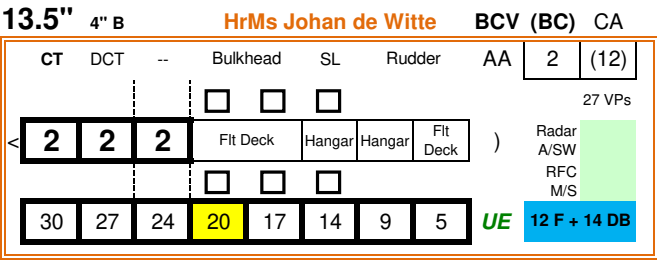


See <https://faraftandfaintly.com/> for illustrations and additional info.

Std Displacement: 38000 tons

Aircraft: 21 fighters (+14 at war)*, 42 dive bombers

- Fighter Squadron 1: 21 (7 GQ flights) Grumman F3Fs
- Fighter Squadron 2: 6 (2 GQ flights) Brewster F2A Buffalos, 7 (2 GQ flights) Hawker [Sea] Fury Mk IIs
- Bomber Squadron 1: 14 (5 GQ flights) Curtiss SBC-3 (Model 77) Helldivers
- Bomber Squadron 2: 14 (5 GQ flights) Curtiss SBC-3 (Model 77) Helldivers
- Bomber Squadron 3: 14 (5 GQ flights) PZL P.23 Zeearends (Sea Eagles)
- Support Squadron 1: 4 (1 GQ flight) Hawker [Sea] Hart (ASW Patrol, Gunnery Spotting), 2 (1 GQ flight) Grumman J2F Ducks (Admin, ASW Patrol, A/S Rescue, Gunnery Spotting)



Std Displacement: 38000 tons

Aircraft: 21 fighters (+14 at war)*, 42 dive bombers

- Fighter Squadron 3: 21 (7 GQ flights) Grumman F3Fs
- Fighter Squadron 4: 6 (2 GQ flights) Brewster F2A Buffalos, 7 (2 GQ flights) Hawker [Sea] Fury Mk IIs
- Bomber Squadron 4: 14 (5 GQ flights) Curtiss SBC-3 (Model 77) Helldivers
- Bomber Squadron 5: 14 (5 GQ flights) Curtiss SBC-3 (Model 77) Helldivers
- Bomber Squadron 6: 14 (5 GQ flights) PZL P.23 Zeearends (Sea Eagles)
- Support Squadron 2: 4 (1 GQ flight) Hawker [Sea] Hart (ASW Patrol, Gunnery Spotting), 2 (1 GQ flight) Grumman J2F Ducks (Admin, ASW Patrol, A/S Rescue, Gunnery Spotting)

12"	5.9"	4.7"	HrMs Schoonveldt				BCV (BC)		CA
CT	DCT	--	Bulkhead	SL	Rudder	AA	3	(7)	
									22 VPs
< 2	2		Flt Deck	Hangar	Hangar	2	Flt Deck)	Radar A/SW RFC M/S
27	24	22	18	15	12	8	4	UE	7 F + 8 DB

Std Displacement: 35000 tons

Armor: Belt: 9", Main turrets: 9", Deck: 2.4"

AA: 8x 4.7", 18x 40mm, 10x 20mm, 10x .50cal, 10x .30cal

Aircraft: 14 fighters (+6 at war)*, 23 dive bombers

Fighter Squadron 5: 14 (5 GQ flights) Hawker [Sea] Fury Mk IIs, 6 (2 GQ flights) Brewster F2A Buffalos

Bomber Squadron 7: 23 (8 GQ flights) Hawker [Sea] Harts

Support Squadron 3: 4 (1 GQ flight) Hawker [Sea] Hart (ASW Patrol, Gunnery Spotting), 2 (1 GQ flight) Grumman J2F Ducks (Admin, ASW Patrol, A/S Rescue, Gunnery Spotting)

* Stored on flight deck under canvas.

