

AWM52
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diaries, 1939-45 War

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2/23 Infantry Battalion
August 1942, Appendices

AUSTRALIAN IMPERIAL FORCE

2/23 AUSTRALIAN INFANTRY BATTALION

OPERATION STANDING ORDERS

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SECTION 1 - COMMAND AND CONTROL

1. Battle Procedure

- a. The following terms will be used in the bn and its coys
 - R gp The Commander's gp.
 - O gp Subordinate comds and staff.
 - F gp The main (or fighting) body of the unit.
 - T gp Tpt not required with F gp.
- b. The normal composition of the Bn R gp when proceeding to Bde HQ for orders, is
 - CO and Adjnt or IO
 - Sig offcr
 - DR (2)
- c. When verbal orders are being given, any offrs not required, and the orderlies and drs, will remain out of hearing under cover.
- d. When the CO calls for his O gp, coy comds may order their O gps to a selected RV, but must NOT allow them fwd to the Bn RV, unless they are specially called for.
- e. When R and O gps are called for to reconnoitre a new posn in a withdrawal, units and sub-units which are in action will not send comds but their seconds-in-command. It will also generally be advisable to send larger parties.

2. Marking of HQ

Bn HQ and each coy HQ will be marked by its distinguishing sign, if possible illuminated by night. One sign will be placed at the HQ and another at the point where the approach leaves the main road or track. Spare signs will be available to go fwd with the party establishing a new HQ.

3. Moves of HQ

- a. Immediately after a move, all sub-units (incl att sub-units) will report the exact position of their HQ to the HQ under whose command they are at the time.
- b. Sub-units reporting to Bn HQ will each send two orderlies. These orderlies will have a map reference of their new HQ and must know the best covered approach to it. One orderly will be sent back to the unit and one retained.
- c. When the position of a subordinate HQ is laid down in orders, it may be moved a short distance away provided arrangements are made to redirect orderlies, etc., from the point where the HQ are supposed to be.
- d. When a HQ moves without giving at least one hour's notice to the next higher HQ an orderly will be left for a time at the old location to redirect DRs, etc.

SECTION 2 -- BN HQ

11. Bn HQ

- a. No vehs (except those connected with Bde and Bn HQ) will approach within 200x of Bn HQ unless adequate cover exists for their concealment from ground and air. A car park will be arranged.
- b. Orderlies will be warned to use the most covered approach and to keep under cover whilst in the vicinity of Bn HQ.
- c. Motor vehs, including motor cycles, will not be left running near Bn HQ.
- d. Motor cycles will not be started up or kept running within 30 yards of the Bn HQ office or of any conference of offr. If necessary, they must be wheeled away until clear.

12. Guides

An orderly on sentry who knows where to find the offr of Bn HQ and the way to each coy HQ will be on duty at Bn HQ day and night.

13. Duty Roster

- a. During ops the following duty roster will normally be observed.

0800 - 1400	Adjnt	(Deals with A. matters)
1400 - 1700	OC HQ Coy	or other offr
1700 - 2000	Sig offr	(Own adm)
2000 - 2300	IO	(Writes War Diary, etc)
2300 - 0200	Adjnt	or other offr
0200 - 0500	Sig offr	
0500 - 0800	IO	(Prepares Patrol Reports, I summary etc).
- b. At other times, the Adjnt will ensure that at least one offr is on duty at Bn HQ at all times.
- c. Offrs and NCOs who are resting are NOT to be disturbed except in case of emergency.

SECTION 3 - COMMUNICATIONS

21. Delivery of Messages

- a. All ranks must assist orderlies or DRs to find the HQ or individual offr to whom their message is to be delivered.
- b. When a HQ is on the move the veh acting as the signal office will carry a signal flag in a conspicuous posn.
- c. Before returning to his own HQ, an Orderly or DR will always ask if there is any message to take back. He should not be retained for an unreasonable period for this purpose. If the HQ is on the move he should follow immediately behind the signal office veh until he is permitted to return to his own HQ.
- d. An orderly wishing to deliver a message to an individual offr who may, for example, be engaged in conversation, will not wait until somebody asks him what he wants, but will make his presence known by saying loudly "Message for....."

22. Offrs Resting

To ensure that offrs resting are not disturbed unnecessarily, personnel calling Bn or sub-unit HQ on the telephone or visiting such HQ for interview will not, unless the matter is vital, demand an offr by name, but will say "Is..... available?"

23. Franking of Messages : Priorities

- a. Offrs are authorised as follows
 - "Immediate" messages and (within Bde) Priority Telephone Calls CO, and Adjt.
 - "Important" messages
CO, Adjt and Sig offrs.
- b. If unauthorised offrs should initiate messages franked as above, signals will accept and despatch the message, but will report to the Adjt.

24. Daily Time Signals

- a. When a listening set is available, sigs will synchronise watches by BBC signal at 0700 hrs and 1900 hrs (local time) daily, or as near thereto as possible.
- b. If wireless is not available, time will be synchronised with Bde HQ at 0730 and 1930 hrs daily.
- c. Coys will synchronise time with the Bn Sig office between 5 and 15 mins after the above times.
- d. In addition, coys will be responsible for synchronising watches immediately before an operation.

SECTION 4 - ACTION ON ENEMY ATTACK

31. Warning

When an enemy attack takes place or it appears that an attack is imminent, each comd will :-

- i. Warn next highest Hq
- ii. Ensure that neighbouring sub-units are aware.

32. Light Signals

- a. SDF (also called SOS)
Enemy Attacking
Enemy Infiltrating
Enemy Tks near Posn
Posn surrounded
- } Will be notified as required by
} SECRET message. Adequate steps
} will be taken to guard against
} its disclosure to the enemy.
- b. Owing to possibility of confusion with enemy sigs or of poor visibility, light sigs will NOT be used if L/T is available.

33. SDF Signals

- a. Unless other orders are issued, the SDF signal may be put up on the authority of a coy comd. It will only be put up when enemy inf or tks are advancing to the attack.
- b. The SDF signal will be answered by all weapons on fixed lines, the fire of which falls in the area in which the signal has gone up.

34. Rates of Fire

- a. Rates of fire to be applied in various circumstances will be issued in orders. It is essential that they should not be allowed to become stereotyped. In the absence of specific orders on the subject, the following rates will be issued.

b. SLF

- | | | |
|---------|---|---|
| LMGs | - | 1 min rapid, 1 min normal (repeating according to circumstances). |
| Med MGs | - | 2 mins rapid, 3 mins normal (repeating according to circumstances). |
| Mortars | - | 5 rds HE per min for 3 mins (if amm allows) |
| Arty | - | 3 mins intense; life to counter-preparation tasks and fire two bursts of 2 mins rapid with 2 mins interval. |

c. CP

- | | | |
|-----------------------------|--|--|
| Arty
(One Task) | | One burst of 3 mins intense; followed by two bursts of 2 mins rapid at irregular intervals - the whole during the period of 10 mins. |
| Arty
(two or more tasks) | | One burst of 3 mins intense on each task in succession. |

SECTION 5 - INFORMATION

41. Urgent Infm

Notwithstanding any instns contained in this section which appear contrary, infm of an urgent or important nature will be passed IMMEDIATELY by the quickest available means to the next higher Hq. In such cases a brief but accurate statement of facts is what is required.

42. Situation Reports

a. During ops, coys will render "sitreps" giving the situation and their intentions as follows :

DAY - at 1100 hrs, 1700 hrs

NIGHT - at 1900 hrs and hourly till 0700 hrs

b. If there is nothing of importance to report, the word "SITNOR" will be signalled.

43. Patrol Reports

a. As soon as possible after return the patrol leader will make a report which will be passed, without delay, to Bn Hq.

b. Infm required :

- i. Patrol Strength
- ii. Time out and in
- iii. Route (map refs if time permits)
- iv. Infm gained (In case of fighting patrol-action taken)
- v. Casualties - enemy and own tps.

44. Hostile Shelling Intelligence

Infm regarding enemy shelling should, where possible, include the following :

- i. Exact times shelling commenced and finished
- ii. Bearing of flash or report
- iii. Map ref of pt from which bearing is taken
- iv. No of secs from flash to sound
- v. Area shelled
- vi. Nature and calibre of gun
- vii. No of shells
- viii. No of guns firing
- ix. Damage

45. Gas Intelligence

- a. Whenever gas is used by the enemy, the fullest particulars and the place where it was used will be noted and reported.
- b. Whenever there are any new or unusual circumstances, samples of earth and water from gas-shell holes, and contaminated materials, splinters from bombs or shell and, if available, an enemy respirator, should be sent to Hq together with precise infm as to the location of any blind bombs or shell suspected of containing gas.

