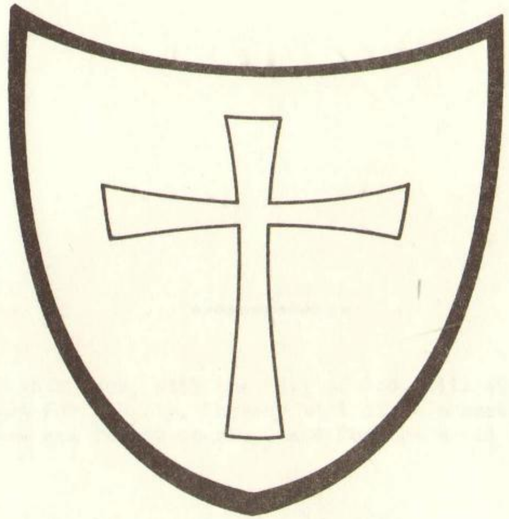
The ROAD BACK

"A plan for the restoration of Freedom when our Country has been taken over by its enemies..."

Macaba

The ROAD BACK



MACABA

Dedication

This book is dedicated to those heroes of the past, and of the present, who sacrificed their lives, and fortunes, in the defense of liberty. It is dedicated to those men, and women, who have fought for freedom in every corner of the world. They fought, and died, in the cities, and in the countrysides of their native lands. They died without recognition, without medals, and oftime without decent burial. They took little note of hopeless odds. They fought on, without hope of victory, and with inferior numbers and weapons. They were the bravest of the brave. Time cannot erase their names.

> Now, as this day dawns there are those who would chisel the memory of their sacrifices from the history of our people. The enemies of freedom walk upon the land that men of honor rescued with the blood spilled from their veins. Political prostitutes grip tight the reins of government, and traitors plunder their treasuries and empty them into the coffers of the enemy. Evil men sit in high places and degenerates do their bidding. How much more of this sickness can men of honor endure before they hurl this scum into oblivion? How much.....

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It is hoped that this book, with the help of God, will strengthen the arms of those who fight for liberty. Thereby will it be preserved for my family and my friends --- and for my country, and for the world in days to come..

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INTRODUCTION

In the pages of this manual we will attempt to resolve the details of some of the problems that will confront a Guerilla Movement. Any grand strategy for victory must be designed by persons with far greater skill than that of the writer. However, there are many little problems that require solution. The offerings of this writer are an attempt in this direction.

A Guerilla War is not a war of military establishments. It is a war conducted by segments of the civilian population against a military establishment and/or other civilian segments. A Guerilla Force is a "people's army". However, its professional qualifications are not of a lower standard than that of a uniformed military force.

The concept of a "people's war" is thousands of years old. It is the ultimate course open to a population overcome in classical military struggle. It also may be developed to assist a government of the people to sustain itself against overthrow by internal forces, or to reduce a government that has become tyrannical. It is not necessary that a majority of the people support such an effort. A substantial minority will suffice, provided they are properly organized under imaginative leadership and have the will to fight.

When a "people's army" is used to support a government against an uprising it is an action of counter-insurgency. When that army is used to overthrow a government it is an act of rebellion. When furtive action is employed against an entrenched authority it is popularly termed "guerilla warfare". Under the laws of a country guerilla action against the government is a criminal procedure. The idea of this criminal involvement is so strongly ingrained in the mind of civilized man that the guerilla, no matter how noble his cause, is generally viewed with distaste. To destroy this concept, and enlist support, is one of the most difficult tasks confronting a guerilla movement.

An army of the people does not suddenly emerge, in a crisis, fully trained and adequately armed. It reaches this stage by laborious preparation, or it does not reach it at all. To be a successful force it must have attained some measure of organization, and training, before it becomes an objective of enemy counter-force. It must, in succeeding stages, enlist increasing support by demonstrating its ability to hurt the enemy and reduce his power. If this support is not forthcoming the attrition of men, morale, and material will result in defeat.

The point in time that a guerilla action is unleashed is very critical. If the guerilla force has reached any appreciable stage of development it is certain that the shadow of its existence has fallen across the face of the enemy. He will dig down into his bag of tricks to draw it into the open.

When a legal government has been captured by subversion, and political fraud, there will be no authentic counter-insurgency struggle. If one is generated it will be directed

against the supporters of the legal government by those who have already usurped it. In other words, the covert insurgents will represent constituted authority. Armed mobs, previously prepared, will be used to break down final resistance, and destroy the potential for rebellion. This is a warning --- before committing the organization to counter-insurgency support take a long, hard look. Determine what positions your political enemies are taking in the action. Their positions in the game will determine your own. It is vital that a correct evaluation of the insurgent movement be made, and quickly. One may make the amazing discovery that the insurgent mobs are convenient tools of the usurper government. It is necessary, under these circumstances, to avoid engagement with the mobs and seek more vital targets. This period of chaos may be put to good advantage. The targets chosen should be the leaders of the enemy conspiracy. In this case the rabbit becomes the fox. Quick decision is necessary, for in this state of deliberately induced chaos your friends have become the enemy of the government, and the target of legalized assasins.

The enemy, framed in the pages of this manual, will have the full support of national-states previously woven into the web. The phoney insurgent action may be coordinated with an invasion by the military forces of these powers. Loyal defense forces may be disposed of by wasting them in deliberately stupid, completely ineffective, moves. Certain elements of the defense forces may actually be used to render assistance to the enemy.

This is the environment in which our "guerilla army" may be required to begin its existence as a military entity.....

Before the storm breaks is the time for alliances to be formed. This is the time for loyalties to be truly determined, and the enemy more clearly identified. If it is difficult to accomplish this task now --- think of the odds later. Mistakes made now may be harmful, later on they will be deadly.

It is to be remembered that when a condition of guerilla war exists the psychological advantage is, usually, with the anti-guerilla forces. They are mentally reinforced by the fact, that, they represent constituted authority. That authority, in varying degrees, will control the social, the economic, and the political life of the country. Guerilla war is only the first step on the road back. It is that "hold on period" that lasts until sufficient strength can be organized to reduce the enemy. If this breathing spell cannot be sustained there will be no such reduction.

The evolution of a conspiratorial tyranny into an acceptable form of government by the simple process of "aging" is, in the world of today, an almost impossible development. Constantly emerging,

advanced techniques of mass control, ever more effective and sophisticated, render this hope a delusion of cretins and cowards. Viewing the moral degeneration of our contemporary society leads one to believe that, once locked into power, the necessary dedication to dislodge the monster from authority will be forever lost. The selfless devotion of the patriot to freedom in the world will be smothered by the sheer weight of the apathetic masses. The light of freedom will shine no more across the land.

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THE DECLARATION OF INDEPENDENCE

In Congress, July 4, 1776

A Declaration by the Representatives of the UNITED STATES OF AMERICA in General Congress Assembled..

When in the Course of human Events, it becomes necessary for one People to dissolve the Political Bands which have connected them with another, and to assume among the Powers of the Earth, the separate and equal Station to which the Laws of Nature and of Nature's God entitle them, a decent Respect to the Opinions of Mankind requires that they should declare the causes which impel them to the Separation.

We hold these Truths to be self-evident, that all Men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty, and the Pursuit of Happiness——That to secure these Rights, Governments are instituted among Men, deriving their just Powers from the Consent of the Governed, that whenever any Form of Government becomes destructive of these Ends, it is the Right of the People to alter or to abolish it, and to institute new Government, laying its Foundation on such Principles, and organizing its Powers in such Form, as to them shall seem most likely to effect their Safety and Happiness. Prudence, indeed, will dictate that Governments long established should not be changed for light and transient Causes; and accordingly all Experience hath shewn, that Mankind are more disposed to suffer, while Evils are sufferable, than to right themselves by abolishing the Forms to which they are accustomed. But when a long Train of Abuses and Usurpations, pursuing invariably the same Object, evinces a Design to reduce them under absolute Despotism, it is their Right, it is their Duty, to throw off such Government, and to provide new Guards for their future Security.

Such has been the patient Sufferance of these Colonies; and such is now the Necessity which constrains them to alter their former Systems of Government.

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The beginning paragraphs of the DECLARATION OF INDEPENDENCE, printed above, state the case for the overthrow of a government grown despotic. If such a document was a fair statement of the facts in the year 1776, then it is a fair statement today. The DECLARATION OF INDEPENDENCE passed by the Congress of 1776 is a law of the land. It has not been amended, it stands in its original form.

Chapter 1.

General Organization

The time to plan for a war of Resistance is before the fighting begins. Any unplanned, and leaderless, uprisings against a brutal, and well organized, machine —— stands little chance of success. It is the purpose of this manual to promote a sense of urgency, and a sense of confidence. If the basis for an effective force cannot be formed prior to the time of actual need, in all probability it never will be. The Resistence potential of any people is a direct measure of that people's will to resist. If prior to open conflict alliances of some strength cannot be formed —— it is doubtful that the job can be done when the pressure mounts. It is an essential that an evaluation of this potential be made as soon as possible. It is upon the conclusions, that are reached, that concepts for conducting the war are developed.

Guerilla War is composed of ninety percent planning, and ten percent execution. It is a war of surprise, deceit, and coordination. This manual seeks to destroy the dangerous delusion that obtaining some sort of firearm, and a few rounds of ammunition, completes the job of preparation. To conduct an operation, of any proportions, requires a well trained, and well led, force of considerable strength. It is not a simple task to build such a structure and it is even harder to maintain it.

Planning, of any sort, are projected upon the assumption that a given group of conditions prevail. The conditions that we are going to assume in building an organization are listed below. We believe that they fairly reflect a general atmosphere prevalent in our country today.

1. The government against which our forces of resistence are directed —— is in the last stages of transition into an alien dictatorship. Those persons responsible for this state of affairs have spun a web of conspiracy throughout the world.

2. This transitional government is aware of the opposition forming. Yet, not having purged itself of resistence elements —— a large scale and overt action against its enemies will be some time in developing. It is, however, not a question of will it happen, only a matter of when. The time range of this breathing spell is the 64 dollar question.

3. No agency, bureau, or other element of this government is to be trusted. Individuals within these elements may establish trust. However, care must be exercised in dealing with them.

4. It is during this "breathing spell" that the Guerilla network must be extended into as many spheres of influence as possible. It is necessary that widespread Bases of Intelligence be constructed...It is during this period that transmission belts of information are built, in layer upon layer over the hard core of the fighting force.

5. It must be recognized that the typical citizen is apathetic toward a use of physical force in creating a desired political climate. He is laboring under the delusion that it can be created at the voting booth on election day. This attitude is dangerous to the success of the revolutionary army of the Resistance.

6. The military, and police, establishments of this country, on the low echelons, are generally oriented against the purposes of the usurper government. They are also —— politically naive and not to be trusted.

They are, more or less, under the discipline of a political structure that is antagonistic to our goals. Our actions, and propegands, must be such as to gain sympathy within large segments of these establishments. Our contacts must be through the agency of individuals,and not through the front offices.

Summary... We must plan on the basis that no government agency, or group that is government connected, can be relied upon. The average citizen is generally disinterested, and politically ignorant. Stress must be placed upon the factors of security, training, intelligence, and propegands.

Historically, Resistance Movements have consisted of a hard core of trained fighters formed into Guerilla contingents,and an Underground apparatus made up of support elements. The Underground,in this sense, does not consist of mere sympathizers --- but of activists who lend financial, intelligence,and logistic support to the actual fighting units. The numerical ratio of these Underground supporters to Guerillas appears to be about 10 of the former to 1 of the latter. The Underground consists of those who are, apparently, in adjustment with the ruling forces, and make no overt opposition.

Organization of the Resistance Movement

Guerilla Section...

1. The basic unit of organization is the Team. The Team performs the function that a cell performs in the physiological structure of living organisms. The men who form this cell must learn to think, and act, together. They must keep in mind that they are part of a larger concept, and their actions should never jeopardize it. At the same time, they must have the ability to initiate, and carry out, individual actions.

   If a Team is to be an effective Unit --- it must train to that end... It is not enough to get together once a month, and just talk. Training of a Team must be placed on a regular, and frequent, basis --- and it must be training, and not talk. A now-and-then schedule is worthless. Results of a good training program will be an efficient fighting machine. There will be a great confidence, by the members, in the Team's capability of fulfilling its function.

   The Team must be organized to exist as a self-sufficient group. The Team is a little army, complete in itself --- but well fitted into the mosiec of the greater organization.

   A Team consists of 4 men. The positions, and functions of these men are listed below:

   a. Team Leader.
      The Leader is responsible for the training, and direction, of a Team. He shall establish the security guidelines, and guard against infiltration by finks, and enemy agents. He shall maintain a laison with a Band Leader, and receive direction from him. It is his ultimate, and sacred, responsibility for the performance, and survival, of his Team.

   b. Assistant Team Leader.
      The Assistant Leader shall function in the absence of the Leader as the Commander of the Unit. He shall,in addition, serve as the Intelligence Officer. In this capacity he shall be responsible for the gathering of intelligence information in his sector. This information is made available for the use of the Team Leader.

   c. Communications Man.
      The person assigned this duty will be responsible for the establishment of the various communications methods; and the maintenance, procurement and rigging of the associated equipment.

   d. Supply Man.
      The person assigned this duty will be responsible for the procurement, and security, of all equipment, and supplies, that may be required for the Team --- with the exception of personal gear, and any communication equipment. Included is transportation equipment.

2. The next level of organization above the Team is the Band. A Band consists of 2 to 6 Teams. It is under the command of a Band Leader. The staff of a Band Leader is comprised of an Executive Officer, and 2 Couriers.

   a. Band Leader.
      The Leader is responsible for the training, and direction, of the Band. It is his ultimate, and sacred, responsibility for the performance, and survival, of his Band.

   b. The Band Executive Officer.
      The Executive Officer shall function in the absence of the Leader,as a Commander of the Band. He shall, in addition, serve as the Intelligence Officer. In this capacity he shall be responsible for gathering intelligence information in his sector. Such information will also be transmitted to him from the Teams in his Band. This information shall be made available for the use of the Band Leader.

   c. Couriers.
      The Couriers shall function as guards for the headquarters staff. In addition, they will serve as messengers when physical laison with any elements of the Command become necessary.

3. The next level of organization above the Band is the Area Command. An Area Command is defined as a specific geographical area. All Bands located in this area are under the jurisdiction of an Area Commander.There are no set limits on the number of Bands to be included in an Area Command. That is a function of Guerilla strength in the described Area. Any Bands from other Areas, who for any reason are geographically dislocated, are coordinated into the organization of the Area Commander of the Area in which they are operating. This avoids any confliction of action, or purpose.

   It is the responsibility of the Area Commander to provide the guidelines , and direction, for all aspects of the training, and operations of all the Bands in his Area. The chain of command in the Resistance ends with that of the Area Commander. There is no further authority in the organization..

Fig. 1a

Construction of a Team

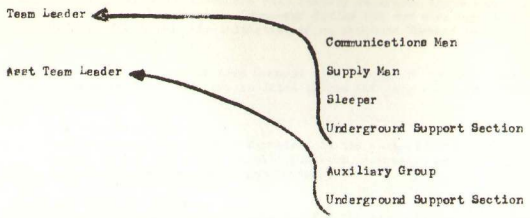
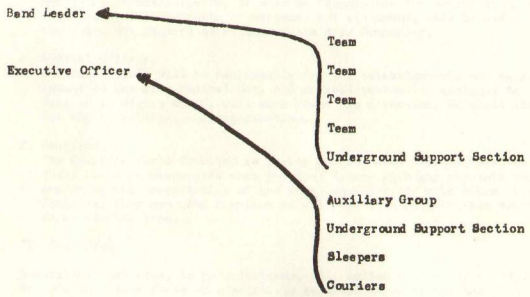


Fig. 1b

Construction of a Band



This arrangement of authority may appear to create a command gap when there is a necessity for a multi-Area operation. Perhaps --- but it is more than likely an erroneous conclusion. There is no reason why general policy, and operational direction, cannot be just as well determined by Area Commanders sitting in council. Natural Leaders will finally determine these things.... On his home ground, let the Area Commander devise his own strategy without the crippling effect upon his initiative of an absentee Command --- to whom he is responsible in detail.

The headquarters staff for an Area Command will consist of an Executive Officer, a Communications Officer, an Intelligence Officer, a Supply Officer, a Medical Officer, and 4 Couriers.

a. Area Executive Officer.
The Executive Officer shall function, in the absence of the Area Commander, as the Commander. He will function,generally, as the Chief of Staff --- and as the Operations Officer.

b. Communications Officer.
The Comm Officer will be responsible for the establishment, and operation, of the Communications net for the Area. He will promulgate the procedures to be used, and methods of operation.

c. Intelligence Officer.
The Intell Officer will direct the intelligence effort for the Area.. He will assemble, and evaluate, the flow of information --- briefing the Exec Officer, and the Area Commander, periodically and on request by them.

d. Supply Officer.
The Supp Officer will be responsible for the establishment, and direction of the Area supply net. He shall determine the guidelines for equipment standardization. He will be responsible for establishing of supply-dumps. Assignments of weapons, and equipment, will be made by him under the general direction of the Area Commander.

e. Medical Officer.
The Med Officer will be responsible for the establishment, and maintenance of the Area Medical Net. All medical personell, assigned to a Band or to Hdqtrs Staff, will work under his direction. He shall direct their training, and organization.

f. Couriers.
The Couriers shall function as guards for the Area Headquarters. They shall serve as messengers when physical laison with any elements that are under the jurisdiction of the Area Commander, or with other Area Commands. They may also function as contacts with intelligence sources within the Area.

4. The Task Group.

Specialized projects, to be undertaken, will enlist the use of a "Task Group". This is a force of specialists selected to carry out the purpose of the assignment...

a. The Group may be formed from the command of a Band Leader and is directed by him, or by a person appointed by him. This Group then

is designated as a "Band Task Group".

b. The Group may be formed from the command of an Area Commander. It will be directed by an officer appointed by him. This Group is an "Area Task Group.

5. The Auxiliary.

The AUX is a support force composed of women. Members of this force are attached to Teams, Bands, or the Area Command. It will greatly augment, and strengthen, the versatility of the Guerilla units. These women will be, usually, wives, friends, and relatives of the male members. It will give them an opportunity to render the valuable service of which, with due respect, they are fully capable. Guerilla war is a total war —— a conflict, in which, all available human resources must be utilized.

Successful Guerilla movements never overlook the contributions from the so-called weaker sex. Women have many aptitudes superior to those associated with men. Their sex, many times, allows them to operate within an environment where a man would be suspect. Following are a few of the assignments they may be given:

a. Personell Replacement... fill open billets for missing, or sick, or injured male members. In this connection, it is essential that the ladies receive training equivalent to the men.

b. Medical Aid... Take care of the sick, and injured, personell. In addition, transport, and locate care and cover, for them. Locate medical aid, and guide them to them to the place of need.

c. Intelligence... Gather data on the location of enemy persons, and their activities. Attend enemy organizational meetings, observing what is done, and who is in attendance. Shadow enemy persons, and obtain information on their habits and associates. Infiltrate the enemy organizations, and report on their policies and plans. Case properties of enemy persons. Observe, and report, on location, and movements, of enemy militant groups.

d. Communications... Act as couriers, or information stations, between Commands. Cover maildrops, Operate communication gear such as radio transmitters.

e. Supply... Transport equipment, weapons, food, and vehicles. Move propegenda material, and distribute it. Publish, and print, propaganda material.

f. Man Underground Railway Stations (points in the system for moving Resistence personell). Assist in the transport of such persons.

g. Man Observation Posts... Observe, and report, the movement of the enemy military, and police, units during Guerilla operations.

e. Sabotage... Carry out sabotage activities on enemy installations. Use explosives, and incendiary, materials or other devices. Women can carry out this activity as well as any man.

Fig. 1c

Construction of an Area Command

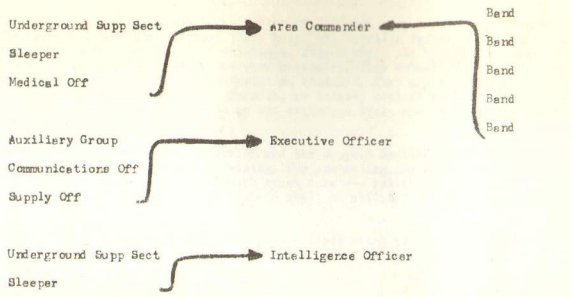
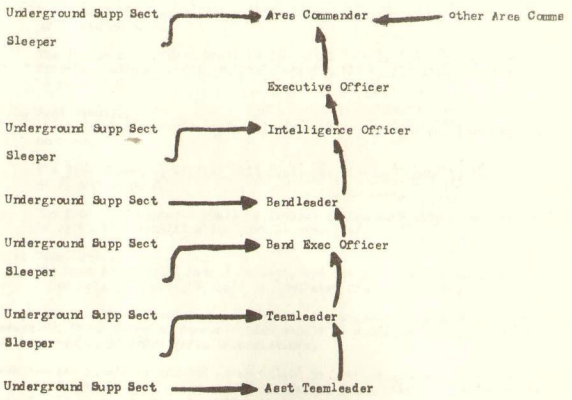


Fig. 1d

Intelligence Flow of Area Command



Underground Support Section...

This section is the support organization of activist sympathizers laced through the general population. Without their help, the Guerilla Section would be hard pressed to maintain a marginal existence. They furnish aid of every description --- including physical assistance when necessary. They establish, and maintain, the hideouts. They furnish transportation elements. They are the backbone of an extensive logistic system. They furnish, or locate, medical aid. They provide a major source of intelligence --- as the espionage eyes, and ears, of the Resistance movement.

Contact between the Guerilla Section and the Support Section should be limited, and under stringent security provision. The contacting individuals from both of the Sections should be selected with great care --- reliability should be of a high order. Each Underground SS contact shall be utilized as the laison for a group of SS members.

Contacts will take place on 3 levels. Each level being completely insulated,for security reasons, from the other. This is a necessity --- should penetration by infiltraters occur or by interrogation of suspects.

a. Area Command Level...
The Area Commander should limit his personal contacts to an amount of 3 and no more.

The Area Executive Officer will abstain from contacts. If penetration of the organization occurs, he may be exempted to lead the Area Command.

The Area Intelligence Officer will limit his personal contacts to amount of 3, and no more.

The groups of contacts shall be insulated from each other, no crossovers under any circumstances. No lists shall be kept. All identification must be memorized.

b. Band Level...
The Band Leader should limit his personal contacts to an amount of 2,and no more.

The Band Executive Officer will limit his personal contacts to an amount of 2, and no more.

The groups of contacts shall be insulated from each other. No lists must be kept. All identification must be memorized.

c. Team Level...
The Team Leader will have 1 contact, and the Assistant Leader will have 1 contact. The contacts shall be insulated from each other.

All physical contact between members of the two sections should occur only of necessity. Other forms of communication should be used: coded mail drops, coded phone calls, or coded radio transmissions.

Each contact should be treated as an island to prevent security breaks involving large segments of the organization. Lacking the mobility of the Guerillas, the SS will be the section to suffer the greatest damage. The enemy will wait like a spider, until he has exploited his information to the limit, and then a move-in for the kill will come...

A system of visual, and verbal, recognition signals should be developed for the use of persons making contact intra-Section, and between Sections. They are to be used where personal identification has not been previously established. The Area Commander shall publish them to the persons involved on a-need-to-know. An order transmitted by the Area Comm will initiate, and cutoff, the use for a specific period of time. Signals will be changed for succeeding periods.

The Sleeper...

A Sleeper is a full-fledged member of the Guerilla Section who is not incorporated into the military structure. This is accomplished for the following listed reasons:

a. Geographical isolation during the pre-conflict period.

b. Espionage agent employed in penetration of enemy organizations.

c. Station Operator in Underground Railway, an essential element in movement of "wanted persons".

d. Observer posted near an enemy installation or military encampment, living a "normal" existence --- and reporting enemy movements.

The reporting level of the Sleeper will be determined by the importence of the role he is playing. The Area Commander will assign his reporting level. It may be to himself, his Intelligence Officer, to a Band Leader, or to a Team Leader. The Team Leader will be the lowest level of reporting acceptable.

A Sleeper must be a member of the highest reliability. The reason for this is obvious in terms of security.

A highly effective shadow organization of Sleepers may be established.... Their independently formulated reports are forwarded to the Area Intelligence Officer and cross-checked. The resulting evaluations should have a high degree concerning intelligence reliability.

Graphic Representations of an Area Command

On a following page is an illustration of the organizational structure of the Area Command concept. As we have previously stated, the chain-of-command stops with the Area Commander. With this concept, multi-Area projects will be developed in council by the Area Commanders involved.

On a following page is a geographical representation of an Area Command. Limits of a Command are, usually, determined by the following considerations:

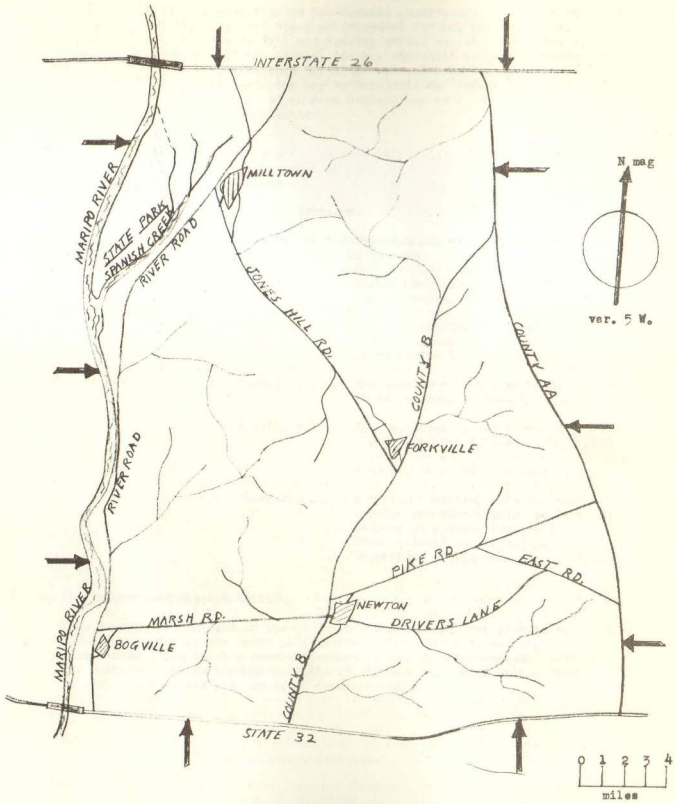
a. Population Density... The number, and size, of the urban centers that are contained in the geography under consideration.

b. Natural Boundaries... Rivers, mountain ranges, etc.. may help determine a Command limit.

c. Transport Facilities... Highways, roads, rivers, lakes, and other methods of moving men, and equipment, will help define limits. For example, rural terrain traversed by good roads may allow expansion of a Command.

GEOGRAPHIC DEFINITION OF AN AREA COMMAND

Fig.1e



Note: Utilization of roads and river as geographic limits for clear definition. Clarity of definition is essential.....

d. Terrain Quality... A condition of mountainous countryside, coupled with bad roads, will decrease the speed of transport of men and equipment.. Mountains, usually, result in a suppressing effect on radio communications. Courier speed will be reduced. Such a difficult area will result in reduction of the Intelligence perimeter --- and a corresponding reduction in the physical perimeter may be necessary to reflect it. This is in line with the concept of an Area Command --- as a compact, alert, and quickly responsive organization.

Summary of a Resistance Organization

1. The organization is devided into 2 Sections.

a. The Guerilla Section... composed of the fighting units in the field. It is constructed as follows:

Area Command... highest schelon of authority in the structure.

Band..... The largest Unit in the structure. It is composed of 2-6 base units called Teams.

Team..... The base unit of the structure. It is composed of 4 men.

Auxiliary..... The replacement, and supporting group, composed of women. These persons are attached at an Area Command, Band, or Team level.

Sleeper..... A person operating outside the regular structure. This person reports at a Team, Band, or Area Command level --- depending on importance of his role.

b. The Underground Support Section.

This section is composed of the activist sympathizers. They live normal lives --- as far as the enemy is concerned. There is no formal organization, association is on a need-to-consort basis. They communicate with the Guerilla Section through Contacts at the Area Command, Band, or Team levels. The Contacts are insulated from each other...

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Chapter 2.

Recruiting Methods and Procedures

The environment which forms a backdrop for our discussion of Recruiting is the pre-revolutionary one outlined on pages 1 and 2 of Chapter 1. After the actual conflict begins a new set of rules are required. Recruitment, then, will, most likely, be limited to that gained from occupied, or controlled, territory and persons who actively seek out the Guerilla army.

The recruitment of new personell into the Resistance is a necessity both from the standpoint of replacement and expansion. Without this constant infusion of strength, the organization will become weak to the point of extinction. It is not possible to remain static and maintain existence. Such a condition is only a prelude to defeat. Recruitment must far exceed losses or victory becomes an impossible goal.

A successful program of recruitment must provide answers to the following, and most important, questions:

1. Is it secure against detection, and infiltration, but at the same time does not induce a state of paralysis that produces no results? Infiltrators must not be allowed to penetrate. Contacts of potential members must not result in exposure of established membership.

   Only personal acquaintences should be considered for membership. Broadcast methods of recruitment should be shunned like poison. This method will, and has, brought nothing but grief to those organizations employing it. It has carried, without exception, a flood of finks into the bloodstream of these groups. The terminal state is identification, and isolation, of the leaders and dissolution of the membership body.

2. Is the program efficient? It must not use up an excessive amount of energy and financial resources. If it does, a new approach must be utilized. Data assembled on a prospect must be complete, and accurate, before any physical contact is made. If it is not, time has been wasted and some real problems may be created.

3. Is the program selective? The recruitment of numbers without regard to quality is stupid. Prospects must be scouted on the basis of competence, mental stability, leadership potential, courage, and morality. It is also good to have members who are employed in sensitive positions where they may furnish information, or exert pressure. Stay away from persons who exhibit an attribute of personal selfishness in their makeup.

4. Is the program productive? If the methods used are not fulfilling the needs of the organization, give it a long, hard look. Don't remain burdened with pet ideas based on outmoded thinking. The trigger that releases a favorable response varies from person to person. Use more than one trigger. We should also remember that we are searching for a special breed of human being. The raw material needed to construct a Guerilla is not easily come by. We must find these people as rapidly as possible —— we are working against time...

   Some knowledgeable persons have estimated that, in this country, there are no more than one million persons who possess the necessary character, and a proper political orientation, who may be recruited. The author doubts that there are that many. However, when conditions become intolerable, and conflict begins, the reserve force may total something like five million. This is a tremendous potential —— it might be enough to win...

Security of Recruitment

The methods, and the pece, of recruitment shall remain under the control of the Area Commander. He shall designate his Executive Officer to carry through his directives on the matter. No person shall be recruited until evaluation by the office of the Area Com is complete. This will assist with the elimination of indiscriminate nomination of candidates by overzealous members... Reports on recruiting activities should be forwarded, regularly, by the Bandleaders to the office of the Area Commander.

The Cardinal Rule for recruiting is Security. Penetration of the Resistence by enemy agents, and infiltrators of all kinds, must constantly be guarded against.

a. Identities of all persons in the organization must be kept secret until the prospect has actually been recruited. After recruitment, the lowest echelon of leadership will provide the contact for the recruit --- this is the level of Teamleader.

b. The insulation of the new member should be kept until such time as he has proven his reliability. If geographical dispersion does not prevent it, form a Team of 4 recruits and use the one showing the quality leadership best for the organization contact. He will act, for while at least, as the Teamleader. If this solution is not possible, place the recruit in isolation for a trial period --- and the person recruiting him as the organization contact.

The Role of the Tipster

This is the person who designates the target for recruitment. Anyone who is a member in-good-standing of the Resistance may qualify as a "Tipster". To inherit the benefits of wider circulation, a Tipster should make it a habit to join many politically oriented groups of the right sort. It is obvious , of course, that he be selective in his activities. He will be wasting precious time in attending meetings of bird-watchers and old ladies social, and sewing, clubs.

A good Tipster should be non-committal as to his, or her, political beliefs and zeal. He should, however, develope the fine art of listening, and questioning without seeming overly inquisitive.

A Tipster should exhibit the type of character that will attract those one would recommend for recruitment. For example, if he is a drunken bum --- he will attract drunken bums. Needless to say, however, if he deteriorated to such a level --- he would soon be relieved of his duties.

The Tipster should look for persons searching for an outlet for their attitudes. This type of person, when given proper direction, makes a dedicated member of the organization. He should look for persons who display a lower level of selfishness than most. He should cultivate persons who seek worthwhile activities --- but are not finding them. Stupid, or dull, people must be avoided. Cultivate those who have skills, and talents, useful to the goals of the Resistence. Avoid those who indulge in decadent pursuits. We are searching for Quality, not quantity...

The Tipster, when making his report, should cite fact as fact --- and opinion as opinion. The reporting must be objective, concise, and complete. All Research on the prospect must be completed before exposure of any member of

of the Resistance..... Verify any statements the prospective member has made --- as to place of employment, home address, and organizations he belongs to --- he says. Try to observe members of his family, and develope some facts on their attitudes. Be very suspicious about a man whose spouse is 180 degrees out of phase with the goals of the Resistence.

A Tipster cannot be naive, or his recommendations may be dangerous. He can only hurt, not help. He must be thorough, and discreet with his work... He should not attempt to sell the Organization to the prospect. He is a researcher, and not a salesman.

Suggestions for a Tipster's Report:
The following report is forwarded to the office of the Area Commander:

a. Prospect's full name, home address, and his place of employment. Include his age, physical condition, and general appearance.

b. Proceedure used to contact the prospect, and include a note on apparent reliability of the method.

c. Direction of the prospect's political, economic, religious, and social attitudes. Note any hangups that might affect his utility.

d. Note any indications of emotional unstability, and any knowledge of his relationships with family, employer, neighbors, and friends.

e. List educational level, special skills possessed, and general degree of intelligence. Include military training, or any affiliation that generated skills of a military nature.

f. Any names, pertinent incidents, and organizations mentioned by prospect in the course of acquaintance.

The Role of the Recruiter

The Recruiter is assigned to the office of the Area Commander. The primary act he will perform in scouting a prospect --- is to read the report of the Tipster. He will brief himself on any additional research material on file with the Area Intelligence Officer. The Intelligence Officer will assist... The Recruiter is not to pursue any contact without first having informed, in full, the Intelligence Officer.

The Recruiter, in session with a prospect, must exercise tact. He must find answers to all essential questions in a manner that does not offend. He is prepared to answer for the Resistance without revealing any facts that can impair its security.

It is not the Recruiter's job to convince some dimwit to seek membership... He must judge, and buy, the prospect and not oversell his own product. The recruitment of some clown, who will later be dumped, is a waste of time... It also constitutes a potential breach in Security.

Before any attempt is made to recruit a prospect, that person should have a reasonable alignment with the goals of the Resistence. If he does not -- he is not ready for membership.

1. The prospect must understand that, for all practical purposes, the enemy is entrenched in his government. This condition cannot be altered by a trip to the polls on election day. He must understand that the enemy has captured control of the communications media --- and constantly hammers his propaganda into their minds. He must understand that no trust can be placed in any agency of his government...

2. He must be convinced that the forces of the enemy are now locked into a deadly struggle with the forces represented by the Recruiter. He must be cognizant of the weapons employed by the enemy --- weapons of subversion and espionage --- weapons of propaganda and government pressure.

3. He must be convinced that the organization of the Recruiter contains the persons best equipped to contain, and finally destroy the enemy. He must believe, above all, that his efforts joined with that organization make him an effective combatant in the battle.

4. The ethical direction of the potential member must be in alignment with the organization. His character muscle must be well developed. No extraordinary competence can offset this weakness. There are certain things a person may acquire from an association --- but dedication to a cause is self-generated against a background of adherence to a code of mental, and spiritual, values.

The initial contact with the prospect, by the Recruiter, should not be over an hour in length. It should be concise, and to the point. The Recruiter, at this time, should not disclose his identity. He will warn the prospect not to disclose this meeting to anyone. He will inform the prospect that if he is accepted, he will be notified.

If the prospect is not sold, or the Recruiter finds him an undesirable, no further contacts will be made. If agreement is reached, the Recruiter shall call the prospect and set up a date for a "swearing in" ceremony..... It is only after this induction that the Recruit will be allowed the identification of anyone in the organization. That will consist, only, for the probation period, of the one assigned as his organizational contact.

Suggestions for a Recruiter's Report: to be forwarded to the office of the Area Commander.

a. Identification of the prospect for connecting with the Tipster's report.

b. Recruiter's evaluation of the prospect, and decision to accept or reject --- or to defer --- recruitment.

c. Place and time meeting took place. Include any indication that prospect may have been followed.

d. The attitude of the prospect --- nervous or confident. Was he a windbag, or give an impression of honesty.

e. Note any committments in the prospect's political direction.

i. The Recruiter will sum up his recommendations for acceptance or rejection of the prospect.

If the reports of the Tipster, the Recruiter, and Area Intellignece are all of a favorable nature, the Area Commander will issue the order for placement of the prospect as a recruit in the organization. The name of the new member will be removed from the reports, and a code name substituted. After period of probation, the reports will be destroyed.

Followup Procedure

When the job of the Recruiter is finished --- the most important aspect of the new member's induction begins. This is the crucial period when a Recruit is introduced to the organization. It is a trial period, both for the member and the Resistence. If the organization does not meet his expectations, zeal will diminish to the vanishing point.

1. The political indoctrination of the new member must continue. He must be exposed, constantly, to the philosophy of the Resistence.

2. He must be required to be present at the training exercises. Any skill he possesses must be utilized. Allow him to demonstrate such skills... This will give him a sense of belonging, and a sense of worth.

3. He must be encouraged to develope the special breed of comradeship --- that only those dedicated to a dangerous purpose come to know. He must not be allowed to become a mere spectator.

4. He must come to understand that he is engaged in a precarious, serious business. The enemy is not playing games, and neither should he..... He must develope a deep sense of security --- learning to keep a shut mouth and open ears.

5. The new member must prove himself to himself, and to his comrades. The results will be closely observed. If he is not reasonably competent, he must not be allowed to penetrate any further into the Movement. If he is likely to generate problems, he must be carefully disengaged. Don't endanger other members with such a person.

6. There is no definite length to a trial period of a Recruit. However, a trial should not be allowed to stretch out indefinitely.

7. If an acceptable Recruit is to be maintained as a Sleeper ---- contact with any membership below the rank of Teamleader is avoided. His reporting level will be decided upon prior to any assignment. Only under unusual circumstances will that level be changed. As previously stated, he will report to either a Teamleader, Bandleader, or the highest level --- the Area Commander. If reporting to a lower level than the Area Com, periodic reports of his activities will be given to the Intelligence Officer on the staff of the Area Com.

In the pre-combat period, revolutionary movements come and go. They proliferate, deteriorate, and disappear. Mostly they fail to fill the needs of the members that are recruited. This is the problem now --- in this country. The "road back" will be all the more rough and bloody.

The author, having viewed the birth-and-death of some of these movements in our country, lists some of the reasons for their early demises:

a. No definite program of training, or action. Training sessions were a series of conversational periods. Exiting, perhaps, at first to a new member --- they become boring.

b. Incompetent, and ersatz, leadership --- without knowhow and an ability to generate confidence, loyalty, and esprit-de-corps. Many of them were ego polishers and windbags, without courage and dedication.

c. Lack of Security --- the organization became a haven for finks, loud mouths, and agents for various governmental agencies.

d. No guiding philosophy, or definite goals --- simply a hodge-podge of cliches and the axe-grinding of the leadership.

e. No real organization with definite duty assignments --- forecasting a complete breakdown in the face of any crisis.

It is a pity, and it will eventually exact its toll in useless sacrifice.

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Chapter 3.

The Underground Railway

The Underground Railway is, simply, a pattern of hideouts, carefully chosen to form a route --- over which persons may be moved without detection by an enemy. The mode of transport from one hideout to another may vary from walking to the use of aircraft. Some major considerations in the construction of the UR's are listed below:

a. The distance between hideouts should be of a reasonable length, giving due consideration to the method of transport to be used.

b. The security of the hideouts should be given top priority. Their location should be known only to those persons vital to operation of them.

c. The large scale movements of persons through the system should be avoided at all costs. Necessity should dictate the use under all situations.

d. Locations of hideouts should be committed to memory. Marking or writing them on maps, or other documents, is foolish.

e. Hideouts that occupied by UR personell should be manned only by persons who have proven their reliability beyond any doubt.

f. The occupant of a hideout should not engage in any other activities that are associated with the Underground Movement. Risks cannot be taken with a function as important as the UR.

Safe Movement of a Person by the UR.

1. If a guide for such a person cannot be furnished, he will need some sort of instructions. If they are necessarily complicated and must be written, we must be very careful. An overlay of a transclucent paper tracing the escape track may be used. This is placed over the proper map. All that is needed is a reference point, on the map, for one corner of the overlay. The map will mean nothing if the overlay can be disposed of, perhaps a meal can be made of it. For an added precaution, do not start the track, or end it, at the exact location of a hideout. Use verbal instructions to complete the picture. Do not represent more than one leg of the UR on the overlay.

2. Variations, that are practicable, should be introduced into a movement pattern whenever possible. This follows the inconsistency of time-and-space that is part of guerilla tactics.

3. The best means of transport, between hideouts, is the one that is normal to the existing environment. Blend in with the landscape as much as possible. If normal means horseback, then use a horse.

The construction of an Underground Railway is a slow, and difficult task. The necessity of maintaining an absolute security makes this a fact. However, it is a very necessary part of an Underground Movement..The ability to move any persons, who are under enemy pressure, to positions of safety may prove to be the most important single factor in imparting staying power to the Resistance.

This is particularly true when the Resistance is in a formative state, and is gasping to avoid the murderous blows of the usurper government. If the leadership of the Resistance can be butchered, a Guerilla Force is a pipe dream.

The groundwork for the Underground Railway must begin before open warfare is a reality. To begin the task under pressure from a relentless enemy, at best, will be extremely dangerous. The time to begin is now.

Hideouts May be Classified in Two General Groups.

The Yard:
To qualify as a Yard, the hideout should possess certain characteristics. These are as follows:

1. The structure cannot be seen from any position without the viewer moving on to the property on which it stands.

2. It should possess two, or more, entrances or exits.

3. The terrain should be such that it may be patrolled, with the patrol remaining in concealment.

4. Entrances, and exits, may be made onto adjoining property, street, or road without being tracked to the hideout.

5. It should provide reasonable protection from the elements. If it is presumed not to be lived in, the less habitable it appears --- the better.

6. It should provide adequate internal concealment for a supply of food, clothing, medical supplies, and weapons.

The Yard should be used only for the following purposes:

a. Escape.
The primary purpose of a Yard is to provide cover for persons under hot pursuit by the enemy.

b. Emergency Marshalling.
A Yard should not be used for a routine meeting. Using the Yard as the kickoff point for a strike increases the danger of bird-dogging the place by the enemy. As a marshalling or laison area --- it should be used only out of necessity.

The maintenance of high security level of a Yard will be the determining factor in length of its useful life. The pattern of activity normal to the place should be sustained as well as possible. For example: if it is a farm house, don't have cars driving into, and out of, it at all hours of the day and night. In addition, it is a farm --- don't let it grow up in weeds.

The Safehouse:
For a hideout to qualify as a Safehouse, it should have the following attributes:

1. The person occupying the structure should not have a record that marks him as an anti-enemy. If the occupant has a reputation of being pro-enemy --- so much the better.

2. The place should have more than one entrance, or exit. These portals should be concealed from casual observation.

A Safehouse should be used only for moving someone through the system, and never for gathering in force. No other activity concerning the operation of the Underground should jeopardize its existence. Holdovers of persons utilizing the system should be as short as possible. Great care should be exercised in moving them into, and out of, the place.

Location of Hideouts:

a. Yards.
Locations that serve this purpose are farm buildings, vacation cabins, caves, house boats, or even heavily wooded terrain. All of these structures must meet the requirements for security.

b. Safehouses.
In this connection do not overlook flats, and apartment buildings, in crowded slum-areas of urban centers. Here, human congestion, narrow alleys, and poorly lighted streets assist in preventing detection. Cheap rooms may be rented under assumed names. If continuous occupation of the quarters is not practicle, one may pose as a traveling salesman to excuse absences.

It is possible to have a large number of these quarters available for use in any city. No one will ask questions as long as the rent is paid. This method offers great possibilities, but for best results it should be done in advance of need.

Hideout Communications.

1. If a scout is used to expedite the movement of a person from a hideout to another one, certain precautions may be taken that are otherwise not available. As the place is approached, scout moves ahead, reconnoiters, and enters the structure. He should then post a clear signal to indicate that the situation is in control. This may consist of opening a window, turning on of a certain light, or almost anything agreed upon. If the situation is out of control, and the scout is apprehended --- the succeeding move by the person being escorted should have been agreed upon previously.

2. If there is any suspicion that the security of a hideout is in danger, that place should not be used until this condition is established to the contrary. It is even possible that the place has been occupied by enemy agents.

Occupied hideouts should be provided with a means of communicating with outside. Whatever signalling method is utilized, the signal must be capable of speedy generation. The occupant may have only seconds in which to execute it. One relatively easy method is outlined below:

Bury a two wire conducter (underground type) from the hideout to a small, water-proof box that is concealed along the outer perimeter of the hideout. Connect up a small, colored bulb in the box. Provide a concealed lid for the box. When needed, the light may be activated from a switch in the hideout. The box may, then, be inspected before approaching the hideout.

In addition, if radio communication is available, a coded call and a coded answer may be arranged for. A similar arrangement may be made for telephone. A set of visual signals should, also, be prepared for use. Communication should have the capability of multiple systems, if at all possible.

Exterior Protection for a Hideout.

If the person being moved is under concentration by the enemy, and of considerable importance to the Resistance, an exterior Lookout should be posted. This is, of course, in addition to intelligence sources of normal consequence that provide warning from other areas.

The ideal post for a Lookout is one from which he may observe the entire perimeter of the hideout. This, unfortunately, is not always the case. However, he should be able to observe the usual routes of travel to the place. In this connection, a hideout satellite is exellent. The satellite is a nearby building, or other structure, from which a surveillance of the hideout is maintained. The satellite is never used for movement of persons.

Communications must be arranged for between the Lookout and the hideout. Following are some methods that may be used:

a. Radio.
If radio gear is available, this is a fast and reliable method. Make the message as short as possible. Provide for acknowledgements. This precaution is to prevent an unauthorized person from giving an "all clear" from the hideout after it has been invested by the enemy. Usage of an acknowledgement consists of matched sets of words handled in the following manner:

The Lookout closes his transmission with the word "brown".
The Hideout replies with the word "cow".

b. Courier.
A Courier may be used, failing availability of alternate systems. However, it is very slow. It is also dangerous and offers the greater possibility of detection. If the hideout is occupied by the enemy, the Courier may be taken into custody. The Lookout may act as his own courier or employ a second person.

The Lookout, and the Courier, should be prepared with a reasonable excuse for their presence in the area. In a country controlled by an alien force, it is well to remember that each time you leave your home you are engaged

in a battle of brain, and nerve. Detection is likely to mean death, or a miserable confinement. In addition, as a method of extracting information, torture may be used against you.

c. Visual Signals.
Visual signals should appear to any observer, except an intended one, as ordinary phenomena. The simple act of lighting a cigarette may serve as well as any. A method is immaterial, as long as one has a method prepared.

Alarm Systems for Hideouts.

Any hideout that is intended for more than a one time utilization should have some sort of exterior detection system that does not require the human factor.

a. A pair of barking dogs is an effective method. Two, or more animals tend to incite each other and raise a noise enough to wake the dead.

b. If power is available, the use of sonic, or electrical, detecters is indicated. These are cheap, and relatively simple installations. Position the projecter, and the receiver, to interdict the approaches to the hideout. An interruption of the beamed circuit will trigger any alarm. The alarm may consist of a shielded light, or any sound device such as a buzzer. Sonic primery circuitry has the advantage of not being sensitive to any film or dust on the face of the projecter, or receiver.

c. An after-dark sentinel may consist of a trip wire tied to a cluster of tincans. Tie one end of the wire to an object on one side of the approach. Tie the tincans to the other end. Stretch the wire across the approach and lay it over an object so that the tincan cluster is at least partially suspended. This will keep the wire at a distance above the ground of a few inches. An unwelcome foot in the wire will drag the cans far enough to effect considerable noise.

Stocking a Hideout.

There may be minimum standards for stocking a hideout, without a doubt there is also a maximum. Every contingency cannot have provision for it. A hideout is not a warehouse. Making it into one can create problems from a security standpoint.

a. A change of clothing should be available in male and female garb. A change in attire can be an effective method of disguise. Include a razer, soap, and towel. a cleanly shaven man is less likely to attract attention than one with a scraggly growth of whiskers. Provide a sharp pair of scissors for trimming hair. A change of hair style is very effective in altering the appearance.

b. If firearms are kept, handguns are easier to conceal. Hide the weapons in a place near the hideout. It will be safer than hiding them within the structure. Such equipment----- knives, hatchets, and matchetes are useful tools. They may double up as weapons.

c. Provide some sort of sleeping arrangement. Rest, if there is time for it, is essential for persons under mental,and physical stress. It may be just a pad to lay upon the floor, but it will be better than nothing.

d. Some food, and water, should be available. This material may require special attention:

If the place is not heated, and freezing weather is to be expected, use a flexible container of plastic, rubber, or treated fabric for the storage of water. These containers will not break under freezing conditions. Provide a metal pot, matches, and a can of "sterno" for melting the water. Slit the bags and put the ice in the pot. This equipment may, also, be used for heating food.

Food, and its container, must be chosen carefully to prevent freeze damage. Foods packed in heavy syrup, or oil, will resist freezing to zero, or even below. Freezing may open a container to air. Be very careful of bulging cans or the contents may poison you.

Food must be protected from rodents and insects. Keep it in covered containers. Choose foods that are concentrated and require no cooking. Dog biscuits, for example, constitute exellent survival rations. Some of the newer freeze dry products are very good. Check them out.

Additional Notes on the Movement of Persons.

The movement of persons in the UR introduces serious risks. The method of transport, all to often, is determined by what is available. Making best use of whatever is available will reduce the risk involved.

a. Commercial Vehicle.
This method is productive, provided the company owning the vehicle is not subject to greater than ordinary search-and-seizure tactics. Reasonable concealment of the "passenger" must be provided for --- enough to pass a casual search. A vehicle, of this type, should follow its regular pattern -- not deviating significantly. The driver may pretend the engine is giving problems while the passenger makes exit. Choose a place where the visibility is restricted for the casual observer. A transfer of cargo may be made while a driver stops to assist another one in distress. Keeping a sharp lookout for tails on the vehicle is essential.

b. Public Vehicle.
A taxi is preferable to a bus, streetcar, or subway. The exposure to public view is greatly reduced. A change of clothes, at each hideout in the chain, will be of aid in avoiding recognition. Always wear a hat as it conceals a shape of head, and color of hair. It also serves as concealment for the face.

c. Water Vehicle.
This is a method that should not be overlooked, provided that there are navigable streams along the escape route. Detailed maps of the water system of an area may be obtained from government offices. A complete set of these maps should be in the hands of the Underground organization. The terrain must be made to work in favor the Guerilla force. This is one of the few advantages they may have.

Transportation may be accomplished by commercial, or private craft. Each has its particular advantages. The search, and seizure, tactics of the enemy must be studied, however. Commercial craft plying other than their normal routes may be taken into custody. Of course, it is possible to run at night, and without lights. There is risk in such action --- danger of running aground, a possibility of collision with other vessels, and observation by enemy patrol boats equipped with searchlights. Small craft will, of course, be able to run out of the regular channels of traffic, and navigate the smaller streams. If the craft is small enough it may take cover in a cove during daylight hours, and run only at night.

It is certain that the enemy will not ignore the necessity of patrolling all navigable waters. The larger river systems, and larger lakes, will be objects of intensive investigation. Due to limitations of craft numbers, and manpower, the smaller bodies of water are likely to be patrolled infrequently, and perhaps some of them will be ignored completely.

In summary, the following observations may be made:

1. Use commercial craft when possible, but only when the pattern of travel is normal. Study search-and-seizure tactics of enemy craft. When running large craft during night operations, run out of channel and without lights --- out of dire necessity only. When utilizing small, private craft --- travel at night whenever it is possible to do so. Avoid regular traffic channels and hug the shorelines. Set a course using the smaller streams if it does not result in excessive delay..

2. Learn the "Rules of the Road" (boat traffic signals) so that responses to other craft are correctly executed, and mistakes in primary navigation are avoided.. Nothing will invite investigation any faster than the clumsy maneuvering of your vessel, and incorrect responses to signals from enemy patrol craft.

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Chapter 4.

Intelligence

The word Intelligence is used to describe the process utilized by one group of persons to obtain knowledge of the plans, and policies, of another group. It is to the average John Q. a function of mystical power. It conjures up visions of a shadow world, fraught with constant peril, and peopled with creatures of superhuman craft and intellectual capacity.

In reality, the activity called Intelligence is, simply, the process of obtaining information, sorting it, relating it, and maintaining it according to the principles of good security. It is, also, the process of determining the truth of what one has processed. The collectors, and coordinaters, of this information are popularly termed Agents. It is rather ironic that throughout the long history this activity, the most successful Agents are those persons who appeared to be very unlikely candidates for the work.

Intelligence, as it relates to the operation carried on by a national-state, is an activity of great complexity. It requires the expenditure of vast sums of money. Money is required to support a world-wide network of agents, and a huge administrative staff to direct their work. Money is, also, necessary for bribing the usual rotten apples who hold essential information. The total cost is of such gigantic proportions that only organizations of extensive resources in finance, and political influence, are able to foot the bill.

Obviously, a guerilla force cannot function on a such a grandiose scale. Their capability is the reason why they are guerillas and not government. However, an organization can be very effective by concentrating on just one aspect. That is PEOPLE. Remember, the enemy are just PEOPLE --- not war plans, not secret weapons, not political systems.

To be effective, a Resistance Organization must establish some degree of control over the population within the area of its operation. This control may be established by getting people to work with, or work for you. People work with you, if they are convinced that their best interests are fulfilled by success of your enterprise. People work for you, if you fulfill their selfish requirements. They will, also, work for you if they are afraid of you.

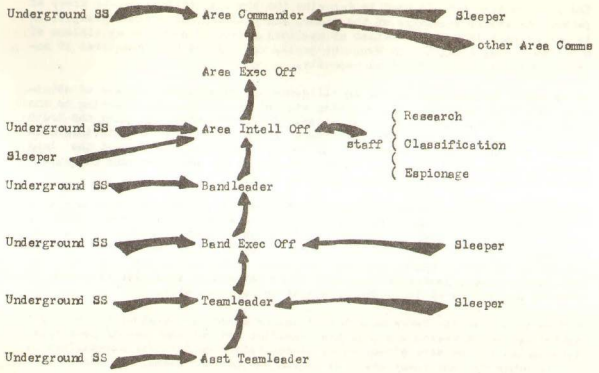
There are those persons who have identified with the enemy. These one seeks to eliminate. The intelligence effort of your group should be directed, for their main thrust, toward isolation and control of such people. This activity is the means of destroying an important part of the enemy's resources ——— People... Control of people creates assistance for your cause, and the fear of reprisals limits assistance to the enemy.

Your enemy has fully utilized the principle of "people control". He has lied, threatened, appealed to base motives, blackmailed, and murdered his way into positions of authority. A Resistance, struggling for freedom, cannot sink into such depraved depths without the sacrifice of justification. However, it must instill fear in the enemy, and it must be ruthless in the elimination of the more vicious elements of its opposition.

Translated into the realities of the present, the enemy has now occupied that phase of the struggle where Intelligence activity, in the ordinary sense, has been all but discarded as tool. He now controls a large portion of the people who formulate, and establish, policy. The national goals have been diverted in their course, and are moving in his direction. Relative positions of strength are constantly altered in his favor by agents in high places of government. He

Fig. 4a

Area Command Intelligence Net



1. The Underground Support Section, and Sleeper, intelligence is gathered at levels --- and forwarded to the Intell Off for evaluation. It is summarized, and presented, to Area Exec Off for his approval. The Intell Off will then brief the Area Commander, and his staff, in periodic sessions...

2. When operations are planned by the Area Commander, the Intell Off must be prepared with detailed information relevant to the project.

3. The Area Comm Off will be responsible for the transmission of intelligence data between Units of the Area Command.

has established a high degree of "legitimate control" over your destiny. He has the power to enforce his desires upon you.