Notes:

- Ship data (e.g. displacement, armament, armor, etc.) based on Appendixes A and B of FAAF.
 - 13.5" guns on *HrMs Cornelis de Witte* and *HrMs Johan de Witte* should use the 13.5" column on the Royal Netherlands Navy (RNN) Gunfire CRT.
 - 4" B guns on *HrMs Cornelis de Witte* and *HrMs Johan de Witte* should use the 4" B column on the RNN Gunfire CRT. Note: these are casemate guns that do not contribute to the AA values.
 - Appendix A states 10 104mm (4") guns. 5 guns/side doesn't work well when each box represents 2 guns. The gallery drawing from <http://faraftandfaintly.com> looks like 7 guns/side.
 - 12" guns on *HrMs Schoonveldt* should use the 13.4" • 12" column on the Marine Francaise (MF) Gunfire CRT.
 - Appendix B lists 6" guns on *HrMs Schoonveldt*. On the ship log, these have been changed to 5.9" guns from the RNN Gunfire CRT.
 - Appendix B lists 8 127mm (5") AA guns on *HrMs Schoonveldt*. On the ship log, these have been changed to 4.7" guns from the RNN Gunfire CRT.
 - Appendix B lists Armor Plate Max: Main Gun Turrets 230mm (9") on *HrMs Schoonveldt*, hence the (BC) rating. Other sources (e.g. Wikipedia) indicate a maximum of 305mm (12") for *HMS Agincourt* (BB); assume the Dutch removed some armor to save weight.
 - BCV = BC deck and hull armor.
- Air group data based on Appendix C of FAAF.
- GQ3.3 Surface Gunnery Attack
 - When attacked by gunfire, damage reflects the BCV's hybrid target characteristics. ODD results on the GUNFIRE DAMAGE table use the CV - CVE target column, while EVEN results use the BA - B* target column.
 - Treat an "Aft Flight Deck" result as a generic "Flight Deck" result, and then determine randomly if it is Fwd or Aft.
- GQ3.3 Mine & Torpedo Damage
 - Use the BC • BD • CV column.
 - Reflecting their hybrid nature, "Fwd" damage indicates a Main Mount armament box hit (including the "rear" turret on *HrMs Schoonveldt*), while "Aft" damage is treated as a Hangar Fire.
- GQ3.3 Air Attack
 - When under aerial attack, they are treated as a CV target on the BOMB DAMAGE table, with BC equivalent deck armor.
 - Reflecting their hybrid nature, "Fwd" damage indicates a Main Mount armament box hit (including the "rear" turret on *HrMs Schoonveldt*), while "Aft" damage is treated as a Hangar Fire.
- GQ3.3 Air Operations
 - WRT 2.7.3 Snooper Interception and 2.7.4 Formation Interception, they do not have radar, so the "Visual" column must be used.
 - WRT 2.15.3 Replenishing Aircraft, they are treated as British CVs.
 - WRT 4.5.2 Flight Operations, including Aircraft Rearm Capacity, they are treated as British CVs.
 - WRT CAP Intercept for both 4.5.4 Air Search and 4.5.5 Aerial Combat, they do not have radar, so the "Visual" columns must be used.

