

M O S T S E C R E T

Copy No. 28

OPERATION "CHARIOT"

Operation Order No. 1

REFERENCES.

Maps - G.S.G.S. 4040 B. Nos. 103 S.E.
104 S.W.
117 N.W.

Aerial Photographs - S/18 P.R.U. 4.9.41.
S/290 P.R.U. 28.1.42.

Chart - 298

Model - M.139

INFORMATION.

1. General.

A detailed Intelligence Summary is given in Appendix "A" to this Order.

2. Own Troops.

(a) Naval. - H.M.S. "Campbeltown"

1st. Flotilla M.L.s

2nd. Flotilla M.L.s

M.G.B. 314

M.T.B. 74

(b) Military. - (22 Officers) - No. 2 Commando
(134 O.R.s)

241 (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.

Two 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 Plan.

(b) R.A.F.

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

NOT INC.
CHECK
DEFE FILE

OTHERS
ADDED
BY WEBS

(continued on sheet 2)

INFORMATION. -- (Ctd.)

4. Diversionary Action.

- (i) Bomber Aircraft will carry out continuous attacks on the night of the operation with the object of :- during
- (a) Distracting attention from the main assault forces.
 - (b) Disorganising local defences and lookout.
 - (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 Force 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 ¹²⁰ 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, PLYMOUTH.
- (b) Naval and Military Forces will be under the joint command of two Force Commanders as follows :-
 - (i) Commander R.E.D. RYDER, Royal Navy, who will command Naval forces taking part.
 - (ii) Lieut. Colonel A.C. NEWMAN, No.2 Commando, who will command the military units.

The Force Commanders will proceed in the CAMPERDOWN during the passage and transfer to M.G.B. 314 at dusk on the evening of the operation.

A741257006

INTENTION.

6. Object.

The enemy is making great use of light craft as well as a port of shipping, as a base for U boats and 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.

NAVAL PLAN.

7. Outline of Naval Plan in Appendix " C ".

(continued on sheet three)

MILITARY PLAN.

8. Division of Military Force into Groups.

The Military Force will be put ashore in three Groups to be known as Group 1, Group 2, and Group 3.
Groups will be sub-divided as follows :-

- Group 1. - Group 1.A., Group 1.B., Group 1.C., Group 1.D., Group 1.E., Group 1.F., and Group 1.G.
- Group 2. - Group 2.A., Group 2.B., Group 2.C., Group 2.D., and Group 2.E.
- Group 3. - Group 3.A., Group 3.B., Group 3.C., Group 3.D., and Group 3.E.

9. Landing Places.

- (i) Group 1. will be put ashore alongside the OLD MOLE.
- (ii) Group 2. will be put ashore in the OLD ENTRANCE to BASSIN.
- (iii) Group 3. will be put ashore at the SOUTH end of the DRY DOCK.

10. Composition of Groups.

- Group 1.A. - Demolition Party - 1 Officer and 8 O.R.s.
Protection Party - 1 Officer and 4 O.R.s.
- Group 1.B. - Demolition Party - 1 Officer and 6 O.R.s.
- Group 1.C. - Demolition Party - 1 Officer and 4 O.R.s.
Protection Party - 1 Officer and 4 O.R.s.
- Group 1.D. - Demolition Party - 3 Officers and 12 O.R.s.
Protection Party - 1 Officer and 4 O.R.s.
- Group 1.E. - Assault Party - 2 Officers and 12 O.R.s.
- Group 1.F. - Assault Party - 2 Officers and 12 O.R.s.
- Group 1.G. - Demolition Control-Party - 1 R.E. Officer (Capt. V.H. Pritchard M.C.) and 6 O.R.s.
- Group 2.A. - Demolition Party - 1 Officer and 8 O.R.s.
Protection Party - 1 Officer and 4 O.R.s.
- Group 2.B. - Military Headquarters - 2 Officers and 4 O.R.s. *Amplify (sum)*
Reserve - 1 Officer and 12 O.R.s.
- Group 2.C. - Demolition Party - 1 Officer and 4 O.R.s.
Protection Party - 1 Officer and 4 O.R.s.
- Group 2.D. - Assault Party - 2 Officers and 12 O.R.s.
- Group 2.E. - Special Task Party - 1 Officer and 27 O.R.s.

457
457

457

-4

MILITARY PLAN -- (ctd.)

