

OP - OP CORPORATE

C1

1. GROUND.

2. SITUATION.

a. En. Brief by 10 emphasizing Pebble Is, Goose Green / Darwin, Port Howard.

b. Friendly forces.

(1) 5 Luf Bn expected to reemerge on about A+7-10.
(2) Sea. TF 317.8 (RAdm Woodward) and TG 317.0 remain in sp of the landing force.

(3) Air. A total of 31 Hercules ac - 17 SHan in HERMES and INVINCIBLE, 8 SHan and 6 Har G3 in ATLANTIC CONVEYOR.

(4) Bde Msn and Plan.

(a) Msn. To land at Port San Carlos / Ajax Bay complex and estb a beach hd from which to launch offensive ops.

(b) Plan in Outline. A silent landing in 3 phases. Phase 1 is a nearly simultaneous assault by 2 ARA landing over BLUE 2 Beach at H Hour to estb an def point on SUFEX MP with 40 Cto landing over BLUE 1 Beach at H+10 mins to secure the SAN CARLOS area.

In Phase 2 3 PARA and 45 Cdo will land and estb def posns in Port SAN CARLOS and ATAX RAYS respectively. 42 Cdo will be in use afloat. Phase 3 is the flying ashore of arty and AD to cover the beachhd, starting at first Lt.

c. Atts and Aets.

8 Bty in AS in Phases 1 and 2 and at first call in
3 Tp B Squ RTRG/A in AS Phase 3

two SC (ATGW/Recc) in AS from first Lt

2 Tp 59 Indep Cdo Squ ^{incl recce sect and CET} in sp and under comd for mov

1 AA Sect (BLOWPIPE) in sp and under comd for mov

6 OS TACP (FAC) in sp and under comd for mov

NGFO party in sp and under comd for mov

in and the above under comd for mov

two FF (NGS) in sp

Four RRE in sp and under comd for mov from first Lt

3. MISSION. 40 Cdo is to estb a reverse slope def posn on VERAE MTS 6086 and ROCKY MTS 6183.

4. EXECUTION.

a. Concept of Ops. This is going to be a silent landing

~~unless and until we are opposed. But time is of the
essence if we are going to be firm by first Lt. We
should, therefore, make our movement as quick and
as silent as possible ^{but} consistent with sound tactics.
The weather may help us to achieve this but Coy
Comds must, at all times, bear in mind the need to
get on with it because we shall have only a few
hours in which to get ourselves both as far
underground as possible by first Lt. I recognize
however that this will not be possible throughout
your sub-units because of some of the factors I
have given you. In addition the need for close
control of your sub-units will be necessary in
the early stages, particularly with the close proximity
of 2 PARA to our right, although they should be
clear by about 14 + 20 mins.~~

b. Gen Outline. The Cds will ~~both~~ ^{carry out a silent} itself in 2
phases. In the first phase we shall land in 4
waves over BLUE 1 Beach and then clear WHITE

RINCON, LITTLE RINCON and the SAN CARLOS SETTLEMENT. The 4 waves of LC will consist of a rifle coy in 2 LCVP waves each of 2 craft, followed by a coy gp ^{and the Tor the} (with CVLT) in sp in a wave of 2 LCVs with a final wave involving the third coy gp with Cds H2 and sp plus. In phase 2 the Cds will estb reverse slope def posns on the western slope of the VERAE / Rocky Mt escarpment to the east of the SAN CARLOS Settlement. Now to the tasks in detail.

~~The east of SAN CARLOS Settlement. Now to
the tasks in detail.~~

c. A Coy.

(1) Gp.

Foo Party

2 MFCs

one sect surv tp

one sect AE tp in Phase 2

(2) Phase 1. Land by LCVL over BLUE 1 Beach in
2 waves each of 2 craft and clear WHITE
PINCON. If opposed on the beach your first 2
craft are to press on, land leading elements who are
to bring fire to bear on en allowing other
craft to land as planned and allow us to
overwhelm the opposition.

(3) Phase 2. Estb a reverse slope def posn on
VERAE Mr centred on 604854. In addition
you are to send a fighting pl to clear LOOKOUT
HILL 5988 and you are on your def posn. They
should return as close to first Lt as possible.

d. B Coy.

(1) Gp.

one Foo party ^{605 TACP(LAC)} ~~one 2~~

2 MFC

one sect AE Tp

one sect Surv Tp

(2) Phase 1. Land in LCU F3 over BLUE 1 Beach
in wave 3 and clear LITTLE PINCON SPRG.

