

Comprehensive Netherlands Reinforced Platoon Listing

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The idea of the list is to include all the units that a Dutch force used during the Second World War, much in the same way that the UK or France had an empire so did the Dutch but on a smaller scale, each having distinct units that you could field in a 'Reinforced Platoon'. The Dutch don't have the variety of the British but it seems only fair to allow the Dutch to field all the units they had available whether it was used in Europe, the West or East Indies. Further additions in the future could be the Dutch Marines (De Mariniers) Brigade trained at Camp Lejeune, the Princess Irene mechanized Brigade trained in the UK and a 'Legend of the KNIL', Captain Jean Victor De Buijn Netherlands East Indies Army (Bronze Cross and Cross of Merit) Doctor of Literature and Philosophy.

The document cover four main areas:

1. Updating the current list for the 1940 Dutch forces in Europe to include some missing units.
2. Updating the current 1942 KNIL army list so it includes correct unit description, missing units and equipment used by the army.
3. Adding a new Army Special Rule reflecting the support provided to the KNIL from the UK, Australian and USA armed forces.
4. Listing equipment ordered by the KNIL and used by the Dutch forces in Suriname and the Dutch Antilles.

All units in this list can be used to form part of a generic Reinforced Platoon Selector from the *Bolt Action* rulebook.



Section List

- 1, New Weapon Options
- 2, New Army Special Rule for the KNIL
- 3, Headquarters Units
- 4, Infantry
- 5, Teams
- 6, Artillery
- 7, Armoured Cars
- 8, Tanks
- 9, Transports
- 10, Tows
- 11, Reference Sources and Website Link

1, New Weapon Options

Klewang sword as a weapon option for the KNIL (new weapon option)

Infantry Armed with the Klewang Gain **Tough Fighter**

There are several examples in the Bolt Action Army and Theatre books of infantry that carry a sword gaining the option of 'Tough Fighter' at a 1pt additional cost

Book Name	Unit Name	Weapon Name
Empire in Flames	Big Sword Squad	Dadao
Armies of Imperial Japan	Officer	Gunto
Armies of Great Britain	Gurkha Section	Kukris
Armies of France	Senegalese Tirailleurs	Coupe-Coupe



(Left) A KNIL platoon in the jungle armed with carbine and klewang (Right) A service issue Klewang

The Dutch klewang is probably one of the most distinctive modern military swords. A short cutting weapon with a sharp, curved, single-edged blade and a clipped-point, the Dutch klewang is a cultural landmark, still used ceremonially today.

The first military version was issued in 1898 (M1898) with the 5th and last version being the (M1941), this was issued to the Royal Dutch East Indies Army, Royal Dutch Army, Royal Dutch Navy and Dutch police all used the militarised version of the Klewang until the 1950's. These military versions were shortened sabres from a European design, and better suited for close quarter fighting and jungle warfare. Officially the weapon was named the Marechaussee-sabre but the name klewang was more popular and was later used as an official model.

The majority of the Indonesian soldiers due to their small stature were equipped with the M95 Mannlicher M95 carbine and the Klewang

A Dutch military fencing manual was issued in the 1930's covered using the klewang in combat with and without the carbine.



(Left) Demonstration by KNIL soldiers of combat fencing with M95 carbine and klewang c1935 (Right) On patrol with M95 carbines and klewang

The Klewang was a standard side arm for a significant number of KNIL infantry and weapon teams, the option should be allowed for them to carry the weapon at a cost of 1pt per man which will gain them the 'Tough Fighter' benefit in close combat.

Johnson Semi-Auto Rifle as a weapon option for the KNIL (new weapon option)



With their supplies from the Netherlands 'cut off', the KNIL began seeking additional weapons from the Allies and the still neutral United States. From the latter they ordered M1941 Johnson semiautomatic rifles, light machine guns, Thompson submachine guns, Colt M1903, Harrington & Richardson .32 pistols, and Marmon-Herrington CTLS tanks. This was in addition to the significant number of Browning medium and heavy machine guns already being used by the KNIL.

Of the 10,000 plus M1941 Johnson semi-automatic rifles ordered for issue to the KNIL in the Dutch East Indies only 1,999 rifles were shipped in time, arriving in the summer of 1941 before the Japanese invaded in January 1942. Although 1999 rifles is not a huge amount, the front line strength of the KNIL at the time was around 34,000 men so it's enough to equip two/three battalions.

Some shipments that were on route to the East Indies, were diverted to Australia, plus part of the order was sent to Suriname, both shipment were used to equip Dutch/KNIL forces.

New Rule Option

Regular KNIL infantry platoons may be equipped with the Johnson rifle at a cost of 1pt per man gaining the **Rapid Fire** rule due to the semi-automatic design of the gun. For each 3 men firing the unit gain 1 extra shot.

I considered the **Fire and Manoeuvre** rule the US use with the M1 Garand semi-auto rifle but this reflects a combination of the volume of fire plus manoeuvre training and the latter part would be missing in a KNIL force.



KNIL troops who escaped to Australia wearing KNIL uniform marching with their Johnson rifles and Thompson sub-machine guns.

Link to Forgotten Weapons Videos on the **Johnson M1941 rifle**

<https://www.youtube.com/watch?v=RhgIbVazbf8>

<https://www.youtube.com/watch?v=aY19tDMDvr4&t=555s>

The KNIL Stock of SMG's

In the Armies of France and the Allies book none of the KNIL units can be equipped with an SMG but the KNIL did have a significant stock of sub-machine guns.



KNIL Soldier with a MP28 SMG



KNIL Marine with a Thompson M/1928

YouTube Links to the SMG in KNIL service

MP 28

<https://www.youtube.com/watch?v=xVBEvmFoSzM>

Thompson M/1928

https://www.youtube.com/watch?v=KTY_DQ0mIU

The standard KNIL submachinegun was the MP28 II (aka M/1928 Schmeisser), normally issued to NCO's from 1939. The KNIL ordered 2420 of them, the Japanese recorded 797 captured on Java alone. The KNIL also ordered 2000 Thompson M/1928 from the US, but not all appear to have been delivered, with some being diverted to Australia (along with an additional shipment of 1000 aboard the KPM steamer Bantam) to

the KNIL in the West Indies. Japanese records list 723 captured on Java, The Japanese also list 31 Reising 50 submachineguns among the weapons captured on Java these may have being captured from the 2nd Battalion, 131st Field Artillery a U.S. unit

Revised Equipment Option

The NCO in a Regular KNIL Army section , Landstorm section, Motorcycle section, Marechaussee section, Scout section and Artilleriewachtroepen section can be equipped with a SMG for +3 pts.

2, New Army Special Rule for the KNIL

Limited Allied Support

The KNIL were supported by a range of allied units during the East Indies campaign, I have listed the two largest forces involved, Sparrow and Black force. The KNIL had around 42,000 regular troops supported by around 60,000 Home Guard/Native troops, to this the allies added around 8500 regulars with their equipment, so not including the option to include an allied unit in the mix is missing an essential element of the campaign.

Java Black force British, US and Australian Ground Forces

Apart from the KNIL forces, the allies also supplied units to help with the defence of the East Indies. The largest of these was 'Black force' which consisted of some 2300 Australian troops including a machine gun regiment commanded by Brigadier General A.S. Blackburn VC. They were supported by British light tanks from 'B' Squadron of The Kings Own 3rd Hussars, five British Anti-Aircraft Regiments (Two without guns fielded as infantry), truck drivers, medics, clerks (About 3500 British), 2nd Battalion 131st Field Artillery US Army (900 men) and downed airmen. It deployed February 27, 1942 at Buitenzorg (now Bogor, 60 miles west of Bandung).



Members of the 2/3 Machine Gun Battalion at Arinem Plantation, Java, 1942, alongside Marmon Herrington armoured cars. Australian War Memorial 043856.

Timor Sparrow Force British and Australian Ground Forces

Sparrow Force on Timor comprised of the 2/40th Infantry Battalion, 2/1st Heavy Battery, Fortress Engineers and Signals, 2/11th Field Company, 2/12th Field Ambulance, 22nd Dental Unit, 18th Anti-Tank

Battery, 75th Light Aid Detachment and Australian Army Service Corps as well as the 2nd Independent Company (Commando) which went to Portuguese East Timor. British Bofors gunners of the 79th Light Anti-Aircraft Battery, 21st L.A.A. Regiment arrived from Java only a few days before the Japanese invaded. Netherlands East Indies forces were also a component of the defence on Timor.



HQ No.3 Platoon (mortars)

Additional Army Special Rule for KNIL forces-Limited Allied Support Option

To represent the Allied forces in the East Indies you can include one unit from the following selectors to be part of your force, the unit can use its national characteristics but no free units are allowed. I have tailored the theatre selectors to include only units that were fielded.