10. Composition of Groups. -- (ctd.)

| | | |
|-------------------|----------------------|--|
| <u>Group 3.A.</u> | - Demolition Party | - 3 Officers and 14 O.R.s. |
| | Protection Party | - 1 Officer and 4 O.R.s. |
| <u>Group 3.B.</u> | - Demolition Party | - 2 Officers & 10 O.R.s. |
| | Protection Party | - 1 Officer and 4 O.R.s. |
| <u>Group 3.C.</u> | - Assault Party | - 2 Officers and 12 O.R.s. |
| <u>Group 3.D.</u> | - Assault Party | - 2 Officers and 12 O.R.s. |
| <u>Group 3.E.</u> | - Military 2nd. i/c. | - 1 Officer and 3 O.R.s. |
| | Demolition Control | - 2 R.E. Officers and 2 O.R.s. (Capt. R.K. Montgomery) (Lt. W.W. Etohes) |

11. Roles of Parties.

- (i) Demolition Party - To carry out specific demolition tasks with prepared charges for that task.
- (ii) Protection Party - To give close protection to the Demolition Party to enable it to carry out its demolition task undisturbed.
- (iii) Assault Party -
 - (a) To assist the Royal Navy in effecting a landing by building up the Naval Fire Plan of engaging targets as the landing craft approach their points of landing.
 - (b) 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 effect the Naval withdrawal.

12. Tasks of Groups.

- Group 1.A. - Will destroy two lock gates and operating mechanisms and one swing bridge marked B on plan.
- Group 1.B. - Will destroy one lock gate and operating mechanism marked C on plan.
- Group 1.C. - Will destroy one lock gate and operating mechanism and one lifting bridge marked D on plan.
- Group 1.D. - Will destroy Boiler House, Impounding Station and Hydraulic Power Station marked Z on plan.
- Group 1.E. -
 - (i) Will destroy two A.A. posts on EAST JETTY.
 - (ii) Will form a protection post at the landward end of EAST JETTY.
 - (iii) Will picquet and patrol built up area marked X on plan.

(continued on sheet five)

(Sheet five)

MILITARY PLAN. - (cont.)

12. Tasks of Groups. - (cont.)

- Group 1, B. - (i) Will destroy two A.A. posts on OLD MOLE.
(ii) Will form a bridgehead at the landward end of the OLD MOLE.
(iii) Will protect M.L.s by the OLD MOLE during operations.
- Group 2, A. - Will destroy two gates and operating mechanism and one swing bridge marked G on plan.
(when not committed)
- Group 2, B. - Reserve will engage enemy vessels in BASSIN by A/Tk. Rifle fire and special arms (see group equipment Appendix "G")
- Group 2, C. - Will destroy swing bridge marked M on plan.
- Group 2, D. - (i) Will destroy two A.A. posts on Towers marked Y on plan and one A.A. post on building marked M on plan.
(ii) Will form defensive block on NORTH EAST Corner of DRY DOCK covering approaches along EASTERN side of PENHOET BASSIN.
- 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 subjugate these guns until such time as the landing is effected. This done, he will proceed with his tasks (i) and (ii)
- Group 2, E. - (i) Will subjugate guns at F on plan, if these are in action or existent.
(ii) Will subjugate fire from any vessel which may be in DRY DOCK and effect maximum damage to such vessel or vessels.
(iii) In the event of (i) or (ii) not being applicable, or on completion of (i) and/or (ii), will place himself under direct control of Military Commander.
- Group 3, A. - Will destroy the Caisson Gate, Operating machinery, and Pumping Station marked H on plan.
- Group 3, B. - Will destroy the Caisson Gate and operating machinery marked L on plan.
- Group 3, C. - (i) Will destroy one A.A. post on SOUTH EAST Corner of DRY DOCK and three A.A. posts by beaches marked K on plan.
(ii) Will destroy possible enemy sentries on storage units marked 14 on plan.
(iii) Will prevent any enemy approach from area NORTH of DRY DOCK.
- Group 3, D. - (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 bridge head covering NORTHERN approaches to Bridge marked G on plan.
(iii) Will engage any possible enemy action from escort vessels in BASSIN.

MILITARY PLAN. - (ctd.)