We have previously stated in the Introduction ----- "Before the storm breaks is the time for all alliances to be formed, loyalties to be truly determined, and the enemy more clearly identified. Mistakes made now are harmful, but later on they will be deadly." This process is the primary mission of Intelligence.

Each Area Commander will form his own Intelligence Organization. It will be under the direction of a "Policy and Planning Group", headed by the Intelligence Officer assigned to the staff of the Area Commander. Refer to the general organization chart in Chapter 1... The other members of the Group will consist entirely of the Band Leaders in the Area Command. The progress in problem solving will be regularly reported to the Area Commander by the Intelligence Officer.

The work of Intelligence may be devided into three general functions:

A. Research B. Espionage C. Classification

Research

The research function is the collection of information by means other than Espionage. It is the careful search of such material as the literature of various organizations, newspapers, magazines, books, trade journals, house organs, church publications, political propaganda, and the statements of public officials. In addition, there is the voting records of political figures, the Congressional Record, and legislation introduced into the federal, state, and local legislative bodies. Radio, and television, newscasts are also a good source of information --- not for the truth of the content, but for the positions taken by the perticipating individuals. Concentration should be particular, and intense, in its devotion to the local scene. This is within the operational area of the Command. For the most part, it is only of an academic interest when the identification of a rat places him over a thousand miles away. Each Command is committed to take good care of its own back yard.

WHAT ARE WE LOOKING FOR? We are looking for guidelines to the attitudes, and committments, of People. We are trying to pinpoint for the record their statements, and actions, in the social, political, economic, and religious areas. in this manner we locate support, or opposition, for our goals. In this sorting process we identify friends or foes. The persons we are trying to get a handle on are not those ones who have already established, as a matter of public record, their own philosophies --- but those who have not been quite so loud with their mouths, or forthright in their actions.

To make the function of Research effective, it must be exercised in a methodical manner. Accurate records must be kept.

1. Set up a file. A 5 x 8 card file will do very nicely. Index the file alphabetically. In addition, provide a master list of the names appearing in the file, also arranged alphabetically.

2. A case history of an interesting person may be constructed using the following methods:

In the newspeper, one finds an article concerning a John Doakes. This character attended a seminar at a college in Denver, Colo.. Since Denver is within the operational radius of your command — the article has intelligence value. During the seminar, he made a vicious attack upon an organization with similar views to that of your own. At the same time, his speech lauded the activity of organizations opposed to you.

Below is a first round entry filed in behalf of loudmouth Doakes.

Doakes, John 1111 Knothead Lane, Pison, Colorado.

PERSONAL

Businessman, President of Dinglefuss Corp. of Denver, Colorado.

Record

1. Speech at Misfit College, Denver, Colo.. Attacked "Citizens League" and praised "International Society of Concerned Persons".

2.

The first signal on Doakes results in the above entry on the file card. For the moment, just enter his name on the master list, and file it.... Any succeeding signals on Doakes will be entered on his record. When an accumulation has reached a significant level, a decision must be made.. This decision is whether, or not, espionage is to be carried out.Let us assume that the result is in the affirmative.

Espionage

The Espionage function is the supply of information not available with the technique of Research. It may also be used to obtain control over a dangerous person. The intensity of the effort will depend upon periodic evaluations of just how dangerous that person is. In the Doakes affair, for example, the effort may be continued, or dropped, as the continued flow of information indicates. Espionage is a laborious — costly and time consuming process. It is not without risk, if clumsily carried out on a person within the enemy apparatus.

Espionage, generally, takes the form of one, or both, of two methods. These methods are 1. Infiltration, and 2. Surveillance. When both are used on an individual, it is not a good idea to have the same person carry out both functions. Infiltration, of course, results in certain exposure of your agent to the target. While his motives are concealed — his physical appearance is not. It is risky to track someone who knows you on sight. A few "chance meetings" may be accepted at a face value, dependent upon how, and where, they take place. However, very many of such incidents and suspicions may become aroused.

If there is an Underground member available, have him join some group that Doakes is affiliated with. There he will begin the process. This process we term infiltration. It is simply getting to know, and gaining the confidence of the target individual. If there is no one available for this work, the Surveillance method, alone, must be utilized.. Let us assume that an agent is available. He will begin the cultivation of Mr. Doakes. He will become well acquainted with him. He shall feel him out, and express sympathy for his views. He must obtain — piece by piece — accurate data on Doakes personal life. He must,if possible, become a part of it. Concentration will be on the following objectives in the search for information.

1. Study his family, friends, and associates. Study his personal habits, his views on morality, his attitudes on sex. Uncover his vices. Note his unguarded views on social orders, and political systems. We are painting a picture — a picture of the real Mr. Doakes.

2. Follow closely any organizational connections he may have. These groups may open up interesting bypaths for investigation. Assign another agent to shadow Doakes rather than a risk of discovery — if certain of his travels do not include the agent assigned to Infiltration.

3. Concentration on the vices of Mr. Doakes may prove to be the most profitable part of the enterprise. If it is possible, introduce him to a female agent. She may be able to lead him into some compromising situations. If he is partial to male companions — set him up with a male agent. A character like Doakes will be weak in one of these areas.. You can bank on it. If he likes to hit the bottle, see if you can keep him close to one. It will help loosen up his tongue. Perhaps he likes the needle — check on that.

4. Attention to the members of Doakes family may uncover the family skeletons. Anyone as screwed-up as Doakes is bound to have some laying around. It could be a son, or a daughter, or even a wife — particularly the wife, she has to be a case to still be around. A couple of nights in a motel room with her and at the very least she will be a very handy source of information. A tape recorder, and a camera will be useful tools in the project and will be helpful in jogging her memory. They will, also, come in handy toward getting a handle on Doakes.

5. Case his house, and make a sketch of the layout. Note the proximity, and position, of neighboring houses. It may be

necessary, at some time, to enter the place and obtain an article of value for the Resistance.

WHAT WE MUST DETERMINE.

1. Whether, or not, Doakes is an effective agent for the enemy, or is just a clown with misguided attitudes. What are his connections with the enemy, and identification of the actual persons he is involved with in the apparatus.

2. The best method of controlling Doakes, and how to utilize him when he is brought under control. What should one do about him when "D" day arrives.

3. If he is an agent, the way to discredit the enemy's reliance on him. Lead him to commit stupid acts, or transmit bad information. How to destroy him as a front by ruining his reputation.

4. How to cut off his money supply by destroying his company that generates it. Following are some ideas on this line of thought.

   a. Sabotage on his products, either in the plant, or in the transportation of them.

   b. Institution of a law suit against his company under "consumer protection" statutes, or for injuries sustained on his property.

   c. Start a whispering campaign against his products. In addition, covertly pass out handbills attacking his products. Refuse to buy them when offered through a retail outlet, or a distributor.

   d. Sabotage any utility service that serves his plant. This will result in expensive work stoppages.

   e. If you have influence in any union to which employees of his plant belong --- exert it to institute a series of strikes.

Classification

Let us assume that we have expended sufficient effort in Espionage, and Research. We have a good picture of the real Mr. "D". We have a great deal of information in hand, and we must make a decision on his future. The evaluation of this information, and the making of such a decision, is the work of the Classification sector. The function of Classification is to process, and to summerize, all the information that has been collected. When it has been completed --- then, to write an evaluation. This work is then presented to the "Policy and Planning Group" for final determination on what-to-do about Mr. Doakes. He will be classified. His classification will determine his future.

A list of significant names, called a Target List, is maintained separately from the basic file. Doakes name may appear on it.

If he is not considered important enough, it may not. In any case, his card will remain in the file, and information will be added to it as it is generated. The Target List is devided into the following groups:

A... This priority is for the hardcore leaders who will direct the revolutionary shock troops, and police criminals, in their attack upon the Resistance.

The what-to-do --- is the liquidation of these persons, as rapidly as possible, when the forces of the Resistance are triggered. This process should not be carried out piecemeal, but in one strike--- violent, and merciless.

B... This priority is for the political organizers who provide the strategy of the enemy organization. The upper echelon of their leadership is contained in this group. It is they who issue the orders to the numerous field tacticians.

The what-to-do --- is the liquidation of all members of this group. If the capabilities of the Resistance are equal to the task, this process should be carried out, simultaneously, with operation "A". The relative importance of these persons, in the long view, is greater than those in group "A", but for reasons of survival the physical power of the initial onslaught against the Resistance has to be blunted. There is little choice in the matter.

C... This priority is reserved for the intellectuals... It is this group who compounds the philosophically phrased garbage, upon which the enemy doctrine is founded. It is, also, this group that contains the apologists, the fellow travelers, and the mediums of propaganda. Their priority is not of lower order because they are less dangerous. Their contribution to enemy strength cannot be under-rated. It is that they are not the directors of physical threat, and there is more time to deal with them.... Neither are they the ones who will assume position in the ruler-class of the usurper government. This in spite of the fact that they may appear of great influence in the pre-takeover period. The "A", and the "B", leaders will assume the roles of power. It is they who will control the sources of power; the political structure, the military, the police, and the mobs of mindless puppets.

The what-to-do --- is liquidation of the more virulent. The remainder, for the most part, will tend to regress through fear. Periodic action, however, will have to be taken against the bolder ones. If this campaign is maintained, the utility value of these "philosophers" of the enemy will disappear.. Basically they are a chicken-livered group. A fear of reprisal must be made a part of the daily lives

of the degenerates who oppose the Resistence. They must not be allowed to exist in comfort, while they are free to commit criminal acts against the helpless population.

Summary of People Intelligence

1. Research..... A methodical survey of all communications media, and personal reports, in order to establish records of all enemy, and potential enemy, persons within the action range of an Area Command.

2. Espionage..... Actual contact with suspected enemy agents, such to be accomplished by Infiltration, or Surveillance, to obtain information more detailed, more conclusive, than Research can provide.

3. Classification... The coordination, and final evaluation, of total information accumulated in order to arrive at the decision on what action is to be taken. The method by which action is to be taken is also determined.

Aspects of Specialized Intelligence.

Espionage
The agency of Espionage requires specialization. The two general areas of Infiltration, and Surveillance, are covered best when agents concentrate on one, or the other. In addition, they are incompatible for use against an enemy agent by a single person.

a. Infiltration.
This speciality requires certain traits of character. These tend to revolve around personality rather training. One trait is the ability to project an image that conveys a disarming, and sympathetic nature. It is an image that invites confidence. One other is the will to control emotion, a hard control that is not taken by surprise. It allows one to play the role that any situation may require.

b. Surveillance.
This speciality requires a much better than ordinary memory for the physical appearance of persons, places, and things. It also requires an ability to reconstruct the details of surroundings, and geographic relationships. A knowledge of disguises is also desirable for obvious reasons.

Infiltration, and Surveillance, require some knowledge, and training, in the fields of electronics and photography. Electronics gear has reached a high degree of sophistication in devices such as microphones and associated audio transmission gear, and sound recorders. Photography offers such items as mini-cameras, telescopic lenses, and observation devices that require no light for viewing objects.

Areas of Specialized Intelligence.

Logistic Intelligence
This refers to obtaining information on the locations of equipment of

use to the Resistance. Some examples are listed below.

a. A construction company stores dynamite on sites where it is engaged in work. A listing of these locations should be on hand.

b. A military armory contains a stock of weapons. The building, and the surrounding area, should be cased.

c. A military depot stores transport vehicles, fuel, tools, and clothing. Case the facility.

d. A hardware store, or sport shop, stocks rifles, pistols, and ammunition. Give it a good look.

In each of these examples, a plan for obtaining this equipment, or material, should be formulated and ready for use. Observe methods utilized for security. Obtain information on guard details, police patrol patterns, alarm systems, and the potential of detection, and interception, from nearby buildings and surrounding area.

Tactical Intelligence

This refers to obtaining information on concentrations of organized, and armed, power --- the direction of whose force is doubtful, or in opposition, to the Resistence. Since these groups are enemy, or potential enemy, and may be utilized against our forces, their location, strength, and competence must be evaluated. Resources of Research, Infiltration, and Surveillance may all be used to obtain information. Some examples are listed below:

1. Military Establishments of all armed services within the operational radius of the Area Command.... Note the type units in residence: infantry, artillery, armored, air-borne, etc.. Note their numerical strengths, and state of readiness. Note the political attitudes of their officers, their combat records, and their command attitudes --- are they energetic or apathetic, or they aggressive or cautious?

2. Police Stations within the operational radius of the Area Command. Note their numerical strength, efficiency, morale, and state of equipment. Obtain personal data on individual officers. Find out their names, and addresses. If possible, obtain data on their attitudes in a political, and social, sense. Learn to recognize them on sight. Discover as much as you can of their operational methods, patrol paths, and the speed with which they respond to duty calls. Be equipped to listen in on their communication circuits. Know their transmission frequencies --- monitoring these frequencies will give you the jump in a situation.

3. Residences of militant enemy groups within the operational radius of the Area Command. Determine how well they may be armed. Note their numerical strength, their tactical knowledge, their leadership, and the extent of their ability in the use of weaponery. Obtain information on their method of communications. If they utilize radio, moniter the channels

on which they operate. Identify persons used as couriers, and develope means of interception. Know all the leaders on sight and where they live. You must be able to get at them when it is necessary to do so. Eliminate them and you leave a mob.

4. Knowledge or the terrain within the operational radius of the Area Command, and contiguous areas. Detailed information on all highways, secondary roads, wagon trails, and bypaths must be memorized by all members of the Resistance force. Everyone should be well versed in the layout of any cities, or towns, within the Area. In the larger cities, specific information must be obtained on the electric-power system, sewer system, water system, and the telephone service. Control of, or destruction of these facilities may determine the conclusion of a struggle between the Enemy and the Resistance. Location, and internal layout, of any buildings that may be commandeered in prosecuting an action. Commercial, and Ham Radio, Stations of sufficient transmitting strength should be pinpointed. These facilities may be commandeered for Resistance broadcasts, or they may be destroyed. In a later chapter, this will be dealt with in more detail...

The "When" Factor

The reader may have noticed that the terminal method of dealing with the enemy has been discussed ----- but the most important question of "when" has not been given a specific position in time. The question cannot, and will not, be answered by the Resistance. The enemy will provide the key. Since the Resistance is not composed of murderers, there is nothing that can be gained in outlining "preventive" liquidations. Our enemy,with his own actions, will determine the moment when the conclusions arrived at in the Classification process must be implemented. The advantage will be with the Resistance. The "who", the "how", and the "when" will be known only to them.

There will be no doubt about the "moment of truth" when it arrives. The actions taken by our own government will provide the answer. THEY shall tell us when the trigger of the Resistence is pulled.... The totality of the Conspiracy will be apparent when the "takeover" is staged. When this occurs, the reaction of our forces must constitute an explosion. Leaders of the enemy, appearing on the Target List, must be reached. They must be liquidated in one massive strike. The process cannot be confined, for a successful conclusion, to the limits of one Area Command. It must take place in every rathole in this country where these rodents are in residence. There are few places where they are not residents.

A time limit must be placed on the operation. A marshalling plan must be in effect. When the time limit has expired, all members of the Guerilla Strike-Force will return, with all possible speed to the marshalling areas. This will be necessary to gather strength, in the right places, for resisting the counter-blows that will follow. There they will make ready to carry out the "order of battle" previously decided upon. The Strike-Force holds the key to positions of relative strength of the enemy and the Resistence in the struggle that will follow. They must avoid every engagement except that of their assigned mission. They must concentrate on penetration to their targets. This blow will accomplish a great deal more toward crippling the enemy than loading the streets, and country-side with the bodies of replacable robots.....

Chapter 5.

Communications by Radio

Communications, in the modern sense, is a complex system. The technology of the equipment is a science. The systems, proceedures, and code forms are a science. This chapter is a survey of radio-communications as it relates to Guerilla operations. Our only concern with the technology is to acquire sufficient skill to maintain the system in an operational state. Any army, in history, that had any semblance of controlled action --- has depended upon some sort of communication --- other than the human voice --- to coordinate its movements. For the forces of the Resistence, it is vital for survival.

Radio is our choice for the primary com-system of the Guerilla force. Essential mobility of this force will isolate it from such an instrument as the telephone --- and the necessity of speed will not allow it to depend primarily upon such methods as maildrops, and couriers. All means, except radio, must be relegated, without hesitation, to backup circuits. This is not to say that other systems, or combinations of systems, will not be employed where they are adequate.

Radio Communications Between Elements of an Area Command

The choice of radio equipment is not a simple case of adopting the best that is available. The choice is dictated by certain practical aspects. The environment under which we are going to begin working --- is the one described in the first pages of Chapter 1.. One should attempt to stay "legal", and avoid the risk of being trapped by the law. The following recommendations are based on the situation at the time of this writing (1972)...

1. For the radio-comm system of intra-Command communications, the so-called --- Citizen's Band equipment (27 mc frequency range) is likely the most practical choice. The operation of this gear does not require a qualifying test to obtain a license. Licensing only requires filling out an application, which is mailed to the Federal Communications Commission. The application is included with the purchase of the gear from any dealer.

2. Licensing makes the legal operation of the gear possible for anyone who can turn a dial, or press the microphone switch. Valuable training may be given with this equipment in the operation of a communications system ---- and it may be given legally. We are not saying that more powerful, and sophisticated, gear cannot be purchased and stored away --- or even instruction cannot be given in its use. What we are saying is --- going on the "air" with it is risky unless the user has a license for its use.

Advantages of Citizen's Band equipment:

a. It is relatively inexpensive.
b. The operation is simple.
c. It is easily made portable.
d. The size is small, and it is easily concealed.
e. Millions of licenses are in effect, little attention is paid an owner.
f. The range is not excessive, and monitoring is of local origin.

Disadvantages of Citizen's Band Equipment:

a. The available frequencies are often overloaded with excessive traffic.

b. The class "D" license allows an input of 5 watts to the transmitter... Reliable operating radius is 10 miles. This may be reduced by weather

or the type of terrain. Tall buildings, hills, and other obstructions will shorten this range. There are two solutions to the problem, and they are as follows:

a. Qualify for a license allowing more transmitting power to be used in operation. Rules regulating licensing are obtainable from most vendors of CB equipment. They may also be obtained by writing to the Federal Communications Commission and asking for them.

b. Increase the power by illegal means. This may be accomplished by connecting between the transmitter and antenna, a power booster called a "linear amplifier". This results in an increase of antenna output by a ratio of as much as 20:1, and quite reliably. This device can be found in the catalogues of several radio equipment distributors. If it is acquired, it is best used only in cases of necessity..

The Equipment chosen should have the following characteristics:

1. It should be capable of being back-carried, and operated from this position. This means it must have a self-contained source of DC power (batteries). It should have a minimum of 5 watts of input. The popular walkie-talk versions, with less input,do not have sufficient range for satisfactory communications.

2. It should be of the construction type called "solid state".This type places considerably less drain on the batteries. It is of smaller physical dimensions, and of less weight. The batteries should be of the re-chargeable variety, and of the best quality. Obtaining replacement batteries under the conditions that will be encountered in guerilla activity may be difficult.

Summary of choice of equipment:

We have chosen the CB-type equipment for certain practical reasons--- not because it is the best available from a use standpoint. If it can be replaced, it should be. Perhaps, it can be backed up, at least in part, by a superior secondary system. If there are "hams" in the system --- equipment, and trained operators, will be available. The ham gear, and frequencies, will provide a more reliable method.

It may be expected that as the preliminary phase of the struggle progresses --- radio transmission by the general civilian population can be outlawed. With this in view, it will be necessary to provide for a concealment of all equipment before it is confiscated. A grab-and-run situation must be provided for in any planning.

Radio Communications Between Area Commands

Citizen's Band Radio must be ruled out as a reliable means of communication between Area Commands. As an alternative, "ham" equipment is most likely to be available. The more powerful rigs in this category are likely to be very bulky. One with a transmitter input of 100 watts should be quite ample even in less than ideal radio conditions. The rig should be capable of operating on DC (battery) power sources. The batteries necessary should be available

at the transmission site. The equipment should have the following basic characteristics.:

a. The antenna should be capable of rapid erection, and rapid dismantling. The type adaptable for transmission from a vehicle,as well as from a base station, should be available.

b. It should be capable of transmitting either CW (continuous wave) for Morse code or voice. Code transmission is superior for cutting through heavy traffic, or static, when communicating. Voice is faster, and can be read by an operator not trained in reception of code.

c. The rig should be as compact as possible for concealment,and for portability. If the equipment is being operated illegally, these features are a necessity.

The Detection of Illegal Transmitters

One can expect radio frequencies to be exhaustively monitored by enemy receivers. They will copy transmissions, and attempt to break down any coding used. They will, in addition, make every effort to pin down the location of the outlaw transmitter.

The device used to locate the source of a transmission is called a --- DIRECTION FINDER ---. It consists of a strong, sensitive receiver that is equipped with a loop-antenna. The antenna is capable of being rotated through 360 degrees of the compass. When the loop is edgewise toward the source of the transmission, the signal is at maximum strength from the receiver. When the loop is broadside to the source of the transmission, the signal cannot be heard. This silence is called "null". When the null is located, the direction is read as a relative bearing from the dummy compass.

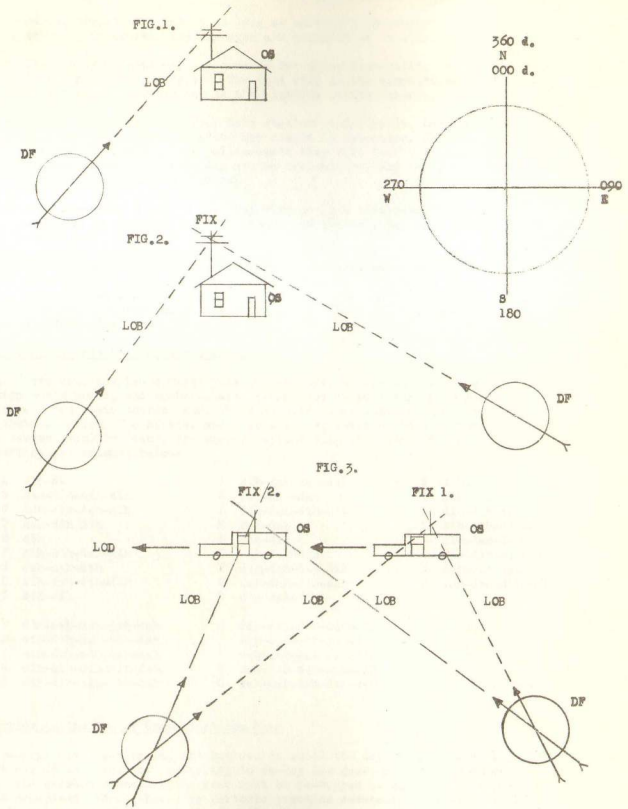
1. If a reading is obtained on the source of the outlaw signal with DF station, this is termed a "line of bearing". The distance to the source cannot be determined, only the direction. See Fig. 1.

2. If readings are obtained with two DF stations, this is termed a "fix". Both the distance and the direction can be determined. If either one of the DF stations, or the outlaw station, is moving when the transmission is recorded, only simultaneous readings by the DF stations will give an accurate location. If the outlaw is the one in movement, the fix will only indicate where he was at the time it was recorded. Two simultaneous fixes, seperated by a measured period of time, will give with reasonable accuracy his direction of movement, and his speed. See Fig. 2 and Fig. 3..

From the foregoing it is apparent that evasion of DF is greatly assisted by transmitting from a mobile station. In addition, changes of its direction of movement will help confuse the picture. When operating a mobile, or a fixed, station --- make the transmissions as short as it is possible to make them. This will reduce the time available for the DF operator to obtain a fix. Following are some notes on transmissions:

a. If the transmission is of some length, over 10 seconds, indicate in code a change of frequency. Allow your intended receiver time to tune his gear, and continue the transmission on the new freq-

OPERATION OF A DIRECTION FINDER



LEGEND: DF (direct. finder), OS (outlaw stat.), LOB (line of bearing), LOD (line of direction), FIX (cross of 2 LOB'S).....

uency. Repeat this tactic as long as necessary to complete your message. Of course, all messages are transmitted in code.

b. Disguise your antenna, and provide for quick dismantling. A fix is not absolutely accurate. The last step in the pinpointing of an outlaw transmitter may be the sighting of the antenna.

c. Change the location of your base station periodically. Long use of a rig in the same location may result in detection. One good fix spells trouble. In a police-state they will tear the neighborhood apart until they dig up the transmitter, and the person operating it. Take no chances.

d. When operating a mobile station, disguise the direction of your movement by changing its path after your transmission has been completed.

e. A rig containing its own power supply, and equipped with an antenna mounted directly on the transmitter, can be ditched very quickly from a mobile station. This type, also, can be used as a portable station where the presence of the vehicle is not a desirable feature.

Use of Morse Code for Radio Transmission

Nearly everyone has heard Morse Code at one time, or another. It is a system where words, and numbers, are transmitted by patterns of sound. There are two basic sounds used. The only difference between them is in their duration. The shorter sound we will represent by "dih", and the longer sound by "dah". The sounds representing the alphabet, and numerals, are printed below:

A	dih-dah	J	dih-dah-dah-dah	S	dih-dih-dih
B	dah-dih-dih-dih	K	dah-dih-dah	T	dah
C	dah-dih-dah-dih	L	dih-dah-dih-dih	U	dih-dih-dah
D	dah-dih-dih	M	dah-dah	V	dih-dih-dih-dah
E	dih	N	dah-dih	W	dih-dah-dah
F	dih-dih-dah-dih	O	dah-dah-dah	X	dah-dih-dih-dah
G	dah-dah-dih	P	dih-dah-dah-dih	Y	dah-dih-dah-dah
H	dih-dih-dih-dih	Q	dah-dah-dih-dah	Z	dah-dah-dih-dih
I	dih-dih	R	dih-dah-dih		

1	dih-dah-dah-dah-dah	6	dah-dih-dih-dih-dih
2	dih-dih-dah-dah-dah	7	dah-dah-dih-dih-dih
3	dih-dih-dih-dah-dah	8	dah-dah-dah-dih-dih
4	dih-dih-dih-dih-dah	9	dah-dah-dah-dah-dih
5	dih-dih-dih-dih-dih	0	dah-dah-dah-dah-dah

Practice in the Use of Communications Gear

To packrat radio equipment, and not use it until the day-of-need is a very bad mistake. It is absolutely necessary to de-bug the gear, and the communications net. The persons operating the gear must be de-bugged also. After your net has been organized, there should be periodic practice sessions. This will teach a smooth operation of the circuit. It will disclose any limitations in range, and reliability. Skill, and confidence, must be acquired by the operators...

Practice communications must take place under the same condition of security as the real thing. The execution must not be clumsy, and proper procedure must be used. Code systems must be exercised during the practice sessions. These codes should be similar, but not the same codes, that will be instituted later under conditions of guerilla warfare. All circuit tests must be businesslike. The net must be utilized with speed, and accuracy. Security must be observed.

Construction of the Radio Net

The primary radio net of an Area Command for intra-Command communications work appears in Fig. 5b.. In Fig.5c the Communications Net, incorporating the radio net, is illustrated. The operation of the Area Command communications system is under the direction of the Area Com Officer. This officer is on the staff team of the Area Commander, and is responsible to him. Only procedures, and coding systems, approved by the Area Commander will be used.

Trace the lines of communications in the radio net. The solid lines represent a direct contact by radio. The broken lines represent the indirect method that is necessary when direct contact cannot be made. This indirect method is called a "relay". Relaying of messages through another intermediate station is sometimes necessary under conditions of faulty equipment, or bad weather.

Following is an explanation of the use of the frequency terminology:

Working Frequency.
This is the one on which the messages are transmitted. For example, "work 2" means that channel 2 is the working frequency between the stations linked by the line.

Calling Frequency.
This is the one on which a station calls another to establish contact. For example "call 4" means that channel 4 is the calling frequency between the stations linked by the line.

Frequency Watch.
Watches on the assigned calling frequency are maintained by each of the Units in the net. During an operation, the radio operators will be tuned in, and listening, on the calling frequency of each Team, each Band, and that of the Area Commander. They will intercept, and answer, any calls addressing their Unit.

Pattern (Pat).
The reader will notice at the top of the illustration Fig.5a, "Pat One". This means that the frequency assignments, appearing below in the illustration, constitute an arrangement which is the first pattern in a series of several.

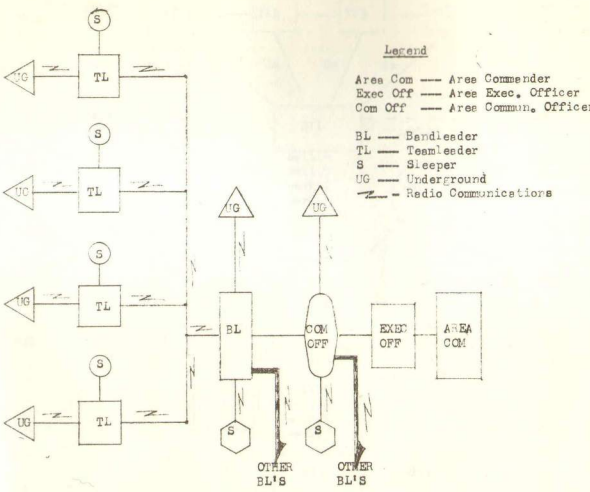
Patterns may be changed to improve communications, or to confuse an enemy monitor. A pattern is set, or changed, only upon the authority of the Area Commander. To set up a pattern, the Area Com sends this message to all Bandleaders under his command.

B11 B12 B13 B14 from AC1 break set pattern one break acknowledge.

This message is transmitted over the existing frequency pattern for reception. The Bandleaders, in turn, would transmit the message for reception by all Teams under their command.

Fig. 5b.

AREA COMMAND COMMUNICATIONS NETWORK

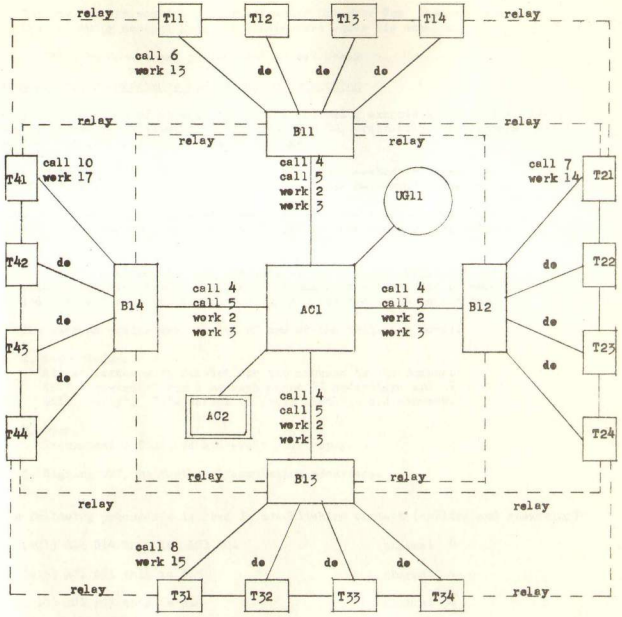


Messages originating with the Area Commander are given to the Executive Officer, and are then prepared by the Communications Officer for Transmission.

Where the radio symbol appears in the Network, it means that this is the minimum radio capability of the Area's Communication System.

Pat one (pattern one)

Fig. 5c



Open for B15
call 11
work 18

Open for B16
call 12
work 19

RESERVED
1-20-21-22-23

Solid lines indicate standard pattern.
Broken lines indicate relay pattern.

LEGEND: T-Team B-Band AC-Area Command UG-Underground

T— T— T— T— from AC1 break set pattern one break acknowledge.

The new pattern would be in effect after the Area Com has received the following message from all Bandleaders under his command.

AC1 from B— break pattern one is set break

Communications Procedure and Message Construction

A message consists of several parts. The following example is that of an intra-Command message, originating at the Area Com HQ. Ordinarily, the message would be encoded. The construction is as follows:

---address---	--no--		------body of message---
B13 B14 from AC1	072030	break	marshall your teams at the

----------body of message----------	--ending---
junction of river road and jones hill road and await orders	acknowledge

The no. is assigned to each message, at the time of origin for purposes of identification. The first two numerals are the day of month, and the last four are the time of origin based on a 24 hour clock.

The message ending may consist of one of the following words:

1. Acknowledge.
   All addressees must receipt for the message by its number.
   To "acknowledge" for a message means "I understand and I will comply". This serves to avoid mistakes and excuses.

2. Over.
   Transmission finished and await your reply.

3. Signing off, no further transmission necessary.

The following procedure is used in establishing contact (calling and answering):

(AC1) B13 B14 this is AC1 AC1	channel 4
(B13) AC1 AC1 this is B13	channel 4
(B14) AC1 AC1 this is B14	channel 4
(AC1) B13 B14 this is AC1 work 2	channel 4
(AC1) B13 B14 this is AC1 how do you read me	channel 2
(B13) This is B13 read you 3	channel 2
(B14) This is B14 read you 4	channel 2

(AC1) This is AC1 here is the message break B13 B14 from AC1 072030 break B13 B14 marshall your teams at the junction of river road and jones hill road and await orders acknowledge

The same procedure is followed by each Bandleader in the transmission of the message to the Teams under his command. Notice that in "calling and answering" that the numerical order is followed, in that B13 preceeds B14 in the process. This avoids confusion of transmission, and reception.

Notice the use of numbers for readability of signals. Usage is as follows:

1. Barely audible 2. Poor 3. Fair

4. Good 5. Exellent

The procedure for the acknowledgement of a message is conducted as below:

In transmitting the message to the Teams under his command, each Bandleader uses the ending "acknowledge". Each Team will receipt in the following manner:

B-- this is T-- 072030 acknowledge

When each Bandleader has received acknowledgement from the Teams under his command, he will call the Area Com and receipt:

AC1 this is B-- 072030 acknowledge

The above transmission conveys to the Area Com that the Band who has acknowledged the message, and all the Teams in his command, do "understand and will comply".

Use of the Relay Pattern

The relay pattern is used where direct communications cannot be established by one Unit with another. Should AC1 have failed to contact B14, for example, the relay pattern would have been employed as follows:

1. AC1 has just finished transmitting the message (072030) to B13. He concludes his transmission with:

   B13 relay 072030 to B14

   (B13) AC1 this is B13 will comply out

2. B13 is unable to raise B14, so he calls T44 and makes contact. He sends the message to T44. He concludes his transmission with:

   T44 relay B14 and transmit acknowledgement when received over

   (T44) relay 072030 to B14 acknowledge out

3. T44 is successful in contacting B14. He transmits the message to him and preserves the original heading.

   B14 here is the message break B13 B14 from AC1 break ------ message --- acknowledge over

   (B14) this is B14 will comply out

4. B14 transmits the message to the Teams under his command, and receives their acknowledgements. He calls T44 and transmits the following:

   T44 this is B14 break 072030 acknowledge over

   (T44)B14 will relay out

5. T44 calls B13 and transmits the following:

   B13 this is T44 break 072030 acknowledge from B14 over

   (B13) T44 will relay out

6. B13 calls AC1 and transmits the following:

   AC1 this is B13 break 072030 acknowledge from B14 over

   (AC1) B13 acknowledgement received out

Note: In the relay pattern --- each Unit is called on the frequency that he is guarding "calling frequency". The message is transmitted on the "working frequency" of the lower echelon Unit. The frequencies used are those set by the "pattern" in effect.

Requesting Repeats of a Transmission

If difficulty is being experienced in reception by a receiving station, he will wait until the transmission has been completed by the sending station. He will request the missing portions of the message as follows:

T44 this is B13 repeat all of message
or
T44 this is B13 repeat heading of message
or
T44 this is B13 repeat body of message
or
T44 this is B13 repeat from jones hill to end

Scheduled Transmissions

A scheduled transmission is one, that according to plan, is made at a specific time on a specific frequency. Ordinarily, it is broadcast without preliminary calling. It may be addressed to certain Units, or it may be addressed to a collective address (for a group of Units). Following is an example:

ALL ALL ALL this is B14 here is the message break ALL from B14 112140 break enemy convoy of six trucks moving north on river road and will approach junction with marsh road about 2230 break position for destruct and await further orders out

Note: No receipt, or acknowledgement, is given by the Units represented in the address. ALL is a collective call for "all units under my command".

A scheduled transmission has obvious advantages toward the neutralization of enemy DF monitors. It also has the disadvantage of the transmitting station having no means of determining the reception of the message by the intended receiving stations. Therefore, this method is usually reserved for messages of secondary importance. However, it is rapid and may serve, as above, in the broadcasting of an alert --- with specific orders reserved for the regular

procedure. It lacks sufficient reliability for most tactical situations. In addition, the time of the transmission may not fit the necessity of a time for action.

A Scheduled Transmission Plan may be published for his Command by either a Team Leader, a Band Leader, or an Area Commander. An example follows:

Area Command STP

Day of Month	Time	Frequency
1	1800	ch2
2	1810	ch3
3	1820	ch2
4	1830	ch3
5	1900	ch3
6	1915	ch2
7	1930	ch2
8	1950	ch3
9	2010	ch2
10	2030	ch3

The pattern may be arranged for the entire month. Avoid transmitting on the same channel, at the same time, for even two in a row. If the broadcast is of some length, provide for shifting channels. The message used as an example was in plain English. In actual practice the message will be encoded.

Broadcast Transmissions

The message transmitted by STP might have, simply, been broadcast on the "calling frequency" of Bl3's Command --- hoping that no operator failed to receive it. This would involve a somewhat greater risk than STP. This method also lacks reliability. Bilateral communication is best for situations involving tactics.

Summary of Communications Security

SECURITY is the gospel for any Resistance communications system. When you are on the air --- everything you say is heard by everyone tuned in, and within range of your transmitter. Even the normal operating range is now, and then, multiplied by a phenomena called "skip effect". Under this condition, the signal from a low-input CB transmitter may be heard hundreds of miles away from the source. Following are a few common sense rules to be observed:

a. Communicate only when necessary, and make transmissions as short as it is possible to make them.
b. Do not disclose your identity, or that of anyone else, in making a transmission.
c. Transmit all messages in coded form. Use coded call signs in all calls and answers.
d. Do not use your station call letters, the ones assigned with the license. Disguise your voice. Voices are easily identified. This is particularly true if they are recorded and the playback, then, thoroughly studied.
e. Observe the operating procedure published by the Area Command..
f. Listen in frequently --- an education in the normal jargon used commonly on the air will be obtained.
g. Become an expert on the operation, and capabilities of your radio equipment.
h. Use equipment that can be concealed, or ditched, quickly.
i. Read, understand, and use the regulations published by the Federal Communications Commission. Particularly prior to the beginning of open struggle. Your transmissions will attract less attention.

Code Systems and Their Application

A code system does not have to be sophisticated. It is a good system when your message is understood by the addressee, and no one else. This is the objective regardless of the code form. Following are some general rules:

1. Encoded messages should sound normal, and casual, when transmitted. The fact that code is being used should no be apparent. The transmission is less likely to be subjected to de-coding procedures.
2. The system should be simple enough for the basic essentials to be capable of being memorized. A complicated code book is cumbersome to use.
3. It should resist de-coding if the transmissions are monitored. They will be as the pressure increases against the Resistance in advance of actual physical onslaught.

A code system may be devided, for convenience, into four general sections outlined below.

Heading
This section consists of the address and date-time group.

Message General
This section consists of subjects of general informational nature.

Message Operations Normal
This section relates to tactical situations of a routine nature.

Message Operations Emergency
This section relates to tactical situations of an emergency nature.

Coded Headings.
Following are some examples. In the application of code to a heading, a specific form should be used to include Area Com, Band Leader, and Team Leader. The Area Com should have available several "forms" for implementation.

Form Number	Area Com	Band Leader	Team Leader
one	dispatcher	stand 11 (B11)	cab 11 (T11) cab 12 (T12 cab 13 (T13) cab 14 (T14)
two	contractor	yard 11 (B11)	truck 11 (T11) truck 12 (T12) truck 13 (T13) truck 14 (T14)

The date-time group may be rendered incapable of being de-ciphered, simply by scrambling the numbers in specific pattern. A message heading, in code, would be transmitted as follows:

stand 11 from dispatcher 542291 break ----message ----

For setting up a Heading Code Form, the Area Com (no other authority can do so) sends the following message, using the Code Form currently in effect:

all stands from dispatcher 431402 break submit form two
for your shift acknowledge

The Band Leaders will acknowledge for the message, using the Code Form one. For the avoidance of excessive transmission, Team Leaders will, simply, be expected to recognize their new addresses when called. Knowledge of the Code Form method is sufficient to establish the fact.

Message General.

It is not the intention, here, to detail all the conceivable phrases that might be encoded. Each Area Commander must evaluate the needs of his own Area. He may develope his own original version. Following are a few examples of code translation. Notice word associations that will assist in memorization.

Message in Plain English		Message in Code
Contact your UG man	by radio	radio garage
	by phone	phone garage
	by mail drop	drop by garage
	by courier	contact garage
Contact your Sleeper	by radio	radio sales
	by phone	phone sales
	by mail drop	drop by sales
	by courier	contact sales
Contact your TL	by radio	radio teller
	by phone	phone teller
	by mail drop	drop by teller
	by courier	contact teller
Contact your BL	by radio	radio biller
	by phone	phone biller
	by mail drop	drop by biller
	by courier	contact biller
Contact your AC	by radio	radio dispatcher
	by phone	phone dispatcher
	by mail drop	drop by dispatcher
	by courier	contact dispatcher

Message Operations Normal:

Messages of a routine operational nature are categorized by this title. Include in this group; training exercises, practice alerts, routine defensive arrangements, and tactical situations of a minor nature. Following are some examples:

Message in Plain English	Message in Code
Carry weapons	accept checks
Carry no weapons	accept no checks
Ditch your weapons	turn in cash
Use radio	tell about it
Use no radio	don't tell about
Conceal your radio	talk about it later
Police patrols are heavy	watch your driving
Military patrols are heavy	watch for service
Return home	Time for coffee
Rendezvous	Take a break

Message Operations Emergency.

Messages in this category are used only when a state of general emergency has been declared by the Area Commander. The formal declaration places into force the "Order of Battle" of the Resistance. It is an evolution that may, or may not, be preparatory to the initial all-out strike by the guerilla search-and-destroy units. Following are examples of messages that will place the Resistance in a "ready" condition, and will determine the followup action:

Message Plain English	Message in Code
Emergency set ready condition	Emma Jean is sick
Emergency execute plan 10	Emma Jean is in room 10
Emergency execute plan 20	Emma Jean is in room 20
Emergency execute plan 30	Emma Jean is in room 30

It must be understood that while the above messages are designed to be delivered by radio --- any, or all, means of communication must be employed to be assured of delivery. This may require the use of telephone, courier, or other appropriate method.

The message will be addressed to all Units, and acknowledged by all Units.... Each Unit Leader will obtain the acknowledgements from all lower echelons in his command, and transmit them to his superior. This will continue until the collective acknowledgement is in the hands of the Area Commander.

The "ready" condition of the Resistance that is generated by the Area Comm's message "Emma Jean is sick" should produce the following results:

a. The activation of the Radio Net to a degree that each Unit is in Radio Contact with the command authority to which it is responsible. Any gaps in communication must be covered by other methods.

b. Each Unit, and each man, must be prepared to carry out its assignment.. The successful completion of any Plan designated by the Area Commander may determine the future of the Resistance. If you intend to fight with any effect --- go all out. If you lose, you will have had it anyway.

Plans, and their developement, will be discussed in a later chapter. Tactics, and the use of weapons, will also be discussed.

Authentication of Messages

It is possible that spurious, perhaps enemy, stations may inject themselves into the Radio Net. To prevent this, a process termed "authentication" shall be used. Before transmitting a message, one station may send a word, and the other station must respond properly. Following are some examples of such a "challenge" and the corresponding "response".

Challenge	Response
blue	angel
red	barn
green	roof
city	miami
state	ohio

They may be prepered in blocks of 25, and given to each Team by the Com Off of the Band in which they are included. The Area Comm may act, similarly, in the case of the Bands in his Command. Once used, a "challenge" and coupled "response" must not be used again. Each block must be distinctive, and with no duplications in any other block.

.....

Chapter 6.

Communications Other Than Radio

There are systems, in addition to radio, which may used for the transmigsion of messages by a Resistance. Their potential must be understood, and utilized. The more useful of these systems are listed below:

Telephone

A telephone net should be established, paralleling the radio net. If possible of accomplishment, every segment of the radio net should be bridged by a system of telephone communication. Alternate methods of message transmission such as courier, and maildrop, should also be available.

The exercise of security procedure in the use of the telephone is just as important as in the use of radio.

1. When calling a person at his home, use his correct name and your encoded name if you are calling from other than your own phone. When calling from your own phone, in this case, use only your correct name — no other. If either phone is tapped, any person assigned that phone would invite suspicion by responding to any other name but his own.

2. If one is calling from one public phone to another, use encoded names on both ends. When using code names, have them firmly fixed in the mind. Any mixture of code and real names would be a stupid misteke.

3. Call from a public phone whenever possible. If the acquaintance with the other party is unknown --- keep it that way. A simple inspection of phone company records, if it is long distence, will establish the connection... A wire tap will establish the same for any call.

4. Make all calls short. If you wish to increase the difficulty of identification, disguise your voice. A wire tap may be recorded, and voices could matched by comparisons.

Construction of Messages.

As in a radio message, a telephone message may be devided into components as listed below in a call from one private phone to another:

call	address	
hello jim this is george	bandleader 12 from area comm 1	break

message	ending
contact your UG man by courier	acknowledge

The foregoing message in encoded form might come out as follows:

call	address	
hello jim this is george	tell ben (Bl2's code name) arthur said	

	message	ending
pause	contact his garage	let me know (acknowledge)

The message is acknowledged for in the following manner:

Ben (correct name Jim) answers: acknowledgement

ben will contact his garage

Coding of Telephone Messages.

Each Unit will be assigned an encoded name (s). A series of name lists called Name Patterns may be published by the Area Commander. The period of usage for each list will be set by the Area Comm. Proper names will be used to permit a casual air for telephone conversations. Remember, that any person in being called at his home is not addressed by his code name. Following example illustrates the method:

Telephone Name Pattern 1.

Unit	Code Name	Unit	Code Name
Area Comm 1.	Arthur		
Band Leader 11	Bart	Band Leader 13	Bill
Team Leader 11	Tab	Team Leader 31	Adam
Team Leader 12	Ted	Team Leader 32	Al
Team Leader 13	Terry	Team Leader 33	Arlie
Team Leader 14	Tom	Team Leader 34	Arv
Band Leader 12	Ben	Band Leader 14	Brad
Team Leader 21	Ed	Team Leader 41	Martin
Team Leader 22	Elwood	Team Leader 42	Marvin
Team Leader 23	Ernie	Team Leader 43	Mickey
Team Leader 24	Everet	Team Leader 44	Mike

Memory of calls is assisted by word association, and a consistency of the method in which they are applied. It is not practical to consult a manual each time one would use the system.

A telephone message may be classified into the same general categories as is the Radio Code detailed in Chapter 5.. when encoding.

a. Heading... consisting of the call and the address. The date-time group is omitted as it is difficult to introduce into a "casual" conversation.

b. Message General... this section consists of subjects of a general informational nature.

c. Message Operations Normal...this section relates to tactical situations of a routine nature.

d. Message Operations Emergency... this section relates to tactical situations of an emergency nature.

Message General.

Message in Plain English	Message in Code
Contact your UG man by radio	call Charlie
by phone	phone Charlie
by mail drop	drop by Charlie
by courier	contact Charlie

Contact your Sleeper	by radio	call	Sam
	by phone	phone	Sam
	by mail drop	drop by	Sam
	by courier	contact	Sam
Contact your Teamleader	by radio	call	Ted (TL 12)
	by phone	phone	Ted
	by mail drop	drop by	Ted
	by courier	contact	Ted
Contact your Band Leader	by radio	call	Bill (BL 13)
	by phone	phone	Bill
	by mail drop	drop by	Bill
	by courier	call	Bill
Contact your Area Comm	by radio	call	Arthur
	by phone	phone	Arthur
	by mail drop	drop by	Arthur
	by courier	call	Arthur

Message Operations Normal.

Message in Plain English	Message in Code
Do not use your phone until contacted	watch your phone bill
Do not use your radio until contacted	skip the TV
Conceal your radio	check your TV
Carry weapons	bring your tool box
Carry no weapons	don't bring your tool box
Conceal your weapons	check your tool box
Go to your marshalling area	see you at the shindig

Message Operations Emergency.

Message in Plain English	Message in Code
Emergency set ready condition	Emma Jean is sick
Emergency execute plan 10	Emma Jean is in room 10
Emergency execute plan 20	Emma Jean is in room 20
Emergency execute plan 30	Emma Jean is in room 30

Telephone "Wrong Number Code".

When using this method, the caller rings the home of the person for whom the message is intended. He asks for a fictitious resident. The person for whom the message is intended says "you have the wrong number, chief" and hangs up promptly. The word "chief" constitutes an authentication (the correct person has answered the phone) and an acknowledgement (the message is understood)... This arrangement may be changed periodically. Examples follow:

Message Plain English	Message in Code
This is BL13 Do not leave your home	May I speak to Bill Stay
This is BL13 Leave your home now	May I speak to Bill Goe
This is BL13 Contact your Area Comm by radio	May I speak to Bill Callarther
This is BL13 Go to Marshalling Area 2	May I speak to Bill Marshall 2nd

It is important that the call, the message, and the answer be exact in content. The caller must use the same phraseology specified in the code form.

Construction of a Code Book

Despite certain dangers in security, Unit Commanders may have to resort to a Code Book to avoid mistakes in transmission. The Code Book should not be carried on the person by resident Commanders, Sleepers, or UG personnel, but kept in a secure and accessible place. Commanders of Guerilla forces, in the field, may have to retain it on their persons. However, if in danger of interception by enemy agents ---- it must be disposed of.

Select a notebook of a size that will fit conveniently in a pocket. Devide it into four sections: Heading, Message General, Message Operations Normal, and Message Operations Emergency. Organize the material in each section into a neat, efficient format. Disguise the information so that it is not obvious, and interception will result in as little damage as possible. Under no circumstances use correct places, or names. An average memory, and the book, is sufficient for use.

Radio-Telephone Net.

Pat 1.

Comm	Spark	Line
AC1	C 4-5 W 2-3	4567353
B11	C 4, W 2	5798454
T11	C 6, W 13	8986546
T12	C 6, W 13	7675454
T13	C 6, W 13	2464675
T14	C 6, W 13	4369434

In the above, "Spark" is radio, "C" is calling frequency, and "W" is working frequency. Line is telephone number coded as follows:

Digits: 1 2 3 4 5 6 7 8 9 0

Actual: number 7654 exchange 868

Coded: number 4567 exchange 353

In the conversion of the phone number into the coded form --- if the number to be coded is 7, count backwards from 0 seven numbers and arrive at 4. The exchange is listed last in the coded version to further confuse the decoder. A format for Pat 2. would consist of counting backward from 9.. The disguise of a telephone number is important, as discovery will lead directly to identification of an individual.

Pat. 1.

Comm	Spark	Line
AC1	Dispatcher	Arthur
B11	Stand 11	Bart
T11	Cab 11	Tab
T12	Cab 12	Ted
T13	Cab 13	Terry
T14	Cab 14	Tom

----------etc----------

Pat. 1.

Spark		Line	
Challenge	Response	Challenge	Response
blue	angel	where's your father	in Fargo
red	barn	where's your mother	in Midvale
green	roof	where's your uncle	in Utica
city	miami	where's your aunt	in Albany
state	ohio	where's your brother	in Boston
tree	chesnut	where's your sister	in St. Louis

The remaining sections of the book will consist of the Plain English phrases, and their corresponding coded equivalents. Index the book for easy finding of the desired section.

It should not be necessary to outline transmission procedures in the book... This information should be committed to memory by those who are going to use it. Calling, answering, and the sending of messages should be practiced until it can be handled easily, and naturally, over the air, or on the phone.

Code Books, as we have said before, should not be carried around unless it is absolutely necessary. If a code book is lost, or captured, it must be considered that the security of its contents have been broken. New code lists must be devised, and put into circulation.

The Code Book should be constructed of thin, strong paper and equipped with a flexible cover. This will make it less bulky, and allow the book to be stuffed into a space that would not conform to a stiff cover.

During practice sessions, or training operations, avoid carrying the book on

the person. Use the memory for the portions to be utilized. If this is done the danger of compromise before the day of actual need will be greatly reduced.

Obviously, one could not take the instructions printed in this chapter **verbatim** and apply them in guerilla operations. They have already been compromised by the printing of them. Those among you who are equipped to do so, must now begin the devising of systems according to your needs. One should feel a sense of urgency in this matter.

Letter Mail

Regular letter-mail for short range communication should be excluded. The reason for its use is confined to distance, or the failure of other methods. If it must be used, certain precautions need to be applied:

1. The message should be encoded. Surround it with casual talk.

2. Provide the envelope with some means of indicating whether it has been tampered with enroute to its destination.

3. Provision should be made for acknowledgement of its receipt by the intended person.

4. If it is written in longhand disguise the writing.

5. Post the letter in a box where there is heavy postal traffic.

6. Do not use a phoney return address. If checked it only leads to trouble. If a correct one cannot be used, do not use any.

7. If the point of origin of the letter is to be disguised, put the letter in a sealed, and addressed, envelope. Place that envelope in another one which is addressed to a friend in a locale a good distance away. He will remove, and mail, that interior envelope.

Coding of Letter Mail.

Use a code that is simple, and not obviously a code. Following is an example of such a code:

a. Set up a strip of numbers of random sequence, and not exceeding three digits each. One hundred such numbers should be sufficient.

3 8 13 22 30 39 46 56 65 77 85 92 101 106 115

b. To read the encoded message —— ignore the greeting. Count from the first word, in the body of the letter, to the 3 rd word, then to the 8th, then to the 13th, and so on.....

Dear George:
Hope to GO to good, old, windy CHICAGO this fall and make CONTACT with uncle Jim and family. Heard from cousin BILL the other day and he is fine.

Best Regards, Mike

The message is, of course, "GO CHICAGO CONTACT BILL". Bill is the code name of a Chicago Band Leader. George, and the writer Mike, are real names.

Maildrop.

A Maildrop is a method wherein a message is placed in concealment and picked up at a later time by another person. It is an effective means of avoiding physical contact between the persons communicating. Following are some guidelines:

a. The place of concealment should be well defined. This is helpful in avoiding search by the intended receiver of message.

b. The action of the "drop" should be difficult to observe. This may be accomplished by coordination with some natural act.

c. The concealment should be adequate to prevent finding message by a casual search.

d. The message, as an added precaution, should be encoded. It may appear to be a grocery list , or some other innocuous material that will avoid suspicion.

e. The time between "position" and "pickup" of the message should not be extended any longer than necessary. This will reduce a chance of discovery. The type of concealment, and the envirnment, will help determine the acceptable lapse of time. A lapse of time may also be to short. A "tail" on the person receiving the message may result in interception of the messenger.

Following are a couple of suggestions for drop locations:

1. The place is a public phone booth. The method is to insert the message between two specific pages in the phone book. A booth which is one of several, say in a busy drugstore, is a good one to choose. Pickup time need not be longer than a delay of 10 minutes behind the drop.

2. The place is a roadside rest area along a highway. Stop and use the facilities for a few minutes. Throw the refuse from your lunch into one of the containers provided —— a particular container, of course. The message is under the label of a particular brand of tomatoes can. Pickup time need not be longer than 20 minutes behind the deposit. The Receiver gets out of his car with his litter bag. He dumps his waste and at the same time places the tomato can in the bag. Thus having performed his civic duty, he returns to his car with the bag containing the goody.

Well chosen drops should form a pattern over the geography in the Area Command. Each Unit Leader should have several for use in communicating with his superiors, and his subordinates..... Practice runs in the use of the system should be held periodically. This reduces the chances of bumbling when the pressure is really turned on. Drop locations may be changed, of course.

There are two general methods used for the timing of drops. By timing, we are referring to the coordination of the "position" and "pickup" phases of the drop.

1. Scheduled Drop.
A time pattern is set up similar to STP for radio. Below is an example of such a pattern:

Drop No.	Code	Position Time	Pickup Time	Day of Week
1	Davis	1830	1845	Monday
2	Dillon	1900	1910	Tuesday
3	Darrow	1720	1740	Thursday
4	Dugan	1845	1900	Friday
5	Driscol	2010	2025	Sunday

In a scheduled drop there is no previous communication for indicating the positioning of a message. The "pickup" will be carried out according to the schedule. There may,or may not, be a message at the drop. This method has the disadvantage in that it does not react to an emergency.