Theatre Selectors

British-1942 - Fall of Singapore (No Native Irregulars or Armoured Cars (except Jeep) but can include Vickers Mk VI b/c Tank , the Australian Commandos can have the option of taking a **Local Scout** (See Netherlands KNIL Guerrillas list)

Australian-1942 Australian Army (No Papuan Infantry but can include a Marmon Herrington Mk1-3 armoured car)

United States-1942 Battling Bastards of Bataan (No Tanks, Heavy Arty, Flamethrowers or Philippine Scout Units)

3, Headquarters Units

The Dutch and KNIL officers had no significant large scale conflict experience, hence no veteran officers.

Officer (Dutch and KNIL unit)  

Cost: Second Lieutenant 35pts (Inexperienced), 50pts (Regular),

First Lieutenant 60pts (Inexperienced), 75pts (Regular)

Team: 1 officer and up to 2 further men

Weapons: Pistol, sub-machine gun, 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)

Medic (Dutch and KNIL unit)



Medical advances between the wars allowed all nations to see the importance of highly skilled men made available to frontline troops. The vast majority of wounded men treated very soon after being wounded survived their injuries. Trained medics, stretcher-bearers and other troops were dedicated to these medical tasks.

Cost: 25pts (Regular)

Team: 1 medic and up to 2 further men

Weapons: Pistol or none as depicted on the model

Options:

The medic may be accompanied by up to 2 men at a cost of +10pts per man (Regular)

Higher Officer (Dutch and KNIL unit)



Captain

Cost: 95 pts (Inexperienced) (Regular) Captain 110 pts

Team: 1 officer and up to 2 further men.

Weapons: Pistol, submachine gun, or rifle as depicted on the models.

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

+7pts (Inexperienced) or +10pts (Regular each)

Major

Cost: 135 pts (Inexperienced) (Regular) 150 pts

Team: 1 officer and up to 2 further men.

Weapons: Pistol, submachine gun, or rifle as depicted on the models.

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

+7pts (Inexperienced) or +10pts (Regular each)

Forward Artillery Observers (Dutch and KNIL Unit)



Cost: 100pts (Regular)

Team: 1 forward observer and up to 2 additional men

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

Options:

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

+10pts (Regular)



Forward Naval Observer (KNIL new unit)

Cost: 180pts (Regular)

Team: 1 forward observer and up to 2 additional men

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

Options:

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

+10pts (Regular)

KNIL forces



Air Force Forward Observer (Dutch and KNIL, new Dutch unit)

Cost: Air Force Forward Observer 75pts (Regular)

Team: 1 forward observer and up to 2 additional men

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

Options:

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

+10pts (Regular)



(Left) KNIL Brewster Buffalo fighter

(Right) Dutch Fokker G.I heavy fighter

4, Infantry



Regular Army Section (Dutch and KNIL unit)

These are the units who received regular weapons training drill and some military exercises.

There main function for the KNIL prior to the Japanese invasion was colonial policing, security and performing at large scale military parades, they were comprised of a mixture of Dutch, colonials and local recruits. By 1941 the KNIL could field around 85,000 personnel, of that 34,000 were classed as regular and the remainder comprising a mixture of Landstorm (Home Guard), Stadswacht (Town Watch) and civilian auxiliaries.

The Dutch army was significantly larger at 250,000 men but only had a cadre of only 25,000 regulars the remainder being conscripts who had been called up to serve.



(Above) KNIL infantry above (Below) Dutch units

Cost: 35pts (Inexperienced) 50pts (Regular)

Weapons: Rifles

Composition: 1 NCO and 4 men

Options:

Add up to 6 additional men with rifles+7pts Inexperienced +10pts (Regular)

Up to one soldier may have a light machine gun for +20pts. Another soldier becomes the loader for each.

The NCO may be given an SMG for +3pts (KNIL)

Equip the unit with the Klawang at 1pt per man (KNIL)

Equip the unit with the Johnson Semi-Auto Rifle +1pt per man (KNIL Regular)

The entire squad can be mounted on bicycles at +1pt per man (Dutch & KNIL)

Special Rules:

Tough Fighters if equipped with a klawang or SMG

Assault if equipped with SMG

Rapid Fire if equipped with the Johnson Semi-Auto Rifle

Source: KNIL Bolt Action Army List by Travis Davis

Dutch Corps Mariniers (Marines) Infantry Unit (Dutch & KNIL new unit)



The Dutch Marines trace their origins to the establishment of the *Regiment de Marine* on 10 December 1665 and are the third oldest still active Marine Corps in the world.

When the Japanese invaded the East Indies in 1942 there was half a battalion of Dutch Marines from the Dutch navy as part of the defending force. The majority of the unit (75%) were armed with Thompson sub machine guns.

Ref: Page 87 *The Netherlands East Indies Campaign 1941-42* Osprey



(Left) Kplmarn Jan van Doorne with Thompson pistol machine gun (later model with elongated magazine), 1500-1900 were purchased in 1941 by the KNIL, note the anchor on the Marine's helmet.(Right) Dutch Mariniers who earned the nickname 'The Black Devils' from the Germans for their stubborn defence of Rotterdam

Dutch Marines are classed as **Tough Fighters**

Cost: 55pts (Regular) 70pts (Veteran)

Composition: 1 NCO and 4 Men

Weapon: Rifle

Options:

Add up to 6 additional soldiers +11pts (Regular) +14pts (Veteran)

The NCO can replace his rifle with a submachine gun for +3pts (KNIL)

Up to one man can have a LMG for +20pts. Another soldier becomes the loader.

Up to 6 soldiers can be armed with a submachine gun for +2 pts a man (KNIL)

Special Rules:

Tough Fighter

Assault



Landstorm (Home Guard) Infantry Unit (KNIL new unit)

The Landstorm (Home Guard) battalions were militia battalions with minimal heavy weapons and transport. Some Landstorm battalions even contained companies of retired soldiers (average age 50), who in some battles were noted by the Japanese for their remarkable fighting spirit!



Landstorm (conscripts of 35 years and older) are called in for training. Here lessons in light automatic weapons (the Madsen carbine machine gun) on the lawn of the Generaal Staalplein in Meester Cornelis near Batavia

Cost 35pts (Inexperienced)

Weapon Rifle

Composition 1 NCO and 4 men

Options

The NCO can be armed with a SMG +3 pts

Add up to 6 additional men with rifles +7pts (Inexperienced)

Up to one man have a LMG for +20pts. Another soldier becomes the loader

May replace any soldiers rifle with a pistol for -2pts each

May replace any rifle with a hunting shotgun (18"range) for -1pt each.

Equip the unit with the Klewang at 1pt per man

Special Rules

Green

Tough Fighters

Assault

Source: KNIL Bolt Action Army List by Travis Davis

9, Stadswacht Infantry Unit (KNIL new unit)



The Stadswacht (Town Watch) were the reserve forces of the KNIL. Whilst they received some training, they received the least modern weaponry and were left to defend their home regions. They fielded their own locally built versions of armoured transports.



JF Cooke, member of the Marine Vendel (about 40 men) of the Stadswacht Batavia. (C1941)

Cost 35pts (Inexperienced)

Weapon: Rifle

Composition: 1 NCO and 4 men

Options:

Add up to 6 additional men with rifles +7pts (Inexperienced)

Up to one man have a LMG for +20pts. Another soldier becomes the loader

Special Rules:

May be Shirkers for -3pts each

Source: KNIL Bolt Action Army List by Travis Davis

KNIL Marechausee (KNIL new unit)



In English Marechausee means, translated literally, (military) constable. However, this translation puts you on the wrong track! The Marechausee Corps was a very specialized force consisting of jungle commandos (Brigades) and was, because of that, a corps d' elite as well as corps of shock troops formed by the Royal Dutch East-Indian Army. The formation of the corps took place April 2nd 1890.

Marechausee Battle Song

Marechausee!

Above all things I am a Marechausee!

We hit out and

Climb mountains every day!

You kill me?

Others will replace me, without any delay!

All I want to do is fighting

Shoulder to shoulder with the comrades

Of my Brigade Marechausee!



(Above) Marechausee back from patrol

Marechausee are classed as Mountaineers

Cost 55pts (Regular) 70pts (Veteran)

Weapon: Rifle

Composition: 1 NCO and 4 men

Options:

Add up to 7 additional men with rifles 11pts (Regular) 14pts (Veteran)

The NCO may have a SMG +3pts

Up to one man have a LMG for +20pts. Another soldier becomes the loader

Equip the unit with the Klawang at 1pt per man

Special Rules:

Assault if armed with a SMG

Mountaineers

Tough Fighters (if equipped with a klawang or SMG)



KNIL Scout Patrol (KNIL new unit)

It was standard practice to send out patrols while a company was advancing. The patrols consisted of a few men of the rifle platoon, sometimes a whole group, who were supposed to be 50-300m in front (or on the flank) of the parent company. Source: Infanterie-Reglement Deel II; Het Gevecht, onderdeel B, p.63 (1934).



