2. **Operational Details**

(a) **Naval**

- H.M.S. "Cambeltown"
- 1st Flotilla M.L.s
- 2nd Flotilla M.L.s
- M.G.B. 314
- M.T.D. 7

(b) **Military**

- 22 Officers - No. 2 Commando
  - 138 O.R.s
- 16 Officers - Special Service Brigade Demolition Course
  - 74 O.R.s
- 2 Officers - Medical Service (No. 2 Commando)
  - 1 O.R.

3. **Support**

(a) **Naval**

- The Hunt Class Destroyers will escort the Force up to a point approximately 30 miles to seaward from where they will patrol during the operation.

During the return of the Force from the operation, these Destroyers will pick up craft which may be in difficulties, take on board personnel from M.L.s and generally rally the Force.

A Submarine will act as navigational beacon at a point arranged in the Naval End.

(b) **R.A.F.**

During the early stages of the voyage, the Force will have Air Support as detailed by R.A.F.
4. Diversionary Actions.

(i) Bomber aircraft will carry out continuous attacks on the night of the operation with the object of:

(a) Detracting attention from the main assault forces,
(b) Disorganising local defences and lookouts,
(c) Preventing any repairs being made to docks before fall of tide.

(ii) The critical time is from Zero minus 30 mins. to Zero plus 90 mins., with the attack at its heaviest scale between Zero minus 30 mins. and Zero plus 30 mins., while the Forces is approaching the objective and when troops are first ashore.

(iii) From Zero minus 120 mins to Zero minus 45 mins. - Heavy Bombs, M.P.I. on the Town.

(iv) From Zero minus 30 mins. to Zero plus 45 mins. - Maximum number of sorties using light bombs and incendiaries. M.P.I. on the Town (and NOT the docks area).

(v) From Zero plus 120 mins. for the remaining hours of darkness, small raids to prevent the sounding of the All Clear. M.P.I. in dock area.

5. System of Command.

(a) The operation as a whole will be under the supreme command of Commander-in-Chief, H.M.S. GRANADA.

(b) Naval and Military Forces will be under the joint command of two Force Commanders as follows:

2. Lieut. Colonel A.C. NEWMAN, No.1 Commando, who will command the military units.

The Forces Commanders will proceed in the CAMPBELLtown during the passage and transfer to M.S.F. 314 at dusk on the evening of the operation.

6. Object.

The enemy is making good use of as a base for U boats and light craft as well as a port of shipping. The object of the raid in order of priority is to destroy:

(a) The lock gates and mechanisms of the large dock.
(b) The smaller lock gates and their installation.
(c) Other key points, such as pumping machinery for the basin, etc.
(d) Any U boats and shipping which may be accessible.

7. Outline of Naval Plan in Appendix "C"

(continued on sheet three)
MILITARY PLAN.

6. Division of Military Forces into Groups.

The Military Forces will be put ashore in three groups to be known as Group 1, Group 2, and Group 3.

Groups will be subdivided as follows:

- **Group 1a** - Group 1aA, Group 1aB, Group 1aC, Group 1aD, Group 1aE, and Group 1aF
- **Group 1b** - Group 1bA, Group 1bB, Group 1bC, Group 1bD, and Group 1bE
- **Group 2a** - Group 2aA, Group 2aB, Group 2aC, Group 2aD, and Group 2aE
- **Group 3a** - Group 3aA, Group 3aB, Group 3aC, Group 3aD, and Group 3aE


(i) **Group 1** will be put ashore alongside the OLD MOLDE.

(ii) **Group 2** will be put ashore in the OLD ENTRANCE to RANSOE.

(iii) **Group 3** will be put ashore at the SOUTH end of the DRY DOCK.


- **Group 1aA**
  - Demolition Party - 1 Officer and 8 ORs.
  - Protection Party - 1 Officer and 4 ORs.

- **Group 1bB**
  - Demolition Party - 1 Officer and 6 ORs.
  - Protection Party - 1 Officer and 4 ORs.

- **Group 1cC**
  - Demolition Party - 1 Officer and 4 ORs.
  - Protection Party - 1 Officer and 4 ORs.

- **Group 1dD**
  - Demolition Party - 3 Officers and 12 ORs.
  - Protection Party - 1 Officer and 4 ORs.

- **Group 1eE**
  - Assault Party - 2 Officers and 12 ORs.

- **Group 1fF**
  - Assault Party - 2 Officers and 12 ORs.

- **Group 1gG**
  - Demolition Control Party - 1 E.R. Officer (Capt. H.M. Bridge, R.N.), and 6 ORs.

- **Group 2aA**
  - Demolition Party - 1 Officer and 5 ORs.
  - Protection Party - 1 Officer and 4 ORs.

- **Group 2aB**
  - Military Headquarters - 2 Officers and 4 ORs.

- **Group 2bB**
  - Reserve - 1 Officer and 12 ORs.

- **Group 2cC**
  - Demolition Party - 1 Officer and 4 ORs.
  - Protection Party - 1 Officer and 4 ORs.

- **Group 2dD**
  - Assault Party - 2 Officers and 12 ORs.