13. Arming of Groups.

- X (i) Demolition Parties - All ranks in Demolition Parties will be armed with Colt Automatics.
- X (ii) Protection Parties - Will consist of :-
 - 1 Officer armed with T.S.M.G.
 - 2 O.R.s armed with T.S.M.G.
 - 1 O.R. armed with Bren and Colt
 - 1 O.R. armed with Grenades and Colt.
- X (iii) Assault Parties - Will consist of :-
 - 2 Officers armed with Colt
 - 4 O.R.s armed with T.S.M.G.
 - 2 O.R.s armed with Brens and Colts.
 - 6 O.R.s armed with Rifle and Bayonet.
- (iv) Reserve Party - Will consist of :-
 - 1 Officer armed with Colt
 - 4 O.R.s armed with T.S.M.G.
 - 2 O.R.s armed with Brens and Colts.
 - 6 O.R.s armed with Rifle and Bayonets.
- (v) Special Task Party (group 2.E.) - Will consist of :-
 - 1 Officer armed with Colt
 - 2 V.O.s armed with Colts.
 - 8 O.R.s armed with T.S.M.G.s.
 - 4 O.R.s armed with Brens and Colts.
 - 13 O.R.s armed with Rifle and Bayonet

(MS 156/177)

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

14. Allocation of Groups to Landing Craft.

Group 1.

| | | | | | |
|-----------------|----------|---|-----------------------------|---|------------------------------------|
| <i>Platt</i> | M.L. 9. | - | Group 1.F. | - | 2 Officers and 12 O.R.s, Total 14. |
| <i>Briault</i> | M.L. 10. | - | Group 1.E. | - | 2 Officers and 12 O.R.s } Total 15 |
| | | | | | 1 Medical Officer } |
| <i>Collins</i> | M.L. 11. | - | Group 1.C. | - | 2 Officers and 8 O.R.s. } Total 17 |
| | | | Group 1.G. | - | 1 Officer and 6 O.R.s } |
| <i>Wallis</i> | M.L. 12. | - | Group 1.B. | - | 1 Officer and 6 O.R.s. } Total 14 |
| | | | Protection Party from | | |
| | | | Group 1.D. | - | 1 Officer and 4 O.R.s } |
| | | | Medical Officer and Orderly | - | 1 Officer and 1 O.R. } |
| <i>Hollock</i> | M.L. 13. | - | Group 1.D | - | 3 Officers and 12 O.R.s, Total 15 |
| | | | less Protection Party | | |
| <i>Anderson</i> | M.L. 14. | - | Group 1.A. | - | 2 Officers and 12 O.R.s, Total 14. |

TOTAL in Group 1. - 87 All Ranks.

MILITARY PLAN. - (ctd.)

14. Allocation of Groups to Landing Craft. - (ctd.)

Group 2.

| | | | | | |
|---------|----------|---|----------------------------|---|--|
| Stephan | M.L. 1 ✓ | - | Group 2.D. ^{Burn} | - | 2 Officers and 12 O.R.s, Total 14 ✓ |
| Burt | M.L. 2 ✓ | - | Group 2.A. | - | 2 Officers and 12 O.R.s, Total 14 ✓ |
| Beart | M.L. 3 ✓ | - | Group 2.B.? | NO - 11 ONS. ONLY IN THIS PL. (INC. 175M. HOSS) ✓ | |
| | | | Less 5 O.R.s in M.L. 12. A | | - 3 Officers and 11 O.R.s, Total 14. X |
| Tillic | M.L. 4 ✓ | - | Group 2.C. ✓ | | 2 Officers and 8 O.R.s ✓ |
| | | | 5 O.R.s from Reserve | | - 5 O.R.s } Total 15 ✓ |
| Fenton | M.L. 5 ✓ | - | Group 2.E. | | 1 Officer and 13 O.R.s, Total 14 ✓ |
| Rowles | M.L. 6 ✓ | - | Group 2.E. ^{Hamm} | | 14 O.R.s, Total 14 ✓ |

SEE COMM
FILES FOR
26.

TOTAL in Group 2. - 85 All Ranks.

(NOTE :- For Military Commander's position see "INTERCOMMUNICATION".)

Group 3.

| | | | | |
|---------------------|---|--------------|---|-------------------------------------|
| H.M.S. Campbelltown | - | Group 3.A. ✓ | - | 4 Officers and 18 O.R.s, Total 22 ✓ |
| | | Group 3.B. ✓ | - | 3 Officers and 14 O.R.s, Total 17 ✓ |
| | | Group 3.C. ✓ | - | 2 Officers and 12 O.R.s, Total 14 ✓ |
| | | Group 3.D. ✓ | - | 2 Officers and 12 O.R.s, Total 14 ✓ |
| | | Group 3.E. ✓ | - | 3 Officers and 5 O.R.s, Total 8 ✓ |

TOTAL in Group 3. - 75 All Ranks. = 249

15. The Voyage.

- (i) At no time during the hours of daylight will military personnel appear on deck unless they are wearing Naval Duffle Coats and Steel Helmets or Oilskins. It is essential that reconnaissance enemy aircraft should NOT learn the presence of Military on board.
- (ii) An A.A. watch will be maintained throughout the voyage and :-
 - (a) In the case of M.L.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.

