

ORCE SIX

TOP SECRET

2/15 A INF BN OP ORDER I

Copy No. 18

22 May 45.

Ref Maps 1 : 50,000 BRUNEI RAY Series  
1 : 25,000 PELOONG ROCKS  
1 : 25,000 PELOONG ROCKS SE

Air phs Vertical (5M 106) (5V) MUARA Is to PERUPOK, prints  
1-9, 54-62; (4V) PELOMONG Pt to PERUPOK,  
Prints 7-20.

Oblique (5MA-118) (3-C) MUARA Is SOUTH coast prints  
47-56 : EAST coast prints 57-63.

INFORMATION

1. Enemy and terrain

see 2/15 Aust Inf Bn Int Review I issued separately.

2. Own ops

(a) 20 Aust Inf Bde is to land on GUNUNG Boh (2/17 Bn) and  
WHITE Boh (2/15 Bn) to capture the area BRUNEI BLUFF --  
BROCKETOWN -- MUARA Is with a view to the subsequent  
capture of the whole of the BRUNEI peninsula from  
incl BT TABUR BINTANG 488513 to BRUNEI town.

(b) For the aslt ldg 2/15 Aust Inf Bn Gp is constituted  
as follows:-

ARTY

15 Fd Bty 2/3 Aust Fd Regt (after landing is in  
sp of 2/17 Aust Inf Bn Gp.)  
One SNCP.

ENGRS

det 2/3 Aust Ed Coy.  
det 2/1 Aust Mech Engt Coy.

SIGS

det 20 Aust Inf Bde Sig Sec.

INF

2/15 Aust Inf Bn.

INT

det B Aust FS Sec.  
det 34 Aust FS Sec (EE)

S & T

det 2/27 Aust Sup Depot Pl

MED

one coy 2/3 Aust Fd Amb

RCM GP

det RAN Cdo G  
det 3 Aust Boh Sig Sec.

MISG

Air Liaison Party  
det 9 Aust Div Pro Coy  
det HQ 20 Aust Inf Bde  
det 9 Aust Div Sel Unit  
one coy 727 Amp Trac Bn (for aslt ldg)  
det BECAU  
det Directorate Public Relations.

Cmd seen

10

Bm

(L) DSW

SC JRN

(L) JRN

Aug 0

\*9

INTENTION

3. 2/15 Aust Inf Bn Gp will seize a beach head incl WHITE and RED Beaches and will destroy or capture any enemy on MUARA ISLAND.

METHOD

4. Naval

- (a) Before Z Day USN is to bombard ldg bch and inland with particular attention to located targets.  
? (b) On Z day the aslt ldg will be preceded by a bombardment from three destroyers from 7-Hr to J + 5 (lifting from ldg bch at J-6) firing a total of 1650 5-in shells.  
(c) The aslt ldg is to be supported up to J-2 by the following sp craft:

two LCI (R)	-	{ each 800 4.5 rockets}
Two LCS (L)	-	{ each 120 4.5 rockets}
two LCI (G)	-	{ 40 mm and 20 mm guns}
one LCI (M)	-	{ 1200 rds 4.2" mortar}

5. Air in sp

- (a) TAF RAAF with under comd. 13 US AIR FORCE is supporting the op.  
(b) Air has been requested to destroy all located posns on MUARA ISLAND before Z-Day.  
(c) On Z-Day air is to drop anti-personnel bombs area WHITE Bch and WEST from J-35 to J-15.

6. Loading for aslt

The Bn Gp will be loaded in accordance with 2/15 Aust Inf Bn ldg Craft Table 1 att as Appx A, the aslt mission being carried in LVT (4) of 727 Amphibian Tractor Bn USA.

7. Approach to Bch

- (a) Tractors will be formed up in three waves as shown in Appx B.  
(b) HMG in tractors will be manned by aslt ms. During approach to bch the guns of Wave 1 ONLY will fire.

8. Summary of op.

The op will be carried out in two phases:

Phase 1-Capture of bch hd incl WHITE Bch-RED Bch.  
Phase 2-Subsequent action to clear MUARA ISLAND.

9. Inf

Tasks C Coy - (a) land and secure ANVIL (indicated on air ph - approx 687521)  
(b) become responsible for protection of rt flank of bn gp incl gun area. (See Appx C)

D Coy - (c) land and destroy bch def posns vicinity SAPO Pt.  
(d) clear area from ldg bch to Western end of RED Bch.

Inter-coy bdy

RICE Fd incl C Coy.

A Coy - (e) assist D Coy in carrying out task (a)  
 (f) pass through D Coy and exploit WEST,  
 clearing southern edges of main timber  
 patch.