Defending the Malay Barrier (ABDACAM) Changes

1. The Note to 1.4.1 Historical Campaign Start Options still applies: once the Allied capital ships are sunk or crippled/withdrawn – which includes either/both British BBs/BCs and/or Dutch BCs/BCVs, and which must be disclosed to the IJN player – the IJN withdraws their BBs.
2. The ships must be assigned to a CG or an S.
 - a. The CG requirements/limitations under 2.4.1 Naval Combat Mission Command Decisions are changed to one to three battle-carriers for a Dutch CG.
 - b. The S requirements/limitations under 2.4.1 Naval Combat Mission Command Decisions are changed to zero to three battle-carriers for a Dutch S.
 - c. In either case, air operations may be preformed; CG indicates an intent by the Dutch to just perform carrier ops, S indicates their desire to engage in surface ops as well.
3. Engagement Resolution
 - a. If assigned as a CG, on the Contact Table, this CG is treated as a CG in all respects, with one exception: It is also subject to Engagement #4 Patrol vs Sweep, with a +2 modifier.
 - b. If assigned as a S, on the Contact Table, this S is also treated as a CG WRT Engagement #1 CG vs CG and Engagement #2 CG vs Surface.
 - c. For Air Strikes, WRT table A1 Carrier vs. Carrier Acquisition, a Dutch CG is treated as a British CG in all respects.
 - d. Note that for IJN LBA, whether assigned as a CG or an S, the LBA will be armed with torpedoes and 'H' bombs.
4. Damage, Repair and Aircraft Losses
 - a. The Dutch BCVs are treated as BCs WRT being disabled or crippled.
 - b. The Dutch BCVs are treated as BCs WRT repair, in particular WRT Dry Dock Limit. The Dutch do get the additional Dry Dock Limit at Surabaya.
 - c. The Dutch BCVs are treated as IJN carriers WRT Aircraft Losses; specifically WRT use of the Renew Flights and Refit Carrier Air Group tables.
5. Campaign Start Option and Order of Battle Changes
 - a. Campaign Start Option is equivalent to "Gneisenau-type BCs"; i.e. the IJN OB adds *IJN Kongo* and *IJN Haruna*, and possibly *IJN Fusō* and *IJN Yamashiro*.
 - b. All three BCVs are added to the Allied/ABDA CENGROUP OB as Allied/ABDA **Turn 1** Reinforcements.
 - c. The IJN EAF adds 4th Carrier Division (-), *IJN Ryujo* and Destroyer Division 3 (-) *IJN Shiokaze* on Turn 0, if Turn 0 is played.
 - e. The IJN EAF adds 3rd Carrier Division (-) *IJN Zuihō* and Destroyer Division 27 (-) *IJN Shigure* and *IJN Shiratsuyu* on Turn 0, if Turn 0 is played; otherwise they are added on Turn 1.
 - d. To the 3rd Carrier Division, the IJN adds *IJN Shoho* (copy *IJN Zuihō*'s ship log, air group and carrier log) on Turn 0, if Turn 0 is played; otherwise she is added on Turn 1.
6. Optional Turn 0 Changes
 - a. IJN Theater Event Table: a 1-5 is now the same as 6-7, Yamada Kokutai provides escort.
 - b. Allied Theater Event Table: a 1-5 is now "Dutch BVCs sortie. The Allied/ABDA CENGROUP Turn 2 Reinforcements are available at Batavia on Turn 0."
 - c. Japanese Command Decisions: The IJN gets an additional CD, which must be a CG_W.
 - d. Allied Command Decisions: The Allies get an additional CD, which must be a CG_{BW} or S_{BW}.
7. Turn 1 Changes
 - a. IJN Theater Event Table: a 1-2 is now the same as Turn 0 6-7, Yamada Kokutai provides escort.
 - b. Japanese Command Decisions: The WAF gets 4 CDs. Add a CG_W to the list of possible IJN missions.
 - c. Allied Command Decisions: CENGROUP also gets a CD. Add a CG_{BW}, S_{BW} and Trnsfr_{B-SB} to the list of possible Allied missions.
8. Turn 2-4 Changes
 - a. Japanese Command Decisions: Add a new Reinf: Add 3rd Carrier Division (-) *IJN Hosho* (4 A5M "Claude" fighter flights, 3 B4Y "Jean" torpedobomber flights), to Eastern Attack Force OB at Davao; may be allocated to another CD this turn. [costs 5 VPs]
 - b. Allied/ABDA Command Decisions: Add a CG_{BW}, CG_{BE}, CG_{SBC}, and CG_{SBE}, to the list of possible Allied/ABDA missions.
9. Turn 5-6 Changes
 - a. Japanese Command Decisions: Replace Reinf of *IJN Zuihō* with: Add 3rd Carrier Division (-) *IJN Hosho* (4 A5M "Claude" fighter flights, 3 B4Y "Jean" torpedobomber flights), to Eastern Attack Force OB at Davao; may be allocated to another CD this turn. [costs 5 VPs]
 - b. Allied/ABDA Command Decisions: Add a CG_{BW}, CG_{BE}, CG_{SBC}, and CG_{SBE}, to the list of possible Allied/ABDA missions.

Suggestions for Miniatures:

Miniatures for these Dutch hybrid carriers do not exist. They will have to be scratch-built, or proxies used. The obvious proxies, or starting points for scratch-building, are the British carriers *HMS Courageous*, *HMS Furious* and *HMS Glorious*. If you have a couple of extra BB/BC twin main battery turrets, simply glue them onto the forecastle in front of the forward end of the flight deck. In 1/2400 scale, GHQ (<http://www.ghqmodels.com/>) and Panzerschiffe (<http://www.panzerschiffe.com/>) make these miniatures. Options also exist in 1/3000 scale (e.g. <http://www.navwar.co.uk/nav/default.asp>) and 1/6000 scale (Figurehead, available from <http://www.lastsquare.com/zen-cart/> or <https://www.magistermilitum.com/>). 3D printing is also an option (e.g. <https://www.shapeways.com/product/BE6K5TSLSB/british-courageous-class-aircraft-carrier> or <https://www.wargaming3d.com/product/british-hms-furious-aircraft-carrier/>).