Cost 18pts (Inexperienced) 24pts (Regular)

Weapon: Rifle

Composition: 1 NCO and 1 man

Options:

Add up to 3 additional men with rifles +9pts (Inexperienced) 12pts (Regular)

The NCO may have a SMG +3pts

Equip the unit with the Klawang at 1pt per man

Special Rules:

Assault

Behind enemy lines

Scouts

Tough Fighters (if equipped with a klawang or SMG)



KNIL Guerrilla Rifle/LMG Section (GRP option from the New Guinea campaign book)

Cost 35pts (Inexperienced) 50pts (Regular) 65pts (Veteran)

Weapon: Rifle

Composition: 1 NCO and 4 men

Options:

Add up to 3 additional men with rifles +7pts (Inexperienced) 10pts (Regular) 13pts (Veteran)

The NCO may have a SMG +3pts

One soldier may have a light machine gun for +20pts. Another soldier becomes the loader

Equip the unit with the Klawang at 1pt per man

Add a local scout with a rifle 32pts (Inexperienced) 35pts (Regular) 38pts (Veteran)

Special Rules:

Assault if equipped with an SMG

Local Scout

Tough Fighters (if equipped with a klawang or SMG)



Artilleriewachttroepen (Artillery Guard Troops) Infantry Unit (KNIL new unit)

Artilleriewachttroepen (Artillery Guard Troops) were dedicated guard units for the artillery. The unit was not a full strength platoon, but had access to the machine guns used for AA defence so we allow them the use of additional LMGs, though each Unit purchased must have a gun to which it is assigned to "guard".



KNIL Artillerie stelling bij Antjokanaal, Batavia 1936

KNIL crew manning a 75mm Bofors

Cost 50pts (Regular)

Weapon Rifle

Composition 1 NCO and 4 men

Options

The NCO can be armed with a SMG +3 pts

Add up to 3 additional men with rifles +10pts (Regular)

Up to two soldiers may have a light machine gun for +20pts. Another soldier becomes the loader for each.
Equip the unit with the Klewang at 1pt per man

Special Rules

Only one squad is allowed per Artillery piece as they were the dedicated guard unit.

If deployed on the table at the start of the game they must deploy within 12" of a friendly artillery unit

Tough Fighters (if equipped with the klewang or SMG)

Assault if equipped with an SMG

Source: KNIL Bolt Action Army List by Travis Davis



KNIL Cavalry (KNIL new Unit)

Cavalry has a long history in the KNIL with the first units established in 1815-16 but by 1940-41 all horse-mounted Cav Squadrons except 5th Squadron in Bandung (West Java) were reorganized and motorized. The 5th Cav Squadron remained horse-mounted with three Officers, 108 other ranks, 109 horses, four trucks and nine LMGs 6, 5 mm M/1915 Madsen, the KNIL cavalry were also armed with sabres



KNIL Cavalry on parade.

Cost: 65pts (Regular) 80pts (Veteran)

Composition: 1 NCO and 4 men, all mounted on horses. Add up to 6 additional men with rifles.

Weapons: Cavalry carbines and swords

Options:

Add up to 6 additional men with carbines and swords +13pts (Regular) 16pts (Veteran)

Up to 1 soldier may have a light machine gun for +20pts, another soldier becomes the loader

Special Rules:

Cavalry

Cavalry carbine

Tough Fighters

Motorcycle Section (KNIL & Dutch revised unit)



The East Indies was one a major oil producer with an established extraction and refining industry allowing the KNIL to be a fully motorised force. Motorcycles were readily available in the East Indies and were adopted by the KNIL as a flexible transport option for some infantry units.



KNIL motorcycle units on parade at Andir Airport in Bandung.

In the 1930's, Harley-Davidson exported a significant number of V-series models for use by the Dutch military to convert cavalry units into mobile infantry and scout units .As well as Harley's the Dutch Army by 1940 had two full regiments of "motorcycle hussars" - with BSA G12-driven sidecar MG combinations and BSA M21 MG combinations. At the outbreak of war at least 840 bikes of various types were deployed in 2 motorised cavalry regiments.





(Above) On manoeuvres and deployed in the AA role utilising the sidecar pintle mount. (Centre) Dutch Hussars on parade. (Below) MMG two man team at the range, reconnaissance squadron on parade with a Fordson Thames 7V van top right as support transport.

Cost: 75pts (Regular)

Composition 1 NCO & 4 men on motorcycle/sidecars

Options:

Add up to 6 additional men with rifles on motorcycles/sidecars for 15pts per man

The NCO can be armed with a SMG +3pts (KNIL)

Up to one man may have a LMG for +20pts. Another soldier becomes the loader (KNIL)

Up to one sidecar/motorbike can mount a MMG +23pts. Another two soldier becomes the loader (Dutch)

May add pintle mount +5pts (Dutch)

Special Rules

Motorbikes

Assault if equipped with a SMG

Flak (Dutch)

Rule option 1: (Dutch) Note: All other motorcycle mounted infantry units in the game are only equipped with a LMG, the Dutch have the option of taking an MMG or a LMG, as the Dutch unit MMG is on a wheeled mount the MMG can advance a fire as if it was an LMG.

Rule option 2: (Dutch) When a Dutch Motorcycle Section dismounts that is armed with a MMG it operates like a Japanese IJA Machine Gun Section and uses the **Overmanned team rule**.

4, Teams

Medium Machine Gun Team (Dutch and KNIL unit)



The Dutch and KNIL used a range of medium machine guns of the Vickers pattern manufactured in the UK, USA, Australia and the East Indies.



(Left) KNIL Vickers MMG team, note armed with klewang. (Right) Dutch Vickers MMG team.

Cost: 35pts (Inexperienced), 50pts (Regular)

Composition: 3 Men

Weapon: 1 MMG

Options:

May add a pintle mount for 5pts to gain the flak rule

Equip the unit with the Klewang at 1pt per man (KNIL)

Special Rules:

Team Weapon

Fixed

Tough Fighter if equipped with the klewang (KNIL)

Anti-Aircraft Heavy Machine Gun Team (KNIL new unit)



The KNIL also had access to weapons from the US; one of the more popular purchases was the Colt Browning 12.7mm heavy machine gun. This was attached to a range of vehicles and was also used for dedicated air defence in a lot of areas.



A Browning .50 water-cooled machine gun as an anti-aircraft gun, on a rotary mount and truck mounted operated by men of the KNIL in the Dutch East Indies. (1941)

The weapon is costed with the pintle mount option, representing how the weapon was deployed in the conflict.

Cost: 61pts (Inexperienced), 75pts (Regular)

Composition: 4 Men

Weapon: 1 HMG

Options:

Special Rules:

Team Weapon

Fixed

Flak

Source: KNIL Bolt Action Army List by Travis Davis



Marksman (Dutch and KNIL revised unit)



The Dutch and KNIL forces didn't specifically train snipers, but they did run shooting competitions, the lone sniper represent the units best shot.

Cost 40pts (Regular) 50pts (Veteran)

Composition: 1 Man

Weapon: Rifle

Options:

Equip the unit with the Klewang at 1pt per man

Special Rules:

Sniper

Tough Fighter if equipped with the klewang

Small Team

Source: KNIL Bolt Action Army List by Travis Davis



Anti-tank Rifle Team (Dutch and KNIL unit)

The Dutch and KNIL adopted the Swiss made Solothurn S18-1000 anti-tank rifle which was the most technically advanced and powerful ATR in the world.



(Left) Shot of a KNIL soldier (c1941) using the S18-1000 Solothurn anti-tank rifle which uses the German 20mm flak round. (Right) S18-1000 Solothurn ATR mounted on its transport carriage

Cost: (Inexperienced) 21pts (Regular) 30pts (Veteran) 45pts

Composition: 2 men

Weapon: 1 anti-tank rifle

Special Rules:

Team weapon

Small team



Medium Mortar Team (Dutch and KNIL unit)

The KNIL held 269 units before the outbreak of hostilities with more on order and the Dutch around 360 when Germany invaded. The KNIL also had a number of 120mm mortars on order but they did not arrive before the invasion.



(Left) 81mm Brandt mortar in use by the KNIL, note the crew are armed with the klewang. (Centre) Dutch crew firing a mortar round. (Right) Dutch mortars on their wheeled transport carriage.