(g) limit of exploitation western edge of  
 main timber patch approx 66 Beating.

B Coy - (h) pass through D Coy and assemble WEST  
 of BARRACKS approx 673514.

10. MMG

2 Pl will RV with B Coy and comd will report to Bn HQ  
 for orders.

11. Mortars

3 Pl less dets allotted A C and D Coys will RV with B  
 Coy and comd will report to Bn HQ for orders.

12. Pns

- (a) 5 pl less det allotted RAP will report on 1dg to QM at dump area (see Appx C)
- (b) Tasks: Unload LVT and eat dump.  
Unload craft beaching on RED Bch.
- (c) RAP det Tasks normal. On completion report to QM.
- (d) Pns offr will recce LVT harbour (rally) area (see Appx C) and will indicate it to LVT. He will unload LVT and form dumps of amn rations and water as directed by QM.

13. ARTY

- (a) One FOO allotted A Coy.
- (b) One tp will land on WHITE Bch and come into action in approx area shown on Appx C.
- (c) 15 Bty less one tp will land on RED Bch and come into action either vicinity WHITE Bch or WEST of main timber patch according to situation on 1dg. (See Appx C)
- (d) All guns will sp 2/17 Aust Inf Bn but will be prepared to engage SOS tasks on MUARA ISLAND if called for.

14. SDFP

On 1dg will move with Bn HQ.

15. RAB

- Tasks :
- (a) Recce and destruction of beach obstacles.
  - (b) Recce and disarm booby traps.
  - (c) Recce and disarm any demolition charges on piers.
  - (d) Construct AUSTER strip (see Appx C)
  - (e) Water sup.
  - (f) Track clearing.

16. R/MN Bch Odo

- (a) Will recce and mark RED Bch and guide incoming craft.
- (b) Will be prepared immediately after 1dg to call in LOV (P) to WHITE Bch if required to evacuate cas.

17. AIP

On landing will move with Bn HQ.

18. Amphtracs

- (a) When released by coy comds will disperse in harbour (rally) area indicated by CO 5 Pl.
- (b) Two LVT will be held in readiness to collect cas and if necessary to evacuate them to LSI.

PHASE II - ACTION ON CAPTURE OF BOH HEAD

## 19. Probable inf tasks

C Coy

- (a) Exploit by patrolling to area VILLAGE shown at 676530. (Air ph shows VILLAGE actually about 673532).
- (b) Patrol and clear northern and western edges of main timber patch to link with A Coy.

D Coy

Remain responsible for protection of Boh head area at RND Boh incl northward patrolling into main timber patch.

A Coy

Clear western half of island WRST of main timber patch, probably by a westward adv on a broad front, sp if necessary by SFCF, LMG and mortars.

B Coy

- (a) Bn res.
- (b) Be prepared to embark at short notice for special task dealt with in separate op instr.

ADMINISTRATION

## 20. Medical

- (a) RAP : Initial location as shown on Appx C, thence probably move with bn res (B Coy).
- (b) Det 2/6 Aust Fd Amb : Will assemble in area shown in Appx C. ADS will be opened if required.
- (c) RMO 2/15 Aust Inf Bn will coordinate med arrangements.

## 21. Amm

Ros will be loaded in INT in accordance with Appx A and on est of dump (see Appx C) will be available therefrom.

## 22. Sups

- (a) One day FOR on the man. One day landed in INT.
- (b) One day ABL is to be landed at RND Boh on 2 Day.

## 23. Water

- (a) Tps will land with water bottle full
- (b) Water trks will be filled before landing.
- (c) One day res will be landed in INT.
- (d) RMB will develop water pt.

## 24. INT

- (a) All tps will land with clothes mite-proofed and will carry mosquito repellent and 24 tabs atebulin on the man.
- (b) Full anti-malarial precautions will be observed by all ranks of the bn gp. Mosquito nets will be used by all tps NOT in actual contact with the enemy.

## 25. Dress and Eqpt

- (a) Canvas top cots folding, tent shelter half, mosquito net, and gas cape will be carried on the man.
- (b) Otherwise dress, eqpt and amm on the man will be in accordance with 2/15 Aust Inf Bn SOs for Var. Set 22 (copy att) and instrs issued separately.
- (c) Ground sheet, blanket and other eqpt will be packed in packs before ldg
- (d) NO authority will be given by any offr at any time for the discarding of shirts by tps who are or may be under enemy observation.

26. Tpt

On landing will move to dispersal and dewaterproofing area. (see Appx C).