- **Group 2eE**
  - Special Task Party - 1 Officer and 27 ORs.
10. Composition of Groups

<table>
<thead>
<tr>
<th>Group</th>
<th>Demolition Party</th>
<th>3 Officers and 14 C.O.R.s.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Group</td>
<td>Protection Party</td>
<td>1 Officer and 4 C.O.R.s.</td>
</tr>
<tr>
<td>Group</td>
<td>Demolition Party</td>
<td>2 Officers and 10 C.O.R.s.</td>
</tr>
<tr>
<td>Group</td>
<td>Protection Party</td>
<td>1 Officer and 4 C.O.R.s.</td>
</tr>
<tr>
<td>Group</td>
<td>Assault Party</td>
<td>2 Officers and 12 C.O.R.s.</td>
</tr>
<tr>
<td>Group</td>
<td>Assault Party</td>
<td>2 Officers and 12 C.O.R.s.</td>
</tr>
<tr>
<td>Group</td>
<td>Military 2nd Lt. 1/0</td>
<td>1 Officer and 3 C.O.R.s.</td>
</tr>
<tr>
<td>Group</td>
<td>Demolition Control</td>
<td>2 R.E. Officers and 2 C.O.R.s.</td>
</tr>
</tbody>
</table>

(Capt. R.K. Montgomery, Lt. W.W. Stokes)

11. Roles of Parties

- **Demolition Party**: To carry out specific demolition tasks with prepared charges for that task.
- **Protection Party**: To give close protection to the Demolition Party to enable it to carry out its demolition task undisturbed.
- **Assault Party**: (a) To assist the Royal Navy in effecting a landing by building up the Naval Fire Plan of engaging targets or the landing craft approach their points of landing. (c) To protect from enemy attack the area in which demolition operations are taking place:
  1. by destroying known enemy posts.
  2. by destroying any other enemy positions as and when they become apparent.
  3. by blocking possible lines of enemy approach to the demolition area.
(c) To cover the withdrawal of the force to the point of re-embarkation.
(d) To build up the Naval Fire Plan to affect the Naval withdrawal.

12. Tasks of Groups

- **Group 1A**: Will destroy two lock gates and operating mechanisms and one swing bridge marked 2 on plan.
- **Group 1B**: Will destroy one lock gate and operating mechanism marked 2 on plan.
- **Group 1C**: Will destroy one lock gate and operating mechanism and one lifting bridge marked 2 on plan.
- **Group 1D**: Will destroy Boiler House, Impounding Station and Hydraulic Power Station marked 2 on plan.
- **Group 1E**: (i) Will destroy two A.M. posts on East Jetty.
  (ii) Will form a protection post at the landward end of East Jetty.
  (iii) Will post guard and patrol built up area marked 2 on plan.
12. Tasks of Groups.

Group 1.A. -
(i) Will destroy two A.A. posts on O.D. M.T. at Old M.T. post.
(ii) Will form a bridgehead at the landward end of the Old M.T.
(iii) Will protect M.T.'s by Old M.T. during operations.

Group 2.A. -
Will destroy two gates and operating mechanism and one swing bridge marked J on plan.

Group 2.B. -
When not committed.

Group 2.C. -
Reserves will engage enemy vessels in Basin by A/B's, rifle fire and special arms (see Group equipment Appendix Q).

Group 2.D. -
Will destroy swing bridge marked Y on plan.

Group 2.E. -
(i) Will destroy two A.A. posts on towers marked X on plan and one A.A. post on building marked Y on plan.
(ii) Will form defensive block on North East corner of Dry Dock covering approaches along Eastern side of Basin.

Emergency Task
Before proceeding to Task (i), the Group Commander will, if necessary, effect the following Emergency Task, i.e. if H.M.S. Campbelltown is in difficulties and has failed to land personnel and the guns at South end of Dry Dock are in action either for A.A. or engaging H.M.S. Campbelltown, he will subdue these guns until such time as the landing is effected. This done, he will proceed with his tasks (i) and (ii).

Group 2.F. -
(i) Will subdue guns at F on plan, if these are in action or existent.
(ii) Will subdue fire from any vessel which may be in Dry Dock and affect maximum damage to such vessel or vessels being.
(iii) In the event of (i) or (ii) not applicable, or on completion of (i) and/or (ii), will place himself under direct control of Military Commander.

Group 2.G. -
Will destroy the Caisson Gate, Operating machinery and Pumping Station marked Z on plan.

Group 2.H. -
Will destroy the Caisson Gate and operating machinery marked H on plan.

Group 2.I. -
(i) Will destroy one A.A. post on South East corner of Dry Dock and three A.A. posts by beaches marked I, on plan.
(ii) Will destroy possible enemy sentries on storage units marked J, on plan.
(iii) Will prevent any enemy approach from area North of Dry Dock.

Group 2.J. -
(i) Will destroy one A.A. post on South West corner of Dry Dock entrance wall, and two A.A. posts on roof of Pumping Station.
(ii) Will form bridgehead covering Northern approaches to Bridge marked G on plan.
(iii) Will ensure any possible enemy action from escort vessels in Basin.

(i) Demolition Parties - All ranks in Demolition Parties will be armed with Colt Automatics.

(ii) Protection Parties - Will consist of:
1. Officer armed with T.S.M.G.
2. 0.R.s armed with T.S.M.G.
3. 0.R. armed with Bren and Colt
4. 0.R. armed with Grenades and Colt.