2. Emergency Drop.
The time of the drop may be any time. The drop is signaled by some other means of communication. An example of such a signal would be as follows (phone):

George (real name) this is Ben (BL 12) Saw your friend Mr. Dillon last night around 11 in the local pub.

Message is --- pickup at Dillon (drop 2) at 2300.

The advantages of a meildrop are that more complete information may be transmitted. This may include documents such as maps, tactical instructions etc.. Even weapons may be placed in a drop if the physical characteristics, and environment are suitable. The Maildrop is a vital link in any Resistance communications network...

Courier

The Courier method of communication can be the most dependable, or one of the least dependable, methods. This depends upon the environment in which it is utilized. If the government is under control of the enemy it may be one of the most dangerous methods. Under a condition, such as this, the interception of a courier is an ever present danger. Sometimes it is the only feasible method. Following are some guidelines in the utilization of a courier:

1. A courier must always have an excuse, other than his actual objective, for being where he is. The excuse must be pre-planned and defensible --- not some flimsy pretext, fabricated on the spur of the moment. A statement, once given, can not be abandoned for another one.

2. A courier, except when carrying orders during a strike, will usually not carry a weapon. If he is intercepted it would add to his problems. He should not carry incriminating documents, or false identification, unless it is necessary and there is no other way. Then, he may also carry a weapon. Interception will finish him anyway.

3. Unless a message is complicated, it should be memorized. If it must be written, it should be encoded by a method not easily recognized as code. If it can be disposed of by swallowing,in a case of imminent capture, so much the better. Placing it in a soluble capsule will make swallowing easier. If the paper is too bulky for ingestion, and it is incriminating --- soak the paper, before writing on it, in a solution of sodium, or potassium, nitrate and let it dry. A match applied to it will reduce it to ashes in a seconds.

Methods of Courier Contact

There are two general methods for communicating by courier. They are as listed below:

a. Scheduled Contact... A time pattern is set up similar to that used for Radio or Mail Drop. The contact may be made by the use of "single", or "double", courier. If "single" is chosen, the message is delivered directly to the addressee. If it is "double", the message is delivered to another courier. When a "double" is used, the possibility of bird-dogging by an enemy agent is reduced. The message exchange takes place where any observation of the action is difficult.

b. Emergency Contact... The time of contact may be any time. The need for contact, and the time, is signaled by phone or radio to the addressee. The point of contact will usually be a third address, or a public place. If the couriers are not known to each other, arrangements must be made for mutual identification --- either a verbal, or physical, signal.

Following is a description of an EC (emergency contact). Method of contact is double-courier, and the point-of-contact is a public place:

The courier with the message leaves his home. The hour is 1 am in the morning. He goes to an all-night drugstore. He complains of terrific stomach cramps, and asks the druggist for medicine to relieve them. He will time his arrival so that the courier he is to contact will arrive at approximately the same time... The contact arrives with his problem, and the transmission of the message takes place during comparisons of misfortunes.

Why not have the contact take place on a street corner? If one of the couriers is tailed --- the unshielded contact will most certainly be observed. At the very least, the relationship is noted. If incriminating documents are involved, and both couriers are arrested --- the Resistance will suffer. If the above method is used, the risk is cut in half. In addition,either of the couriers have good excuses for their presence in time and space. Remember --- one mistake can be fatal.

Courier Schedule

Contact No.	Code	Contact Time	Day of Week	Identif. Signal	Identif. Response
1	Cardwell	1700	Monday	*	race track
2	Carson	1740	Wednesday	*	rail road
3	Carrol	1810	Thursday	*	real estate
4	Carver	1650	Friday	*	restaurant
5	Calderon	1630	Sunday	*	rock quarry

* where do you work?

Interception of a Courier

The interception of a courier will almost certainly result in the process of interrogation. The only advice that can be given is:

a. Stick to the original story. Once it is admitted that any part is a lie, the entire construction is suspect. The interrogator will hang on it like a bulldog. Time, and time again, repeat the same version without changing a word. This is where preparation, drilled in the mind, may save the day.

b. Volunteer no information. The less one says, the less there is one must remember. Unless you are extremely clever, you will trip yourself up and break down your story.

c. Do not react to mere threats of violence. They may be only threats. If physical violence is used —— do not allow fear to hasten your confession of guilt. Only the limit of your endurance should allow this to happen.

d. If torture forces you to speak, falsify your testimony to the very limit one may expect to be accepted as truth.

e. Do not be excessively servile even when simulating the attitude... Interrogators are often vicious persons that cringing exites to a greater degree of brutality. This breed is, generally, psychopathic, and a quick evaluation of your antagonist's mentality will be of help in guiding your attitude.

Signs

Communication by signs consists of displaying an object, or a certain arrangments, so as to convey a message. The message transmitted may be one of specific content, or mark a location or trail. Following are a few examples of sign communication:

Message	Sign
One of the group is an agent.	Drop your wallet, or hat.
You are being followed.	Walk by, and stumble slightly.
Agents are watching my house. Do not stop.	Car at curb with hood partly raised.

Message	Sign
Agents are in the house. Do not stop.	Curtains torn from a window.

The sign may consist of almost anything as long as it is distinctive and is understood in advance.

Tactical Sign-language

Tactical sign-language is a method employed to coordinate the movements of men, and manned vehicles. It consists of signals transmitted by the hands, and arms. Of course, the communicators must be within the range of sight. It is usually limited to a few basic tactical commands. There is a system called "semaphore" that is employed by naval personell for spelling out words, and complete messages. For those who are interested in learning this system, one may find it in a Boy Scout manual.

The application of signs to tactics will be discussed later on in the chapter on "Scouting and Patrolling"..

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Chapter 7.

Supply

A Supply organization must be capable of providing for the material needs of the Guerilla Force. If it cannot do this, the logistical breakdown will most certainly terminate in defeat. It has been said that "an army travels on its stomach". It is no less a fact that a guerilla has the same digestive requirements as a regular soldier. This axiom may be applied to his weapons, his clothing, his transport, and his shelter. The system that can provide these items adequately would, indeed, be a miracle of efficiency. However, such a system must be propped up by guerilla ingenuity. The Resistance-warrior must learn the art of "ersatz". He must substitute, improvise, and do without. He must learn to live off the larders of the enemy. If he cannot adjust to this set of conditions, he will cease to be effective and, perhaps, even to exist. Guerillas live off the lower part of the hog.

Once a Guerilla force is committed to action, it has taken the outlaw trail. The ghost of hunger, disease, injury, and death rides with it at all times. To survive, man for man it cannot be merely equal to the enemy. It must then be superior. Each member must sharpen his instincts, and as a wild creature is above his domesticated brother --- so must he be. This is the name of the game. Millions have learned the name, and so can you.

The Supply Organization

Supply is of such critical importance to a Guerilla force that it cannot be entrusted as an avocation to a few of its members. The problem of Supply, to be solved anywhere near effectively, must be given thought long before it is required of solution by a Resistence committed to military action against a determined enemy. The sources of supply must be organized into a web across the limits of the Area Command, and beyond. To fix responsibility for operation of such an organization, a ladder of command must be established. This should not result in a condition of ossification, however. Individual Units must be allowed the exercise of ingenuity in procurement. They must be self-sufficient, for the most part, in fulfilling their needs... In addition, the Units are expected to aid each other for the good of the entire Command. The Supply Organization makes this possible by serving as an accounting service for all material requirements of the Area Command. Notifications of surplus, and deficits, are forwarded to Supply from all Units. In this manner, status of each Unit is provided for evaluation in the matter of tactical capability and maintenance sufficiency. This is a necessity in the assignment of any,or all, segments of the Guerilla force for a mission. With this control,an Area Command may correct shortages by the transfer of material from one position to another. The success of an activity may depend upon it.

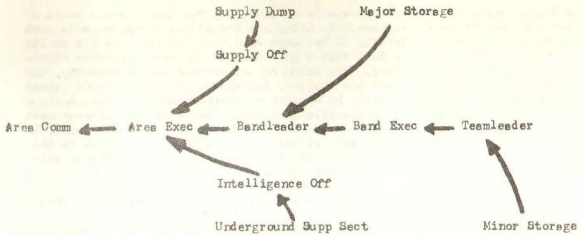
Organization of a Supply System

The responsibility for administration rests in the office of the Area Supply Officer on the staff of the Area Commander. It is his job to maintain record on the disposition of weapons, transport equipment, tools, communication equipment, major food supplies, and printing devices --- or any other material important to the operations of the Command.

The Supply Officer will supervise the processing of requisitions for supply and notifications of surplus. With these records he can make an intelligent assignment of equipment as the situation requires it.

Fig. 7a

Area Command Supply Net



The flow of Supply information follows the channels to the Area Executive Officer. Authorizations from the Exec through the Supply Officer, for all allocations of supplies, counterflows in the same channels.

Information pertinent to the acquisition of supplies is accumulated with the Intelligence Officer from his sources, including the Underground Supp Sect. This information is coordinated and forwarded through the Executive Officer to the Supply Officer.

Supply Dumps (largest concentrations) are under the direct authority of the Supply Officer. He is responsible for their maintenance. The care and guarding of the Dumps is provided by the Bandleader in whose area covers their location.

The Supply Officer will make periodic reports on the general status, condition and availability, of all supplies to the Area Executive Officer.He will sustain his reports by inspections of Supply Dumps, and of the Major Storages...

The Supply Officer will know the locations of any substantial caches of supplies within the geographic limits of the Area Command. Any data concerning the best routes of access shall be included. Routinely these dumps will fall under the immediate control of a Band Leader. He shall have the position of providing for their protection.

The Supply Officer shall detail his requirements to the Area Command Intelligence Officer. From this source he shall receive all available information on the location of necessary supplies held in enemy depots and armories. In addition, those that are held in factories, retail outlets, and private establishments. The Intelligence Group, working with the Underground, should be able to provide a wealth of very interesting information.

The Area Command Medical Officer gives his requirements to the Supply Officer. An intensive effort should be made to cache supplies of surgical tools, drugs, medicines, anti-biotics, dressings etc.. This effort shall be made as early in the game as possible.

The Area Commander shall detail his specific needs for missions, and strikes, to the Supply Officer. This may consist of weapons, demolition material, and vehicles. The Supply Officer must be prepared to brief the Area Comm, in fine detail, on exactly what can be furnished.

All communications relative to supply, forwarded from Teams and Bands, shall be forwarded only through the Band Executive Officer. This man shall operate as a clearing house for the Band. He will evaluate all requests, and notifications, before forwarding them to the Area Supply Officer. This is necessary to avoid duplication. It is also necessary that a policy of complete honesty be followed in reporting shortages and surplus. The securing of such material may expose men to detection and death.

Standardization of Equipment

The creation of equipment standards will greatly assist in taking the pressure off the procurement function. This process is particularly applicable when dealing with weapons. As the Guerilla organization increases in size, and in scope of operations, the supply problem will become more complicated. If the effort is not directed toward standardization at an early stage, this problem will have a hamstringing effect on procurement. It will be frustrating to try securing 40 types of ammunition for 40 different kinds of weapons. This same principle applies to most equipment. In practice, standardization cannot come near perfection but the proliferation of variables can be limited by the use of common sense. Unfortunately, the acquisition of materials by guerillas are unorthodox. However, even in the act of larceny one can be selective.

Allocation of Supplies to Sites.

In building caches of material, follow the old adage of "don't put all your eggs in one basket".

Rather than a cache of ammunition, and another of medicines etc. ——— have the cache include supplies of several types. If the place is then discovered, it will not have the effect of depleting a stock, in its entirety, of one necessity. If one has, for example, 3 different types of rifles to store —— store only rifles of one type in any one of the caches. Include only ammunition usable in these weapons. This will

prove useful in arming a group from the cache. It will also help in the preservation of standardization.

In every storage include some articles of clothing, food, water, and a kit of first aid supplies. All of these will prove useful to men on the run from the enemy.

Essential Miscellaneous Supplies

The Guerilla has many needs. Not a few of these have no concern with filling the belly, or fighting the enemy physically. The Guerilla is a consumer of a great many things. Some of these are more necessary than others. Unrestrained pack-ratting is not the answer. Judgement must be exercised in the selection of supplies. In addition, the risks involved in procurement must be taken in consideration. Following are items that are essential:

1. Printing equipment, and the paper to supply it, are necessities. The Resistance must be prepared to establish informational, and propaganda, laison with the general population. Control of all communications media by the enemy will exact its toll in brain-twisting of the public mind. Printing materials should be acquired, and stocked, for use before the day of committment. Paper bullets are as important as those made of metal.

2. Machine, and hand, tools should be cached against the time of need.. Such equipment will be difficult to obtain once the enemy has taken over the powers of government. Underground machine shops can be installed in remote areas, secure from observation.

3. Communications gear such as transmitters, and receivers, must be obtained, and stored, for future use. These are the nerves that shall link the Resistance together.

4. Espionage equipment such as cameras, binoculars, microphones, pocket tape recorders, etc. should be available for issue to UG agents.

5. Fuel, and lubricants, for transport vehicles should be stored. Major supplies of this material will be controlled by the enemy. Gasoline has the added attraction of utility in the fabrication of incendiary weapons.

6. Materials for the forging of documents are necessary. These will be such items as special papers, special inks, engraving equipment, and typewriters. Agents will find this material especially useful.

Selection of Stroage Sites

Sites chosen for storage must be carefully selected, whether they be small caches, or large dumps. The selection process is best accomplished in advance of guerilla conflict. The following characteristics are basic to the location of a good site:

1. The site can be entered without exposure to observation. Spotting by aircraft must be guarded against. Modern camera equipment can clearly photograph an object one inch in diameter from an altitude of, at least, 50,000 feet.

2. The actual entrance to the site must be concealed so that intensive search will be required to locate it. Large dumps are best located in remote areas, where the terrain is difficult to negotiate.

3. Gaining access to the site should not be unusually difficult. Time in recovery of supplies may be critical when under enemy pressure.. Putting on a diving suit, and going after them at the bottom of the river, may be more strenuous than necessary.

4. Tactical consideration must be given to the selection of the site.. They should be chosen, as far as practicable, to minimize distance to points of operational usage. For example, incendiary material or small arms ammunition should not be stored a hundred miles away out in the hills and far from the place of need. Of course, we are not talking about major dumps in guerilla-controlled areas.

5. In areas largely controlled by the enemy, the storage quantities in the site are kept small. The exception to this will be the marshalling of equipment, on a temporary basis, as a prelude to a strike..

Maintenance of Sites

All storages should be inspected periodically. This is necessary to check the condition of the contents. If the site appears to have been tempered with —— it will have to be abandoned. During such inspection, the possibility of booby-traps must be considered. You may expect such devices if the site has been entered by enemy agents.

A visual inspection of the stored material will suffice on a short schedule. It will be necessary, however, at longer periods to conduct a quite thorough examination of the items. Particular attention must be paid material that is subject to deterioration by aging, or factors such as moisture which may be present. The Supply Officer will publish a schedule of inspection-tours for the important sites.

It is not enough to stock supplies, and protect them against detection... They must be intelligently protected against deterioration. The utmost in protective packaging must be provided. They must be protected against any excessive heat, moisture, and animals. On materials subject to breakdown by aging, dates of storage, and manufacture if possible, should be marked on the packages. Following are some notes on storage:

a. Equipment made of metal should be covered with a thin layer of grease. There are chemically treated cloths, and papers, that inhibit oxidation when used as containers.

b. Moisture, and heat, are the enemies of the propellant powders used in ammunition, and the explosive compounds used in demolitions. This material should be protected by enclosing them in moisture-proofed containers. Do not store them where they are subject to a source of heat other the normal atmosphere. If this rule is not observed, the deterioration of this material is certain to follow.

c. Study the topography of the site area. Do not choose a location that might be subject to flooding. The enclosure must exclude rain. If possible, it should be well insulated from radiation heating by the sun. It must be secure against entry by animals.

d. Food should be stored in sealed containers for protection against insects and rodents.

e. Choose foods that resist spoilage, and do not readily freeze. Any water should be in closed containers that will not break when the water freezes. Bacteria will grow in water unless it is treated.. Treat it with chlorine tablets, or a few drops of iodine solution (common concentration). Iodine is also effective in the treatment of suspected drinking --- at any time.

d. Clothing should be in closed containers to protect against insect damage. A steel drum, or wooden barrel, with a secure top makes a good storage container. A rag soaked in formaldehyde, and placed with the clothing, will protect against mold.

Storage in the Home

During the period prior to guerilla committment to the field, members of the Guerilla force, and the Underground, may be obliged to store equipment in the buildings where they are living. Following are a few ideas on such storage:

1. In a home equipped with metal furnace ducts, these may be used as hiding places for metal equipment. Registers may be removed as an access. The metal in the ducts will serve to prevent registration by metal detectors.

2. Partitions between rooms are useful for storage. Access to space between the walls may be gained by removing a facing from a door frame. A false ceiling can conceal a large quantity of supplies.. False walls may serve the same purpose.

3. More elaborate modification of structures may include underground rooms leading from basement walls. Concrete doors may be installed into the concrete walls. If the walls are paneled, a removable section may be fitted. Furniture may be utilized to obstruct the entrance, as an added precaution. Ventilation may be provided for by venting into a furnace duct. If persons are to be concealed in the room, provide two ducts --- one for entry of air and one for exhaust. Install a small fan to force air into the room.

4. A hole dug in the floor of a garage, or other outbuilding, fitted with a cover and covered with odds, and ends, will serve. Wooden boxes with false bottoms may be used, or old furniture fitted out with concealed compartments.

5. Where the home is a farm, other methods may be used. A false bed in a wagon provides a lot of room. Equipment in water-proof boxes may be lowered into a cistern. The container may be fitted with a wire loop to aid in recovery by a hook on a pole or rope.

Supplies may placed in storage bins, and silos, and covered with grain. They may be concealed inside of hay bales. They may be boxed and buried in a field, or in woods.

Hollow trees, where access to the hollow is gained by climbing in the tree, are readymade storage sites.

Caves may be used, but they should be small and with well-concealed entrances. Passages into rock crevices may be used. Fasten the container to a length of wire, and with a pole push the container into the passage. Conceal the wire by burying the exposed section. When the container is to be removed, dig up the end of the wire and pull.

Enemy Stores Requisitions

The Supply Organization, unfortunately, has a limited number of sources.. There are only two --- the Enemy, from whom it may obtain equipment through combat or larceny --- and the Underground apparatus of the Resistance forces. Constantly on the move, the Guerillas become alienated from the normal sources open to the home-rooted citizen. Without the assistance of Underground the guerilla cadres will be in trouble.

As the conflict developes, and the army of the people gains in resources and strength, the supply needs of the Resistence will become insatiable.. Only the industrial processes of the enemy will be adequate to satisfy a demand of this magnitude. Enemy stores must be raided, and the ability of his industry to produce must be destroyed. Anything that cannot be carried away must be ruined, and its utility denied to the enemy. If this cannot be accomplished, the future of the Resistance will remain in jeopardy. The overall objectives of this operation are as follows:

1. Sustain the needs of the Guerilla organization.

2. Deny adequate supplies to the Enemy forces by interdiction of their transport, and strikes against his supply depots and bases.

3. Limit his productive capacity by sabotage, and strikes against the industrial plants that outfit his forces. Destroy his fuel supplies and his sources of electrical energy.

4. Divert his military, and police, power toward the guarding of installation, and transport. This will reduce the enemy forces that may be placed in the field for operations against the Resistance forces. This is the most effective method for hamstringing the military capability of the enemy. It is worth the greatest effort on the part of the Resistance.

5. Produce a stimulating effect on the, generally, inert masses of the captive country. The enemy may mask many of his military defeats, and tactical failures, in the field --- but he cannot disguise the destruction of his works in full view of the people.

Relationship with the Non-Enemy Population

It has been amply demonstrated many times, in the history of Guerilla Warfare, that the sympathy of a large segment of the people is absolutely a necessity for the success of the Guerilla movement. The ruthless confiscation of supplies from the population by the Guerillas, and their adherents, will go far in alienating this sympathy. Food is the item that is most usually involved. The captive population may be on a ration basis--- and the appropriation of the food may result in extreme hardship. Only an emergency should result in the involuntary requisitioning of any supplies from the people. Certain procedures, based on common decency, should be observed if this action becomes necessary:

1. Use no brutality, threats, or intimidation on the persons contacted. Extend sympathy for any problems that are created.

2. Explain the necessity of the situation. Make the point that fighters of the Resistance have no other intentions than the final, and full, restoration of the country to its rightful owners, which they are...

3. Take nothing more than is necessary. If the item is food, do not deplete the total from which it is taken. Each situation must be fairly judged.

4. Assure the persons involved that the value of the requisition shall be reimbursed at the earliest opportunity. If money is available, pay them immediately. Tell them that guerilla aid, and protection, will be extended to them from this point on. Warn them, however, against any disclosure of their visit from the Resistance.

5. Before leaving, invite recruits into the Guerilla movement. Turn the names of any who respond favorably over to Intelligence for checking and future disposition. Do the same with those who are obviously out of sympathy with the movement. When taking departure, do so on a friendly, and complimentary, basis.

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Weapons - Firearms

Firearms, in the usual sense, are hand-carried weapons that discharge missles by burning gunpowder. It would require a library of books to describe all of them in detail. However, this is not a technical manual --- we are going for practicality, and will simply recommend reliable types of firearms that it is possible for the average citizen to obtain. During the pre-revolutionary, and pre-takeover, environment --- we have the legality-of-possession factor with which to reckon. This is the environment under which we are now existing. The determination of the types of weapons acquired during this period will be, in effect, limited by this factor. Whether you realize it, or not, the laws that have been enacted by the various legislatures are aimed directly at your ability to arm yourselves. They will have little effect on the forces that shall compose your opposition. Reason --- your government, in large measure, is in conjunction with them.

When the conflict forming on the horizon developes, the Resistance will make every effort, by raids and larceny, to obtain modern equipment for the forces of the Resistance in the field. From this moment until "T" (takeover) day, we must understand what we can do without running afoul of the law and crippling the buildup of our forces. Calculated risks must be taken, but they will, and must, be calculated and not stupid.

Firearms may be classified into the following groups:

a. Pistols
b. Revolvers
c. Rifles
d. Sub-machine Guns
e. Machine Guns
f. Shotguns

Firearms by Classification

Pistols.... these are, in general, semi-auto, magazine loaded, blowback or recoil operated weapons that can be fired with one hand.

Ballistics: Muzzle velocities range from 600 fps to 2000 fps. Weight of bullet varies from 40 grains to 250 grains.

Tactical: Used against personell only. Penetration in armor is nil... Penetration in other barriers low. Use of AP(armor-piercing type) against autos, and other unarmored transport, at very short range, is fairly effective when the more powerful calibres are employed. However, such usage is very limited.

Choice: Reliability... Should function well under combat conditions. Should not be sensitive to dirt and heat. Simplicity of the design is desirable. Spare parts should be available.

Ammunition... Ammo used should be of a common variety, of a calibre that is easily obtained. Military calibres have this feature, and can be obtained at lower cost. Weapons and Ammo can be more easily matched by involuntary issues from G. I.. supplies.

Firepower... Magazine capacity should be large, the bullet energy high, and possess the quality of rapid operation with no jamming.

Type... The selection of a pistol is given below in order of preference:

1. Browning Hi-Power, cal. 9mm Luger, equipped with a 13 shot magazine. Buy an extra mag. for each pistol.

2. Walther P-38, cal. 9mm Luger, equipped with an 8 shot magazine. Buy an extra mag. for each pistol.

3. Colt Model 1911A, cal. 45 ACP, equipped with a 7 shot magazine. Obtain an extra mag. for each pistol. This is a weapon that needs no introduction, it has been a military standard for years.

Revolvers.... these are, in general, equipped with a revolving cylinder, a device that indexes with each shot fired. A side loader will be preferable to a top loader, as the former has a frame design that is inherently stronger, and is less likely to loosen and misalign.

Ballistics: Relatively the same as pistols. However, more powerful cartridges may be obtained than for pistols.

Tactical: Same performance level, generally, as for the pistol. In extended firing, the pistol should exceed the revolver in delivery of fire. The loading of the cylinder requires more time in execution than the insertion of a full magazine. In addition, the cylinder will hold less rounds than the pistol magazine. For the average shooter, the double-action trigger will reduce the accuracy of fire from a revolver.. When used single-action, the rate of fire is reduced.

Choice: Same as that of the pistol. Malfunctions are slightly less because of simplicity of design. The mechanism is less sensitive to dirt, and cold temperatures.

Type... The selection of a revolver is given below in order of preference:

1. Those of reliable gunmakers in the .357 Magnum calibre with a 6" barrel. These will also fire the very common cal. 38 Special amunition.

2. Those of reliable gunmakers in the .45 ACP calibre, and equipped with a 6" barrel. This is a common cartridge and easily obtained.

3. Those of reliable gunmakers in the .38 Special calibre with a 6" barrel. Ammunition is easily obtainable.

Rifles.... These are, in general, a semi-automatic, clip or magazine loaded, gas operated weapon. The type most suitable for pare-military use is a standard military-type weapon. Of course, there is no objection, other than pre-revolutionary legality, if the weapon should be capable of full-auto fire. Prior to larceny committed against the enemy, guerilla rifles may be limited to the semi-auto type.

Ballistics: Muzzle velocities range from around 2000 fps up to 3600 fps. Bullet weights vary from about 60 grains to 180 grains.

Tactical: Rifles are, for the most part, effective against a personell target only. Penetration in armor is nil or next to it. Against other barriers it is quite low. Using AP bullets, rifles are effective in use against unarmored transport vehicles. While of use against wood barriers, they are useless against a barrier constructed of masonery.

For the average shooter, such weapons are limited to an effective range of about 500 yards. A sniper rifle, equipped with a scope, and in the hands of a good marksman can obtain hits at 1000 yards with a high degree of frequency. A rifle lacks the fire power of a sub-machine gun at close range, but at the longer ranges they offset this advantage with greater accuracy. An assault rifle capable of full auto-fire will produce well at short ranges, however, it is not the equal of a semi-auto in accuracy at the longer ranges.

Choice: Same as that of the pistol. In addition, the basic factors listed below should be considered:

1. Weight should not be excessive —— nor that of the ammo it uses. This should not be considered to the point where firepower, reliability, and accuracy are adversely affected. Excessive weight, however, reacts against an easy mobility of the Guerilla fighter. This soldier will not have the constant advantage of mechanical transport. Imagine the terrain of the most abominable sort, and the stress of physical exhaustion —— and you have the complete picture.

2. The weapon should be capable of at least the firepower of semi-auto. Of course, auto-fire is desirable —— but during the pre-revolutionary phase of the struggle, one must weigh the desirable against the risk of detection by minions of the law. Remember, a gun under the bed is better than one buried somewhere out in the woods. Of course, there is no objection to one having both. Make the weapon under your bed the legal one, however.

Type... The selection of a rifle, for practical reasons, must be based on what can be obtained now. Below in order of preference, are weapons which can be obtained now, and legally possessed.... Consider them tools which may be used to pry something superior loose when the action starts.

1. U.S. Carbine cal. 30. Whether it is of the M1 variety —— or of the M2 with the selector switch dismantled, have the necessary conversion kit that will render it capable of a full-auto fire delivery. Conversion kits can be fabricated by yourself, or obtained from the right sources and installed when needed. Before the additional hardware is added to the weapon it is an ordinary semi-auto piece.

   The ammo is cheap, and easily obtained. Carry a minimum of four 30-shot magazines on your belt, and one in the weapon. One trick is to tape 2 magazines together, reversing ends on each, and leaving enough offset to allow insertion into the receiver. When mag is depleted, simply swap ends. Any combat G. I. knows how. Buy your extra ammo with the stripper clip for fast loading of the magazines. Carry the kit of repair parts, consisting of an extractor, an ejector, a firing pin, an oiler, and the special tool for stripping..

2. U.S. Rifle M1, cal. 30. The ammo for this weapon is easily obtained. Purchase only the military ammo —— in bell, or in AF. Carry all your ammo in the 8 round clip for faster loading. Carry a repair kit consisting of an extractor, an ejector, a firing pin, an oiler, and the special tool used for field stripping.

   The M1 rifle, of course, possesses much greater power than the Carbine as regards bullet energy, and penetrating quality into any substance. However, in extended delivery of fire the Carbine gets the nod. In addition, the ability of easy conversion into full automatic fire by the Carbine is of great value. The Carbine, and its ammo, are very light of weight —— an exellent characteristic.

Shotguns.... The type most suitable for para-military use, in general, is a slide action, short-barreled (18-19 inch), and 12 gage. The gun should be capable of handling the magnum loads.

Ballistics: In shotshells there is a great range of sizes in pellets used. The smaller the pellet, the greater the density of the shot pattern on the target... That is to say, more pellets will strike within a given area. The larger the pellets, the less it is true. However, the sustained velocity, pellet energy, and range is greater with the larger. For military use, it is the more desireble. It has better penetration, greater stopping power, and against a target as large as a man, the density of the pattern is not as essential.

Our choice for all around efficiency is the size designated as no.4 Buck. This pellet has a belt

diameter of 0.24 inches, and the weight is 340 per pound. It will penetrate the body metal of an automobile plus 4 or 5 inches of wood at ranges under 50 yards. Muzzle velocity is about 1100 fps.

Tactical: It is useful against unshielded personell only. It is a very good weapon for street fighting. Against a man target, under 100 yards range, a charge of 4 Buck is devastating. Shot dispersal makes this weapon very effective against any massing of unprotected personell within its range. It is not suited for adoption as a basic weapon, but Guerilla Bands should possess a few.

Choice: The choice of a combat shotgun should be governed by the factors of reliability, availability of the spare parts, supply of ammo, and sensitivity to a dirty condition.

Type... Models offered by relisble gunmakers are preferred... War surplus, with the short barrel, are sometimes offered in sporting magazines. If you are unable to obtain the shorter barrel, have a gunsmith make the alteration and remount the front sight.

Sub-Machine Guns.... These weapons are, in general, full-automatic fire, blow-back operated, magazine fed, and fire pistol-type ammunition. They may have a fixed stock, or a folding stock. Most have firing pins, and some have a stud fixed in the center of the bolt. Simplicity of design characterizes design of most modern versions.

The sub-machine gun has a shorter barrel than a rifle, or a carbine. With the stock, it may be held against the shoulder while firing. With, or without, the stock it may be held in the hands while firing. Due to the low power, using a pistol cartridge, nearly all of the weapons operate on the blowback (inertia) principle. This principle depends upon the delay in moving back, after firing, of a heavy bolt. This delay is the inertia effect, and allows the bullet exit from the muzzle (reducing barrel pressure) before the bolt moves from closed position.

Firing Cycle of a Typical Sub-Machine Gun:

When the weapon is cocked, the bolt is drawn back and compresses a driving spring. It is retained in the open position by engaging the sear of a trigger mechanism. When the trigger is pulled, the sear disengages from bolt. The bolt is then driven forward by the compressed driving spring. As it is moving forward, the face of the bolt strikes the top cartridge in the magazine and carries it forward into the breech of the barrel. When the case of the cartridge seats in the barrel, the bolt continues to move slightly forward and the lip of the extractor snaps over the annular groove at the base of the cartridge. The firing pin is extruded from the face of the bolt, and striking the primer of the cartridge —— fires it.

The firing generates pressure in the barrel from the expanding gases. This pressure drives the bullet out of the barrel. It also thrusts the case of the expended cartridge to the rear. The case moving back, carries the bolt with it. The bolt continues to move rearward. During this movement the case strikes against the ejector, and is removed from the grip of the lip on

the extractor. The case is thrown out of the ejection port in the bolt housing. The bolt continues to the rear, further compressing the drive spring. When the spring is fully compressed, the bolt reverses direction and moves toward the barrel. The next firing cycle has begun.

If the trigger is still held back, the bolt will complete its forward motion. If the trigger has been released, the sear will engage the bolt ------ holding it in the open position. The weapon does not have to re-cocked. A release of the trigger will begin the firing cycle. To de-activate weapon, remove the magazine and pull the trigger. Replace the magazine. To prepare for firing, pull back the bolt until it engages the sear.

Ballistics: The ballistical properties of a sub-machine gun are similar to those of a pistol, when using the pistol cartridge.

Tactical: It is useful against unshielded personell. It has the same barrier penetration as a pistol of the same type of ammo... It's high cyclic rate of fire gives it a distinct advantage over semi-auto weapons. It is an exellent close combat type weapon. In surprise assaults, it quickly mounts superiority in firepower. It is very effective for providing a covering fire for closing attacks at short ranges. Of course,we are referring to unfortified, and unarmored, positions.

The sub-machine is a short range weapon. The ammo which it fires is of low power --- and accuracy is not a feature. It has an effective range of, perhaps, 200 yards --- depending upon the terrain, and the target definition. It is an ideal weapon for the hide-and-seek environment of urban warfare.. Under these conditions is superior to the semi-auto rifle.

Choice: Up to date weapons systems will not be readily available to stock guerilla stores. The types most likely to be acquired prior to larceny against enemy supplies --- are weapons in use during WW2. Following are some of the more reliable of this group, listed in order of preference:

1. Thompson M1A1 & M1A2, cal. 45 ACP, magazine fed,and blow back operated. Manufacture is U. S..

2. Sumoi, cal. 9mm , magazine fed, and blow back operated. Manufacture is Finland.

3. Schmeisser M38, 9mm, magazine fed, and blow back... Manufacture is Germany.

4. Beretta, M1938, 9 mm, magazine fed, and blow back.. Manufacture is Italy.

5. Sten Mk. 2 & 3, 9 mm , magazine fed, and blow back. Manufacture is Great Britain.

6. Reising Mod. 50 & 55, 45 ACP, magazine fed, and of retarded blow back design. Manufacture is U. S..

Light Machine Guns.... These weapons are, in general, full automatic fire, recoil operated, belt fed, and fire ammunition in the military rifle class of firearms. Technically speaking, light machine guns are not hand-carried weapons, however, they are portable by the legs of a Guerilla warrior.

The light machine gun is considered a short range piece. It has an effective range of 1200 to 1500 yards --- depending upon conditions of terrain , target definition, and cover of personell exposed to the fire. The M-gun reached its peak of tactical acceptance during World War 1. It was used at ranges over 2000 yards against unseen targets. The result was plunging fire into selected zones. The object being to subject an enemy occuppied area to a hail of bullets. This function has lost favor with the increased mobility of infantry, and the abandonment of trench warfare. It has almost completely been superceded by projectiles armed with explosives.

The light machine gun, usually, requires a crew of two men.One carries the weapon, and the other carries the ammunition. Assault rifles have to large degree replaced the LMG. The LMG is superior to the assault rifle when it is fired from a fixed position. It is capable of a higher rate of sustained fire. It is more accurate when fired from a mount than a weapon fired from the shoulder. Light defensive positions, and light personell carriers, still employ the machine gun as a basic weapon.

Ballistics: The ballistical properties of a light machine gun are similar to rifles using the same cartridge.

Tactical: The light machine gun, firing in rifle calibres, is effective against unshielded personell. It is effective when used against light, unarmored vehicles. Used upon armor it is of no value. Penetration of various materials is the same as a rifle. Since it must be fired from a fixed position,care is necessary in choosing this position. The position should be one where there is good visibility of the surrounding terrain. It should provide a wide arc of fire. It should include the ability to train on the potential avenues of advance by the enemy. From a defensive standpoint, the position must provide good cover from ground, and air, attack. Avenues of retreat should always be considered. The aim of a guerilla fighter is not to die a hero, but to inflict the greatest amount of damage on the enemy without getting killed.

Choice: Light machine guns of American manufacture are preferred... Ammunition, and spare parts, will be more readily available.

Miscellaneous... In this category may be included such items as sawed-off, and pistol, shotguns. In addition, there are air pistols and air rifles. Some are pumped up, and some employ a CO2 cylinder.

These air devices have some value when used to propell a missle containing a knockout drug, or poison, much as the blowgun is used. They have the advantage of being relatively noiseless, when compared to a weapon using gunpowder. They may be obtained from veterinary supply houses. They are normally employed in subduing large animals, such as cattle or horses. Of course, knockout drugs are used with the missle in such cases.

The application of such devices in guerilla warfare may be directed to the abduction of political prisoners. The missiles of an ordinary airgun may be altered, with ingenuity, to accomplish the same purpose as the veterinary type. The missiles best suited for this purpose is the one called a "dart"..

In the poison category there is a device known, generally, as a cyanide gun. It projects a cloud of poisonous cyanide in the victim's face - either by exploding a cartridge of low power or propelling it by gas. The cartridge is packed with the deadly agent. Ruthlessness of the worst type must be required to utilize this weapon. Political assasins are known to use this method. Our enemies may use this weapon against us. We do not recommend this, or similar, weapons for use by our people. This would classify us with enemies who have no moral compunctions.

Laws Governing Possession of Firearms

Laws controlling firearms will get more, and more, restrictive as time goes by. In the not-to-distant future, possession by the average citizen of any firearm will not be lawful..... Legislative bodies, on all levels of government, generate bills curtailing possession on an almost daily basis. On the federal level the basic law, for the moment, governing firearms is the "National Firearms Act of 1934" as amended in 1960, the "Federal Firearms Act of 1938, and the " Gun Control Act of 1968". Following is a survey of these Acts:

National Firearms Act of 1934.

The transfer provisions of the Act are, perhaps, the most important aspect for the average individual. The firearms for which a tax of $200.00 is levied against each transfer of possession is as follows: Machine guns --- Silencers ------ Rifles having a barrel length of less than 16 inches --- Shotguns having a barrel length of less than 18 inches --- Any rifle or shotgun converted to have an overall length of less than 26 inches --- Combinations having rifle and shotgun barrels with barrel lengths less than 12 inches.--- Concealable weapons made or designed to be used with shoulder stocks...

The firearms for which a tax of $5.00 is levied against each transfer of possession is as follows: Pistols and Revolvers, and other concealable weapons --- (exception under 7 above). Combinations having rifle and shotgun barrels with a barrel length from 12 to 18 inches, capable of but a single discharge from each barrel.

If a firearm, to which the higher tax applies, has not been obtained through a compliance with the Act, the receiver or possessor must register with the Secretary of the Treasury, or his delegate, the serial number of the gun, his name and address, place of employment, and the address where the weapon is generally kept. This provision has special application to persons inheriting the firearm, having obtained it as a war relic, or gained possession prior to the Act.

The law applies to individuals who may make such a firearm, or want to transfer one. Cutting down the barrel length of shotgun, or rifle, below the prescribed lengths constitutes the manufacture of a firearm covered by the Act. Filing a sear of a semi-automatic weapon to make it fully automatic is likewise treated as a manufacture. A firearm as defined by the Act, is transferred when pledged,

assigned, leased, loaned, sold, given away, or otherwise disposed of. The doing of any of these things must be in accordance with the Act. If the "transferor" has not paid the tax, both he and the "transferee" are liable for such tax.

The mere possession of a firearm not transferred in accordance with the Act, or registered, or with identification marks mutilated, is deemed sufficient for a conviction under the Act unless a jury is satisfied with the explanation of the possession. The penalties for violation of the Act are a fine of $2000.00, or an imprisonment of not more than 5 years, or both. In addition, the firearm shall be considered contraband, and may be seized by authorized agents.

Transfers exempt from the Act include firearms that are unserviceable, and are transferred as curiosities, or ornaments. However, the person making such transfer must file an information report to the Secretary of the Treasury, or file it with his agent.

National Firearms Act of 1938.

This is the Act that controls interstate commerce in the shipment of ammunition and other explosives. It also regulates the shipment of concealable weapons.

The Act makes it illegal to ship pistol, and revolver, ammunition, except by a licensed dealer, in interstate commerce. Shipment in foreign commerce must also be by a licensed dealer. It makes it unlawful for any person to receive such an item knowingly; or having reason to believe them shipped by an unlicensed dealer, or manufacturer --- and then to have received them. The Act makes it unlawful to ship to any person indicted, or convicted, of a crime of violence; or to one who is a fugitive from justice. Such a person may not receive, or ship, any firearm, or pistol, or revolver ammunition. In addition, the Act provides penalties for the shipping, or receiving, of stolen firearms or ammunition. It also prohibits the shipping, or receiving, of a firearm from which the serial number of the manufacturer has been removed, or mutilated.

Exempted from the Act of 1938 are --- officers of government warehouses, banks, public carriers, express and armored truck companies, and research laboratories as designated by the Secretary of the Treasury. Also exempt are shipments of --- antique, or unserviceable firearms, and ammunition. In addition, is exemption of shipments to institutions, organizations, or persons to whom they may be lawfully delivered by the Secretary of War (Secretary of Defense), and the transportation by the recipients while engaged in military training, or in competition.

Postal Regualtions of the Act concerning firearms are as follows:

1. Mailable are "unloaded rifles and shotguns". Mailable, also, are ----- "unloaded concealable weapons" only to Officers of the Armed Services, Law Enforcement Officers, Government Property Watchmen, and dealers and manufacturers by other dealers and manufacturers.
2. Mailable are antiques, or unserviceable, weapons sent as curios.
3. Unmailable are explosives, or loaded weapons, of any kind.

Gun Control Act of 1968.

This is the Act which further restricts the "interstate" commerce in firearms , and ammunition. In addition, there are other provisions. Listed below are high-points of this Act:

1. Licensing of Dealers.... Covers the licensing qualifications, and fees for obtaining a federal firearms license.

2. Records to be kept.... The dealer must record the name, age, and residence of any purchaser of firearms, or ammunition. A description of -- the firearm, or ammunition, sold must also be recorded.

3. Interstate Shipments.... Ships interstate to, or from, an unlicensed person is prohibited.

4. Age of Purchaser.... The purchaser of rifles, and shotguns, and ammunition for same, must be at least 18 years of age. The purchaser of any handgun, and the ammunition for same, must be at least 21 years of age.

5. Handguns.... A dealer may not sell, or deliver, to any non-resident of the dealer's state --- except for the loan, or rental, of a handgun as for temporary use for lawful sporting purposes.

6. Rifles and Shotguns.... A dealer may not sell, or deliver, to any non-resident of the dealer's state except as follows:

   To a resident of a contiguous state, if that state permits such a sale or delivery. The purchaser must submit an affidavit in that form required by the statute. It states that his receipt of said firearm is lawful under federal, state, and local law. It must -- designate the identity of the chief law enforcement officer in his place of residence. The dealer, prior to delivery of the firearm, shall forward the affidavit, and a description of the weapon , to the designated chief law enforcement officer by registered mail. Before delivering the firearm, the dealer waits 7 days after receiving the postal registration receipt (or notice of the refusal to accept delivery of the affidavit).

7. Qualifications of Purchaser.... A dealer must not sell, or ship , if he has reasonable cause to believe that the purchaser is a --- "fugitive from justice", or under indictment for, or has been convicted of a felony. He must not sell, or ship, if he believes the purchaser is a narcotic addict, or an unlawful user of marijuana, or any depressant, stimulant, or narcotic drug. He must not sell, or ship, if he believes the purchaser is an adjudged mental incompetent, or has been committed to any metal institution,or to any psychiatric institution.....

.....

States, and Municipalities, have widely varying laws on the books. These must be consulted for whatever location one may be a resident of. According to prevailing interpretation, "Ignorance of the law is no Excuse".. Since these laws are constantly in the process of change (inveriably to the restrictive side) knowledge concerning them must be frequently consulted, and updated. Protect yourself by being familiar with all of the firearms laws affecting you. If one finds it necessary to violate such laws, at least do not be apprehended through stupidity, or ignorance...

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Chapter 9.

Weapons Other Than Firearms

In this chapter is a survey of weapons that the Guerilla may be called upon to employ, and which will be employed against him. Since this is not a technical work on ordinance, we are not going to detail the operation, and construction, of these weapons. There will be military men among you who will provide instruction in these aspects.

The following weapons will be discussed:

a. Heavy Machine Guns
b. Artillery
c. Rocket Launchers
d. Flame Throwers
e. Mines
f. Chemical Weapons

Heavy Machine Gun

The heavy machine gun is an auto-fire weapon. It comes in calibres ranging from above .38 calibre and up to, and including, .80 calibre (20 mm). The weapon, ordinarily, fires solid projectiles --- but explosive shells sometimes are utilized. The crew tending the piece usually consists of 3 men.. The ammunition is heavy, and transporting it on foot is difficult. Transportation is accomplished by a vehicle. The weapon may be mounted on it... It is not something to be hauled over rough terrrain by a foot soldier. It is not the weapon for small guerilla units --- greater firepower is available in less cumbersome, and weighty, devices.

The heavy machine gun will tear up an unarmored vehicle, and can be utilized, with some effect, against lightly armored ones. It is not effective in penetrating concrete, and masonery, structures more than 6 inches thick. It has an effective renge of about 2000 yards. Plunging fire beyond ranges of 2000 yards may be used with some effect.

Artillery

With the advent of aircraft as a means of long range delivery of explosives, artillery of very large calibre has gone into an eclipes. World War 1. was essentially an artillery, and machine gun, war. The decline of these dinosaur guns began before World War 11. The technology of the weapon had reached its practical limit. Extension of their range, and accuracy, could not be accomplished with practical solutions. The job of delivering large payloads of explosives was taken over by aircraft. They delivered them at distances far beyond the capabilities of the gun. Of course, now we have a device --- the rocket --- that will carry a load of destruction thousands of miles to the target. The artillery piece, however, is far from obsolete in its application. It has simply become more specialized. It fills a gap between Firearms and Aircraft.

Artillery may be classified as follows:

1. Automatic Cannon.
   These are, basically, extra-heavy machine guns. They come in a variety of sizes from above 20 mm (.80) inches to 75 mm (3.00) inches... They are mechanically transported weapons because of their size, and weight. The weight of their ammunition is also a determinant.

   They are very effective against lightly armored vehicles, and in use against most building structures. Heavy concrete buildings may not be penetrated. They are direct laying weapons, in that they are used on targets in the line of sight. Their effective range depends upon

the terrain, target definition, and the sighting system used with the weapon. Under average conditions it is about 3 to 4 thousand yards... The small bursting charge contained in their projectiles renders them relatively ineffective as a method of delivering explosives. They may be used very effectively against exposed personell, and lightly armored transport. They are not satisfactory in use against heavy tanks..

2. Rifle.
These weapons are encountered in sizes from 75 mm to about 100 mm.... They are, ordinarily, not constructed to deliver full auto-fire. They are bresch-loaded weapons, with the projectile delivered into the breech one at a time. They are mechanically transported weapons. Found mounted on tanks, and tank destroyers --- they are also mounted sometimes in light defensive positions. They are a direct laying weapon.. They have a very flat trajectory, with velocities in excess of a 3000 fps capability. They will penetrate several inches of armor, and will powder the average building structure of concrete, or masonery. They are most effective against armor when used with the shaped charge --- capable of burning through a foot or more. The range varies with the type of weapon, but is in the area of 5 to 8 thousand yards.

The tactical use of the Rifle is largely confined to employment against armored vehicles, light fortifications, and concentrations of men and transport. Use against personell is not completely effective --- being hampered by the rather small radius of the shell burst.

3. Howitzer.
This weapon is the heaviest piece employed by the ground forces. While it can be, ordinarily it is not, utilized as a direct laying weapon.. It does not have the very flat trajectory of the Rifle. In golf ---- it is like comparing the flight of a ball struck by an iron to a ball struck by a driver. It is at its best when employed against a target beyond the line of sight. Optical sighting is, then, discarded for a range computation based on the flight characteristics of the projectile. Fine adjustments of range, and deflection, may be made from the data transmitted by an observer.

Howitzers come in sizes from about 105 mm (4 inches) to 250 mm (near 10 inches). The massive projectile discharged by the weapon contains a large quantity of explosive. The shell burst has a large radius of effectiveness. The weapon is most effective in position shelling of a large concentration of men, vehicles, and material. It is very useful in the reduction of surface fortifications. In the reduction of those that are sub-surface, and strongly built, it has serious limitations. These structures will withstand intense shelling. Many attacking forces have encountered virtually intact resistence when storming positions that have been subjected to a dense pattern of shells. Of course it did restrict enemy surface activity, and served as a diversion during the time the attack was being prepared.

Since the howitzer is not designed as an optically-trained weapon, a rough terrain has little effect on its utility. The range of the piece varies, of course, with the type employed. It can be used, in the larger sizes, at ranges up to 12 miles. Despite its size, and weight, a good crew can position the weapon, and fire off the first round, in about 5 minutes. Guerilla defense against the howitzer consists of a mobility of forces, and concealment...

4. Morter.
This weapon is designed for high angle fire over the shorter ranges. The trajectory of its projectile describes the most curved course of any artillery piece. In contrast to other types of artillery, range of the mortar is decreased by elevating the tube, and increased when lowering it. The high angle of fire causes the projectile to plunge into the target from a nearly vertical attitude of approach.... This characteristic allows the weapon to be fired over intervening barriers and into a target screened out of the line of sight.

The mortar is a favorite weapon with guerilla forces. It has a high rate of fire for the weight transported. The size of mortar projectiles ranges from 37 mm to 120 mm in diameter. The smaller sizes are capable of being man-carried, and set up and fired by one man. This of advantage to small, mobile forces in sneak attacks. The mortar is a poor man's artillery piece --- light in weight, and simple to operate. It should be made an important part of the guerilla arsenal.

The mortar is single fire. Each round is loaded, one at a time, by hand. It is muzzle-loaded by dropping the projectile into the mouth of the tube. Ignition is instantaneous when the round strikes upon the base of the tube.

Once the weapon is zeroed in on the target, it can be fired as fast as the rounds can be dropped. Since the velocity of the projectiles is low, they are not very effective in penetrating barriers... Only the force of the explosion can effect an entry. However, it is very useful when used against lightly armored transport, and unshielded personell. The morter is an in-fighter and can be used against targets within waving distance. The mortar is great for sneak-in, and sneak-out tactics. No guerilla unit should be without at least one.

5. Rocket Launchers.
We shall limit discussion to the type developed for the infantry in the field. These can be carried on the back of a man. The weapon is one that permits the use of a larger projectile than is possible in one that developes recoil.

An artillery piece, burning gunpowder, developes enormous pressures from the expanding gases. This is contained by the barrel, and the projectile acts a plug in the barrel. The pressure acts with equal force in all directions. It blows the plug (projectile) in one direction, and the breech block in the other. The projectile, not being contained, exits from the barrel. The breech block, attached to the barrel, is blown backward and carries the barrel with it. The mass of the latter, and the recoil mechanism of the weapon, restricts its movement. The force generated by the recoil is transmitted, then, to the carriage where the great weight of the entire piece dampens out the force exerted against it.

A rocket launcher developes no significent recoil in firing. It is, simply, a tube open at both ends. Since there is no closure at the breech end of the barrel, against which the powder gases may thrust, there is no tendency for the tube to move back --- and hence, there is no recoil. The principle involved in launching a rocket is termed "reaction". The mass of the rocket reacts to the thrust of gases that are expanding at a terrific velocity, and are generated by the burning compound contained in the rocket. This means of propelling

a missle allows the tube of the launcher to act as an aiming device, but without being subject to the disadvantage of recoil.

The man-carried type of Rocket Launcher varies, in size, from about 2 inches to 4 inches in diameter. An example is the 3.5 inch model, developed for use by the U. S infantry. It is a smooth bore weapon of the open tube type. The tube is in two pieces that are joined together prior to firing. It may be fired from the standing, or from a sitting position. To save weight, many of the parts are formed of an aluminum alloy. The weapon is sighted on the target by means of the reflecting sight mounted on the tube of the launcher.

The propellant in the missle is ignited by means of an electric firing circuit which is completed through the shell of the missle. The electric squib in the propellant chamber serves as the primer. With a spring-loaded armature, current is produced to heat the squib. The armature rotates, after release, by pulling the trigger. The priming charge is ignited by the spark of the squib, which in turn provides the ignition of the propellant.

The burning gases ejecting from the rear of the tube are capable of inflicting serious burns on anyone in their path. The danger zone is in the form of a triangle. The apex of the triangle is at located at the rear of the tube. The gases fan out from this point and are then projected rearward. The distance from the apex to the base of this triangle is about 25 yards, and the base is about 25 yards across.

The Rocket Launcher, like the mortar, is a poor man's weapon. It has enormous firepower for its weight and size. The projectile of the 3.5 inch Launcher (M20B1) is capable of penetrating 12 inches of armor... This classifies it as a very effective anti-tank weapon. When firing, attempt to contact the target at an angle approaching the perpendicular. Glancing contacts are likely to be less effective. This tactical process has particular application to heavy tanks. The light tank can be, ordinarily, penetrated anyway.

Guided-Missle Launchers are currently in use by the armed forces retained by major powers. These are luxeries that may be denied guerills bands in the initial phase of their struggle. However, the older types of launchers can do a job. This is true, if they are utilized within their range limitations, and from ambush.

Flame Throwers

These weapons, in general, are devices which extrude burning fuel, through a nozzle, from a pressurized vessel. Flame throwers consist of man-carried, and vehicle-mounted, types. The operation, and construction, are similar.

There are three categories of fuel employed in the weapon:

a. Thickened Fuel.
This consists of gelatinous mixtures of petroleum-based liquid fuel, and a fuel thickener. The liquid component, usually, consists of gasoline --- to which is added fuel oils for the addition of body, and a reduction of volatility. Thickened fuels have a longer range of carry and greater persistence in sticking to the target. They deliver more

fuel on the target, on a percentage basis. Reason being --- less is burned in flight. The cross-section of the flame column is less and maintains velocity better at distances from the muzzle of the projector. These characteristics give better aiming quality. Penetration of small openings, such as gun ports in fortifications, is better.

b. Peptized Fuel.
This consists of "thickened fuel" to which viscosity reducing compounds have been added. This fuel is pourable, and has many of the desirable features of "thickened fuel". The cross-section of flame column is somewhat larger than that of the latter, but is smaller than that of the "liquid fuel". The range of projection is not as great as that of the "thickened fuel", and the ability to enter an opening is a little less. Peptized Fuel has a wider tactical application than the other types of fuel used.

c. Liquid Fuel.
This consists of a low-viscosity blending of fuel oil and gasoline. These fuels pour easily. The cross-section of the flame column, of course, is larger than either of the other types discussed. It is bushy in appearance, and is accompanied by billowing black smoke.. The range is shorter, and less fuel is delivered on the target at distances from the thrower. Penetration of openings is much less than when using the thickened or peptized fuels.

The effective range of the Flamethrower varies with the type, fuel used, and the direction and velocity of the wind. Throwers using liquid fuel --- should not be directed into winds of more than 8 miles per hour. When using thickened, or peptized, fuel they should not be directed into wind exceeding 15 miles per hour.

Unshielded personell are prime targets for flame-thrower attack. Casualties are produced by burning when the target is in the open air. When an attack is carried into a closed structure --- burning, carbon monoxide, and oxygen depletion, all result in casualties. Effective range for the portable type, without adverse wind effect, is about 55 yards. For mechanized types, the range is about 90 yards. WARNING.... new models may be developed that will project beyond these ranges.

The Flame-Thrower is an awesome weapon when used within its tactical and technical limits. Its main weakness is the limitation of range. Support weapons are needed for an attack. They will assist in suppressing enemy weapons fire, and divert attention from the Thrower operators. When launching a flame attack --- come in with the wind at your back. This may be even more important if flame response may be expected from the enemy position. Factors such as terrain, and the necessary path of approach to the position, may prevent utilizing this advantage. However, the factor of wind direction should be taken into account whenever possible.

Unshielded personell may get limited protection, at the outer limits of Thrower range, by protecting the body with a heavy blanket, a sheet made of metal, or any barrier that may be carried. The shield may be cast out when it is set afire. The best defense, of course, is a good offense.... Get the enemy Thrower operators before they barbecue you.

The portable type is, usually, fired in bursts of 3-5 seconds. This will tend to conserve fuel, and increase the range of the weapon. The pressure

regulator needs a few seconds to recover. This method also permits better aiming at the target, allowing faster correction of deflection when your target is in motion. Cross winds, at the longer ranges, will bend the flame column. Use Kentucky windage under these conditions.

Portable Throwers, ordinarily, use incendiary igniters to light the flame and the vehicle-mounted type uses a sparkplug for ignition. The more reliable of the two methods, in avoiding flame-out due to ignition failure, is the incendiary. Failure is rare, however, if proper attention is given to care of the device.