27. PW

- (a) RP sjt will est PWCP at landward end of Pier 2.
- (b) Offr and OR PW will be separated immediately.
- (c) All PWs will be thoroughly searched.

28. Captured docs and enemy eqpt

FSS reps will be at PWCP and captured docs and new types of enemy eqpt will be sent there as soon as ops permit. Souveniring will NOT be permitted.

29. Natives

Natives will NOT be allowed in coy localities or areas of ops. They will be sent back forthwith under escort to BECAU det.

INTERCOMM30. Bn HQ

- (a) On ldg will be est in vicinity posn shown on Appx C.
- (b) Probable future location WEST of BARRACKS on southern edge of main timber patch approx 672 Easting (See Appx C).

31. LT

- (a) As soon as possible after ldg C Coy will lay line inside Eastern edge of timber to D Coy.
- (b) A Coy will lay line in southern edge of timber fwd of D Coy.
- (c) For line comm see sig diagram att as Appx E.
- (d) B and D coys will NOT lay line initially.

32. Line Maint

- (a) All lines will be laid well off left side of rds and tracks.
- (b) Lines will be poled or treed as they are laid.
- (c) It is the duty of all tps to prevent damage to lines. If lines are broken they will be repaired and sigs notified immediately.

33. RT.

- (a) Normal bn nets.
- (b) Netting : all sets will be netted before embarkation.

34. Wireless Silence

- (a) Wireless silence on Z Day will be maintained by all army stations until one hour before J Hr.
- (b) Subsequent re-imposition and breaking of wireless silence by use of code words ONLY. (See Appx D)

35. Commis for Air Warning

- |             |   |
|-------------|---|
| FLASH BLUE  | Enemy or unidentified planes approaching. |
| FLASH RED   | Enemy air attack imminent.                |
| FLASH WHITE | All clear.                                |

36. Ground to Air Signals

- (a) By CGBP 8 combined Panel System
- (b) Fluorescent panels
  - (i) Yellow fluorescent panels will be used by 20 Aust Inf Bde Gp to indicate posns of ~~ARMED~~  
INFANTRY ONLY as follows:
  - When direct air sp is about to be given.
  - When friendly aircraft requests indication of fwd posns by alternate dips and climbs or by firing flares (See para 37)
  - When the comms of an isolated p/wd body of tps breakdown and air recce to locate them is expected.
  - (ii) Fluorescent panels will NOT be used to mark dropping grounds or HQ or by any other than foremost tps.
  - (iii) The panels will only be displayed YELLOW side uppermost.
  - (iv) Panels will be rolled up before tps resume their advance.

37. Pyrotechnics

The following pyrotechnics signals will be used between ground tps and aircraft.

(a) <u>By ground tps</u>	<u>Meaning</u>
Aust 2" multi star green	Arty fire or bombs falling within our lines.
(b) <u>By Aircraft</u>	
2 star red	Display front line panel Air attack about to commence.
3 star green	My mission completed.
6 white flares parachute mk 6	First wave 500 yds from bch.

38. Bch Signs

Will be prepared to maintain comn from Bn HQ to Bde on 46 net in event of failure of Bn HQ 46 set until Bn HQ 22 set comes into operation.

39. Codes

- (a) List of code names att as Appx D
- (b) RT code No 2 will be used on all RT nets.
- (c) Appointments code will be used.

40. Sig Security

- (a) Map refs locations etc will be disguised by use of topographical code.
- (b) Strict attention must be paid to security on TT and IM

41. Time Zone

Item time will be used. Zone suffix I.

42. Synchronisation

- (a) By ships time while afloat.  
 (b) By ABC or BBC time signals ashore.

ACK

*✓ Rm**G. V. M. m.*  
Adjt 2/15 Aust Inf Bn

Signed at 1400 I

Issued at conference.

DISTRIBUTION

	Cp Order Copy No.	Appendices			COPY
		A	B	D	E
A Coy	1	1	1	1	1
B Coy	2	2	2	2	2
C Coy	3	3	3	3	3
D Coy	4	4	4	4	4
HQ Coy	5	5	5	5	5
15 Bty 2/8 Aust Fd Regt	6	6	6	6	6
SICP	7	7	7	7	7
2/8 Aust Fd Coy RAE	8	8	8	8	8
20 Aust Inf Bde Sig Sec	9	9	9	9	9
2/8 Aust Fd Amb	10	10	9	10	10
Aust Beach Op	11	11	10	11	11
727 US Army Trac Bn	12	12	11	12	12
Comd	13	13	12	13	13
Adjt	14	14	13	14	14
Int	15	15	14	15	15
QM	16	16	15	16	16
TO	17	17	16	17	17
80 Aust Inf Bde	18	18	17	18	18
File	19	19	18	19	19
	20	20	19	20	20
War Diary	21	21	20	21	21
	22	22	21	22	22