46. Air Intelligence

- a. Air intelligence which should be fwded in sitreps includes :
 - i. Particulars of enemy air raids, i.e. tactics employed, nos and nature of bombs dropped, size of craters, location of any "duds"

ii. Pyrotechnic and light signals employed by enemy aircraft.

iii. Spray attacks, tactics employed, type of aircraft used (if known), nature of spray.

b. The following will be reported immediately :

i. Particulars, including location, of enemy aircraft crashing within our own lines. A statement of eqpt salvaged and action taken with regard to enemy pilots and airmen should be given.

ii. Infm of casualties to our own or allied aircraft. If the aircraft falls in our own lines the senior offr on the spot will assist the crew and mount a gd on the aircraft with orders to allow no one but RAF (or allied Air Force) personnel to approach it.

47. Recognition of Allied and Enemy Forces

Offrs will ensure that all ranks under their cmd are thoroughly familiar with the appearance of allied and enemy uniforms, A/Vs, and aircraft.

Patrol Strength

Infm regarding enemy shelling should, where possible, include the following :

- i. Exact times shelling commenced and finished
- ii. Bearing of flash or report
- iii. Map ref of pt from which bearing is taken
- iv. No of acc from flash to sound
- v. Area shelled
- vi. Nature and calibre of gun
- vii. No of shells
- viii. No of guns firing
- ix. Damage

Gas Intelligence

a. Whenever gas is used by the enemy, the fullest particulars and the place where it was used will be noted and reported.

b. Whenever there are any new or unusual circumstances, samples of earth and water from gas-shell holes, and contaminated materials, splinters from bombs or shells and if available, an enemy respirator, should be sent to H together with precise infm as to the location of any pits, holes or shell suspected of containing gas.

Air Intelligence

a. Air intelligence which should be noted in reports includes :

- i. Particulars of enemy air units, tactics employed, use and nature of bombs dropped, size of crates, location of any "dubs"

SECTION 6 - SECURITY

51. General

- a. All ranks will exercise constant care to prevent leakage of infm through indiscreet conversation in public places or in the presence of any strangers, whether in uniform or not, on topics directly or indirectly connected with ops. Disclosures even to relatives and friends of impending movements of themselves or their units is forbidden.
- b. Orders, official documents and marked maps, will not be carried into action, except such as are indispensable to the op in hand. Any such papers or maps taken into action will be destroyed and any markings on tank coverings to maps rubbed out, when there is risk of capture. The same applies to any private papers which may give indications of the location of the unit or of the state of affairs at home.
- c. Documents, maps and secret and confidential papers will not be left lying about in offices, tents or billets. Those in charge of offices will ensure that all drafts of orders, stencils, waste paper, etc, are destroyed by burning.
- d. Offrs are responsible that all ranks under their cmd are familiar with FSMB Pam 3, 1939, Secs 16 to 26.

52. Internal Patrolling

Immediately on occupation or capture of a posn, the following action will be taken by pl comds.

- a. The right sec cmd, with one man from each of the other two secs of the pl will reconnoitre to gain touch with the pl on the right.

He will report :

- i. The posn of the pl on the right.
- ii. Details of dead ground between the pls.
- b. Right fwd and right res coys will in similar manner, and in addition to the above, gain touch with the bn on the right.
- c. By night when the situation permits one pair of double sentries per pl will at frequent intervals patrol the perimeter of the pl area. Their duty will be to collect from sec sentries reports on any enemy action or unusual occurrence, and to pass same to pl HQ.
- d. Three times during the hrs of darkness each pl cmd accompanied by his orderly, will patrol the pl area.

The following alarm signals will be used by sentries :

i. GENERAL ALARM - a succession of short blasts on the whistle.

ii. HOSTILE AIRCRAFT - a succession of short blasts on the whistle.

iii. LOCAL GAS ALARM - sounded by trench rattle, or gong.

iv. ALL CLEAR - series of long blasts of 5 sec duration.

SECTION 7 - PROTECTION

Note

This section relates to sub-units when not in occupation of full defensive posns. It will normally apply to Bn HQ and B Ech at all times.

61. Slit Trenches

Slit trenches will be dug at once unless the stay is to be of short duration only. Where these are not practicable the protection afforded by buildings will be improved.

62. Lighting Restrictions

All lights in buildings, tents and other shelters will be screened, so as to ensure an effective blackout.

63. Sentries

Sentries will be provided as follows, during the full 24 hrs :

- i. Air and Gas Sentry - on Bn and each coy HQ and the HQ of any isolated det or post.
(The sentry on an adjacent AA post may be used for this purpose).
- ii. Ground sentries - as required.

63a. AA LMG Posts

- a. One LMG post will be sited and constructed for each det 2 (AA) Pl, each coy HQ and each HQ of any isolated det or post. In the case of HQ the AA LMG cover may if convenient be provided by the nearest sec post.
- b. Unless the situation demands, these will not be manned permanently but only on alarm. Generally, crews will be detailed from adm personnel employed in the vicinity who will take post on the alarm sounding.
- c. In "quiet" areas, guns and tripods will not be left mounted but will be kept under cover in easily accessible posns.

63b. Fire Points

During static ops, fire pts, consisting of one tin of water and two of dry sand, will be maintained at each building or tent.

63c. Warning Systems

In areas where a general warning system is in operation, the receipt of a "RED" warning will be regarded as a warning order only. The alarm will not be sounded until the aircraft are heard or sighted.

64. Alarms

- a. The following alarm signals will be used by sentries :
 - i. GENERAL ALARM - a succession of short blasts on the whistle.
 - ii. HOSTILE AIRCRAFT - a succession of short blasts on the whistle.
 - iii. LOCAL GAS ALARM - sounded by trench rattle, or gong.
 - iv. ALL CLEAR - series of long blasts of 5 secs duration.

SECTION 8 - MOVEMENT BY ROAD

MOVES BY MARCH ROUTE

71. Moving off

When starting from bivouacs etc, dismounted tps and MT will move off direct from dispersed pl etc areas, without first forming up by coys.

72. Road Space

a. Unless traffic renders it dangerous, sub-units will march with two files on the "correct" side of the road and one on the other.

b. Average intervals.

Day - 100x between pls, 200x between coys.
(Regularity will be avoided)

Night - Closed up, to visual distance.

73. Speed

One mile in 20 mins.

Normal days march - 20/25 miles.

74. Halts

a. Short halt - Ten mins commencing 10 mins to each hour.

b. Long halt - One hour every 15 miles, if the tactical situation permits.

c. All tps, vehs and gps of vehs when halting, even for a very short time, will, if possible, clear the rd.

75. Unit Tpt -

a. MT will usually move by bounds, the length of the bound depending upon tactical considerations. Between bounds such tpt will be well dispersed, making use of any available cover.

b. When action is anticipated, sub-units vehs may move with their sub-units : but in this case there should, by day be a clear gap in front of each veh of at least 50 yds.

76. AA Defence - On Move

a. Passive - by Dispersion. Intervals provided in para 72 will be maintained and tps will be dispersed laterally as the ground will permit.

b. Active - One LMG per pl will be manhandled on the march, secs taking it in turn. If after dispersion, the safety factor is sufficient, EA will be engaged by individual SA fire.

77. AA Defence - At Halt

a. LMGs referred to in para 76b will be mounted for AA.

b. Gunners and AA sentries will not remove eqpt.

b. The all clear signal will only be blown on the authority of an officer and, in the case of gas attack not before a recce has been carried out.

65. Air Attack

- a. In the event of attack, all personnel will go into cover, unless they are engaging the enemy either in the air or on the ground.
 - b. Personnel will NOT stand in the open watching air attacks.
 - c. To avoid disclosing our positions unnecessarily, aircraft will NOT be engaged by SA fire unless they are
 - i. Definitely identified as hostile and are within SA range, i.e. 2,000 ft.
 - ii. If unidentified, they commit a hostile act and are within SA range.
- The greatest care must be taken NOT to fire at our own aircraft.