- (i) Zero hour will be _____ hours _____ and will be the time the landing craft touch the land.
- (ii) 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.)

MILITARY PLAN. - (ctd.)

17. Sequence and Timing of Operation.

(i) Group 1's landing by OLD MOLE.

- (a) The first to land will be the Assault Party, Group 1.F. to destroy A.A. posts on the OLD MOLE and to secure landing place.
- (b) All remaining Groups will then proceed to their respective tasks.
- (c) Captain Pritchard R.E. (Group 1.G.) 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.A. and 1.C. will remain to cover the approaches from across either the Lock Gates or Bridges at B 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.G.) will report to Headquarters the success of the Demolitions at B, C, D and Z on plan.

(ii) Group 2's landing in OLD ENTRANCE.

- (a) The first to land will be the Assault Party (Group 2.D.) 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 i/o Demolition Party. He will warn Headquarters (Group 2.B.) 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 i/o the Demolition Party in Group 2.C. will give the order to set off the explosive charges on the Swing 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 Swing Bridge at M on plan will be reported to Military Headquarters (Group 2.B.) by the Officer i/o 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 GATE 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 STARBOARD 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)

MILITARY PLAN. - (ctd.)

17. Sequence and Timing of Operation. - (ctd.)

(iii) Group 3's landing at SOUTH end of DRY DOCK. - (ctd.)

- (d) 2nd. in Command (Major Copland - Group 3.E.) will be responsible for organising the disembarkation. On the successful completion of the disembarkation, he will proceed through Military Headquarters at G on plan to OLD MOLE.
- (e) Maximum covering fire will be given from the Assault Parties (Groups 3.C. and 3.D.) on board H.M.S. "Campbeltown" to silence the A.A. posts about entrance to the DRY DOCK whilst the destroyer is coming in.
- (f) Captain Montgomery R.H., (Group 3.E.) will be responsible for giving the order to set off the explosive charges at H and L 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.H. will report to Military Headquarters the success of the demolitions at H and L 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 MOLE.
- (b) If situation permits, Naval force will be evacuated at SOUTH WEST Corner of DRY DOCK. If the situation does not permit of this, they will be evacuated from OLD MOLE. 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 18 (d), in time to allow the whole force to sail at Zero plus 120 minutes.
 - (ii) In order to fulfil the conditions mentioned in (i) withdrawal from shore operations will take place either :-
 - (a) In time for all landing craft to have left OLD MOLE 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.

MILITARY PLAN. - (ctd.)

18. Withdrawal and Re-embarkation.

(e) 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 1.D. complete
Group 2.C. less protection party
Group 3.A. complete
Group 3.B. complete.

Stage 2. - All parties remaining NORTH of bridge at G on plan excluding Group-3.D.

These parties are :- Group 2.C. Protection Party
Group 2.D.
Group 2.E. (if in this area)
Group 3.C.
Group 3.E. (less 2nd. in Command and party)

Stage 3. - All parties remaining, excluding Group 1.F. and Group 2.B.

These parties are :- Group 3.D.
Group 1.A. Protection Party
Group 1.C. Protection Party
Group 1.E.
Group 2.E. (if in this area)
Group 1.G.
Group 2.A.

Stage 4. - Remainder.

These parties are :- Group 1.F.
Group 2.B.
2nd. in Command and party.

2. The withdrawal in Stage 1. needs no signal as it is automatic. The withdrawal signal for Stage (2) will be put up by Headquarters at G 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 MOLE 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 MOLE.

19. Smoke Plan.

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

The Action. - At all times, when on land, 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 2" Mortar.

The Withdrawal. - All Assault Parties, when leaving their positions, will cover their withdrawal with a smoke screen laid from No.18 Generators 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)

MILITARY PLAN. - (ctd.)

19. Smoke Plan. - (ctd.)

The withdrawal - (ctd.)

Beach 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 OLD MOLE.
- (iii) Prisoners will NOT be embarked during early stages of withdrawal.
- (iv) Prisoners will be disarmed etc. and secured, but not interrogated on land.
- (v) Failing 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 GERMAN military or naval personnel, will be ordered to remain indoors or herded into cover, otherwise they are liable to be shot.
Above all, Commandors will prevent congregation of inhabitants at all costs. Commandors 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")

22. Security.

- (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 ashore.
- (iii) The number of plans, orders and photographs taken ashore will be reduced to the minimum and those in charge will be instructed that they must destroy them 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 Programme 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.