Without doubt, this weapon will be used against revolutionary forces, if the tactical situation is such that they will be useful. Burning up guerrillas will be the thing to do. After all they are irritants to their own countrymen. This results in those worthy people stomping around the countryside --- when they could be comfortably enthroned in front of the boob tube watching television on the government channels. F. S. there ain't no other kind of channel.

Mines

The mine is basically a defensive weapon. It does not search out the target --- but waits for the target to come to it. Like a spider, it awaits the fly. Mines come in all sizes and shapes. They are explosive charges , cased or uncased --- armed with missles or not ---. Two types are of special interest to Guerilla forces, and are listed below:

1. Anti-personell Mine.
   These are, in general, small charges for use against unshielded men on foot. The case will contain missles for producing casualties.... They are not effective against armored vehicles. They are widely in use for the mining of places where men must pass. They will be used in booby traps.

2. Anti-vehicle Mine.
   These come in various sizes, dependent upon the application. All of them contain a large bursting-charge. They are designed for use in the destruct of any, and all, vehicles. They may be effective when utilized against the heaviest tanks. They are of particular use to the Guerilla in the wreckage of enemy transport.

Mines, in general, consist of a trigger device, a primer, and a bursting charge. The devices used for triggers are as follows:

1. Mechanical Trigger.
   This device consists of a linkage which explodes the primer by percussion. This process is set in motion by disturbing the initiating end of the linkage. The percussion end, containing the firing pin, is usually spring loaded. When released, the firing pin drives into the primer. The explosion of the primer ignites the bursting charge.

2. Electro-Mechanical Trigger.
   This device consists of a linkage (switching arrangement), which upon being disturbed, energizes an electric circuit. The circuit upon being completed, explodes the electric primer.

3. Electrical Trigger.
   This device, usually, consists of a primary circuit, into which is wired the electric primer and a source of electrical energy. This circuit is held open by a switching arrangement. The switch is closed by activating a secondary circuit. This circuit may contain a photo-electric cell, or a sonic cell. The circuit is energized by breaking the beam of either one. It may also be energized by the distortion of the earth's magnetic lines of force, resulting from the intrusion of an iron-containing mass in the vicinity of a mine.

While the above devices are detonated by the presence of traffic, a mine equipped with an electric primer may also be exploded by a radio signal. Basically, the energizing circuit consists of a selective radio receiver wired into the firing circuit. Upon receiving a signal transmitted upon the proper frequency, a current is generated and amplified. The primer is exploded by the current passing through it.

Triggers, which employ a mechanical linkage in the primary mechanism, may be actuated by pressure --- as from a wheel, track, or foot. They may be released by movement of an object attached to the linkage, or by a trip wire in the path of man, or vehicle.

The art of prepering a mine for detonation in some unexpected place, or by some unexpected method, is known as setting a "booby trap". The Booby is the person who stumbles into the trap, and blows himself to pieces... While this a revolting method, it has become a standard practice of the armed forces of all countries.

Mine detectors are used in defining the location of concealed mines. The instruments are essentially metal detectors. For obvious reasons they do not work very well against devices that are not constructed of materials utilizing metals. The best defense against surprise detonation of mines is common sense. When operating in areas that are unfamiliar, especially where the enemy has access, avoid normal paths of traffic whenever it is possible. Avoid the "boobytrap" by disturbing nothing without a previous and careful examination. The bodies of dead persons, abandoned vehicles, and buildings are often wired for sound. Curiousity has taken the lives of many "cats".

Chemical Weapons:

These are devices which employ non-explosive chemical agents. They may be classified into the following general categories:

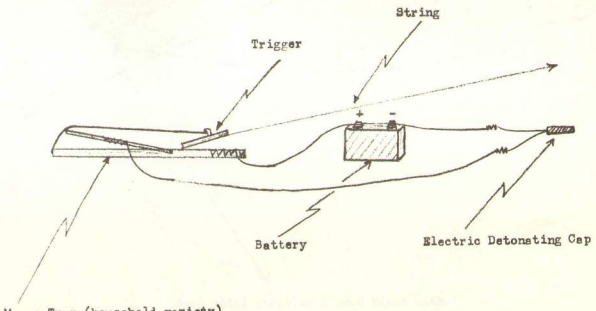
1. Incendiaries
2. Pyrotechnics
3. Poisons
4. Gases
5. Smokes

Incendiaries.
There are two general types of incendiary weapons. There is the hand-set and/or hand-thrown. This type will be discussed in the chapter entitled "Unconventional Weapons". The other type are those employed in artillery shells, or dropped from aircraft. They will be discussed in the chapter on "ABC Warfare"..

Incendiaries are well within the province of guerilla weponery. These agents are among the most important instruments in the hands of the men

Booby-Trapping

The Mouse Catcher.....

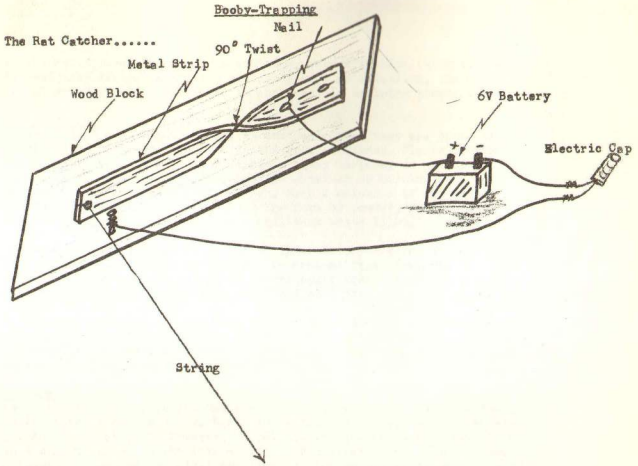


Wrap one battery lead around the wire bale of trap. Wrap the other battery lead around end of trap body, so that wire bale will contact when the trap is sprung.

Wire battery, and bale lead, to detonating cap as shown.

Stretch a light string, or thread, to an object and across a path of approach to the material to be investigated by the "booby".

WARNING --- make battery connection a last act of construction, or it might be your last act...



Nail metal strip to a wood block with 2 nails. Use light gage metal about a quarter inch wide. Twist 90 degrees - so that one section forms right angle with the block of wood.

Drive a nail in wood about one quarter inch from metal strip. To this one stretch light string, or thread, to an object across path of approach.

Run wire lead from nailed section of metal strip to terminal of battery. A second wire from other terminal makes connection with electric cap.

A wire lead from end of metal strip is connected to the electric cap. Circuit is now armed.

When string is pulled, the metal strip is deflected to make contact with nail to complete the electric circuit.

of the Resistance. They are, in addition, very effective in providing a diversionary tactic in strikes against enemy installations. The use of incendiaries should be included in any guerilla training program.

Pyrotechnics.

These devices are weapons, only, in the sense that they are of tactical significance. They are employed in the form of flares. Flares provide a light where light is needed to disclose enemy targets. In addition, they may be used for signaling. The light is obtained by burning some material that combines readily with oxygen. Such a material is the metallic element, magnesium. It is burned in the form of powder, filament, or in very thin ribbons. It burns with a brilliant white light.

Pyrotechnic material may be projected in artillery shells. It may also be used in rockets. Some devices may be dropped from aircraft. One may expect it to be used in all forms, where applicable, to act as a harassing agent in limiting guerilla nocturnal mobility.

Pyrotechnic material are inserted in the projectiles of auto-fire weapons. In burning, they track the flight of the projectile. This permits the tracking of targets by visual correction of gunfire. The projectile equipped in this fashion is called a "tracer".

Poisons

As a casualty agent, poison has been employed to a very limited extent, at least for many centuries. Bacteriological agents have supplanted its use for the most part. However, in political assassinations it may have some significance. In the determination of military wars it is of small account. In the area of civil conflict --- the potential of poison is of great importance.

The mass production of food, and water, makes the use of these materials possible on a large scale. They are not expected to be significant when used in anti-guerilla operations. The area of most extensive use is likely to be against population masses, in urban centers, by enemy agents.. The use of bacterial cultures , in the same manner, may also be expected and in a larger sense. The vicious nature of our antagonists does certainly not preclude their use, in any situation, where an adventage is to be gained. The best defense, for guerilla forces, against such a covert attack consists of avoiding intake of food, or water, from public source when there are indications the enemy is employing such agents.

Gases.

Gas is the most important chemical weapon in relation to the conduct of anti-guerilla warfare. It is a casualty agent of the greatest significance. One must remember that the status of a Guerilla is lower than whale manure, and that is on the bottom of the ocean. There are no recognized "rules of warfare" offering protection to a member of this class. He is not likely to receive any sort of consideration when engaged in combat.. A Guerilla is not to be simply killed, he is to be exterminated. In view of all this, gases can, and will, be used against the Resistence. It is well to be prepared for this contingency. The best defense against this hazard is the mobility, and concealment, of forces. However, when large elements are engaged --- the hazard may become a sterk reality. Thought must be given to other defensive measures. This will be discussed again in the chapter on "ABC Warfare".

The characteristics of gases, in relation to their tactical usage, group them into the following categories:

1. Non-Persistent Casualty Gases.
These agents have a relatively high degree of volatility. They tend to disperse quickly. They vary, however, in this characteristic... They may remain in casualty-producing concentrations over periods of time that ranges from several minutes to several hours. Length of the effective period depends upon the agent employed, wind condition, atmospheric humidity, and the elevation of the target relative to surrounding terrain. The more volatile agents disperse in more rapid fashion. Wind velocity is a factor in dispersal. Air in which there are large quantities of moisture will, usually, absorb the gas at a faster rate. Higher elevations will tend to limit gas concentration.

Non-persistent gases are employed when the position attacked is to be occupied, or passed through, by the attacking force ---or it is expected to be. A position blanketed by these forms of gas may assume an assault is on the way. The use of protective gear by the defenders will limit their efficiency in use of their weapons, and in their mobility. Gas may reduce the response of a force without the production of casualties.

2. Persistent Casualty Gases.
These agents have a relatively low degree of volatility. They may be effective over periods ranging from several hours to as much as several days. The length of the effective period depends upon the agent used, wind condition, atmospheric humidity, and the nature of the terrain. Certain very persistent agents may cause burns, along with damage to the respiratory system. This even after weeks have elapsed. These gases are heavier than air. They exist in a liquid state in the projectile. The artillery shell, or the aircraft bomb containing the agent has a low bursting charge to prevent an excessive dispersal from heat and propulsion.

An elevated position offers greater protection from the accumulation of gas. The gas tends to collect in low places in the terrain. A higher air temperature results in the gas forming vapors of lighter mass than the ground-level concentrations. This increases the hazard of upper body burns, and respiratory damage. It does at the same time, however, reduce the persistence of the gas.

Enemy attack with a persistent gas indicates that the position is less likely to over-run with ground elements. However, it will be impossible for an unprotected defense force to continue to occupy the position. It will greatly reduce the combat efficiency of a protected one. For example, try operating weapons when you are covered by a gas mask and protective clothing.

Guerilla action in populated urban areas is unlikely to be a target for persistent gas attack than action in the countryside. There are obvious reasons why the enemy will not wish to contaminate the streets, and structures. However, if necessary it will be done....

3. Harassing Gases.
These agents include the so-called tear and vomiting gases. While they are not considered casualty agents, they may produce them if

the exposure is unprotected, and extended. These gases, as a rule, are employed to reduce the combat effectiveness of the target forces. The wearing of protective masks is necessary to exclude them. If masks are not available, a position may have to be abandoned. They are, usually, of a non-persistent character --- and are used in tactical situations, where an assault will immediately follow their use.

5. Smokes.
Smokes are used, generally, as a screening agent. They may be employed to conceal movements of men, and transport, or to confuse hostile operations, or to cover an attack. In addition, such an agent as the air-activated WP (white phosphorus) will produce casualties through burns. It will also set fires through its incendiary action. For artillery , or aircraft, attack --- target definition may be obtained by marking a target with smoke shells.

Guerilla Forces may expect the unrestricted employment of Chemical Warfare, in all its forms, against them. We say again, and again, the Guerilla lives beyond the mantle of protection of any civilized rules of warfare. He is a target for the most vicious methods of extermination that his psychopathic, ruthless opponents may hurl against him. Surprise, mobility, and concealment, will be his first line of defense.

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Chapter 10.

Unconventional Weapons

A weapon is any piece of equipment that may be used, offensively, in combat. In broad terms, a conventional weapon is one that is in use in the arsenals of contemporary armed forces. It is usually one that is mass produced in standardized form, and is designed for employment by the regular armed forces of a national-state.

However, the conventional weapon of today may become the unconventional one of tomorrow. The unconventional weapon of today may become the conventional one of tomorrow. The first atomic bomb was, in reality, an uncon-weapon even though it was used by the regular military force of a national-state. Today --- despite the mystique that surrounds it --- the BOMB is a con-weapon.

Perhaps, what we really mean by an uncon-weapon, as it applies to state of guerilla warfare, is that such a weapon is an improvisation. The guerilla is an inventor. He takes the ordinary elements of his environment, and out from them creates a weapon... He inverts, in many cases, the history of the developement of weapons. For example, he may construct a bomb out of rocks, and black gunpowder. How far back in history must we go to uncover the introduction of this device.

The Guerilla warrior of today is an innovator of uncon-weaponery. Witness, an array of ingenious devices developed in the Indo-China conflict. The fighter in the people's army of the United States, far better trained in the mechenics and chemistry of modern industrial processes, can certainly outdo those products of a backward Asian country. All he, or she, needs is the guts for fighting and the will to win.

Explosives

Explosive material forms the basis for much of guerilla weaponery. The average person, on thinking of explosives, will list dynamite and gunpowder for types most readily available. However, there are those that exist all around us in common supply. For example, there is chemical fertilizer, and gasoline. The fertilizer Ammonium Nitrate is used by quarry operators, road builders, in addition to the military.

Explosives may be obtained from military storages by means of "midnight requisitions", and guerilla raids. Following is a general survey of such explosive material:

1. TNT (trinitotoluene)
   This is a stable compound, and one of the least sensitive of military explosives. It is not appreciably affected by moisture. It is issued for use in 1/2, 1, and 8 pound blocks.

2. Tetrytol (M1 Chain Demolition Blocks)
   This is a stable compound, and about as sensitive as TNT. It is somewhat more powerful than TNT. It is rather brittle, and breaks up with rough handling. It is issued for use in 2 1/2 pound blocks.

3. Composition C3 (M5 Demolition Blocks)
   This is a stable compound, but catches fire rather easily. It is plastic in consistency. It remains in the plastic state between -20 deg. F. and 120 deg. F.. Below this range it becomes hard, and brittle.... Above this range it becomes soft, and oily. It is issued in 2 1/4 lb. blocks. It is more powerful than TNT.

4. Composition C4 (M5A1 Demolition Blocks)
This compound is quite stable. It is a plastic explosive, more powerful than TNT. It is resistent to moisture, making it useful for below water charges. It is issued in 2 1/2 blocks. It is, in addition, used for breeching steel, and concrete.

5. Composition B.
This compound is more sensitive than TNT. It is also more powerful... It is used extensively in the construction of bangalore torpedoes --- devices used to clear paths through minefields, and barbed wire.

6. Amatol.
This a stable compound. It is subject to deterioration by moisture, so best stored in air-tight containers. It is composed of a ratio of 80 percent ammonium nitrate, and 20 percent TNT. It is a little less in power than TNT.

7. Ammonium Nitrate.
This is a very stable, and insensitive, compound. It absorbs moisture readily, and must be protected in air-tight containers. It has about half the power of TNT. It is issued in a cylindrical metal case, with about 40 pounds of the material. It is used for construction blasting where its good cratering qualities are useful. The propegation of the nitrate explosion is best accomplished with a booster charge of 1 lb. of TNT, or other high explosive, placed on the container.

8. PETN (Pentaerythritetranitrate)
It is a very powerful explosive, with a velocity of detonation about 21000 feet per second. It is rather insensitive to shock and friction. It is quite stable. This is the material used in detonating cord..... It is very useful for propagating explosions in other compounds.

The Resistence may find it necessary to manufacture explosive materials. In the period before open conflict developes, and raids upon enemy stores have begun, availibility may determine the materials in guerilla arsenals. With a mind to the practical aspects, we shall discuss some common explosives.

Ammonium Nitrate

This is a common chemical, used widely as a fertilzer on farms. It is easily obtainable from many sources in farming communities. This compound is a very powerful explosive, but is not easily detonated. It is insensitive to shock, which is a very desirable feature considering the rough handling it might be subjected to in a guerilla arsenal.

Ammonium nitrate, as manufactured, appears in several physical forms. It may be in small, irregular grains, in flakes, or in small pellets called prills. Prills are best adapted for conversion into an explosive mixture.

Physical mixtures of the nitrate with carbon compounds are necessary to produce an efficient explosion. Finely powdered coal, lampblack, and light fuel oil may be used. These mixtures are computed by weight, and the best mix is 16 parts of nitrate to 1 of carbon compound. If light fuel oil is used, this means diesel oil, kerosene, or light furnace oil. The mixing process must be thorough. Each nitrate particle should be coated. When mixing with the fuel oil, have the nitrate in a large container such as a tub. Add the oil slowly and turn the mixture over and over. When mixing carbon solids, put the ingrients in a large paper sack, such as the fertilizer is purchased in. Fill the

bag about a quarter full, and shake until the nitrate particles are coated with the dust.

The nitrate mixture will need a strong jolt to activate it. To detonate a mass of the mixture, with certainty, use as a booster charge a minimum of one stick of 80 percent dynamite, or two sticks of 40 or 60 percent. Bury the booster charge well into the mass of nitrate. The shape of the booster has some effect on the efficiency of the explosion. If using one stick of dynamite, cut the length into 4 pieces and tape, or tie, them together. If using 2 sticks, cut them into halves. If using 3, or 4, sticks tie them in one group without cutting. The dynamite, of course, will be equipped with an electric cap with a source of current, or with a percussion cap and the burning fuse.

The preparation of this device makes it unsuitable for small mines of the anti-personell variety. However, where there is a large charge needed, the nitrate is an easily obtainable weapon.

Ammonium Nitrate will absorb moisture from the air quite readily. Before, and after, mixing it should be stored in airtight containers. When nitrate is mixed with fuel oil, the tendency to absorb moisture is reduced. Prill shapes will load moisture at a slower rate than the granular, or flake. It is because the ratio of surface to the mass of the particle is less. Moisture content is exhibited by the compound when the particles tend to lump. When the percentage of water is in excess of 4 percent, the force of explosion is reduced considerably.

Since the nitrate mix is a "low" explosive, or comparatively slow burner, a charge should be confined to achieve maximum effect. If the charge is intended to be buried --- it should be covered with at least a foot of earth. A small diameter hole will inhibit the force of the explosion. Use a hole diameter about a fourth of the hole depth. The diameter should not be less than 6 inches. Cover the charge well, and tamp the earth over it. If it is to be placed above ground, it must be confined by encasing it in a strong walled conteiner. An iron pipe with a diameter exceeding 3 inches will do. Cap off the ends of the pipe.

The shape, and size, of the charge has a pronounced effect upon its efficiency. In shape, the dimensions of the charge should be as nearly equal as possible. In size, a gallon is about as small a charge as can be utilized. The larger the charge, the more explosive energy is released in proportion to its weight. This condition, of course, has practical limits. A smaller charge requires as much energy from the booster charge as does a large one. This factor makes a nitrate mixture more adaptable for large mines, and for demolitions work involving large structures.

The most efficient method of any using any explosive in demolitions is to use a few large charges, rather than many small ones. Study the structure, select the weak points, and mine these heavily.

Plastic Explosive

This material has attained considerable publicity as a guerilla weapon. It is not one, particular, compound but a family of explosives related by the fact of their plasticity. It may be fabricated by mixing a high explosive, such as RDX, with other material to effect a putty-like consistency. Most military forces utilizes a variety of such compounds.

A less efficient, but simpler, compound is based on the chemical Potassium Chlorate. This material can be obtained from any chemical supply house stocking basic chemicals. To manufacture this version of plastic explosive , proceed as follows:

1. Spread the potassium chlorate, in a thin layer, on a hard surface... With a rolling pin, reduce the crystals to a fine powder. Do a good job of it.

2. Measure out by volume, 9 parts of the chlorate and 1 part of a petroleum jelly (vaseline). Mix well, until there is a uniform distribution of the chemical throughout the jelly.

3. Place the material immediately into containers. For large mines use cases of a gallon, or more. For small charges, such as anti-personel mines, use cases of a quart. The material may be wrapped in paper in preperation for a charge. When setting this type, unpeel the paper.. Slap the putty against the object of destruction, and it will stick to it provided it is dry.

4. The plastic explosive may be detonated by a percussion cap and fuse, or by an electric cap and a source of current.

Plastic Explosive is adaptable to smaller charges than is Ammonium Nitrate. This fact makes it easily portable, and more easily concealed. It has seen extensive use in urban warfare, by guerillas. The "army of the people" may manufacture, and store, this material in large quantities prior to the ---- inevitable outbreak of hostilities.

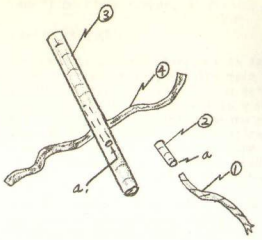
Dynamite

This common explosive is relatively easy to obtain. It is less powerful in comparison to TNT but is a very efficient material. It is safe to handle with reasonable precautions. Persons engaged in quarry work, construction, and farming are among the frequent users of dynamite. At the time of this writing, it may be bought directly from suppliers. However, one may be required to sign for the purchase. One may expect this loose practice to be abandoned at any time by passage of restrictive laws.

It would not be wise for anyone connected with the Resistence to purchase dynemite openly. Mark sites where it is stored, and take it when needed... In addition, this material deteriorates with age. Cool, and dry, storages will inhibit this breakdown. Any storage in excess of 1 year is suspect... A positive sign of decomposition is the exudation which will appear on the surface of stick. Inspect by peeling back the paper wrapping. If there is an oily substance present, the decomposition has begun. This substance is a very unstable compound.

Dynamite is a physical mixture of the chemical nitro-glycerine with filler material. It has a stiff putty-like consistency. The explosive comes commercially in 3 grades. These are 40, 60, and 80 percent. These designations reflect the ratio of nitro-g to the filler material. The 80 is the easiest to detonate, and the most powerful. It exhibits more of the characteristic shock-sensitivity of the basic nitro-g. As an example of sensitivity ---- the 40 will explode infrequently when struck by a bullet. The 60 will explode most of the time, and the 80 will explode everytime when fairly hit.. Of course, the velocity of the bullet will vary the results considerably.

Method of Fusing Dynamite

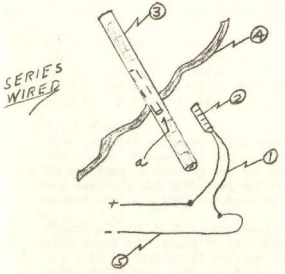


Burning Fuse and Cap

1. Fuse - burns at approx. rate of 4 seconds per inch of length.
2. Primer Cap - fuse type.
3. Dynamite - stick form.
4. Tape - self adhesive type.

Insert desired length of fuse in open end of cap. Crimp cap over fuse to secure it. Insert fuse at 2a.

With stick push hole in dynamite at 3a. Insert cap in hole. Wrap fuse at insertion point with tape to secure it to the dynamite.

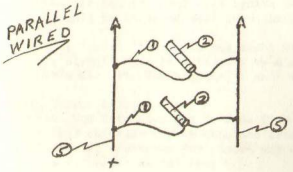


Electric Cap

1. Electric Cap lead wires.
2. Primer Cap - detonated by electricity.
3. Dynamite - stick form.
4. Tape - self adhesive.
5. Wires - to battery.

Insert Cap in dynamite stick, same as above. Wrap at insertion point with tape to secure it to the dyn.

Do not connect circuit to battery until charge is properly wired and ready for firing.



Transportation of dynamite, when under fire, is a hazardous occupation. The availability of this explosive, however, makes it prime material for demolitions by guerilla forces. In fig.10a, the fusing of dynamite is pictured..

Explosive Detonators

A detonator is an explosive that is ignited to provide the shock, and fire, that is necessary to explode the main charge of less sensitive material. A primer in a rifle cartridge is the detonator for the charge of powder contained in the case. Proper primers enhance the efficiency of the explosion. They initiate a chain reaction where new chemical compounds are formed with lightening speed. It is this sudden reaction that releases tremendous quantities of gas and builds the pressure of the explosion. Fulminate of mercury is such a detonator. It is rarely used as a primer in modern cartridges for it is corrosive on the metal of the barrel.

A "booster charge" is an explosive used as an intermediate between the detonator and the main charge. This is common where the material of the charge is relatively insensitive. Black powder is often employed in this fashion... Black powder is a physical mixture of a nitrate, powdered sulpher, and carbon dust. It was used as a propellent in ammunition for many years prior the developement of smokeless powder.

The acquisition of detonators may prove, for the Guerilla, to be more difficult than that of the explosives. It may be necessary to improvise with some type of ersatz material. Following are some applications:

1. Rifle or Pistol Cartridge.
   Insert the cartridge into the mass of the charge. Detonate the primer of the cartridge by striking it with a simulated firing pin which has been actuated by a spring or weight. The device may be tripped, remotely, by a string or wire.

2. Black Powder.
   Fill an empty cartridge case with black powder. It is preferable with the primer unexploded, but will work anyway. Insert the end of a length of dynamite fuse in the end of the case. Plug the the remainder of the case opening with some material such as clay, putty, or glue. Now insert the case into the mass of the charge.

   Select a light bulb of the same rated voltage as the electric circuit with which you intend to activate the bulb. Make a hole in the end of the bulb by tapping it sharply with a pointed instrument. Fill the inside of the bulb with black powder, and place a piece of tape over the hole. Wire the bulb into the firing circuit. When current is applied -- -- the hot filament will ignite the powder. When arming the device, it should be inserted well into the mass of the charge.

   The loaded light bulb has booby trap possibilities. Simply wire it in a circuit that is activated by a switch which, when disturbed, closes the circuit. For example, a wall switch by the door to a room.

3. Picric Acid.
   A good detonator may be made from the common chemical "picric acid"... This material may be obtained from most chemical supply houses, or from the lab storeroom for almost any chemistry class. It is used in making a detonater as follows:

In a clean container, to avoid contemination, add 50 grams of picric acid (a crystalline powder) to 100 cc of distilled, or rain water, and stir until all of the acid is taken up in the water. Now, add 50 grams of litharge to the mixture, stirring until all of the solids are disolved. Litharge is a reddish - yellow powder, formed by melting lead oxide. Allow the water to evaporate from the solution by placing it in a large dish of shallow depth. Do not apply heat to hasten the evaporation. The dry material remaining in the dish may be powdered by the end of a wooden stick. Empty cartridges cases may be used for confining the material. Load the case with about 3 grams and insert a fuse in the case opening. Seal around the fuse with some putty, or similar.

4. Ammonal.
This substance may be ignited by a dynamite cap , or with the primer in a cartridge. It is composed of 86 parts of ammonium nitrate, 6 parts of stearic acid, and 8 parts of powdered aluminum. Mix thoroughly, and place immediately into air-tight container. It takes up moisture easily from the air.

This material may be used as a main charge. It has an explosive energy about 3/4 that of TNT.

Detonator Fuses.

Burning fuses may be in short supply, and it may be necessary to manufacture them. Following are examples of home-made fuse:

1. Potassium Chlorate and Sugar.
Dissolve 120 grams of sugar in 1/2 pint of clean water. Stir the mixture until all of the sugar has been taken up into solution. Now,add in 120 grams of potassium chlorate. Stir until all the solids have disolved. Take heavy cotton string of about 1/8 inch diameter and place it in the solution. Let it remain for 10-12 minutes.

Remove the string from the solution, and suspend it between two points until it has dried. Used as a fuse, it will burn at a rate of about 3 inches a minute. This rate may very from batch to batch. Conduct tests to establish the burning rate, and to check its reliability.

If a string of the proper diameter is not available, plait 2 or 3 strings together. A very light wire woven into the fuse, or wrapped in a spiral around it, will impart stiffness and allow it to be made into a small coil without tangling. Coat the last inch, at the end to be ligted, with a paste made of blackpowder and water. This will assist the ignition when lighting off.

2. Blackpowder Paste.
Mix blackpowder with water to form a thick paste. Prepare a string as previously described. Rub the paste heavily on the string. Work it in the string. Suspend the fuse between 2 points and allow it to dry. The material burns at a very rapid rate, or about 3 feet per second. Tests should be conducted to establish the burning of your product. Reliability must also be checked. The fuse must be protected from moisture,in storage, prior to use. Keep it in a closed container.

Eerly Explosive Compounds

The following explosives mixtures appear in chemical journals of around 1900. They may be manufactured easily with the simplest of equipment. While they do not rank in power with modern materials, they can still get the job done.

1. Black Gunpowder.
Seperately weigh out and pulverize, potassium nitrate 76 parts, sulpher 11 parts, and freshly burned charcoal 13 parts. If powdered sulpher is used, it will not need pulverization.

Mix the ingredients dry, shaking them in a sack will do. Add enough of water to form a stiff dough. In a warm room roll out the dough on a sheet of glazed paper. Let the mixture dry, and then crumble into small grains. The finer the grain, the more rapid the burning rate. Something about the size of sand is right.

2. Blasting Powder.
Seperately weigh out, and pulverize, potassium chlorate 2 parts,and red sulpheret of arsenic 1 part. Mix the ingredients carefully by placing them in a paper sack and shaking thoroughly.

This mixture is sensitive to friction, contact with acids, and to rapid elevations in temperature. It is always well to mix, initially, a small batch of any explosive, and test it. This may prevent blowing the roof off the house.

3. Blasting Powder.
Seperately weigh out, and pulverize, potassium nitrete 10 parts, picric acid 10 parts, and potassium bichromate 8 1/2 parts. Mix thoroughly in a dry condition. Store in an airtight container.

4. Blasting Powder.
Seperately weigh out potassium nitrate 70 parts, sulpher 12 parts, fine sawdust 13 parts, lampblack 5 parts, and ferrous sulphate 2 parts.

Dissolve the ferrous sulphate in a little water. Use distilled, or rain water, if possible. Heat the solution to 247-250 degrees F. Mix the remaining components into the hot solution, one at a time. Cool the mixture by constant stirring. Pour into a wide, shallow container, allowing the water to evaporate at room temperature. Pulverize the material to a fine sand consistency with a wooden utensil on a wooden surface. Store in an airtight container. The compound is not sensitive to shock.

5. Blasting Powder.
Weigh out potassium nitrate 67 1/2 parts, sulpher 20 parts, and a fine sawdust 12 1/2 parts. Pulverize the nitrate, and the sulpher, seperately. Mix the components in a dry condition. Store the mixture in air-tight conteiners.

6. Hyponitric Acid.
Mix equal parts of hyponitric acid and carbon-disulphide. Store in an acid resistent container. This is a very powerful explosive, but it is quite resistent to shock. It becomes dangerously unstable, however, at temperatures over 340 degrees F.. It may be detonated, in the same way as dynamite, by a primer.

7. Detonator Compound.
Seperately weigh out, and pulverize, potassium chlorate 2 parts, refined sugar 2 parts, and potassium ferrocyanide 1 part. Mix the material thoroughly in a dry condition. Store in an airtight container. This compound may be substituted for black powder.

8. Rocket Mixture.
Seperately weigh out, and pulverize, potassium nitrate 16 parts, sulpher 4 parts, and charcoal 7 parts. Mix the material thoroughly in a dry condition. Store in an airtight container. This mixture has application for use in the construction of signaling devices, and as a propellant in the meking of bangalore torpedoes. Exercise care as the burning rate is almost that of an explosive.

Note: All of the above materials, with the exception of the Hyponitric Acid mixture, are ignited by fleme (burning fuse) as is Black Gunpowder... They must be protected in storage, and transport, against exposure to sparks, fire of any kind, and exessive heat. This characteristic is a plus factor, in that no primer is required to detonate them.

Hand Thrown Explosive Devices.

Explosive Devices that are propelled to the target by hand are, generally —— termed "grenades". They are a very effective close range weapon, a sort of poor man's artillery. However, their range is dependent upon the arm of the one heaving them. The rifle grenade extends this range to about 200 yards. Grenade devices utilized by the military are intricate weapons, and are not easily duplicated. Less sophisticated devices may be made from more common materials... An exemple of such a hand-made weapon is illustrated in fig. 10b..

A grenade, basically, is a strong case containing an explosive and a fuse, or a mechanism, for detonating it. Ordinarily, when a grenade is armed, and thrown at the target, the detonation takes place in a matter of seconds. The duration of this process is only sufficient to account for the throwing motion, and the time of flight to the target. This is to prevent the device from being disposed of, or thrown back. The fragmentation of the case, and contents, constitutes a destructive effect. Our primitive grenade in fig. 10b. depends upon the assortment of junk surrounding the charge for missle effect. Following are additional types of ersatz grenades:

1. Pipe Grenade.
A piece of steel pipe, 2 to 3 inches in diameter and 5 to 6 inches long will serve as a case. The pipe is threaded at both ends, and will require 2 caps —— one for each end. Drill a 1/4 inch hole in the end of one of the caps. This will serve to insert the fuse for ignition. Score the pipe in several places with a hacksaw. This is for assisting the fragmentation. The scores should be made as deep as possible, but without penetrating the wall of the pipe.

For a Black Powder charge, use a burning fuse. If dynamite is used a detonating cap must be added. A length of fuse that will provide a duration of 6 to 7 seconds is about right. One must be very sure of this time. Always check the burning rate of the fuse to be used. One mistake, and you are blown up instead of the target. Guerillas are not to be considered expendable. Likely there won't be enough of them to go around anyway.

2. Wire Grenade.
Wrap a stick of dynamite, 80% preferred, with a layer of friction (or similar) tape. Now wrap it with a layer of soft steel wire.... Make the turns about a quarter inch apart. Now wrap it with another layer of tape, and another layer of wire. Add the final layer of tape.

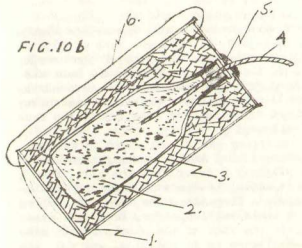
Fuse the dynamite by poking a hole in one end, large enough enough to accomodate the cap and about 2 inches deep. A fuse that has a burning time of about 6 or 7 seconds is about right. Crimp the cap onto the fuse, and push it into the hole until it bottoms. A piece of tape will secure the fuse in position.

For improvement of the missle effect, feed the wire along the top of iron or stone, and strike it with the blade of a dull hatchet. Space the blows about 2 inches apart. This will weaken the wire, and cause it to break into segments with the explosion.

3. Nail Grenade.
The explosive may be a stick of dynamite, a TNT block, or similar. Lay a piece of friction tape, a little longer than the circumference of the explosive, on a level surface. Now, press nails, side by side, into the tape. Wrap the strip, nails in, around the charge. Repeat until the surface is covered. Repeat this process one more time. Wrap with a final layer of tape. Fuse the charge with cap (primer) and enough fuse to give a burn of 6 or 7 seconds....

TIN CAN GRENADE

FIG. 10b



Construction

1. Case.. A tin can with a press on lid like a paint can. A pint is about right for size.
2. Charge.. Fill glass bottle with black gunpowder. Drill hole thru cork for fuse. Plug cork firmly in bottle.
3. Missles.. Fill space around the bottle with nails, or similar.
4. Fuse.. Length to burn about 6-7 seconds before detonation.
5. Seal.. Seal around fuse where it enters case with tar, or similar.
6. Wire Bale.. For carrying. A piece of rope may be run thru several bales for carrying several grenades at a time.

4. General Instructions.
When preparing the grenade for use, split back the lighting-end of the fuse to assist in ignition. A reliable cigarette lighter is best for starting the fuse.

Test the fuse used to determine precisely the burning rate. Use a watch with a sweep-second hand, or a stop watch. Practice the throwing motion, and release, with a dummy grenade. In view of safety precaution, there should be 4 to 5 seconds burn time in the fuse remaining at time of release.

These primitive grenades are of little value against personell with any degree of shielding, or against armored transport. Used against exposed personell, they can be effective. For defensive proceedure, 5 gallon, or larger, sizes may be constructed---and dropped from the windows, and roofs, of buildings. In the narrow streets of urban industrial areas they may be particularly useful.

Home-made Firearms

Let us hope that the Resistance does not have to resort to this type of weapon --- however, at some time it may be necessary to fabricate some. An example of such a weapon is illustrated in fig. 10c..

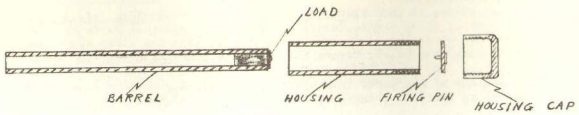
Switching Devices for Detonating Explosives Electricaly.

A. Time Delay Devices.

1. Watch Switch.
Remove the crystal from the face of a pocket watch. Remove the minute hand. If the crystal is of glass, replace it with one made of plastic. At point just within the circle described by the sweep of the hour, or minute, hand drill a small hole in the crystal. If the hour hand must be utilized, remove the minute hand from the watch. If the face of the watch is of metal, cut out a small disc of heavy paper and place over the face. This is to prevent short circuits. The location of the face markings may be indicated on the paper.

In the drill hole thread in a screw (sheet metal type with threads to the head), and with a diameter slightly greater than the hole. From a battery, a dry cell of 6 volts is ample, lead a wire from one terminal to the screw on the watch crystal. From the other terminal lead a wire to one of the wire leads on the electric primer. From the other lead on the primer, lead a wire to the stem of the watch. Do not make this last connection until the explosive is in position, and you are ready to make your departure.

When ready to arm the device, set the hand (hour or minute) the required distance from the screw for determining firing time. Now, finish the connection to the battery. When the hand contacts the screw, the circuit will be completed and detonation will occur. Careful in final assembly --- do not close the circuit prematurely and blow yourself a hundred yards in the air.



Components of Pipe Shotgun.

Barrel.....Steel pipe, or tubing, of an inside diameter to fit 16 or 12 gage shot shell. Do not use magnum load.

Housing.....Steel Pipe, or tubing, of an inside diameter to fit closely, within a few thousands of an inch, over the barrel.

Firing Pin..Circular disc of metal, drilled thru the center, with a hole size slightly smaller than the flat headed roofing nail driven through the hole.

Hous. Cap...Pipe cap of size, and thread, to fit the threaded section of the housing.

Assembly for Firing.

Insert shot shell into barrel as illustrated. Insert metal disc, with the firing pin, into the Housing Cap. Disc should be of a diameter slightly smaller than the Cap. Screw Cap on Housing snugly.

When ready to fire the weapon, insert the Barrel into the Housing until the shot shell is 3 or 4 inches from contacting the Firing Pin. Now pull the Barrel back sharply. The Firing Pin will penetrate the primer of the shot shell and detonate it.

The device may be fancied up by filing an index mark on the Barrel for indicating depth for firing position. A wooden stock may be attached to the Housing, and a pistol grip attached to the Barrel for easier working.

A Barrel length of about 24 inches, and a Housing length of 12 inches is about right for dimensions. If a pistol grip is not used on the Barrel --- a few layers of tape where it is gripped will help grasping and keep the fingers cool.

If the shot shells are a loose fit, wrap them with tape to get snug fit. Provide a edged tool for removing the shot shell from the Barrel when it has been fired.

2. Dried Bean Switch.
Drill 2 holes, an inch apart, in the lid of a wide-mouthed jar. A pint fruit jar is about right. Insert the ends of 2 insulated wires in the holes. The wires should fit the holes snugly. Rush the wires about one inch through the holes. Remove a 1/4 inch of insulation from the ends.

Connect one of the wires to a battery terminal. Connect the other one through an electric primer cap to the opposite terminal of the battery.

Fill the jar about half full of dried beans, or peas, and add sufficient water to cover them. Lay a thin disc of metal, of slightly less in diameter than the jar, on top of the water.

The beans will begin to absorb the water, and swell. Then the disc has risen to where it will contact the ends of the wires, current will be generated in the circuit and detonation will occur.

Some experimentation in the expansion rate of the beans, or peas, will result in closer timing of the explosion.

B. Pressure Switch.

1. Cut 2 metal strips about 4 feet long, and a 1/2 inch wide. At about 6 inch intervals, seperate them with 1/4 inch wood spacers about 1 inch in length. Hold the spacers in position with 2 or 3 turns of tape. Make certain that the ends of the strips are prevented from coming into contact by seperating them with spacers. The strips should be stiff enough not to sag, or be easily bent.

When ready to set the device, and before hooking up the battery, slip the strip section into a plastic tube, or light rubber hose --- allow the wire leads to the strips to protrude. Plug, or choke, the exit to prevent the entry of water. This will protect against shorts caused by the water. If the device is to be in position for some time, or a rain is likely to occur, this is a necessary precaution.

When arming the device, connect the lead from one strip to a terminal on a battery. Connect the other lead through an electric primer cap to the other terminal of the battery. Lay the strip section across a road where any passage by a vehicle over it will crush the 2 metal strips, causing them to come together and complete the electrical circuit.....

This is a good switch for track, or wheeled, vehicles. The rain cover may be camoflauged by painting it a gray-white for concrete roads, and black for asphalt roads. For dirt, and gravel roads, sprinkle some of the road material over it.

2. Select 2 can lids that have a projecting lip at a right angle from the surface of the lid. A lid from a paint can is satisfactory. Orient the lids so that the projecting lip on each one faces the other.

Place between the 2 lids a piece of synthetic sponge, or similar material. It should be thick enough to create a separation of about 1/4 of an inch between the lips. Hold the lids together by passing some tape around them. Solder, or clip, a lead wire to each of the lids. Hook up the electric circuit as above.

Position the device in a road where passage by a vehicle will force a contact between the lids, against the resistance of the sponge. Place

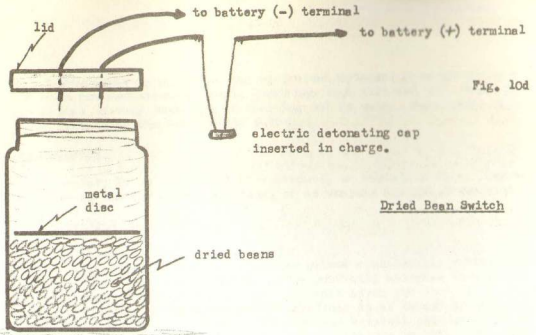


Fig. 10d

Dried Bean Switch

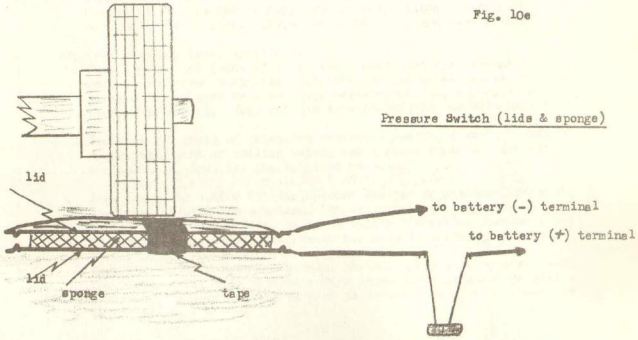


Fig. 10e

Pressure Switch (lids & sponge)

the device in a plastic bag to prevent moisture from effecting a short in the electrical circuit. Choke the lead exit end with tape. This switch is very sensitive to shorting out by water. Camoflauge by methods similar to the Metal Strip switch.

Incendiaries.

An incendiary is an agent that will produce, or sustain a fire. They may be employed as instruments of sabotage, or as weapons against enemy vehicles.

1. Tactical Incendiaries.

A. Gasoline Bomb (hand ignited).
A tactical incendiary that has gained considerable publicity is the so-called Molotov Cocktail. The publicity accorded this weapon far exceeds its potential. The only real advantage that it possesses is its simplicity of construction. Since it is thrown by hand, it has a very limited range. A professional baseball pitcher would be much superior, of course, to the average citizen in both renge and accuracy. The source of the smoking cocktail is easily traced, and the armed adversary will seek it out quickly. It is at its best when it is projected from vantages such as roof tops, and upper floor windows of buildings. It is at its worst when used in open terrain, and no advantage in elevation. Of course, in the absence of armed challenge, the cocktail is effective against flammable structures. This device is illustrated in fig. 10f. To the original Molotov formulae has been added a little explosive to make it more interesting.

B. Gasoline Bomb (self-igniting).
Fill a glass jar (pint or quart size) about 2/3 full of gasoline... Pour concentrated sulphuric acid into the jar until the liquid level is about an inch from the top. Replace the lid, and make certain that it is secure. Wash off the exterior of the jar with water....

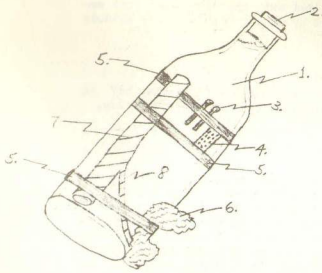
Dissolve 270 grams of potassium chlorate, and 270 grams of refined sugar, in a pint of boiling water. Use a clean container for mixing the solution. Now, let the solution cool.

Tape a rag, or cotton batting, around the jar of gasoline and acid. Soak the rag with the solution. Let it dry. Protect the rag in the matter of sparks, or fire, as it is highly flammable. Placing a jar in a paper sack, until it is ready for use, is a good precaution.

When the jar is thrown and broken, the sulphuric acid on contacting the prepared rag will produce a fire instently. The gasoline will , of course, be ignited. The lack of tell-tale smoke, when thrown, is an advantage.

C. Gasoline Bombs (giant size).
Large cocktails may be prepared for dropping from roofs on an enemy column, or vehicles. They may consist of gallon jugs, or even much larger containers. Large plastic bags, with stout walls, may be of use in this endevour --- so may large glass carboys such as acid is shipped in. Anything that will contain the gasoline, burst on contact, and ignite will suffice. The renowned "Jellied Gasoline" will have good application as the incendiary agent.

COCKTAIL*GRENADE



Construction

1. Glass bottle approx. 1 pint cap.
2. Cork -- inserted tightly in bottle.
3. Waterproof matches.
4. Piece of sandpaper.
5. Self-adhesive tape.
6. Cotton batting or rag.
7. Dynamite stick.
8. Fuse and cap (detonator).

Instructions

Fill the bottle nearly full with gasoline, or jellied gasoline, Push the cork into the bottle firmly.

Cap and fuse a stick of dynamite. Wrap the stick, and fuse, with 3 or 4 layers of metal foil. Expose about a half-inch of the fuse end.Split the fuse end back a little to assist ignition. The foil will protect the fuse, and the dynamite, and allow only the fuse end to be lighted. This is to prevent premature ignition.

Apply gasoline to the cotton. Apply the match, and throw immediately....

When the bottle strikes a hard object, it will break. It will burst into flame and the fuse will ignite. Anyone attempting to approach the burner will be in time to greet the blast. Use a fuse that will require about a 10 second burn to make it to the cap. About 3 1/2 inches of standard dynamite fuse will be required.

A carrying kit, similar to a soda bottle carton, will be handy for a six pack of cocktails. In addition, have a syringe —— the rubber type that will hold about a cup of gasoline. This will make a safe, and ready, type of applicator to soak the cotton.

The cocktail illustrated is the popular, so-called, Molotov. The explosive may also be combined with the self-igniter device described before.

D. Jellied Gasoline.
This material is less volatile than untreated gasoline. It is more persistent in its effect. It will cling tenaciously to the surface of the target while it burns. The manufacture of poor man's napalm is as follows:

1. Pour 3 pints of gasoline (regular or hi-test) in a bucket of 2 to 3 gallon size. Add 1 pint of laundry detergent. Dynamo gives good results. Stir the mixture with a wooden paddle in a vigorous fashion. The mixture will take on the consistency of a very light grease. At this point add one gallon of gasoline, and stir until the mixture is homogenous and thickens again.

   Place the material into clean containers that may be covered with a lid. Fill the container about 1/3 full of the jelly.. Finish filling the container almost to the top by addition of gasoline. Leave a little room for expansion. Shake container hard for a minute, or so. Remove the lid and test your product by sticking a finger into it. If the mixture leaves a thick film on the finger, the viscosity is about right.... The physical properties will be maintained for about 4 days. Appreciable layering of the ingredients will then begin. The original consistency may be restored by hard shaking.

   The viscosity may be lightened by adding more gasoline if it is necessary. For hand-thrown devices, a consistency of near light syrup is about right. For use with explosives, about a consistency of jelly is desirable. Here, an ability to project in large globules is effective.

2. Pour 1 gallon of gasoline into a clean container. Separate the whites from 3 dozen eggs. Add the egg whites to gasoline. Stir vigorously until the mixture is homogenous. Add 1 teaspoon at a time of either salt, refined sugar, or cocoa into the mixture. Stir well after each addition. Continue adding until the desired consistency is reached.

3. Pour 1 gallon of gasoline into a clean container. Add about 1/2 gallon of alcohol to the gasoline. Stir until thoroughly mixed. Add soap powder, or soap chips, 1/2 cup at a time.... Stir after each addition. Continue adding until the desired consistency has been reached.

2. Sabotage Incendiaries.

A. Jellied Gasoline and Dynamite.
When projecting jelly by explosive, use a very light charge under the substance. Large charges may vaporize the jelly with little,or no effect, as a fire producing agent. The following method may be used, for example, in a warehouse containing combustibles:

   Place about 3 gallons of the jelly in an open top bucket, or other container. Pour about a quart of gasoline over the jelly —— do not stir. Place about a 1/4 stick of dynamite —— armed with cap and fuse —— under the container. Cut another piece of fuse about 6 inches shorter than the first. Insert

the end of the second fuse in the container of fuel. Now, elevate both fuses above the level of the container top. This is to prevent ignition of the vapors flowing from the container. Light the ends of both fuses at once. When the second fuse burns to the top of the gasoline, it will ignite it. When the fire is going in hot form, the charge will be detonated. This will project globules of the burning jelly in all directions.

B. Sodium Peroxide and Sugar.
Mix thoroughly 1 part of sodium peroxide and 1 part refined sugar. Store in an air-tight container until ready to use. If not protected against moisture, it may ignite under conditions of a high humidity. Storage of the mixture should not exceed 3 days, as it may undergo changes and ignite spontaneously.

This mixture may be started by water, concentrated sulphuric acid or a burning fuse. It may be used to start longer burning incendiaries, or any flammable material.

C. Potassium Chlorate and Sugar.
Add 1 part of chlorate, and 1 part of refined sugar, to 1 part of boiling water. Pour the solution, while hot, into molds ---- such as those for making soap, or muffin tins. When cool, it will harden into a hard, white substance.

This mixture may be started by a burning fuse, or by concentrated sulphuric acid. When using a fuse, carefully bore a hole into the cake about twice the size of the fuse. This will assist in ignition. Tape the fuse to the cake to hold it in position.

D. White Phosphorus and Carbon Disulphide.
Mix thoroughly 1 part of the phosphorus to 2 parts of disulphide. When the phosphorus has been disolved, pour the mixture into air tight containers. This is necessary as the disulphide will evaporate. Be very cautious when handling the ingredients as the phosphorus may cause painful burns, and the disulphide emits a vapor that is poisonous.

This mixture is started by pouring it over any flammable material. This will allow the disulphide to evaporate, and the phosphorus when exposed to air will burst into flame. At temperatures below freezing, the mixture is not reliable as an incendiary.

E. Powdered Aluminum and Sulpher.
Mix thoroughly 1 part of aluminum and 1 part of sulpher in a dry condition. Mixing may be accomplished by shaking the ingredients, vigorously, in a paper sack. Make packets, of 1/4 pound, by wrapping them in paper.

This mixture may be started by a burning fuse. It may be utilized to start any flammable material.

F. Powdered Magnesium and Barium Peroxide.
Mix thoroughly 1 part of magnesium and 1 part of Barium Peroxide in a dry condition. Mixing may be accomplished by placing them into a paper sack, and shaking them well. Make packets, of 1/4 pound, using a paper wrap.

This mixture may be started by a burning fuse. It may be used for a start on any flammable material.

G. Potassium Permanganate and Glycerin.
Set a small, wide-mouthed container, such as a lid from a fruit jar, on top of a pile of combustible material. Around the circumference, to a depth of about 1/4 inch in a compact pile, sprinkle the permanganate. Just above the lid suspend another container, such as tin can with a nail hole in the bottom. Pour into the can an amount of glycerin equal to about 3 times the capacity of the lid.

When the drops from the can have filled the lid, the overflow comes into contact with the permanganate. Ignition will follow. The method is not reliable in temperatures that are below 50 deg. F..

H. Potassium Chlorate Fire Brick.
Mix thoroughly 40 parts of chlorate, 20 parts of refined sugar, 15 parts of powdered sulpher, 10 parts of iron filings, and 15 parts of powdered wax. Shaking in a paper sack will do a good job.

Place the mixture in a metal container the size, and shape, of common brick. Set the container in a pan of boiling water. The wax, in melting, will provide the bonding agent. Stir with a wooden stick, and allow to cool. Remove from the mold and wrap in wax paper until ready for use.

For the material to resemble a brick, paint it with dark, red paint. The brick may be ignited with a burning fuse. With a wood stick, no metal, make a hole and insert the end of the fuse.

I. Incendiary Pen.
Remove the spring, and ink cylinder, from a ball-point pen. Drop a small nail through the opening in the writing end of the pen. Nail head must prevent the nail from dropping through the opening. Then, insert a small, glass ampoule of concentrated sulphuric acid, into the body of the pen end next to the nail head. The ampoule size is about right if it fills up half the space. Now, pour in a mixture of equal parts of sugar and potassium chlorate. Screw the top back on the pen.

To cause ignition, strike the extruded end of the nail. This shock will drive the nail into the ampoule, and break it. Do not hold it in the bare hand when striking the nail. When the acid contacts the chlorate-sugar mix, ignition follows immediately.

Tor a time-delay ignition, insert a disc of light cardboard between the ampoule and the mixture. The acid will eat through the material and make contact.

J. Spontaneous Combustion Materials.
Fire is produced by the reaction, and heat build-up, in a mix without application of flame. Bury the mixture in flammable items.

1. Add to 1 pint of linseed oil, 1-1/2 teaspoons of cobalt drier, and 6 teaspoons of lead drier. Stir ingredients until they are blended into a homogeneous mixture. Add to this dry sawdust, or a tightly packed cotton batting, to an amount of 3 pints. Over the top of a container, but not in it, position some combustible material.

   In a warm area, ignition will occur in about 1-1/2 hours. At near freezing temperatures, ignition will occur in about 2 hours. If a container is surrounded by combustibles, heat radiation will progress at a lower rate and reduce the time for reaching ignition. A little ventilation at the top of the container --- is needed for a supply of oxygen for the production of flame.

   The oil, and the driers, may be stored in an airtight condition a period of 7 to 10 days --- if in a mixed preperation. If a period of storage exceeds this, the agent will loose reliability.

2. Safflower, or tung, oil may be substituted for the linseed oil.... The same driers are added in the same quantities.

A spontaneous-combustion device may be used to ignite a burning fuse. It may also ignite types of incendiaries needing flame to activate. In this respect, it may serve as a time-delay device. The fuse, of course, will ignite an explosive charge.

K. Thermite.
This material, usually based on metallic powder, has the quality for production of intense heat. Following is an example:

Mix 3 parts of iron oxide with 2 parts of aluminum powder. Mix these ingredients well by shaking in a paper bag.

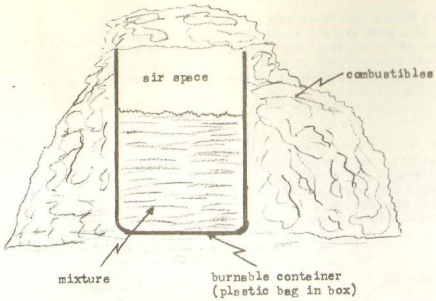
Construct a tube of light cardboard about 2 inches in diameter, such as the one from a roll of toilet paper. Close one end with a wad made of paper. Construct another tube of heavy paper about 1/2 inch diameter, and stand it upright in the center of the cardboard tube.

Pour the iron oxide mix around the paper tube, filling the outer tube with it. Fill the paper tube about 1/2 full with the mix of potassium chlorate and sugar. See page 14 item C. Powder the mix before using.

Fill a small vial with concentrated sulphuric acid. Stuff mouth of the vial with a wad of compressed cotton, or paper. When ready to arm the device --- upend the vial and insert it at the top of the paper tube.. Stuff the end of the cardboard tube with a wad of paper to secure it..