(iii) Assault Parties - Will consist of:
2. Officers armed with Colt
4. 0.R.s armed with T.S.M.G.
2. 0.R.s armed with Brens and Colts.
6. 0.R.s armed with Rifle and Bayonet.

(iv) Reserve Party - Will consist of:
1. Officer armed with Colt
4. 0.R.s armed with T.S.M.G.
2. 0.R.s armed with Brens and Colts.
6. 0.R.s armed with Rifle and Bayonet.

(v) Special Task Party
(under 2/B.) - Will consist of:
1. Officer armed with Colt
2. 0.R.s armed with Colts.
6. 0.R.s armed with T.S.M.G.s.
4. 0.R.s armed with Brens and Colts.
13. 0.R.s armed with Rifle and Bayonet.

(NOTE: Any additional arms for particular tasks will appear in Appendix "B" - Special Group Equipment)


- Platt M.I. 9 - Group 1,E - 2 Officers and 12 O.R.s, Total 14.
- Hackett M.I. 10 - Group 1,E - 2 Officers and 12 O.R.s, Total 15
- Collier M.I. 11 - Group 1,E - 2 Officers and 6 O.R.s, Total 17
- Walshe M.I. 12 - Group 1,E - 1 Officer and 5 O.R.s, Total 14
- - Medical Officer and Ordnary - 1 Officer and 1 O.R.
- Hordock M.I. 13 - Group 1,D - Loss Protection Party - 3 Officers and 12 O.R.s, Total 15
- Enderman M.I. 14 - Group 1,E - 2 Officers and 12 O.R.s, Total 14.

TOTAL in Group 1 - 87 All Ranks.

(continued on sheet seven)
### Allocation of Groups to Landing Craft

<table>
<thead>
<tr>
<th>Group 2</th>
<th>M.I.1</th>
<th>- Group 2.B.</th>
<th>- 2 Officers and 12 O.R.s, Total 14</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>M.I. 2</td>
<td>- Group 2.B.</td>
<td>- 2 Officers and 12 O.R.s, Total 14</td>
</tr>
<tr>
<td></td>
<td>M.I. 3</td>
<td>- Group 2.B.</td>
<td>- 3 Officers and 11 O.R.s, Total 14</td>
</tr>
<tr>
<td></td>
<td>M.I. 4</td>
<td>- Group 2.C.</td>
<td>- 2 Officers and 8 O.R.s, Total 15</td>
</tr>
<tr>
<td></td>
<td>M.I. 5</td>
<td>- Group 2.E.</td>
<td>- 1 Officer and 13 O.R.s, Total 14</td>
</tr>
<tr>
<td></td>
<td>M.I. 6</td>
<td>- Group 2.E.</td>
<td>- 14 O.R.s, Total 14</td>
</tr>
</tbody>
</table>

**Total in Group 2** - 65 All Ranks.

**NOTE:** For military commander's position see "INTERCOMMUNICATION".

<table>
<thead>
<tr>
<th>Group 3</th>
<th>H.M.S. Campbelltown</th>
<th>- Group 3.A.</th>
<th>- 4 Officers and 16 O.R.s, Total 22</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>- Group 3.B.</td>
<td>- 3 Officers and 15 O.R.s, Total 17</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Group 3.C.</td>
<td>- 2 Officers and 12 O.R.s, Total 16</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Group 3.D.</td>
<td>- 2 Officers and 12 O.R.s, Total 16</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Group 3.E.</td>
<td>- 3 Officers and 5 O.R.s, Total 8</td>
</tr>
</tbody>
</table>

**Total in Group 3** - 75 All Ranks.

#### 15. The Voyage

1. At no time during the hours of daylight will military personnel appear on deck unless they are wearing Naval Duffle Coats and Steel Helmets orussion. It is essential that reconnaissance enemy aircraft should **not** learn the presence of military on board.

2. An a.m. watch will be maintained throughout the voyage and:
   - (a) In the case of M.I.s., two Bren guns will be mounted for that purpose.
   - (b) In the case of H.M.S. "Campbelltown", four Bren Guns will be mounted for that purpose.

#### 16. Zero Hour

1. Zero hour will be hours and will be the time the landing craft touch the land.

2. All landings will be simultaneous as far as possible in that all landing craft will approach the landing places in formation, groups leaving this formation according to the Naval Plan when they will proceed to their respective landing places as quickly as possible.

(continued on sheet eight)

(a) **Group 1's Landing by OLD DOCK.**

   (a) The first to land will be the Assault Party, Group 1.A, to destroy A.A. posts on the OLD DOCK and to secure landing places.

   (b) All remaining groups will then proceed to their respective tasks.

   (c) Captain Pritchard R.E. (Group 1.C.) will be responsible for giving the order to set off the explosive charges. He will be responsible that all military personnel are warned and have moved outside the danger area.

   (d) On the successful completion of each demolition task, the demolition party will withdraw immediately and independently to the point of re-embarkation.

   (e) After the explosive charges have been set off, the Protection parties in Groups 1.B. and 1.C. will remain to cover the approaches from across either the Lock Gates or Bridges at P on Plan and D on Plan respectively.

   (f) Protection Party with Group 1.D. will withdraw with its Demolition Party on the completion of its task.