ADMINISTRATION -(OPERATION.) - (for Voyage Administration see Appendix "G")

25. Arms.

See Para. 13 and Appendix "E" (Special Group Equipment)
(continued on sheet twelve)

ADMINISTRATION - (OPERATION) - (for Voyage Administration see Appendix "G")

26. Ammunition.

See Appendices "D" and "E"

27. Smoke.

See Appendix "E"

28. Special Equipment.

See Appendix "E"

29. Demolitions, Stores.

See Appendix "B"

30. Pyrotechnic Signals.

See Appendix "E"

31. Dress.

Boots - Special Issue
 Battle Dress - Oldest
 Roll Neck Sweaters
 First Field Dressing
 Knives Fighting
 Mae Wets (under Battle Dress blouse)
 Identification discs (2) round neck
 Gaiters
 Steel Helmets
 No Respirators
 Faces and Hands Clean
 Scrubbed Skeleton Order, Full Water Bottle slung, No Entrenching Tools.

Special Grenade carrying Equipment
 Special T.S.M.G. Magazine Carrying Equipment } - as per specimens
 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")

- (i) R.A.P. will be established (if possible) within a building at landward end of OLD MOLE.
- (ii) Casualties will be brought to R.A.P. under Group arrangements.
- (iii) Royal Naval Pier Master will arrange for 2 (two) M.L.s to be in close proximity to R.A.P.. Casualties will be embarked as soon as possible after receiving immediate medical attention. These are numbers M.L.10 and (special medical equipment) M.L.12.
- (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) Neill 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)

ADMINISTRATION - (OPERATION) - (for Voyage Administration see Appendix "G")

34. Medical - (ctd.)

- (viii) Blankets and Hot Food for return journey will be on M.L.S.
- (ix) Critical cases will be transferred to escort Destroyers on return voyage as soon as possible, subject to weather conditions.

INTERCOMMUNICATION.

35. Position of Military Headquarters.

- (i) During early stages of voyage Military Commander will be in (escorting Destroyer)
- (ii) After leaving submarine base on Naval and Military Force Command will transfer to M.G.B. 314.
- (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 MOLE until final withdrawal.

36. Intercommunication within Naval and Military Forces.

- (i) By 38 Set between Naval and Military Commanders.
- (ii) By 38 Set between Military Commander and 2nd. in Command.
- (iii) By 38 Set between Military Commander and Pier Master.
- (iv) By 18 Set between Pier Master and (i), (ii) and (iii).
- (v) By runner service from all Groups to Military Headquarters.
- (vi) By cyclist from specified areas (see Appendix "G") These areas are as follows :-

| | |
|---------------------------------------|-----------|
| Area B, C, D and E on plan | - 1 Cycle |
| Area (built up) Group 2.E. | - 1 Cycle |
| Area OLD MOLE | - 1 Cycle |
| Area Bridge at G on plan | - 1 Cycle |
| Area NORTH DRY DOCK GATE at L on plan | - 1 Cycle |
| Area SOUTH DRY DOCK GATE at H on plan | - 1 Cycle |

All Sub-groups operating in these areas will co-operate for use of these cycles to speed up messages.

37. Pyrotechnics.

For detail of Pyrotechnic signals carried See Appendix "E"

All Group Commanders will carry 1 Verey Pistol and Green flares (see Appendix "E" for totals 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.

INTERCOMMUNICATION - (ctd.)

38. Withdrawal Signals.

- Stage 2. - Series of 35-star GREEN rockets fired from Military Headquarters at G on plan.
- Stage 3. - Series of 35-star RED rockets fired from Military Headquarters at OLD MOLE.

No other flares 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 purposes 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.L.S. and maximum use of all loud hailers sending out code word RECALLED. On receipt of any of the Emergency Re-call signals mentioned, all ranks, whatever the Military situation, will immediately withdraw to OLD MOLE.


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 Helmets.
- (iii) Use of surnames in challenging (see Operation Instructions)
- (iv) Scrubbed Equipment.
- (v) Password = " " " , Countersign " "

SYNCHRONISATION.

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

ACKNOWLEDGE



Lt. Col.,

Military Commander.

H.M.S. "Princess J. Charlotte."

RC.

Date.. 23rd. April. 1942.

Time..... 16.05 hrs.....

DISTRIBUTION.