66. Gas Attack

Special instructions regarding Gas are contained in Appx

- a. Short half - Ten mins commencing 10 mins to each hour.
- b. Long half - One hour every 15 mins, if the tactical situation permits.
- c. All gas, smoke and gas of any kind when handling, even for a very short time, will, if possible, clean the rd.

It will usually move by bounds, the length of the bound depending upon tactical considerations. Between bounds each pl will be well dispersed, making use of any available cover.

When action is anticipated, sub-units will move with their sub-units, but in this case there should, by day, be a clear gap in front of each unit of at least 30 yds.

Passive - by dispersion. Intervals provided in para 75 will be maintained and the pl will be dispersed laterally as the ground will permit.

Active - One line per pl will be maintained on the march, each taking it in turn. If after dispersion, the safety factor is sufficient, SA will be engaged by individual SA fire.

- a. LMGs referred to in para 76 will be mounted for AA.
- b. Gunners and AA sentries will not remove caps.

MF MOVES

78. Guides

Tp carrying vehs will be led to a RV by a unit guide. They will be taken over at this point by a guide from each coy and led to the coy embussing area.

79. Embussing and Debussing

- a. Areas will be under cover, if possible.
- b. Otherwise, embussing and debussing will be carried out by small parties widely dispersed.
- c. Two methods are possible.
 - i. Vehs are distributed over an area and all tps embus (or debus) simultaneously.
 - ii. Tps remain dispersed. Vehs are called up to a central point one at a time and tps are called fwd to this point as required.

80. General

Detailed instns for MF movement are contained in FSPB 1939 Pam 6.

ADM

81. Convoy

Gps of vehs exceeding three will at all times move in convoy under an offr or NCO.

82. Normal Speeds and Densities

Unless otherwise ordered :-

Day	-	Wheels	20 mih	10 vtm
		Tracks	15 "	10 "
Night	-	Wheels)	7 1/2 mih	40 vtm
		Tracks)		

83. Drs and their Vehs

- a. During halts and at night, drs will remain with their vehs unless permission to dismiss is given.
- b. Drs will, at all times, carry their bedding in their vehs.

84. Relief's

If possible relief drs will accompany vehs on journeys over 50 miles.

85. FOL

- a. Tanks will be filled at the conclusion of each day's running.
- b. Res tanks will always be kept full.

86. Veh Rations

- a. Three days res rations will be carried in all vehs for personnel who normally ride in them.

b. Water vessels will be kept full.

c. Rations and water will be inspected weekly, on Sundays, by an offr.

GENERAL

87. TCP Parties

a. Composition - 1 offr (or senior NCO), 1 NCO, 2 M/C DR, one veh.

b. Eqpt - See FSPB 1939, Pam 6, Sec 3, 6.

88. Adv Parties

Unless otherwise ordered,

QM (or his rep), 1 offr (detailed by Bn), 1 NCO per coy, 1 veh.

89. Comm on March

Two men per coy will be trained in semaphore.

SECTION 9 - ADMINISTRATIVE

101. Strength States

- a. Coys will signal to Bn HQ daily by 0630 hrs a strength state in the form of AF W3006.
- b. Full details of changes in strength (personnel, weapons, amm etc) will be rendered to Bn HQ by hrs.

101a. Left out of Battle Personnel

- a. When preparing for attack, or on receipt of orders from higher authority, the following personnel will be withdrawn to the B Ech area, or such other place as is appointed :

Bn 2 i/c

Six offrs (incl offr suitable for Adjut but NOT to incl QM or TO)

Five Sgts One for each coy, suitable for CSM.

Nine NCOs

47 ORs (incl 3 sign, 4 MT drs, 2 carrier drs, 2 mortar men).

- b. In protracted ops, arrangements will be made for OC HQ Coy to alternate with Bn 2 i/c.

102. Rations

a. Iron

(i) One days ration, when issued, will be carried on the man.

(ii) This will only be consumed when no other rations are available and then only on the command of an offr who will be responsible to higher authority for his action.

(iii) Periodical inspections will be carried out to ensure that all ranks are in possession of their ration and that it is in good order.

b. Reserve

(i) Sufficient rations for three days will be carried in all sub-unit vehs or in the post according to circumstances.

(ii) A certificate of inspection as to quantity and condition will be rendered weekly or at such times as may be ordered to Bn HQ.

c. Water

(i) Water bottles will be filled once every 24 hrs at a fixed time. This will ensure that all bottles are filled and that regulation of the consumption of the ration may be exercised.

(ii) A res of water for three days will be maintained in posts or on vehs as the situation demands.

(iii) Sufficient water will be used and replaced to ensure the continual freshness of the res.

(iv) A certificate as in sub-para 102(b) will be rendered as required.

103. Water Supply

- a. In mobile warfare under dry conditions it is the duty of those tps first encountering a source of supply to protect it from pollution and extravagant use.
- b. It will be the responsibility of offr to see that unknown sources of supply are attested by a MO before permitting the use of such water for drinking.
- c. Maintenance of water discipline is imperative and offr will be responsible that their tps are fully instructed in this matter.

104. Amn Supply

- a. Expenditure will be signalled promptly to Bn HQ (and projected expenditure as far in advance as possible) to facilitate the rapid replenishment of stocks.
- b. Res amn will be fully maintained.

105. Loading of Vehs

Where the occasion warrants and the situation allows to facilitate rapid movement, vehs will be kept as fully loaded as possible. Res water, rations, amn and blankets will be stowed.

106. Salvage

- a. All captured and abandoned materials, returnable empties, and material for which there is no use in the area will be collected and passed back to be placed in dumps.
- b. Full use will be made of available back loading for this purpose.
- c. The handling of salvage will be the special responsibility of an offr or NCO detailed for the purpose in each unit.

107. Hygiene

- a. The importance of sanitation will be impressed on all ranks at all times. Proper sanitary arrangements as laid down from time to time by the DMS will be observed.
- b. All waste matter will be burnt or buried at the earliest opportunity. Sites for this purpose will be set aside and marked as such.
- c. All cooking and eating utensils will be kept as clean as circumstances permit.
- d. The RMO, through the Hyg Sec, will police the unit area, but sub-unit comds are primarily responsible that regulations are complied with.

108. Burials

- a. Except where operations make isolated burials necessary, all dead will be buried in cemeteries provided by the Graves Service. Enemy will usually be buried in a cemetery specially provided.
- b. Bodies of men must NOT be taken to hospitals.
- c. Before burial, the red (circular) identity disc will be removed and disposed of as in para 109 d.
- d. **Single graves should not be more than 6'6" long, 2' wide and 5' deep.**

- e. Graves, incl those in isolated parts, will be marked at the time of burial with a wooden peg bearing the ~~minimum~~ inscription in pencil (not indelible)

Army Number
Rank
Surname and Initials
Unit
Date of Death
Grave Number

Where a wooden peg is not available, the details will be written on paper and inserted in a bottle which will be half-buried in the ground, neck downwards.

- f. In addition, in the case of burials outside cemeteries, a sketch will be made by O i/c burial party showing :

Layout of graves with names of
bodies interred.
Map ref.
Posn with ref to prominent objects.
(Compass bearings should be given).

- g. Chaplains or offrs performing burial service will be responsible for initiating the necessary AF W3314 (in duplicate). This will be rendered to Bn HQ without delay.

In the case of enemy, the form will be clearly marked "Enemy's Dead".

109. Disposal of Effects of Deceased and Missing Soldiers

- a. In the case of dead, the red (circular) identity disc will be removed from the body, and disposed of as in d (below).
- b. Paybook will be fwded to Bn HQ for despatch to O i/c Records, 2 Ech, AIF by registered post, accompanied by a memo, signed by an offr, stating how the book was recovered.
- c. All items of personal clothing, with the exception of part-worn underclothing, socks etc, whether of Ord issue or private purchase (including uniforms complete with badges and buttons) and personal effects will be parcelled and fwded to Bn HQ. A complete inventory (on AF W3190 if available), in duplicate headed with the **soldiers** Army No, Name, coy and unit, will be checked and signed by an offr, and enclosed in the package. The package will be securely fastened and labelled with a special label (AF W3043).
- d. Other articles will be fwded to the QM as salvage.
- e. No article will be sold.

110. Kits of Soldiers Evacuated to Hospitals

- a. Clothing, necessaries, helmets and respirators will accompany the soldier to MDS, and will proceed with the man thereafter.
- b. Web eqpt and arms will be sent with the man to MDS.
- c. Any other surplus kit will be suitably parcelled, labelled and delivered to the QM.