(3) Phase 2. Estb reverse slope def posn
centered on bob sprg. ~~on blue 2-4.~~

e. C Coy.

(1) Gp.

3 Tp B Sqn ~~2400~~ in AS until ~~phase 1~~ ^{phase 1}

two MFCs

one sect news until completion ~~phase 1~~

one sect AE Tp

one sect Surv Tp

one sect AA ~~2400~~ until completion ~~phase 1~~

(2) Phase 1.

(a) Land in LCU F2, ~~with~~ ^{over} BLUE 1 Beach in the fourth wave. Jan me

them to clear SAN CARLOS Settlement. You must beware of the possibility of an irate islander challenging any of your men with a firearm. Precipitate action must be avoided if at all possible. You should endeavor to knock on the door of each house, speak to the master of the house and tell all occupants to remain within the house. All outbuildings are to be searched. I want you to conduct this as quickly as you can, consistent with thoroughness.

13) Phase 2. Estb a def posn in depth centered on 602838. Once on your def posn you are to send a rifle troop on a recon ptl with 3 Tp RH&A to the area of the gate at 623818.

(2) Phase 2. You are to estb a def posn,
in depth, centered on 602838.

f. 3 Tp B Squ RHG/A.

(1) Phase 1. Land with one Scimitar and one Scorpion
in each of LCU's F1 and F3 in Wave 3 supporting
the landing as required. You are then to provide
close support, and under command of, C Coy in clearing
through SAN CARLO Settlement.

(2) Phase 2. When ordered by OC C Coy you are to pth
first to the area of the gate on the high ground at
623818 with a refer tp in sp. You are to return
to the area of the settlement buildings, in use for
opportunity anti-hel or mf tgts, by first lt.

Rece Tp.

(1) Phase 1 land in LCU F1 in the 3rd wave over
BLUE 1 beach and move inland via the north and
east of the settlement and hence, via the northerly
track to the Rocky Mt ridge.
You are then to

estb Bde of screen
in areas 7181, 7285, 7279 and 7379. Your Tp HQ
is to be estb in the area manager's house.
OP reports are to be sent to Cdo HQ.

With your Tp HQ estb, initially in the area of the
Manager's House but with the FCC once Cdo HQ is ashore.
Your task is to obs and report en mov in the area
N-S, thro E being prep to be in posn for up to 4
days. You are to move only by air but you may
move by day if weather conditions will permit
no compromise. Your reports are to be sent via
Cdo HQ.

i. Mor Tp.

1) Grp.

two MECs to each rifle coy

one sec mor unit (could be Coy, depending on phase)

2) Phase 1. The Tp is to land in LCU F1 in the third
wave and estb a Tp BP posn in SAN CARLOS area
as needed by Mor offr.

3) Phase 2. Ref BP posn.

j. MILAN Tp.

1) Phase 1. Tp to land, without mobs and firing posts, in
LCU 4 in Wave 4 over BLUE 1 beach.

2) Phase 2. Provide hasty area def to the north of SAN
CARLOS settlement area 592846 - 597845 and be
prep to provide men for mov of non ammo from beach
to BP posn ^{when known} and be dig in Cdo HQ in A/A+1
^{during 1 day you are to be prep to 5d Pwr.}

k. AE Tp.

(1) Gp.

one sect under command A Coy in Phase 2
one sect under command each of B, C Coys

(2) Phase 1. The ^{one sect} Tp (-) is to land in LCU F4
sect in F3 wave 3) in the fourth wave and ^{be prep} to assist RE fd tp as required. After landing one
sect is to join A Coy on WHITE PIN CON.

(3) Phase 2. Tp HQ with Tac HQ upon completion one sect to
under command A Coy. Tp HQ to Cdo HQ.

l. Law Tp.

(1) Gp. one sect to under command each rifle coy with
NOA

(2) Phases 1 and 2. Tp HQ with Tac HQ joining
Cdo HQ when deployed, having hoisted over
BLUE 1 Beach in LCU F1 in Wave 3.

m. 8 Bty.

(1) Alloc of FOOs. Phases 1 and 2 one FOO party to each
of A and B Coys.

(2) RL with R Gp.

(3) IF Lists. To be issued.

n. NRFO Party. Land with R Gp in F1 in Wave 3. Thereafter
con NGS as required.

Rapier
Def Coas
X

n. 1 Sect AA Tp (BROWPIPE).