Cost: 35pts (Inexperienced) 50pts (Regular)

Composition: 3 Men

Weapon: 1 medium mortar

Options:

May add a spotter for 10pts

Equip the unit with the Klewang at 1pt per man

Special Rules:

Team weapon

Tough Fighter if equipped with the klewang (KNIL)

5, Artillery

20mm AA Guns, Rheinmetall, Oerlikon and Scotti AA Guns (Dutch and KNIL unit)



The Oerlikon was a Swiss designed gun that was used by both the Axis and Allied forces in WW2, it was used by the Dutch along with the Scotti Cannone-Mitragliera da 20-77 which was manufactured in Italy and was based on the Oerlikon but was a simpler design. The Rheinmetall-Borsig gun was purchased by the KNIL from Germany.



(Left) KNIL troops using the Rheinmetall-Borsig 20mm (Centre) Dutch troops with 20mm Oerlikon (Right) The Scotti Cannone-Mitragliera da 20-77.

Cost: 40pts (Inexperienced) 50pts (Regular) 60pts (Veteran)

Weapon: 1 light auto-cannon

Composition: 3 men

Special Rules:

Fixed

Platform-mounted

Flak

HE (1")

Team weapon (3 men)



Bofors 40mm AA Gun (Dutch and KNIL unit)

The Swedish 40mm Bofors AA gun was designed in the 1930s and was fielded by a number of countries during WW2, due to its speed of deployment and accuracy it became the market leader in its field.



A KNIL crew training in 1940 on the Bofors and a Bofors and crew on parade in Java.

Cost: 48pts (Inexperienced) 60pts (Regular) 72pts Veteran)

Composition: 4 men

Weapon: 1 heavy automatic cannon

Special Rules:

Fixed

Platform-mounted

Flak

HE (1")

Team weapon (4 men)



Vickers 75mm AA Gun (Dutch new unit)



(Left) Dutch 75mm Vickers (Right) Dutch Vickers 75mm firing during an exercise

Cost: 86pts Inexperienced, 120pts Regular, 144pts Veteran

Class: Platform mounted heavy anti-tank gun.

Options:

May add a spotter for +10pts

Composition: 4 men

Special Rules:

Fixed

Team weapon

Flak

Platform-mounted

Versatile-may fire as a light howitzer



Bofors 80mmL50 AA Gun (KNIL new unit)

The KNIL ordered 52 units and 36 were supplied before 1942, 24 were in fixed emplacements and 12 mounted on mobile cruciform platforms which were a scaled up version of the 40mm system.



The two version of the gun, (Left) a fixed mount (Right) the mobile version at a parade at Andir Airport in Bandung to celebrate the 125th anniversary of the Military Order of William, 1940.

The recoil rams are larger on the mobile version to absorb the recoil on a mobile mount. If you compare the pictures of the 40mm against the 80mm you can see they are two different guns.

The gun is not currently included in the Bolt Action KNIL Army List but a version of it is listed in Fortress Budapest as the 80MM 29/38M Heavy Anti-aircraft Gun.

Cost: 86pts Inexperienced, 120pts Regular, 144pts Veteran

Class: Platform mounted heavy anti-tank gun.

Options:

May add a spotter for +10pts

Composition: 4 men

Special Rules:

Fixed

Team weapon

Flak

Platform-mounted

Versatile-may fire as a light howitzer



Bofors 105mm L/44M/1931 AA gun (KNIL new unit)

The KNIL again had a combination of emplaced and mobile mounts for the guns which were in service from 1933-1942. The gun is not currently included in the Bolt Action KNIL Army List or have an entry in the Bolt Action rule set .These were the largest AA gun that Bofors produced and as you can see from the pictures it was a substantial gun.



(Left) A close up shot of the mobile 105mm Bofors AA gun .Date 1939 (Right) 105mm ammunition



(Left) The mobile version of the 105mm (10.5ld). Here the Bofors of the KNIL II Battalion during a Parade in May 1940 with three of the 105mm guns in shot. (Right) Bofors 105L/44M gun and crew deployed for action Date 1939-42

Cost: 123pts (Inexperienced), (155pts Regular), 192pts (Veteran)

Composition: 7 Men

Class: Platform mounted super-heavy anti-tank gun.

Options:

May add a spotter for +10points

Special Rules:


Fixed,

Team Weapon,

Flak,

Turntable,

Versatile-may fire as a medium Howitzer

Light Artillery (Dutch and KNIL unit)  

The Dutch and KNIL used a range of 75mm mobile and pack howitzers from Bofors and Krupp, plus some 19th century units were pulled out of the arsenals and deployed by the Dutch forces.



(Top Left) KNIL Krupp 75mm M/1911, adapted for motor transport (Top Right) KNIL Bofors 75mm M/1934

(Centre Left/Right) 7 Veld-Krupp 75mm M/1903 which were updated in the 1920's by Siderius to M02/04 spec.

(Bottom) The 19th century (Left) Stuk 6 Veld (Right) 84mm Krupp 8 staal that was pressed into service.

Cost: 40pts (Inexperienced), 50pts (Regular), 60pts Veteran)

Composition: 3 men

Class: 1 light howitzer

Options:

May add a spotter for +10pts

KNIL Only May add up to 2 gun crew at 5pts each (in all the pictures of KNIL howitzers, the number of gun crew required to operate the gun are significantly larger, I guess this is due to the smaller stature of the Indonesians, this is a similar option to that available to Japanese and Chinese crews)

Dutch Only: can replace the 75mm Krupp Field Gun with an 84mm 8-staal field gun for -10pts (removes gun shield and adds Severely Outdated special rule)

Special Rules:

Fixed

Gun Shield

HE (2")

Howitzer

Team (3 men)

Severely Outdated



Medium Artillery (Dutch and KNIL unit)

The KNIL used the Bofors 105mm M.1924 as its main medium artillery piece while the Dutch fielded a mixture of guns from Krupp and Bofors of various vintages, some were 19th century the rest from the 1920's.



(Left Top) Bofors 105mm M.1924 used by the KNIL and Dutch (Right Top) Dutch, Bofors M.1927 105mm being towed by a Trado truck .(Bottom)The Vintage Krupp Lang staal 120mm gun pressed into service by the Dutch.

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Composition: 4 men

Class: 1 medium howitzer

Options:

May add a spotter for +10pts

KNIL Only May add up to 2 gun crew at 5pts each (in all the pictures of KNIL howitzers, the number of gun crew required to operate the gun are significantly larger I guess this is due to the smaller stature of the Indonesians, this is a similar option to that available to Japanese and Chinese crews)

Dutch Only can replace the 105mm Bofors Field Gun with a Severely Outdated Krupp medium howitzer for -15pts (removes gun shield and adds Severely Outdated special rule)

Special Rules:

Fixed

Gun Shield

HE (3")

Howitzer

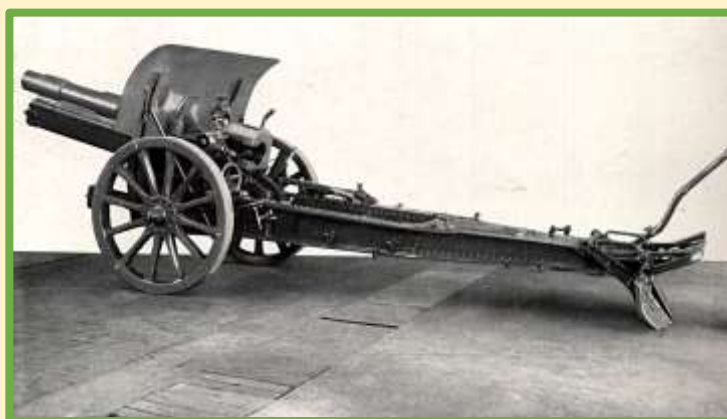
Team (4 men)

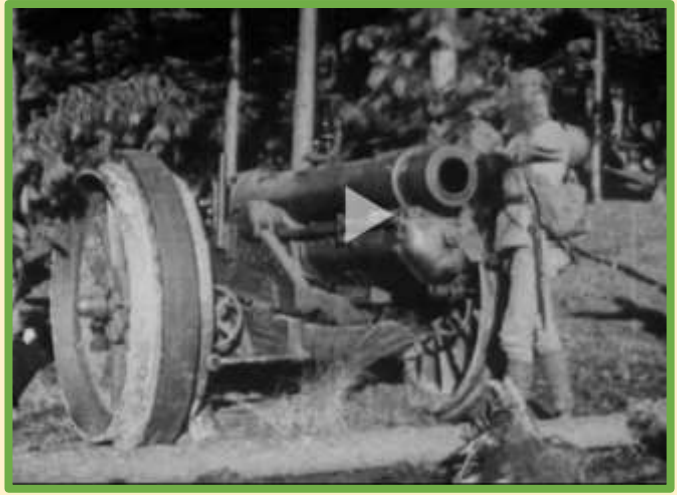
Severely Outdated (Dutch only)



Heavy Artillery (Dutch unit)

The Dutch fielded two types of heavy artillery, both of WW1 vintage. The Vickers 152mm/L15 was purchased as war surplus and the Krupp 150mm/L17 was supplied as part of Germany's war reparations.