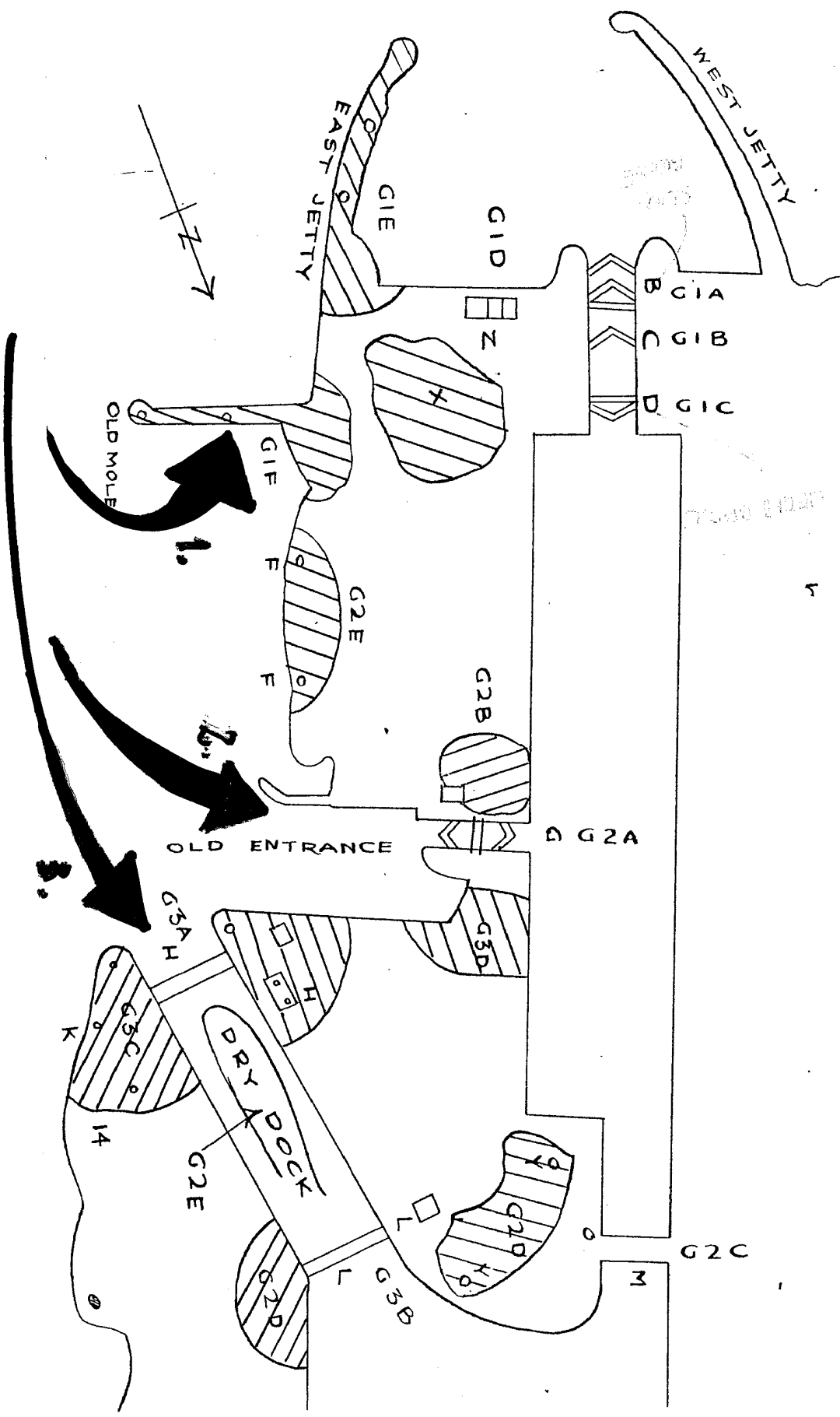
| | | |
|--|---|---------------------|
| Military Force Commander | - | Copy No. 1 |
| Military Force (for distribution to all Military Group Cmdrs.) | - | Copies No. 2 to 27. |
| Naval Force Commander | - | Copy No. 28 |
| Naval Force (for distribution to Flotilla Comdrs., Cmdr. H.M.S. Campbelltown, Signals Officer, Pier Master and Demolition Officer. | - | Copies No. 29 to 34 |
| C. in C., Western Approaches | - | Copy No. 35 |
| C.O.O. | - | Copy No. 36 |
| M.A.C.O. | - | Copy No. 37 |
| Special Service Brigade | - | Copy No. 38 |
| War Diary | - | Copy No. 39 and 40 |
| File | - | Copy Nos. 41 and 42 |
| Spare | - | Copy Nos. 43 to 50 |