APPX "A" - GAS DEFENCE

PART 1 - ACTION WHEN GW COMMENCES

INDIVIDUAL

1. Responsibility

It is primarily the responsibility of the individual to protect himself against gas attack and for this purpose he will be issued with all the necessary eqpt. It is also the personal responsibility of each man to decontaminate himself, his eqpt, rifle, and any weapons, vhs or stores in his charge; Therefore, he must be thoroughly conversant with the method of carrying out this decon.

2. Anti Gas Eqpt

Once GW commences, respirators, capes AG and curtains AG will always be carried and eyeshields and individual detectors will be adjusted when not under cover. Capes and curtains should be in the worn posn except if it interferes with performance of duty.

COLLECTIVE

3. Detectors Gas Spray

Once GW starts, these will be placed out at all times round the area at intervals of 80x. Nine detectors are placed in each gp so as to form a square of 18". Each detector gp should be inspected every 10 mins by a sentry. As part of track discipline, their posns will be varied at frequent intervals and during the day they will be placed irregularly.

4. Detector Paper Type "A"

These will be hung vertically at mouth level in every occupied post, gun emplacement, dug out or pill box or at 50x interval in trenches or camps. The detectors must be kept under cover and the usual method of doing this is to cut away a kerosene tin so as to allow free access of air. Detectors must not be allowed to get wet, or be hung near refuse heaps, incinerators or latrines - as it is liable to react to certain odours. In order readily to ascertain if the detector has changed colour (to a faint yellow) a piece of white paper must be hung beside the detector. The chemicals used in the detector are poisonous but detectors are quite safe if handled in a normal way. When conditions favour the use of arsenic type "A" detectors should be under constant observation.

5. Cooking areas in bivouacs

Tarpaulins or other cover will be provided both overhead and to windward to reduce the danger of food being subjected to spray. Detectors must be placed near any food left in open.

6. Water

Wells and containers will always be covered.

7. Stores

All stores will be kept in containers, under cover if possible, and well dispersed when considered necessary. Unloading of stores also done under cover.

8. Bath places and latrines

Protection against spray should be provided both overhead and to windward.

9. Vehs

When possibility of spray attack exists all covers should be kept closed and all windows shut. Full use of trees and other cover must be made when parking vehs.

10. Bleach trays

Will be placed outside first aid posts, gas cleansing centres, gas defence centres and HQ. All personnel entering these places must first wipe his boots on the bleach.

PART II - SENTRIES

11. Gas Sentries

Air sentries will act also as gas sentries, but in some circumstances additional sentries will be detailed.

12. Duties

(a) When a sentry detects the presence of gas other than Blister Gas by

- (i) Sight
- (ii) Smell (other than garlic or geraniums)
- (iii) Any irritation to eyes, nose, throat or chest
- (iv) Reaction of type "A" detector

he will

- (i) Hold his breath
- (ii) Sound rattle
- (iii) Adjust facepiece
- (iv) Continue to sound rattle

(b) When a sentry detects the presence of Blister gas by

- (i) Sight
- (ii) Smell
- (iii) Reaction of detectors, gas ground

Note Sentry is furnished with a pad of detectors Gas Ground which are normally used to confirm the presence of blister gas

he will

- (i) Shout "blister"
- (ii) Examine his own detectors
- (iii) If splashed, carry out personal decn
- (iv) Carry on with his duties

(c) When a sentry detects spray on the detectors (gas spray or individual) he will

- (i) Shout "spray"
- (ii) Take the paper to the duty offr
- (iii) Carry out personal decn
- (iv) Carry on with his duties, renewing detectors where necessary.

13. Action of Personnel

All personnel (except those on duty) will remain under cover until the all clear signal is given. Those on duty will examine individual detectors, and if necessary carry out p.d. At night when tps are sleeping under cover they will not be awakened when spray has fallen - the vapour danger from spray not being sufficient to justify risks that are taken in adjusting facepiece. Where, however, the area is heavily contaminated by mortar bombs, aerial bombs, projectors etc, the facepiece may be adjusted only after carrying out p.d. The greatest care must be taken in this matter as mustard vapour dulls the sense of smell and if not detected immediately will not be detected at all. If the facepiece is adjusted over contamination the effects will be aggravated. The facepiece will always be adjusted immediately the warning rattle is sounded.

14. Action at Night

If tps are sleeping under cover when the presence of spray or vapour is detected they will not be disturbed but at all times tps must never leave cover without wearing boots. If sleeping in the open with eyeshields and capes adjusted they will carry out personal decon but as far as possible they will not move from their posns as further contamination is likely.

15. Casualties

Before casualties are evacuated to the medical services they must be inspected by the CW offr. Arrangements will usually be made for a first aid party to be provided from the nearest unit R&P but where distance prevents this a first aid party will be trained at HQ.

16. Recce

Immediately after a gas attack the PAD and CW offr will carry out a recce to find out limits of contaminated area and intensity of contamination. Areas contaminated will be marked with gas warning signs by decon squad after recce by PAD and CW offr.

17. Precautions against fresh attack

Special precautions will be taken against fresh attack. New detectors will be placed in posn and their inspection by sentries continued.

18. Dealing with contaminated areas

Where the situation permits, contaminated areas will be evacuated and allowed to weather. In other cases the area will be sealed by the decon squad under instns from the PAD offr.

19. Food and Water

A sentry will be placed over all food and water supplies in the contaminated area and no one must be allowed to touch same until it is declared fit for consumption. Food which has been contaminated by liquid will be destroyed. In some cases it may be possible to cut away the contaminated portion and save the remainder. Food in contaminated containers will be safe if removed carefully and quickly and it will be the duty of the COMS to see that this is done. Tins containing food will be decontaminated as soon as possible by decon squad.

20. Contaminated clothing and eqpt

It is the duty of each individual to carry out personal decon i.e. decon of his person, clothing, eqpt and arms. Clothing and arms. Clothing and eqpt drenched with liquid will be placed in bags provided outside Gas Defence centre.

21. Decon of vehs

It is the duty of the dr to decontaminate vehs in his charge after carrying out p.d. Portions of vehs likely to come in contact with personnel will be decontaminated. Other parts of the veh can generally be left to the weather. Drs will swab veh detector with a swab dipped in petrol, and repaint with detector paint.

If the gas is detected they will not be disturbed but at all times they must never leave cover without wearing boots. If sleeping in the open with eyes closed and caps adjusted they will carry out personal decon but as far as possible they will not move from their posts as further contamination is likely.

Before casualties are evacuated to the medical services they must be inspected by the CW officer. Arrangements will usually be made for a first aid party to be provided from the nearest unit. If a first aid party is not available a first aid party will be trained at HQ.

Immediately after a gas attack the PWD and CW officer will carry out a recon to find out limits of contaminated areas and intensity of contamination. Areas contaminated will be marked with gas warning signs by gas sign after recon by PWD and CW officer.

Gas warning signs will be placed in posts and their inspection by sentries continued.

When the situation permits, contaminated areas will be evacuated and allowed to weather. In other cases the area will be sealed by the decon squad under orders from the PWD officer.

A sentry will be placed over all food and water supplies in the contaminated area and no one must be allowed to touch same until it is deemed fit for consumption. Food which has been contaminated by liquid will be destroyed. In some cases it may be possible to cut away the contaminated portion and save the remainder. Food in contaminated containers will be eaten if removed carefully and quickly and it will be the duty of the GDS to see that this is done. This containing food will be decontaminated as soon as possible by decon squad.

AUSTRALIAN IMPERIAL FORCE

2/23 AUSTRALIAN INFANTRY BATTALION GROUP

STANDING ORDERS

FOR

MOB ACTIVITIES

Printed by 2/23 Aust Inf Bn

31 AUG 42

WESTERN DESERT

STANDING ORDERS

FOR

2/23 AUST INF BN GP - MOB ACTIVITIES

FOREWORD

OBJECTS

To lay down a standard procedure for all sub-units to adopt and train for, with particular reference to "Battle Drill".

With the provision of tpt to enable a complete Bn striking force to move swiftly to a task in desert country, certain other aspects of Bn trg and battle procedure must also be speeded up.

These orders cover the main aspects -

If an inf force is speeded up practically - i.e. with MT - it must perforce be speeded up mentally too.