(Top) Krupp 150L17 (Bottom) Dutch Vickers 152L15

Cost: 92pts (Inexperienced), 115pts (Regular), 138pts (Veteran)

Composition: 5 men

Class: 1 heavy howitzer

Options:

May add Spotter for +10pts

Special Rules:

Fixed

Gun Shield

HE (4")

Howitzer

Team (5 men)



47mm light Anti-tank Gun (Dutch and KNIL unit)

The Dutch and KNIL both used the Austria Böhler anti-tank gun, Kanon Van 4.7. The gun offered good performance compared to most 37mm A/T guns of the period, the gun was supplied with a gun shield but all the photographic evidence suggests it was not used.





(Top Left) When deployed it offered a low profile but lacked a gun shield. (Top Right) the gun being towed by a Vickers utility tractor. (Bottom Left) Ford DAF with 2 rows of seats towing the Kanon Van 4.7. (Bottom Right) Captured Dutch Böhler 47mm with its gun shield mounted on a captured Bren Gun Carrier.

Cost: 36pts (Inexperienced), 45pts (Regular), 54pts (Veteran)

Composition: 3 men

Class: 1 Light Anti-tank gun

Options:

Special Rules:

Fixed

HE (1")

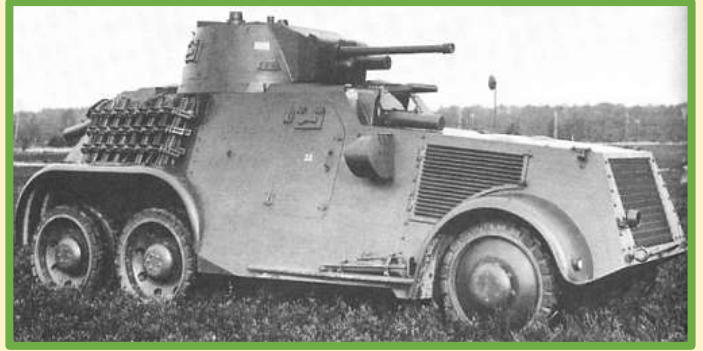
Team (3 men)

6, Armoured Cars

M.38 Landsverk Armoured Car (Dutch unit)



The Dutch army purchased 12 vehicles fitted with the Bofors 37mm gun, can be used if you are fielding a Netherlands GRP. With a further 12 manufactured by DAF using a different chassis but the same armament, designated M.38



Cost: 108pts (Inexperienced) 135pts (Regular)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG, 1 forward-facing hull-mounted MMG and 1 rear-facing hull-mounted MMG

Damage Value: 7+ (armoured car)

Special Rules:

HE (1")

Recce



M.39 Pantserwagen Armoured Car (Dutch new unit)

The development of the M.39 dates back to 1935 when proposals to utilise the revolutionary 'TRADO' (Doorne+Trappen) chassis / suspension system into a home produced armoured car were presented. The order was placed for 12 vehicles in May 1939 with a planned delivery date of September which was optimistic. Components were sourced from several suppliers, the turret from Landsverk in Sweden, armour plate from Belgium, chassis from DAF and electrical components from Germany. It was a very advanced vehicle for the time combining good fire power, 6-wheel drive, well angled armour, excellent mobility/range and dual direction steering. When Germany invaded one platoon was ready for action, escorting ammunition convoys near Delft and engaging German paratroops.



(Above Left, Centre) The M39 under going trials, the rear gunner operated the rear driving controls. (Right) M39 in German service.

Cost: 112pts (Inexperienced) 140pts (Regular)

Weapons: 1 turret-mounted light anti-tank gun with coaxial MMG, 1 forward-facing hull-mounted MMG and 1 rear-facing hull-mounted MMG

Damage Value: 7+ (armoured car)

Special Rules:

HE (1")

Recce

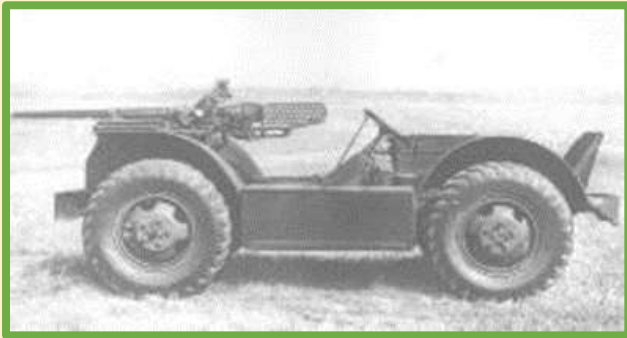
Duel-Direction Steering



T8 Gun Motor Carriage, Tankjagers (Suriname New Unit)

The Dutch forces in the East and West Indies operated many unique vehicle types. Often the Netherlands Purchasing Commission was forced to acquire vehicles (as well as other military equipment) that was by no means standard allied material. Sometimes they bought off the shelf prototypes or equipment rejected by the US armed forces. A brilliant example is the purchase of the Ford 4x4 "Swamp Buggy" and the T8 Gun Motor Carriage on the same chassis .The only armed forces in the world ever to use this unique vehicle were the Dutch in Surinam.

This is not a KNIL unit but can be used if you are fielding a Netherlands GRP as it was used by the Dutch in Surinam.



The T8 Gun Motor carriage at the Ford plant

A T8 Tank destroyer in Surinam.

T8 Gun Motor Carriage, Tankjagers

Cost: 85pts (Regular)

Weapon: Forward Facing Light Anti-tank gun

Damage Value: 6+ (Soft Skin)

Options: None

Special Rules:

Recce

Off Road Specialist, this specialist off road vehicle may advance through rough ground at a rate of 9", with a single 90-degree turn+5pts

Shoot and Scoot, if the unit was stationary it can fire then make a reverse move+5pts.

Alvis-Straussler Armoured Car (KNIL unit, revised specification and costing)



The entry on page 60 of the France and the Allies book for the Alvis- Straussler needs a correction, the vehicle had **Duel-Direction** steering and was armed with a **12.7mm (.50cal)** in the turret.

I have sent a submission to the FAQ, waiting to see if the information I provided is strong enough for a change?



(Left) Alvis-Straussler AC3D armoured car during a parade in Surabaya on 21 October 1938. (Right) Patrolling their way through the rubber gardens 1941. The vehicle had four-wheel drive and dual controls, a four man crew (each with an M95 carbine), and armament of 1x12.7mm (.50cal) Colt-Browning machine gun and 2x 6.5mm Vickers guns (One carried internally).

The text and picture above page 17 Royal Netherlands East Indies Army 1936-42 by Marc Lohstine Osprey Publishing

In the above picture you can see that the turret and hull machine guns are not the same.



Pictures of the front and rear driving positions of the Alvis-Straussler. *Page 231 AFV Weapons Profile No 30 June 1971*

Cost: 76pts (Inexperienced) 95pts (Regular) 114pts (Veteran)

Weapon: 1 turret mounted HMG and 1 hull mounted MMG

Damage Value: 7+ (armoured car)

Options: None

Special Rules:

Recce

Duel-direction steering



Marmon Herrington Armoured Car (KNIL unit, revised specification and cost)

The Dutch government had placed an order with Vickers for some new tanks for the KNIL army but due to the outbreak of war these were impounded by the UK Government and used for training British army. In exchange in late 1941 it was agreed to ship 49 MK III MFF Marmon Herrington armoured cars that were surplus to requirement from the Middle-East theatre to the East Indies. They arrived in Java a few days before the Japanese offensive with no weapons and in poor condition, years in the desert had taken a toll. After a lot of work about 2/3rds were classed as serviceable and a HMG was fitted in the turret along with a MMG in the hull.



One of the MK III MFF Marmon Herrington with its unique armament

Cost: 72pts (Inexperienced), 90pts (Regular), 108pts (Veteran)

Weapon: 1 turret mounted HMG and 1 hull mounted MMG

Damage Value: 7+ (armoured car)

Options: None

Special Rules:

Recce

Braat Overallwagen Patrol Truck (KNIL unit)



The Overallwagen was a unique APC produced in the East Indies on the chassis of a Chevrolet truck and was armed with a variety of weapons.