APPENDIX "D"

PERSONAL ARMS AND AMMUNITION.

| <u>Personnel</u> | <u>Type of Ammunition etc.</u> | <u>Number of rounds etc.</u> |
|--|--------------------------------|--|
| Rifleman | .303 S.A.A. | 50 rds. |
| | .45 | 40 rds. 2 T.S.M.G. box mags. hip pocket. |
| | 36 M. Grenades | 2 minimum |
| | 69 Grenades | 2 minimum |
| T.S.M. Gunner | .45 | 220 rds. 11 box mags. minimum |
| | 69 Grenades | 2 minimum |
| Bren Gunner No. 1 | .303 | 8 magazines, carried in 4 Basic Pouches. Filled 3 in 5 Tracer |
| | .45 (Colt) | 50 rds. 2 Spare magazines. |
| Bren Gunner No. 2 (Rifleman) | .303 | 4 magazines, carried in 2 Basic Pouches at rear. Filled 3 in 5 Tracer. (see above for personal ammunition etc.) |
| | | |
| Grenadier | 36 M. Grenades | 12 } minimum 6 } |
| | 69 Grenades | |
| Officers (a) Colt | .45 (Colt) | 50 rounds. 2 Spare magazines |
| | .45 | 50 rds. 2 Spare magazines |
| (b) T.S.M.G. | 36 M Grenades | 2 } minimum 2 } |
| | 69 Grenades | |
| | .45 | 220 rds. 11 box mags. minimum |
| | 69 Grenades | 2 minimum |
| G.M.G. (Demolition personnel including Officers) | | 50 rounds, 2 spare mags. |

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.L.s etc.
2. Preparation of stores for M.L.s etc.
3. Preparation of Grenades and other similar ammunition.
4. Loading of Stores into M.L.s etc. and action after loading.
5. The voyage
6. The return voyage.

1. General Preparation prior to embarkation on M.L.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.L.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 wills have been made where desired.
- (h) Check contents of Haversack (Mess Tin, Knife, fork and spoon, Cap, comforter, spare socks, Leather Jerkin.).
- (i) Check that Equipment is blanched white.
- (j) See that correct personnel carry copy of landing programme.
- (k) Check torches (blue).

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

- (a) Ample 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.L. and Destroyer will be produced and checked by Group Commanders when accumulated.
- (d) Accumulated stores will be placed in M.L. dumps 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 Control officers.

APPENDIX " G " - (CTD.)

2. Preparation of Stores for M.L.s. - (ctd.)

- (h) All Arms and Ammunition 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) Priming 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) Experienced Officer will supervise the whole of this task and the utmost care will be taken to prevent accident.
- (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 consideration 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 shipped and made fast.
- (c) A Guard will at all time be left with stores in M.L.s and Destroyer. Such guards will be dressed etc. ready to move without return to H.M.S. "Princess J. Charlotte".

5. The Voyage.

- (a) Immediate liason with Royal Navy in reference to A.A. Watches.
- (b) No personnel above decks unless in Duffle Coats and Steel Helmets.
- (c) Lay on food arrangements. (for schedule of Rations see Appendix "L")
- (d) The following foods are recommended in order to 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 in scuppers on leeward side for safety.
- (e) Water discipline will be strictly enforced. No washing or shaving permitted. Water bottles will be brought on board 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 landing will be made. All weapons and equipment checked, charged and loaded with all safety precautions.
- (i) Liason will be made with Royal Naval Commander concerning stores remaining in M.L. if operational stores.

(continued on sheet three)

(Subject Matter)

APPENDIX " C " - (Contd.)

5. The Voyage. - (ctd.)

- (j) "Stand by to Land" will be given by Naval Commander to Officer i/c 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 transhipment is needed there is no confusion.
- (k) The order to land will be given by M.L. Commander to Officer i/c Group.
- (l) Orders will be issued by M.L. Commander as to when 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 this is possible. He will ensure that he is not firing on own craft.
 - (ii) See that A/Tk. Rifle, A.A., 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 unwise.
 - (e) All personnel are to be warned that interviews will not be given to Press representatives or other persons without authority.
- * (f) On return to United Kingdom, there will be no relaxation of discipline and the moral high standard will be maintained by ALL RANKS. *

- POSS REF TO TREATMENT OF MEN RETURNING
ON 307/443

APPENDIX " J "

LANDING APPENDIX.