- (1) Phase 1. Land in LCU F1 in wave 3 and deploy locs to be notified.
- (2) Phase 2. Esrb AA in areas to be notified.

o. 2 Tp SA Indep Cds Sqn.

- (1) Phase 1. Land over BLUE 1 Beach in LCU FH in Wave 4 and prep to assist C Coy with clearance of SAN CARLOS SETTLEMENT if required.
- (2) Phase 2. Assist and advise on prep of cds def posns and assist with digging in of Cds HQ.

p. BRUNET Pit.

- (1) Phase 1 - Nil.
- (2) Phase 2. At first it provide hel relce of seat of b2 eating from hull down posn as required. Base on LITTLE PINCON.

q. 605 TACP (PAC). ^{Denner} Martin-Hasdale.

- (1) Phase 1. Land over BLUE 1 Beach in LCU F1 ~~in~~ in Wave 3 and form B Coy on disembarkation.
- (2) Phase 2. Remain with B Coy from Tr.

r. RRC.

(1) Phase 1. Nil.

(2) Phase 2. Remain on call for tasks after first hr. RV at BLUE 1 beach.

s. Coord Insts.

(1) Timings. A Day and 4 Hour to be confirmed. Loading into boats commences at 4 - 2 1/2 hours.

(2) Phases. Indiv sub units may commence Phase 2 tasks without order once Phase 1 tasks are complete. During Phase 2, coys are to readjust def posns as nec and send out clearance pths at first hr.

(3) LOE. Except for recce tp, there is to be no exploitation beyond b2 easting with exception of C Coy who are to deploy obsn with 3 Tp. ~~East A. 2 SE track~~

(4) Mer Ammo. Mer ammo is to be dumped at the north end of BLUE 1 beach (part of A Coy) and in the sheep pen at the SE corner of the beach. The MILAN Tp is to centralise all mer bombs: as dir by hon of

(5) By passing bt. No by passing.

(6) Air. SARE primary role is AD over TG and AoA. We can expect max of 2/hour for CAS with min 2/2 hours.

(7) LSs. To be desig by Bde. Ends through Cdo HQ.

(8) Bdrys. See map. In the Coy bdry - fences painted on the map.

(9) NBC. No threat. Respirators in bergeries.

NBC kit to be held by QM. Respirator holders

may be used for packing other items in CEFO
NBC overboots are to be carried in bergeries for anti-trenchfoot
prevention

(10) Line of Work. In def zones line of work is:

(a) Fire trenches

(b) Overhead cover using kifs

(c) Anti-fers mining and wiring, initially low wire
entanglement. RE will advise on mining.

(d) Corps are to be in all rd def and mutually sp
within corps. Day 17 work and mov is permitted but
be aware of an attack.

(11) Def Stores. CGI is aval as is danner wire. But

only sufficient 2' pickets to permit 175m low

wire entanglement per cdo. Obs are to be

placed on reverse slopes in the killing ground.

Bids for def stores will be called for but unlikely

aval before in A/A+1.

(12) Maps. Except ^{Cdo} CP no marked maps to be taken
ashore. Also no pers docs of any kind (in such case) just
Geneva Con 1st Part.

(13) Recognition of Special Forces. If beach is clear, or
has been cleared of em, special forces will mark beach
and reception party (hair shoot). Recognition will
be 3 flashes on red torch. They will wear white
head or hat band.

X
(14) AA Wpus. Wpus tight. Blow pipe locs to be decided. RAPIER will be loc in the Cds area at 612848 + 588852 with CP at 600832

(15) LC procedure.

(a) Lifejackets. Will be in craft. Put on when in craft. Take off ⁵ mins before landing. Boat crews are to pass themselves close to coxswain to raise over distance to go.

(b) loading. Be flexible. Starts 4 - 2 1/2 hrs.

LCV's in boat sit from pantocon. Lowest cost outboard LCU.

LCU ^{possibly} from 2 but probably 1 exit in Cambana. Details of each had already issued.

(16) Cambana. Load from outside San Carlos water. Maybe slow business. After 4 hours will be moving into San Carlos water.

(17) press. We have 3 press with us.

(a) with A Coy - Alistair McQueen

C Coy - Max Hastings

HQ + wandering brief - Jeremy Hands + 2 with PRO.

(b) Policy. Not responsible for sy ^{but admin} No mention of nos or type of cas. Only to deal in fact not confecture of fwd ops. Not to attend Coy or TP OOps until auth.