(Left) Pintle and hull MMG (Right) Pintle HMG and side mounted MMG's

Cost: 56pts (Inexperienced), 70pts (Regular), 84pts (Veteran)

Weapon: 1 pintle-mounted MMG covering the front and both side arcs

Damage Value: 7+ (armoured car)

Options:

May add a hull mounted forward-facing MMG +10pts

May replace forward-facing MMG with pintle-mounted MMG covering 360 degrees for +5pts

May upgrade forward-facing pintle-mounted MMG to HMG for +10pts

May upgrade 360 degree pintle-mounted MMG to HMG for +10pts

May add additional pintle-mounted MMG covering the right and rear arcs for +15pts

May add additional pintle-mounted MMG covering the left and rear arcs for +15pts

Special Rules:

Flak

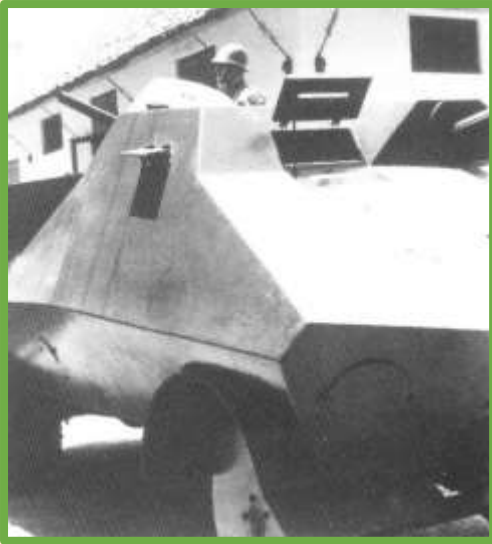
Open-topped

Recce

Overallwagen Navy Gun Truck (KNIL unit)



Pictures of the version fitted with the 3.7cm navel gun are pretty scarce.



Cost: 84pts (Inexperienced), 105pts (Regular), 126pts (Veteran)

Weapon: 1 platform-mounted rear-facing light howitzer, and 1 front-facing MMG

Damage Value: 7+ (armoured car)

Options: None

Special Rules:

HE (2")

Howitzer

Open-topped



Jeep (KNIL & Suriname)



(Left) KNIL soldiers in a Bantam Blitz Buggy (Centre) Restored Ford GP at a show in New Zealand with NEI markings, the machine gun is not KNIL but the Jeep behind has a water cooled Vickers, which is correct for the period. (Right) A platoon of 5 Ford GTB's (one with winch, four with water-cooled .50) based at Paramaribo in Suriname

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None

Damage Value: 6+ (soft skin)

Options:

May have a pintle-mounted MMG for +15pts losing all transport capacity?

May upgrade MMG to HMG for +10pts

Special Rules:

Flak

Motorcycle and Sidecar Units Recce Unit (Dutch and KNIL new unit)



(Left) Dutch Navy and Marine Corps. This Harley-Davidson combination has been fitted with a Lewis gun and probably belonged to the Navy Battalion. (Centre) Dutch Harley-Davidson mounting a MMG (Right) Dutch Motorcycle and Sidecar Units utilising the sidecar pintle mount

Cost 32pts (Inexperienced) 40pts (Regular) 48pts (Veteran)

Weapon Forward facing MMG

Damage Value 6+ (Soft skin)

Options:

Pintle mount +5pts (Dutch)

Special Rules

Recce

Turn on the Spot

Flak (Dutch)

Source: KNIL Bolt Action Army List by Travis Davis

6, Tanks

The first K.N.I.L. order to Vickers in 1936 consisted of two Vickers-Carden-Loyd light tanks armed with twin co-ax MMG's and two Vickers-Carden-Loyd Amphibious tanks fitted with a single MMG (delivered in 1937).

In March 1939 the Netherlands East Indies authorities ordered a further 73 light tanks from Vickers, armed with a Vickers 7.7mm MMG, followed by a further order in June for 45 Command versions armed with the 37mm 2lb A/T gun. Delivery was to take place from July 1939 at a rate of 4 tanks per month. The turrets were to be fitted with a single medium machine, 20 of the 73 ordered had arrived in the East Indies by May 1940, and the Command version never got past the prototype stage.

During 1940, when it became clear that the remaining Vickers tanks ordered in Britain and Belgium would not be delivered, the Dutch East Indies turned to the U.S. There, Marmon-Herrington was the only company building tanks commercially, while not being involved in the re-armament process of the U.S. Forces. K.N.I.L. ordered no less than 200 CTLS-4TA light tanks, basically the CTL-6 with a small machine-gun armed turret, added on the request of K.N.I.L. Marmon-Herrington, having no experience with production of such a large number of tanks, were not able to deliver in time. Most tanks, including heavier types discussed below, were supposed to be on hand in the Dutch East Indies by the end of 1941. Production delays resulted in only 20-24 CTLS-4TA light tanks arriving in the Dutch East Indies in time to take part in the fighting in March 1942.



Vickers-Carden-Loyd Amphibious Tank (KNIL new unit)



Vickers amphibious tank undergoing trials.

Cost: 52pts (Inexperienced) 65pts (Regular) 78pts (Veteran)

Weapon: 1 turret mounted MMG

Damage Value: 7+ (armoured carrier)

Options: None

Special Rules:

Amphibious

Vickers-Carden-Loyd Light Tank (KNIL new unit)



(Left) Vickers-Carden-Loyd during trials (Right) 1938 Captain Van Veen explains the tanks operation to KNIL officers, the tank was fitted with twin air cooled Browning .30 MMG's.

Cost: 52pts (Inexperienced) 65pts (Regular) 78pts (Veteran)

Weapon: 1 turret mounted twin MMG

Damage Value: 7+ (armoured carrier)

Options: None

Special Rules: None



Vickers Light Tank Model 1936 (KNIL unit, revised specification and costing)

In the current army book the Vickers light tank is armed with a HMG and a MMG but the version supplied to the KNIL was only fitted with a single MMG, as you can see from the pictures below. The Vickers Commercial Dutchman light tank was almost identical to the Vickers Light Mark IV tank, except that the Commercial Dutchman had a hexagonal turret.



(Top Left) Vickers Light fitted with a single MMG (Top Right) Vickers Light performing a wheelie!
(Above) In barracks in Java (Right) Vickers Light Squadron on parade.

Cost: 48pts (Inexperienced) 60pts (Regular) 72pts (Veteran)

Weapon: 1 turret mounted MMG

Damage Value: 7+ (armoured carrier)

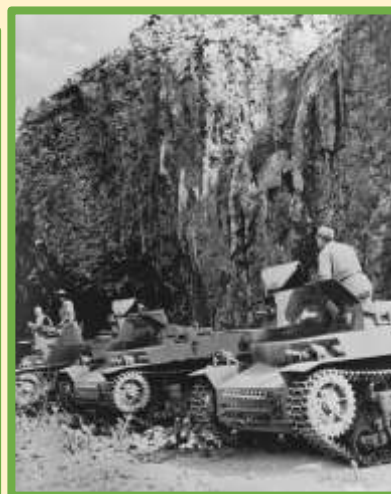
Options: None

Special Rules: None



Marmon-Herrington CTLS (KNIL unit)

The East Indies Purchasing Commission ordered no less than 200 Marmon-Herrington CTLS-4TA light tanks, only 20-24 arrived just before Japan invaded. Some of the production batch was also shipped to Suriname forming part of the tank battalion.



(Top Left) Severn of the batch that arrived in the East Indies 1942 (Top Right, Bottom left) The tank on exercise in Suriname 1943.(Right) In use by American Marines on the Aleutian Islands.

Cost: 64pts (Inexperienced) 80pts (Regular) 96pts (Veteran)

Weapon: 2 forward-facing hull-mounted MMGs and 1 turret-mounted MMG

Damage Value: 7+ (armoured carrier)



Marmon-Herrington CTMS-ITB1 “Dutch 3 Man Tank” (Suriname New Unit)

26 CTMS tanks were deployed to Surinam comprising part of the under strength tank battalion which was included in a mixed Motorised Brigade. The unit can be fielded as part of Netherlands GRP.



(Top Left) A CTMS-ITB1 being inspected by Prince Bernhard of the Netherlands, 1943. Source: Overvalwagen forum. (Top Right) A squadron of CTMS on parade at Paramaribo barracks.(Bottom Left) A CTMS tank taking part in the formal parade.(Bottom right) Prince Bernhard discussing the merits of the tank with a crew member.

Cost: 92pts (Inexperienced) 115pts (Regular) 138pts (Veteran)

Weapon: 2 forward-facing hull-mounted MMGs and 1 turret-mounted heavy auto-cannon with co-ax MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

HE (1”)



Marmon-Herrington MTL5-1G14 “Dutch 4 Man Tank“(Suriname New Unit)

20 of the production run of the MTL5 ended up in Surinam forming part of the under strength tank battalion which was included in a mixed Motorised Brigade. The unit can be fielded as part of Netherlands GRP .One issue with this tank is it has potentially more weapons than crew able to fire them!

Too Many Guns Rule

To enable the tank to fire the pintle MMG's (if fitted) at the same time as the weapons in the turret you need to pay for a tank rider for each pintle you purchase, they don't have to be the same experience level as the tank but firing minuses will apply if they are inexperienced. If the tank is fired at then the tank rider/s jump off and are removed from the game. The tank crew can still fire the pintle MMG's in the flak round if fitted.