2/10 AUST INF BN LANDING CRAFT TABIN (Continued) TOP SECRET Sheet No 3

Ldg Craft No.	LANDING CRAFT PERSONNEL			LOAD			LANDING		REMARKS
	Craft No.	Type	sub-unit	March- ing	On Vehs	Guns	Vehs	Stores	
13	112	LWT	C Coy 15 Pl less one sec	I- 26 SB	1 I- 27			Res amm " water Flame- thrower stretcher 26 FORs	WHITE J1
13	21	LWT	A Coy 5 Pl less one sec	I- 27				Res Amm " water 26 FORs	
14	22	LWT	A Coy	One sec 7 Pl One sec 9 Pl Coy HQ Sigs SB	8 8 5 3 2			Res amm " water 26 FORs sig gear stretcher	
15	23	LWT	A Coy	9 Pl less one sec	I- 27			Res Amm " water 26 FORs	
16	24	LWT	A Coy	One sec 8 Pl Coy HQ Int sec Sigs SBs Det 3 Pl 2/3 Aust Pd Regt	9 1- 2 1 2 2 7 1- 2			3" mort 48 rds 3" mort, sig gear, res water stretcher 27 FORs	ECO end party
17.	25	LWT	A Coy	6 Pl less one sec	I- 27			Res amm " water 26 FORs	
18	26	LWT	HQ Coy 3 Pl less two secs	I- 23 RAP s/jy (AAMC) SB	1 1 I- 25			3" mort 72 rds 3" mort amm Res water sig gear 26 FORs	
19 to 25	27	LWTs	2/3 Aust Pd Regt one Bn 15 Bty		44		4-25pm		

## 2/15 AUST INF BN LANDING CRAFT TABLE (continued). TOP SECRET Sheet No 4.

No	Craft No.	Type	Sub-Units	LOAD		LANDING		REMARKS
				March- ing	On Vehs	Guns	Vehs	
36	31	LVT	HQ Coy 5 Pl. RAN Cdo Navy signs	1-17 1-5 4 2-36				Res amm WHALE NOT " water before 28 MOrs J16 ✓ 3x610 sets Bob marks 2 MIGs
27	32	LVT	HQ Coy 2 Pl. QM, Batman & Q Clerk RSM & Batman (Bn HQ) RP Bn Signs Det 2/3 Aust Fd Coy	12 1-2 3 1 2 1-6 2-25				4000 rds stripless 27 MOrs, res water Spec point pump canvas tank 2 MIGs
28	33	LVT	HQ Coy 2 Pl. 5 Pl.	1-15 12 1-27				4000 rds stripless 28 MOrs, res water Res amm " water 28 MIGs
29	34	LVT	B Coy 12 Pl less one sec SB	1-26 1 1-27				" water 28 MIGs stretcher Res amm " water 28 MIGs
30	35	LVT	B Coy 12 sec 12 Pl. Coy Hq Int Sec Signs 20 Bde Ldg & Batman BBCAU & Batman FS Sec Bn Signs	6 1-5 1 2 1-1 1-1 1 2 3-31				Res amm " water 27 MIGs sig gear Res amm " water 27 MIGs sig gear
31	36	LVT	B Coy 10 Pl less one sec SB Bn Signs	1-24 1 2				Res amm " water 28 MIGs

TEN

Ldg Crft No.	LADING CRAFT No.	Type	PERSONNEL SAR/Unit	March Ings	On Vehs	Guns	Vehs	Stores	Beach	Time	LADING		REMARKS
											ID	LANDING	
32	37	INT	B Coy	One sec 10 Pl	12						Res am:	WHITE	" JUT be
				One sec 11 Pl	10						" water		Tore JIG
			Coy HQ		2						27 PKs		+ 10
			Int sec (Bn HQ)		1								
			FS SP EE Sec		1								
					26								
33	38	INT	B Coy	11 Pl less one sec	1-26						Res am:		
			SB		1						" water		
					1-27						20 PKs		
34	39	INT	2/3 Just Fd Amb		13				1 jeep		Sig gear		
			20 Aust Inf Bde Sig sec		3						tent fly		
			Bn sigs		1						8 stret-		
			6 Pl Dvr		1						chers		
					15	2							
35	Pro Boat INT		Bn Comd & Batman	1-1									
	1		Adjt & Batman	1-1									
			Int Sec	2									
			RPs	3							1x22 set		
			IMG No	1							1x108 set		
			SBs	2							1x46 set		
			Bn Sigs	1-3							1x300 set		
			Beh Sigs	3									
			20 Bds Sig sec	1									
			2/3 Just Pl Rgt (EC Party	1-3									
			Air sp Party	3									
				4-23									
36	Pro Boat INT		Bn 2 1/c & Batman	1-1							1x100 set		
	2		HQ & Batman	1-1							1x46 set		
			To & Batman	1-1							1x10X set		
			Int sec	2									
			RPs	3									
			SBs	3									
			Bn Sigs	1									
			Beh Sigs	3									
			IMG	1-1									
			Dt 2/3 Just Pl Amb	1-3									
				5-23									