   (g) Captain Pritchard R.E. (Group 1.E.) will report to Headquarters the success of the demolitions at B, G, D and E on Plan.

(ii) **Group 2's Landing in OLD ENTRANCE.**

   (a) The first to land will be the Assault Party (Group 2.B.) followed by the remaining groups who will proceed to their tasks.

   (b) The explosive charges on the Lock Gates at G on Plan (Group 2.A.) will be set off on the order of the Officer in Charge Demolition Party. He will warn Headquarters (Group 2.E.) and obtain permission from Military Commander before giving the order to set off the charges.

   (c) The Military Commander will give the order for the charges on the Bridge at G to be set off.

   (d) The Officer in Charge the Demolition Party in Group 2.C. will give the order to set off the explosive charges on the existing Bridge at M on Plan. On successful completion of this task, the Demolition Party will withdraw immediately and independently to the point of re-embarkation. The Protection Party will remain to seal the operation area, withdrawing on the general withdrawal signal.

   (e) The success of the demolition of the existing Bridge at M on Plan will be reported to military Headquarters (Group 2.D.) by the Officer in Charge Demolition Squad.

(iii) **Group 3's Landing at SOUTH end of DRY DOCK.**

   (a) It is the intention of H.M.S. "Campbelltown" to ram the SOUTH CLINE of the DRY DOCK.

   (b) The Assault Parties (Group 3.C. and 3.D.) will be the first to disembark; Group 3.C. from the Sternboard Bow and Group 3.D. from the Port Bow to destroy the A.A. posts. Subject to Operation Instructions, Para. 11.

   (c) The remaining groups will then disembark and proceed to their tasks.

(continued on sheet nine)
17. Sequence and Timing of Operation — (ctd.)

(iii) Group 3’s landing at SOUTH end of BEV DOCK — (ctd.)

(d) 2nd, in Command (Major Cogland — Group 1, S.L.) will be responsible for organizing the disembarkation. On the successful completion of the disembarkation, he will proceed through Military Headquarters at O on plan to OLD MILK.

(e) Maximum covering fire will be given from the Assault Parties (Groups 3, C, and 3, B) on board H.M.S. “Campbelltown” to silence the A.A. posts about entrance to the BEV DOCK whilst the destroyer is coming in.

(f) Captain Montgomery R.N. (Group 3, S.L.) will be responsible for giving the order to set off the explosive charges at H and I on plan. He will be responsible that all military and naval personnel are warned and have moved outside the danger area.

(g) Captain Montgomery R.N. will report to Military Headquarters the success of the demolitions at H and I on plan.

(h) On the successful completion of each demolition task, the demolition party and protection party will withdraw immediately and independently to the point of re-embarkation.

18. Withdrawal and Re-embarkation

(a) The entire Military force will be re-embarked in the area OLD MILK.

(b) If situation permits, Naval force will be evacuated at SOUTH WEST Corner of BEV DOCK. If the situation does not permit of this, they will be evacuated from OLD MILK. Withdrawal will in either case be as a result of orders from Naval Commander.

(c) Conclusion of Military Operations.

(i) Operations on shore must be concluded, subject to Para 13 (a), in time to allow the whole force to sail at Zoro plus 120 minutes.

(ii) In order to fulfill the conditions mentioned in (i), withdrawal from shore operations will take place either:

(a) In time for all landing craft to have left OLD MILK by Zero plus 120,

or (b) At an earlier hour if all the Military tasks have been completed,

or (c) At any time the Emergency re-call signal is sounded.

(d) It must be clearly understood that the completion of the re-embarkation by Zero plus 120 minutes is to take precedence over everything except the execution of any major demolition task which may be unfinished at that time.

(continued on next sheet)
10. Withdrawal and Re-embarkation.

(a) Sequence of Withdrawal:

1. The withdrawal will be carried out in 4 stages:

**Stage 1.** All parties withdrawing under Naval Control. All parties withdrawing independently as ordered in instructions.

- These parties are:
  - Group 1.A. less its protection party.
  - Group 1.B. complete.
  - Group 1.C. less protection party.
  - Group 2.A. complete.
  - Group 2.B. less protection party.
  - Group 2.C. complete.
  - Group 2.D. complete.

**Stage 2.** All parties remaining NORTH of bridge at 6 on plan excluding Group 3.A.

- These parties are:
  - Group 2.A. Protection Party.
  - Group 2.B. (if in this area).
  - Group 2.C. (less 2nd. in Command and party).

**Stage 3.** All parties remaining excluding Group 3.A. and Group 2.A.

- These parties are:
  - Group 3.A.
  - Group 1.D.
  - Group 2.A. (if in this area).
  - Group 1.C.
  - Group 2.B.

**Stage 4.** Remainder.

- These parties are:
  - Group 1.D.
  - Group 2.B. End. in Command and party.

2. The withdrawal in Stage 1. needs no signal as it is automatic. The withdrawal signal for Stages (2) will be put up by Headquarters at 6 on plan and will be a succession of 35-star GREEN rockets (see "INTERCOMMUNICATION") and will be the order for all Groups in this Stage to begin withdrawal. Withdrawal signal for Stage 3 will be put up by Headquarters at OLD NO. 4 and will be a succession of 35-star RED rockets (see "INTERCOMMUNICATION") and will be the order for all Groups in this Stage to begin withdrawal. The order for withdrawal Stage 4. will be given by the military Commander at OLD NO. 4.