BATTLE DRILL

The term "Battle Drill" is used throughout to denote a standard procedure that must be learnt by heart by all ranks.

The various battle drills will be applied to each different standard situation as it crops up. Battle drill will in no way destroy initiative - rather will it give confidence to our tps and a feeling that they KNOW what to do. Their inherent initiative will do the rest.

Battle drill saves conferences, interminable orders, and most important - TIME.

A mob force has no time to spare. Normal battle procedure is cut to a minimum by Battle Drill.

Battle drill must not be confused with tactics. A Bn Gp with good battle drill leaves its comd free to deal exclusively with the tactical situation, confident in the knowledge that all the normal precautions have already been taken by the automatic application of Battle Drill throughout the Gp. A mob force must be a defensive force on the move, capable of fighting on the spot.

All sub-units will study the following orders, and practice the battle drill involved, whenever the opportunity offers.

Bernard Evans Lt-Col
Comd. 2/23 Aust Inf Bn.
(BERNARD EVANS)

WESTERN DESERT

31 AUG 42

SECTION ONE - FORMATION OF GPS

1. PRELIMINARY ARRANGEMENTS

(a) Diagram

- (i) Of layout of gp will be prepared by Gp HQ on receipt of orders for assembly of force. Diagram will indicate exact posn of EVERY veh in the Force, and the grouping of unit and sub-unit secs. As composn of force will vary under different circumstances, diagram will only be prepared after close liaison with HQs of all supporting arms, who will supply exact figures of their veh requirements for the task.
- (ii) Scale, numbering - Diagram will be to scale of half inch to 100 yds and will be marked off into squares, each square representing one veh. Each vertical coln of squares from left to right will be numbered for easy reference. The centre coln will always be the centre line or axis of adv of Gp.

(b) Assembly Orders

Orders to sub-units and supporting arms for assembly of Gp will comprise -

- (i) Signal ordering assembly and specifying time and date, location of assembly area, forming up places, time by which all units and sub-units must be in forming up places, direction of head of gp, and, usually, indication of task and probable direction of move.
- (ii) Trace indicating forming up areas for each serial in gp.
- (iii) Table indicating allotment of serial numbers to sub-unit gps and showing a standard interval for movement by serials from forming up areas to assembly pt.
- (iv) Copy of diagram.
- (v) Specimens att as Appx "A".

Above may be regarded as standard practice. After Gp is formed for first time, (i) and (ii) above will not be re-issued for subsequent assemblies, providing no major alteration is made in composn of force.

2. ASSEMBLY

- (a) Units and sub-units will report to forming up areas by time indicated in assembly order, and will move thence to assembly pt.
- (b) RSM will post markers drawn from leading rifle coy, each marker representing the head of a vertical coln on the diagram.
- (c) RSM will supervise general forming up of gp and will report to Adjt when finally assembled.
- (d) RPs will be posted as guides on routes from forming up areas to assembly pt by RSM, and will work under his supervision to assist in marshalling of the colns.

SECTION TWO - COMMUNICATIONS

1. WIRELESS

Gp will move with whatever wireless comms available, distributed so far as inf bn is concerned, between carriers and rifle coys according to situation. For preference, six No 11 W/T vans should be obtained from Higher Formation for distribution as under :-

- One with Gp Comd
- One with Sig Centre as rear link to Bde HQ
- One per Rifle Coy

Above would permit of full scale distribution of No 18 or No 108 sets on the basis of one per carrier sec. Also ensures economy of use of btys of these sets for roles when gp is stationary in defence.

2. VISUAL SIGNALS

- (a) All movement will be ordered by flag signals in daylight, and Lucas lamp signals at night. Lucas lamps may also be used by day if visibility is poor and flags are indistinguishable.
- (b) Signals will be raised by Gp Comd and will be repeated by all sub-units. NO flags will be lowered until comd flag is dropped, when movement will be immediately carried out, the dropping of the flag thus indicating the executive word of comd.
- (c) Important or unusual moves (e.g. moves not dictated by navigation requirements) will usually be warned beforehand to gp sub-units by DR or W/T.
- (d) Issue of special signal flags will be on basis of one set per pl and one set per coy HQ of all rifle coys, plus one set to sub-unit gps of principal supporting arms. One set of Lucas lamp eqpt only will be issued per rifle coy and equivalent.
- (e) Observers will be provided on every veh to maintain constant watch to centre of gp at all times. Such observers must be relieved, on a regular roster in each veh, to avoid fatigue and poor observation. Where Comd veh is not visible to observers, they will maintain watch on intervening sub-units and will be prepared to repeat and act on their signals.
- (f) All flag and lamp signals repeated by sub-units must be displayed in such a way as to be visible to own tps and those of adjacent sub-units.
- (g) Dimensions of flags will be -
 - Gp Comds flags 6' x 4'
 - Sub-unit flags 4' x 3'
 Material must be light in weight and texture, and of bright and distinct colouring, mounted on 7' poles.
- (h) Signal code as under :-

DAY (Flag Sigs)	NIGHT (Lamp Sigs)	MEANING	REMARKS
RED BLUE GREEN	RED YELLOW GREEN	"HALT" "ADVANCE" "ABOUT TURN") Displayed on Comd veh for 1 min. Lamp turned slowly to all flanks.
BLACK (Jolly Roger)	WHITE	"PREPARE TO DEFEND" and "HARBOUR"	

DAY (Flag Sigs)	NIGHT (Lamp Sigs)	MEANING	REMARKS
RED & BLUE	RED & YELLOW	"RIGHT TURN"	
BLACK & GREEN	WHITE & GREEN	"LEFT TURN"	
RED - Waved with circular motion.	RED - vertically up & down.	"COMDS TO BHQ"	Used only for final & urgent conferences. Usually all inf Spec arms will have been allotted tasks before this signal and they will NOT attend.

Right and left wheel signals are not required - Navigating Coy will initiate all wheels by pivoting on centre line.

About turns - will be made by the Right.

(c) Important or unusual moves (e.g. moves not dictated by navigation requirements) will usually be warned beforehand to sub-units by the commanding officer.

(d) Issues of special signals will be on basis of one set per unit and the set will be all this cover, plus one set to the unit eye of command reporting area. One set of these hand signs will be issued per unit and equivalent.

(e) Observers will be provided on every unit to maintain constant watch on centre of unit. Such observers must be relieved on a regular basis in each unit, to avoid fatigue and poor observation. These observers will be visible to observers, they will maintain watch on intervening sub-units and will be prepared to report and act on their signals.

(f) All flag and lamp signals reported by sub-units must be displayed in such a way as to be visible to the unit and those of adjacent sub-units.

(g) Dimensions of flags will be -
 3' x 4' 1/2' 3' x 4' 1/2'
 3' x 4' 1/2' 3' x 4' 1/2'
 Sub-unit flags
 4' x 3' 4' x 3'

Horizontal must be light in weight and texture, and of bright and distinct colouring, mounted on 7' poles.

(h) Signal code as under:-

DAY (Flag Sigs)	NIGHT (Lamp Sigs)	MEANING	REMARKS
RED & BLUE	RED & YELLOW	"RIGHT TURN"	
BLACK & GREEN	WHITE & GREEN	"LEFT TURN"	
RED - Waved with circular motion.	RED - vertically up & down.	"COMDS TO BHQ"	Used only for final & urgent conferences. Usually all inf Spec arms will have been allotted tasks before this signal and they will NOT attend.

SECTION THREE - NAVIGATION

1. GENERAL

So far as compatible with strength and composition of force, Bn Gp will be square formation. Consequently it must be capable of movement with ANY flank leading.

There is no front or rear or sides. Each flank will be directed by a rifle coy. A Tk guns and carriers moving outside the close gp formation will not participate in navigation, but will conform to general movement and direction of adv of gp.

2. NAVIGATION BY DAY

- (a) OC of navigating coy will be instructed by Gp Comd before commencement of move, and provided with trace of route and destination.
- (b) Navigating coy will detach offr with veh and necessary staff to travel ahead of centre line of coln, at sufficient distance to permit navigator to halt and check bearings as required, without being over-run by main body, but not so far as to be out of visual range.
- (c) Member of Navigating Offr's staff will act as observer, and will respond to all flag or lamp signals.
- (d) Navigating coy will also ensure that an offr or responsible NCO will check distances and act as pace maker. Pace maker will travel on centre line of coln.
- (e) Navigating veh will be provided with flag and lamp signals by coy responsible, also with R/T set.
- (f) Navigator will ensure that :
 - i. Completion of legs are signalled to Comd.
 - ii. Halt signal is displayed on arrival at objective.
- (g) I Sec will provide check on course as plotted by navigator.
- (h) Navigating coy must ensure that front line of vehs is at all times at right angles to centre line of adv. Following vehs will then conform to movements of leading files.
- (i) On long or difficult moves, assistant navigator, staff and veh will be provided by Comd. Function of assistant navigator will be, in addition to checking of course and distances, to remain at all times on centre line, thus enabling navigator to move, if necessary, to flanks to examine country ahead or to resect.