Night no  
noon P.M.

## 2/15 AUST INF BN LANDING CRAFT TABLE (Continued)

TOP SECRET Sheet No 6

Ldg Craft Ssn. No	LANDING CRAFT		PERSONNEL		March ing	On Vehc	Guns	Vehc	Stores	Beach	Time	REMARKS
	No.	Type	Sub-Unit									
LCI	2/8	Aust Fd Regt			6-76					RDY	ON CALL	
701	2/8	Aust Fd Amb			3-45							
	1	Aust Beh Gp				7						
					6-138							
LST	2/8	Aust Fd Regt			17	2-18						
168	2/64	Aust LAD				3						
	2/3	Aust Fd Coy				2						
	2/1	Aust ME Coy				4						
	2/8	Aust Fd Amb				2						
					19	2-27				Do	Do	
LST	2/8	Aust Fd Coy			7	11						
305	2/1	Aust ME Coy				2						
	20	Aust Inf Bd. Sig sec				3						
	2/15	Aust Inf Bn			1-23		12 jeeps	16 tons	Do		Do	
	2/16	Aust Gen Tpt Pl				2	11 trlrs	unit				
					7	1-23						
LST	2/15	Aust Inf Bn			1	13			5 tons	Do		PARRY
667	2/3	Aust Fd Coy				4			packs etc			SERVICE
					1	17						
LST	2/15	Aust Inf Bn			2				3 tons			
504									packs etc	Do		
LST	2/15	Aust Inf Bn			23				4 tons			
701									packs etc	Do		Do

## 2/15 AUST ING BN LANDING CRAFT TABLE (Continued) TOP SECRET SHEET No. 2

Ldg Craft No. Ser. No.	LANDING CRAFT No. : Type	PERSONNEL Sub-Unit	March On ing Vehs	Guns	LOAD Vehs	LANDING			REMARKS
						STORES	Beach	Time	
6.	16	LVT D Coy 16 Pl less one sec SB	I-26 1 I-27			Res Amn " water 28 FORs	WHITE	JIG HD	
8.	17	LVT G Coy 13 Pl less one sec SB	I-26 1 I-27			Res Amn " water 28 FORs			
8.	18	LVT HQ Coy 4 pl less one sec 2/6 Aust Inf Regt	I-18 3 I-15	1 2pmc		72 rds 2 PITA 18 rds PITA amn Res amn " water 16 FORs		Reccce Party	
9.	19	LVT C Coy 14 Pl less one sec SB	I-26 1 I-27			Res amn " water 28 FORs Flame Thrower			
10.	110	LVT C Coy One sec 13 Pl Coy HQ Sigs Int Sec Det 3 Pl	10 1-3 3 1 3 I-26			1 " mort 48 rds 3" mort amn Flame Thrower sig gear res water stretcher			
11.	111	LVT C Coy One Sec 14 Pl One sec 14 Pl Coy HQ Sigs SB Det 2/3 Aust Fd Coy	8 9 4 3 1 5 27			Res amn " water flame thrower stretcher 28 FORs			

APPX "A" to OOI

## 2/15 AUST INF BN LANDING CRAFT TABLE

TOP SECRET SHEET NO. 1

Ldg Craft Ser No.	LANDING CRAFT No.	PERSONNEL Type Sub-Unit	MARCH ON ing Vehs	LOAD Guns Vehs	LANDING Stores Beach Time	REMARKS
3.	11	LVT D Coy 17 Pl less one sec SB	1-26 1 <u>1-27</u>		Res amm " water 28 FORs	WHITE JIG IR
2.	12	LVT D Coy One sec 17 Pl Pl HQ 18 Pl One sec 18 Pl Int Sec(ROSS) SB	8 1- 5 10 1 <u>1-25</u>		Res amm " water 26 FORs	
3.	13	LVT D Coy One sec 18 Pl Coy HQ SB signs Int sec 3 Pl	9 1- 3 1 2 1 <u>1-24</u>		1 3" mort res amm " water 25 FORs Stretcher Flame Thrower sig gear.	
4.	14	LVT HQ Coy One sec 4 Pl RAE 2/3 Aust Fd Coy	10 3 <u>13</u>	1 2 pdr Tk/A	72 rds 2 pdr, 2PITAs 18 rds PITA amm, 13 FORs 6x2gls tins	Engr recce party
5.	15	LVT D Coy One sec 16 Pl One sec 18 Pl Coy HQ Signs	9 10 1- 4 2 <u>1-25</u>		Res amm " water 26 FORs stretcher 2 flame throwers sig gear.	