(Top Left) MTLs in action on Suriname (Top Right) MTLs on parade along with CTMS tanks, note the name on the MTLs 'Draak' dragon. (Above) MTLs with tank riders, note it only has one auto-cannon.

This is not a KNIL unit but can be used if you are fielding a Netherlands GRP.

Cost: 132pts (Inexperienced) 165pts (Regular) 198pts (Veteran)

Weapon: 2 paired 37mm heavy auto-cannon in enclosed turret with co-axial MMG. 2 forward-facing hull-mounted MMG. Turret mounted MMG front and right arc.

Damage Value: 8+ (Light Tank)

Options:

May add up to 2 pintle mounted MMG for 15pts each

May remove one heavy auto-cannon from the turret -45pts

May add two tank riders at 7pts (Inexperienced) 10pts (Regular) 13pts (Veteran)

Special Rules:

Flak (If pintle mounted MMG's are taken)

HE (1")

Vulnerable

Note: I have not included the flak option for the auto-cannon fitted to the CTMS-ITB1 and MTL5-1G14 as they were not designed as an anti-aircraft system.



Carden-Lloyd Tankette (Dutch unit)

The Dutch Ministry of Defence purchased 5, these were the only tracked armoured vehicles in the Royal Dutch Army when war broke out in May 1940



(Left) Dutch Carden-Lloyd Tankette on exercise (Right) Rear view, Swedish tank museum



Cost: 44pts (Inexperienced) 55pts (Regular)

Weapon: 1 forward-facing hull-mounted MMG

Damage Value: 7+ (armoured carrier)

Special Rules:

Open-topped

7, Transports



Jeep (KNIL unit)

By August 41 300 Ford GP's (also known as reconnaissance cars or Blitzbuggies) were on hand in the Dutch East Indies plus Six amphibious Ford GPA's were also delivered. After the fall of the East Indies significant quantities were shipped to Suriname and Australia



(Left) KNIL soldiers in a Bantam Blitz Buggy (Right) Restored Ford GP at a show in New Zealand with NEI markings ,the machine gun is not KNIL but the but the Jeep behind has a water cooled Vickers type which is.

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None


Damage Value: 6+ (soft skin)

Transport: 3 men

Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun

Options:

Amphibious+5pts (GPA)

Car or Light Utility Truck (unarmed) 



(Left) Opel staff car, (Right) 1939 Pontiac

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None

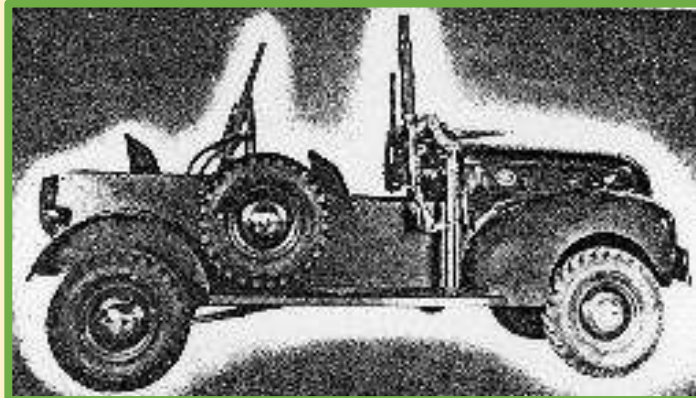
Damage Value: 6+ (soft skin)

Transport: 3 men



Car or Light Utility Truck (KNIL and Suriname unit)

The KNIL fitted weapons to a wide range of small trucks and field cars, after the fall of the East Indies some existing orders were shipped to Suriname.



(Left) One of light vehicle used was the 1935 Opel P4 delivery van (Lieferwagen) chassis. (Right) 4x4 Ford/Marmon-Herrington LLD5-4 light trucks armed with 3 machineguns

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 3 men

Options:

Add a pintle-mounted MMG with 360 degree arc for +15pts

Upgrade MMG to HMG for an additional +10pts

May add additional pintle-mounted MMG covering the right and rear arcs for +15pts

May add additional pintle-mounted MMG covering the left and rear arcs for +15pts

Add a forward facing hull-mounted light anti-tank gun for +50pts, or

Add a rear facing hull-mounted light anti-tank gun for +50pts

Special Rules:

Flak

HE (1")

Ford/Marmon-Herrington 4x4 Commandowagen



A Ford/Marmon-Herrington 4x4 Commandowagen of the K.N.I.L. on Java. Each motorised artillery battery received one (total number of Commandowagens delivered to the Dutch East Indies was 50). The vehicle was built on a 1-ton Ford chassis coupled with Marmon-Herrington 4 wheel drive system.



(Left) Shot of a Commandowagen on Java (Right) A better side shot of the vehicle

Cost: 20pts (Inexperienced), 25pts (Regular), 30pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 5 men

Light Truck (KNIL unit)



Another example of the KNIL adding weapons to a truck, fitting weapons to vehicles was a common practise in the KNIL with no standard configuration.



(Left) Two heavy .50 Colt-Browning AA machine guns have been fitted on a Chevrolet 1940 model truck.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

Options:

Add a pintle-mounted MMG with 360 degree arc for +15pts

May add additional pintle-mounted MMG covering the right and rear arcs for +15pts

May add additional pintle-mounted MMG covering the left and rear arcs for +15pts

Special Rules:

Flak

Light Truck (Dutch AA version, new unit)



(Left, Right) Dutch AA armed truck on parade

Cost: 31pts (Inexperienced), 33pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 8 men

Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

Options:

Add a pintle-mounted MMG with 360 degree arc for +15pts

Light Truck (Dutch)



Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

PAG-trekkers (Dutch new unit)



The PAG-trekkers were a DAF conversion of Ford and Chevrolet truck chassis and were used as gun tows and staff/field cars.



(Left) Ford with 6 seats (Right) Ford with 4 seat and larger rear storage.

The PAG-trekkers were a DAF conversion of Ford and Chevrolet truck chassis and were used as gun tows and staff/field cars.

Cost 6 seat: (Inexperienced) 22 pts (Regular) 27 pts (Veteran) 33 pts

Cost 4 seat: (Inexperienced) 18 pts (Regular) 23 pts (Veteran) 28 pts

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 4 or 6 men dependent on version

Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns



M3 White Scout Car (KNIL and Suriname unit)



(Left) KNIL M3 Scout car on parade (Right) Two White Scout Cars on Java, abandoned by their K.N.I.L. crews.

Cost: 69pts (Inexperienced), 86pts (Regular), 103pts (Veteran)

Weapons: 1 pintle-mounted HMG covering the forward arc

Damage Value: 7+ (armoured car)

Transport: 8 men

Tow: Light or medium anti-tank gun, light howitzer, light anti-aircraft gun

Options:

May add an additional pintle-mounted MMG covering the right and rear arc for +15pts

May add an additional pintle-mounted MMG covering the left and rear arc for +15pts

May replace the transport capacity with the Recce rule for free

Special Rules:

Flak

Open-topped

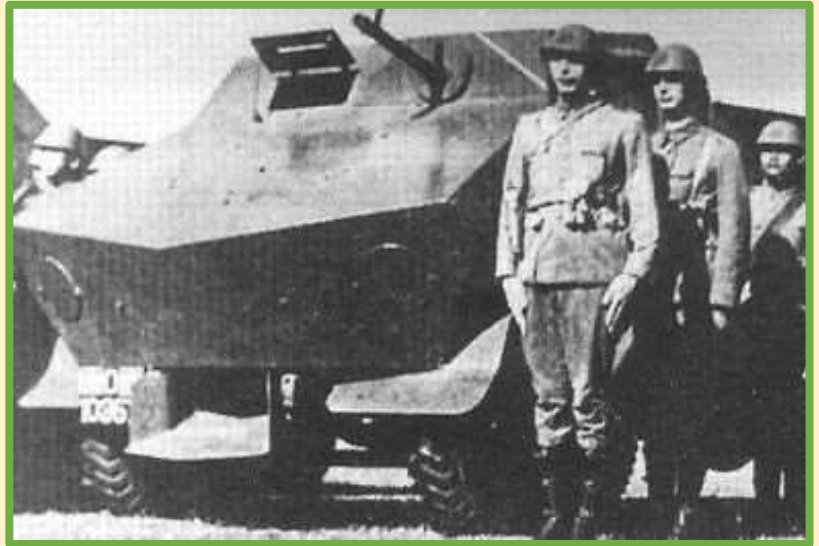
Recce



Overvalwagen APC (KNIL – Revised Costing)

Two version of the Overvalwagen were produced, both designed and built in the East Indies on the Chevrolet 4x2 truck. As can be seen from the pictures the transport capacity was not the same, with the Stadswacht version having 12 and the Braat 8.