When the acid has eaten through the vial stopper, it will contact the chlorate-sugar mix. Ignition will take place immediately. The heat of this combustion will ignite the thermite, and a fire in the heat range of 4000 deg. F. will result.

Fig. 10g



Spontaneous Combustion
(with a little help)

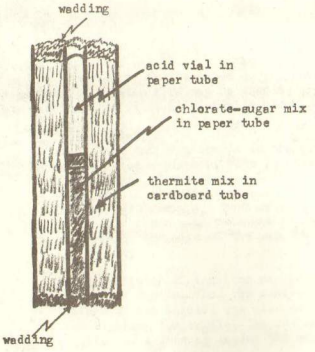


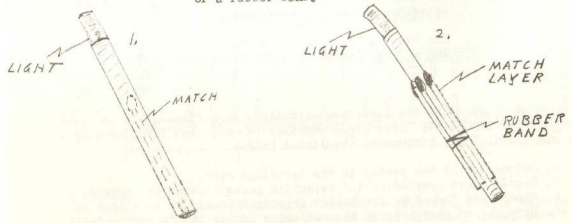
Fig. 10h

Thermite Device

The size of thermite device described may be used for sabotage on critical machinery, truck engines etc.. The result is total destruction. For larger jobs, such as bridge structures for an example, increase the size of the thermite container and also the igniter of chlorate and sugar.

L. Time-Delay Devices for Incendiaries.

1. Cigarette and Match Delay.
Push a nail, point first, into one end of a cigarette... Now, insert a kitchen-match, head first, into the passage made by the nail. Circle the cigarette with a single layer of kitchen matches. Point the heads toward the end that is to be lighted. Place them in the same position as the head of the internal match. Secure them with tape or a rubber band.



To arm the device, light the cigarette. The time for the ignition of the match layer may be adjusted by the location of the heads from the burning end of the cigarette. The match fire may be used to ignite a fuse, or pile of combustible material. It will, also, ignite black powder.

2. Candle Delay.
Secure the end of a candle to the bottom of a shallow pan, such as a pie tin. This is accomplished by heating the butt end of the candle. Make certain it is fastened well, and in an upright position. Pour a mixture of one part of gasoline and 1 part of kerosene into the pan... Surround the pan with combustible materials. Allow them to overhand the edge of the pan. Now light the wick of the candle.

The time factor of ignition may be adjusted by the length of the candle. When the candle flame approaches the surface of the liquid, the mixture will ignite. Caution when lighting the candle. The device may be used in the ignition of a fuse by laying the end over edge of the container.

3. Alarm Clock Delay.
Remove the bell from an alarm clock, but leave striker in position. Fasten a piece of string to the key used for winding the alarm. Position the clock in a upright position. Fasten the other end of the string to top of a bottle containing an activating fluid. The alarm, at the time set, will go off —— the key will wind up the string, and tip over the bottle. The contents spilling onto a pile of igniter material, properly placed, will start to burn. Place combustible items in contact with the igniter.

The liquid may consist of sulphuric acid, and igniter of potassium chlorate and refined sugar in equal parts.

The liquid may consist of glycerin, and the igniter of potassium permanganate crystals.

The fire may be used to detonate explosives by inserting a fuse into the igniter material.

Silencers

The noise produced by the exploding cartridge, in a firearm, is composed of several components. These blend together to make what is apparently —— one sound. These components are listed below:

a. Detonation of the powder in the cartridge case.
b. Muzzle blast created by the expanding gases leaving the barrel.
c. Shock wave formed by the bullet driving into air.
d. Movement of the parts of the mechanism during the firing cycle.

Each type of firearm presents different problems in noise reduction:

1. Revolver..... Gas escapes from between the forward part of the cylinder, and the breech of the barrel.

2. Semi-auto Pistol.... Considerable noise is produced by impact of moving parts.

3. Sub-machine Gun..... The impact of moving parts is at a higher level than in either a pistol, or a rifle.

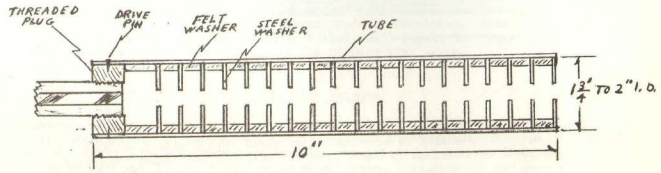
4. Rifle..... The high velocity of the bullet intensifies the shock wave, and it becomes a major problem. This is a factor with any bullet speed in excess of the speed of sound.. This is to say, any bullet speed in excess of 1060 feet/second in air. The higher chamber pressures also increase the muzzle blast of the firearm.

While all these factors contribute to the sound of a firearm, muzzle blast is the greatest producer of noise. Silencers are, basically, a device for the suppression of muzzle blast. On the following page is an illustration of a home-made silencer.

In summary, a semi-auto pistol presents the least problem in suppression of noise. Refer to Fig. 10i and Fig. 10j. These are illustrations of the construction of silencers designed to be used with a semi-auto pistol of the exposed barrel type. They will not work with a pistol having a slide extending to the end of the barrel. A Luger is an example of the exposed barrel type. The sight, of course, will have to be moved or relocated.

Fig. 10i

Type A Silencer



Construction:
The tube used for the outer casing should be of steel, with a wall 1/16 thick. If aluminum is used make the wall about 1/8 inch thick. Select a steel washer of an ID about 1/8 inch larger than the bore of the weapon. The OD of the washers should be of a size to fit the ID of the tube and without excessive clearance. The ID of a standard washer may be enlarged by drilling, and the OD may be reduced by lining them up on a dowel, and then turning them on a lathe.

The felt washers may be cut with a hollow punch on a hard wood block... The OD should fit the bore of the tube snugly. The ID of the washer is about 1 1/2 inches.

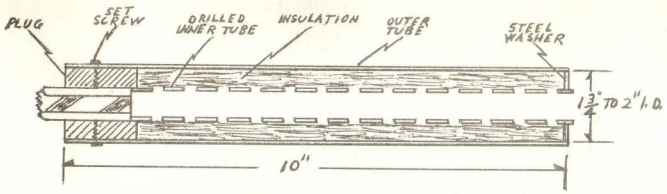
Beginning at the muzzle end, solder the first steel washer in position. Now, alternately, pack steel, and felt, washers in the tube as shown. A firm pack is required. At the breech end, insert enough felt washers to create a space of about 1 inch between the last steel washer and threaded plug. Now, position the plug and secure it to the plug with either pins, screws, or by soldering.

The plug may be threaded, or equipped with set screws as in Fig. 10f... If the barrel is tapered, the threads will wash out at the muzzle. This may be helped by wrapping the barrel at the muzzle with a layer, or two, of plastic tape. Make the plug about 1/2 inch in length.

This silencer will not cancel out the noise of moving parts, but it can suppress most of the muzzle blast. The weapon fired against a backdrop of some noise will not attract attention.

Fig. 10j

Type B Silencer



Construction:
The outer tube should be constructed of steel with a wall 1/16 inch in thickness. If aluminum is used, make the wall 1/8 inch thick. The tube forming the inner casing should be of steel not less than 3/32 inches.

When preparing the inner tube, devide the circumference into 12 equal divisions. Draw a line the length of the tube at each mark. Drill thru the tube, along these lines, on 3/8 inch centers with a 3/16 inch drill to a point about 1 1/2 inches from the breech end. A wood dowel inserted in the tube, while drilling, will help prevent deforming the tube.

Make the plug of steel, or aluminum, and about 1 1/4 inches long. OD of the tube should fit snugly over the plug. The ID of the plug should be such that it has to be tapped onto the barrel of the weapon. If barrel is tapered, the plug will have to be fitted with a reamer.

To assemble, beginning at the muzzle end, solder the steel washer into position. Now, wrap the inner tube with a strip of fibre glass insulation, spiral fashion. Position the inner tube in the outer tube, turning the inner tube as you work it in. Position the plug at the breech end..

Drill thru the outer tube and plug, and tap for set screws. Or make the attachment as in Fig. 10e. The ID of the inner tube should be about 1/8 inch larger than the bore of the weapon. This will help avoid problems in misalignment.

The Type B. should have a slightly greater efficiency in noise suppression than the Type A. It is also a little more difficult to fabricate..

Type C Silencer

This type is generally patterned after Type A.. The steel, and felt, washers are dispensed with. Washers cut from screenwire are substituted.

Construction of Type C.
Fabricate the outer tube, and plug, as illustrated in Fig. 10e or 10f and solder the steel washer in position at the muzzle end of the tube.

Cut washers, with a sheet metal punch, from copper screenwire. Position them, one against the other, from the muzzle of the tube ——but allow room on the breech end for the plug. The OD of the washers is made to fit the ID of the tube snugly. The ID of the washers should be about 1/8 inch larger than the bore of the weapon. Now insert the plug in the breech end and secure by pins, screws, or by soldering.

This is probably the easiest of the three types to fabricate. Prior experimentation, with the weapon to be fitted, will result in types of devices that are better adapted to the firearm they serve.

Primitive Weapons

Ancient weapons of warfare have never been completely replaced. They are quite useless, in open field tactics, against a modern military force. However, in the hands of a guerilla engaged in hit-and-run or urban warfare —— they may play an important role. The very nature of guerilla warfare has contributed to the revival, on a limited basis, of some of these primitive devices.

The Bow.
This weapon has the adventage of silence. It is a deadly tool in the hands of a competent archer. Select one of fibre glass, and a model with recurved ends. The recurved feature gives more cast to the arrow. A pull of about 35 pounds is average for an active, and reasonably strong, female. A pull of about 50 pounds is right for an active male.

A longer bow is more efficient than a shorter one, but the additional length may cause difficulty in restricted places. The long bow is more difficult to conceal, when that is necessary. Arrows of not less than 32 inches give better flight stability. Use the hunting tip with the four edged tip, it is better ballistically.. In training with the bow, shoot at man size, and shaped, targets. Don't waste time with the circular variety. Practice shooting at moving targets. Have someone pull them with a string along length of wire stretched between two posts.

Practice for rapid reloading. Use a quiver slung high on the back and not so high you have difficulty clearing the arrow from your quiver. Reach back over the shoulder with your hand, and grasp an arrow at the nock. The Indians did it this way, and developed the art of phenomenal speed in shooting.

The Choker.
This device is designed to loop around the neck by casting it over the head from behind. It is then drawn tight, with a knee pressed into the small of the back. If you can get a man off his feet, and face down on the ground --- the advantage is greater. You must use both hands. Watch out for weapons in your enemy's hands.

Drop the loop over the head with the hands crossed. This allows a greater pressure to be exerted. The best chokers are made of some strong, moderately stiff wire --- such as piano wire. The ends of the wire should be equipped with wooden handles to provide a more effective method of gripping. Use a loop about a half-diameter, in size, larger than the head...

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Chapter 11.

ABC Warfare...Atomic, Biological, & Chemical

Tactical Aspects of Atomic Warfare.

It is not likely that atomic weapons will be used against Guerilla forces as long as the following conditions are in effect:

1. Massing of forces is not achieved. In the initial phase of the conflict, Guerilla forces acting through small units will not attract the use of atomic weapons. However, when significant massing is of necessity in conducting large-scale operations --- the possibility of atomic attack will be greatly increased. After an objective has been attained, a rapid dispersal of forces should become a standard procedure. This has application not only to defense against atomic retaliation, but defense against conventional weapons. This capability can only be attained by a high degree of mobility, and a solid communications system.

2. The operational terrain is urban, rather than rural. This is particularly true if the guerilla force is occupying ground of some importance in the industrial sense. The psychology of the enemy makes avoidance of economic damage more important than avoidance of human damage. For example, the safest place in a city during a conflict --- could be the electric generating plant. In contrast, the area of greatest danger would be in a poor, residential quarter.

Summation:
Make no mistake about it, the enemy will use any, and all, weapons for reduction of the Resistance. Atomic attack will be mounted if the situation warrant it. The profitability of such an attack will be the one and only consideration. The periods of greatest danger, from a nuclear assault, are --- during the initial phase of the struggle when alien military forces may be involved, or during the latter phase when Guerilla forces become large, and concentrated. An atomic explosion is not always of megaton proportions. Nuclear attack can be applied in relatively small degree by the use of artillery, or by aircraft. This will allow more leeway, to the enemy, in making judgements in the use of a nuclear device. It is well not to over emphasize, or to under estimate the risk of atomic attack in formulating strategy.

Casualty Production by Nuclear Attack

The following effects are generated by the explosion of the device:

Direct Blast Effect:
Blast effect is the movement of air at very high speed. Convential explosives produce the same movement, however, they are of much less magnitude.. The radius of blast destruction is extended much further.

The air, at high speed, is driven out in all directions from the center of the explosion. A pressure-wave is generated, moving along the earth's surface with tremendous force. The defense is exactly the same as for conventional explosives. Work with the terrain. If at all possible, take a position below ground level or position high ground between yourself and the source of the blast. This is much better than depending upon man-made structures for protection. Such construction is subject to extensive damage, and may be swept away entirely.

Missle Effect:
This effect is the result of debris hurled through the air by the blast.. Injuries also result from the collapse of buildings upon their occupants. Missles are sometimes thrown far beyond the danger radius of the pressure wave mounted by the explosion. Substantial surface structures, outside an area of "total destruction", do provide protection from objects that are in flight from the blast.

It seems that the best cover against both blast, and missle, effect is a hole in the ground --- with a strong roof over it. In urban areas this is in the form of subway stations, main trunks of the sewer system, railway tunnels, and the basements of solidly constructed houses. In rural areas we might consider narrow ravines, caves, storm cellars, and dry cisterns. In effect, we are saying that the less above-ground profile presented by a structure to the blast --- the greater chance it has of survival.

Burn Effect:
Burn effect is produced by thermal radiation from the nuclear fusion. It is an instant-sunburn of great intensity, and results from a propagation of radiation similar to that of the sun. It is a casualty agent of great importance.

Thermal radiation has little ability to penetrate material. However, near the source of the explosion it will build up heat so rapidly that objects of flammable construction may catch fire. The shielding against radiation of thermal origin may be quite thin. Consideration of this effect is only of importance outside the area of primary blast effect. If you are without adequate protection in this area --- you are finished anyway. A cover of heavy clothing provides good protection. White clothing is better than dark clothing, as it tends to reflect the radiation. The eyes are vulnerable, more so than any other part of the body. Severe damage to retinal tissue may occur, and blindness may result.

Never uncover your eyes in the direction of the explosion.

Nuclear Radiation Effect:

The radiation produced by the atomic disruption of matter is deadly toward all living things. However, it is fatal only when absorbed at levels that vary with the organism. It is also cumulative in effect. Fortunately, the tissue of all animals has some resistence to radiation damage... The earth contains, in varying concentrations, radioactive material. All life is subjected to a low level bombardment from it. Harmful effects --- are achieved, only, when this level is exceeded by a sustained amount of significant value.

The most extensive source of radiation from an atomic explosion is that radioactive debris thrown into the air. It is composed of, mostly, rock and earth pulverized by the force generated. This debris is known by the term "FALLOUT". From a blast in the multi-kiloton range it can be scattered over several thousand miles of terrain. From a blast over water, in the same manner, moisture may be hurled up by thousands of tons into the atmosphere. This also may come down as fallout.

The shape of the infected area depends, to a large extent, upon prevailing winds which carry it. The shape is, generally, elliptical --- with a long axis parallel to the direction of these winds. The stronger a wind

that is exerted, the more extended in length, and narrower in width, the danger zone will be. The distribution of fallout, then, is in some large degree dependent upon the force, and direction, of these winds. The area near "ground zero" is, of course, highly infected by the fallout that is propelled parallel to the earth' surface by the explosion.

The best defense against fallout is cover from the settling of the contaminated material. Underground shelter is best, as it provides a better shield against the radiation. The source of air should be filtered. This will protect against the inhalation of the fallout particles.

Fire Effect:

The intense heat generated by nuclear fission will create a firestorm if combustible materials are present. The blast drives the air out of immediate area, and the result is a condition of low pressure. Loose material is sucked into the partial vacuum where the intense heat consumes it. In addition, structures a mile, or more, away may be set afire.

It is essential that structures, serving as shelters, be built of material that is not combustible. It is also necessary that they have insulating qualities as well. This is another reason why sub-surface shelters are generally superior in the amount of protection afforded.

Summary of Defensive Measures

A shelf of books is available, written by various individuals and agencies, on defense against nuclear attack. A great many of these protective measures are not going to be available to a Guerilla force. Guerilla defense is most likely to be makeshift, and quite unsophisticated.

For guerilla units, warning of an impending attack is not likely to provide much margin of safety. Unless a concentration of force is of large proportions, and whether the attack comes from aircraft, from artillery, or whatever conveyance --- the content is likely to be of the low yield variety. Low-yield may consist of anywhere from a fractional-kiloton to as much as a hundred kilotons of explosive energy. A kiloton of yield is equivalent to a detonation of 1000 tons of TNT.

While attack from convential explosives is much more probable, we are to keep in mind that the psychology of the enemy is pathological. Assaults by nuclear weapons may be launched, now and then, to induce fear in the general population when guerilla activity reaches an effective level.... The enormous fear produced by the potential of nuclear attack may quite suit their purpose. ..... Such attacks must be followed by reteliations on as massive a scale as can be mounted against the murderers. More than ordinery risks must be taken in liquidation proceedings against the ones responsible. This will reduce the impact of nuclear fear for the average citizen. It will limit the possibility of future attack by reducing the numbers of those responsible for it.

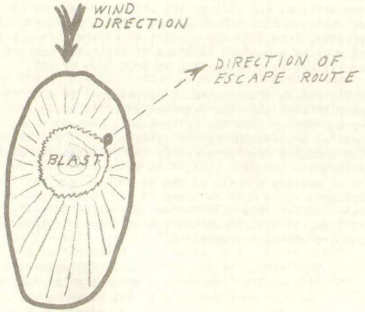
1. The initial phase of a nuclear explosion includes production of a "fireball". This release of energy is sunlike in appearance. Under no circumstances look at it. If you are still alive at this point --- you have a chance for survival. Take cover, as quickly as you can, and in whatever is available. DO NOT make a run for what you may consider more substantial quarters. YOU WON'T MAKE IT.....

Stay put for a minimum of 5 minutes —— if your cover does not afford fallout protection. Travel no further than is necessary to the point that you have selected for cover. Radiation may be penetrating you —— even though you will not feel it. If you believe the clothing that you are wearing has been subjected to fallout, discard it before entering the shelter. Once you are in a secure place, stay in it for at least 3 full days. It is not likely that any enemy activity will take place before the elapse of that amount of time. The radiation level, outside the shelter, will depend upon the proximity of the site relative to ground zero and the factors affecting fallout concentration..

2. When emerging from your shelter, move as rapidly as you can in whatever direction you have selected. If you know the direction of those prevailing winds in your area, set your course accordingly. Example —— if the blast was westerly of your position when it occurred, and if the prevailing winds are northerly —— make your track to Northeast.. This will take you out of the fallout area most quickly. If the wind is rated light, move along a course about 15 degrees North of East... If the wind is rated strong, move along a course about 35-45 degrees North of East.

Knowledge of prevailing winds in your general area is essential, their direction and their strength. Winds at ground level have little effect on the fallout pattern. The consistent winds at the higher altitudes , these are the ones that determine it.

Below is an illustration of wind velocity on this pattern —— with a wind in the strong category of 25 to 30 miles per hour. The shelter occupied at the time of the blast is shown on the eastern edge of the "area of total destruction". The ellipse describes the perimeter of a wind-shaped area of significant fallout. It is this area that escape from must be made with the greatest speed possible...



The yield of the blast, generally, determines the time lapse before the radioactive debris begins to settle on the surface of the earth. Total amount of debris in the air is determined by the explosion in relation to the earth's surface, and the nature of the terrain. A blast upon, or near, the surface will result in greater amounts of debris. A soft, or loose, terrain will result in greater amounts. A blast high in the air will have fallout confined, chiefly, to bomb fragments.

1. From a megaton explosion —— at 5 miles from ground zero, heavier particles will reach the earth in about a half-hour. At 20 miles from ground zero, the heavier particles will reach earth in about an hour... Air density, and thermal conditions, may vary the time somewhat. This is a rule of thumb.

2. From a kiloton explosion —— At a mile from ground zero, heavier particles will begin to reach the earth in about 5 minutes, or a little less. This yield will, probably, result from artillery, or very light aircraft bombs. It is about the category that may will be used against guerilla concentrations, and fortifications.

Radiation producing particles are indestructible by any practical means or method. Adequate shielding, or distance, is the only defense. Material that is contaminated may be burned, soaked in water, or mixed with other material —— and the radiation is still projected in a deadly and invisible form.

A reduction in radiation intensity is brought about, only, by a passage of time. Each radioactive element possesses what is termed "half-life". This means that the element halves the strength of its emission in the lapse of a specific period of time. For example, if the "half-life" is 4 days —— then, 4 days from the time of the blast, the radiation will have been reduced by one-half. At 8 days from the time of the blast it will be reduced to a quarter of the initial intensity. Theoretically, a radiation level never reaches zero. However, for all practical calculations its effect on the human organism becomes neglible. The effect of radiation exposure is cumulative —— that is 4 days of exposure at one level is equal to 2 days of exposure at double the dose. For details —— there are many books, and pamphlets, available on the subject.

Tactical Aspects of Biological Warfare

Bio-War is the employment of disease organisms, and their toxins for a production of casualties. Generally, these agents are introduced into a population through the water supply, food, or habitations. Some of them may be introduced into animals, which in turn serve as carriers for the persons who use them for food or associate with them. If these animals are used for food, their depletion may result in serious shortages. The plantlife used for food may be, also, be infected to reduce food supply.

Perhaps, the greatest danger to a Guerilla force, from infections that are deliberately induced, is the result of infiltrating enemy agents... There is, in addition, the possibility of infection from food that may be obtained from dubious sources.

Preventive measures against biological-agents, from both deliberate, or accidental, sources are considered below:

1. Personal Cleanliness --- Clean habits pertaining to body, clothing, and quarters.

2. Food and Water --- Food, unless it is in airtight containers, must be cooked. Doubtful water should be treated, or boiled.

3. Handling of the Sick --- All sanitary precautions must be observed in the care of the sick. Exposure to other persons should be placed on an only-as-necessary basis. Obtain a diagnosis of the illness as rapidly as you can. See Chapter 14. for further detail.

4. Immunization --- Obtain a supply of serum, vaccines, and anti-toxin if at all possible. Have them administered by trained persons. Have the Unit's Medical Officer keep records of the innoculations. Clear and complete records should be kept on all personell, whenever data becomes available through treatment. Such information will prove to be invaluable in any later diagnosis, and treatment. Items in those categories of blood-type , allergic reactions to certain drugs, and chronic ailments are very important. The Guerilla force is not any different from a regular military organization in the field of medicine. If it is not so considered, disease may prove to be a worse killer than the enemy...

5. Intelligence --- Considerable dependence must be placed on the use of agents to gather information, from the enemy, on the potential employment of biological attack. The Underground will more than be useful in this respect. In addition, the entire Unit must be alert to such tactics being used by infiltrators.

6. General Population --- Since the medical techniques of Guerilla units may be, of necessity, rudimentery; contacts with the people of the population-at-large should be kept to a minimum. In particular, contacts with the obviously sick among them must be avoided.

7. Epidemics --- If evidence of an epidemic occurs within a Unit, sick persons must isolated as soon as possible. Split the remaining ones into several smaller groups, and quarter them at some distance from each other. This will assist in preventing the spread of the infection. Some knowledge of the incubation period of the disease would be helpful. The re-assembly of the Unit may begin, after the incubation period, and to include those groups where evidence of disease is negative. Decontemination procedures must be followed where the return to previously occupied quarters is necessery.

8. Persons, who of necessity, must work with the sick should avoid any close contact with the non-sick. They must isolate themselves until the situation is cleared up. Do not, under any circumstances, allow commitment of your entire medical staff to care of the sick. Use a minimum number of medics. Medical personell are apt to be in a very short supply, and should not be subjected to unnecessary risks. Such persons must use every available precaution to avoid infection.

Tactical Aspects of Chemical Warfare

Gas is certain to be used against the Resistance. It is a weapon that may be used with the least damage to the industrial environment. The chances of it being employed are much greater than atomic or biological attack...

The enemy will use whatever weapon is tactically suited to an engagement. Refer to Chapter 9.. The gas agent chosen to do a job will be selected on its availability, and the results to be obtained --- the factor of human damage will not even be considered. Any other deduction is stupid. Attack by gas must be deemed probable --- if significant Guerilla numbers exist in suitable position. It is well to be prepered. A force occupying fixed positions, in particular, should be equipped with gas masks and protective clothing. In this connection, a man-size bag of clear plastic with a slit cut (about 3 inches long) in front of the air entrance to the mouthpiece of the gas-mask will afford some protection against vessicant type gasses, and those that poison by entrance through the skin.

Following is some discussion on the various kinds of agents that may be employed against you:

Musterds

Mustard gas attacks tissue directly, burning all flesh with which any contact is made. Most affected are the skin, the lining of the lungs , the linings of the nasal passages, and the eyes. Musterd is a blister forming agent --- or a vessicant.

Detection...
The odor of these gases is similar to that of garlic, musterd, or that of strong soap.

Effect...
If the vapor has reached the breathing passages, choking and coughing, and gasping for breath will result. In severe cases, there will be an extreme nausea and vomiting.

If the skin has been contacted, patches of red will appear, shortly to be followed by blisters. In severe burning, the blisters will be followed by a sloughing off of the skin and exposure of the tissue beneath it. These skinless areas are highly subject to infection.

First Aid...
Flush out the eyes with water, holding the lids open and away from the eyeballs. Use only clean water from a canteen, or other container. Use of dirty, or contaminated, water may do more damage. Ointments, formulated for the military, are obtainable for use in the eyes and for use on the skin. If these are not available, an ointment or lotion containing "cortisone" will help.

Remove any contaminated clothing from the patient. Wash any skin areas that have been affected with clean water immediately. Apply the ointment to the burned areas. Pay special attention to the skin of the face --- check the scalp, the neck, and the ears.

Severe cases of musterd damage will require experienced medical attention. Keep the patient as quiet as possible, and move him by stretcher if he must be moved. An injection of morphine will ease the pain, also assist in preventing shock.

Arsenicals

These agents are generally classified as vessicants. They attack tissue directly, although not as violently as the musterds.

Detection...
The odor of these gases is identified with that of fruit, or flowers.

Effect...
The effect is similar to that of musterd.

First Aid...
The treatment is similar to that of mustard.

Nerve Gases.
Nerve gas is insidious, and deadly, in its effect upon the body. Very small quantities, absorbed into the bloodstream, produce a violent reaction in the nervous system. Skin contect with certain types will result in absorption into the body.

Detection...
The odor of these agents in light, but casualty producing, concentrations is difficult to detect. The odor, if any, is sweetish --- or like that of ripe fruit.

Effect...
Vision becomes blurred, and the eyes hurt. Inspection of the pupils of the eyes will indicate a contraction. Muscular control is lacking and difficulty in movements of the eye will be experienced.

The nose may run as if the patient has a cold. Drooling at the mouth may occur. The tongue will feel thick, and difficulty in speaking is experienced.

The chest will feel tight. Breathing may be difficult and spasmodic. This condition is the result of the poison acting upon the involuntary processes of the body. There may be profuse sweating, and with a clammy feel to the skin.

There may be extreme nausea associated with gagging and vomiting..... The patient may loose control over urination, and bowels. This is the deterioration of nervous control. Symptoms of palsy may be present in general muscular control. If the intake of the gas has been extensive --- there will be convulsions, coma, and finally death.

First Aid...
Flush out the eyes with clean water, holding the lids open, away from the eyeballs.

Remove any contaminated clothing, or to play safe --- remove all clothing. Wash the skin immediately, paying special attention to the area of the face, scalp, neck, and ears.

At first evidence of infection by nerve gas, inject 1 surrette of the drug ATROPINE into the muscle of the thigh, buttock, or upper arm..... Massage the point of injection with the fingers to speed up absorption into the bloodstream. Normally, about 10 minutes is required for drug to take effect. If the patient exhibits a progressively worse response to the poison, administer a 2nd injection of ATROPINE. Choose a different location for the injection. Wait 3 minutes. If no improvement is evidenced, administer a 3rd shot of the drug.

Check the breathing of the patient constently. If the breathing stops,

begin artificial respiration immediately. After each injection of the drug, bend the needle into a hook and attach it to a string that will be looped around the patient's neck.

Atropine will induce drowsiness for about 12 to 24 hours after giving the injection. Keep the patient quiet, and do not allow him to move.. The effect of both drug and nerve gas is such that muscular controls are very badly impaired. Dryness of the mouth is an exellent indication that a sufficient quantity of Atropine has been administered for counteracting the poisonous effect of the gas.

Choking Gases

This agent attacks the breathing apparatus. The tissue is damaged and its ability to absorb oxygen is restricted, or destroyed.

Detection...
The odor of these gases is identified with that of cut grass, or of silage.

Effect...
The vision becomes impaired, as the gas irritates membranes of eyes, and eye sockets. Tears may flow copiously.

There is extensive irritation of the breathing passages. The very act of breathing becomes difficult, and may be painful. There may be the accompanying discomfort of violent coughing. There may be an extreme nausea, along with vomiting.

The patient may become lethargic, and incoherent in speech. The blue color of the lips will indicate that the injured lungs are incapable, in varying degrees, of supplying oxygen to the body.

First Aid...
Place the patient in a reclining position, and keep him quiet. If the air is cold --- cover him. Keep him warm and dry. Remove contaminated clothing from the body.

Administer stimulants such as warm coffee, or tea. Do not use fluids that contain alcohol. Alcohol is a depressant, and will result surely in more harm than good.

Check the breathing of the patiently constantly. If breathing should stop, give artificial respiration immediately.

Blood Gases

This agent is absorbed into the bloodstream through the lungs. There the poison is carried to all parts of the body. This produces afflictions of all the vital organs.

Detection...
The odor of these gases is identified with that of peach, and almond kernels. The odor is light, and concentrations sufficient to produce casualties may escape detection.

Effect...
The gas will cause irritation of the eyes. The eyes will become filled with tears. Aching of the eyeballs will accompany the irritation.

The breathing passages become irritated, and breathing may become very difficult. Fits of coughing may occur, accompanied by nausea, gagging, and vomiting. Certain of these gases may produce breathing which is of a shallow, and rapid, characteristic.

As the reaction to the poison advances, severe headache may occur. The patient may stagger like a drunk person. Dizziness, and lack of muscular control, may be present. The patient may experience chills.

First Aid...
Place the patient in a reclining position. Keep him quiet and keep him warm and dry. Remove any contaminated clothing.

Administer Amyl Nitrite by crushing the ampule, and holding it beneath his nose. Hold a hand over the patient's mouth. This will force more intake of the fumes through the nasal passage. Cover the face with any cloth or piece of clothing. This will concentrate the effect of fumes of the Amyl Nitrite.

Repeat the treatment at the rate of an ampule every 3 minutes until a flushed condition of the patient's face appears. The flush is produced by the internal reaction of the Amyl Nitrite. Now slow the administering of the drug to a rate of an ampule every 5 minutes, until 8 have been given.

Speed is essential in the treatment of Blood Gas poisoning.These gases will produce casualties after only a few breaths in light concentrations. The victim may be rendered unconscious in 2 or 3 minutes, and in 5 to 10 minutes more --- dead.

Tear Gases

Tear gas is regarding as a harrassing agent, rather than a casualty or killing agent. Continuted inhalation of the gas may produce a casualty but rarely a fatality. Intense concentrations could result in suffocation. Unmasked personell can be rendered completely defenseless by an application of the gas. It is particularly effective in forcing evacuation of positions by unprotected defenders.

Detection...
There will be a stinging sensation in the eyes, and there will be the desire to rub them.

Effect...
There will be a heavy flow of tears, and the vision will be blurred. A stinging sensation will be experienced on exposed areas of the skin... There will be irritation in the nose and throat. If the concentration of the gas is heavy, it will produce fits of coughing and gagging.

The physiological effects of the gas are, generally, temporary. Once a person is removed from exposure, recovery is fairly rapid. Irritation of the eyes may persist for several hours, or even 2 or 3 days.It is a an inconvenience rather than a serious detriment to vision.

First Aid...
Wash out the eyes with clean water. Do not rub the eyes, as this tends to increase the irritation. The flow of tears, in itself, is a helpful procedure.

Wash areas of the skin that have been exposed. Do not rub the skin as this will increase the irritation. Clothing exposed to the gas may be found necessary to remove. If not, they are likely to be a source for irritation of the eyes and skin. The gas will penetrate clothing, and exude the vapors for some time after. The clothing is re-usable, just air them well for a day, or so.

Vomiting Gases

Vomiting gas is regarded as a harrassing agent, rather than an agent for producing casualties. When the intake is of sufficient quantity it will result in gagging, and vomiting.

Detection...
The odor of these gases is acrid, like that of burning gunpowder,or of fireworks.

Effect...
There will be considerable irritation of the nasal passages, and the throat. There will be fits of coughing, sneezing, and gagging. There will be an intense desire to vomit. The throat, and chest, may feel a constriction. They may also hurt.

Saliva may be discharged into the mouth in excessive quantities. This will result in spitting and drooling. The teeth may ache. Nausea may be present. If there has been considerable intake of the gas, gagging and vomiting may be almost convulsive.

First Aid...
Remove any contaminated clothing. Wash all exposed areas of the skin. Pay particular attention to the skin of the face, neck, and ears.

There should be no permanent effects. Recovery is fairly rapid after removal from exposure. Some feeling of weakness may persist from the heavy vomiting. This should disappear in a day.

Summary

The Guerilla is usually without adsquate protection against gas attack.. A gas mask should, certainly, be considered minimum equipment. However, secrecy, and mobility, will remain as his first line of defense.

The employment of chemical attack, as well as that of atomic, or biological --- should be followed by rapid retaliation against the enemy. The persons specifically responsible should be destroyed. If this is not an accomplishment within possibility --- destroy whatever political leaders you may be able to contact. Let the reason be known for the attack. The reference is, of course, to use of casualty agents. The risk-taking in a venture of this sort may be at a higher level than one would take in the normal process of liquidating the enemy.

There must be a psychological block induced in the enemy against the use such weapons against the Resistance. Any retaliatory action taken should be merciless in its operation. Widespread publicity must be given to the action so that the greatest amount of propaganda value may be extracted from it. In addition to the fear generated in the enemy, sympathy should be generated in the general population. The Resistance must lose not one opportunity to categorize the enemy as an inhuman monster. Out of many millions who will do nothing but grumble to themselves, there will be a few thousand that will move over to your side with each series of enemy outrages against humanity.

.....

Chapter 12.

Sabotage

Sabotage is the art of destruction. The Guerilla practices this art upon the resources of the enemy. It is done so with two major goals in mind:

a. The reduction of the enemy's capacity to supply his military, police, and homegrown traitors with the materials necessary to sustain a grip on power. These materials range from weapons to the food they stuff in their bellies. Within this scope are the countless necessities useful for the maintenance of a modern army, and a modern police force. These are such things as transport, communications, medical, machine tools , clothing, electric power, and shelter.

b. The reduction of the enemy's will to win, by placing in his path problem after problem. He is subjected to the eroding stress of a constant vigilance. He is not to be allowed the comfort of pursuing the forces of the Resistance in the field, and then lie and rest in the safety of his strongholds. He is forced to protect himself at all times. His position is one of constant danger. He is made to feel that his opponent is everywhere, perhaps at his very elbow — this very instant. Feeling that he can trust no one, his organization is penetrated by suspicion, and the discord will slow his every reaction. However, to produce this effect, the pattern of destruction must be persistent and massive.

Sabotage need not be confined to the wrecking of materials. The acts of destruction must be extended to the very person of the enemy. Their comfort and security must be impaired. Their fighting efficiency, and their very will to fight, must be reduced by constant attack. The effects of such a strategy on the forces of the enemy —— may exceed, in importance, their losses in the field of combat against the Resistance.

Sabotage is directed in a number of categories. Each one has its own special problems. Some of the more important ones are listed below:

Transportation

The systems of transportation are the blood vessels of a modern society, and upon the carriers of these systems millions of persons, and megatons of supplies, are moved from one point to another. The military, and also the police, depend upon them to move from one place of conflict to another in their suppression of the captive population.

The average citizen, the John Q. of the masses, depends upon the vehicles of transportation to take him to his work, his home, and to his places of recreation. Destroy his mobility, and you have wrecked the production of his factories and the sources of his morale. The distribution of factory, and farm, depends up the functioning of transport. Destroy the systems of transportation of a country, and everything comes to a screeching halt... Consider the chaos of a subway strike in New York, or a major rail strike. You have the picture...

When a country has been conquered militarily, the attention of that enemy is concentrated upon restoring order and bringing the population of that country under control —— or conquer them politically. It is the purpose of the Resistance to resist the restoration of order, and create chaos... The establishment of anarchy is vital to their victory. The order desired by the conqueror produces passivity in the people, and destroys their own will to fight. The systematic wrecking of the country's transport will go

go far in the destruction of order. Fortunately, transportation is a quite vulnerable system from the aspect of sabotage. Various forms of transportation are dealt with below:

Railroads...
Rail transport is particularly easy to sabotage. Long stretches of tracks run through desolate, and sparsely inhabited areas. The security of these installations is very difficult to maintain. In Figure 12a is illustrated, and described, a method of mining a railroad track. The frogs, crossovers, and switches are especially vulnerable. An evening spent, destructively, in a railyard can foul things up for a long time.

In order to create a long delay in repair, mine alternate rail connections for a distance of a hundred yards. Explosives other than dynamite may have their use as well. Substitute 1 pound of TNT for the recommended charge of dynamite.

When explosives are not available, or a sneaky way is desired, derailment devices are available at most railroad supply installations. Any railroad man can tell you about them. They are simple and easy to install. Derailment can also be accomplished by piling obstructions on the rails. A pile of heavy rocks, between the rails and extending over 1 rail, will do. The obstruction should be at least 2 feet high, and 20 feet long. This takes a lot of hard work and time. In addition, the rock pile may be detected in time to prevent the wreck. High speed, on and off rail, cars may be emploed by the enemy to patrol the rural runs of track. They may be armored... In addition, they will most certainly be well armed. There is no very good substitute for explosives that take only minutes to position and arm.

In the rail yards, and the roundhouses, the opportunities for sabotage are manifold. Air hoses between cars may be partially cut. Bearings may have a nice grease job with abrasive loaded grease. Couplings may be wedged partially open so that a heavy pull will result in the device opening. A hand brake may be set, and jammed, before the train gets underway.

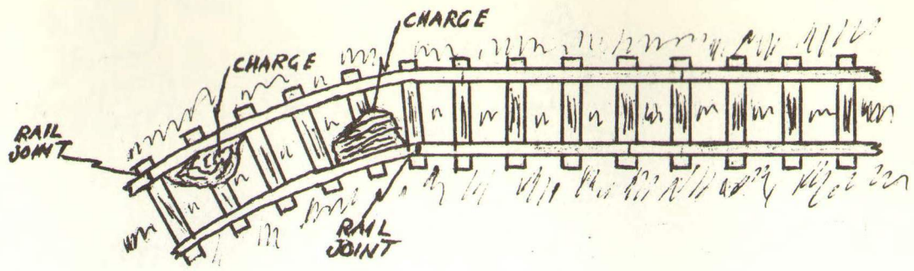
Switches may be wedged so they will not open, or close. Electric signaling devices may be ruined, or altered to give false signals. In switching yards railroad personell may be overpowered, if they are uncooperative, and the duties taken over by Resistance people. Havoc can be created by a creative use of the signal system. In many of these yards the lighting is meagre... Patrol by protective personell is made difficult by the long lines of cars parked on the tracks. Explosives may be planted at will. Flatcars carrying loads of vehicles, or machinery, are vulnerable to demolition.

Engines should not be neglected when using enlightened methods of sabotage. Large charges planted at vital points will make the engine impossible for a repair crew to reconstruct. On diesel jobs, the lube system may be assisted by loading it with abrasives. Even an axe can do a good job on wrecking oil lines, and electric cable. Destroy the instrument panels and controls...

Automotive Transport...
In terrain that affords an adequate concealment, enemy vehicles may be hit by mines and ambushed.. In Fig. 12b is illustrated the mining of a road.... Timing for detonation of the charges is best accomplished by a device that is triggered by the passage of a vehicle.

Fig. 12a

Mining of Railroad Rails

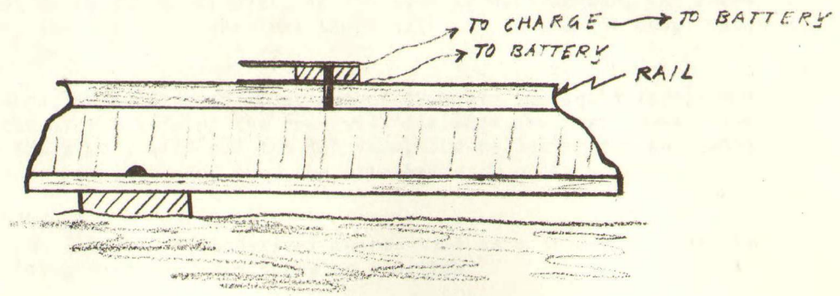


Selection of the Site.
Select a site where the visibility of the engineer is restricted, such as just around a curve in the roadbed. The addition, to this condition, of a steep grade will add to the damage. Another good site is a cut. The jamup will block the cut and make repair efforts more difficult.

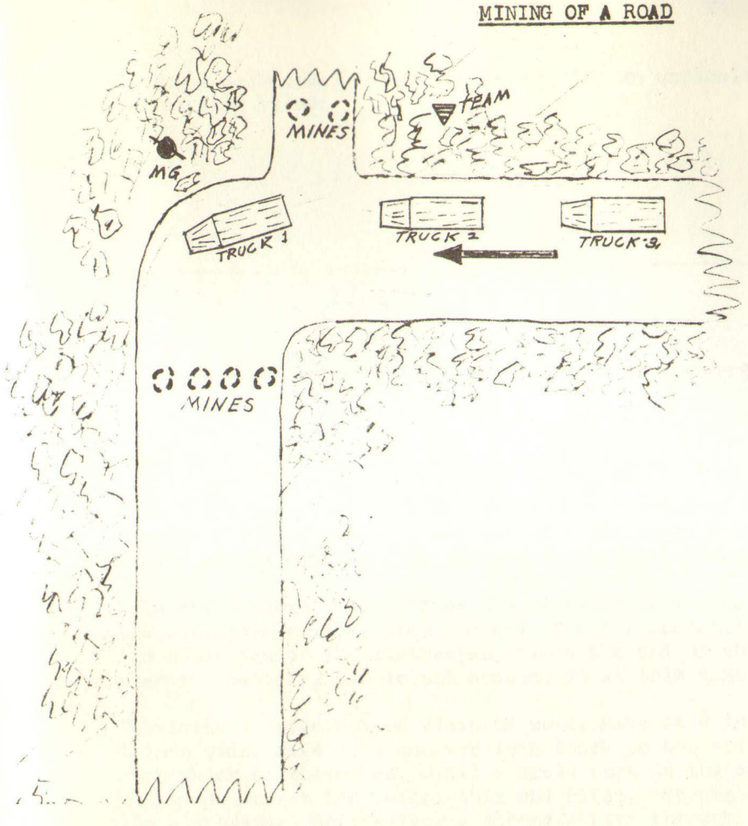
Placement of the Charge.
Position the charges near the rail joints as shown above. Use about four sticks of 60 to 80% dynamite, or the equivalent, at each position. Place the charge directly against the rails. Pile stones on top of, and inboard of the charge. This will help direct the force of the explosion against the rail at its weakest point.

Arming the Charge.
The circuit may be energized by closing a switch manually as the engine passes over the charge, or by having the wheels of the engine pass over a switch device. Such a device may be constructed using two strips of metal about 6 inches long. Separate the strips at one end with a wood block of 3 inches in length and 1/4 inch thick. Sandwich the block and tape it in position. Fasten the wires from the battery, one to each strip.

Secure the device on top of a rail. When a wheel passes over the ends of the section not supported by the block, it will crush them together ----- closing the circuit and detonating the charges.



MINING OF A ROAD



Selection of the Site.
Select a site where the vision of the driver is restricted, such as just around a curve in the road.. Place the charges about 15 yards beyond the curve. Note that a side road is also mined. This will prevent following trucks from turning off. Guerilla transport may also wait beyond the mine barrier, ready for escape after the convoy has been hit.

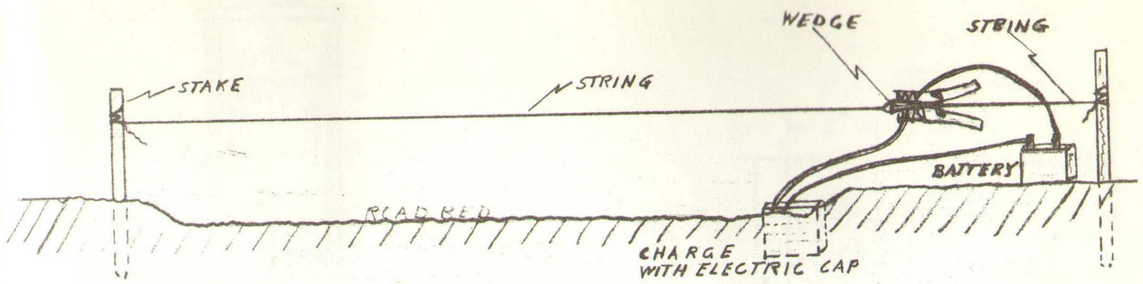
Placement of the Charge.
The charges will be more efficient, and less subject to detection provided holes can be dug in the surface of the road. On very hard pavements this may not be possible. However, if the site is well chosen, as above illustrated, the driver of the lead truck will not be able to stop with sufficient time.

A large charge, consisting of 10 sticks of dynamite (or equivalent) in a pile of rocks at the side of the road will dislodge the lead truck. The rocks, and the blast, will get the job done. The following trucks will panic and pile up. They may, then, be attacked with other weapons.

Arming the Charge.
Detonating the charges by mechanical means, such as a trip wire, results in better timing than manually throwing a switch.

Fig. 12c

A simple mechanical device for triggering an explosive charge is illustrated below:



From one terminal of a 6V or 12V battery (lead-acid or drycell) a length of wire is lead to one jaw of a spring-type clothespin.... Remove any insulation from the section wrapped around the jaw.

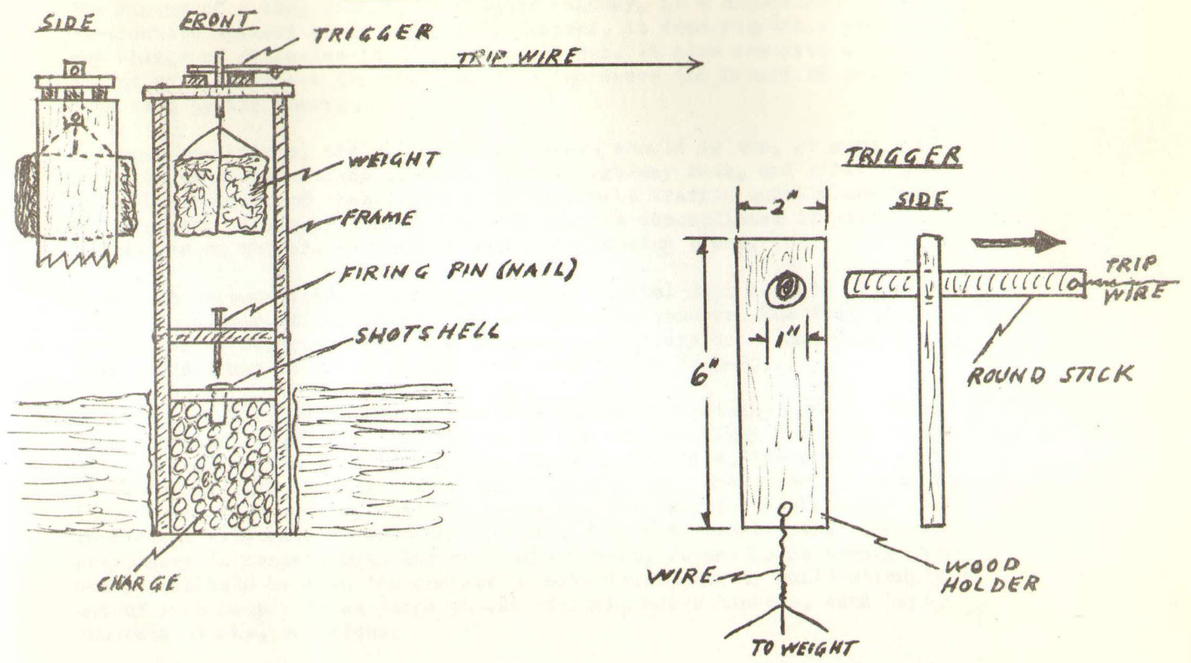
Take the 2 wires leading from the electric primer cap, inserted in the explosive charge. Wrap the end of one (insulation free) over the other jaw of the clothespin. Place the end of the other wire near the battery, but do not connect it at this time.

Fabricate a wedge-shaped piece of wood. Make it 4 inches long and 1 inch wide. Make it a quarter inch thick on one end, and a half inch thick on the other. Drill a small hole in the center of the thick end. Insert the wedge, thin end first, between the jaws of the clothespin. Now, attach a strong string through the hole and secure it. This is the trip wire. Take the other end of the wire across the road, and fasten it to an object so that it is about 3 feet above the ground. Pull the wire taut, but not taut enough to pull the wedge from the jaws of the clothes pin.

When your lookout reports the approach of enemy vehicles, prepare the device by securing the end of the loose primer wire to other terminal of the battery. The charge is now armed.

When the lead vehicle strikes the trip wire, it will dislodge the wedge from the jaws of the clothespin. This will energize circuit and detonation of the charge will follow immediately. If an ambush is the objective, mount your attack as the column contracts... Hit the rear vehicle hard with weapons fire. This tactic results in blocking the road on both ends. Now you have them.....

Percussion Detonating Device for Mine



Preparation of the Mine.
Dig a hole in the ground large enough to hold the charge, and the lower part of the device. Protect the charge from moisture by placing it in a bag made of plastic, or similar material.

Make the vertical frame out of 2 pieces of wood about 6 inches wide and about an inch thick. Cut them about 24 inches long plus the depth of the hole. Make the crosspiece for the shotshell, and drill a hole in the center to fit the shotshell firmly. Push it through until the head is flush with the crosspiece.

Make the crosspiece for the firing pin, and drive a nail to align with shotshell primer. Work the nail until it can be moved with the fingers. Position the nail with about an inch of the head protruding above the crosspiece.

Make the pieces for the trigger assembly. Make the 4 pieces that form the top of the framework. Nail the 4 pieces to the frame as shown. Nail the cross pieces in position. Set the framework in the prepared hole, and position charge. Wire a stone, or other weight, to the wood holder of the trigger assembly. The weight should not be less than 5 pounds. Position the round stick through the hole in the holder. Attach the trip wire as shown.

Arming of the Mine.
It is safer to completely assemble the mine without the firing pin in position in order to avoid mishaps. Stretch the tripwire from the trigger across passageway of vehicle, or personell, a few inches above the ground and fasten it... The wire when tensioned will pull from the holder and allow the weight to fall. The device will be quite effective when electric detonating equipment is not available.

The Mining of a long bridge, on a major highway, is a significant act of destruction against enemy transport. However, it does require a very heavy charge of explosive to do an adequate job. It also requires a large amount of time to set the charges. This increases the hazard of possible detection by the enemy.

For most operations, the choice of structure should be one, or more, of hundreds of small bridges spanning creeks, railway cuts, and other highways. Destruction of these structures will halt traffic quickly and very efficiently. A bigger bang-for-a-buck will be accomplished if enemy vehicles are on the bridge when it seeks its resting place.

Care must be exercised in placing charges. Capitol must be made of weak points in construction. Locate the load bearing members. The destruction of the larger bridges requires a knowledge of bridge building. Detail on this subject may be found in the Army publication FM 5-25...

Culverts, running under roads, are fine places for setting mines. These offer exellent cover for preparation of the charges. They are also ready made excavations in the right place. Whenever possible, the charges must be detonated with the passage of enemy traffic over the culvert. Select those where the roadbed, and fill above it, are relatively shallow. Use sufficient explosive to blow the top off. For best results, the charges are placed in contact with the roof of culvert. It may be necessary to build pedestals beneath the charges to make this contact. Build strongly out of such materials as large pieces of rock, heavy timbers, sand bags, concrete blocks, or bricks.

Estimate the amount of explosive needed on the following basis: for each foot of vertical height from the roof of the culvert to surface of the road above —— use 40 to 50 pounds of dynamite (60% equivalent). Charges are placed a distence from each other equal to the vertical height above. For explosives other than dynamite, use amounts equivalent in power..... This formulae will wreck the roadbed of a primary highway with a surface of 12 inches of reinforced concrete. In addition, it will wreck anything passing over at the time.

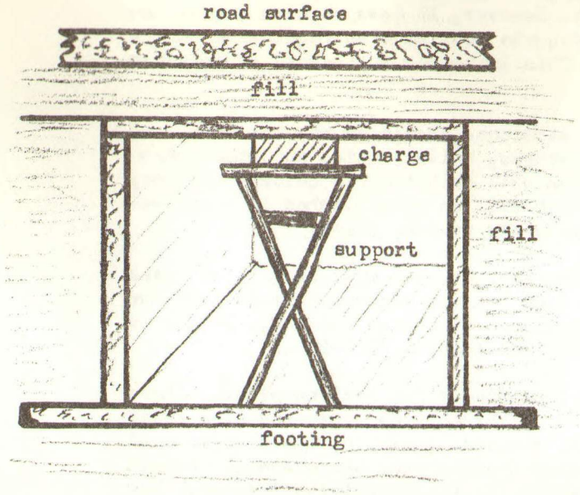
There are other methods for harrassing the movement of vehicles that do not require explosives:

1. Fell trees across the road, where there are large ones near it. The explosive material may be laid end to end in a cloth, and stretched about the trunk of the tree. For controlling the direction of fall —— secure a charge half-way around the tree and about 3 feet up from the ground on the side opposite the road side. On the road side, now secure a charge half-way around the tree and about 2 feet above the ground. The charge on the road side is about one-half the other one in strength.

   The charges are detonated simultaneously by electric primer caps in a parallel circuit. They may be connected by detonating cord with an electric cap attached to it.

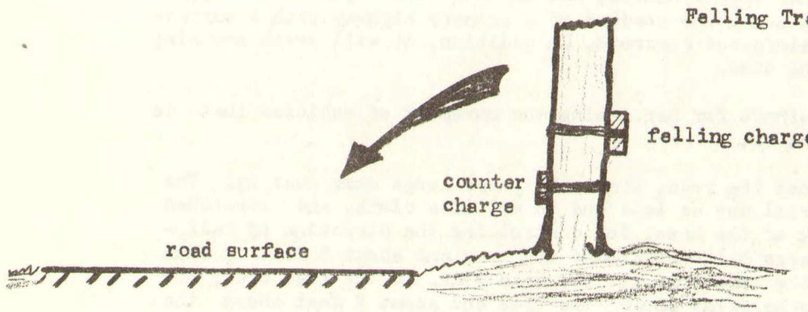
   For estimating the quantity of explosive needed: for felling a tree of 16 inches diameter, the larger charge shall contain 10 pounds of 60% dynamite, and the smaller one 5 pounds of the same.

Fig. 12e



Mining Culvert under Roadbed

Fig. 12f



Felling Tree across Road

2. Where the road surface permits, drive large nails into the road in a double line --- with the lines about a foot apart and the nails four inches apart in each line. Cut off the heads with a bolt cutter. On hard surface roads, scatter ten pounds of nails for a distance about fifty yards. Use roofing nails with the broad heads.

3. At some particularly sharp curve, pour several gallons of motor oil (old crankcase oil will do) over the road surface. This will give a driver a ski ride into the ditch.

4. Rig up a pair of auto lamps on a light frame. Place these in a road and on a sharp curve, facing the direction of traffic. Lead the wire connection to a place of concealment. Wire the lights on high beam.. Time the switching-on of the lights so that braking cannot stop the vehicle before reaching them. A little oil on the curve will help.

5. Pour a mixture of five gallons of gasoline and a gallon of oil in a 10 foot strip across the road just around a sharp curve. Ignite it a few yards ahead of the lead vehicle with a gasoline cocktail. Driver will attempt a panic stop. The following vehicles will be confused.. The screen of smoke will obscure their vision, and some good collisions should result.