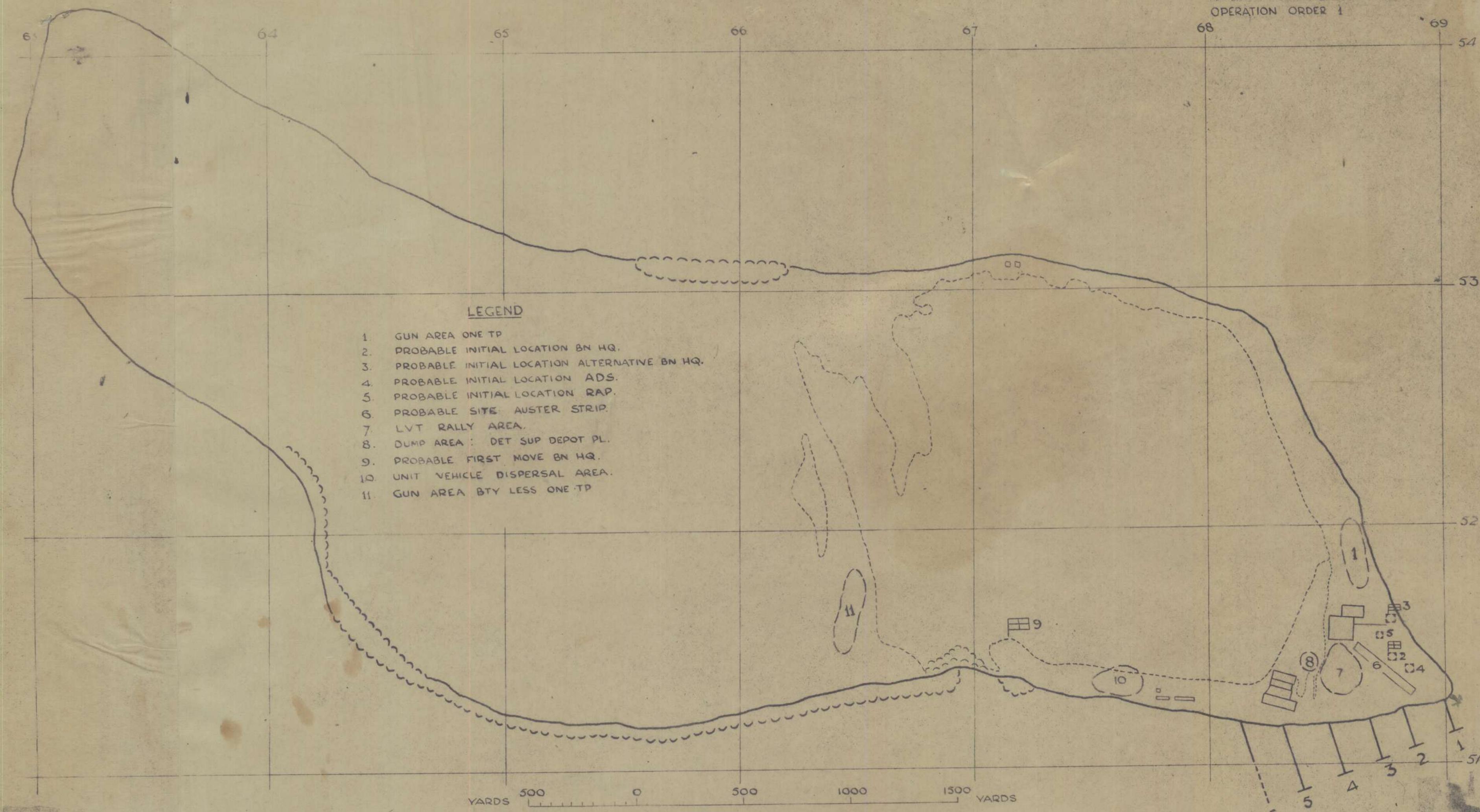
LANDING DIAGRAM OBOE SIX

~~TOP SECRET~~

ISSUED AS APPX "B" TO 2/15 AUST INF BN CO1.