GROUP 1 - LANDING PLACES.

Group 1. - OLD MOLE

- Group 1.A. - Dem. Party - SWAYNE
- Prot. Party - VANDERMERVE
- Group 1.B. - Dem. Party - DRADLEY
- Group 1.C. - Dem. Party - WALTON
- Prot. Party - WALTON
- Group 1.D. - Dem. Party - WILSON
- Dem. Party - BASSETT - WILSON
- Dem. Party - BONVIN
- Prot. Party - HOUGHTON
- Group 1.E. - Assault Party - HODGSON *
- Group 1.F. - Assault Party - BIRNIE
- Group 1.G. - Dem. Control - PRITCHARD.

Group 2. - OLD BENVENANCE.

- Group 2.A. - Dem. Party - WOODCOCK
- Prot. Party - MORGAN
- Group 2.B. - Headquarters - NEWMAN
- Reserve - MOSS
- Group 2.C. - Dem. Party - PENNINGTON
- Prot. Party - JENKINS
- Group 2.D. - Assault Party - BURN *
- Group 2.E. - S.T. Party - HOOPER

Group 3. - SOUTH LOCK GATE

- Group 3.A. - Dem. Party - BURTINSHAW
- Dem. Party - SMALLEY
- Dem. Party - CHANT
- Prot. Party - HOPEWOOD
- Group 3.B. - Dem. Party - BRIST
- Dem. Party - FURDON
- Prot. Party - DENISON
- Group 3.C. - Assault Party - RODERICK
- Group 3.D. - Assault Party - ROY
- Group 3.E. - Dem. Control - MONTGOMERY
- 2nd. i/c Party - COLLARD *

Withdrawal to OLD MOLE

- Stage 1. - Group 1.A. less Prot. Party
- Group 1.B. complete
- Group 1.C. less Prot. Party
- Group 1.D. complete
- Group 2.C. Less Prot. Party
- Group 3.A. complete
- Group 3.B. complete
- Stage 2. - 35 - Star GREEN
- Group 2.C. Prot. Party
- Group 2.D.
- Group 2.E. (if in area)
- Group 3.C.
- Group 3.E. less 2nd. i/c & party
- Stage 3. - 35 - Star RED.
- Group 3.D.
- Group 1.A. Prot. Party
- Group 1.C. Prot. Party
- Group 1.E.
- Group 2.E. (if in area)
- Group 1.G.
- Group 2.A.
- Stage 4.
- Group 1.F.
- Group 2.B.
- Group 3.E. 2nd. i/c & Party

RECOGNITION.

- : Blue Torches
- : Surnames
- : Password and Countersigns
- : Silhouettes

PHRASES

French

- Maximum Time Ashore = ZERO + 120 minutes.
- Emergency Re-call - 35 - Star GREEN
- 35 - Star RED
- Klaxons
- "RAMROD"
- : Get inside quickly - Dedans vite
- : Stay inside - Restez dedans
- : Shut the doors - Fermez les portes
- : Shut the windows - Fermez les fenetres
- : You'll be killed - Vous serez tue'
- : Obey and you'll be O.K. - Obezissez et tout va bien

Approximate Maximum Time Table :-

- Zero - Landing
- Zero + 10 - Beaches secured - Dem. Parties proceeding to tasks
- Zero + 15 - Destroyer Scuttle charges (10 min. delay) set off.
- Zero + 25 - Scuttle charges detonate - R.N. re-embark
- Zero + 30 - All Demolition tasks being detonated.
- Zero + 45 - Stage 1 complete - Demolition Parties withdrawn to OLD MOLE.
- Zero + 60 - Stage 2 begins.
- Zero + 75 - Bridge at G detonated - Military H.Q.s move to OLD MOLE.
- Zero + 85 - Stage 3 begins
- Zero + 100 - Stage 4 begins
- Zero + 110 - Last elements leave OLD MOLE.

PHRASES - German

- Who goes there - Wer da ?
- Come down - Herunter
- Come out - Heraus
- Hands up - Hände auf

Reinforcements - call for

GREEN VERGEYS

SURPRISE 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, sabotage and sniping.

21. RECOGNITION OF PYROTECHNICS

All ranks must clearly understand exactly what Pyrotechnics are being used in the Operation and be able to recognise 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 surnames is a valuable addition to these 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 Surnames

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.

27. Casualties.

Officers Commanding Groups will understand their own 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,
RC.

Alfred Heidman
Lt. Col.,
Military Commander.

DISTRIBUTION.

As for Operation Order No. 1.