Aims of the Presentation

• Outline:
  • Defining Operations in the Littoral
  • Types of Operations in the Littoral
  • UK Amphibious Capability – Present and Future
  • Panel - Question & Answer Session
Definitions

Setting the context.......
The Littoral

‘Coastal sea areas and that portion of the land which is susceptible to influence or support from the sea’

JDP 0-01.1
Littoral Manoeuvre

‘The exploitation of the sea as an operational manoeuvre space by which a sea-based or amphibious force can influence situations, decisions and events in the Littoral regions of the world.’

LitM Joint Capability Concept (2008)
An Amphibious Operation

A military operation launched from the sea by a naval and landing force embarked in ships or craft, with the principal purpose of projecting the landing force ashore tactically into an environment ranging from permissive to hostile.

ATP- 8(C)
Types of Amphibious Operation

- Raid
- Assault
- Withdrawal
- Demonstration
- Other than war i.e. HADR, NEO
Ship to Objective Manoeuvre

- Projecting force from the sea directly against an enemy’s critical vulnerabilities ashore, from over the horizon, using surface and aviation means.

- It avoids the classic amphibious assault’s requirement to build up combat power ashore, then moving from a lodgement area to the objective.

- It thereby eliminates the ‘Pause’ associated with the build up of combat power.
Classic Amphibious Assault

Extensive naval gunfire
- Seize beach head, build up combat power
- Strike inland to actual objective
- Limited manoeuvre
Ship to Objective Manoeuvre

- Seabased/Networked:
  - Fires
  - C2
  - Logistics
- Focus on the objective
  - No beach head
  - Rapid tempo
  - Lower footprint
- Integrated fires and high mobility
- Accessing Joint Capabilities
- Delivering Land effect
Amphibious Capability

Best employed when integrated, configured and trained together for littoral operations.
The ability to conduct Joint Action through Ship to Objective Manoeuvre (110nm) of an Assault Echelon of 1 Cdo Gp in a single cycle of darkness; the initial Assault Wave to secure identified objectives and comprising simultaneous delivery of 1 Coy Gp by air and 1 Coy Gp by surface in Protected Mobility from over the horizon in up to sea state 4, supported by effective BM, ISTAR and a range of protective and offensive Fires. The Landing Force is to be capable of sustaining combat operations, independently, for 28 days with re-supply by air and surface means from the sea base located up to a maximum range of 30nm offshore
Amphibious Task Group

LPD

LSD(A)

LPH
Core Shipping & Supporting Combatants

- LSD(A)
- LPD
- LPH
- HM
- MW
- SM
- FF/DD
Surface Manoeuvre
Air Manoeuvre
Enabling assets

AFSH

AOR

RO-RO

PCRF

OMAR
The Landing Force
Amphibious Capability

Forging the Future of Land and Littoral Manoeuvre

QEC era  Future Operating Environment  Back to the Fleet
**Type 26 Global Combat Ship**

- **Flight Deck**
  - Capable of landing a Chinook in support of special forces ops

- **Sea Ceptor Silo**
  - Anti-Air Missiles

- **Main Missile Silo**
  - Flexible use silo capable of adapting to a range of munitions and missions from Anti-Ship Missiles to Land Attack Missiles

- **Sea Ceptor Silo**
  - Anti-Air Missiles

- **CODLOG**
  - 2 Electric Motors
  - 4 High Speed Diesel Generators
  - Gas Turbine Direct Drive

- **Sonar 2087**
  - Low Frequency Active Sonar

- **Sonar 2050**
  - Bow Sonar

- **Medium Calibre Gun**

- **Integrated Mission Bay / Hangar**
  - Reconfigurable space capable of carrying multiple helicopters (Including Merlin) as well as additional boats, Unmanned Vehicles (UAVs, USVs and UUVs), or up to 10 containers

- **Core Complement**
  - 118 (not including Flight)

- **Additional Accommodation**
  - 72 bunks for Capability Teams which conceptually include: The Flight, trainees, communications technicians, a Force ASW team, an Enhanced Boarding Capability, Special Forces, Role 2 medical teams, International Engagement teams (caterers, stewards, etc) and an MCM mission package team
Interoperability
Questions?
A landing from the sea involving swift occupation of an objective followed by a planned withdrawal.
Assault

Establishing a force on a hostile shore. Implies a more permanent occupation.
Withdrawal

The withdrawal of forces by sea in Naval ships or craft from a hostile or potentially hostile shore.
An operation conducted for the purpose of deceiving the enemy in order to delude him into an unfavourable course of action.
Amphibious Support to Other Operations

The capabilities of amphibious forces may be especially suited to conduct MOOTW such as non-combatant evacuation operations (NEOs) and humanitarian assistance and disaster relief (HADR).
LPD – HMS ALBION/BULWARK

- Landing Platform Dock
- C2 platform
- 256 EMF (405 overload)
- 500 LiMs
- Dock 4 x LCU
- 4 x LCVP
- 2 x Avn Spots (2 SK/LX or 1 CH47)
- Side ramp for embarking vehicles
- Vehicle ramp between Flight Deck and Vehicle Deck
- Max 4kts when docked down
- ABU Heavy
LPH – HMS OCEAN

- Landing Platform Helicopter
- C2 facilities for a Cdo Gp
- NVG compatible
- Can embark up to 16 x MSH + 6 x LH
- 6 x MSH or 4 x CH57 spots
- ABU light with lightweight trackway
- 4 x LCVP Mk 5; 3 x IRC(3)
- Stern ramp (with RSP) and sideramp for light vehicles
- 300 Lims
- EMF 444 pax; TAG 250
CV in LPH role

INVINCIBLE Class CVS had limitations:

- 7 spots – (only 4 CH47 capable)
- Reduced LIMs - (CVS = ‘limited’ LPH = 278 )
- Reduced PAX - (CVS = 582 LPH = 694 )
- No surface craft capability (loss of 4 x LCVP)
LSD(A) – RFA MOUNTS BAY/CARDIGAN BAY/LYME BAY

Landing Ship Dock (Auxiliary)
416 EMF
1150 LiMS
1 spot
Dock - 1 LCU/2 LCVP
2 x MEXE/RSP/Workboat side loaded
Approx 2 hours to dock down
Docked down Max 12 knots empty