6. Lobbing large objects into the front of vehicles as they move under an overpass is a good stopper. Firing into them from this position , and hitting them with gasoline cocktails, is even better.

7. Tow 2 or 3 junk vehicls across the road, just beyond a sharp curve, and park them sidewise. Remove any road signs signalling the curve.. This works best at night.

8. Tunnels are fine places to set up obstructions. Mining is especially good here. If the tunnel can be sealed near both ends, the complete column may be trapped. Weapon fire into this restricted area will be extremely effective. It is an ideal trap.

In preparing an attack against any enemy column, method of escape must be provided. As illustrated in Figure 12b, a side road mined near entrance, makes a good place to park your escape vehicles. Complete ruin of the column is always the objective, however, the attacking force may be outgunned. For a Guerilla, discretion is the better part of valor.

The sabotage of automotive equipment may take place in garages, parking lots, truck terminals, and military depots. Underground personell, working as attendants and mechanics, may wreak havoc on enemy transport... The following maintenance proceedures are suggested for facilitating a fast conversion into junk. There are many others, of course.

1. Sugar, or ethylene-glycol anti-freeze, poured into a gas tank should protect it against rust --- in the junk yard. Emory dust, or a fine sand, introduced into a sparkplug hole is exellent for lubrication.. A wad of rags, driven a foot into the exhaust pipe, will give a fit to anyone diagnosing the reason for an engine that will not run.

2. A brakehose cut nearly in two, and lightly taped over, will provide a delayed action, no-brakes thrill to a driver. Opening partially a a brake fluid bleeder valve will accomplish the same purpose.

3. Repacking of front wheel bearings with a mixture of grease and sand, is a good deed for the day. The same method is also helpful--- when used in the transmission or differential. A loose drain plug on the oil pan will eventually work off and lookie --- no oil.

4. A fanbelt, slashed nearly in two, gives up in a hurry. Cutting the wiring to the brake, and tail lights, is good for night driving. A hole punched in the bottom header of the radiator limits the supply of water and helps in warming up the engine. Opening up the petcock on the radiator drain, and plugging it with dirt, will produce the warm engine in a few miles.

The list is endless, and an imaginative person with a bent for mechanics will think of many more. Then --- there is always the operation of curing everything at once:

About 4 sticks of ye old dynamite, taped together, will help in the process of getting a vehicle moving --- up. Insert an electric cap into the charge. Fasten one wire, from the cap, to the terminal of a sparkplug. Fasten the other lead to the exterior of the motor and make certain you have a good ground. Replace the rubber boot over the sparkplug. The vehicle is now wired for sound. When the plug is fired, so is the dynamite...

Power Distribution

If transportation systems are the arteries of a modern society, Power systems are the muscle. By far the greater bulk of this muscle, then, is in the form of electrical energy. Of all the sources of power, this source is the most vulnerable to sabotage. It is not self-contained as is a steam engine, or an internal combustion engine. The energy by its nature must be generated in one area, and transmitted to another. The generating facility may be destroyed, or the transmission components, and you have blanked out an entire area of power users.

Guerilla forces should concentrate a large measure of their effort on the neutralization of electric power sources. For the risk involved, a greater dividend can hardly be realized elsewhere. The enemy must be forced into a defensive posture. Military, and police, guards at such installations will not be engaged in pursuit of Resistance forces. The pressure must be applied without letup.

Aside from the chaos that widespread sabotage creates, it produces the side effects that are vital to the Resistance movement.

1. It reduces military action against the Guerilla forces. Large numbers of enemy personell, and their lackeys, must be assigned to the passive role of defending vital installations. This reacts against the concentration of force necessary to do an adequate job of hunting down the guerilla activists. A static condition of enemy forces increases the mobility of the guerilla army.

   a. In order to mass force, holes are created in the geographic coverage of enemy forces. In these holes increased guerilla action is made possible.

   b. If the course is chosen, by the enemy, to decentralize forces to obtain improved coverage --- then, the guerilla countermeasure is to increase massing of force to overpower the smaller enemy units and destroy the installations they are guarding.

2. The psychological effect of successful sabotage on the oppressed and discouraged population is far reaching. Nationwide sabotage activity in large country --- is seldom the result of direct communication of news between widely separated units of the Resistance. It is usually generated spontaneously by local units. It is like a snowball going downhill. News of success of neighbor units generates more activity. Suppression of this news is impossible, the word always gets out....

   Direct confrontation with a militarily superior enemy will result in defeat. Sabotage does not require this tactic. Hit-and-run forms the very heart of guerilla strategy. The Resistance forces must convince a large portion of the passive population of their potential for the success of their movement. Unless this can be accomplished, the most effective weapon in the hands of the enemy will be Apathy.

Power systems constructed for the distribution of electrical energy are composed of the following parts:

1. The Generating Facility ... consisting of a hydro-electric plant, or a steam-electric plant, or a diesel-electric plant. In the first one are water-turbines driving the current producing generators. In the second one are steam turbines, fed by boilers, driving generators. In the third one are diesel engines driving generators.

2. The High Voltage Transmission Lines ... that carry the current to a series of distribution stations.

3. Distribution Stations ... where the voltage is stepped down by means of transformers. The current is, then, directed through control devices to local power systems feeding an area of consumers.

4. Local Power Systems ... further transform the voltage, and transmit the power to industrial, and domestic, consumers within its area.

Under an environment of enemy occupation, a generating facility should have, without doubt, military and police protection. This will be extra to the operating personell. It will propably take the following form:

   a. An inner guard posted within the structure of the facility. and a outer guard covering the perimeter of the attached area.

   b. The outer guard may consist of two elements. One element will be composed of stationary guards posted at intervals. The other will consist of a roving patrol that may, or may not, be equipped with dogs. The patrol may be mechanized if large area of the installation warrants it.

   c. The area will be surrounded by a strong fence that may be charged. Lights will cover the area. Searchlights may be part of it. Forms

of communication will include the telephone, and may include the means of radio communication.

d. For armament, machine gun positions may be installed that will be capable of sweeping the surrounding area. All guards will surely be equipped with auto-fire weapons.

The assault upon such a formidable defensive arrangement will certainly require considerable preparation. All participating members of the unit making the strike must be thoroughly briefed on their assignments. The following intelligence will be needed:

a. The roads that service the installation. The nature of the surrounding terrain. The best approach routes, and the best routes for the escape.

b. The soft points for penetration into the installation. The likely avenues of enemy approach, and the strength, and distance, of the enemy units that may be called to assist the defenders.

c. The communication systems available to the installation. The best means of knocking out these systems.

d. The defensive armament and its disposition. The strength of the defending force. The patrol pattern, and location of any strong points in the defense arrangement.

e. What Guerilla strength can be allocated to the attack. What sort of weapons are to be included in the armament.

For the assault, the following plan is outlined. Details must be altered to fit the situation.

a. Prior to the attack, destroy telephone communications... Mine all roads leading to the enemy installation except that used for the escape route. That can be mined during the withdrawal by planting behind your forces. Station observers, equipped with radio, along the lines of potential enemy approach.

b. Devide the Assault Force into three Groups. The perimeter of the installation will be penetrated at a different point by each one of the Groups.

The 1st Group will engage the exterior guard force, pin them down and attempt to destroy them.

The 2nd Group will avoid engagement, if possible, and penetrating into the structure of the facility will engage the interior guard force. They will detach a Team to destroy any radio transmitters. They will pin down the interior guard, and attempt to dispose of it. When this has been accomplished, they will move to support of the 1st Group and cover the escape route.

The 3rd Group, equipped with demolitions material, will avoid any engagement with the enemy. They will proceed with their work on the vital machinery. They will use time fuses on the explosives

to delay the big bangs a pre-determined length of time.

When the demolitions work has been completed, that is to say all charges have been set, all Groups will begin to move out. Unless there has been enemy interdiction, they will follow the route of withdrawal previously planned. In this connection, there must be alternate routes included in the plan. Before leaving the facility, all vehicles not utilized by the Attacking Force shall be destroyed.

In carrying out the destruct procedure, concentrate upon destruction of all control devices, and the generators. It will require the dosage of heavy charges to significantly damage, or dislodge, a generator in the multi-ton category. Reconstruction must be made impossible.

Following are some notes on sabotage procedures that may be utilized by Underground people working inside the facility:

1. If the generators are driven by steam turbines, shut off supply of lube oil to the turbine rotor bearings. This will wipe out a bearing in a hurry. The rotor will be displaced inside the turbine casing, and rip out all the blading. There will be a control valve for the steam supply to the turbine that will close off in response to the loss of lube oil pressure. This will have to be gagged open to render it inoperative.

2. Shut off the feed water supply to the boilers. This will dry up the boiler, and burn up the tubes. There will be a control valve in the fuel supply to the boiler that will close in response to the low water in the boiler. Locate this valve and jam it.

3. If the generators are driven by diesel engines, look for dual strainers in the lube oil system. Only one strainer is used at a time. Remove the idle strainer, and load the line with a nice abrasive such as fine sand. Replace the strainer.

High Voltage Transmission Lines...
These are the conductors of the electrical energy from the generating facility to the primary distribution stations. These lines, strung on steel towers, pass through very sparsely settled country along their route. Bringing down one of these towers can easily be accomplished.. Following is a description of this proceedure:

1. The towers are, usually, of four-legged construction ---- with the four legs setting on a concrete footing. Blowing out two of the legs should bring the tower down. However, it is more sure to blow out three legs. This will create a torsion effect, and cause the tower to twist --- bringing greater stress on those current carrying cables between the towers.

Place the charges on the insides of the legs. Use the equivalent of 6 sticks of 60% dynamite in each charge. On the side of the charge, opposite the leg, pile some large stones, bags of sand, or heavy timbers. The explosion will react against these objects and bring greater pressure against the leg.

2. If there are any roads near the tower, place mines to get that proverbial two birds with one stone. If the Guerilla strengths are sufficient, an ambush may be set to waylay the first enemy unit to reach the scene. Provide for the usual escape method.. Never do anything half-cocked. Provide for all reasonable, and potential, contingencies. The sequence of sabotage, mine, and ambush should be utilized whenever it is possible.

The Distribution Stations...
These are used for transforming voltages, and feeding power to the consuming areas. Some of these stations are quite large, and manned by operating personell. These are primary distribution points which feed secondary stations in the power net. These unmanned, secondary stations are easy marks for sabotage. They may be simply yards that are enclosed by a high, heavy-gage wire fence surrounding the group of transformers.

Unmanned Secondary Stations.

a. If explosives are to be used, entry through the fence for the setting of the charges must be made. As a simple precaution --- check the fence to see if it is charged. Under normal conditions, it would not.

b. Transformers are filled with oil which acts as a coolant for a considerable amount of heat which is generated in the coil and core assembly. The tank is fabricated of steel, but penetration by an AP bullet from a military calibre rifle is obtained. The oil will leak out, and the device will overheat and short the circuits. The bullets will, usually, damage it internally.

Throwing a length of chain, or a section of heavy wire-mesh on the transformer, where the insulators conduct out the leads,is a method of shorting out the circuits. When doing this, do not stand next to the transformer or you may be burned. Throw the chain, or wire, from a few yards away.

Manned Primary Stations.

a. These distribution stations are usually located near the large urban centers, or massive consumers of electrical energy. The plan of attack will depend upon the location, the construction of the facility, and the defense arrangements. As usual, preparatory intelligence work is necessary. The best work,of course, is accomplished by Underground agents working within as employees. One method of assault is as follows:

1. Sabotage the coummunications systems of the station, using either UG personell or sneak-party just prior to the attack upon the facility. Telephone, radio, or any other means of communication must be destroyed.

2. Use commercial vehicles for the transport of the assaulting group. Select those that, ordinarily, service the installation. Commandeer the transport, if necessary, and utilize any special uniforms worn by the authorized personell.

3. Set explosive charges to detonate, with timing devices, to allow sufficient time for the assault party to move out.

4. Drive the vehicles, used in the attack, to a rendezvous --- contact waiting Guerilla transport, and abandon them. An escape route should have been well planned in advance.

Local Power Lines.

These secondary conductors, supplying commercial and domestic users, are good targets for small scale sabotage.

a. Power lines may be pole-strung, or underground. Layouts of an underground system feeding an area will be on file with that Utility Company serving it. They will also be filed in office of the City Engineer. Such information should be in the hands of the Resistance in advance of its use.

Explosives may be used, of course, to bring the poles down... Blow at least 5 or 6 in a row to do a good job. The conduited cables in the underground system may be severed by charges.

b. Rural areas are nearly all supplied by pole-strung lines. The poles may be blown, or the insulators shot off.

c. Many large, commercial users are equipped with their own substations. Destruction of them stops production dead. A strike against a large number of them in a single night is a better tactic than single attacks ---- spread out over a considerable period of time.

Power Sources Other Than Electricity

There are such sources of energy as petroleum, and natural gas. There are manufactured gases such as propane. Giant pipelines carrying these materials thread the countryside. Nests of storage tanks are also part of the system.

There are refineries that convert the crude petroleum into the various distillates. These are gasoline, benzene, kerosene, heating oils, oils for oil-fired boilers, diesel fuel, and a host of others.

The pipelines winding through the sparsely-settled countryside are all highly vulnerable to sabotage. In addition, so are the pumping stations astride the lines. Explosives are the best answer. In some places the pipe will be fully exposed, such as crossing a deep ravine marked with steep sides. Place the charge under the pipe where it extrudes in view. Pipes will vary in diameter, and metal thickness.

As a guideline ---- in order to rupture a pipe of 24 inches in diameter, and 1/2 inch wall thickness, use 10 sticks of 60% dynamite. Place the charge directly under the pipe, and in contact with it. Pack with rocks, and earth, around the charge. This will confine the explosion , concentrating its force against the bottom of the pipe. Allow yourself plenty of time to move from the vicinity. Fires starting in the nearby area may ignite the vapors flowing from the broken line. The resulting blow may far exceed the original explosion in intensity.

Follow usual procedure, and mine any road leading to the area. This will reduce the ranks of the inrushing enemy police, and their boots licking lackeys.

The refineries, and storage tanks, are a Guerilla's dream. The project may be accomplished by Resistance agents employed within the facility. If not practicable, they will be able to furnish intelligence for the strike by the Guerilla force.

Detailed planning must proceed any assault upon a refinery, or a tank nest. A detailed knowledge of the process, and equipment, is necessary for an efficient attack. Explosives, or incendiaries, must be in place where they can result in extensive damage. This requires knowledge of the piping system, and liquid transfer equipment. One doesn't, simply, rush in and lay charges without regard to the effect.

The defense arrangements of the installation must be known, evaluated, and counter-measures prepared. The escape route must be planned.

Use a multi-group force in the assault. One group will engage, dispose of or pin down, the exterior guard. One group will engage the interior guard and otherwise dispose of their capability. The third group will carry out the destruct assignments. Destroy any communications systems as soon as possible. Mine the approaches that might used by enemy relief columns. If your own strength is adequate, lay ambushes along the approaches. Mine the escape route, behind you, as you move out.

Communications Systems

Communications are the nerves of a modern, industrial society, and the massive exchange of information that flows through these nerves makes it function. Government agencies, the military, the police, transport, business, and the people in the conduct of their affairs --- are fully dependent upon the technology of communications. Following is outlined the operational aspects of these systems.

1. Telephone
   This facility is the primary means of communication for the general population of a country. In addition, government is largely dependent upon it. The political, economic, and social affairs of nations are largely conducted over the telephone. Destroy this means --- and the results are chaotic. Other forms of communications cannot take up the slack. The load is to great, and the equipment is, simply,in insufficient supply. Therefore --- the telephone system is a prime target of the Resistance. Particular emphasis should be placed upon the Nets that serve the military, and the police. In addition, the industrial sector should be provided with plenty of action.The very prospect of business -as-usual is disgusting to a vital Resistance.

   The telephone exchanges are the nerve centers of the system. These centers are very vulnerable to sabotage from the inside, and direct assault from the outside.

   Exchanges come in all sizes. They consist, in the main, of bank on bank of complicated circuitry. Explosives, properly planted, create the worst mess one can imagine. Time required for repair is huge.

   Cable, serving the nets, threads the countryside. Every cable that is cut --- cuts a nerve. In rural areas, the repair crews may be waylaid and their equipment destroyed. Minimal effort can drive an enemy into fits of depression.

2. Radio and Television Stations
   The most vulnerable component of these systems is the antenna-rigged transmission tower. They are usually removed from the locale of the station containing the studios. They must be placed in an area where the surrounding terrain, or structures, cannot interfere with transmission. Network programs are cabled to the local stations ---but the local station is dependent upon the emission of impulses by antenna.. The terrain restrictions of these towers, many times, places them in position where they may be destroyed without undue exposure.

   The composition of the antenna is, usually, such that a tube situated at the center of the structure contains the cables leading up to the radiating devices at the top of the tower. Position charges where the explosion will do the most good.

   Sandwich the charge, to blow the tube, between the tube and 2 or 3 sandbags --- or the equivalent in some other material.An explosive force equal to about 6 sticks of 60% dynamite should be used.

   Set charges, to detonate simultaneously with the tube charge, for blowing out 2 legs of the tower. Use the equivalent of the force against the tube. Buck each of these charges with a sandbag --- or some other weight.

   If there are supporting guywires attached to the structure, these may be cut before detonating the explosives. The tower is certain to come down...

Raids against the studios may be productive. While holding the studio --- the Guerilla unit may broadcast, or televise, its own program. It may, however, be a short show before the power is cut off and a police counter-assault takes place. But --- the propaganda impact on the chair-locked audience will be considerable.

A station raid must be carefully planned. Persons familiar with radio equipment should be included in the assault party. If not, one may be taking risks to talk into a dead mike, and a dead television camera.. Have a program pre-planned, do not ad lib. In addition, if you should plant some well-known lackey in front of the camera and show him for the boot-licking jerk that he is --- you might have the best of the season's comedy shows.

While the show is progressing, have your men place a few charges for scenery changes. Time fuse them --- and after you have moved out the final scene will be the ultimate in exhibiting envirnmental pollution by junk and rubbish.

Note... Whenever it is possible, strike massive blows. In this manner less precious manpower will be sacrificed to attain an equal result. Manpower can be dribbled away in intermittent, little raids that have little effect. The impact on the dozing population will be far greater in proportion to the energy used...

A large scale operation has the potential of inciting riots, and uprisings which may produce a general involvement of the people. The enemy cannot cover up the situation, and the propaganda effect will be much greater.

If radio stations, for example, are the target --- hit these facilities on as broad a front as it is possible. Then, move to another category of target. Concentration, simultaneously, on a group of similar targets shortens the planning time that is necessary to mount a strike. The total effect is to create a huge image of Guerilla power in the eyes of the population, and of the enemy.

Urban Services

These are the services which are provided to the public sector of an urban community by its government, or contracted for by the government through its authorized agents. Following are some of these servcies:

1. Water
   This is a vital, and usually under-rated service. Without water --- there would be no sanitary system, no fire-protection, no industry, and all would die of thirst.

   An urban water system usually consists of the following components:

   a. A fresh water source such as a river, lake, or reservoir.

   b. Settling basins where most of the suspended solids in the water are removed.

   c. Treatment plants to further remove suspended material, and where chemicals are added to control bacteria.

   d. A holding basin to maintain a ready reserve of potable water.

   e. Pumping stations to deliver the water into the piping system.

   f. The water mains, or primary distribution pipes, that deliver the water into a network of secondary mains.

   g. The secondary mains which deliver the water into the final pipes which service the consumer. Water is also furnished by the mains to fire-protection outlets called fireplugs. Water is the blood of the city.

The destruction of these complex facilities will require that a very thorough investigation be made of its components. The mains may be hit and broken in many places in a single strike. The pumping stations are vital to maintenance of the service. You may count on them being under military, or police, guard. The power supply, the pumps and the drive motors, the control panels, the main valves --- should receive special attention. Carefully placed charges can put the station out of order --- for days, or weeks. Before attacking the installation cut communication services. Mine potential enemy approaches and lay ambushes.

Strong dyes introduced into the water supply have a pronounced effect on the consumers of such water. It is repulsive to anyone drawing it from the tap, even though it is harmless. In addition, it informs the enemy, and the population, that the Resistance is operating in their midst. It has good propaganda value.

The water supply of many towns is derived from wells. These are, usually, drilled wells and most of them are hundreds of feet deep. Water is pumped from the well into an elevated storage tank which is above the highest elevation in the town. The power cables may be cut, the pumps and motors destroyed with explosives, and the tank perforated.. Fire from a .50 calibre piece , using AP stuff, will penetrate any of the tanks. Destruction of these installations is only warranted if an enemy column is investing the town, or the attitude of the population is anti-Resistance.

Sewer System

The sewer system of an urban area consists of two major sub-systems.. One of them, a net of trunks and laterals, collects the waste from a series of feeder lines servicing both domestic, and commercial,users. The other, called storm sewers, collects the surface water generated by rain. The main trunks of both sub-systems may be one and the same. In some cases, the trunks of the network may empty into an open canal before discharging into some defenseless river, or lake.

Layout drawings should be obtained for the use of the Resistance from the office of the city engineer, or from the files of commercial construction firms employed by the city. This knowledge will be valuable to the Resistance. The trunks of the system may be used for the movement of men and materials, concealment, and as an escape, or attack , route. They may serve as meeting places, and as shelters during fire by artillery, or bombing by aircraft.

It is possible to reach most vital sections of a city by means of the sewer system. These are the sections occupied by power plants, water installations, main telephone exchanges, large industrial facilities, government buildings, and military installations. Massive charges exploded in the sewers beneath the targets may save the losses incurred in direct attack.

If 20 or 30 filling stations pumped their tanks into the sewers, the city would be sitting on a powder keg. The gasoline will float on top of the fluid, and load the airspace with vapor. Give the process time to load the system --- and then ignite it. The fire will race through the lines, setting off explosions to warm the heart of any saboteur.

Public Transportation

Power lines feeding the systems can be cut. The transformer stations can be blown up. Trecks can be mined. Vehicles can be sabotaged, and this may be accomplished in the service garages, or parking sites.

In the service garages, incendiaries and explosives make a good combination. Set the explosive charges in vital locations, and equip them with caps and burning -type fuse. Start the gasoline pumps, and wire the nozzles open. Set a delayed incendiary charge in the path of the gasoline. The burning gasoline will ignite the fuses.

Intercity buses, and trains, may be commandeered. In an isolated place, discharge the passengers and get busy with the explosives. Do not harm the passengers, but should an enemy agent be aboard --- any overhanging structure and a piece of rope will prove useful. The majority of observers will approve your methods. For the assembly, a short speech may be delivered on the unprofitable career of an alien invader or a traitor.. Burial may be dispensed with. Leave the creature hanging for advertisement. This method of operation may have value in many other situations.

Street Repair

One method of creating activity for this function is the placement, in the sewers beneath the streets, heavy charges of explosives. This is a real traffic stopper. As an added attraction, commandeer a gasoline truck and park. Wire open the nozzle, and start the pump to flood an area with the gasoline. From a safe distance, toss an incendiary device. The charges may be set off by allowing a fuse to be ignited by the big burn. It will be an interesting project for the fire department.

Trash Collection

Boxes of trash may a good container for explosive devices, provided the material is to be incinerated. A few cases of bang-goes-the-incinerator will convince the operators, and the enemy, that trash collection is a hazardous occupation. If one doesn't believe that this service is vital --- read up on the New York City strike by the garbage, and trash,truck drivers. Thousands of tons piled up in a few days on the sidewalks and in the streets.

Delayed incendiary devices may be used to heat up the trucks on the way to the disposal points. This is hard on the trucks, and the drivers are sure to get hot about it.

Fire Protection

The fire protection facilities of an urban community consists of these components

a. The "control center", complete with telephone service, radio, alarm system, and detailed area maps.

b. The "fire stations", organized into districts and distributed, over the district, for best coverage.

c. The "fire alarm" boxes, distributed over the area.

d. The "fire signalling" devices, connecting large installations with a fire station.

e. The "police", who in addition to their normal duties watch for fire and turn in the alarm.

f. The "watchmen" employed by commercial firms, and government installations, to patrol buildings and other installations.

g. The telephones, and exchanges, comprising the system utilized by the firefighters.

h. During an enemy occupation, armed detachments of police and military will be defending areas and installations of importance.

In any incendiary attack of major proportions against a city, the Fire Protection System must be given consideration in planning. Destruction of any of its components will be helpful.

1. Destruct the communications systems serving the fire stations in the area to be assaulted. Sneak attack the stations, and destroy any of the equipment found there.

2. Mangle the fireplugs in the area by ramming them with a heavy truck, or wreck them with explosives. On a larger scale, destroy the water pumping facility and main serving the area.

3. Ambush the fire trucks on the way to the scene. Ambush the police as they approach.

An incendiary attack is a good diversionary tactic for a military assault upon other targets. A gigantic arson job can be committed with relatively little manpower. The enemy's perception of the primary targets becomes fogged. He will mass his forces at the wrong place and at just the wrong time. Following is an example of such a maneuver:

In one section of the city are several large warehouses. Set them up with incendiaries and get them going. When the action at the fire is well underway, launch several simultaneous strikes at police installations in another sector. Put aside any worries about "supporting your local police" --- by the time this action is necessary, all the decent officers will have been replaced by criminals. They will not be responsive to needs of the people.

It may be stated as a cardinal rule of Guerilla warfare --- that any attack in an urban area should not be planned without the inclusions of diversionary feints as part of the overall strategy. The chances of engaging enemy counter-force is reduced.

Public Buildings

Public Buildings are those occupied by governmental agencies, railroad stations, bus terminals, air terminals, and truck terminals. For the sake of classification for treatment, we must also include those buildings utilized by the enemy, or enemy collaborators, for vending to the public. Following is a survey of treatment methods:

1. Sabotage of their heating, air-conditioning, and power systems. Use explosives where applicable, and other methods when they are not. On the roof, the structures housing the elevator drives may be entered and the equipment destroyed. Chemicals may be inserted into heating and air-con ducts. Agents such as tear gas, evil smelling compounds, and mildly toxic gases may be used. The air flow will carry them to every corner of the building.

2. Sabotage of the building structure, and its contents. Incendiary and explosive devices, both, may be used. Time-delay devices may be set

to react during the night hours. Offices may be broken into, and sacked, during the off hours. Agents may hide out in department stores after the closing of business. You will have to reckon with watchmen in most cases and, perhaps with police guards. After disposing of them, appropriation of their uniforms may be of assistance. If enemy re-inforcments descend upon the scene, the change of clothing may give you the jump in escaping from the area.

Explosives, and incendiaries, may be planted to start working after your departure. Corrosive chemicals may be sprinkled over the store contents. Items such as weapons, tools, food, and clothing may be carted off. This appropriation may be paid for by destroying at least 100 times as much in merchandise you left behind. One does not want to be accused of being larcenous --- does one.

Building occupants must constantly be agitated with "bomb threats". Also false fire-alarms may be turned in frequently. Crying "wolf" results in slower responses to the real thing. ---- The "real thing" must occur as often as possible.

We repeat --- Sabotage is the art of destruction. Destruction of anything of use to the enemy is a blow for victory. It shrinks the resources that assist him in maintaining his power. It reduces his will to fight. It tends to hold in check his natural brutality for fear of retaliation. Sabotage is a weapon possessed only by the Resistance. Not to use this weapon to the very limit --- is to forego an important element of victory in the struggle.

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Chapter 13.

Propaganda

War is seldom waged for the sake of war alone. Total destruction of an enemy is, usually, not the purpose. That is, unless, he cannot be subdued in other ways. The real purpose of war is to establish the control of one collective will over another, one political organism over another. The idea is to force the adversary to the purposes of the conqueror. Once this domination of will has been achieved, the victor wants the smooth road of peace. The vanquished may want to continue the war. A war will continue as long as any side in the conflict possesses the will to resist domination by the other.

Military, or political, conquest of one side does not , necessarily, result in the end of a war. An example, of such a condition, is the conduct of war by the civilian segment of a population conquered in the classical fashion.. This is "Guerilla War". The conqueror must continue to struggle to maintain his position of superiority. The Guerilla typifies the mental phenomena that is known as "the will to fight". This last ditch resistance generates hatred on the part of the conqueror that far surpasses anything he felt in the war he has just won. This clearly demonstrates that it is a clash of wills, not mere proof of physical superiority, that is at the heart of the conflict.

One side must suffer a collapse of "the will to fight" before an end can be put to the struggle. A war is won, only, by convincing an opponent that any further resistance is futile.

Sometimes a war is won, before the fighting begins, by mentally conditioning one side to the idea that it is impossible for them to gain a victory. Here, will has been reduced by a method described as PROPAGANDA. The weapons of fear, and pessimism, have won the field before a single physical blow falls. Propaganda is a Trojan Horse that strikes down opposition that might endure the onslaught of an army.

WHAT IS PROPAGANDA?

Propaganda is the tool by which an enemy is convinced that his cause has no value, is futile, is wrong, and is doomed to failure.

Propaganda is the "war of words" that is mounted against minds. It is a war to produce confusion, and mental conflict. This same concept has crept into the vocabulary under other titles. It has been call Psychological Warfare --- Intellectual Warfare --- Political Warfare --- and with a somewhat different meaning "Brainwashing".

Propaganda is the art of changing, or re-inforcing, an attitude or a way of thinking. It may be used to inspire or depress. It may be used to induce the feeling of sympathy or hatred. It may be used to invoke bravery or cowardice. It may used to invoke loyalty or treachery. In fact, it may be used in the production of any emotional couple that the human mind is capable of calling forth. Propaganda is not necessarily bad. It may be good or bad, and it may be true or false. It is simply persuasion, a framework of words deliberately designed to produce a specific effect on the thinking processes of people.

Propaganda is used against you, reader, every day of the week. It issues and diffuses --- from sources that are of good, or evil, intent. Governments use it upon their own people. They may use to gain support for a war, or support for a political program. They use it to downgrade their opponents. They try to make them look foolish, or even psychopathic. Advertisers use it in their attempts to convince the public of the superiority of their product.

Origin of Propaganda.

The word "propaganda" and the word "propagate" have the same origin in the language. Propagate means to reproduce. Propaganda has this quality, this same self-sustaining characteristic. Regardless of the original method of communications used, it is maintained by word of mouth. Errors that creep into the mouth-to-ear transmission, generally, enhance its impact.

Construction of Propaganda.

The construction of a propaganda piece depends up an analysis of the group to be subjected to it.

a. What is the mental sophistication of the group? What is the level of literacy? What is their access to other sources of information? What is their approach to information --- critical or naive?

b. What is the common axis of the group's goals? What are their desires in the economic, social, and religious areas?

c. What is their "state of being"? Are they a vigorous people, mentally and physically? Is their culture decadent or virile? Is their social state advanced, or is it primitive?

Purpose of Propaganda.

What effect is the propaganda piece expected to produce? In addition, for production of the desired effect --- it must be tailored to the target.

a. When it is used against the enemy we must appeal to the negative and destructive emotions of fear, greed, and despair. We use it to confuse, to destroy morale, and to neutralize antagonism.

b. When it is used against uncommitted persons, we use it to gain sympathy for our cause, induce hatred of the enemy, and to recruit some numbers for our forces.

c. When it is used to re-inforce our friends, we use it to build morale or esprit-de-corps, invoke courage and sacrifice, and convince them of the righteousness of our cause.

Direction of Propaganda.

Propaganda should not be shotgunned. Each piece should speed like a rifle bullet to the target group selected.

1. Is it to be used in gaining allies, re-inforcing our friends, or is it designed to embarrass our enemies?

2. How will it produce the greatest effect on the target group --- ? This is achieved by constructing our piece on the basis of the group's goals and contemporary desires, mental and social sophistication, and "state of being".

3. How can we prevent it from adversely affecting our relations with another group, while striving to achieve the desired impact on the target?

We must not introduce controversy where none exists, unless it is to our advantage.

4. How can we make the piece convincing, and acceptable --- ? The material must contain an element of truth to make it plausible. The best material contains nothing but the truth. Unfortunately, this condition has limitations and is not always possible. Under all circumstances, however, it must be convincing to the target group. All propaganda must be very well researched, and carefully put together. If it is not, the effect may be the exact opposite of that desired.

Sources of Propaganda.

The following vehicles may convey propaganda. Any one of them may serve as the primary source, or reflect material carried in another.

Television	Radio	Movies
Newspapers	Magazines	Books
Mail	Handbills	Posters
Telephone	Ham Radio	Public Meetings
Parades	Demonstrations	Mobile Public Address
Sabotage	Riots	Terrorism

... and last, but not least, "Word of Mouth" and its shadow "Rumor".

Prior to the developement of modern methods of communication, when literacy was less common, word-of-mouth constituted the bulk of communication. Rumor became the father of what, today, we call propaganda. It was common for the agents of opposing forces to circulate among their antagonists and furnish the breeding stuff of rumors. The object was to mislead enemy commanders in their estimates of situations, and to inject fear into the hearts of troops. In the same way, agents of another country worked to incite rebellion among the subjects of the target country.

Reaching back a thousand years into history, the reader has probably dug up the following bits:

Breathless, the man falls at the general's feet and gasps " ------- "the enemy is as the leaves on the trees".

Sitting at the campfire on the eve of battle, the soldier whispers ------ "they say no weapon can penetrate their armor, and their captain has the protection of the gods".

This is the stuff that rumors are made of...

Availability of Propaganda Sources.

Under a dictatorial government, rigidly opposed to any differing opinion, all open means of propagandizing are forbidden. There are, however, channels yet open to the Resistance:

1. Handbills, posters, news sheets, and pamphlets covertly distributed.

2. Clandestine radio and telephone.

3. Riots, sabotage, and acts of terrorism.

4. Word-of-mouth, including the generation of rumors.

Under a transition government on its way to an enemy takeover, the means for communicating propaganda will exist, for the Resistance, under restriction.

1. Newspapers, magazines, and books will be, for practical purposes, the exclusive property of the enemy. Very little counter-prop will be able to penetrate the paper curtain.

2. Television, radio, and movies will be under stringent control. Entry in these areas will be even more difficult because of expense. Radio will offer the only opportunity, but a very limited one.

3. Mail will be a valuable outlet for developing new contacts, evaluating support, sampling political opinion, and establishing the first phases of an extended Resistance network. Through this channel tons of print may be poured into the struggle.

4. Handbills, posters, and billboards will offer an avenue of public education, and mind-changing.

5. The telephone will be useful for word-of-mouth distribution.

6. Demonstrations, public meetings, riots, and work strikes are useful in involving the general population.

7. Black Sabotage may be used to direct anger against the enemy cadres... Black Sabotage is sabotage committed by the Resistance and made appear as if committed by the enemy.

8. Terrorism, at this stage, is of limited usefulness unless confined to acts against single individuals.

Under a government constituted by "free" elections, all legal means of using propaganda should be utilized. However, the following factors will enter in:

1. It is likely to be a contest of financial resources.

2. It will be a contest of the validity, and the presentation, of all the prop material. The edge will go to the presentation...

3. The "state of being" of the target population will weigh the heaviest in the outcome.

In a degenerate society, the appeal to comfort, larceny, depravity, and cowardice will carry the field. However, the fact that it is a "free" election (usually a matter of degree) may indicate a certain residual strength in segments of the population.

Order of Battle for a Propaganda Campaign.

a. Choose the "Direction of the Propaganda". Is it to be used against the Enemy, the Uncommitted, or to re-inforce our Friends?

b. Choose the "Purpose of the Propaganda". What is the specific objective desired? What are the human emotions to which we are appealing?

c. Choose the "Construction of the Propaganda". What are the words, or the action, that will produce the greatest effect on the target group?

d. What is the best vehicle for conveying the prop to the target? Is it a demonstration. or a public meeting? Is it mail, or handbills? Or is it all of these?

In the waging of a propaganda war, several attacks may be mounted at once --- However, each separate attack will require the specific planning that is outlined in the "Order of Battle".

White Propaganda

In white prop, the source of the material is clearly identified. Identification of the source is expected to prove beneficial to the originator. Listed below are some examples of white prop:

1. Publication of an act of heroism by a member of the Resistance. Those reactions, to be gained here, are: esprit-de-corps in the Resistance, admiration in the Uncommitted, and fear in the Enemy.

2. Publication of an act of brutality by the enemy. Those reactions, to be gained here, are: anger in the Resistance, sympathy in the Uncommitted, and suppression of terrorist tactics in the Enemy.

3. Publication of military, or political, gains by the Resistance. Those reactions, to be gained here, are: hope in the Resistance, a reduction of timidity in the Uncommitted, and a reduction of confidence in the Enemy.

4. Publication of an act of stupidity by the Enemy. Those reactions, to be gained here, are: increased confidence in the Resistance, a reduction in the sense of superiority of the enemy in the Uncommitted, and a reduction of confidence in the Enemy.

Black Propaganda

In black prop, the source of the material is identified falsely. It is identified as issuing from the enemy of the originator. The enemy is revealed as brutal, stupid, cowardly, degenerate, or larcenous. Listed below are useful examples of black prop:

1. Attack some particular religion in the most virulent terms. Express the worst form of religious prejudice.

2. Recommend the most depraved sexual practices. Attack marriage, the home and family, and all normal male-female relationships.

3. Attack the working class, labor unions, and white collar associations.. Extoll the virtues of labor camps, and collective farms.

4. Heap abuse upon a racial minority. Praise the racial group represented by the prop piece.

5. Commit a destructive act against the property of an Uncommitted person and leave evidence leading to the involvement of the Enemy.

6. Stage an act of violence against the person of a well-known, and highly respected, member of the community with evidence pointing to the Enemy.

7. Cache weapons on the property of an enemy lackey, including evidence of linkage with the Resistance. Inform the police criminals of the cache.

The value of propaganda, both white and black, cannot be underestimated. As a weapon, it is particularly important to a Resistance confronted by a superior force. It can make up for the inability to wage conventional warfare when it is coupled with sabotage, and Guerilla strikes against the enemy. This method has overturned the government of many a ruthless usurper.

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Chapter 14.

Guerilla Medicine

One of the most urgent, and possibly the most difficult, problem to solve by a Resistance Movement --- is the care of the sick and wounded. Members of an Underground sector, who have not exposed themselves, will be able to obtain medical assistance in a legitimate manner. Of course, if they have sustained weapons injuries, they will have to obtain treatment covertly. The Guerilla cadres, in the field, will encounter serious problems seeking aid.

Medical personell within the Resistance will be allocated to two sectors:

1. The Guerilla force in the field.

2. The Underground, where they will maintain their community status.

The position of a UG doctor, or nurse, is a very dangerous one. Giving aid, and comfort, to a guerilla will bring swift punishment. It will require much courage from the persons involved.

To alleviate the certain shortage of medical assistance, every member of the Resistance should be briefed on elementary medicine. Nearly every community in the country has something available in this area. There is a program promoted by the American National Red Cross that is generally available. It is a course consisting of 10 or 12 lessons in basic First-Aid as a starter. The primary course may be followed by a course in Medical-Self Help. This latter phase of the study is a more detailed approach to the subject. The course is a good one, and is usually given by well qualified persons.

In its formation, the Resistance must expend great effort in the recruitment of doctors, nurses, chiropractors, and medical technicians. Of course, those recruited must possess the necessary political viewpoint, and pass the usual security requirements. Their assignments must follow good security rules.

A medical doctor, who exhibits dedication and administrtive ability, will be designated Chief Area Medical Officer. He will have the job of organizing an Area Medical Department. He shall be directly responsible to the Area Comm.. All medical personell, in all sectors, shall be under his direction.

It is essential that sources of medical supplies be established. This avenue may be opened up by the doctors, but it may also require the recruitment of pharmacists, proprietors of medical supply houses, and other sources. Drugs that can be obtained by prescription only will require this type of help in the acquisition of large quantities. A doctor requisitioning unusually large supplies of these compounds may come under suspicion, and surveillance. The anti-biotics will also be required in large amounts, and may constitute the same sort of problem. Advance accumulation has its limits, taking into consideration deterioration of some materials. This necessitates a continuation of supply as well as advance stockpiling.

Somewhere in each Area, perhaps in the home of a UG doctor who is not on the government suspect list, an operating room complete with all necessary facilities must be set up. Choose a place, if possible, in a rural surrounding.. Wounded may be brought here for treatment, and then removed to quarters in a hideout. Some such arrangement is a necessity.

In each Area, at least one person familiar with the practice of dentistry is necessary to the Underground. Aching teeth can render anyone unfit for duty. Such a person should have the necessary equipment in his home for performing

dental surgery. He must also have a kit of tools ready to take with him in his automobile. This could include a drill that can operate off the car's battery. With this equipment, any secluded spot becomes a dentist's chair.

Organization of the Medical Net

During the pre-revolutionary phase, before the trigger of the Resistance has been pulled, the Area Medical Net will remain a shadow organization. It is not necessary that the Medical personell assemble, and train with their Guerilla Units. This is particularly applicable to the doctors. This procedure is an assist in preventing security leaks and detection. It is assumed that all the Medics are competent in their field, and since this field is their function, it is not considered necessary that they require combat training.

The Area Medical Net shall be devided into two Sections. These are below:

1. Field Section
   This section shall consist of those personell assigned to the Area Com, under the direct supervision of the Chief Area Medical Officer ---- and those assigned to the HQ's of the various Bands. One Medic serving with each Band, shall act as Chief Band Medical Officer.

   One Medic on the staff of the Chief Area Medical Officer shall serve as the Chief Field Medical Officer. All of the Chief Band Medical Officers shall report to him.

2. Base Section
   This section shall consist of those personell assigned to remain at the regular routine within their communities. Of course, they may be called upon, in an emergency, to render field support. Normally, they will go about their jobs as any other member of the Underground.

   One Medic on the staff of the Chief Area Medical Officer shall be given the assignment as Chief Base Medical Officer. All of the Base Section Medical Officers shall report to him.

No Medics shall be assigned at the Team Level. Field Section Medics shall be pooled at Band Level. They will be given their orders from the Chief Band Medical Officer of each Band. They may be required to set up Field Hospitals at one, or more, locations when operations begin. This will necessitate them to be prepared to carry these hospitals in their autos, or on their backs. There shall be a planned location, of each hospital, in the hands of the Bandleader in each Band area. When the action starts, medical assistance must be waiting for wounded guerillas.

Within each Area Command, the recruitment of medical personell may meet with limited success. It might result in obtaining the services of one, or two, at the most --- medical doctors. Perhaps only a handful of nurses, chiropractors and medical technicians. Make the assignments just the same. Staff these open billets with whatever personell is available. The structure of the organization must be maintained.

We must keep in mind that uncooperative Medics may be impressed into service if the need is great enough. The mentality of a doctor is such, and his training so ingrained --- that if he is forced to perform against his will, most always he will do his best.

Summation of the Medical Organization

A. Organize a Medical Net. In the pre-revolutionary phase of the conflict is the time to accomplish this objective. It will be much more difficult to organize anything after the Guerilla Force of the Resistance has taken to the field, and the blows of the enemy begin.

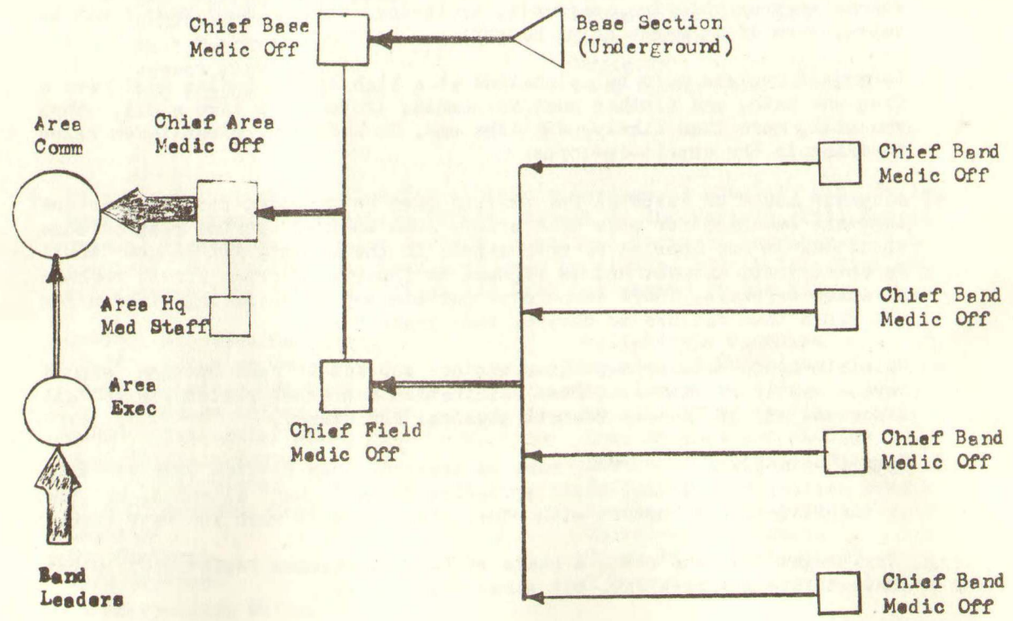
B. Indoctrinate all personell with the concept of Preventive Medicine. This reduces the certain shortage of skilled medical service.

C. Make certain that all personell are up to date on their immunization. Make certain that they have provided for any physical defects that require any devices, or a supply of medicines.

D. Provide for the training of all personell in Medical Self-Help. Provide a store of medical supplies.

E. Do not breach the security of your organization in accomplishing outlined objectives.

Organization of Area Medical Net



Preventive Medicine

It must be accepted that Guerilla forces, operating in the field, are going to be without adequate medical resources. Injuries, and disease, may have only a treatment in the most primitive fashion. However, the application of ordinary common sense may prevent a large portion of the disabling casualties. Injuries sustained through carelessness, and bacterial infection, can be prevented.

1. Non-combat incurred injuries can be sidestepped, in large measure, by grinding a sense of safety-alertness into all personell. Many of these injuries are the direct result of stupid acts.

   Infections, caused by the careless treatment of wounds, lead to a delayed serious illness, and even death. Personell must be indoctrinated with only the attitude that the smallest scratch must be given prompt treatment. The bites, and stings, of insects must be treated as well.

2. Bacterial infections can be prevented, to a large degree, by following the guidlines of a few simple rules. A sick member of the Guerilla company must not be allowed to be the foundation for an epidemic.

   a. Isolate the seriously ill without delay. Allow only those persons, whose prescence is necessary for their care, to remain in contact with them... In the case of a contagious disease, with an epidemic potential, devide the encampment into small units --- and quarter each unit separately. If an infection breaks out in one of these units --- isolate the sick, then quarantine the remainder from any other contacts until well beyond incubation period.

   b. Exercise care, and cleanliness, in the ingestion of all food and water.. Doubtful sources of water should be treated with a bacteria-killing substence such as chlorine compounds, or iodine. Spoiled food should not be eaten, even if it means going hungry.

   c. Personell hygiene must be maintained at a high level. Bodies must have a frequent bath, and clothes must be washed. If you live like a pig, then you will, more than likely, die like one. In addition, cleanliness helps to maintain the esprit-de-corps.

   d. Adequate means of disposal for excreta must be provided for. In quarters that are occupied for more than a day, some sort of latrine must be constructed. It may consist of only a hole in the ground. All manure shall be covered up. It must not be exposed to insects, carrion birds, rodents or other carriers. There is no more certain way of spreading disease for all hands than failure to observe this precaution.

   e. Maintain bowel regularity. Those who are subject to constipation should have a supply of laxative. Poor elimination depresses resistance to all diseases, and it rsduces overall physical efficiency.

   f. Common colds, and short flu, must be treated. They provide open doors to more serious infections. Avoid spreading these "minor" ailments by the avoidance of close contact with other other persons when you have them.

   g. Try to get adequate rest. A state of fatigue weakens resistance.You may have to sleep like a cat, but sleep when you can.

3. Prior to committment to revolution, all members of the Resistance should visit a doctor, on a regular basis, for physical checkups. This will uncover deficiencies, and allow them to be treated. Once defects are able to be recognized, they may be incorporated into the medical records that should be kept on all members. Diagnostic services are certain to be in short supply when the conflict is underway.

   Members of the Resistance, while it is possible, should maintain in each case an up-to-date immunization program. Services of this nature will be quite inadequate later. Seek your doctor's advice on diseases that have an infection potential in your area. Include them in your immunization.. You will have, on the average, a grace period of about a year --- if you keep your shots up-to-date. This time, and more, may be needed.

4. Those persons who wear eyeglasses should have on hand at least one extra pair. Have all of them constructed of tempered glass, as they are not as subject to breakage. In addition, keep your prescription current.

   Those wearing hearing aids should have at least one extra pair on hand.. All of them must be kept in good repair. A stock of batteries should be kept on hand. They keep better in a refrigerator.

5. All members of the Resistance should have a well-stocked first aid pack on hand at all times. Rather than purchase a ready-made type, construct your own. Fit it together in an orderly, compact fashion. Make certain a container protects the contents from dust, moisture, and other agents of a contaminant-carrying nature. Following are supplies for a belt kit:

Aspirin	Burn Ointment
Iodine Swabs	No-doze Tablets
2-2" Bandage Compresses	Water Purification Tablets
Adhesive Tape	Vitamin Tablets (multiple)
Salt Tablets	Razor Blade
Insect Repellant	Bandaids
Eye Ointment	Foot Powder (anti-fungus)

6. Below is a list of supplies for a Medic's (corpsman) shoulder kit. It is small, but should be adequate for the extent of the Medic's skill.For an unusual treatment, or major surgery, a medical doctor"s services will be required. Such action has been performed by others, but it is a risk and not recommended. Include a First Aid Book (advanced) in the kit.....

12-1"	Adhesive Compress	Anti-biotic Capsules
12-2"	Adhesive Compress	Ampules of Morphine
6-4"	Bandage Compress	Ampules of Atropine
2	Gauze Roller Bandages	Ampules of Adrenalin
2-40"	Triangular Bandages	2 cc Syringe and Needles
2-24/72	Plain Gauze	Pack of Sutures and Needles
1	Tourniquet	Pack of Scalpels
1" & 2"	Adhesive Tape	Needle-nose Tweezers
Aspirin		Chisel-nose Tweezers
Eye Ointment		Thumb Forceps (toothed)
Burn Ointment		2 Hemostats (1 curved, 1 straight)
1 Sharp-blunt Scissors (small)		

Treatment of Shock:

To cover the spectrum of medical aid, completely, would require several books, not a chapter. However, much exellent material on this subject is available... Develope, at least, a speaking acquaintance with it. Death from SHOCK,however, is an ever present danger --- and some word on the subject is in order here.

The type of shock, to which we have reference, is Traumatic Shock. This is a depressed condition of the body functions due to an insufficient quantity of blood circulating in the body. Injuries involving a very large loss are certain to induce shock. Such loss of blood is not always apparent.The loss may be internal, as well as external.

a. Diagnosis of Shock.
Persons in traumatic shock will exhibit a vacancy of the eyes, and some dilation of the pupils. The breathing will be shallow, and irregular.... The pulse will be weak, and in extreme cases it may be imperceptible.The skin will be pale, and cool. It will be moist to the touch. Perspiration may form, in beads, on the lips, palms, and forehead. The patient may be nasseuated, and may gag, or vomit. If the patient is conscious, he then may express abnormal thirst. These signs may not be immediately obvious but will develope as the depression of the body functions progresses.... Watch carefully for these signs where injuries are extensive.

b. First Aid for Shock.
Keep the patient lying down. This assists in the supply of blood to the head and chest. If the patient shows difficulty in breathing,elevate the head and chest, but not to an uncomfortable degree. If the blood loss is quite large, also elevate the lower extremities. However, if there is a bad head injury --- do not elevate the lower portion of the body.

Preserve the body temperature. If the patient is lying on the ground, or floor, place some soft material beneath him. Cover the patient well, but not to the extent that sweating is induced. Avoid the application of hot water bottles, and heating pads. The skin of a person in shock will burn easily due to the inability of the blood to conduct the heat away.

Administer fluids, if the patient can ingest them. Water, at body temperature, is the best fluid. Do not use alcohol under any circumstances... If the intake of fluid results in naseau, give the fluid in about 3 oz.. quantities (half glass) after adding to it 1/2 level teaspoon of common table salt and 1/2 level teaspoon of baking soda. Give 4 such doses at a interval of 15 minutes. Watch for sign of naseau. Wait for 30 minutes... Repeat the dose. If naseau developes, wait for an hour and try again.... During this proceedure, stay the further loss of blood by an application of pressure to the major blood vessel supplying blood to the wound area. Check your First Aid Manual for this method.

Morphine may also be administered by one who is familiar with the dosage and the use of the syringe. The drug should be packaged in a size equivalent to a single dosage. The "surrette" used by the armed services is a self-contained unit of dose and needle.

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Chapter 15.

Fronts

A Resistance Movement should be constructed like a family of onions. Each onion will have at its center a nucleous of hard-core activists. It shall be necessary to peel off layer, after layer, to arrive at the center.Each layer serves as a shield, and a disguise, and like the tail that wags the dog --- the center wags the onion. Now, take all the small onions, and build them into a great layer around the main body of the Resistance. By this method, small groups of persons can influence, even control, a large mass of the population. The true source of power, submerged as it is, is difficult to determine. The building of these power oriented onions must begin with the very inception of the Guerilla Force, and the Underground that services it. Without this organization, survival will be a difficult matter --- if not impossible.

Many of our onions must be built from the ground up. Some of them will be in existence, but under the control of politically unconscious persons... These latter must be penetrated by hard-core personell, and their control covertly wrested from the hands of the zeros who sit in the saddle..... Establishing identification with the nominal, and fuzzy, goals of most of these organizations will not be difficult. It will require time, and the energy of leadership --- but control can be established. Policies can be tactfully guided into the proper channels when properly disguised.Most of the members of public associations, such as these, are merely names on a roster. They are happy to rally behind any leaders who, apparently, are representative of their hazy concepts. They furnish the bulk that brings political influence when the organization is used for that purpose. They are only useful during the pre-revolutionary phase, for when pressure is brought to bear upon them --- they will fade away, and re-assemble in an individual fashion in front of their television sets.

Listed below is a survey of some of the many organizations that are capable of being constructed, or penetrated:

Onion A.

The purpose of this onion is to gather persons interested in the use,and possession of firearms. The group may publish material, and exert public pressure concerning restrictive gun laws.

a. Sportsman's Clubs as local units.
b. Conservation League composed of local units.

Onion B.

The purpose of this onion is to gather, and train, persons interested in competitive shooting of firearms. The organization may publish material, and exert public pressure concerning restrictive gun laws.

a. Rifle and Pistol Clubs as local units.
b. Rifle and Pistol Association composed of local units.

Onion C.

The purpose of this onion is to provide laison with the local law inforcement agencies in confrontation with the enemy activists. It legalizes the existence of an organization (covertly guerilla) when so connected.

a. Local Auxilliary Police units.
b. Auxilliary Police Association composed of local units.

Onion D.

The purpose of this onion is to form a police organization within a formal structure of state, county, and city law enforcement agencies. The leaders of the group, and the general composition, will be officers having proper political orientation. It will exert political pressure concerning any law infringing upon police authority.

a. Local Police Associations.
b. State level Association of local units.

Onion E.

The purpose of this onion is to organize neigborhoods, and communities, in mutual aid, and defense, groups. Political pressure may be exerted against laws concerning the rights of property.

a. Neigborhood Improvement Associations.
b. Taxpayer's League at state level.

Onion F.

The purpose of this onion is to organize a political force among defectors from the regular political parties. It can become a balance of power---with an effect beyond mere numbers of members.

a. Local Associations of Independent Voters.
b. Independent Voters State Convention.

Onion G.

The purpose of this onion is to create splinter-groups within the regular political parties, in order to weaken their influence --- and to pressure incorporation of the proper political philosophy.

a. Regular Political Party rump committee organization, and local clubs.
b. Regular Political Party rump convention at state level.

Onion H.

The purpose of this onion is to create pressure against teachers, teacher organizations, and school administration agencies who are not followers of the proper political philosophy.

a. School Improvement Associations at the local level.
b. School Improvement Association state level.

Onion I.

The purpose of this onion is to organize persons with military backgrounds into a militant veteran's organization. This group may also serve for the recruiting of those with the right political philosophy, and the necessary military skills.

a. Military Veterans for Defense in local posts.
b. Military Veterans for Defense state level.

Onion J.

The purpose of this onion is to organize private schools under the control of persons with the proper political outlook. It will serve as a lever, and a refuge, against the public school system.

a. Private Schools
b. State Association of Private Schools.