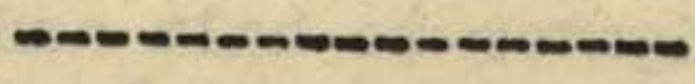
3. NAVIGATION BY NIGHT

As for daylight navigation with following variations :-

- (a) Two navigating vehs will ALWAYS be used by night.
- (b) Int pte will move with navigator's veh up to 7000 yds ahead of coln and place shaded lamps along centre line at 1000 yd intervals.
- (c) Suitable veh (i.e. Jeep or carrier, capable of fast movement over desert country) will be detailed to collect lamps as coln passes, and ferry these back to navigating veh.

4. GENERAL

- (a) Navigating coy will always provide for breakdown or bogging of navigating veh and arrange automatic substitution of another veh.
- (b) Force will NOT be halted unless absolutely necessary. If, however, navigator is doubtful of his course, he will inform Comd by R/T and request halt be made.
- (c) Navigator will obey all signals from Comd irrespective of whether course has been completed or not.
- (d) Gp will obey any signals initiated by navigator. Navigator will however, be required to explain any unnecessary halts.



(f) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(g) Navigator will ensure that an officer is responsible for the force and will report to all flag or lamp signals.

(h) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(i) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(j) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(k) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(l) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(m) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(n) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(o) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(p) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(q) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(r) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(s) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(t) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(u) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(v) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(w) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(x) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(y) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

(z) Navigator will ensure that the force is kept on the correct course and will report to all flag or lamp signals.

3. NAVIGATION BY NIGHT

- (a) The navigating veh will always be used by night.
- (b) The force will move with headlights on at 1000 yds ahead of the navigating veh and will report to all flag or lamp signals.
- (c) The force will move with headlights on at 1000 yds ahead of the navigating veh and will report to all flag or lamp signals.
- (d) The force will move with headlights on at 1000 yds ahead of the navigating veh and will report to all flag or lamp signals.
- (e) The force will move with headlights on at 1000 yds ahead of the navigating veh and will report to all flag or lamp signals.
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- (x) The force will move with headlights on at 1000 yds ahead of the navigating veh and will report to all flag or lamp signals.
- (y) The force will move with headlights on at 1000 yds ahead of the navigating veh and will report to all flag or lamp signals.
- (z) The force will move with headlights on at 1000 yds ahead of the navigating veh and will report to all flag or lamp signals.

SECTION FOUR - MOVEMENT

1. RATES OF MOVEMENT ACCORDING TO GROUND
 - (a) By day - Maximum 10 mih
 - (b) By night - Maximum 5 mih
2. BOGGED VEHS
 - (a) When bogged MT exceed total of 5% of veh strength, Gp will halt, op situation permitting, and will proceed to extricate such vehs.
 - (b) Similar action will be taken when guns equivalent to one tp are immobilised.
 - (c) RSM will travel in rear of gp, and will maintain tally of guns and vehs immobilised, reporting to Comd through nearest R/T sta.
 - (d) Breakdowns or bogged vehs on scale less than above will receive normal attention of rec vehs.
3. INTERVALS
 - (a) By day - 100 yds
 - (b) By night - 30 yds. On exceptionally dark nights or over difficult country, special instns may be issued by DR and R/T to close to 10 yd intervals.
 - (c) Change from day to night dispersion will be made at last light and coln will open out to daylight interval one hr before first light. Move will be automatically initiated by navigating coy.
4. NIGHT MOVEMENT
 - (a) Vehs will move without lights of any description. No smoking.
 - (b) Screens will be arranged over wireless valves etc, to prevent these being mistaken for signals.
5. AIR DEFENCE
 - (a) All vehs will move with LMG mounted for active air defence. EA will be automatically engaged by every veh in gp.
 - (b) Force will halt on being attacked except when isolated aircraft are encountered.
 - (c) Personnel may debus or remain in vehs at discretion of unit and sub-unit comds, but under all circumstances, every veh MUST continue to engage aircraft.
 - (d) Object must be to maintain maximum volume of SA fire over Force.
6. CARRIER ROLE
 - (a) One sec will act as scouting force on each of the four flanks, but must retain fd glass visual contact with the Force.
 - (b) Each sec will be equipped with No 18 or 108 wireless set and lucas lamp.
 - (c) Carrier object must be to give maximum warning to gp comd of enemy activity.

(d) Secs will also report on terrain and give warning of approach to natural or artificial obstacles in sufficient time to enable detour to be made. These reports should indicate accurately, amount of deviation necessary to avoid encountering obstacles.

(e) Carriers must maintain watch on nearest elements of gp for display of flag or lamp signals.

7. INT SEC TASKS

(a) Sec will provide before move commences, traces showing route, bearings, distances and destination together with requisite maps to following:-

- Gp Comd
- Arty Comd
- Carrier Comd
- Each Rifle Coy Comd

Further distribn down to sub-units will be made if time permits. Above represents minimum requirements.

(b) Provide personnel to check navigation.

(c) Be acquainted with such special infm as times of first and last lights, moon rise and time of setting.

8. A TK GUNS

(a) Will move on the flanks, but independently of main body.

(b) Distance of guns from flanks of force will be governed by nature of ground, but in any case will not exceed maximum of 750 yds.

(c) Task will be to engage enemy raiding AFVs at sufficient range to prevent their fire on vulnerable MP of our force.

(d) Matter of ground protection must be constantly borne in mind by A Tk gun comds, who will ensure that their movements do not dissociate their guns from protection of main body.

(e) In close country, distance of guns from gp will be much less than in open desert, and this distance will be increased only to enable them to move out and cover defiles or likely tk approaches.

9. GENERAL

All units must constantly maintain their posn in various cols, and will conform to movement of centre line and of fwd navigating coy.

SECTION FIVE - HARBOURING

GENERAL PROCEDURE

- (a) Force will halt in close formation.
- (b) All vehs remain facing direction of next days march.
- (c) Automatic defensive battle drill will be immediately applied as follows :-

1. RIFLE COYS

- (a) Coys will move out from gp on their respective flanks to approx 175 yds from vehs, and will dig in.
- (b) Each Coy will maintain standing patrol across its front at least 200 yds beyond Coy posns. Contact will be made with corresponding patrols of coys on either flank at every hr.
- (c) Personnel not patrolling will rest, except one offr or responsible NCO who will be constantly awake and on duty in vicinity Coy phone.
- (d) Coy reports to BHQ every 30 minutes.
- (e) On alert - Coys will stand to, prepared to fight.

2. ARTY

- (a) Trails down, guns ready for action against attack from any quarter.
- (b) LMGs sited to thicken def fire.
- (c) Slit trenches for personnel.
- (d) Gp Comd will nominate automatic SOS tasks around Harbour area.
- (e) Arty may also be required on occasion to provide one tp for A Tk role.

3. MMGs

Will automatically site one sec each at two diagonally opposite corners of Harbour area. Each sec will lay fixed lines along each of the two flanks of the Gp. This drill is based upon normal MMG force of one pl.

4. A TK

Following will be applicable to A Tk guns both Regtl and under comd units :-

- (a) A Tk guns will withdraw into perimeter. Will be sited immediately in rear of rifle coy dispons.
- (b) Guns will take up these posns on the flank to which they are normally allocated during a move.
- (c) Guns will be dug in and prepared for immediate action. Crews will arrange sentry rosters.
- (d) A Tk def may be supplemented by addition of 25-prs in A Tk role, to enable A Tk units to rest.

5. MORTARS

- (a) All dets sited, dug in, and ready for immediate action. Special precautions against flash.

- (b) One det under comd each rifle coy. Two dets in res sited near centre of harbour area.
- (c) Mortar Offr remains normal posn in Comd Gp. Arranges SOS task with Comd.