11. Smoke Plan.

**Laying.** During the approach, smoke will be laid by Naval craft under orders of Naval Commander as and when he considers it necessary.

**Location.** At all times, when on Deck, excluding the withdrawal, smoke will be used at discretion of Group Commanders. In this connection the following types of smoke are to be considered, Generator (No.18) and 2nd. Novara.

**Withdrawal.** All Assault Parties, when leaving their positions, will cover their withdrawal with a smoke screen laid from No.48 Generator unless they consider that the use of smoke will impede their progress in withdrawal or prevent easy recognition. If used, it should be used at its maximum. (continued on sheet eleven)
15. Smoke Plan. - (otd.)

The withdrawal. Each Head party will lay all possible smoke at their moment of withdrawal. Final elements will lay all possible smoke at point of re-embarkation. Last draft to leave will augment smoke by all possible means.
Naval plan will augment under orders of Naval Commander.

20. Prisoners.

(i) Prisoners will be taken but numbers must be limited on account of limited space.

(ii) Prisoners will be sent under escort, as soon as possible to OMD MUN.

(iii) Prisoners will NOT be embarked during final stages of withdrawal.

(iv) Prisoners will be disarmed etc. and secured, but not interrogated on land.

(v) Making the securing of prisoners, all possible means of identification by shoulder titles etc. will be brought back, also any papers etc. from bodies.

21. Attitude to Inhabitants.

(i) All inhabitants, other than FRENCH military or naval personnel, will be ordered to remain indoors or behoove into cover, otherwise they are liable to be shot.

Above all, Commanders will prevent congregation of inhabitants at all costs. Commanders will treat with great reserve any apparently friendly offers of assistance.

(ii) Certain French speaking personnel will accompany the landing parties. These should be used whenever possible in controlling local inhabitants. (See Appendix "H")


(i) All badges and distinguishing signs (excluding badges of rank) will be removed.

(ii) No personal letters or papers which disclose the identity of the unit or formation will be taken aboard.

(iii) Men, orders and photographs taken abord will be reduced to the minimum and those in charge will be instructed that they must destroy these if there is any danger of them falling into enemy hands.

23. Publicity.

A War Correspondent will be attached to Military Headquarters. He will be graded as an Officer and every assistance should be given to him to carry out his task.

24. Demolitions

It is of first importance that the Demolition Program should cover not only the successful completion of the tasks but also the safety of the Naval and Military personnel within the danger area of these tasks.

25. Notes.

See Page 13 and Appendix "E" (Special Group Equipment) (continued on sheet twelve).
26. **Appendices.**

See Appendices " D " and " E."

27. **Special Equipment.**

See Appendix " E."

28. **Demolition, Stores.**

See Appendix " E."

29. **Pyrotechnic Signals.**

See Appendix " E."

30. **Dress.**

- Boots - Special Issue
- battle dress - old
- Roll neck sweaters
- First field dressing
- Knives fighting
- Gas mask (under battle dress blouse)
- Identification discs (2) round neck
- Goggles
- Steel helmets
- No respirators
- Fuses and Hands Clean
- Sandbag skeleton Order, Pull up Tote bottle slung, No carpentry tools.
- Special grenade carrying equipment
- Special T.S.M.G. magazine carrying equipment
- Special mortar bombs carrying equipment

32. **Rations - (Operational)**

Emergency rations will be carried, (one per all ranks.)

33. **Rations - (Voyage)**

See Appendix " L."

34. **Medical.** (for Stores and Medical Categorisation see Appendix " P."

(1) R.A.P. will be established (if possible) within a building at landward end of OLD WORKS.

(ii) Casualties will be brought to R.A.P. under Group arrangements.

(iii) Royal Naval Fire Master will arrange for 2 (two) M.L.s. to be in close proximity as R.A.P. Casualties will be embarked as soon as possible after receiving immediate medical attention. These are members M.L.60 and (special medical equipment)"

(iv) All Officers will be in possession of / for administering to critical cases.

(v) All Assault and Protection Parties will have at least one advanced trained First Aid soldier who will carry medical haversack (see Medical Appendix)

(vi) R.A.P. will be composed of 2 Medical Officers and 1 Medical Orderly. These will remain at R.A.P. until last stages of withdrawal and re-embark in M.L.s carrying wounded.

(vii) Neil Robertson stretchers will be carried in M.L.s and conveyed to R.A.P. as soon as established (see Medical Appendix)

(continued on sheet thirteen)
35. Position of Military Headquarters.

(i) During early stages of voyage Military Commander will be in (escorting Destroyer)

(ii) After leaving submarine zone Naval and Military Force Commander will transfer to M.O.S. 74c.

(iii) Military Force Commander will be landed at OLD ENTRANCE.

(iv) Military Headquarters will be established at SOUTH end of BRIDGE at G on plan where it will remain until stage 2 of withdrawal.

(v) Military Headquarters will then proceed to OLD MILL until final withdrawal.

35. Intercommunication within Naval and Military Forces.

(i) By 36 Set between Naval and Military Commanders.