(18) PW. On A Day PW's are to be passed back to Cds HQ where they will be taken to BLUE 1 beach, after 1 call on Cds (Bd HQ), collected by RMP. Before Cds HQ is estb they will be guarded by ATRP.

SEE OVER

(9) Civilians/Refugees. Civ pop are to be encouraged to remain in their houses initially. It is hoped that they will agree to be evac during A Day.

(10) Summary of Execution. This is going to be a silent landing unless or until we are opposed. But time is of the essence if we are going to be firm by first Lt. We should, therefore, make our movement as quick and as silent as possible but consistent with sound tactics. The weather may help us to achieve this but Coy Comds must, at all times, bear in mind the need to get on with it. Because we have only a few hours in which to get ourselves set as far underground as possible by first Lt. I recognise however that this will not be possible throughout your sub units because of some tasks I have given you. In addition the need for close con of your coys will be nec in the early stages, particularly with the close proximity of 2 PARA to our right although they should be clear by about H+20 mins.

4. SERVICE SUPPORT. QM to give. Helnets

5. COMMAND & SIGNALS

a. Gen. Detailed Bde pol on use of radios during the landing will be signalled at a later stage. ~~At present~~ It will be a silent landing that is - radios may only be used if other means of comm fail.

Radios are not to be used prior to H Hour except if battle is joined.

b. Radio Comm. As usual there will be a UCN HF and VHF. For the first phase VHF will be the primary and HF will be the secondary or administrative link. ~~At~~ You should note that the VHF

frequencies are daily changing and on UCN VHF the frequency will change automatically 6 times each 24 hours.

c. Line. Line will be estb during phase 2. The line labelling code is "XX" followed by sub-unit etc.

d. Rear Links. There will be a secure B+A 250 link to Bde w/ some time after first hr - hel from Sui lancelet.

e. Locs.

- (1) Bde HQ A. AJAX RAY. Detailed loc later.
- (2) Bde HQ B. Initially TOR FEARLESS, then ashore in SAN CARLOS AREA possibly BLACK PINCON. A Tac Hq will be in SC SETTLEMENT area ^{probably} early in Ph 3.
- (3) 40 Cdo Main. Will deploy ashore after first Lt into SAN CARLOS SETTLEMENT area but will be dug in during ni 1/A+1 or earlier.
- (4) Tac Hq 40 Cdo. ATAHQ Tac will be loc initially in SAN CARLOS SETTLEMENT area ^{based on Managers House} and will then deploy fwd to approx 597844 during Phase 2.

f. Air Comd.

- (1) Bde. Col Seccombe initially in Fearless
- (2) 40 Cdo. 2IC initially with Main Hq, subsequently with B Ech.

g. Liaison. Lo with Bde Hq - Lt Martini.

h. CEI. To be issued separately. Sign Off is to brief all signals ranks on detailed policy and procedures.

i. Emcon Policy. ^{To be issued}

- (a) Comms Eqr. RED 2. All TX on standby (switched)

SEE OVER

on) antennas not tuned. Receivers switched on.
Generators running.

(b) Non Commis Egpts. (eg Radars). Generators running. Silence maintained apart from min essential testing during which screening in the direction of the en is to be mainit. Silence may be broken for specific engagements, missions or tasks, but must be re-imposed immediately afterwards.

j. Code words. To be revised.

k. Password. Changes at 1200Z daily.

until 1200Z A+1

BRIGHT SONG

A+1/A+2

DARK TYRANT

A+2/A+3

SHORT BISCUIT

A+3/A+4

ROMAN CHARM

l. Nicknames.

to Cds address

CO

POWER UNIT

San Carlos

ocCoy

HELL CAT

Settlement secure

Def Posn secure

All Corp

POOR ASSET

m. Time Check. To be arranged on A-1.

n. Final Points.

(1) Speed is of the essence, but don't cut corners. We must make use of darkness to prep ourselves before the threat of an attack increases in daylight. Air sentries must be alert.

(2) Our men are well prep and trained. We have heard how the Anglos appear not to have the stomach for a fight. We must ^{therefore} be professional, determined and aggressive in all that we ^{do} in the face of the en

(3) When we take cas don't forget to press on - we can recover our cas later in clearing up.

(4) Fire Discipline. Don't waste ammo, make every round an aimed shot and don't allow en to draw our fire before we are sure that our fire will be 100% effective.