Army were 12 month conscripts. While efforts had been made to improve training following the

Livgarden (Royal Life Guards): The Royal Life Guards were founded by the King in 1658 and had a distinguished history extending back to the Northern Wars in the 17th Century. German Forces were able to capture the headquarters of the Danish Army in Copenhagen without a single shot, but when they attempted to seize Amalienborg Palace, residence of the Danish royal family, they were repulsed by the determined opposition of a company of the Royal Life Guards.

Cost	Veteran Infantry 70pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 4 additional men with rifles at +14pts each - Up to 1 man can have a light machine gun for +20pts and another man becomes a loader.
Special Rules	- Stubborn

Gevaergranatbaeger Group: Each Platoon Command section had an attached group of 4 Gevaergranatbaeger M.1923 rifle grenades to provide close fire support.

Cost	Regular Infantry 120pts
Composition	1 NCO and 3 men
Weapons	Rifles with grenade launchers
Options	
Special Rules	- Gevaergranatbaeger Launcher: Range 6-18" Shots 1 Pen HE Rules Indirect Fire HE (D2)



Cavalry Section: By 1940 the Danish army had begun to modernise its cavalry units with the introduction of motorcycles and armoured cars, however the Hussar and Dragoon Regiments still had a number of mounted companies at the time of the invasion.

See **Cavalry Section** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

Bicycle Section: Bicycle mounted troops were a major part of the Danish army and provided critical mobility in the underfunded army while it sought to build up its mechanised transport.



Cost	Regular Infantry 55pts
Composition	1 NCO and 4 men
Weapons	Rifles
Options	- Add up to 3 additional men with rifles on bicycles for +11pts each. - Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.
Special Rules	- Bicycles: See Bicycles in <i>Bolt Action Second Edition</i> rule book under Unit Special Rules . - Trained in the saddle: Bicycles were critical to Danish soldier's mobility and troops were trained to use bikes in combat. On a RUN order dismounted Bicycle Section troops can remount their bicycles and make a RUN move.

Motorbike Section: The Danish armed forces acquired large numbers of the locally produced Nimbus motorcycles, using them in many roles, including motorcycle rifle companies. Motorbike Sections were equipped with 4 motorcycle-sidecar combinations plus 2 men riding pillion.



Cost	Regular Infantry 90pts
Composition	1 NCO and 5 men
Weapons	Rifles
Options	- Add up to 4 additional men with rifles on motorcycles/sidecars for +15pts each. - Up to 1 man can have a light machine gun for +20pts. Another man becomes a loader.
Special Rules	- Motorbikes: See Motorbikes in <i>Bolt Action Second Edition</i> rules

Machine Gun Team: While the Danes lacked many modern weapons they were well supplied with machine guns thanks to the local Madsen Company. A number of the Madsen M29 'Heavy' machine gun were generally available to support the infantry.

See Danish Machine Gun Team entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

Anti-Tank Rifle Team: In addition to machine guns the Madsen company produced a 20mm autocannon which was widely adapted by the Danish military to meet a variety of requirements, including a semi-auto anti-tank rifle configuration.

Cost	21pts (Inexperienced), 30pts (Regular)
Composition	2 men
Weapons	1 anti-tank rifle
Special Rules	- Team

Sniper Team: Each infantry platoon had one designated marksman issued with an M/89-28 rifle which had a heavier barrel than the standard M/89, a wooden hand guard, micrometer rear sight and hooded front sight.

Cost	50pts (Regular)
Composition	2 men
Weapons	1 rifle
Special Rules	- Team - Sniper

Medium Mortar Team: Like many other European forces, the Danes had adopted the influential French designed 81mm Brandt mortar.

See Danish Medium Mortar Team entry in *Bolt Action Germany Strikes: Early War in Western Europe*.



ARTILLERY

FIELD ARTILLERY

Light Artillery: At the time of German invasion the standard Danish light field gun was still the pre-WWI 75mm M.1902 produced by Krupp.

See **75mm Krupp 1092 Light Artillery** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.