(ii) By 36 Set between Military Commander and 2nd in Command.

(iii) By 36 Set between Military Commander and Signar Master.

(iv) By 18 Set between Signar Master and (i), (ii) and (iii).

(v) By runner service from all Groups to Military Headquarters.

(vi) By cyclist from specified areas (see Appendix 3) These areas are as follows:

- Area B, G, P and H on plan — 1 Cyclist
- Area (built up) Group 2, K — 1 Cyclist
- Area OLD MILL — 1 Cyclist
- Area BRIDGE at G on plan — 1 Cyclist
- Area NORTH DRY DOCK GATE at J on plan — 1 Cyclist
- Area SOUTH DRY DOCK GATE at H on plan — 1 Cyclist

All sub-groups operating in these areas will co-operate for use of these cyclers to speed up message.

37. Pyrotechnics.

For detail of Pyrotechnic signals carried see Appendix "D 1"

All Group Commanders will carry 1 Varsy Pistol and Green Flares (see Appendix "F" for details of all types) as a means of calling for reinforcements. If needed, a series of Green lights will be fired as nearly vertical as possible indicating the need for help and direction in which it is needed. If situation permits this information should be supplemented by runner message.

(continued on sheet fourteen)

Stage 2. — Series of 35-star GREEN rockets fired from Military Headquarters at 2 on plan.

Stage 3. — Series of 35-star RED rockets fired from Military Headquarters at 000 M.T.

No other flashes will be used as Pyrotechnic Signals during the Operation. Cartridges illuminating may be used by Group Commanders at their discretion either for illumination or other purpose than signals.

39. Emergency Re-call Signal

If this is necessary, a series of 35-star RED and 35-star GREEN will be fired together. This will be supplemented by sounding of klaxons on all M.T.s and maximum use of all loud hailer units out code word RED. On receipt of any of the Emergency Re-call signals mentioned, all ranks, whatever the Military situation, will immediately withdraw to Old M.T.

40. Recognition.

(i) All ranks of the Force will be in possession of Blue pin point electric flash lights. Recognition will be by a series of short flashes on torches.

(ii) All ranks will wear Steel Helmet.

(iii) Use of surname in challenging (see Operation Instructions)

(iv) Scrubbed Equipment.

(v) Password — (Counter Sign)

SYNCHRONISTATION

All watches will be synchronised on orders to be given later by Military Commanders.

ACCOMPLISH

H.M.S. "Princess L. Charlotte",

Date: 3rd November 1942

Place: London

DISTRIBUTION

Military Force Commander
Military Force (for distribution to all Military Group Units.)

Naval Force Commander
Naval Force (for distribution to Flotilla Commanders, H.M.S. Campbellton, Signals Officer, Her Majesty and Demolition Officers. C. in C. Western Approaches G. O. C. M. C. O. Special Services Brigade War Diary Pilo Spy

Copy No. 1
Copy No. 2 to 27
Copy No. 28
Copy No. 29 to 34
Copy No. 35
Copy No. 36
Copy No. 37
Copy No. 38
Copy No. 39 and 40
Copy Nos. 41 and 42
Copy Nos. 43 to 50
**APPENDIX D**

**PERSONAL ARMS AND AMMUNITION.**

<table>
<thead>
<tr>
<th>Personnel</th>
<th>Type of Ammunition etc.</th>
<th>Number of rounds etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifleman</td>
<td>.305 S.A.A.</td>
<td>50 rds.</td>
</tr>
<tr>
<td></td>
<td>.45</td>
<td>40 rds. 2 T.S.M.G. box mags, big pocket.</td>
</tr>
<tr>
<td></td>
<td>36 M. Grenades</td>
<td>2 minimum</td>
</tr>
<tr>
<td></td>
<td>69 Grenades</td>
<td>2 minimum</td>
</tr>
<tr>
<td>T.S.M. Gunner</td>
<td>.45</td>
<td>220 rds. 11 box mags, minima</td>
</tr>
<tr>
<td></td>
<td>69 Grenades</td>
<td>2 minimum</td>
</tr>
<tr>
<td>Bren Gunner No. 1</td>
<td>.303</td>
<td>8 magazines, carried in 2 Basic pouches filled 3 in 5 Tracer</td>
</tr>
<tr>
<td>Bren Gunner No. 2</td>
<td>.45 (Colt)</td>
<td>50 rds. 2 spare magazines</td>
</tr>
<tr>
<td>(riflemen)</td>
<td>.303</td>
<td>4 magazines, carried in 2 Basic pouches at rear. Filled 3 in 5 Tracer</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(see above for personal ammunition etc.)</td>
</tr>
<tr>
<td>Grenadier</td>
<td>36 M. Grenades</td>
<td>12 minimum</td>
</tr>
<tr>
<td></td>
<td>69 Grenades</td>
<td>6 minimum</td>
</tr>
<tr>
<td>Officers (a) Colt</td>
<td>.45</td>
<td>50 rounds 2 Spare magazines</td>
</tr>
<tr>
<td></td>
<td>.45 (Colt)</td>
<td>50 rds. 2 Spare magazines</td>
</tr>
<tr>
<td>(b) T.S.M.G.</td>
<td>.45</td>
<td>2 minimum</td>
</tr>
<tr>
<td></td>
<td>69 Grenades</td>
<td>2 minimum</td>
</tr>
<tr>
<td>(Demolition personnel, including Officers)</td>
<td>.45</td>
<td>50 rounds 2 spare mags</td>
</tr>
</tbody>
</table>

**NOTE:** For scale of Arms see Operation Order No. 1, Military Plan, Para. 13.
APPENDIX "G" 

VOYAGE ADMINISTRATION.