Onion K.

The purpose of this onion is to provide an organization for members of the legislative bodies who have similar political views. It will provide for a union of concerted action in formulating political strategy. It might form the base for a "balance of power", or even a third party.

a. Legislator's Association county level.
b. Legislator's Association state level.

Onion L.

The purpose of this onion is to provide training in defense against enemy crime organizations, and to coordinate that defense into community action.

a. Neighborhood Anti-Crime Patrol.
b. Community Anti-Crime League.

Onion M.

The purpose of this onion is to provide legal aid for members of the local Resistance Movement. It must include lawyers, and it must provide a means of fund raising.

a. League of Justice community level.
b. League of Justice state level.

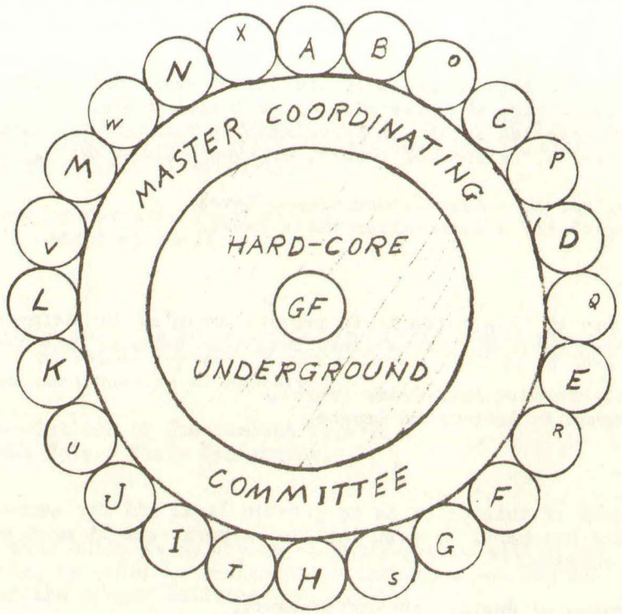
Onion N.

The purpose of this onion is the creation of multiple ad hoc committees... Each committee is to be concerned with one issue, and only one issue. This onion will serve as the coordinating committee for these activities. It is designed to create public pressure with protest marches, picketing, and a proliferation of demonstrations.

a. Ad Hoc Committee (s)
b. Coordinating Committee for ad hoc committees.

Where it is practicable to do so, each onion will maintain a lobby. This lobby will appear before legislative bodies at all levels of government. They will present the case as it relates to their cause. Then your voice may be heard, and measured against that of the enemy. If a number of these groups, apparently unrelated, appear before the public forum --- the result is a proliferation of political pressure. This process assumes, of course, that the tragi-comedy of parliamentary government still exists.. At this time, as an effective instrument of expressing the will of right thinking people it is almost a complete farce. After the beginning of a physical confrontation with the usurpers --- even this shall disappear.

Below is illustrated the construction of the Master Onion. The outer and overt skin is formed by the family of little onions previously outlined. Directly beneath them is the Master Coordinating Committee that directs their activities. Beneath this Committee is the body of the Underground --- composing the under-water body of the Resistance Movement. It shields at its very center, the hard-hard core of the Guerilla Force.



Any parameter of community interest may be penetrated. For example, the various service clubs, and chambers of commerce. In addition, there are minor political offices such as school boards, election judges, etc.... Subject to manpower, no area of influence should be ignored.

The creation of influence cannot be over emphasized. During this cold - war period is the time. The covert extension of influence depends upon Security. The exchange of information between the various levels shall be based on the principle of "the need to know". The relationship of an agent sitting in a controlled organization must be kept hidden from the enemy. Make no mistake about it, there will be counter penetration from that enemy and one will have need of the insulation provided by the layer upon layer concept of Resistance construction. If nothing else, it will provide the urgently needed time to prepare for the struggle.

The success of such a plan, as we have outlined, seems a nearly impossible task. It is not, if it is undertaken methodically and pursued with energy and determination. It does require some numbers, as it cannot be achieved by a few individuals. The following proceedure is suggested:

1. From the membership of the Hard-Core Underground, select 4 persons who have not been identified with anti-enemy activity. These are the ones who will comprise the Master Coordinating Committee.

2. Compile a list of the various onions to be built, or penetrated. This should be done strictly on the basis of the influence to be gained.... The number of agents assigned to each onion will be dependent upon the importance of the objective, and upon the total manpower available for the total project. The persons selected must, of necessity, be willing to cooperate and devote the necessary time to the job. It will take a lot of work, and time, to rise to positions of influence.

3. One agent from each onion-cell will act as representative for the rest of the agents working within that cell, and maintain the laison with the Coordinating Committee. Periodically the representative will meet a member of the Committee --- make a progress report and plan strategy. Avoid mass meetings of agents and members of the Committee. A brief of activities will be forwarded to the Area Commander as often as it may be required by him. The Intelligence Officer on the staff of the Area Comm may be required to deal with individuals spaded up by the agents.

4. Where it is necessary that a project be carried out that involves the joint efforts of several onions, the Coordinating Committee will plan the action in conjunction with the representatives. If assistance may be required from other segments of the Underground, the necessary laison will be undertaken by the Committee. This will help prevent detection through the crossed involvements of the various agents.

The job must be accomplished before the insurgent takeover of the government becomes a reality. Any post-mortem action will be carried out under great difficulty. The proliferation, and culture, of onions ---------- such as may exist under a permissive government, will not be possible. The new regime will grow its own kind of vegetable.

To get a job done, it must first be started. It is only necessary that a decision be made by enough determined persons. Like all decisions of that sort, the urgency is increasing with each passing day. The enemy is gnawing at the very timbers of your existence.

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Chapter 16

Urban Warfare

Time must not be allowed to work for the enemy. A long period of apathetic non-resistance, following the usurpation of the government, will allow an alien regime to consolidate its total authority. Its desire to establish a peaceful order must never be free from opposition. Such a condition means that the extension of control will move at a faster pace. When the trap of authority is complete, an apathy will settle over the people like a fog. A deterioration of the will-to-fight will reach a terminal state, and only a miracle could revive it. Such miracles are rare.

Widespread chaos must be maintained at a high level. While the government of the national-state rests in the hands of the enemy, he must not be permitted to complete his plans for local control. Destruction, and riots, to frustrate him, must be constantly generated. The man-on-the-street must be involved in these actions. If this cannot be accomplished, the Resistance will be seriously impaired. The loss of human life, through enemy action , while deplorable —— is the price that must be paid if the hope of victory is to be kept alive. The bestiality of the enemy must be unmasked so that the people may learn the meaning of hatred. The enemy must be hated if he is to be destroyed.

Guerilla action is twofold in its accomplishments:

1. Constant harrassment, and destruction, of the enemy and his works with the erosion of his will-to-fight.

2. Involvement of the general population, giving them good reason to give support to the forces of the Resistance.

<u>Categories of Guerilla Action</u>

Generally speaking, there are two concepts that determine the mission of a Guerilla Action. This choice of concept is, usually, dependent upon relative strengths of the Guerilla and the enemy forces.

A. Hit-and-Run Action

Mission..... The inflicting of casualties upon the person of an enemy. To destroy installations, and services. The involvement of the people in the struggle by causing the enemy to commit acts of destruction upon their property, and their persons.

Tactics..... Direct confrontation with the enemy must be avoided if he is in superior strength. The objectives of an action must be specific, and limited. When the goal has been achieved, we will withdraw and not become involved in a dangerous engagement.

B. Holding Action

Mission..... To isolate a geographic area from the control of an enemy force, and liquidate all resistance within .. To establish a new government for the area.

Tactics..... Direct confrontation with the enemy will be necessary to attain the objective. Withdrawal will occur

only under the pressure of superior force. Expansion of the objective is permitted if the odds for normal success is reasonable.

By Holding-Action we do not mean that the area is to be forever secure against recapture by the enemy. We do mean that a political sub-division of the State --- is taken over, and held, by the forces of Resistance, be it ever so temporary. It constitutes a test of strength with the enemy, one of major proportion. It will have a tremendous propaganda value. It will transmit to the captive population that the struggle has a potential of victory. It will result in burial of the belief that the enemy is invincible.

The main thrust of the Resistance is directed toward the expulsion of all enemy strength from within the area. The destruction of public facilities is to be confined to those structures which constitute enemy defense systems. Services such as water, power, etc. are not to be disturbed unless absolutely necessary. The replacement of these things will become the responsibility of the Resistance when it invests a city. This will require the use of energy that could more properly be used in expanding the area of control. A failure to provide urban services might result in an alienation of population support --- the human mind being the self-centered thing that it is.

Hit-and-Run-Action

This is the training school for the massive frontal contacts with the enemy that will follow later in the struggle. It is the school in which strategy is formed, and the weaknesses of the enemy are probed. Leaders of the Resistance will be uncovered, and earn their spurs here. In the beginning it will be the only course open to the captive population.

Following is the typical developement of an Action against a city:

Intelligence Phase:
When the mission has been defined, the information gathering must begin. The The Intelligence facilities of the Underground will be assigned the task.... The following areas of information must be explored:

1. Disposition, and strength, of the enemy forces --- military, police, and civilian support agencies. Information on their weaponery, their morale, and the quality of their leadership.

2. Location of all enemy billets, armories, depots, and fortified defenses.. Location of staging areas for the military, and the police. Location, and numbers, of transport --- trucks, armored cars, and tanks. Location , and defense arrangements, of all airfields near the city.

3. Location of the HQ's of the ranking military officers in the enemy forces and the quarters of leading enemy collaborators.

4. Establishment of secure marshalling points for the Guerilla cadres moving into the city. Plot the best routes for infiltration into those points... Determine the best means of infiltration --- on foot, private vehicle, or public vehicle.

5. Establish surveillance on the selected targets --- power facilities, fuel storages, telephone exchanges, water facilities, radio stations, and any installations containing supplies of military significance.

6. Reconnoiter potential avenues of entry for enemy relief columns. Pay good attention to bridges, culverts, cuts, and any points of constriction. The points may be mined.

7. Explore the best withdrawal routes for the Guerilla forces. Note the best points for mining against pursuit. Do not neglect the potential of water courses, such as rivers, large lakes, and the sea. Do not neglect infiltration possibilities of such routes either. In addition, remember forces of the enemy may use them also.

8. Last, and most important, establish an effective laison with Underground leaders within the city. Include them in your communications net, so that their actions may be coordinated with those of the Guerilla force.

Assault Planning Phase:
When the information gathered by the Intelligence sources is considered adequate, it must be evaluated and organized. The tactical plan is developed.... and the original goals of the Action may have to be reshaped.

1. When making mission assignments, follow the standard organization plan as well as possible. Keep Teams, and Bands, within the framework of their regular Commands. The Commander of the Action will be the Area Commander.... see Fig. 16a... The only exceptions to standard organization will be those of the Task Teams, who will be used to perform specialized assignments.

2. It shall be the job of the Intelligence Officer, on the staff of the Area Commander, to establish laison with the Underground leaders and brief them on their roles in the Strike Action.

   It shall be the job of the Communications Officer, on the staff, to set up the communications net to include the Underground. The Area Commander will advise the communications pattern (codes and frequencies) to be used.

3. The Strike Force will be broken down into four groups. Each of these will be under the command of a senior Band Leader:

   a. The Assault Force (AF).
   This Force will mount an assault on points of enemy concentration, such as enemy billets, depots, airfields, and staging areas within the city, and the surrounding terrain. Shortly before the main attack, units will launch diversionary attacks against other than the primary targets.This will draw enemy strength from these targets. The units will then detach and rejoin their commands.

   Do not make the mistake of splitting the Force into groups of insufficient strength. Rather than do this, restrict the number of primary targets --- selecting them for their tactical value.

Use a detailed map of the city to plot the best routes to the targets from the marshalling points. In addition, plot the escape routes. For the less difficult targets, assign the force involved a secondary mission as support for another force.

The communications system must be capable of relaying a constant flow of information to the HQ of the Area Commander. The location, and the progress, of each unit must be kept up to the minute. The situation is likely to get quite confused, and the capability of moving units very quickly is important.

b. The Blocking Force (BF).
This force will have the job of intercepting enemy relief columns. A cordon around the Strike area will, in all probability, be beyond the strength of the BF. However, in guarding the main routes of approach --- the unexpected appearance of large enemy groups can be eliminated.

The location, and distance, and strength of enemy forces, that may be used in relief, must be known. Spotters must be positioned, in advance posts, along these routes for signalling the movements of the enemy.. These approach routes may be mined, and the enemy harrassed by units in ambush. Effective interceptions may be set up at bridges, highway overpasses, depressed roads and highways, wooded areas lining roads , tunnels, and passages through towns where they are lined by a series of sturdy buildings.

This force will have the job, in addition, of standing watch over the escape route (s) of the Strike Force. It will communicate information on the status of these routes. It will also guard, and maintain ready, any transport vehicles assigned to the withdrawal maneuver. In general the escape routes will lead away from the possible approaches used by enemy relief columns.

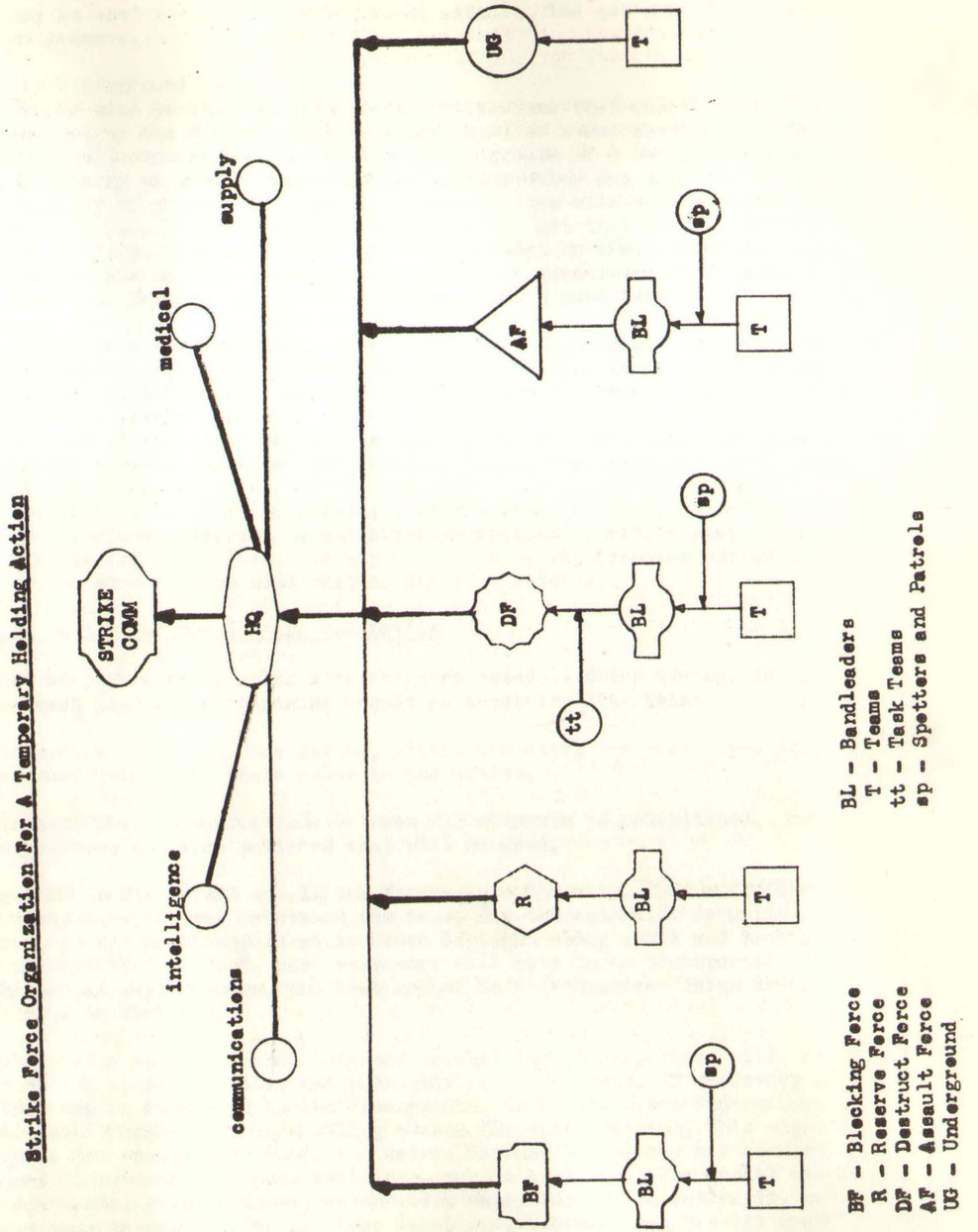
c. The Destruct Force (DF).
This force will have as its objective the massive sabotage of public facilities --- power, water, telephone, transport, radio stations, and factories producing materials strategic to the enemy military.

This force will have the job of moving to the assistance of the Assault Force during the withdrawal movement, or perhaps to the assistance of the Blocking Force during the same maneuver.

The reduction of enemy officials, and collaborators, will be the mission of Task Teams detached from the Destruct Force. The taking of any hostages, as a deliberate project, will be assigned to these Teams.

d. The Reserve Force (RF).
This force will have as its primary mission the support of the intercept elements of the Blocking Force. The position of the Blockers is a static one, generally. The Reserve is a mobile force that may be moved to bolster positions under pressure. Enemy relief columns will usually have arrival times distributed over a period of time. It would not be a good move to weaken one blocking position to strengthen another ----- unless the results of such action can be foreseen.

The Reserve Force should occupy a position equal in distance from all critical positions on the Blocking Force perimeter. The best routes , to each position, must be well defined and well understood..



Strike Force Organization For A Temporary Holding Action

The use of a large Reserve is, generally, not warranted. The numbers may be used more effectively in the assault. The net efficiency will be greater.

e. The Underground Role.
The UG will be utilized in creating diversions that should begin in advance of the general attack. Thirty minutes seems about right. The personell used should be organized into groups of 4 men each. Two men will carry on sabotage activities, and the other two will act in the capacity of guards, and lookouts. Incendiaries will be the weapon in general use. In addition, explosives may be set that will be set off by the fire. This will deter the firefighters in their efforts..... Concentrate on buildings that contain large quantities of flammable material. Warehouses, and fuel storages, make good targets.

The fires will be exellent diversions. It will generate withdrawals of enemy forces from military targets, and weaken them. Fire fighting equipment, trucks and hoses, will impede the movement of police, and military, vehicles. As an added incentive to the fire fighters, the parking of vehicles loaded with explosives, equipped with time fuses, in the streets near the bonfire area --- will be helpful.

Sniper fire at enemy personell, from the tops of nearby buildings is an effective deterrent to establishing cordons. Firetrucks are good targets for rifle fire, and may be junked by it. Grenades hurled into the street below will scatter the fire watchers.

Order of Battle for the Hit and Run Action

A strike against a large urban area requires moves in which timing is of the greatest importance. Planning should go something like this:

1. Make certain that the Underground, within the city, has been keyed in.. They must understand their roles in the action.

2. Determine that communications between all elements is established. Set frequencies, and code patterns that will be used.

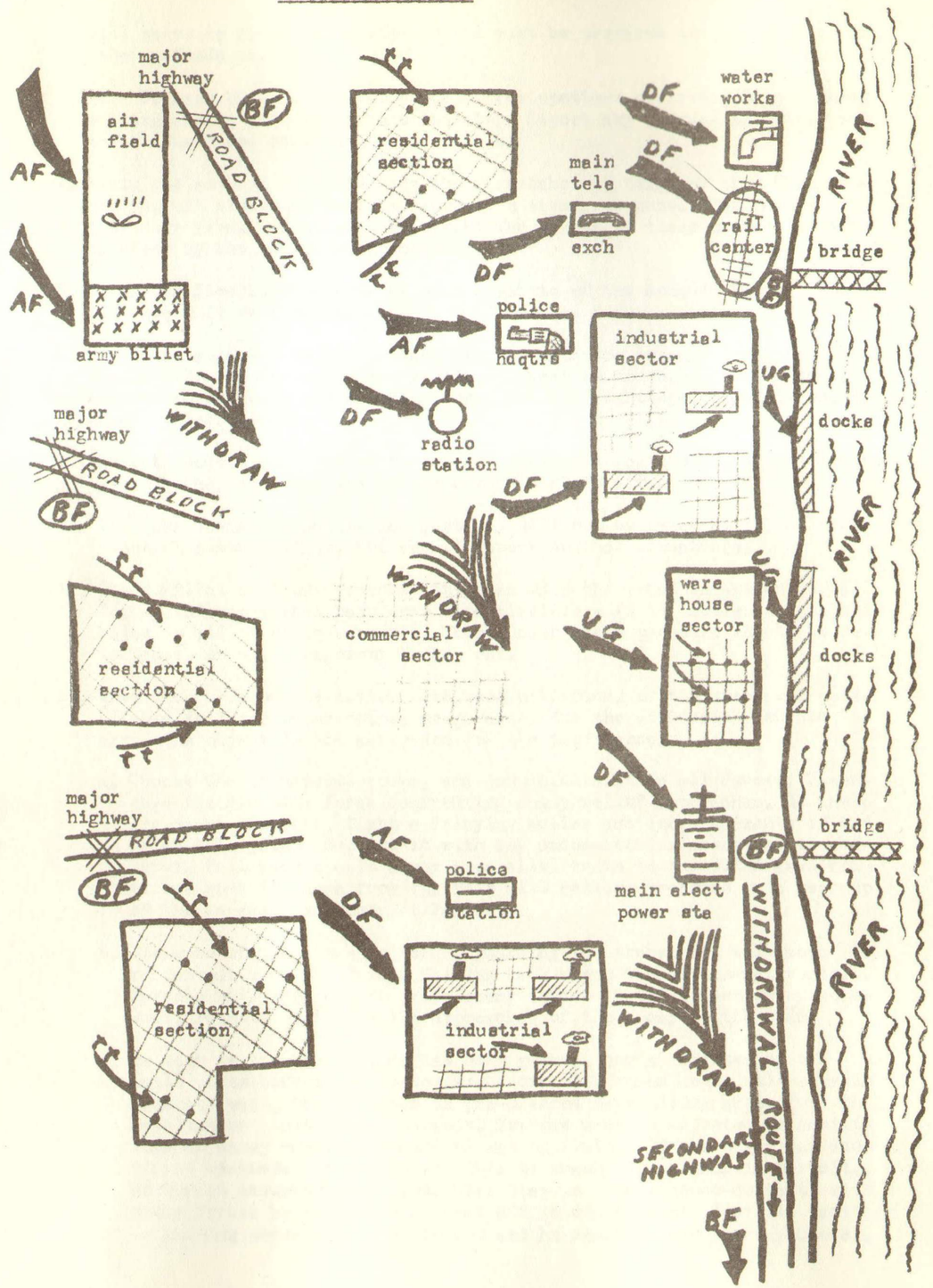
3. Begin the infiltration of all the Forces into the city. The efficiency of enemy security may determine the time, and the method. If security is loose, it may be accomplished in broad daylight using autos and trucks. If accomplished on foot, most weaponery will have to be transported in vehicles anyway. Perhaps, the best method is to commandeer large trucks and come in that way.

4. Units will assemble in their planned marshalling places. These will be chosen for their security, and proximity to the targets. If necessary, guides may be furnished by the Underground. In addition, the Underground will have prepared the marshalling places for the reception. This might require the stocking of food, and water. Marshalling places may consist of such locations as school buildings, public buildings, commercial establishments, private homes, warehouses, empty boxcars in railyards, or large city parks. In some of these locations, weekends may provide much better security. Some may require the disposal of watchmen.

5. Make certain that the Blocking Force is in position. Check the position of the other Forces, and the support elements of the Underground. With close attention paid to radio security, check communications net. This

Fig. 16b

Hit and Run Action



will serve to debug the system. Units must be prepared to use couriers if other methods fail.

6. Area Command HQ will request reports from spotters observing large enemy staging areas, and routes into the city. Report any unusual activity, and the strength and direction of movements.

7. Begin the assault by activating the fire-sabotage teams of the Underground support elements. Receive reports on enemy response. What points did they come from, and in what strength? The origin of these numbers will be weakened by the reduction in manning.

8. Begin the diversionary attacks with elements of the Assault Force. Enemy response must be reported.

9. Mount the assaults on the primary targets with the Assault Force, and the Destruct Force. As the action developes, keep in touch. Maintain constant communications with the Blocking Force for any sightings, or contacts, of enemy relief columns.

10. Do not committ the Reserve Force prematurely. A position under a greater pressure may give way and create a more serious situation.

11. The Task Teams (reduction and hostage) will not be expected to maintain constant communication, but should report unusual situations.

12. The conflict will have reached its peak with the total engagement of all Forces. Elements that have completed missions will be assigned support roles in aid of other elements. Those under heavy pressure should be reinforced, or the engagement broken off.

13. When the goals of the Action have been satisfied, or the enemy has established definite superiority, preparation for the withdrawal should be made. The object is not martyrdom for the Resistance.

a. Choose the withdrawal route, and communicate it to all Forces. Disengage the Blocking Force confronting enemy relief approaches. If there are major contacts, fight a delaying action and merge elements of the BF at this point. Support it with any uncommitted elements of the Reserve. Fall back slowly along a parallel route to the withdrawal route but some distance from it. This will relieve pressure on a regroup of the Assault and Destruct Forces.

b. Elements of the Blocking Force, guarding the transport, will move to rendezvous with the Forces falling back along the withdrawal route... Patrols will move out to probe enemy forces in the direction of movement. Patrols will mine the approaches of the enemy to the rear.

c. As soon as the countryside has been gained, begin splintering off in small units before the Forces are encircled. These units will make, in separate ways, their tracks to pre-planned marshalling areas for the re-alinement into their commands. Methods must be adjusted to conditions of enemy numbers, armament, and proximity. If the enemy has displayed weakness, it may be possible to smash his columns in pursuit.. Construct ambushes where possible. Stay in intelligence-contact with enemy forces by observers dropped off in concealment. Guerilla tactic is knowing where the enemy is ---- and he doesn't know where you are..

Our Action was conceived as a Night Operation ---- . The complete process of attack, and withdrawal, must be completed under the cover of darkness. The Guerilla numbers involved consisted of several hundred men. It is merely a matter of degree ---- it might have been a dozen men or a thousand.

There is no easy way. Against a determined, and ruthless, enemy ---- success of an Action will depend upon how wellthe Guerilla Leaders have done their homework. The following factors will determine the outcome:

1. The quality of the Intelligence furnished ---- most of it by the persons in the Underground within the city. Without this knowledge, no sensible, or successful, plan can be evolved.

2. The quality of the training received by the Guerilla cadres. If it is of poor quality, the cadres will not deliver.

3. The quality of the leadership. It must be capable, and determined.

4. The planning must be well conceived, and the strength must be present to execute it.

5. Communications must be reliable, and efficient. Poor contact will result in the dismemberment of your forces into a disorganized mob.

Summary of an Action:

a. Plan
b. Organize
c. Infiltrate into Position
d. Sabotage Diversion
e. Assault Force Diversion
f. Main Attack
g. Withdrawal Maneuver
h. Re-Group
i. Evaluate

Holding Action

A Holding Action differs from a Hit-and-Run Action in its goal. It differs in that the primary motive is more political than military. The necessity of military power is not less, however, and it must be used. The objective is release from political strangulation for a population under control of the enemy --- and the establishment of an operational area, where manpower and material may be replenished. The release from servitude may endure but a short time ---- however, the incentive provided the population will last much longer. The propaganda value is great, for it serves as a very positive demonstration of Guerilla strength. Recruiting may take place overtly and without fear of enemy interference.

The planning, and organization, for a Holding Action differs from that of a Hit-and-Run Action in the following aspects:

1. There is no Destruct Force, it is merged with the Assault Force. Remaining, then, is a triangular force consisting of the Assault Force, the Blocking Force, and the Reserve Force. The specialized Task Teams will still be utilized.

2. With the exception of diversionary sabotage, there is no wholesale, and non-selective, destruction of the city's service facilities.Underground forces will stage the sabotage , confined to setting fires. The targets

chosen will minimize damage to essential public services. However, buildings housing enemy personell are not to be spared ---- particularly if the occupants are in the buildings when the attack is made.

3. The Assault Force will concentrate on military, and police, installations and armament. Targets will be billets, armories, staging areas, transport pools, airfields, and depots. If a certain enemy position is offering an obstinate resistance ---- do not waste manpower in futile attacks. Put it in a state of seige, and under a harrassing fire. Request support, but do not abandon the project unless ordered to do so.

4. In advance of the attack, contact persons in the Resistance who are well versed in the art of political organization. After the taking of the city ---- the restoration of civil authority will be immediately necessary. It will be necessary to re-organize, and staff, such departments as the fire and police, and the courts. Those ones just relieved of duty by flight,or by hanging will not be available. It is essential that order be instated as soon as possible. The criminal element is always with us, and they are capable of taking advantage of the prevailing anarchy.

5. Place all identifiable enemy persons (survivors that is) under arrest.... Hold them as hostages to deter enemy retaliation. Display them on street corners, and on television, with full advertisement of their crimes. When evacuation of the city is contemplated, charge and sentence them by trial in public court. The sentences will illustrate that justice is not dead.

6. Use all manner of public communications media to inform, and convince,the general population of your cause. Hold public rallies where the spokesmen for the Resistance can reach their ears. Establish store-front centers of information where propaganda may be distributed. Setup printing equipment in secure hiding places, where the Underground may continue to supply the news should the city be retaken by the enemy. When all contact is lost in supplying the population ---- the enemy has a clear field.

7. Organize the repair of any damaged public services. See that housing can be provided for persons made homeless during the conflict. Make sure that an adequate food supply exists, and that distribution is equitable. Check hospitals for the adequacy of the facilities, and for proper staffing.... Care must be provided for the sick of the city, and for members of the Underground and Guerilla Forces injured in the fighting. Efficiency will gain public favor. The majority of the people have short memories, and in these matters are interested, chiefly, in their own maintenance and their welfare. They will not have the dedication of the Resistance.

8. As soon as possible begin the training of civilian cadres for the defense of the city against enemy counter-attack. Screen the individuals with care. Do not give weapons to human trash, of which every city has plenty to spare. Use the training sessions for selecting the best of the recruits for inclusion in the Guerilla organization. Use all breathing spaces you may have for preparation, training, and recruiting.

The Defense of a City

The preparation of a city against enemy attack will require hard work, much engineering ability, and a great deal of improvisation. Before a decision is made to convert a city into an all-out defensive posture, and attack must be

more than a mere possibility. A city in readiness for seige is one literally paralyzed as concerns normal activity. The political implications of such an environment must be considered. An extended period under such conditions may require more sacrifices than the people are willing to give. A society that is accustomed to affluency before "takeover", and is accustomed to "serfdom" after "takeover" may have a short endurance span. The decision cannot be the result of little thought.

Following is a survey of the preparation of a city for defense:

1. Weapons available, willing citizens, and the durability of the defensive positions will be the determining factor in selecting the sections of the city to be defended. Seldom can it be defended in its entirety. The sites that can be defended must be selected. They must not be isolated sectors --- but interconnected, if possible.

2. The strength of enemy air-power, and his willingness to use it must have consideration. If the enemy can be drawn within the city, and his forces fragmented throughout, air-strikes are less likely to be used. This same principle will reduce the possibility of gas attacks.

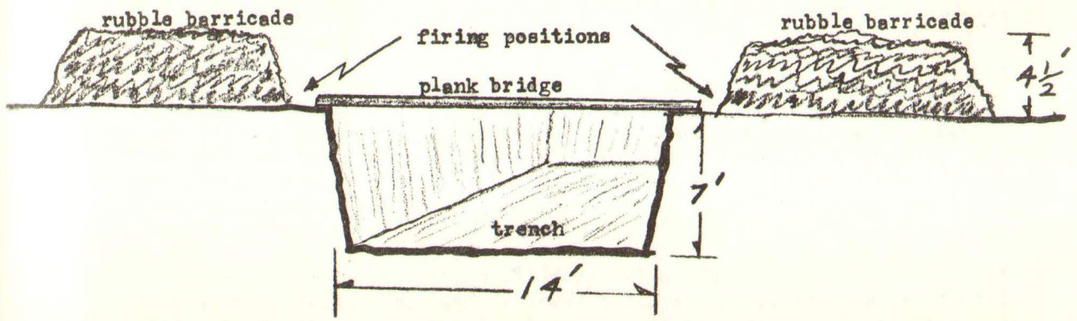
3. In the selection of defensible structures --- suburban areas, composed of single story dwelling of light construction are the first to be rejected. Areas containing structures that are widely spaced, and can easily become isolated, are the next to go. Any wooden buildings, or those containing a large quantity of flammables, are poor bets. Sprawling, single story ones such as many modern factories, and warehouses, are difficult to defend.

   The best positions a city has to offer are multi-storied, flat roofed, and masonery constructed buildings. They should be in close proximity to each other, and of approximately the same height. The narrower the streets on which they front the better. Each story, in each building, is a position for laying weapons and dropping devices. The flat roofs make an exellent fighting top. Weapons can be fired from them--- and incendiaries dropped. If the roofs are near the same height, and close together, they may then be bridged. This will permit forces to be moved about more freely. Passage can also be obtained by bridging between windows.

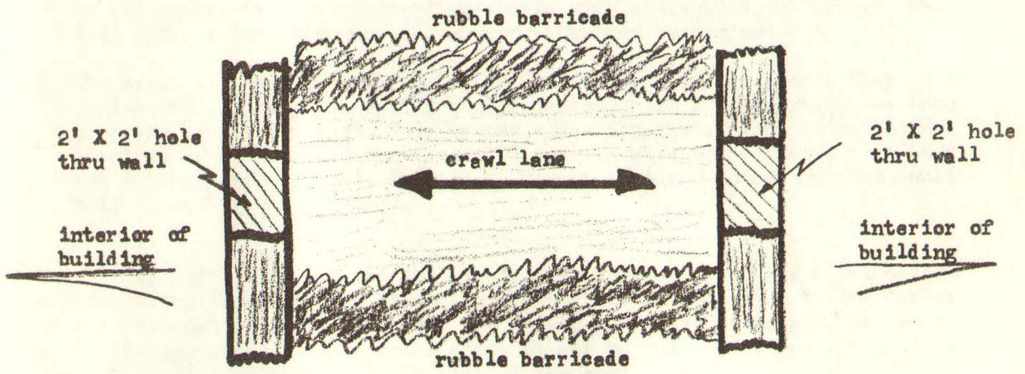
4. Provision must be made for moving from building to building at ground level. Break holes in the sides of buildings, high enough for a man to move through by crawling. Use the rubble to erect barriers between holes. Make the holes about 24 inches high, and 24 inches wide. An enemy, in forcing entrance, will have to come in on his hands and knees. Use anything available to reinforce doors, and block up windows on the ground floor. First and second story windows may be covered with wire netting to prevent the entry of hand-thrown devices, such as grenades. Use netting of not over a mesh size of 3 inches. Junk of all sorts may be used for the construction of man-traps across alleys, and between buildings.

5. Streets must be strongly barricaded to block the movement of enemy tanks, armored cars, trucks, and other vehicles. Make the enemy move on foot.... Fill autos, and trucks, with rock and park them cross-street. Anchor them with steel cable to light standards, fireplugs, or heavy structural members of buildings. Pile up any other material to fill out the barricade... Make the wall shoulder-high in 3 or 4 places for a space of 2 or 3 feet.. This is so that weapons may be rested on top and fired by persons whose

Tank Trap



Building to Building Movement



feet are resting on the street. Position the barricade where it is flanked by strong buildings. Devices may be hurled on the vehicles from roofs, and windows, of the buildings.

To stop the larger tanks will take some doing. Using earthmoving vehicles or demolitions --- open a trench about 15 feet wide and 7 feet deep. Now construct a barricade, with the removed material, on both sides. This may serve as cover for firing weapons. Lay some planks across the trench for bridging when a change of position is required. When tanks become lodged they may be destroyed by explosives.

Barbed wire strung across alleys, streets, and between buildings will be a deterrent against enemy movement on foot. Lay it in upright loops, like a coiled spring and anchor the ends.

6. Do not wait for the attack to suddenly splash on the defenders. Send out patrols along the approaches to the city. Position observers, with radios and field glasses, at least 10 miles out along these approaches. Lay mine traps, blow up bridges, block roads. Where the cover is favorable, ambush the enemy columns. Maintain the pressure all the way, and gradually stiffen the resistance like a compressed spring. Punish the enemy all the way into the city.

7. Organize the population into military units. To augment the communication net of the Resistance, man the local radio stations. Distribute available battery-powered radios for the reception of information and tactical direction. Establish communication between the stations and the HQ directing the Resistance --- that of the Area Commander.

8. Send patrols into any railway tunnels, or subways, leading into the city. These underground tubes may be used as shelters, hospitals, and for the movement of men and material. The enemy may attempt to use them as routes for their movements also. Set up barricades at the proper places, or blow them closed with explosives.

   Cut any railways beyond the defense perimeter. Deny the use of airfields to the enemy. Destroy the landing strips with explosives, or litter them with junk. Automobiles may driven onto them and overturned.

9. The enemy will attempt to devour the Resistance piece by piece. They will cordon off an area, and shrink the perimeter until it disappears --- then progress to the next one. This is the classic method. Fight to maintain a corridor open to an adjacent area. If entrapment seems certain, move out and through the corridor. Feinting a thrust through another section could help in easing the pressure.

Every city differs in its defense capabilities by virtue of its size, layout and location. Planning must begin immediately after occupation by the forces of the Resistation. When the enemy can muster sufficient strength, he shall begin the operation to retake the city. He may be successful --- but make it Pyrrhic victory. Hurt them every step of the way.

.....

Chapter 17.

Scouting and Patrolling

A Guerilla Force in the field has two major sources of intelligence. These are listed below:

1. The Underground Intelligence Net, manned by members of the Resistance that maintain their position in the social structure of the general population.. It includes all those who are not serving in the field with the contingents of the Guerilla Military establishment.

2. Units of the Guerilla Field Army, probing out from its defense perimeter... These mobile units are called patrols.

This constant vigil is absolutely necessary for survival. The enemy, homegrown or foreign, in occupation of your country --- will engage in intensive "search and destroy" tactics. You must have current knowledge of his intentions -- and his movements to implement them.

The enemy will invest, and control, all the urban areas. It will be physically impossible for him to control all the geography in a country as large as that of the United States. He will, however, scour the more accessible portions in an around-the-clock search with mechanized patrols. He will employ aircraft in searching the less accessible portions. They will be equipped with sophisticated photographic gear. He will plant agents in every town, and hamlet. Most of these ghouls will be your own countrymen.

In order to neutralize this enemy Intelligence proceedure, the Resistance must use the following methods:

1. Enemy activity in the urban communities must be filtered out to the forces of the Guerilla Movement operating in the field. This is to be accomplished by the Underground operating within the cities.

2. Counter Agents must be developed in the cities, towns, and cross-road settlements. They will uncover, neutralize, and eliminate the enemy agents.

3. Large camps, and staging areas, of the Guerilla Field Forces must be setup in the more inaccessible regions of the countryside. Units operating in the "intensive search" areas must exist in a high state of mobility. Whether a large camp, or roving detachment, is involved --- a sensitive perimeter of lookouts, scouts, and patrols must be maintained.

4. Observation posts must be set up near large enemy encampments, and staging areas. The observers will be equipped with field glasses, and radio. These posts may communicate with the Guerilla base camp, or with the patrols. The posts may also serve as message-relay stations for the Underground within , and near, the cities and towns. They will be a valuable link in the communication net.

For the purpose of definition:

Scouting is, generally,considered reconnaissance of geography with rather indefinite paths of movement --- and on an intermittent basis.

Patrolling is, generally, considered as having a definite path of movement --- and on a, more or less, regular basis.

A patrol of considerable size is termed a "patrol in force". The general orders given to patrols fall into the following categories:

A. The patrol is to reconnoiter only, and is to avoid any engagement with enemy forces. It is to fight only upon necessity.

B. The patrol is to reconnoiter as its primary mission. It may engage inferior enemy forces and destroy them.

C. The patrol is act as a guard for the passage of persons important to the Resistance, or for transport conveying supplies to the Guerilla Force. It is to avoid engagement with the enemy, in either case.

D. The patrol has a specific mission. It is to engage, and destroy,a particular enemy force, or installation. Or it may have a certain Intelligence mission.

A patrol must understand its geography. It must know its own position, relative to the terrain, at all times. In addition, it must know the location of static enemy positions in relationship to its own. There are two ways in which this is accomplished:

1. Persons in the patrol have detailed knowledge of the terrain that is being traversed.

2. The patrol possesses detailed maps of the area. It is equipped with compasses, and the knowledge to use them effectively.

Every Area Commander should possess a complete set of maps detailing his Area.. These should be obtained in advance of Guerilla Action. If he does not,they may have to be laboriously constructed by hand. Familiarity with the terrain should be obtained by painstakingly covering every square yard of it. This knowledge , and experience, may be the only advantage the Guerilla leader has over an enemy having all other military advantages. More on the subject of maps later.

Scouting and Patrolling

Scouts, and patrols, are the eyes, and ears, of the force they work for. It is true that patrols, many times, are the only source of intelligence available to a beleaguered Guerilla force. The security of the force depends on the feeding of such information. The training of scouts, and patrols, should stress factors such as those listed below:

1. Intimate knowledge of the terrain, and use of maps and compass.

2. Alertness to signs, and information, concerning the enemy.

3. Art of concealment, and the ability to move silently, and efficiently.

4. Judgement in encounters with the enemy —— whether to fight or not.

5. Dedication to performance of the assigned mission.

In the illustration Fig. 17a are some of the formations used, on patrol, by men in groups of Team, and Band, strengths. The interval distance between members of the patrol depends upon the character of the terrain. The use of specific formations accomplishes the following:

a. It helps maintain discipline during the patrol.
b. It takes advantage of the type of terrain traversed.

c. It establishes the positions of the others in the mind of each member of the patrol. This is of value should a firefight develope in any surprise situation.

Following are basic formations to be used by a patrol:

File..... A good form to use where the patrol is moving in a restricted terrain. For example, a narrow path in heavy woods. Here, any other method would require flankers beating their way through the brush.

Staggered File..... Same application as File, except where the path is less restricted.

Diamond..... A good form for open terrain. It presents a target that is dispersed. It permits a good arc of weapon fire against an enemy in any direction.

Front..... A good form for open terrain. It presents a target that is dispersed. It permits a wide arc of weapon fire against the enemy in the direction of patrol movement.

Leading "Y"..... A good form to use in semi-open terrain. The leading flankers offer an opportunity to intercept the enemy on a broader front. It is a good form to use where ambush is a possibility.

Trailing "Y"..... A good form to use for a withdrawal manuever in a semi-open terrain. The trailing flankers offer an opportunity to detect an approaching enemy on the broader rear.

In patrols of Band strength, a point may be sent out, in the direction of the form's movement. This will improve the security of the patrol against surprise encounters. In open terrain, the interval distance with the point may be increased —— and connecting files placed between the point and the form. This can assist in maintaining visual communications between the point and the form.... Night patrols, of course, cannot depend on visual com between elements at any distance and the intervals must be adjusted.

Visual Communications on Patrol.

1. Intra-patrol
If the pattern requires dispersal of individuals beyond the ability of sight —— the use of radio becomes essential. If the formation is tight —— hand signals may be used. Some basic hand signals are listed below:

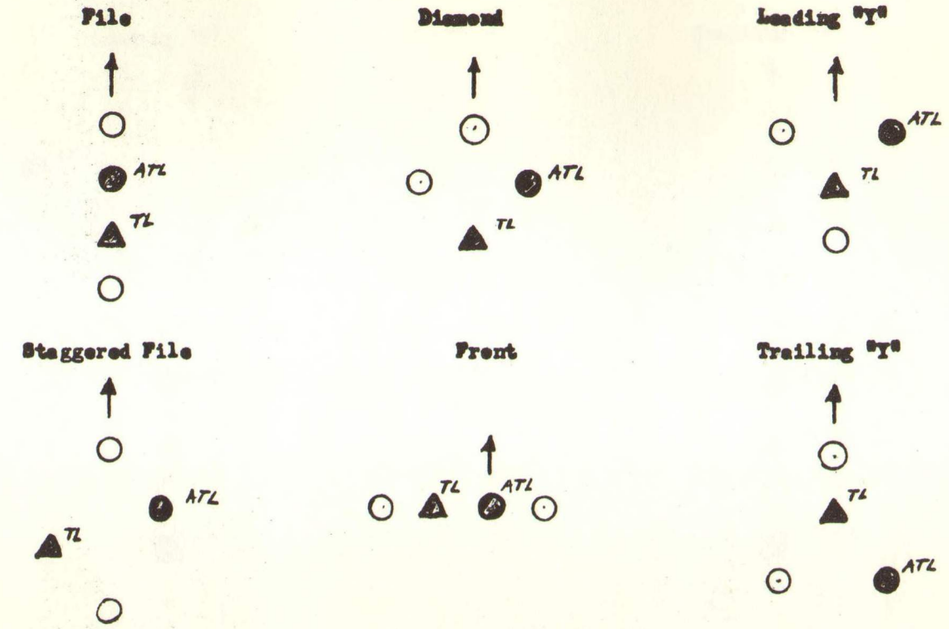
Enemy in sight..... both hands, held over the head, holding the weapon aloft.

Move..... one hand, held over the head, moved in circles.

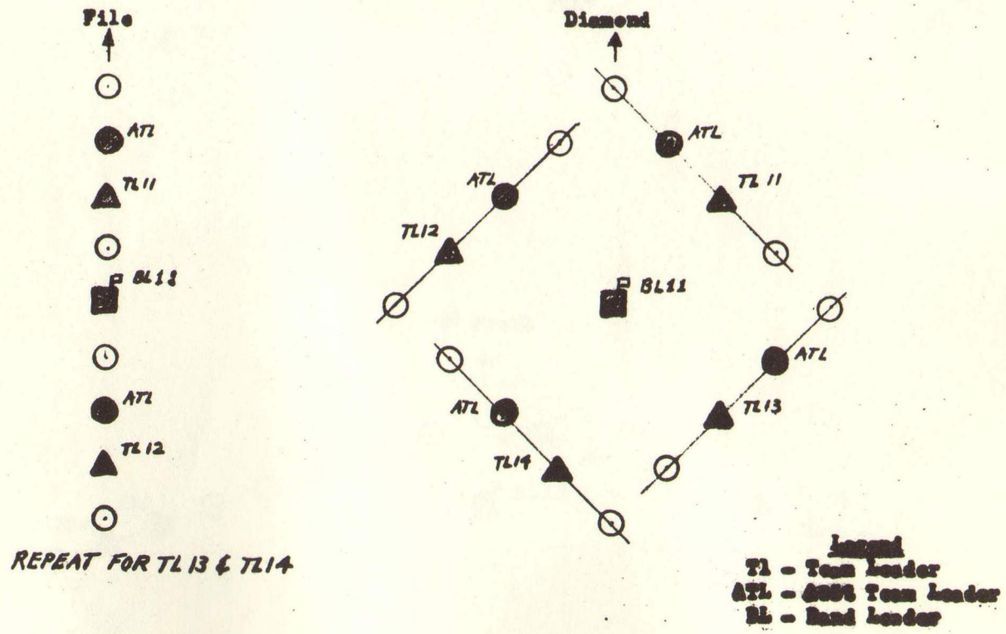
Stop..... one hand, held over the head, palm facing other members of patrol.

Take cover..... one hand, pointed down, pumped up and down.

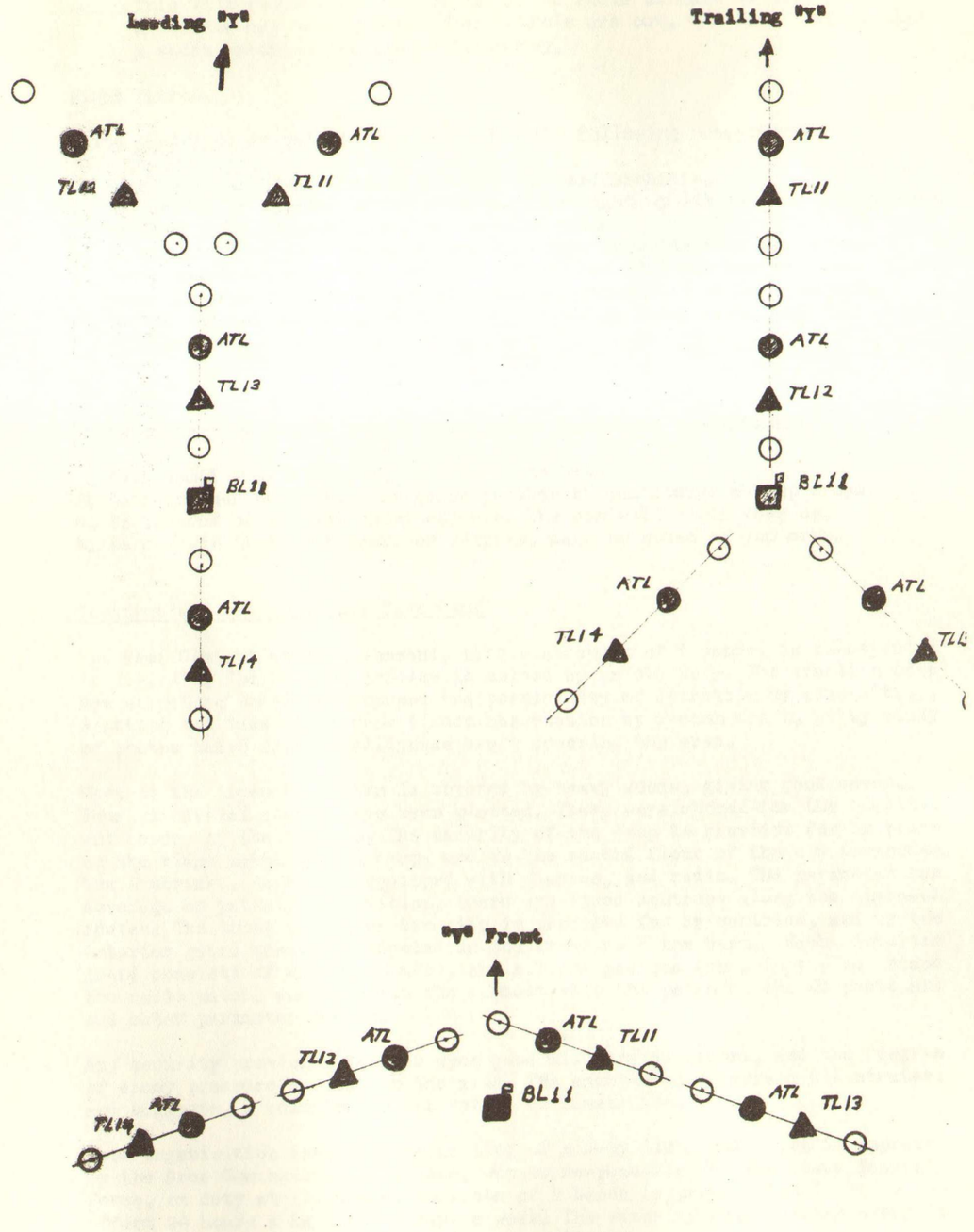
Patrol Formations - Team Strength



Patrol Formations - Band Strength



Patrol Formation - Band Strength



2. Inter-patrol, and with Base Camp
   This will require the use of radio. If radio silence is necessary, then a courier may be required. When patrols are out, the Base must maintain a radio watch on the proper frequency.

Night Patrol.

Units making night patrol should observe the following precautions:

1. Wear dark clothing, including socks and handkerchiefs.
2. Be careful of exposed shiny objects. They light up like a lamp when struck by flashlight, searchlight, or even the moon.
3. Be certain that your gear, or weapons, make no noise when you move.
4. Carry machine-pistols and knives, rather than rifles. They develope fire-power in greater volume, and give better coverage of obscure targets.
5. Darken exposed portions of the skin, including face, neck, and the backs of the hands.

Day Patrol.

Units making day patrol should observe the following precautions:

1. Wear camoflauge clothing, including the hat.
2. Daub exposed skin with irregular patches of camoflauge makeup cream.
3. Be careful of exposed shiny objects. The sun will light them up.
4. Be certain that your gear, or weapons, make no noise as you move.

Construction of a Guerilla Base Camp

The Base Camp of an Area Command, with a strength of 6 Bands, is illustrated in Fig. 17c. The housing problem is solved by an old barn. The erection of a new structure would have opened the possibility of detection by aircraft.... Spotting may take place from direct observation by reconn craft, or by study of photos taken from intelligence craft covering the area.

Most of the invested region is covered by heavy woods, giving good cover.... Four withdrawal routes have been plotted. These were chosen for the quality, and cover, of the terrain. The security of the camp is provided for by posts on the ridge north of the camp, and in the second floor of the old farmhouse. The observers, here, are equipped with glasses, and radio. The perimeter has coverage by patrol. In addition, there are fixed sentries along the approach routes. The inner perimeter security is provided for by sentries, and by two interior guard positions located in the trees near the barn. Each interior guard consists of a Team (4 men), and a light machine gun . They also stand the radio watch, and maintain the contact with the patrols, the OB posts,and the outer perimeter guards.

Any security provision depends upon good military judgement, and the degree of enemy pressure exerted in the area. The example given merely illustrates, and suggests, a solution to one set of circumstances.

Good organization requires the posting of a duty list. This list is approved by the Area Com executive officer, who is responsible for its issue. Security force, on duty at all times, consists of 2 Bands (approx. 32 men). It is in effect 24 hours a day, and 7 days a week. The security duty rotates every 6 hours. A Band duty list would appear as follows:

Security Duty List for 7 October 1971

Watch	Duty
0000-0600	Bands 11 & 12
1600-1200	Bands 13 & 14
1200-1800	Bands 11 & 12
1800-2400	Bands 13 & 14

(signed)_____
Executive Officer

Each Bandleader is responsible for manning the security force as required by the Schedule. The duty list published by a Bandleader is as follows:

Security Duty List for 7 October 1971

Watch	Post	Duty
0000-0600 & 1200-1800	Patrol Alice	Team 11
	Patrol Betty	Team 12
	Observ Posts	Team 13
	Outer Sentries	Team 14

The other Bandleader on the same watch will publish a duty list:

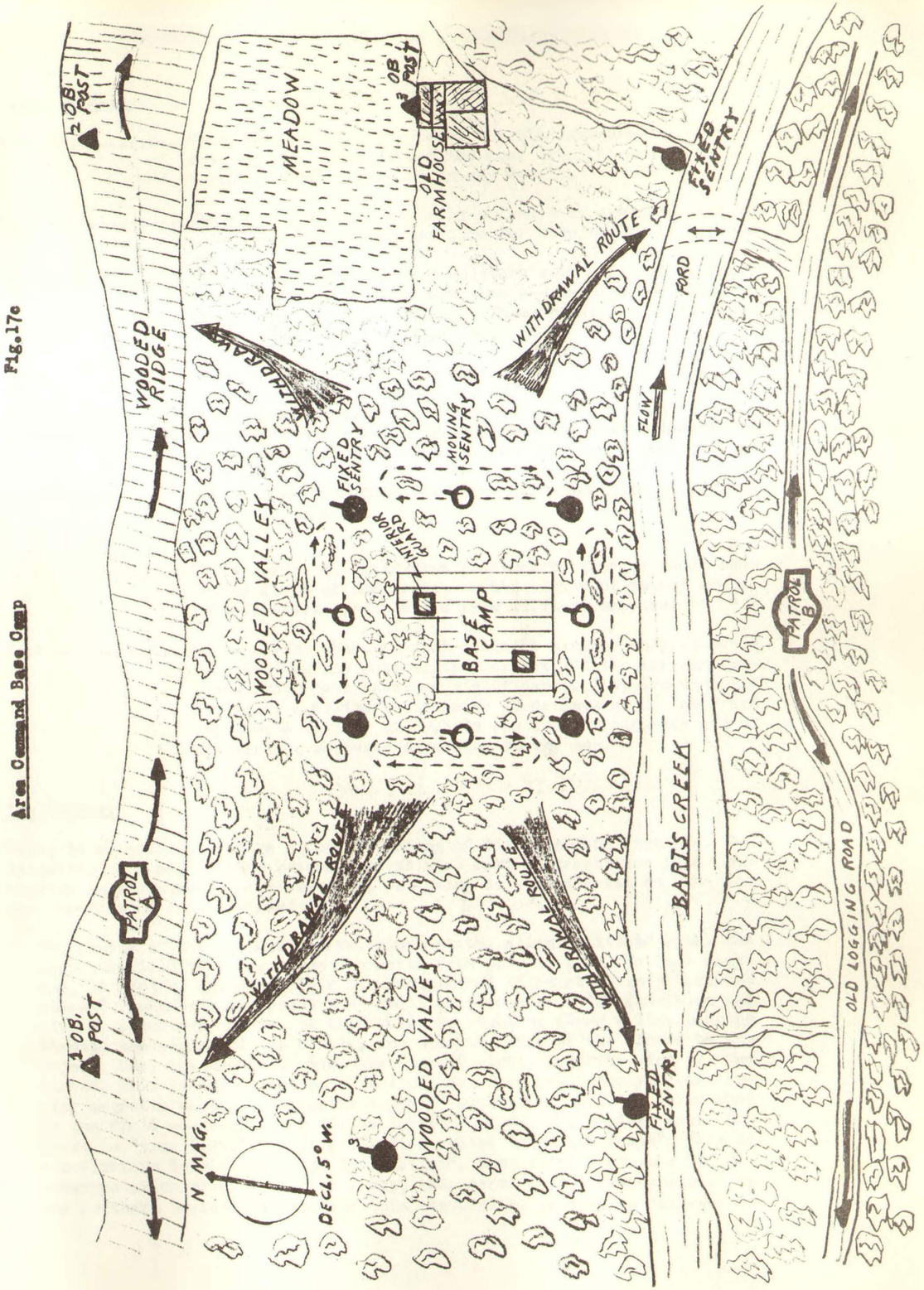
Security Duty List for 7 October 1971

Watch	Post	Duty
0000-0600 & 1200-1800	Inner Sentry Fix	Team 21
	Inner Sentry Move	Team 22
	Inter Guard North	Team 23
	Inter Guard South	Team 24

Each Teamleader is responsible for manning as required by the Schedule. He will make the individual assignments from his Team by name.