TOP SECRET

APPENDIX "C" TO 2/15 AUST INF BN  
OPERATION ORDER 1



TOP SECRET

APPENDIX 3 to 2/15 Aust Div Bn CO 1.

CODE NAMES FOR GEOGRAPHICAL FEATURES ETC

All offices and wireless ops likely to use the wireless will have committed to memory by Z minus 5 all code words terminated by HQ 20 Aust Inf Bde.

WIRELESS SILENCE

Wireless silence will be imposed or broken only by the use of code words. Code w codes for use from Z until 0700I hrs Z plus 3

Imposing wireless silence FEEBLE MEDDLE (rec)

Breaking wireless silence INDENT MOBILE (rec)

CODES

The following codes will be used - in initial phases and until 0700I hrs on Z plus 3

Combined Aslt Code (CCBP 0130) Series D03 25 fwd of HQ 20 Aust Div by all units down to bn, bty, cav sec or equivalent HQ. This code will be destroyed by all concerned at 0800I hrs Z plus 3. No destruction certificate is required.

As from 0700I hrs on Z plus 3

Trenode 068 will replace Combined Aslt Code (CCBP 0130) for all units NOT holding other cipher documents.

Trenode Keys for use on Z plus 3 to Z plus 8 will be issued by OC 2/43 Aust Cipher Sec to all concerned on Z plus 2 in sealed envelopes. Normal issues on and from Z plus 7.

APPOINTMENTS CODE

COMD	SUNRAY
C STAFF	SEAGULL
TNT STAFF	AL OAK
AQ STAFF	MOLAR
SIG ADVISER	PRONTO
RA A	SHILLERA RD
RAE	HOGITA ST
S & T	PLAYTIME
MED	STARLIGHT

TOPOGRAPHICAL CODE

MUARA ISLAND

WHITE BEACH captured BISCUIT  
RED BEACH captured CHICKEN

SL.	No feature	Map ref	Code name
P MUARA BESAR			BRICK
POINT	686521		ANVIL
L'DONG POINT	633542		BATON
KRAMATI POINT	682523		PENDIGO
TG SAPO	685510		BOWIE
BOWONG POINT	649512		COLOMBO
P KATINGARAN	Sq 5745		MILDURA
P CHERMIN	686441		MARENGA
<u>RDS AND TRACKS</u>			
MAIN RD	From June 480402 to TUTONG		ROUTE 3
	485394-492392-		
	522416-539414		WHISTLE
<u>MAINLAND</u>			
BT TEMPAYANG PISANG	600530		ATLAS

Appx D to 2/15 Aust Inf Bn 001

<u>Place or Feature</u>	<u>Map Ref</u>	<u>Codename</u>
BROOKTON	624 547	HONEY
BRUNEI TOWN	Area on north bank of S BRUNEI	RUSTY
NATIVE TOWN	In S BRUNEI sqs 4738 and 4838	SEYMOUR
VILLAGE	482373	TEROWIE
VILLAGE	539414	TRUNK
HUTS	516394	WAGGA
S BRUNEI		WARWICK
S. LIMBANG		WHEAT
LEMBANG TOWN	sq. 5524	WHIPPET

R T CODE

RT Code is only to be used.