Contents of Appendix.

1. General preparation prior to embarkation on M.I.s etc.
2. Preparation of stores for M.I.s etc.
3. Preparation of Grenades and other similar ammunition.
4. Loading of Stores into M.I.s etc. and action after loading.
5. The voyage.
6. The return voyage.

1. General preparation prior to embarkation on M.I.s etc.

All Sub-Group Commanders will, on the day previous to embarkation, carry out the following tasks:

(a) Check that all Arms and Ammunition issued are correct as to quantity and are in good order.
(b) Check all stores accumulated for loading into M.I.s and satisfy themselves as to correctness.
(c) See that all personnel are bathed and wearing clean under clothes (infection wounds).
(d) Check identity discs.
(e) See that men are not in possession of surplus papers or documents.
(f) See that each man carries razor in pocket (escape).
(g) Check that visas have been made where desired.
(h) Check contents of被评为 (Mess Tin, Enfem Feck and spoon, Cap comforter, spare socks, Leather Jodhpurs).
(i) Check that equipment is blanked white.
(j) See that correct personal carry copy of loading program.
(k) Check torches (blue).

2. Preparation of Stores for M.I.s.

(a) Adequate time to be allowed for preparation.
(b) Wherever possible stores to be put up in the container in which they are to be taken ashore.
(c) A list of stores for each M.I. and Destroyer will be produced and checked by Group Commanders when accumulated.
(d) Accumulated stores will be placed in M.I. davits on Main Deck on day previous to embarkation, covered over and the whole guarded.
(e) Food will be carefully checked and packed in convenient boxes.
(f) Containers will be filled with hot cocoa at the latest possible moment.
(g) All demolition stores will be accumulated and checked by Demolition Contr.
2. Preparation of Stores for M.L.s etc. (Cont.)

(b) All arms and ammuntion will be accumulated and checked by Officers.

3. Preparation of Grenades and other similar ammunition.

(a) Officers will be detailed to supervise priming of Grenades etc.
(b) Details will take place in a room from which all extra personnel are denied entrance.
(c) Officers so employed will certify to Adjutant that Grenades etc. are primed with correct fuses.
(d) Experience officer will supervise the whole of this task and the utmost care will be taken to prevent accidents.
(e) All magazines etc. will be filled under supervision of an Officer.

4. Loading of Stores into M.L.s etc. and action after loading.

(a) M.L.s will be loaded without reference to tactical considerations of such arrangement means great delay.
(b) If so loaded Sub-Group Commanders will see that immediately after departure from H.M.S. "Princess J. Charlotte", all stores are tactically stowed and made fast.
(c) A guard will at all times be left with stores in M.L.s and Destroyers. Such guards will be dressed etc., ready to move without return to H.M.S. "Princess J. Charlotte".

5. The Voyage.

(a) Immediate liaison with Royal Navy in reference to M.L. Thrash;
(b) No personnel above decks unless in Duffle Coats and Steel Helmets;
(c) Lay on food arrangements (for schedule of rations see Appendix "H");
(d) The following foods are recommended in order of prevent or remedy sea sickness:
  - Dry Bread, Ship's Biscuit, Potatoes cooked in jackets, Dried fruit.
  
  It is advised to keep eating if only in small quantities. Drink as much as possible. So long as personnel are not sea sick they should be given regular periods of exercise on deck if conditions permit. When sea sick they should lie down and stay down until needed. When personnel are vomiting from ship's side they should not lean out over rail but vomit in838 nauseous on leeward side for safety.
(e) Water discipline will be strictly enforced. No washing or shaving permitted. Water bottles full. Water bottles will not be used during voyage under any circumstances.
(f) Care of arms and stores etc. The greatest possible care will be taken at all times to ensure readiness at all times for immediate action.
(g) All fire control by arrangement with Royal Navy;
(h) When past Submarine preparation for loading will be made. All weapons and equipment checked, charged and loaded with all safety precautions.
(i) Liaison will be made with Royal Naval Commanders concerning stores remaining in M.L. if operational stores.

(continued on sheet three)
APPENDIX 6 C — (cont.)

5. THE VOYAGE. — (cont.)

(3) "Stand by to land" will be given by Naval Commander to Officer in charge Group 15 minutes before landing if certainty exists as to correct position. If no certainty exists, the warning should be given earlier; on this signal the final arrangements for landing will be put into practice. At all times during voyage stores etc. will be so placed that if transshipment is needed there is no confusion.

(b) The order to land will be given by M.L. Commander to Officer in charge Group.

(2) Orders will be issued by M.L. Commander as to whom Brens etc. are to be placed in position for bringing fire to bear on land targets. Only A.A. magazines will be used for this task. Operational magazines will not be used.