Medium Artillery: During the late 1920's the Danes had acquired twelve 10.5cm (105mm) M1930 howitzers from the French Company Schneider and Co.

See **Medium Artillery** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

Heavy Artillery: Denmark had purchased a small number of 15cm howitzers from Bofors during WWI, but

by 1927 the range on these guns was considered too short and the Danes procured 24 15cm M.1912 howitzers from Schneider and Co. The last of these new guns was delivered in 1932.

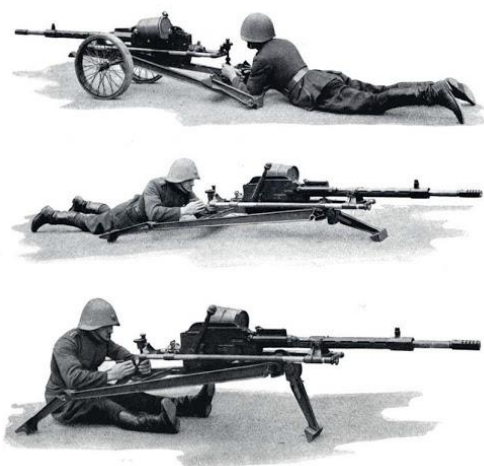
See **Heavy Artillery** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

ANTI-TANK GUNS

Madsen 20/23mm Machine Canon

M38: The ubiquitous 20mm Madsen autocannon was given a field mounting that could be used in a fixed or wheeled configuration, allowing the gun to be used in anti-tank and infantry support roles. The wheeled version was often towed by horse team, whereas the fixed version could be used mounted or dismount on vehicles, including the Nimbus motorcycle.

See **Madsen 20/23mm Machine Canon M/38** anti-tank gun entry in *Bolt Action Germany Strikes: Early War in Western Europe*.



Light Anti-Tank Gun: Denmark produced a licenced copy of the Bofors 37mm anti-tank gun. The gun was a popular inter-war design due to its light weight and semi-automatic breach which allowed a high rate of fire. Only one Bofors AT-gun was in action in the

Invasion of Denmark, it damaged two tanks, and shot the tracks off another tank before its crew were either wounded or killed by a German tank which drove over the gun. This gun is in the Tøjhusmuseet Museum in Copenhagen.

See **Bofors 37mm Light Anti-Tank Gun** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.



ANTI-AIRCRAFT GUNS

Madsen AA Autocannon: A range of dual-use and dedicated anti-aircraft mounts were produced for the Madsen 20mm light autocannon.

See **Madsen Light Anti-Aircraft Gun** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

Options	Rotating Platform: The weapon mount can be upgraded to a rotating platform +5pts.
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75mm AA Gun: For anti-aircraft defence, the Danes had a number of 75mm AA guns, including the older locally produced M.1914/16 gun, and the newer Vickers-Armstrong M.1932 gun. At the time of the invasion one of the few fully manned Danish units was the 14th Anti-Aircraft Artillery Battalion, which had been fully manned since the mobilization.

This unit managed to down at least one German plane over Western Jutland.

Cost	96pts (Inexperienced), 120pts (Regular)
Composition	4 men
Weapons	1 heavy anti-tank gun on a rotating platform.
Special Rules	- Team weapon - Fixed - Flak



Rules	- Turn on the spot: Motorbikes are so small and agile that they can turn on the spot enabling them to exercise a full speed RUN 'reverse', finishing the move facing in the direction of travel.
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ANTI-AIRCRAFT VEHICLES

AA Gun Truck: To provide cavalry units with anti-aircraft support, each regiment had a motor gun platoon of four trucks mounted with the 20mm Madsen autocannon. Though intended for anti-aircraft support the guns could be fired in anti-tank and anti-personnel roles.

VEHICLES

TANK & TANK DESTROYERS

Nimbus 20mm tank destroyer: This Nimbus motorcycle/sidecar combination replaced the passenger sidecar with a sidecar mount for a 20mm Madsen autocannon. The gun could be dismounted or fired while still mounted in the sidecar. During one of the first clashes between the Danish Army and the invading Germans, a Danish anti-tank platoon destroyed two German armored cars with their 20mm guns before being forced to retreat.