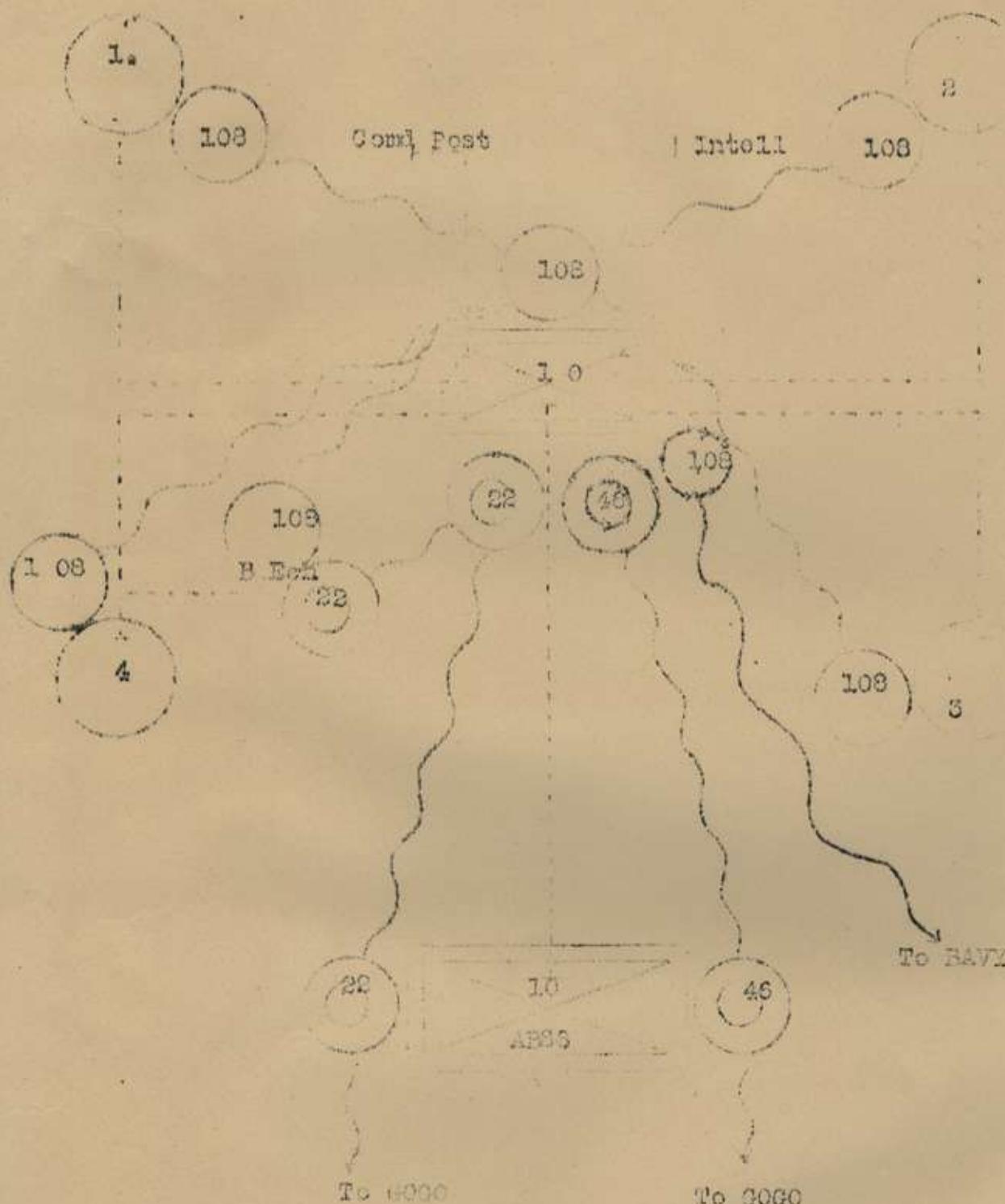
## SIGNAL DIAGRAM

~~TOP SECRET~~APPX #3<sup>rd</sup> te 2/15 Just Inf Bn OG 1.

P E R U

S I G N A L S

D I A G R A M

*J. H. C. Lt  
Signals Officer.*

OBOE SIX

~~TOP SECRET~~

TIMETABLE OF EVENTS - Z DAY

WHITE BEACH

Serial	Time	Event
1	J minus 62 minutes	Naval bombardment begins.
2	J minus 62 minutes to J minus 59 minutes	LCT(R) and LCS(L) discharge rockets on landing beach.
3	J minus 35 minutes	Aerial bombardment with anti- personnel bombs/ <del>beginning</del> M (beaches and hinterland, SE corner of MUARA ISLAND).
4	J minus 15 minutes	Aerial bombardment ceases.
5	J minus 9 minutes to J minus 6 minutes	LCT(R) and LCS(L) discharge rockets on landing beach.
6	J minus 9 minutes	First DD ceases fire.
7	J minus 6 minutes	Second DD ceases fire.
8	J minus 2 minutes	Close support craft cease fire.
9	J hour	First wave beaches - assault troops land.
10	J plus 3 minutes	Naval bombardment ceases.

## DRESS AND EQUIPMENT

(Extract from 2/15 Aust Inf Bn Standing Orders Sec 22)

### Battle Order

106. (a) Dress and eqpt worn in battle order will be as follows, with the addition or subtraction of items specifically ordered:

Steel helmets  
Shirt and trousers  
Underwear (optional)  
Socks  
Boots  
Gaiters  
Web Eqpt  
Haversack on back

- (b) Articles carried on the man:

Identity discs  
First fd dressing  
Ann as ordered  
Mosquito repellent  
Mosquito net  
Mess gear  
Shaving gear  
Towel  
WPS and AAB83  
24 tablets atebrin  
Water sterilising tablets  
Emergency rations  
Rations as ordered