6. CARRIERS

- (a) Remain out at practically daylight stations - rest in reliefs.
- (b) Must be able to give alarm at approach of any hostile force.
- (c) All secs, will report through Carrier Comd to BHQ every 30 minutes.

7. SIGS

- (a) Provide L/T to all Coys.
- (b) Arrange for one runner per Coy to remain vicinity Sig office.
- (c) Provide DR for delivery urgent messages.
- (d) Ground strips, recognition sigs ready for use.
- (e) Service and maintenance gp sig eqpt.

8. RAPs, AMB DET

- (a) Will leaguer towards centre of gp, allot SBs to Coys.
- (b) Will arrange normal evacuations where possible.
- (c) Amb det must be prepared to function as ADS.

9. PNRS, ENGNRS

- (a) Lay mines on surface around leaguer area, and fwd of outpost posn, except on flank which is nominated as the direction of move in event of Alarm Movement Sig.
- (b) Be prepared to lift and disarm mines prior to onward movement.

10. TFT

- (a) Vchs remain at normal close interval.
- (b) Drs will construct slit trenches in vicinity of their vchs from which to fight in event of attack on harbour area.
- (c) TO will supervise and co-ordinate these fire posns.

11. ALARM SIGS

- (a) General alert - will be given by constant sounding of all veh horns.
- (b) Alarm Movement Sig -
 - (i) Six vercy lights fired at 30 second intervals.
 - (ii) Engines will be started up on the first flare, movement will be commenced when last flare is extinguished. This sig allows maximum of three minutes for collection of eqpt, limbering of guns etc, and embussing. It is, therefore, essential that eqpt and wpns be in such posn as to be immediately available for movement.

"Don't leave anything - You'll want it before the operation is over."

(iii) Alarm Movement Sig will be fired only in extreme emergency - probably when attack by enemy is in progress. It is NOT a panic sig. Good battle drill must apply.

(iv) Force will move in direction it is facing when alarm is given. Any required change of direction will be signalled in the usual manner.

2.3.1.1.1.1.1

(a) Does not apply. Have one of least 500 yds or more (depending on ground) and ...

(b) Development of force will continue until actual contact is made with enemy attacking force.

2.3.1.1.1.1.2

(a) Proceed to enemy normal long range contact on any front.

(b) One of two with battalions, 500 or 700 yds with rifle coys.

(c) One 700 always located with leading coy. Remainder distributed in accordance with situation.

(d) ...

(e) Army ...

(f) ...

(g) ...

(h) ...

(i) ...

(j) ...

(k) ...

2.3.1.1.1.1.3

(a) ...

(b) ...

SECTION SIX - PREPARE TO DEFEND

1. GENERAL

- (a) Force MUST be capable of defending immediately in any location, irrespective of ground.
- (b) When time is available, Comd will move Gp to ground favourable for defence. Indication as to the amount of time available will be given by carriers or by infm from Higher Formation.
- (c) All units and sub-units will practice their "Prepare to Defend" battle drill at regular intervals, and produce within their own comd an established drill for all their actions.

2. RIFLE COYS

- (a) Debus quickly. Move out at least 200 yds or more (depending on ground) and dig in. Posns will be dug according to established bn drill for quick re-organisation. OSC Coys will move across Coy front and co-ordinate fire plan with pls while work is proceeding.
- (b) Development of posts will continue until actual contact is made with enemy attacking force.
"Let the AFVs pass through - wait for the enemy inf."

3. ARTY

- (a) Prepare to engage normal long range targets on any front.
- (b) OPOs move with carriers. BCS or FOOs with rifle coys. One FOO always located with leading coy. Remainder distributed in accordance with situation.
- (c) Guns sited within gp. Automatic tasks for each tp in A Tk role should AFVs penetrate the force. This will apply particular where defence is made on ideal ground (i.e. saucer or shallow depression) in which event gun posns will be within depression.
- (d) Arty Comd will immediately report to Gp Comd on the sig to defend. Task, to survey dispoens with Gp Comd and co-ordinate fire tasks.
- (e) Arty tasks in order of priority will be -
 - (i) To engage enemy targets at long range by direction from carriers or OPOs.
 - (ii) Long range fire on enemy MT concentrations.
 - (iii) SOS tasks fwd of FDLs.
 - (iv) A Tk counter penetration role.
- (f) Preparation of gun posns will be assisted, when possible, by bulldozer (mounted on 3-ton truck).

4. MMGs

- (a) Immediately sig is given, Comd MMGs will virtually "Jump into Gp Comd's pocket". Move immediately around gp dispoens with Comd, who will indicate weak spots in the defences.
- (b) MMGs will then be sited after preparation of rifle coy posns. Actual gun posns will never be in FDLs.

(c) Tasks -

- (i) Long range observed fire on enemy concentrations.
- (ii) Thickening of def fire.
- (iii) Counter penetration.

5. A TK GUNS

- (a) Battle drill to be co-ordinated by senior A Tk Comd prior to commencement of move.
- (b) On sig being given, guns will withdraw to within rifle coy disposns on their respective flanks and dig in. Guns will always be enfiladed and sited to fire to flanks.
- (c) Tasks of both supporting and Regtl guns will be identical.
- (d) Aim must be to achieve all round A Tk protection for Force.

6. MORTARS

- (a) One det under comd each rifle coy. Two dets in res with mortar posns near centre of force.
- (b) Mortar Comd will report to Gp Comd for recce of force defences and allocation of task to res dets.
- (c) Mortars must be prepared -
 - (i) To switch at short notice when direction of attack is known.
 - (ii) Produce range cards rapidly.
 - (iii) To shoot at short range against enemy AFVs.

7. CARRIERS

- (a) Remain in flanking posns as long as possible to harass enemy force, making fullest use of Arty OPOs to break up concentrations.
- (b) When finally forced to withdraw, bring back accurate infm as to estimated size and posn of enemy force, with particular note of AFVs.
- (c) Withdraw into inner defences and dig in with wpsns sited to thicken up inner defensive screen. Primary role counter penetration.
- (d) Carrier Comd remains vicinity Comd Gp throughout operation.

8. SIGS

- (a) Establish HQs. Run lines to Coys.
- (b) Adjust all comms R/T and L/T.
- (c) Provide runners for simultaneous delivery of messages to all coys.
- (d) Have ground strips ready.

9. RAP, AMP DET

Establish RAPs and ADS.

Note : Amb drs must be prepared to navigate back to original base with casualties. Otherwise casualties may have to be held for some considerable time.

10. PERS, ENGRS

- (a) Will collaborate before move and arrange drill, for provision of standard set of stores to create G room, Sig office, I office and R&Ps immediately signal "Prepare to Defend" is raised. These stores must be suitable for quick dismantling on move being ordered.
- (b) Engr and Pnr Offrs will report BHQ immediately signal is given for siting and construction of Battle HQ.
- (c) Other tasks -
 - (i) Destruction of enemy AFVs, MT and eqpt after action.
 - (ii) Demolition of captured dumps.

11. TPT

- (a) As for Harboursing.
- (b) Drs must be organised to extinguish fires in MT.

12. AA FL

- (a) Primary role AA def.
- (b) Wns must be sited to be able to thicken inner ring of def, with secondary task counter penetration.

MESSAGE FORM

TO : 32 Fd Regt RA, A Coy 2/2 Aust MG Bn, 12 Aust A Tk Bty,
2/7 Aust Fd Coy RAE, 2/11 Aust Fd Amb, HQ, A, B, C, D Coys,
Nos 1, 2, 3, 4, 5 Pls, IO, TO, RMO, RSM 2/23 Aust Inf Bn,
rptd 26 Aust Inf Bde.