(Top two rows) Stadswacht version produced for the 'Home Guard'. (Bottom two rows) The type 'B' or Braat named after the metal work's where it was manufacture manufactured .

Cost: Stadswacht Overallwagen 59pts (Inexperienced), 74pts (Regular), 89pts (Veteran)

Cost: Braat Overallwagen 49pts (Inexperienced), 61pts (Regular), 74pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Transport: Braat version 8 men or Stadswacht version 12 men

Tow: Light or medium anti-tank gun, light howitzer, light anti-aircraft gun

Options:

May add front-facing MMG covering the front arc for +10pts

Tows

Ford-Bantam Blitz Buggy (KNIL and Suriname unit)



KNIL soldiers in a Bantam Blitz Buggy

Cost: 17pts (Inexperienced), 21pts (Regular), 25pts (Veteran)

Weapons: None

Damage Value: 6+ (soft skin)

Transport: 3 men

Tow: Light anti-tank gun, light howitzer, light anti-aircraft gun



Light Truck (KNIL)

Another example of the KNIL adding weapons to a truck, adding weapons to vehicles was a common practise in the KNIL with no standard configuration, if it has wheels add a gun or two seemed to be the mantra.



(Left) Two heavy .50 Colt-Browning AA machine guns have been fitted on a Chevrolet 1940 model truck.

Cost: 31pts (Inexperienced), 39pts (Regular), 47pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 12 men

Tow: Light howitzer, light or medium anti-tank gun, light anti-aircraft gun

Options:

Add a pintle-mounted MMG with 360 degree arc for +15pts

May add additional pintle-mounted MMG covering the right and rear arcs for +15pts

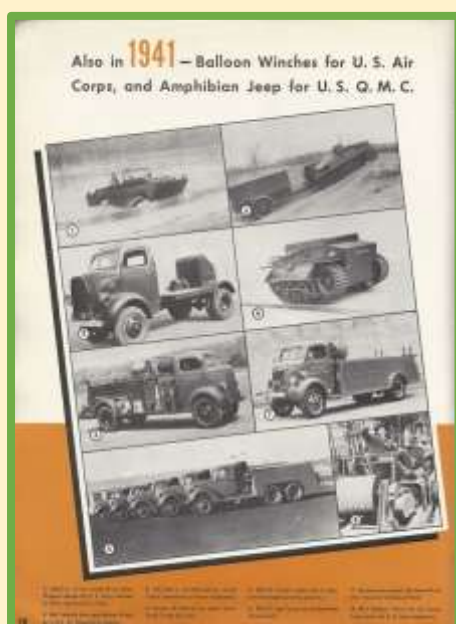
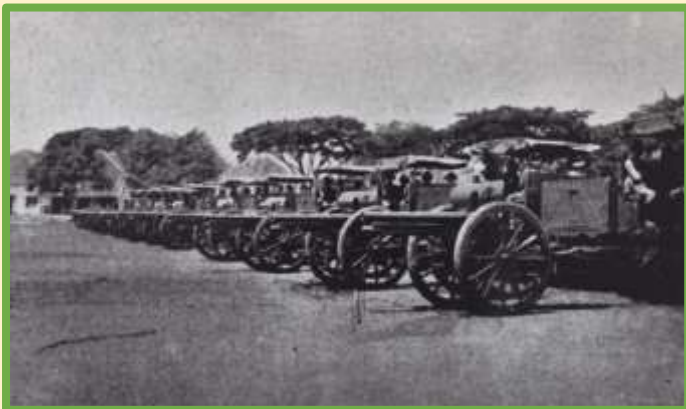
May add additional pintle-mounted MMG covering the left and rear arcs for +15pts

Special Rules:

Flak



Marmon-Herrington TBS-30 (KNIL new unit)



(Top Left) Marmon-Herrington tractors with canvas sun shades towing the Krupp M/1911 75mm howitzers (Top Right). The crew of three Marmon-Herrington TBS-35 tracked tows taking a breather 1941.(Above) Marmon-Herrington brochure showing the TBS-35,picture number 6.

Cost: 46pts (Inexperienced) 57 pts (Regular) 69pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Transport: 6 men

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

Special Rules:

Open-topped



Vickers Utility Tractor (KNIL – Revised Costing)

The current description and points cost in the France and the Allies book needs amending as the vehicle was a tow and an armoured troop transport for up to 6 men.



Cost: 46pts (Inexperienced) 57 pts (Regular) 69pts (Veteran)

Weapons: None

Damage Value: 7+ (armoured carrier)

Transport: 6 men

Tow: Light or medium anti-tank gun, light howitzer and light AA gun

Special Rules:

Open-topped



Caterpillar D20 tractor (KNIL new unit)

There was one Caterpillar 20 model for each motorised battery. The tractors were carried on trailers towed by trucks.



(Top Left) D20 towing a 105mm Bofors (Top Right) D20 next to a GMC 4x4 with a truck body.(Bottom) A International Harvester M5H6 2½ ton towing a D20

Cost: 12pts (Inexperienced) 15pts (Regular) 18pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

M3 White Scout Car (KNIL and Suriname unit)



(Left) KNIL M3 Scout car on parade along with motorcycle troops. (Right) Two White Scout Cars on Java, abandoned by their K.N.I.L. crews.

Cost: 69pts (Inexperienced), 86pts (Regular), 103pts (Veteran)

Weapons: 1 pintle-mounted HMG covering the forward arc

Damage Value: 7+ (armoured car)

Transport: 8 men

Tow: Light or medium anti-tank gun, light howitzer, light anti-aircraft gun

Options:

May add an additional pintle-mounted MMG covering the right and rear arc for +15pts

May add an additional pintle-mounted MMG covering the left and rear arc for +15pts

May replace the transport capacity with the Recce rule for free

Special Rules:

Flak

Open-topped

Recce

PAG-trekkers (Dutch new unit)



The PAG-trekkers were a DAF conversion of Ford and Chevrolet truck chassis and were used as gun tows and staff/field cars.



(Left) Ford with 6 seats (Right) Ford with 4 seat and larger rear storage.

The PAG-trekkers were a DAF conversion of Ford and Chevrolet truck chassis and were used as gun tows and staff/field cars.

Cost 6 seat: (Inexperienced) 22 pts (Regular) 27 pts (Veteran) 33 pts

Cost 4 seat: (Inexperienced) 18 pts (Regular) 23 pts (Veteran) 28 pts

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 4 or 6 men dependent on version

Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns

GMC Gun Tractors



4X4 Version Model 1662 (KNIL unit)

GMC provided various chassis capable of towing the larger guns, the KNIL manufactured cabs and bodies according to their own specifications to suit local requirement.



(Left) GMC 4X4 trucks in production (Right). A bear chassis ready for shipment.

Cost: 12pts (Inexperienced) 15pts (Regular) 18pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

GMC T-series 6x4 (KNIL new unit)



(Left) GMC circa 1931-32 6X4 with a locally manufactured body towing the 10.5cm Bofors (Right) The KNIL didn't run fuel tankers, 1st Field Arty Bn. filling up at a local garage 1938.

Cost: 22pts (Inexperienced) 28pts (Regular) 34pts (Veteran)

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 6 Men

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

Trado 6x4 Truck (Dutch Unit Revised Costing)



Ford based TRADO (DAF) 6 x 4 artillery tractor, DAF converted Ford 4x2 truck to a 6x4 off road capable vehicles. It was produced in a range of cab styles with seating from 6-12.

COST: Trado Tractor (Regular) 15pts (Veteran) 18 pts

Weapons: None

Damage Value: 6+ (soft-skin)

Transport: 6 or 12 men

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

Option:

6 man capacity +12pts

12 man capacity +24pts

Fordson Tractor (Dutch new unit)



Cost: Military Tractor (Inexperienced) 12pts (Regular) 15 pts (Veteran) 18 pts

Weapons: none

Damage Value: 6+ (Soft-skin)

Tow: Any anti-tank gun, anti-aircraft gun, or howitzer

Horse-drawn limber (Dutch new unit)



Cost: (Inexperienced) 8 pts (Regular) 10 pts (Veteran) 12 pts

Weapons: none

Damage Value: 3+ (literally soft-skinned)

Tow: Any gun or howitzer

Special Rules:

Slow (only when towing)



Mule (KNIL new unit)

Although the KNIL was fully motorised mules were still in use to move equipment in the jungle where road access was limited.



Cost: (Inexperienced) 4 pts (Regular) 5 pts (Veteran) 6 pts

Weapons: None

Damage Value: 3+ (literally soft skinned)

Tow: Any light gun or light howitzer

Special Rules:

Gun assembly

Stubborn (Mule)

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