Fig.17c

Area Command Base Camp



Types of Maps

Road Maps..... These are the kind issued by the oil companies as a customer service. They depict the road net. The nature of the terrain is not indicated in any detail.

City Maps..... These are the kind issued by chambers of commerce, and by auto clubs etc.. They are fine for showing street layout.

Aerial Maps..... They may be obtained from military sources. Some agencies of the government also make them —— such as the Depart. of Agriculture local offices. These cover only non-urban areas, mostly farming sections.

These maps, well made and in large scale, give definition in the horizontal plane. They define streams, roads, open fields, wooded areas, and structures. Those made by military sources are best. In addition, they possess types of equipment capable of clearly photographing a golfball at an elevation of 20,000 feet. This capability is a weapon of fearsome potential when used in reconn against forces of the Resistance.

Topographical Maps ..... These may be obtained from government agencies, such ones as the Corps of Engineers, or the office of county surveyor. They also be obtained from military sources.

Tactical Maps..... These may be obtained from military sources only. Valuable for planning any action, they depict all the terrain features which have tactical significance. They are designed to assist a military commander in deployment of men and weapons. A variety of symbols are used to identify all of the various features appearing on the map.

The Compass

Maps, to be useful, require an understanding of direction and distance. The direction on a map (a line between two points) must be translated into the reading on a compass, and vice-versa. Following is a discussion on the use and function of this instrument.

The needle of the compass always points north, aligning itself with the magnetic field that traverses the earth from pole to pole. To read compass, it must be oriented. This is accomplished by rotating the "azimuth circle" (compass card) until the needle coincides with "N" (north)on the circle. A compass reading is then taken by sighting along a line passing through the center of the circle, and over the edge of the circle to the object. Read the degrees, under the line of sight, from the edge of the circle. This is the direction of the object, from you, when you are facing magnetic north. A "magnetic compass" such as you will be using when in the field —— requires a little interpretation. The needle does NOT point to "true North" but to a position called "magnetic North". This is a deflection termed "magnetic declination". When using a compass for the interpretation of direction on a map, this error must be recognized. In the northern hemisphere, to make this conversion, proceed as follows:

Compass	Declination	True
100 deg.	5 deg. East	105 deg.
100 deg.	5 deg. West	95 deg.

The rule is: Add Easterly declination, and subtract Westerly, when going from Compass to True.

Subtract Easterly declination, and add Westerly, when going from True to Compass.

On maps used for military purposes, the magnetic declination is stated. A declination is subject to change in time, and the annual rate of a change is also given. For example:

Magnetic Declination: 6° 30' East (1940)
Annual Magnetic Change: 3' increase.

If the year is 1960, we add 10 times 3' and obtain 7° as the declination in that particular year. Assuming that we are in the Northern Hemisphere, the declination is added to the compass (magnetic) reading to obtain the direction of the object sighted in relation to True North.

Road Maps, and City Maps, are oriented True North, unless otherwise stated on the maps. When using a magnetic compass, in conjunction with these --- it is necessary to convert from map to compass, or from compass. Use our little formula to correct for magnetic declination.

On board naval ships, or commercial vessels, another compass error is a problem. This error is called "Deviation". The needle of the compass has a deflection resulting from the effect of the huge metal mass warping the normal magnetic lines of force. This error is also expressed as "Easterly" or "Westerly". Since our purpose, here, is to work with ground navigation --- we only mention that it exists. However, we shall mention in passing that when taking a compass reading --- don't sight it over your gunbarrel or rocket launcher. If possible, avoid taking readings from inside of a transport vehicle. Step a few paces away from such vehicle when using the compass. This will remove the potential of deviation.

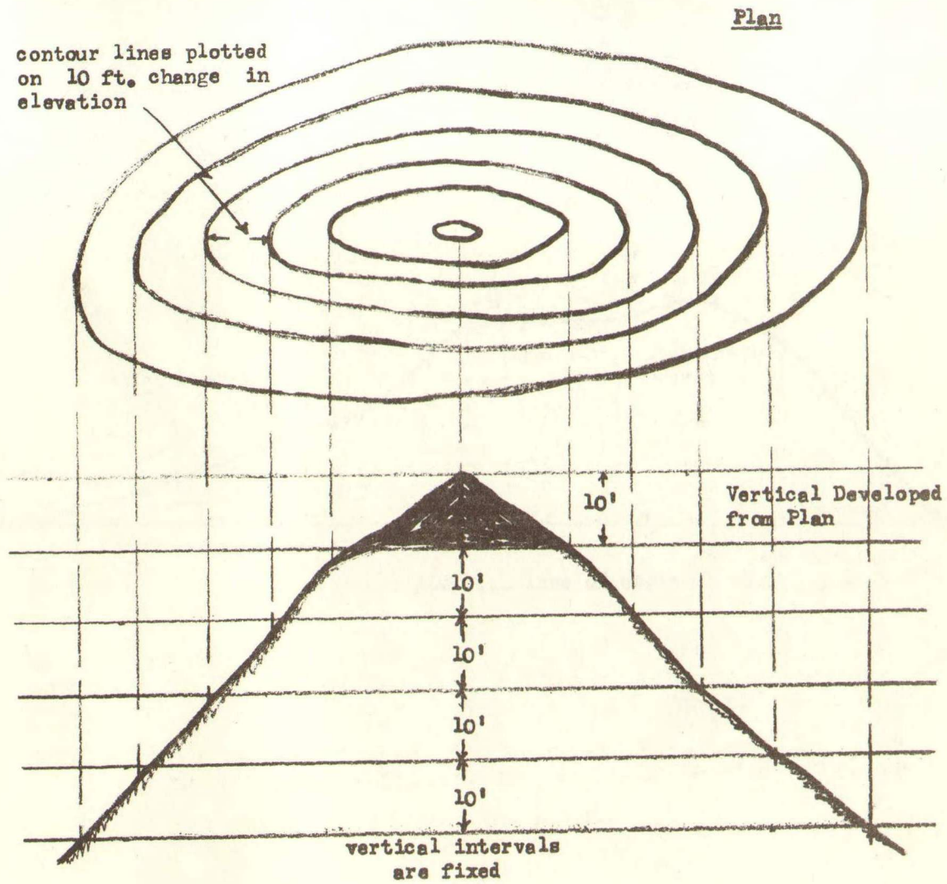
When obtaining a compass for pocket use, obtain one of good quality, and preferably equipped with a sighting device. Every Guerilla warrior should have one in his gear.

On the following pages are illustrations, and instructions, dealing with the use of the compass --- and its application in map reading.

Topographical Maps

The condition of a terrain --- the elevations and depressions --- are of great significance in combat. A "topographical map" indicates the character of the terrain. The system used, most frequently, is the Contour method. Elevation on the map is expressed by numbers representing feet above sea level. Points of a equal elevation are connected by lines called "Contour lines".

It is possible, by scaling the map, to determine the relationship between the horizontal distances and changes in elevation. This indicates the nature of a slope, whether is gradual or steep. For example, if the distance from one Contour line to another is 100 feet, and the change in elevation is 10 feet --- it is a 10% slope, an easy grade. In terrain which is unfamiliar, the Contour Map can be of great help to a Commander planning an action. Below is depicted the method of using a Contour Map.



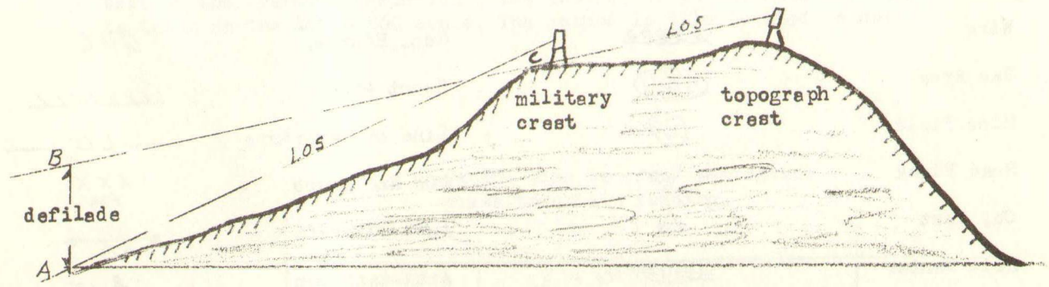
The highest point of elevation on a hill is termed the "Topographical Crest".

The point from which an observer can see the entire slope of a hill is called the "Military Crest".

The point at which a person may move around freely --- and not be seen by the observer at the "Topographical Crest" is termed to be in position considered "Sight Defiladed".

The obstruction labeled "C" is called the "Mask".

The height of a "Defilade" is the distance between "A" and "B".



LOS .... line of sight

Tactical Maps

Tactical maps are those where any terrain features, natural or manmade, of a military significance are identified. They may be reconstructed from any map containing the necessary information of direction and distance by marking up the map with the identifying symbols, and labels. Standard military symbols, for object identification, composes a very lengthy list. It would be well to obtain a manual giving the detailed information on the subject.

Illustrated below is a graphical explanation of some of the symbols, and the labels, encountered in interpretation of military terrain.

Word	Symbol
Airport	
Arsenal	
Demolitions	
Depot	
Dugout	
Wire	
Gas Area	GAS
Mine Field	
Road Block	
Ob. Post	
Rail Center	
Rail Head	rhd
Gas & Oil	
Water	W
Searchlight	
Radio Station	
DF Station	
Tank Barrier	
Tank Trap	

Word	Symbol
Armored Force	
Engineers	E
Infantry	X
Military Police	MP
Tank Destroyer	TD
Gen. Hdqtrs.	GHQ
Front Line	
Line of Departure	LD
POW Enclosure	XXX PW
Anti-aircraft	AA
Anti-tank Gun	AT
Machine Gun	
Brush Land	BRUSH
Cult. Land	CULT
Stream	40'W. 10'D.
Woods	WOODS
Road	
Trail	
Trench	2 SQUADS

The Azimuth Circle

The azimuth method is used for indicating compass direction in the reading of military maps. The observer is presumed to be at the center of a circle which is in a plane parallel to the earth's surface. This circle is the same as the azimuth circle of your compass. It is devided into 360 equal units of circumferential measurement. These units are called degrees. They are numbered in a clockwise direction from "0" degrees at the North position.

Map azimuths are read with a "protractor". A protractor, being a half circle, represents 180 degrees. Familiarize yourself with this aid. One can be bought at any school supply counter.

Positions on a military map are determined by the use of "grids". Grids are vertical lines of equal distance crossed by horizontal lines of equal distance. This method devides the map into identical squares. To measure an azimuth of a line on such a map --- extend the line until it crosses a vertical grid line. Position the index point of the protractor on the intersection of line with the vertical grid line, and align the base of the protractor accurately on the vertical grid line.

If the direction of the azimuth, to be measured, is to the east of the vertical grid line, the degree reading is taken from the 0 - 180 scale inscribed on the protractor. If the direction of the azimuth,to be measured, is to the west of the vertical grid line, the protractor is inverted and the reading is taken on the 180 - 360 scale. The method is illustarated below:

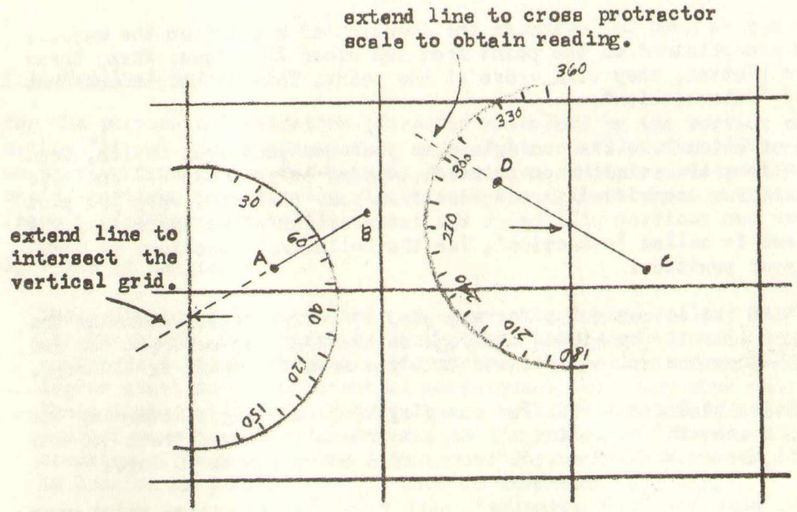
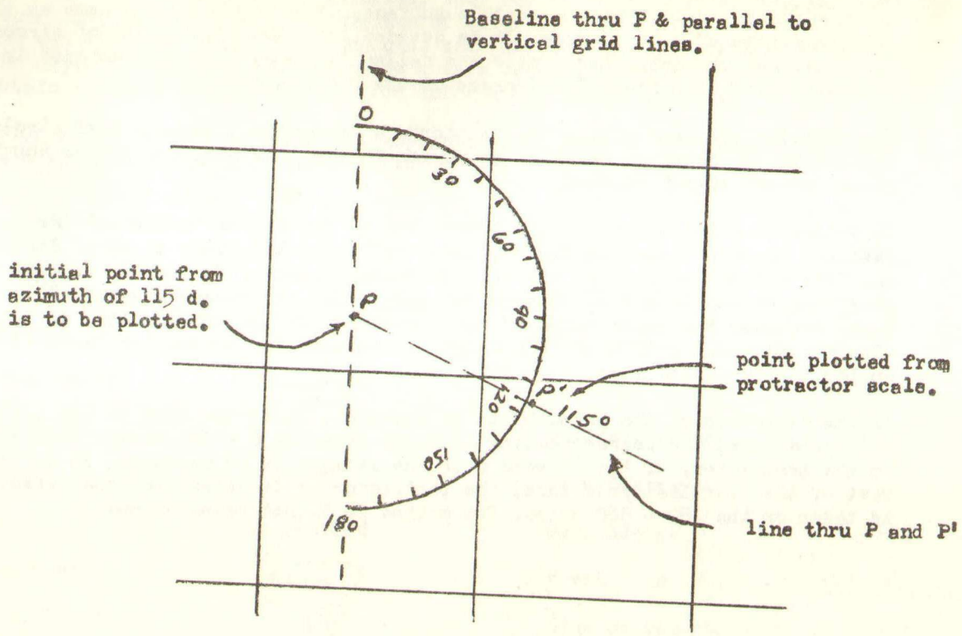


Fig. 17h

Illustrated below is the use of a protractor in plotting a predetermined azimuth on a grid map.



Azimuths may be used to determine the location of a point on the map.... Azimuths are obtained on the point from two other locations. When these lines are plotted, they will cross at the point. This method is one that is called "intersection".

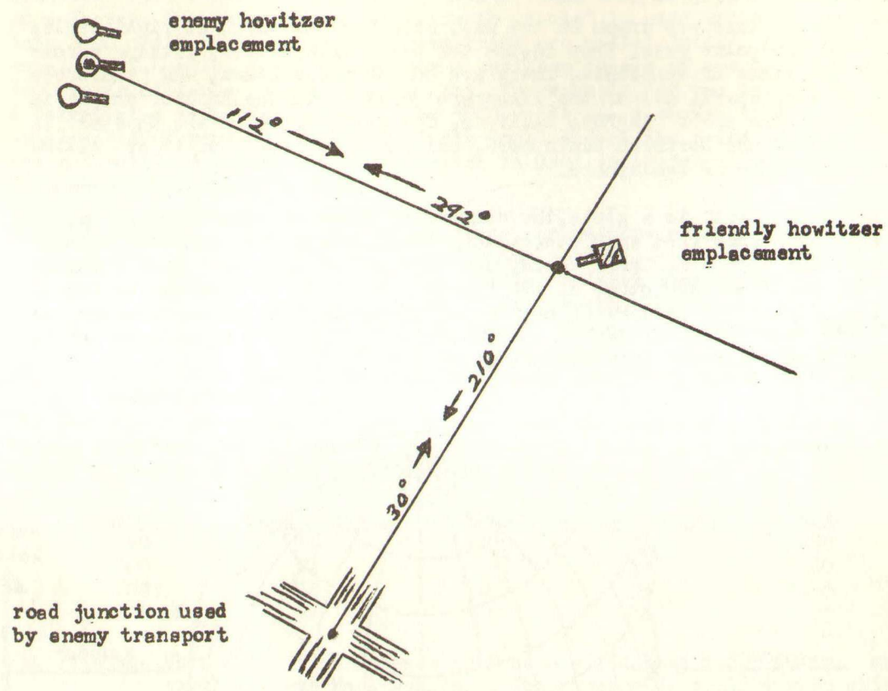
The same method may be used to determine your own position. Obtain, from your position, two azimuths on points appearing on your map --- and are points that you can visually recognize from your position. When you plot them, your own position will be at the intersection of the azimuths. The method used is called "resection". Use the following proceedure in working out your position:

a. Obtain the 1st azimuth. For example, it is 292 deg.. Determine the "back azimuth" by adding 180 deg. to the 292. Now subtract 360 and find that the azimuth direction to you from the point is 112 deg..

b. Obtain the 2nd azimuth. For example, it is 210 deg.. Determine the "back azimuth" by adding 180 deg. to the 210. Now subtract 360 and find the azimuth direction to you from the point is 30 deg..

c. Now, plot the "back azimuths", each from its respective point upon the map. Your position will be at the intersection of the azimuths. Following is an illustration of the method:

Fig. 17i



Grid Declination

For the purpose of navigation (directed movement) on the surface of the earth, "lines" are constructed on maps. By these "lines" one's location on that surface can be determined. Navigation simply consists of fixing one's location, periodically, to correct the azimuth one must follow to reach a predetermined destination.

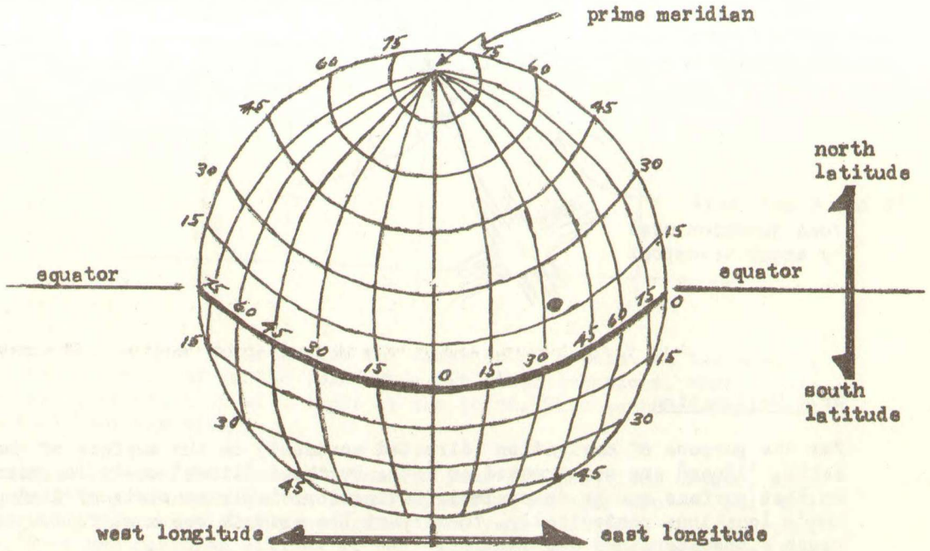
1. Lines of Longitude.

These lines are drawn on the map, converging at the poles. They devide the earth, from North to South, into sections --- much like an orange is devided. There are 360 of these lines, and therefore are 1 degree apart in circumferential measurement. Maps may show only 24.. These lines, at 15 deg. intervals are called "meridians". A measurement of your position, in degrees of longitude, is determined by the counting of degrees westward from the "0", or Prime Meridian, which is located as passing through town of Greenwich, England.

2. Lines of Latitude.

These lines are drawn on the map, circling the earth at right angles to the polar axis. They devide the earth into slices, cutting across the lines of Longitude. There are 360 of these lines, and therefore 1 deg. apart. All of the lines are parallel to the Equator which is the line of "0" degrees Latitude. The earth North of the Equator is called the Northern Hemisphere, and the earth south of it is called the Southern Hemisphere.

Since the earth is a globe, the converging lines of Longitude are not in equal distance from each other along their length. For example, at some position in the Northern Hemisphere they may be only half the distance they are from each other at the Equator. This led to attempts to repair this distortion by various methods of projecting the lines. However, we shall use for illustration the "Mercator" projection which does not, in any way, allow for this distortion.



To fix one's position on the surface of the earth, it is only necessary to relate to the Lines of Longitude, and the Lines of Latitude. For an example, if your position was established as 30 degrees 20 minutes East and 16 degrees 30 minutes North —— you are 30.33 deg. East of the Prime Meridian, and 16.50 deg. North of the Equator. Degrees are devided are follows:

a. There are 360 degrees in the earth's circumference, whether taken at the Equator, or at the Poles.

b. There are 60 minutes in a degree, and 60 seconds in a minute.

By this method your position may be determined on a map of the earth's surface —— with an accuracy of plus, or minus, a few miles. A tactical map, using grid lines of finer definition, can fix positions within a few yards. This is necessary when directing artillery fire...

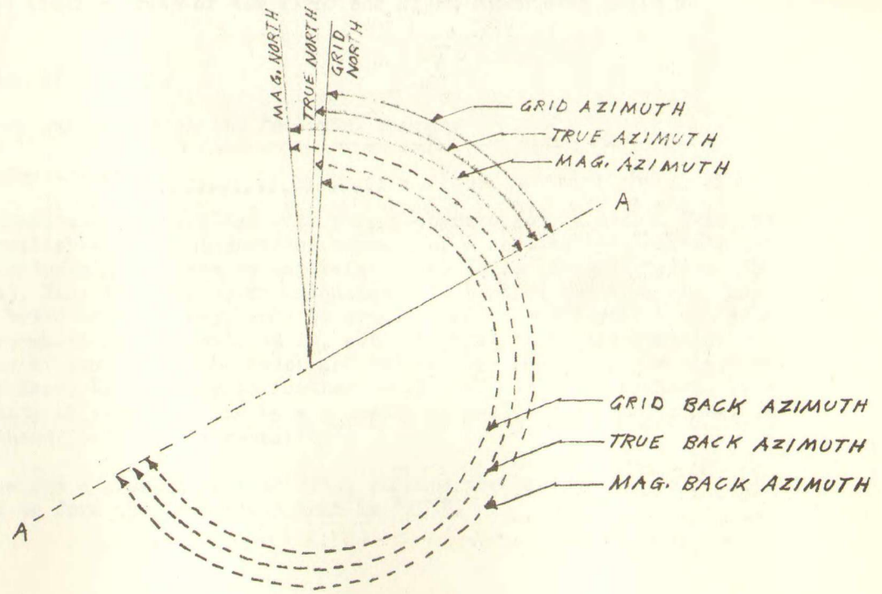
Artillery fire requires an accuracy greater than that supplied by fractions of a degree. For this purpose an "azimuth circle" is used which is devided into 6400 units of measurement. These units are called "mils". A degree is equal to 17.8 mils. A mil represents a position change of one yard for each 1000 yards distance (range) to a target. For example, if you are firing at a target at a range determined to be 3000 yards —— a change in the horizontal angle of your gun muzzle of 1 mil would change the point of impact of the projectile 3 yards. A mil-protractor is used in conjunction with a map when measuring angles in mils.

Base Directions.... Meridians of Longitude, as we have seen, converge toward the Poles, and point to True North. Grid lines on a military map are parallel to each other. They do not, in comperison, point to True North. They point to a direction called "Grid North". The compass needle points in a third direction called Magnetic North. These are all termed, on a military map, Base Directions.

The protractor is positioned in alignment with the vertical grid lines, and so Map Positions are calculated from Grid North. Below is a conversion of a Map Direction to a Compass Direction, or the reverse.

Compass	Mag. Declin.	True	Grid Declin.	Map
100	5E	105	5E	100
100	5W	95	5W	100
100	5E	105	5W	110
100	5W	95	5E	90

The rule is: When going from Compass to True —— add East Mag. Declin. and subtract West Mag. Declin... The reverse is applied when going from True to Compass... When going from Map to True —— add an East Grid Declin. and subtract West Grid Declin... The reverse is applied when going from True to Map.



Summary of Basic Information

1. Intelligence regarding the intent, and movements, of the enemy is an absolute essential to the survival of a Guerilla Army. Before armed resistance has begun, is the time to organize sources. Agents within the urban centers must be prepared to supply information. Cadres of your future striking force must be trained in Scouting, Patrolling, and Camp Security.

2. Men who are to engage in Scouting, and Patrolling, must have a basic knowledge of the following factors:

   a. Map and Compass --- and how to use them efficiently.

   b. The Terrain --- how to take advantage of it

   c. Concealment --- the art of moving without exposure.

   d. Patrol Formations --- how to choose the proper one.

   e. Patrol Missions --- understanding, and carrying out, orders.

   f. Patrol Communications --- use of visual, and radio, methods.

   g. Day and Night Patrols --- the specialized requirements of each.

3. Remember, mobility, and concealment, are weapons in the hands of a Guerilla force --- perhaps the best ones they may have. It will be, perhaps, the only one in which it is possible to achieve a superior position at outset of the struggle. It must neutralize the enemy's advantage of weaponery, and military manpower. The enemy must bleed --- and bleed again --- but the Guerilla cadres must survive. They must survive to provide the leadership when the outraged slaves of an alien government begin the total war to destroy their captors.

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Chapter 18.

Identification

Identification is the term applied to the distinguishing of one person from another. Each person may be established as a distinct unit, one apart from his fellow men. He becomes an individual, recognizable by physical features and mental characteristics, and as having a unique social history.

In a Resistance Movement, it is necessary for one to assume identification, now and then, other than the one by which he is commonly recognized. Reason for this change of identity may be one of the following:

1. For the purpose of escape from your enemies.

2. To accomplish a mission for your organization, where your real identity would be a hindrance to your success.

3. For infiltration, as an agent, into the apparatus of an enemy group.

4. For the purpose of disguising your common identity, within your own organization, as a defense against infiltrating enemy agents.

There are several paths to follow when making a change of identity. First, one should consider the purpose for which it is intended, the duration of the change, and the chances of encountering persons who are familiar with your real identity, or previous assumed ones.

1. A temporary change, where the common identity is to be returned into after a comparatively short length of time.

2. A permanent change, where the common identity is to be abandoned and never to be assumed again.

3. A plurality of identification, where more than one identity is to be maintained for a period of time.

Construction of Identity

One achieves uniqueness in the following manner:

a. By Acquaintances.

   Persons, who are familiar with you, recognize you on sight. This is accomplished by an unconscious summary of a complex conglomerate of characteristics. These we may refer to as IP 's (Identification Points). Your identity, your uniqueness, is synthesized from the face, the build of your body, and the special way in which your body acts in movement and in rest. It is, also, determined by the quality and color of your skin, the color and cut of your hair, and the shape of your head. Recognition is further reinforced, in close contact, by a quality of voice --- and by a grouping of mental characteristics, a synthesis called a "personality".

   There are a great number of IP's, perhaps thousands, that have combined to form the individual that is "YOU".

b. By Strangers.

Persons, who are not familiar with you, are limited to whatever facts they may obtain from the papers that you may carry on your person.... For example, there is your driver's license, your credit cards, your check book, membership cards in various organizations, and any papers that may bear your name. Starting with the first meeting, they build store of your IP's --- and your individuality becomes more unique. If you are simulating, and you are a good actor, you will have generated a new identity.

Change of Identification

When one is considering a change, a careful evaluation must be given to the requirements of the situation. You must ask yourself the following:

1. Is the evironment in which I am going to operate --- hostile,neutral, or friendly?

2. Will my new identity be exposed to persons who knew me in my original role --- or will it be exposed to strangers only? What are the "odds" that I will come into contact with someone who knows me? If I do,will it be a hostile encounter?

3. Will my mission place me into positions that are likely to arouse any suspicions? Is the enemy lax, or stringent, in their security?

4. What is my past record as far as the enemy is concerned? Does my history peg me as an opponent, as a collaborator, or as a neutral? What are the consequences of my being taken into custody?

Common sense must be used when deciding on how far to go in the alteration of one's appearance. Or in the acquisition of new identification papers. It must be remembered that false papers can boomerang. If they are a necessity --- use them. Where they are not essential --- forget it. Elaborate makeup, and disguise devices, may result in creating suspicion --- unless you have an expertise in the subject. If you are taken into custody, and checked,any false papers will cause you great difficulty. If your fingerprints are in a file, and they are checked, the breakdown of your front is underway. If an examination proves any part of your disguise to be false your problems will be increased. Avoid such obvious subterfuges as false beards, wigs, and any excessive skin makeup.

In the use of false identification papers, or elaborate alteration of one's appearance, one must consider the following questions:

1. Which condition will result in the greatest difficulty--- failure to escape detection, or the consequences of detection under such circumstances?

2. What will be the duration of your exposure to persons who are hostile to you, and may have you taken into custody?

3. What is the nature of your mission, and its importance to the success of the Resistance? In desperate situations, this factor may outweigh all the others.

The Art of Makeup

The "art of makeup" is the expertise of transforming one's appearance. Or it may be considered the art of altering, or hiding one's IP's. A simulated, or assumed, identity may be that of a real person, or merely a production of a non-existent character. It may include simple changes of head-hair style, or changes in facial hair. It may include the addition of eyeglasses, or removal by the substitution of contact lens. It might include the removal, or the addition of a facial defect. It could include alterations in body shape with subtle tailoring of the clothes. The color of the skin may be changed by the use of a sunlamp.

Makeup kits may be obtained from theatrical supply houses. However, finding one skilled in their use, and sympathetic to your needs, is likely to prove a large obstacle. If this cannot be done, obtaining such material is a waste of time. Obviously phoney disguises will only result in arousing suspicion..

The acquisition of skill in makeup is not unlike any other skill in application to Guerilla warfare. It is best acquired prior to the time of need,the outbreak of open conflict. When the struggle begins, the duress of the times may prevent it from ever becoming a weapon in the arsenal of your cause.

A Temporary Change in Identity

Consider the following notes on the subject:

a. If your relationship with the enemy is the worst, and you are on the hunted list --- pull out all the stops. Use any physical disguise that may be available. Carry false papers if necessary, but make them near authentic as it is possible.

b. If your relationship with the enemy is not so good, but you are not a hunted person --- balance your procedure against the consequences of detection with false papers, and in disguise.

You may consider carrying dual identification, one authentic and other one false --- where chances of disposal of one, or the other, is good if you are about to be overhauled and searched. Try to use simple, and natural, disguises. A going-over will not reveal them as phoney.

c. If your relationship with the enemy is relatively good, or at least an antagonism is not recorded, make only the simplest changes in natural appearance. Do not carry false papers. Simulate your new identity with words, and do this only when necessity requires it.

A Permanent Change in Identity

Consider the following notes on the subject:

a. Use only natural disguises. They may be quite sophisticated but are of quality sufficient to withstand complete overhaul without being disclosed as being phoney. However, alter as many IP's as possible. Utilize such natural alterations as a change in hair style, alterations in the facial hair such as a beard added or subtracted, a toupee added or one subtracted, sideburns lengthened or shortened, or eyebrows trimmed to a different shape. Eyeglasses added, or contact lens substituted. Add a scar by slashing your jaw with a razorblade and rubbing in salt.

Change the color of the skin with a deep suntan. Weight may be added or taken off. Remove any birthmarks, or tatoos, by surgery. Change posture by becoming more erect, or by slouching. Change your walk by moving in more brisk fashion, or by slowing it down.

Change your voice by speaking more slowly, and in a lower register. The result of lowering the voice is more natural than is raising it. Watch your laughter, a laugh is almost as recognizable as a voice. A changing of the voice can be effected, rather easily, by clipping of the speech, or by a drawing out. With a conscious effort one can alter the apparent vocabulary --- works best in the direction of simplification.

Once you have assumed a characteristic, unless you change company, you are stuck with it. Any lapse into differences, and you may arouse doubt of your authenticity.

b. A change of geography should accompany a change in identity. The change may, only, consist of burying oneself in another quarter of one of the larger cities. The old habitat must be shunned like the plague. Someone will penetrate your disguise, despite all the care that you have taken. Only time will dull memories, and give you opportunity to perfect your new role.

A Plurality of Identification

Consider the following notes on the subject:

a. Make no extensive changes in physical appearance, unless the two areas of operation are well removed from each other geographically. If it is necessary that the two identities be exchanged frequently, the disguise must be simple and capable of changeover without residual carryover. An example of physical disguise might include a radical change in eyeglass color and shape or an addition, or subtraction, of them. It could include the wearing of a toupee, or the subtraction of one. A radical style change in clothing may be added. Changes in manner of speech, and gait, and posture are possible.

b. More than one set of papers may be carried. However, if you are caught with both --- you have had it. This is a matter of judgement. Consider your chances for detention for any reason, and your relationship with a government of aliens. If you are taken into custody, and checked, false papers will put you behind bars, or worse.

False Identification Papers

The acquisition of false papers may be accomplished by one of the methods in the following list:

a. Theft... You may steal them from another person. The person, of course, should bear physical resemblance to you. He should be of about the same age, and of the same race. Observe your supplier, and simulate his dress and manner. Avoid his habitat after acquiring his papers.

This method, at best, cannot be relied upon for any permanency of arrangement. Of course, if the person, whose papers are now in your possession, is deceased --- your chances are better... If the authorities do not know of his demise --- much better..

b. Forgery... You may reproduce the necessary papers. This, of course, is a process requiring considerable skill. It may also require special paper stock, special inks, and the forgery of seals and signatures. Clumsy art work can only result in disaster if your papers are checked by a knowledgeable examiner. Many times one can get by with merely waving them under the nose of someone --- but don't count on it. No papers at all may be better than bad ones.

The Resistance should be prepared, in advance of the conflict, by storing printing equipment, papers, inks, photo and developing equipment, and reproductions of documents, seals and signatures. Basic forms should be obtained for the production of driver's license, social security cards, marriage license, military discharge certificates, and any others of significance that governmental agencies are certain to come out with from time to time.

c. Direct Application... One may acquire the papers, legally, by using a lengthy, but effective process:

1. A Birth Certificate is a basic document in establishment of a new identity. Genealogical records are, in towns or cities, kept in a city office. In addition, the public library stores chronologically arranged newspapers going back many years.

a. Research the obituary of the newspapers, plus or less 2 or 3 years the either side of your birthday. Choose the obituary of a baby, or young child, whose sex and race is the same as yours. Copy all the data given in the notice; the name of the child, the date of birth, the names of the parents, place of birth, etc.. It is preferable that the name of the baby is not the same as one of the parents. This to avoid assuming a name belonging to a person who, if not alive, may be remembered. This is just an added precaution.

Write to the appropriate agency, in the city, requesting a copy of the Birth Certificate. You may request more than one copy if you desire. For an address for receipt of the document, rent a room in another area of the city. For an assumed name, use the name of the deceased child whose identity you have taken. Now you have a home address.

b. Acquire a job in some low-grade menial capacity. When asked for identification, dishwashers seldom are, use your Birth Certificate. When hired, state that Social Security card has been lost, and you do not remember the number. Through your employer, apply for new card under your new name. When you receive it, you will now have another solid document.

c. Open up a savings account at the largest bank in the city. Make a modest weekly deposit to be credited to the account of your new name. Identification is very seldom asked for when opening a savings account. Work

with the savings account for a couple of months, and then transfer most of the money into a checking account. Summing up —— you now have 4 documents for a testament to your new identity: Birth Certificate , Social Security Card, Bank Savings Book, and a Bank Check Book. In addition, you have a Credit Reference —— the Bank.

d. Start buying, modestly, on credit. Use your bank,and your new employer, as reference. This will produce a good credit rating for you. That is if you pay all your obligations on time. Apply for Credit Cards in various categories. You will have references, also a credit rating. The Credit Cards are additional identification, and will give you a large equivalent in money. This will be of value should you decide for a dissolution of your phoney identity, and a change of scenery for reasons of joining the boys in the hills.

e. Apply for a Driver's License under your new name.You may be required to take a driver's test. Should you need identification —— you have it. When the document arrives at your new address, another peg shall be added to the construction of your new identity.

f. Now, at this time, your long range purpose must pass in review. You have established a "duality" in your identification. You now possess two social histories instead of one.

If your purpose is to operate, only, under the late acquired identity —— close out your check account at the bank, leaving the few dollars in the savings account. This will keep the door open for a possible return, in emergency, under your new identity. Leave your employer, with a barrage of thanks, for all of his consideration. Tell him you are moving to a new location, a good distance away —— maybe California.

Move to anyplace but California. On the way to your new habitat, in some convenient place, make the full physical transformation into your new identity with the simple alterations previously mentioned.

Now you are ready for a complete existence in a new role as Mr. X —— or whatever your name is.

g. Once you have settled in your new habitat, few rules should be followed:

1. Avoid unnecessary public exposure. Do not cultivate any close friends.
2. Avoid situations where you may be fingerprinted , or have your photo taken.
3. Change living quarters frequently.

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Chapter 19.

Training and Indoctrination

Phases of Training

Without the discipline, organization, and skill promoted by training —— any group, preparing for combat, will be only a mob. It will be a certain loser when confronted by organized force. Training forges an army from a horde of individuals. A military force is a complex organism, and no man can become a master of all of its detail. However, any man can learn his part well.He may also learn how his part functions in coordination with the other parts. When he has learned these things, he gains in pride and confidence —— in himself and in his companions.

A good training program, usually, progresses in the following manner:

1. Basic Individual Training.
   The recruit learns the general philosophy of Guerilla Warfare. He must learn to think like a Guerilla. He is prepared in the fundamental arts of the profession.

2. Advanced Individual Training.
   The recruit adds to his knowledge of basic skills. He begins functioning as a member of a Team. He learns to rely on his comrades. He falls under the observation of his leaders, and is evaluated for his own potential as a leader.

3. Basic Unit Training.
   The individually trained man learns to work with the other members of his Team in the procedures that will be expected of the Team.His main concern, now, is for the progress of the Team. He measures his success by the success of the Team. He engages in various projects with all of his comrades. He is observed by his leaders for his potential in the area of leadership.

4. Advanced Unit Training.
   The Basic Unit trained man is prepared in the functioning of his Team when it acts in concert with other Teams in joint exercises. He views himself as an important part of a great Movement —— one that will, at some future date, rescue his country from her enemies. At this time he is ready for selection as a leader, provided he has the dedication and the ability. Lack of either factor will disqualify him.

A training program consists of two categories:

a. Classroom Exercises.
   A thorough grounding in theory should precede the actual practice in a sequence of exercises. The purely lecture method is not likely to produce effective results. Allow participation, in the classroom, as much as practicable. Use visual aids when it is possible to do so.

b. Field Exercises.
   The classroom is not sufficient to develope proficiency. Take procedures into the field, and de-bug them. This is absolutely necessary for developement of skill, and teamwork. There are many persons who, while unable to deal with abstractions, master their subject well if allowed to deal with it physically. They may become extremely proficient in it. Many successful Guerilla leaders recognized this fact, and organized a training program based upon it.

Management of Training

Training Management consists of the planning, and direction, of training. It is the responsibility of the Area Commander. The concentration upon certain aspects of training may vary from Area to Area, dependent upon the tactical, and strategic, requirements of that Command. All training should be accomplished, whether classroom or field, with well defined goals in mind.The goals are called Training Missions. Each Mission is a problem that deals with the destruction of enemy, or his works, in some particular way.

A Training Mission requires, and developes, teamwork. It requires initiative and resourcefullness. When a Unit Leader is to take part in a Mission, he is allowed some degree of judgement in order to best carry out the part that is required of him. In consultation with his staff, he developes his plan..... However, it is the Unit Leader who must make the final decision. It will be his baby when confronted by the real thing.

When the planning for the role of the Unit in the Mission is completed, the Leader will publish his orders. He must always leave some room for exercise of judgement by his staff, and subordinate Leaders. This delegation of terminal authority is good preparation for the decentralized nature of Guerilla warfare. The planning must be flexible enough to adapt to the unexpected.... Training must always reflect the ever-present potential of turnabout events.

The Field Exercise

1. Tactical.
   This exercise must be contrived to resemble the reality of combat.... Pit one Team against another, or one Band against another. An enemy is not an abstraction, he is a physical thing.

In a pre-revolutionary environment, training will have to be done in the covert manner. No government looks kindly upon the training of a Guerilla army within its borders, unless it is a para-military extension of those military forces controlled by the government in power. A usurper government, almost without exception, will follow this course.

Illegal weapons may have to be simulated during a Field Exercise. Even if outside observers are effectively excluded, enemy agents may have already penetrated the organization. Means, however, must be found to demonstrate the operation, and tactical applications, of such weapons to all trusted members. Penetration by primary agents is not the greatest threat to the security of a revolutionary group. The threat is from fink members. This condition is brought about as follows:

a. Pressure is brought to bear, with threats,against a suspected member of the organization under surveillance.

b. The member feeds out information to the primary agent, and in some cases introduces the agent into the organization. In the ensuing arrests, and court trials, you will find our fink in the witness box spilling his guts.

This condition has repeated itself, time and again, in actual cases —— in this country, and others.

2. Communications.
   This exercise must be contrived to test, and de-bug, the communications net in all phases. Periodically, the entire Area Command must be included in the exercise, accumulated as one force against the enemy..... This does not require taking to the field as a mass. Simply disperse as Teams, and carry out the tests. The exercise should be conducted with a minimum of time, and a maximum of efficiency. Coded forms are used..... .The Communications Officer on the staff of the Area Commander will conduct, and monitor, the complete exercise. In addition, when a Tactical Exercise is conducted —— radio communications will be utilized and the net will be further improved, and de-bugged. When applicable, couriers and maildrops will be used and the results noted.

3. Underground Railway.
   This exercise will help to determine the efficiency, and security, for future reference of this system. Move a person, or persons, through the path. Follow the procedure with trained observers. Watch for mistakes that could endanger security. Watch methods of communication used, and identification signals exchanged. Observe methods of transportation; in particular note the transfer of cargo from one vehicle to another. Note the hazards of particular Hideouts.

4. Medical.
   This exercise will determine the ability of the Medical Net to care for the combat injured, and the sick. Simulate casualties, and carry on the transportation, and treatment of such. Observe the response, and competence of the medical personell. Observe the security of the procedure and the availibility of the necessary medicines, drugs, and equipment.

5. Intelligence.
   This exercise is designed to test the information-gathering efficiency, and speed, of the Intelligence Net. Construct a problem. It may be one involving the security of a Training Mission. It might be one involving the complex problem of a Strike against a large city. Ask only for the material that is within the capability of the net to obtain. Do not, in any way, overstress the system to the point that it will entail taking risks that may result in security breaks.

6. Weapons.
   Training the use of weapons may be part of a Field Exercise in Tactics. However, practice in the actual firing of them should be acquired prior to their use in the field.

   Unfortunately, combat-situation training in weapons for the Resistance forces, during the pre-revolutionary phase, will be quite sparse. Legal and physical pressure, by the government, will be a limiting factor. To avoid endangering security, use remote, unpopulated, areas. This may be hard to come by. Avoid having men in combat clothing running around the countryside. Trust no observers who are not members of the Resistance.. One method is to organize them into "hunting" parties.

   The screening of personell is an absolute necessity. If extreme care is not used in the selection of members —— infiltration of agents,and the proliferation of finks, will break you up...

   During the exercise, post lookouts equipped with glasses and radios.... Air, as well as ground, observation is necessary. Take cover, and cease any movement, when aircraft are flying overhead.

For practice in the use of legal firearms, the formation of "Gun Clubs" may prove useful. The classroom may have to be substituted for field in obtaining familiarity with illegal weapons. The minimum requirement for such instruction is stripping, repair of common malfunctions, and operation. Tactical employment of the weapons should be included...

7. Explosives.
Instruction, and safety precautions, should be stressed in a classroom before use in the field. This is necessary to prevent accidents. Accent training in the following aspects:

a. Explosive Materials.
The physical properties, relative power, tactical application, and a detailed analysis of their manufacture should be included in lesson plan where practicable.

b. Explosive Devices.
Include instruction in the methods of detonating,construction of the various types of containers that may be used, and the safety precautions that should be observed.

8. ABC Warfare.
In this exercise, classroom instruction in the characteristics of these various agents should be followed by running through, in the field, the defensive arrangements that have been determined. Particular emphasis -- -- and we mean that --- is to be placed on survival of personell exposed to gas agents. Gas will be employed by the enemy under the condition where it will be tactically useful.

Indoctrination of Personell

1. Political.
The political education of Guerilla warriors is the equal in importance to technical training. Perhaps it is more important --- it provides the incentive to keep going under the shadow of almost certain defeat. This has been proven, time and again, in the conduct of Guerilla war. It has been assumed that a man, or woman, who joins the Resistance, has all of the properly aligned political principles. However, they will need continuous reinforcement if they are to endure under the constant pressure that is certain to be maintained. They will require the armor of a deep dedication to protect the more vulnerable underlay of theoretical conviction. They must be convinced, and re-convinced, that their cause has immutable right on its side and that the enemy can be defeated.

There will be many hours of otherwise idle time in a Guerilla camp. They must be put to use for the benefit of the Resistance. All the days, with the exception of Sunday, should be taken up in a schedule of work that is constructive. Relaxation should not be allowed to become indolence... If allowed to do so --- problems will be created in discipline, and the morale will sink to the bottom. Many members of the Guerilla force will not function well in repose. Keep them busy, and promote a sense of duty and responsibility.

Political Indoctrination, as we intend the term, is not "brainwashing".. It is simply an affirmation of the principles that we are fighting for, and there is no substitute for these ingredients in the formation of the dedicated combat force. It is this that the society of the enemy lacks..

If we are to win, we shall need every possible advantage. What the enemy has in weapons, and in manpower, we must subdue by a superior will.

Commanders tell the story to your people as if you believe it. You must believe it --- or they will find you out. Don't rattle on in a way that incites no one. You must convey the spirit of the Resistance, in words , into the minds of your fighting men. It will gird them for the conflict, the deprivation, and the tests of endurance. It will armor them from the fear of defeat, and death.

Invite the participation of your audience. Get them involved in the discussion. Encourage the delivery of testimonials, the relating of personal experiences. Let these be drama that records, for all to hear, of the bestiality of the enemy, and the heroism of the Resistance. The response will assist Commanders in the evaluation of their people.

2. Moral.
It is essential that the teaching of personal honor be provided, and on a regular basis. This is a responsibility of the Unit Leader, and on the appropriate occasion, that of the Area Commander. If they are not quite adept as a "minister", they should cultivate whatever talents they have in their possession. The importance of moral teaching cannot be held in low regard. Its absence will result in a gradual erosion of the spirit , and of the purpose, of the Resistance movement. The history of Guerilla organizations, removed from the influence of ethical teaching, indicates a constant battle to prevent their deterioration. They will become like animals in their attitudes. If this condition materializes, there is but little purpose in continuing the struggle for physical dominance over an enemy. Whoever emerges as the winner will matter but little in the building of a worthwhile human society.

In Guerilla encampments, Sunday should be set aside for the purpose of a renewal of religious interest, and reinforcing of moral convictions. It is a necessity that the decency, and personal honor, of a civilization -- -- one that is worthy of the name, be preserved. If it is not, an animal cage will be the inevitable result.

3. Hygiene.
Personell must be continuously instructed in the benefits of body care, and cleanliness. This is necessary, not only for the sake of appearance, but for self-preservation. Filth is a breeder of disease. It is a medium of exchange, between persons, for the bacteria that breed in it. This is especially true where there are close personal contacts, and a constant association with an environment of unknown quality. The medical skills , and resources of medicines, are likely to be primitive. However, a clean body comes free, and is a shield against infection.

In a Guerilla camp, particular attention must be paid to the handling of food and water. Since these are ingested into the body, they are a prime source of infection. The disposal of human waste must be safe, complete, and beyond the reach of insects, and animals. It must not be allowed to become a problem in the contamination of the food, and water, stores....

In a large camp, there should be several latrines and not one large one. Such a latrine should not be used by more than 2 Teams (8 men). We mean the same 2 Teams, day in and day out. This method will restrict a spread of infection. Should one of the 8 men become infected, his waste should be disposed of separately. Bowel movements in a latrine must be covered

up, each time, with a shovel of earth. Flies, and other winged insects, have a rotten habit of tracking in the filth and carrying it right onto the food on your dinner table.

4. Interrogation Resistance.
A member of a Guerilla movement must live with the ever-present danger of detection, arrest, and consequent questioning. Instructions in the technique of resisting interrogation must be given. If torture is part of the game, the limit of how much can be endured will depend solely on the will of the one tortured. Every man, without exception, has a limit and there are no exceptions .

In the pre-revolutionary phase of the struggle, interrogation may consist mainly of intense questioning and confinement —— but this is only an estimate and not a statement of fact. This an ordeal that may endure for hours, days, or even longer.

During the revolutionary phase, when the enemy is entrenched in power , there will no limits imposed on the means used to extract information.. One may be required to live in darkness, isolation, filth, and without adequate food or water. One may be beaten, or more sophisticated means used to induce pain. One may be drugged, and the mind pried open with a vicious attack on the sanity. Your examiners will be animals, or worse.

Following are some rules to remember when in the hands of Interrogators and they are working you over:

a. First be armed with a logical excuse for being where you are,when you are picked up outside your home. If you are on a mission,this important fact becomes an absolute necessity. Have the excuse drilled into your mind before stepping out of your living quarters. Actually go through the act that forms the basis of your excuse.. Your mission should be a movement within the framework of another of ordinary consequence.

b. Talk as little as possible. It will be easier to remember all you have said. It will prevent making contradictory statements. Once you have committed a statement, never admit to its untruth. Such an admission could be the loose brick that brings the wall down.. The Interrogator will get his teeth into it, and never let go.

c. To assist your mind in withstanding physical torture, concentrate your mind upon some simple combination of words, such as a prayer —— and repeat it over, and over, to yourself. Withstand the pain to the very limit of your endurance. Do not fall apart with mere fear of pain, even before it begins. Remember, one can cry uncle and stop the pain at any time. Just a few more seconds may result in satisfying your tormentor that you are telling the truth.

d. Any member of the Resistance should be prepared to take his very own life, if the information he carries will place his friends in jeopardy. Every man has his limit in resisting pain, no matter in strength of will. That limit is a matter of degree, varying from man to man. No one possesses a limitless resistance. Man happens to be a creature of mind, and nerves —— not a rock or stick made of wood. In addition, drugs may be used to prepare one for final examination. The enemy will wind up killing you anyway, so short

circuit the event and destroy any satisfaction they may obtain from it in the process.

Unless there is no alternative, a mission should not be a one man job..... Have the agent doing the work under surveillance by a second person. If an arrest is made, his friends wil. be informed of what has happened and take protective measures accordingly. There is nothing more dangerous to security than the pickup of an agent, and this is unknown to anyone else in the organization. If the agent is in possession of vital information, and he breaks, the damage that results may be beyond repair. At the very least,an agent going on a mission must post a time for his return. Any delay in the timetable should result in moves being made to secure the organization for the potential leak.

Schedule for a Program of Training and Indoctrination

Following is a weekly, revolving, schedule. It is for the use of the Guerilla army in the field. A modified form of it may be used in the pre-revolutionary period of the conflict...

Hour	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Sunup	Reveille	do	do	do	do	do	do
	Brkfast	do	do	do	do	do	do
0745	Assembly	do	do	do	do	do	do
0800	Reports	do	do	do	do	do	do
0830	Political	do	Moral	Hygiene	Interro.	1st Aid	free
1000	Weapons	do	Tactics	do	Weapons	do	Church
1200	Lunch	do	do	do	do	do	free
1300	Field	do	do	do	do	do	free
1800	Dinner	do	do	do	do	do	free
2000	free	Communic.	do	Intell.	do	ABC War.	free
2130	free	free	free	free	free	free	free

Note:
Units having 0800 to 1700 patrol, or sentry duty, are excused from all T and I on that day.

Units having 1700 to 0100 patrol, or sentry duty, are excused from all T and I in the afternoon of that day.

Units having 0100 to 0800 patrol, or sentry duty, are excused from all T and I in the morning of that day.

The Executive Officer on the staff of the Area Commander, or in event of his absence the Senior Unit Commander billeted in the camp, will publish the T and I Schedule each week.

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Chapter 20.

Epilogue

The education of a Guerilla warrior does not consist of a mere accumulation of information concerning his craft, More than this --- his education must reach out for a way-of-thinking. It is a state of awareness that results in an instinctive reaction to danger in a hostile environment. It is a state of mind and heart --- a dedication to his cause that elevates him above the obstacles in his path. It is an education that makes him superior, superior to the enemies who afflict his country. He will never be confused by ignorance, or paralyzed by fear.

The material contained in this manual is, merely, a survey course in Guerilla Warfare. It is not the first word on the subject, nor is it the last... It most certainly is not the best, but the author feels that it contributes something of value. It is a point of departure for those persons who desire to improve upon understanding gained from other sources. It is a different approach from most of those sources --- in that it discusses the matter in terms of the Guerilla side of the coin. In addition, an attempt is made to relate it to the social, and political, environment existing in the United States. Resistance, in extent and form, is determined by the socio-politico climate in country --- not the other way around.

The information in the manual is tactical, not strategical. There are zero conclusions drawn in the thin atmosphere of grand-strategy on a national,or super-national, scale. It is designed, only, to aid in the construction of a family of contiguous cells of resistance. Master plans are but wads, and scraps, of paper --- if these basic cells do not exist. These constitute,in combination, the organism upon which the revolution is dependent.

It is fervently hoped that in the inevitable, and decisive, crisis that now approaches over the horizon --- that great leaders will arise, and draw the strength for victory from the people that this manual has helped, a little, to prepare for the struggle. These leaders will arise from the crucible of desperate need --- and they will, for need has given birth to such men from the very beginning of our race. Yet --- if there are no forces to lead, all their valor and all their genius, will bring them only the agony of defeat.

A "Master Plan of Victory", to hurl in the teeth of our enemies, should now be in preparation. Somewhere --- it must be waiting, it must be. To prepare such a Plan under the duress of an iron-studded oppression, entrenched with great power, will be infinitely more difficult. The cells will be blind to the form of the organism -- and may suffer destruction under the heel put down by the enemy.

The Army of the People, and the Master Plan of Victory, are two rivers that must come together, in confluence, at the time of crisis. If either one is not in existence, or comes into being to late, a history of interminable -- dehumanizing -- slavery under an empire of evil men shall be ours. We must not, we will not, allow this miserable end to come upon us. What a vile,and unspeakable, heritage to bequeath our children --- and their children. What a sickening termination of a civilization --- a thousand years in making... If our seed cursed us throughout eternity, in knowledge of our betrayal, it should be what we deserve.....

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