Cost	60pts (Regular)
Weapons	1 forward facing light autocannon covering the front arc.
Damage Value	6+ (soft-skin)
Special	- Recce

Cost	50pts (Regular)
Weapons	1 platform mounted light autocannon with 360-degree arc of fire.
Damage Value	6+ (soft-skin)
Special Rules	- Flak

ARMoured CARS

Nimbus Motorcycle with Machine-Gun sidecar: A number of Nimbus Motorcycle/sidecar combinations were produced with mounts for a Madsen M29 machine gun. As well as a forward firing mount, there was often a second pintle mount to allow the machine gun to be used in an anti-aircraft role.



Cost	40pts (Regular)
Weapons	1 forward-facing MMG covering the front arc.
Damage Value	6+ (soft-skin)
Options	Pintle-mounted: May add pintle-mount for machine gun with 360-degree arc for +5pts.
Special Rules	<ul style="list-style-type: none"> - Recee - Turn on the spot: Motorbikes are so small and agile that they can turn on the spot enabling them to exercise a full speed RUN 'reverse', finishing the move facing in the direction of travel. - Flak (if pintle-mount taken).

PV M36 Armoured Car: As part of inter-war modernisation efforts, in 1934 the Danes purchased a Landsverk-185 armour car from Sweden. This model proved underpowered and in 1936 the Danes went back to market and purchased two modified Landsverk hulls with an upgraded chassis, which were designated PV M 36. Neither car saw action during the German invasion.

See **Landsverk L-180 Heavy Armoured Car** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

Landsverk Lynx: During the late 1930s the Danes were seeking to modernise their cavalry regiments by adding an armoured car company to each, consisting of three troops with three

vehicles each, and a troop equipped with Nimbus motorcycles. While two modified Landsverk 180 cars had already been purchased, the Danes ordered 3 Landsverk Lynx in 1938. A further 6 vehicles were ordered in 1939, but by the time of the German attack only the original 3 had had been delivered and none saw action during the invasion.



See **Landsverk Lynx Light Armoured Car** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

TRANSPORTS & TOWS

Nimbus Command Motorcycle: In addition to weapons and troop versions, the Danes produced a Command variant of the Nimbus with the passenger sidecar replaced by a large radio sidecar.

Cost	55pts (Regular)
Weapons	None
Damage Value	6+ (soft-skin)
Special Rules	<ul style="list-style-type: none"> - Recee - Turn on the spot: Motorbikes are so small and agile that they can turn on the spot enabling them to exercise a full speed RUN 'reverse', finishing the move facing in the direction of travel. - Command Vehicle



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Truck:

See **Truck** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.

Options	May add pintle-mounted MMG covering the forward arc for +15pts
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Cars and Light Utility Trucks:

See **Tempo Gelandewagen 1200** entry in *Bolt Action Germany Strikes: Early War in Western Europe*.



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Horse Drawn Limber: At the time of the German invasion Denmark still used horses extensively for transport, towing heavy weapons and artillery.

Cost	8pts (Inexperienced), 10pts (Regular)
Weapons	None
Damage Value	3+
Tow	Any gun or howitzer
Special Rules	- Slow (only when towing)

Motorcycle Ambulance: The Nimbus ambulance was perhaps the most unusual of the Nimbus variants used by the Danes. To make an ambulance the passenger side car was replaced by an enclosed patient capsule that accommodated a single stretcher patient.

Cost	50pts (Regular)
Weapons	None
Damage Value	6+ (soft-skin)
Transport	- Like all empty transports, ambulances are destroyed if they end their turn close to enemy units than friendly units.
Special Rules	- Turn on the spot: Motorbikes are so small and agile that they can turn on the spot enabling them to execute a full speed RUN 'reverse', finishing the move facing in the direction of travel. - Medical Vehicle: Being in proximity of an ambulance means that wounded soldiers nearby have a chance of being treated by a medic from the crew of the ambulance. Infantry and artillery units within 6" of the vehicle count as within 6" of a medic.



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