6. THE RETURN VOYAGE.

(a) Immediately the M.L. is filled at re-embarking point, the senior officer will:

(i) If mortar is in M.L. and he is one of last craft away, lay down mortar smoke screen on land as long as it is possible. He will ensure that he is not firing on own craft.

(ii) See that A/Rifle, A/M., Brens and Ground Brens are ready for immediate action.

(iii) See that personnel not needed for manning are below decks.

(b) Attend to wounded and make as comfortable as possible.

(c) Find out who is aboard his M.L. and make out a list to be given to Adjutant at earliest possible moment.

(d) See that relaxation does not take place so long as it is wise.

(c) All personnel are to be warned that interviews will not be given to Press representatives or other persons without authority.

(e) On return to United Kingdom, there will be no relaxation of discipline and the moral high standard will be maintained by ALL RANKS.

— Ref to TREATMENT OF PRISONERS ON 3O4 443.
LANDING AT PLACE.

Group 1. A. - Dem. Party - SANG
Group 1. B. - Prot. Party - VALERIE
Group 1. C. - Dem. Party - JENI
Group 1. D. - Prot. Party - VELSON
Group 1. E. - Dem. Party - HINES - WILSON
Group 1. F. - Prot. Party - HIBBON
Group 1. G. - Assault Party - HINES
Group 1. H. - Dem. Control - FRITHMANN

Group 2. A. - OLD ENTRANCE.
Group 2. C. - Prot. Party - MORGAN
Group 2. D. - Headquarters - NOVA
Group 2. E. - Reserve - MOX
Group 2. F. - Dem. Party - RODGERS
Group 2. G. - Prot. Party - JANCIES
Group 2. H. - Assault Party - HAYS
Group 2. I. - B.E. Party - HAYDEN

Group 3. A. - BUSH LOCK GATE.
Group 3. B. - Dem. Party - ABELASHI
Group 3. C. - Prot. Party - SMITH
Group 3. E. - Prot. Party - HUNT
Group 3. F. - Dem. Party - CHAMBER
Group 3. G. - Prot. Party - HONECK
Group 3. H. - Assault Party - ROY
Group 3. I. - Dem. Control - HOPPERS
Group 3. J. - 1/o Party - CONRAD

Max. Time Allocated = 200 + 120 minutes.

Emergency Re-call = 35 - Star GREEN
35 - Star RED
Escapes "RAINBOW"

Approximate Max. Time Table:
Zero = Landing
Zero + 10 = Beaches secured - Dem. Parties proceeding to tasks
Zero + 15 = Destroyer Sooty charges (10 min. delay) set off.
Zero + 30 = Sooty charges detonated - B.E. re-embark
Zero + 30 = All demolition teams being detonated
Zero + 45 = Start 1 complete - Demolition Parties withdraw to OLD MOL.
Zero + 60 = Start 2 barges.
Zero + 75 = Bridge at 6 detonated - Military Units move to OLD MOL.
Zero + 90 = Start 2 barges
Zero + 100 = Start 6 barges
Zero + 110 = Last elements leave OLD MOL.

FIRSTRy - German
"Was geht da?" - For help
"Entweder" - Either one
"Ganz im" - Whole at
"Lassen auf" - Launch at

Reinforcements - call for
GREEN VESTS
SUSPENSE AND VIGILANCE.

It must be impressed upon all ranks that no matter what the situation may appear to be, there must not at any time, be lack of vigilance or any relaxation of the strictest precautions against surprise, setbacks and sniping.

24. RECOGNITION OF PYROTECHNICS

All ranks must clearly understand exactly what Pyrotechnics are being used in the operation and be able to recognize them. Immediately upon any such recognition it is their duty to report to their Group Officer. There will be many confusing lights such as multi-coloured enemy tracer, own tracer, enemy pyrotechnics signals, fires caused by demolition or air raid and possibilities of parachute flares.

RUNNERS.

Runners will, when carrying messages, remember that speed combined with use of cover should be their proper method of movement. Apparently clear areas may harbour enemy.

23. RECOGNITION OF OWN TROOPS.

In this Operation the danger of Own Troops shooting up each other is at a maximum. It is therefore essential that every possible means of recognition should be understood and put into effect. The methods are set out in the Intercommunication para of the Operation Order and must be carefully studied and rehearsed. The use of surmanes is a valuable addition to those methods and it is to be encouraged.

COVERING FIRE FOR LANDING.

Once surprise has been lost, under control of Naval Officer, the maximum fire power of all craft will be brought to bear on enemy gun positions, whether the enemy fire or not.

25. USE OF SURNAME

In all Sub Groups, the surname of the Sub Group Commander will be adopted by all ranks within that Group, and will be continuous throughout the Operation even if Original Sub Group Commander has become a casualty.

26. RECOGNITION

When Groups are in a concealed position, and they observe the approach of any troops, they will not only conserve their fire until the last minute, but will conserve their call for recognition until it should be possible from silhouette to ascertain whether friend or foe.

CASUALTIES.

Officers Commanding Groups will understand that each individual task. It must be clearly understood by them that they must proceed with their tasks with the utmost determination and speed irrespective of casualties to other craft or units. This particularly applies during the approach.

H.M.S. "Princess J. Charlotte",
22nd. March 1942
Rt.

DISTRIBUTION:

As for Operation Order No.1.