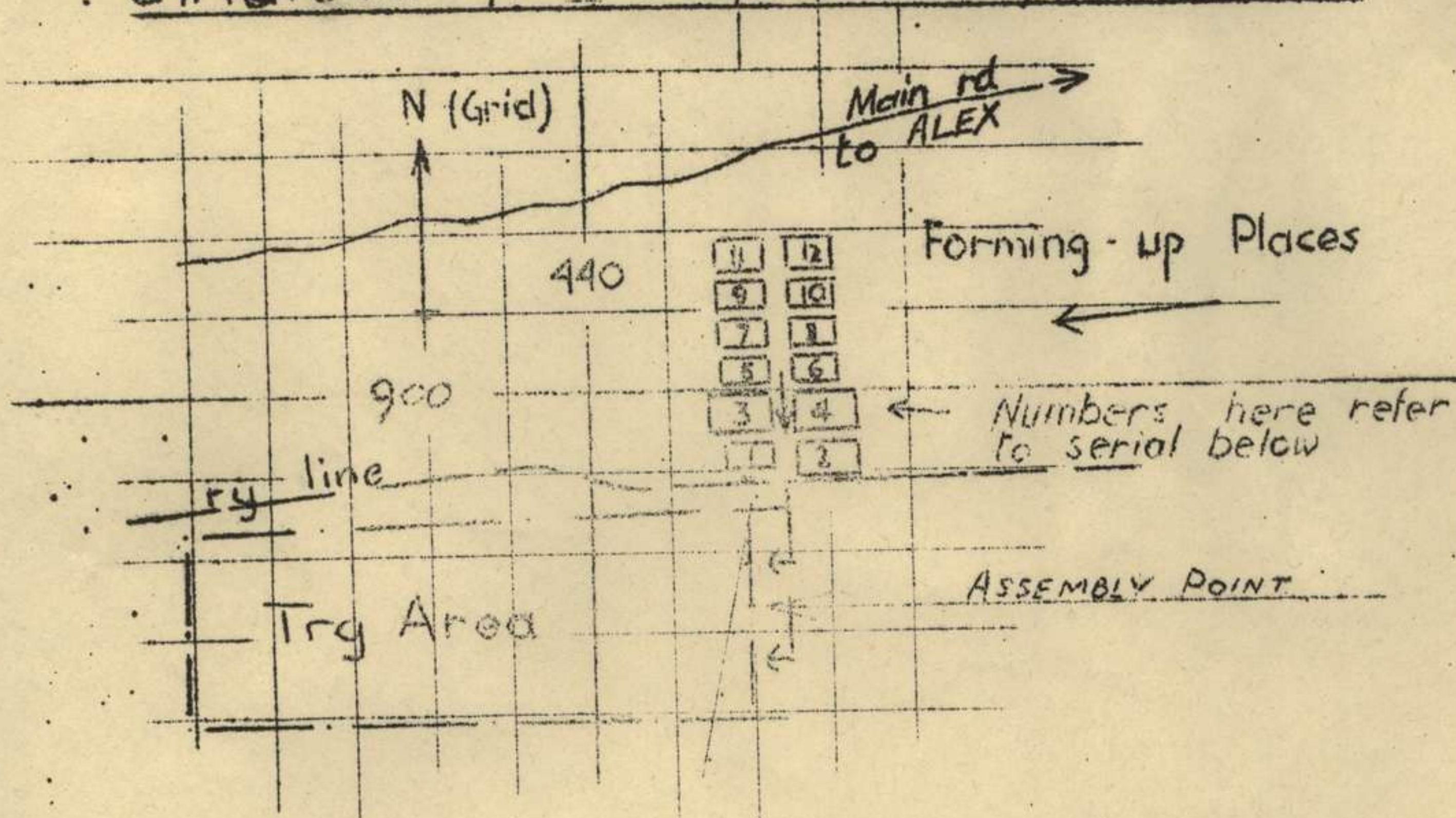
FROM : 2/23 Aust Inf Bn A 96 17 -

Secret	(.)	2/23	Bn	Gp
will	assemble	facing	WEST	at
ref	EL HAITAM	1/100,000	44208973	19
Aug	vide	att	Gp	diagram
trace	serial	number	and	assembly
table	(.)	All	units	in
forming	up	areas	by	0900
hrs	(.)	Serial	number	one
reports	assembly	pt	zero	0915
hrs				

DR
[Signature]
Capt

TOO
1700

DIAGRAM NO. - ref EL HAMMAM 1:100000



2/23 AUST INF BN GP

ALLOTMENT SERIAL NOS - ASSEMBLY TABLE

Serial No	Composition	Report at Assembly Pt
1.	D Coy 2/23 Aust Inf Bn 2 vehs No 2 (A.A) Pl	Z
2.	107 Bty 32 Fd Regt RA	Z plus 5
3.	Comd Gp - (As per Diagram No 7)	Z plus 10
4.	115 Bty 32 Fd Regt RA	Z plus 15
5.	Pl A Coy 2/2 Aust MG Bn	Z plus 20
6.	C Coy 2/23 Aust Inf Bn	Z plus 25
7.	A Coy 2/23 Aust Inf Bn	Z plus 30
8.	No 3 (Mor) Pl 2/23 Aust Inf Bn	Z plus 35
9.	Medical Gp - RAP 2/23 Aust Inf Bn RAP 32 Fd Regt RA Det 2/11 Aust Fd Amb	Z plus 40
10.	Engnr Gp - No 5 (Pnc) Pl 2/23 Aust Inf Bn Enr, Engnr Stores Det 2/7 Aust Fd Coy RAM	Z plus 45
11.	B Coy 2/23 Aust Inf Bn 2 Vehs No 2 (A.A) Pl	Z plus 50
12.	All other vehs	Z plus 55

INF BN GP - DIAGRAM NO

ONE

SEC

CARRIERS

NAVIGATOR

	(37)	(37)				(37)	(37)				(37)	(37)	
	1	2	3	4	5	6	7	8	9	10	11	12	
A Tk Tp Comd	16	16A	17	17A	OC D Coy	BC 107 Bty	a/a		a/a	2 i/c D Coy	18A	18	A Tk Tp Comd
O	OPO 107 Bty		Arty	Arty	Arty	BC R/T veh	Arty	Arty	Arty	Arty		OPO 107 Bty	O
N						HQ 107 Bty	Arty	Arty	25	Arty	25	13	N
E	7	25	Arty	25	Arty		Arty	Arty	25	Arty	25	13A	E
	7A	25	Arty	25	Arty		Arty	Arty	25	Arty	25	13A	
S	8	TO	Comd A Tk	Comd MG	CO 2/23 Bn	CO 32Fd Regt	RHQ veh	RHQ veh	RHQ veh	RHQ veh	Carr A Ech	14	S
E		Rec veh	Comd RAE	Int veh	Sig off	RHQ veh	RHQ veh	RHQ veh	RHQ veh	RHQ veh	RP's	14A	E
C	OC A Coy	a/a	OC HQ Coy	Off van	Comd Mort		RHQ veh	RHQ veh	RHQ veh	RHQ veh	a/a	OC Coy	C
	OC A Coy	a/a	OC HQ Coy	Off van	Comd Mort		RHQ veh	RHQ veh	RHQ veh	RHQ veh	a/a	OC Coy	
C	Posn 115 Bty	Posn 115 Bty	Arty	Arty	Arty		Arty	Arty	Arty	Arty	BC R/T veh	BC 115 Bty	C
A	2 i/c A Coy	25	Arty	25	Arty	HQ 115 Bty	Arty	Arty	25	Arty	25	2 i/c C Coy	A
R													R
R	9	25	Arty	25	Arty		Arty	Arty	25	Arty	25	15	R
I	9A	SAA	Wat- er	MMG	MMG	MMG	MMG	MMG	MMG	Sigs A Ech	Wat- er	15A	I
E													E
R	Prs	Engrs	Engrs	Bull Dozer	RAP 2/23	RAP 2/23	RAP 32 Regt	RAP 32 Regt	Mort A	Mort	Mort	Mort	R
	Prs	Mines	Engr Sto- res	Engrs	AMB	AMB	AMB	AMB	Mort A	Mort	Mort	Mort	
S													S
A Tk veh	12	12A	11	11A	OC B Coy	a/a	Rec veh	a/a	2 i/c B Coy	10A	10	OPO 115 Bty	A Tk veh

ONE

SEC

CARRIERS

SCALE 1/2" = 100x

COMPOSITION OF GP

2/23 Aust Inf Bn
 32 Fd Regt RA - Less 1 Bty
 2 Tps - 12 Aust A Tk Bty
 1 Pl A Coy - 2/2 Aust MG Bn
 Det - 2/7 Aust Fd Coy RAE
 Det - 2/11 Aust Fd Amb

LEGEND

Each Sq - 1 veh
 Numbers - Fls
 A - A Ech vehs
 a/a - Bn AA Pl
 37 - Bn A Tk Pl
 25 - 25 Pr Guns
 || - A Tk Guns,
 12 Aust A Tk
 Regt.

Prepared by
 2/23 Aust Inf Bn
 15 Aug 42.